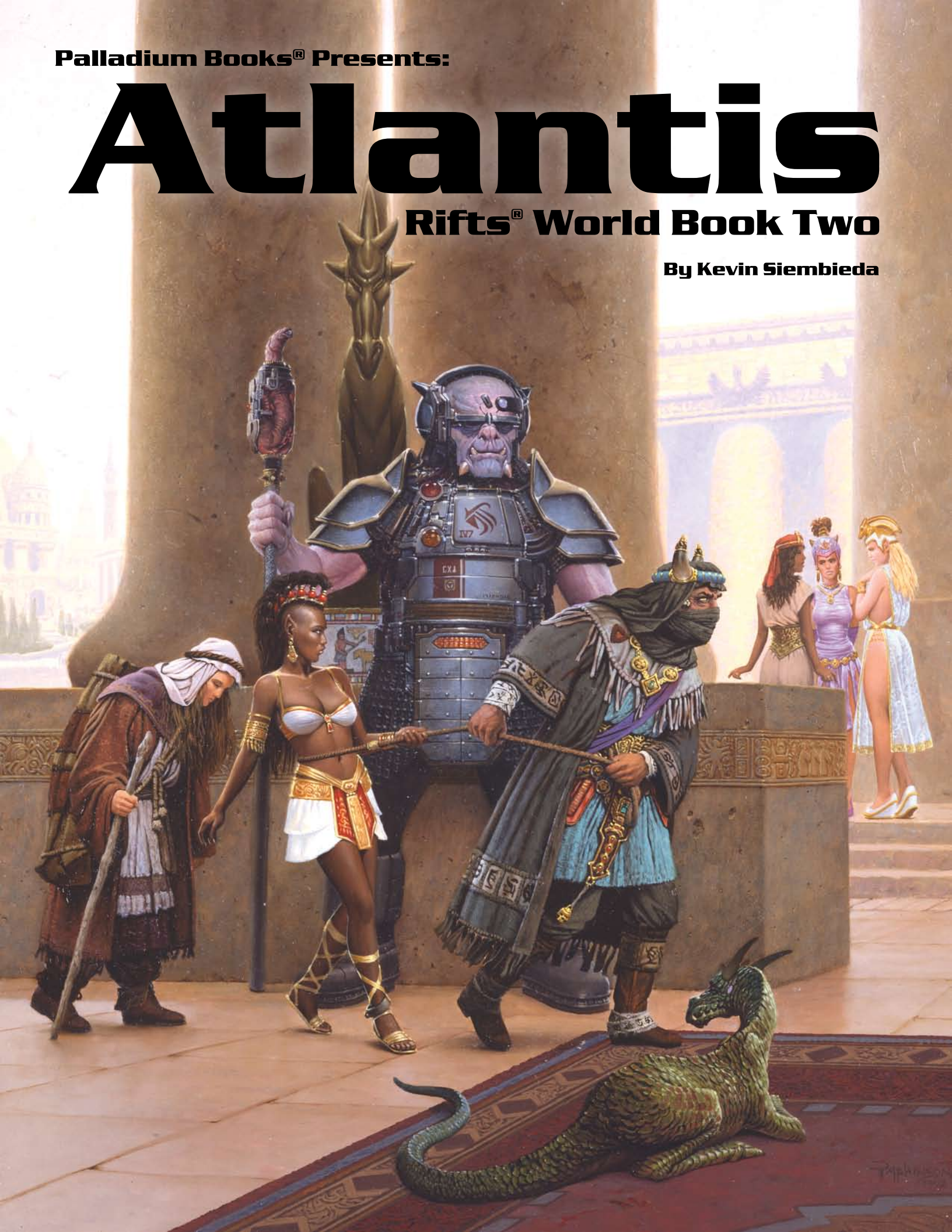


Palladium Books® Presents:

Atlantis

Rifts® World Book Two

By Kevin Siembieda



Warning!

Violence and the Supernatural

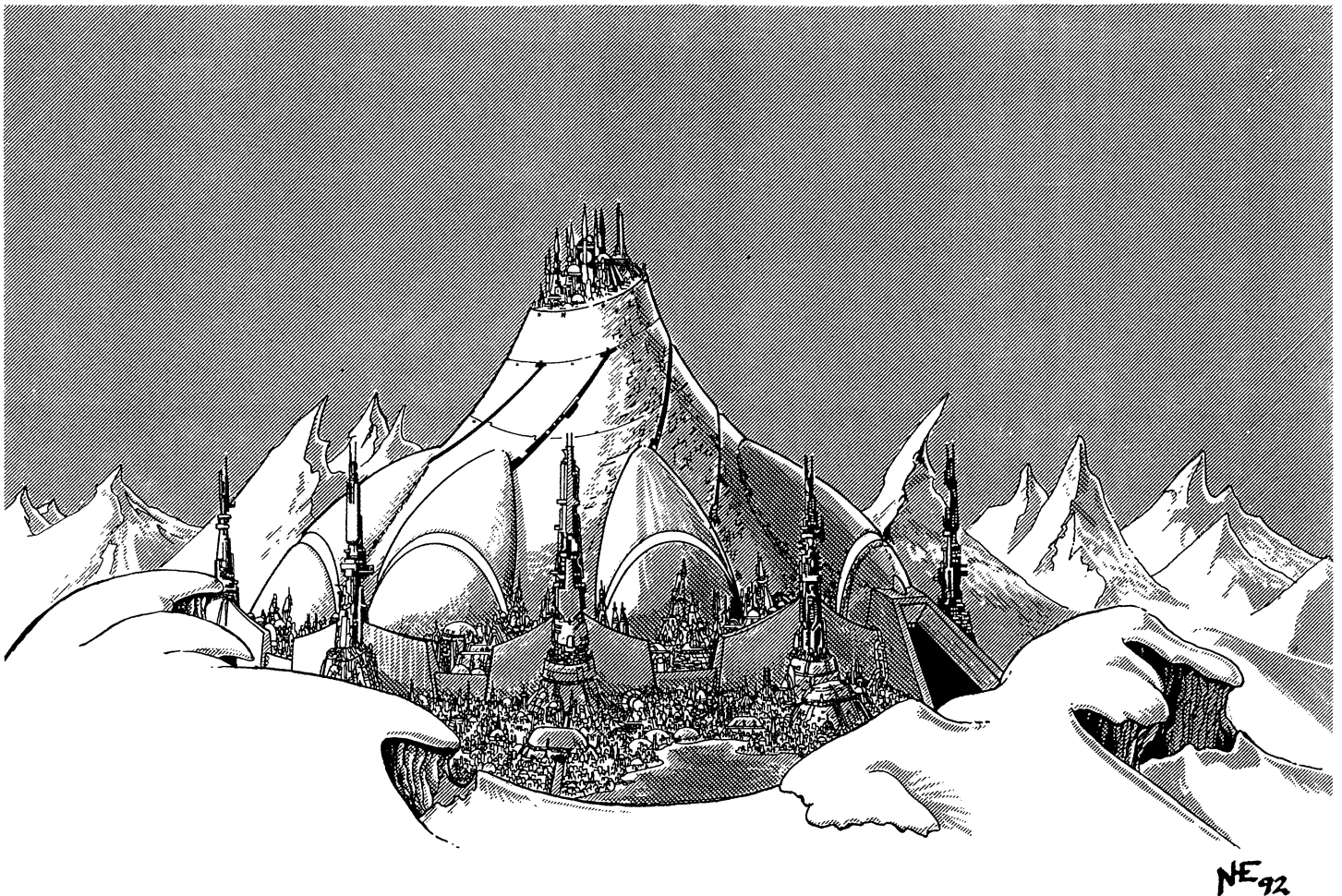
This book may be inappropriate for young readers.

The fictional world of Rifts is violent, deadly, and filled with supernatural monsters. Other dimensional beings, often referred to as “demons” torment, stalk, and prey on humans. Other alien life forms, monsters, gods, and demi-gods, as well as magic, insanity and the supernatural are all elements in this book.

The fictional continent of **Rifts Atlantis** is a place ruled by monsters. Their customs, magic, technology and practices are evil, violent, and monstrous.

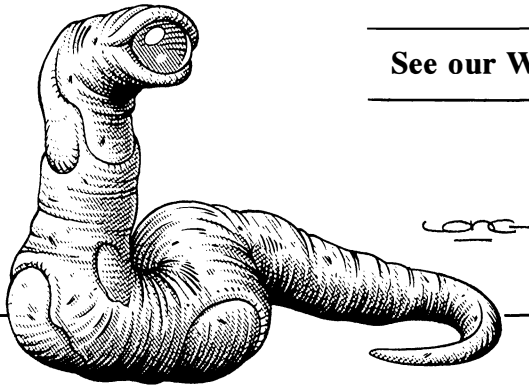
Some parents may find the violence and supernatural elements of the game inappropriate for young readers/players. We suggest parental discretion.

Atlantis



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A brief note about Rifts Atlantis

We have been deluged by fans asking about the *Mind Bleeder*, *Temporal Wizard* and *Chaing-Ku*, all of whom are mentioned in this book, but never described. The questions range from, "Was this a teaser or accidental omission?" to "Where are these O.C.C.s!? We need them!"

The Chaing-Ku are mentioned because they are the creators of tattoo magic and have great historical significance for Atlanteans. The Chaing-Ku dragons have not been seen for thousands of years and are believed to be extinct (GM's option, really). Consequently, I decided not to include their general stats in the Atlantis book. These dragons may play a part in one of our future world books and if so, I will include character information then. In fact, the Chaing-Ku will appear in **Rifts England**.

A specific, S.D.C. Chaing-Ku villain can also be found in **Villains Unlimited** (see Chaing-Six — this is where the idea for it and tattoo magic started).

The temporal wizard will also appear in **Rifts England**. The mind bleeder will appear in **Rifts Africa**. And yes, the temporal wizard in **Rifts** is very different from the temporal wizard in **Transdimensional TMNT**.

PDF Edition – July 2015

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Atlantis

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A supplement for Rifts®.

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Special Thanks to Keith Parkinson for a magnificent cover and good conversation. Steve and Alex for their incredible ideas and encouragement. Kevin Long for busting his butt on one killer deadline after another and always produces a masterpiece. My beautiful wife, Maryann, for her long hours of work and understanding. Jim, Al, Thom and the usual gang of idiots. And, last, but not least, Newton Ewell who gave this book his all and produced some of the most impressive artwork I've seen from him yet (and there is more to come).

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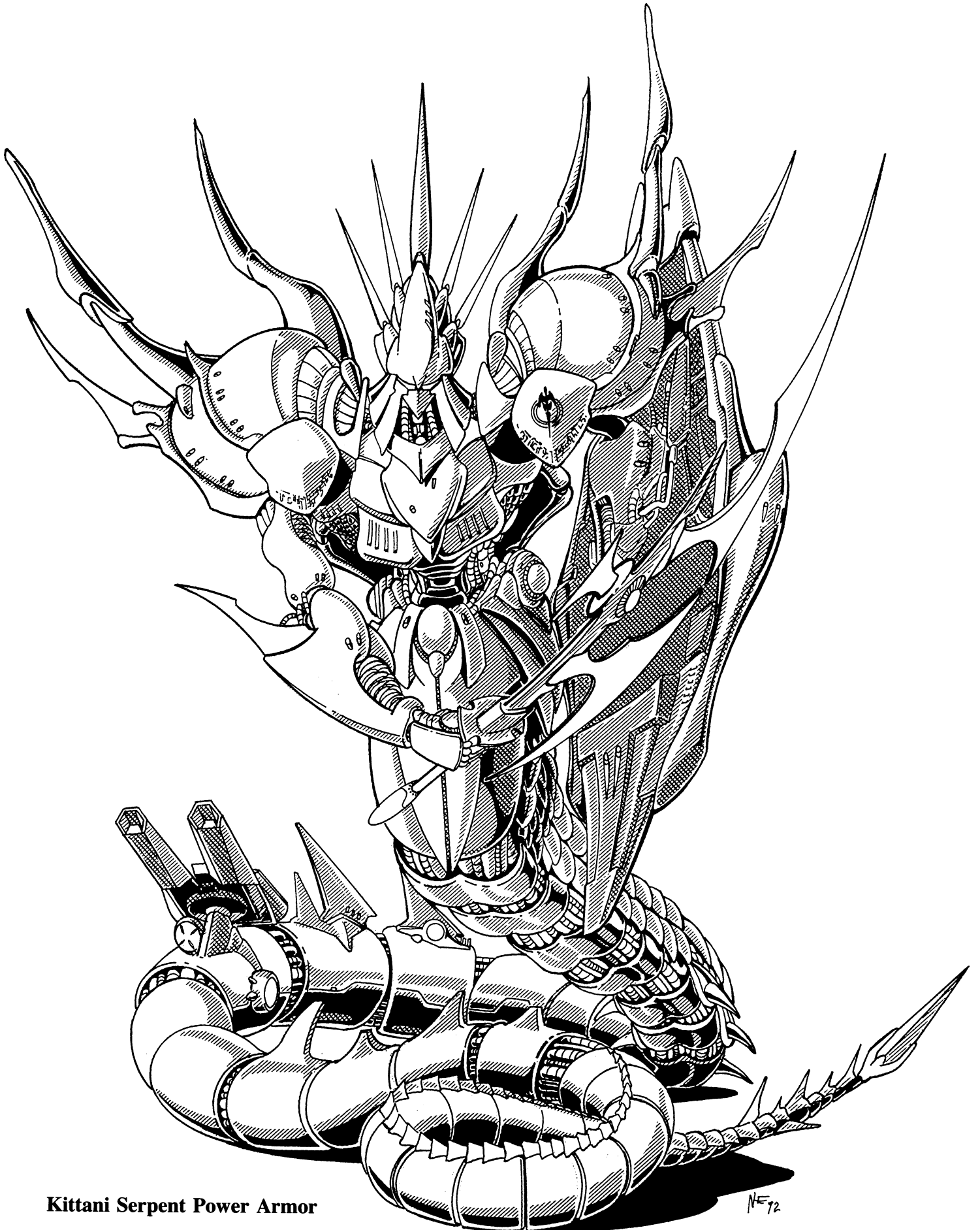
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Kittani Serpent Power Armor

ME72

Atlantis Reborn

Some words from the Author

Some books take extra time because they are so elaborate or demanding in some way, but not this one. Once I was able to make the time to write, it just flew off my fingertips. Suddenly Atlantis came to life and I just wrote and wrote and wrote. I could barely keep up with myself as ideas poured out.

This book is late mainly because I'm not the superhuman Atlantean I wish I was. Palladium continues to grow and so many things, not to mention people, demand my attention that sometimes even important things, like deadlines, slip away and out of my control. As I have done so often in the past, I must apologize to our fans, retailers and distributors who have waited so long for this world book (it was originally advertised as a May release, not September).

My goal was to create an Atlantis that was more exciting than the ancient legends, something both beautiful and frightening. An Atlantis that was as much a part of another time and dimension as it was a part of Earth. A place exotic and exciting, yet alien and dangerous in the extreme. As I saw it, Atlantis would have to be steeped in mystery, magic, intrigue and history. A place where men and monsters existed side by side and the characters range from the noblest heroes to the most terrible villains. And you know what? I think I have succeeded. The end result is a book I'm very proud of. In my opinion it has one exciting concept after another and some of the best writing I've ever done. Ultimately, you, the readers will be the judge of that.

I hope you enjoy exploring Atlantis as much as I did.

A note about the contents

Although there are historical references to real places, events and myth, **Rifts Atlantis** is a work of fiction. The magic, monsters, and heroes are all fictional — make-believe.

I know that some of you think these disclaimers are pointless or silly, but there are parents and players alike who are concerned about the things they read and play. I just want to assure those concerned individuals that there is nothing real, evil, or demonic about the fictional magic, monsters, characters, devices or anything else in this book. Role-playing is an excursion into the world of fantasy. Atlantis, Rifts Earth, and all the other Palladium role-playing games and supplements are just vehicles one can use to visit some of these fantastic, imaginary worlds.

Please be further advised that the descriptions about bio-wizardry and rune magic may be seen as pretty disgusting, disfiguring, violent, and terrible. That's because the Splugorth, the creatures who have developed and use these forms of magic, are vile, evil, disgusting, violent, and terrible beings! Their magic and technology is an ugly reflection of their horrible, evil nature. Like any form of technology, magic in its many fictional depictions can be used for good or evil, to liberate or enslave, to heal or mutilate. The Splugorth have chosen evil, slavery, and mutilation.

I honestly don't think that anything in this book is so terrible or disgusting that people will faint or be upset. In fact, with this commentary, many of you are likely to read the sections and may wonder what all this precautionary talk is about. I just wanted to warn some of you with more delicate dispositions that there may be some strong material. Along those lines, if you feel this material is disturbing or inappropriate for your games, then don't use it. Much of the bio-wizardry information and devices is intended to be used for non-player villains and monsters anyway. Again, it is as much a story-telling device to show the vile nature of the Splugorth as anything else. Thanks for your understanding.

Rifts Atlantis

through the eyes of Erin Tarn

Excerpts from her book:

Traversing Our Modern World (circa 100 PA)

Over the years, I have heard countless stories about the mysterious continent of Atlantis. The tall tales are so amazing and varied that it is difficult to determine which are true and which are not.

Although I have never successfully travelled to the continent, I think I have a reasonably accurate picture of this strange land. Still, you must understand that my view of Atlantis is a patchwork created from secondhand stories. For me, the picture of Atlantis is like looking at 10,000 puzzle pieces. Some of the pieces fit together quite nicely and depict part of the overall picture. But other pieces are fragments that I can only guess at and many of the pieces are missing. My information and guesses may not be accurate and some of the "pieces" I have may be from an entirely different puzzle.

Here are the "facts" as I know them.

The Coming of the Rifts saw the return of Atlantis from the dimensional limbo where it had been for thousands of years. It was the reappearance of the continent that caused the ocean levels to rise and cover much of old Florida and the entire eastern and southern seaboard of the old American Empire. After the cataclysm of the ley line eruption, human beings had their hands full simply trying to stay alive and reclaim their own land. The temporary loss of advanced technology and the tumultuous times that followed meant that no humans knew that Atlantis had reappeared. From my travels, I have found many people who have heard tales about Atlantis but refuse to believe that such a place can exist. The less educated people and those living in remote areas have never even heard of Atlantis. The denizens of the CS Burbs on the other hand, believe everything they hear about Atlantis and the Splugorth no matter how absurd.

Human exploration and the conquest of the new continent was impossible. By the time humans had discovered Atlantis, the Splugorth had already built their cities. A big factor in the success of the alien civilization on the continent is its isolated location. The ever shifting, transdimensional waters and skies of the **Demon Sea**, once known as the Bermuda Triangle, makes Atlantis inaccessible from the coasts of America, Mexico, Central America, and Canada. The vast area of ocean in and around the Demon Sea is filled with monsters, besieged by sudden storms, torn asunder by dimensional rifts and phases into other dimensions without warning. Needless to say, this area is avoided by all except the foolhardy.

Travelling around the dreaded Triangle makes for a longer journey on the open seas where ocean vessels and slow aircraft fall easy prey to monsters and alien invaders. The easiest and safest route to Atlantis is from the western coasts of what was once Pre-Rifts Africa, Portugal, Spain, and France, but those places are mostly populated by monsters from the rifts themselves.

Atlantis is an enigma. Even before the Coming of the Rifts, Atlantis was a place of legend and mystery. Apparently the continent had vanished from the face of the planet six to ten thousand years before the earliest record of Pre-Rifts history.

Ancient legends from the Time Before Rifts suggest that Atlantis was once a paradise inhabited by peace loving humans who built a magnificent civilization. It was a place of great knowledge, science, magic, culture, and accomplishment. According to these legends, a great disaster, earthquakes and floods, caused the ocean to swallow the island continent. Atlantis was destroyed and all (most?) perished.

Scholars of Pre-Rifts Earth believed that stories about Atlantis were only fairy tales. I find it interesting that most Pre-Rifts scholars agreed that Atlantis never existed. They speculated that the myths had roots not from a real place, but from an ancient work of fiction which over the centuries was mostly forgotten except for portions about "Atlantis." With the passage of time, the elements of the "fantasy story" took on a different meaning and led early scholars to think it might once have been a real place. They said fantasy had become confused with reality.

Of course today, we know that Atlantis did exist and somehow disappeared for thousands of years. Many of the scientists and scholars of our day suggest that Atlantis is not part of our world but a sliver from another dimension. I suspect that this is true. Wild speculation? Perhaps, but the so-called "Bermuda Triangle," or the **Demon Sea** as it is known today, has a long history of dimensional activity long before the cataclysm. The great Pre-Rifts mage, Victor Lazlo, documented numerous strange phenomena in the Bermuda Triangle and wrote at least two books on the subject (of which I have read one). Today it is known as one of the most dangerous places on the planet. It is common knowledge that the space within the borders of the Demon Sea can instantly D-shift into another world. Dimensional rifting, ley line storms, time distortion and other dimensional activity is commonplace in these waters. Atlantis may be one more creation (manifestation?) of the Demon Sea.

I apologize for slipping into guesswork when I started my writing talking about facts.

Facts (?) About Atlantis

Fact: Atlantis has appeared and disappeared at least once before in Earth's long history.

Fact: Atlantis is a place of great magic and is a dimensional nexus center. The Demon Sea/Bermuda Triangle extends along its west coast.

Fact: Atlantis is a haven for supernatural monsters, dragons, the Splugorth, and many other species of dimensional beings. Exactly how many other races live on the continent is unknown.

Fact: The Splugorth claim the land as their domain and rule the continent.

Fact: The Splugorth and their minions are masters of magic and bio-technology (an advanced form of alien techno-wizardry?).

Fact: The Splugorth, their alien allies and underlings engage in inter-dimensional trade and specialize in slavery.

Fact: Humans are not welcome. Human visitors are frequently captured, enslaved or killed unless they are accompanied by (preferably owned by) a respected creature like a dragon or supernatural being.

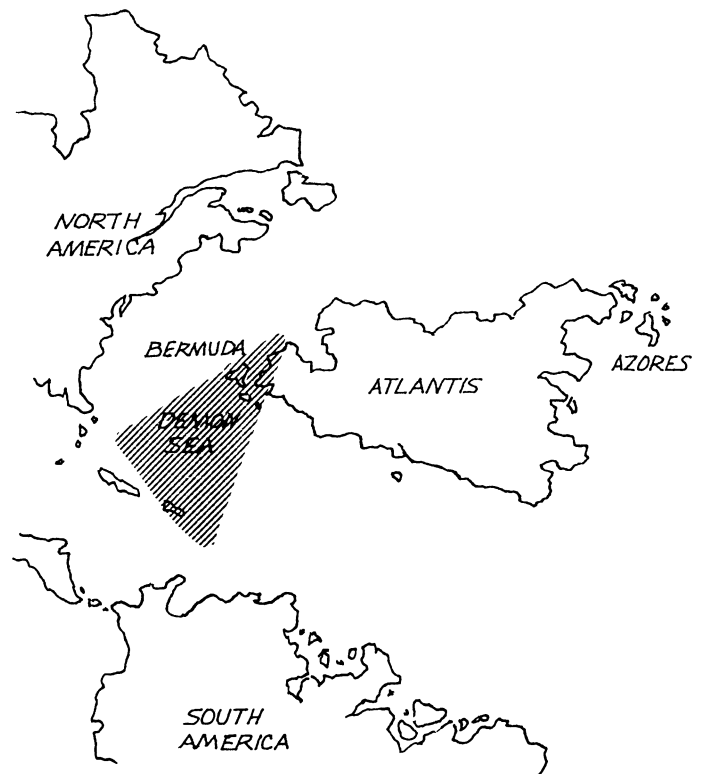
Fact: The Splugorth transform humans using strange magic tattoos or "bio-technology." These transformed humans become minions, slaves, or property to sell.

Fact: The Minions of Splugorth raid the coastlines of America, Canada, Europe, England, and Africa, capturing humans and D-Bees to sell as slaves.

Fact: The Minions of Splugorth respect and fear dragons, particularly ancient ones, yet dragons, generally, are not their allies.

Fact: The Splugorth control the ley lines with magic and giant stone pyramids.

Fact: The Splugorth are a race of supernatural intelligences.



Rumors About the Splugorth's Atlantis

The following are stories that I keep hearing but I have been unable to verify.

Rumor: A single Splugorth intelligence rules all of Atlantis and possibly other alien worlds as well. More likely six to a dozen Splugorth control Atlantis.

Rumor: The Splugorth as a race, have conquered, enslaved, or destroyed over a hundred worlds. Today they are said to rule an inter-dimensional empire of nearly a hundred worlds and have their eyes on many others, including Earth.

Rumor: Atlantis is a haven for vampires.

Rumor: There are a hundred or more dimensional portals connected to countless alien worlds/dimensions. I pray this is an exaggeration.

Rumor: A hundred different aliens life forms inhabit Atlantis and hundreds of others visit and shop at the Splugorth's markets.

Rumor: Monsters who walk the shores of Atlantis include the Metztlians, Kittani, Sunaj, dragons, ghouls, vampires, gargoyles, cyclops, ogres, minotaurs, melechs, gryphons, perytons and many others.

Rumor: There are entire cities or territories inhabited by gargoyles, Metztlians, Kittani, and dragons.

Rumor: The cult of dragon worshipers known as Dragonwright (growing increasingly popular among the denizens of the Magic Zone) has its roots in Atlantis.

Rumor: The Splugorth supplies the gargoyles and monsters waging war in old Europe with food, weapons and resources.

Rumor: The Splugorth have a second kingdom in the old Empire of China.

Rumor: The Splugorth never set foot in Africa. Even their Minions visit the continent less frequently than anywhere else. Reason unknown.

Rumor: Mrrlyn of Camelot is a Splugorth.

Rumor: The great standing stones of England and the ancient pyramids were the handiwork of ancient Atlanteans.

Rumor: Descendants of ancient Atlantis have returned to reclaim their lost empire.

The **Splugorth** are reportedly inter-dimensional travelers and slave traders. They possess powerful alien technology and magic unknown to most humans. Rumor suggests that the Splugorth have conquered many worlds. It makes me wonder if their presence on Atlantis is the first step in a full-scale invasion. The human military powers of our modern times, including those of the Coalition States and the New German Republic/Triax, are hesitant to launch any sort of attack against Atlantis for fear of starting a war they cannot win. Nobody knows how powerful the Splugorth and their inhuman forces may be. The impression is that the Splugorth are immensely powerful transdimensional conquerors. Consequently, the humans wisely avoid the consequences of provoking them. Since the monsters have not made any direct acts of aggression against the Coalition States or the New German Republic, the humans try to ignore their presence in Atlantis. I do have it on good authority that both kingdoms have spies planted in Atlantis.

As much as I detest the Coalition States, I find their reserve surprisingly prudent. The Coalition States can barely manage the territories currently under their control. A war with Atlantis could destroy all they have accomplished. Sadly, my years of experience tells me that the Splugorth are an enemy of humankind that will not fade away with time. I fear that they will grow bold as they acquire more power and that war will be inevitable, although I think such a war may be a hundred years away. I pray that humans and our D-Bee allies will be ready for the task when that day comes.

Although the Splugorth have made no overtly aggressive moves to expand their influence beyond Atlantis, this is not to suggest that the Splugorth and their minions offer little danger to humans or D-Bees. Quite the contrary. The Minions of Splugorth are infamous for conducting raiding parties that engage in the capture of humans and other life forms for their slave trade. They conduct hunting parties in which the animals hunted are humans or D-Bees. They are also known for their pleasure jaunts where they simply molest the indigenous life forms, engaging in torture, biological experimentation and wholesale slaughter. However, such raids are seldom conducted more than a few hundred miles beyond the coast and have never been directed against a large city. Thus, as long as the minions keep to the remote territories, it is better to let the sleeping monsters of Atlantis lay unmolested than risk inciting their anger and be destroyed.

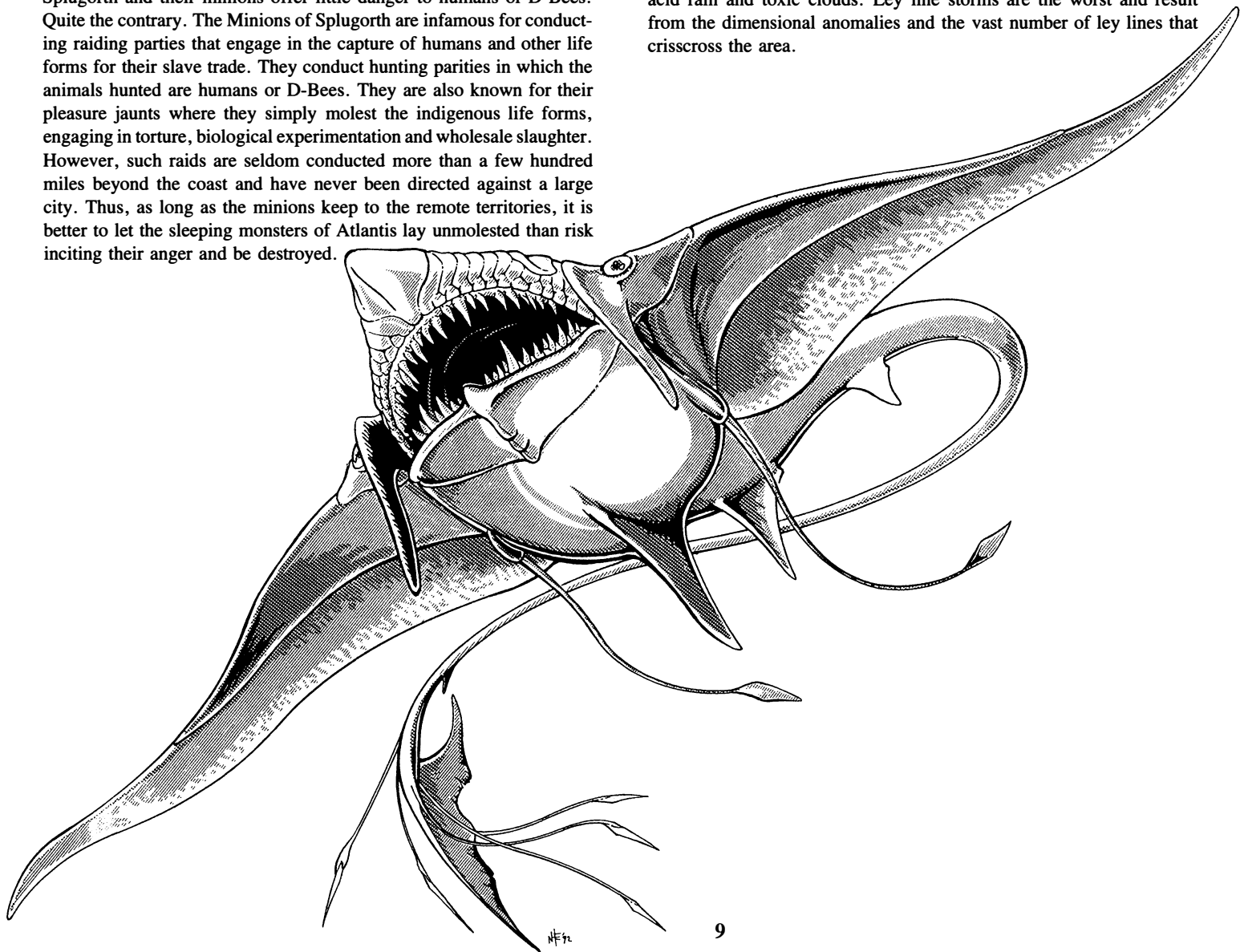
The Demon Sea

The Bermuda Triangle

As mentioned previously, the Bermuda Triangle or Demon Sea as it is known by most inhabitants of Rifts Earth, is one of the most dangerous areas on the planet. Even before the Rifts, the Bermuda Triangle was known for its sudden storms and strange occurrences. Many were the stories of aircraft and sea vessels that disappeared over this lonely stretch of ocean.

Since the eruption of the ley lines, the Demon Sea has been in a constant state of dimensional flux. Pockets of the area in and over the water will sudden phase into another dimension. One minute a traveler is on Earth and the next he is on some strange world or a dimensional limbo. Only the most fortunate are popped back to Earth after a brief excursion into the unknown. The less fortunate must find a way to travel through dimensions to return home. The least fortunate are lost forever!

Wild storms appear without warning. Torrential rainstorms, hailstorms, acid rain, toxic clouds, gales and hurricanes can happen in an instant — one moment it was sunny and the next moment the area is engulfed by a storm. The storms that appear in the blink of an eye are aberrant weather patterns caused by the opening and closing of dimensional rifts, dimensional phasing and fluxes. In some instances, the storm may actually have been plucked from another world and transplanted to the Demon Sea. This is especially true of debris showers, acid rain and toxic clouds. Ley line storms are the worst and result from the dimensional anomalies and the vast number of ley lines that crisscross the area.



Sea Monsters

Sea monsters of all kinds swim these waters, attacking even the largest ships. Peryton, pterodactyls, and other flying predators hunt from the skies. The same dimensional warps that bring the storm and causes dimensional phasing also deposit alien creatures into the ocean. This has made passage for air and sea vessels across the Atlantic and Pacific oceans incredibly dangerous. The areas in and around the Bermuda Triangle and its five sister triangles are the most fraught with sea serpents and aquatic nightmares. Flying is much safer, but there are numerous flying monsters that inhabit the area's islands and coasts that will attack aircraft and swoop down on the decks of sea vessels. Small aircraft and individuals flying by means of magic, power armor, or robot vehicles are the most vulnerable to attack from flying predators. The area is also visited by supernatural horrors too. So-called demons, ghouls, entities, and a host of alien things can appear to cause trouble.

Random Encounters in the Dimensional Triangles

Note: This is just a basic encounter table. Individual Game Masters can modify or add to it as they see fit. Faerie folk, poltergeists, entities, demons, gargoyles, ghouls and alien monsters can all appear to bother travelers through the Demon Sea or any of the Triangles.

01-15 Ley Line Storm. See the ley line storm description that follows this encounter table. Most storms in any of the triangles are as severe as those at a ley line nexus and there is a 1-50% chance of a dimensional rift opening (whether or not something bad comes out of it, I leave to the GM — don't be too vicious).

16-30 Debris Showers. Virtually anything can fall from the sky during one of these storms. Presumably the debris was swept up from another dimension or time and falls to Earth from the sky like rain. Fortunately, these storms are comparatively brief, typically lasting 3D4 minutes. Damage varies with the type of debris. Roll on the following table for the most common types of debris showers.

01-20 Giant Rocks! Chunks of stone weighing 2D4 × 100 pounds (100 lbs equals 45 kg) plummet from the sky. The speed of impact combined with the weight inflicts great damage; 100 S.D.C. or one M.D.C. per every hundred pounds (45 kg). Aircraft and S.D.C. watercraft can be torn to pieces from a rock shower (GMs might want to indicate specific locations of damage like the wings). Small vessels may also sink from the weight of several rocks. The number of stones that will strike a vessel per every minute varies with the size of the vessel: Small: one rock per minute, medium: two, large: 1D4 + 1, and huge vessels: 2D4 rocks per minute.

21-40 Flaming balls of ash! Soft ball size chunks of flaming ash rain down from the sky. Damage is 6D6 S.D.C. per 15 seconds (one melee) or One M.D.C. per minute. Wooden, S.D.C. vessels have a 1-64% chance of catching on fire forcing the crew to try to extinguish the fires or lose the vessel.

41-50 Pebbles, smaller than a dime. Causes minimal damage (1D6 S.D.C. per melee/15 seconds), but the thick and persistent shower of tiny rocks inflicts the following penalties: Characters out in the shower must shield their eyes or suffer triple damage and temporary blindness from getting hit in the eyes (-5 to strike, -10 parry and dodge if blinded). Visibility is reduced to about 50 feet (15.2 m), characters lose one melee attack, speed is reduced by one third, and all are -3 on initiative. **The real danger** is to small sea vessels that might capsize or sink from the weight of the stones. 1D4 × 100 lbs (100 lbs equals 45 kg) is deposited per every 10 foot (3 m) radius. Characters are likely to have to pull out shovels and buckets to throw the debris overboard lest they sink! **Small aircraft** must reduce speed by half, visibility is reduced to about 50 feet (15.2 m), aerial maneuvers are -45%, and there are combat penalties: -3 on initiative, -2 to strike and dodge.

51-75 Living fish, frogs or snails. Live fish about the size of a man's hand fall out of the sky (if frogs, they are dead). There is a 50% chance that they are edible. Eating non-edible fish will cause the eater to suffer from stomach cramps, nausea, and diarrhea for 6D6 hours (reduces speed and attacks by half, -2 to strike, parry, dodge and on initiative). The fish do no damage although small vessels may be in jeopardy of sinking from too much weight (1D4 × 100 pounds every 10 minutes). The only other negative aspect to this shower is that the vessel and characters smell of fish for 2D4 days. **Note:** If the fish are not removed from the vessel, they will die and bake in the sun which will create a terrible stench. The stench is likely to cause headaches and nausea. The vessel and characters will stink for 2D4 + 4 days even after numerous showers.

76-85 Metal shavings and tiny chunks. It's almost as if an aircraft was blown into a million tiny pieces. Metal shavings and bits of pebble sized metal fill the air. Damage from falling debris is minimal: 1D4 S.D.C. per minute (4 melees), but the thick and persistent shower of particles causes the following penalties: Characters out in the shower must shield their eyes or suffer triple damage and temporary blindness from getting hit in the eyes (-5 to strike, -10 parry and dodge if blinded). Visibility is reduced to about 50 feet (15.2 m), characters lose one melee attack, speed is reduced by one-third, and all are -3 on initiative.

The real danger is to people who breathe the particles. Characters wearing gas masks, air filters, or environmental helmets are safe. Those with only a rag covering their nose and mouth have a 1-50% chance per minute of exposure of breathing damaging particles. Characters without anything covering their nose and mouth have a 1-85% likelihood of breathing damaging particles per minute of exposure. Breathing the shavings/dust will cause an additional 1D6 S.D.C./H.P. damage and there is a 1-60% chance of permanent damage to the lungs. If lung damage occurs, the character will find himself tiring faster and breathing heavily. **Penalties:** Reduce melee actions/attacks by one after every five minutes of combat or heavy exertion, speed is reduced by 20% due to shortness of breath, and the character is -2 to save vs gases. The individual could eventually develop asthma and may cough up blood. The tiny particles cause blockage, punctures, and minor hemorrhaging in the lungs. A brief hospital stay (1D6 days) and laser surgery can correct the problem (no more penalties). Hey, maybe it is time for that bionic lung?

86-00 Alien ... slimy things! Squishy, icky, slimy, foul smelling, alien ... things. They could be worms, or larva, or fish, or slugs ... god knows what! They are about the size of a man's hand and most are still alive and squiggling around. There is only a 1-20% chance that they are edible. Eating non-edible "things" will cause the eater to suffer 4D6 hit point damage from poison and suffer from severe stomach cramps, fever, vomiting, and diarrhea for 1D4 + 1 days. **Penalties:** Reduces speed and melee attacks by half, -4 to strike, parry, dodge and on initiative, and -20% on all skills.

The slimy things do no physical damage to people or vessels, although tiny vessels may be in jeopardy of sinking from too much weight (2D4 × 10 pounds every 10 minutes). The only other negative aspect to this shower is that the vessel and characters stink for 2D6 days.

31-35 Electromagnetic storm/interference. 1-90% likelihood that electronic equipment that is not shielded will go temporarily haywire! Compasses spin in a circle, wristwatches stop (even if powered by a battery), the memory of portable computers are wiped clean, recordings on magnetic tape are also wiped clean, radio broadcasts and reception are garbled with static and radio range is reduced to one-third normal. Radar and most sensors are temporarily useless, showing a blank screen crackling with static electricity.

Shielded equipment is also affected: The reliability of readings from instrument panels (radar, sensors, etc.) are -25%, and reduce

their effective range by half. Radios have half range and sound is garbled. Computers and other controls will respond sluggishly, about half as fast as normal. Even bionic clocks and gyro-compasses may stop or become temporarily unreliable. In all cases, the penalties disappear the moment the storm ends — the equipment is fine.

36-40 Alien lightning bugs! These are golf ball sized spheres of crackling energy that seem to have a life of their own. They zip around like crazy, giant fireflies. Anything they touch is zapped with 1D4 points of S.D.C. damage. Even mega-damage creatures and those in mega-damage armor feel a disturbing jolt (although no damage is done to them). Sails, clothes, cloth, and rope made from S.D.C. fabrics burn. Unfurled sails will be riddled with a hundred or more golf ball size holes (ruined). When the storm stops the lightning bugs disappear.

41-46 Monsters from the sky! Most likely peryton, pterodactyl, or dragon-dactyl, but the monster can include dragons or anything the Game Master wants to whip-up.

Peryton (see *Rifts Conversion Book One Revised*, page 170) have 3D6x10+10 M.D.C., five pattacks per melee, +2 to strike, bite does 1D6 M.D., front leg kick 2D6 M.D., rear kick 3D6 M.D., power kick or flying charge/ram 6D6 M.D. (both count as two attacks). Their favorite ploy is to snatch sailors from their vessels and carry them away to be slain and eaten. The bad news is they frequently travel in small flocks of 1D6+1. G.M.s may send one, two, or as many as seven to attack air or water vessels. Survivors of shipwrecks floating on a raft are in serious trouble. Peryton are common all around Atlantis! Average flying speed 80 mph (128 km) and track by sight 77%.

Pterodactyl: There are eight known varieties of pterosaurs that stalk the skies over the Demon Sea, Atlantis, and the Gulf of Mexico. Basic stats: 3D6x10 + 20 M.D.C., three attacks per melee, +3 to strike, bite does 2D6 M.D., tiny wing claws 1D4 M.D., talons of the legs 4D6 M.D., flying charge/ram 6D6 M.D. (counts as two attacks). They often attack small air and sea vessels and snatch sailors from their vessels. The bad news is they frequently travel in small flocks of 2D4. GMs may send two or as many as eight to attack. Pterosaurs are common all around Atlantis. Average flying speed 80 mph (128 km) and track by sight 74%; hawk-like vision.

Dragon-dactyl (see *Rifts Conversion Book One Revised*, page 143) have 4D6x10 M.D.C., four attacks per melee, +3 to strike and parry, +4 to save vs magic. Bite does 1D8 M.D., claws 2D6 S.D.C., front leg kick 1D4 M.D., rear kick 2D4 M.D., fire breath 4D6 M.D. (males only). Dragon-dactyl have become a recent addition to Rifts Earth thanks to the Splugorth slave market and a recent Rifts over the Bermuda Triangle. They are far less common than other flying monsters around Atlantis and are NOT known in any other part of the world. Typically only one or two are encountered at a time. Average flying speed 60 mph (96 km) and have hawk-like vision.

47-52 Hailstorm. Chunks of ice the size of grapefruits fall from the sky. The damaging storm causes 5D6 damage per 15 seconds (one melee) or 100 S.D.C. damage per minute (4 melees/60 seconds) and even mega-damage structures suffer the equivalent of one M.D. per minute. The hailstorms can last a few minutes to an hour; 1D6x10 minutes.

53-62 Sea Serpent! A giant dragon-like serpent snakes its way through the water like a torpedo. 53 different varieties have been recorded, but all have the same basic features and abilities. The monster is huge, measuring 1D6x100 feet (30.5 to 183 m) long, has a tail the size of a fishing boat and a maw filled with two foot (0.6 m) long teeth. The creature has 2D4x10 M.D.C. per every hundred feet (30.5 m) of length. Four attacks per melee. Bite does 1D6x10 M.D., swat with flipper, tentacle, or stubby leg 2D6 M.D., swat with tail 6D6 M.D., head butt 4D6 M.D., full body ram 2D4x10

M.D. (counts as two melee attacks). Many have stubby legs or short tentacles for crawling on land and climbing onto sea vessels.

These are stupid, predatory animals without human intelligence; most will swim away after losing half their mega-damage points (1-80%). Cruising swim speed is 35 mph (56 km) but they can easily swim at 90 mph (144 km) for 1D4 hours.

63-66 Lethal Toxic Cloud or Fog. A deadly cloud or vapor covers the area. Environmental suits, vehicles, or compartments are the only safeguard from the cloud. Characters must roll to save vs poison for every minute exposed. A failed roll means 5D6 S.D.C./H.P. damage. A successful roll means only 1D6 damage. Even mega-damage creatures will suffer 2D6 M.D. for every five minutes of exposure, not likely to be lethal, but painful. Visibility is also reduced by half.

67-72 Sea Monster: A giant octopus!! A giant octopus with eight powerful tentacles and two bulbous eyes. There are six different varieties, but all have the same basic features and abilities. The monster is huge, with a round, fleshy body that measures 1D4x100 feet (30.5 to 122 m) and eight tentacles that are twice as long as its body! The creature has 100 M.D.C. per every hundred feet (30.5 m) of body size. Eight (8) attacks per melee! Bite does 1D6x10 M.D., swat with tentacle 4D6 M.D., full force strike with tentacles 1D4x10 M.D., crush/squeeze 1D6x10 M.D. per tentacle per melee round, full body ram 1D6x10 M.D. (counts as two melee attacks). The creature has supernatural strength and can lift and carry up to 40,000 tons! As a reference, one of the largest pre-Rifts passenger ships, the Q.E. 2, weighed 67,140 tons. They can survive out of water for 1D6x10 minutes and can crawl on land or up onto sea vessels.

These are predatory animals without human intelligence, but the octopus is smarter than your average sea serpent. They will often hide and stalk their prey under water. Instant camouflage ability gives them an incredible 68% to prowl. Typical speed is about 20 mph (32 km) but can propel themselves in bursts of 80 mph (128 km) for 2D6 minutes at a time. They can also release a dense black ink to cover an escape. Most will swim away after losing half their mega-damage points (1-75%) or if one eye is seriously damaged (each eye has 70 M.D.C.).

73-77 Space Warp! The vessel is caught in a thunderstorm that they cannot seem to escape (aircraft cannot fly above it). The sky is an odd color, the instruments go crazy and then completely blank. After what seems to be only 4D6 minutes the storm is suddenly over, and the skies are clear and sunny (even if the characters were just out at night). No damage has been done to the vessel, but it is 2D4x100 miles off course and 2D4 hours have passed (only 4D6 minutes for the characters!).

78-81 Monster in the Hold! Somehow, some kind of horrible creature has been dimensionally rifted into the cargo area of the vessel. "It" is as surprised by this turn of events as the characters. Frightened, the creature is hostile and lashes out at the passengers on board. There is little chance of quieting the thing. Game Masters can select any type of animal or supernatural creature that seems appropriate (typically a being with low or animal intelligence). It can be a demon, poltergeist, monster or anything else.

82-85 Monster Shark! These bad boys make the great white shark look like a mean tuna. 2D6x10 feet long (6 to 36 m). 10 M.D.C. for every ten feet (3 m) in length. Five (5) attacks per melee. Bite does 2D4x10 M.D., glancing snap 5D6 M.D., butt with body 2D6 M.D., full body ram 6D6 M.D. (counts as two melee attacks). These are predatory animals with an instinct to hunt, kill and devour. They have been known to attack whales, sea monsters, dragons, and small to medium vessels and submarines.

They are relentless hunters once a prey has been targeted; most will fight to the death (1-70%), the minority will swim away after losing half their M.D.C. The really bad news is that there are usually

2D4 others within a five mile radius (8 km). These others will be attracted by the smell of blood. 45% prowl underwater, track by smell of blood 88%, cruising swim speed is 35 mph (56 km) but they can easily swim at 90 mph (144 km) for 1D6 hours.

86-89 Acid Rain. A burning rain pours from the sky. It inflicts 1D4 × 10 S.D.C. damage to all organic substances and clothes, 2D6 S.D.C. to wood and plastic, and 1D4 S.D.C. to metal, stone and glass, per every minute (4 melees) of rain. Mega-damage creatures and structures suffer 4D6 M.D. for every ten minutes of rain. Visibility is reduced to about 20 feet (6 m) and there is a stench in the air.

90-94 Dimensional Flux! One minute they are on Earth, the next moment they are in limbo. It is as if they have gone into a giant cloud. Everything is white and wispy. An occasional flash of light in the sky can be seen in the distance but there is no sign of any storm. After what seems to be 1D4 hours (although only 1D4 minutes of fuel will have been used), the vessel is back in the same general area they were in when the flux occurred (within 1D6 × 10 miles). However, 2D4 × 10 hours have passed. **GM Note:** The characters can be warped to any dimension you may desire, it's your option. Just give people a way back, eventually. This can be a fun way to send characters to adventures in other dimensions.

95-00 A dimensional rift opens. I leave it to the Game Masters as to whether anything bad, troublesome or annoying comes slithering out of the rift (don't be too rough on the characters).

Ley Line Storms

By Steve Sheiring & Kevin Siembieda

Ley line storms are similar to a modern day electrical storm except these travel up and down ley lines. A typical storm will last 3D6 × 10 minutes, while the worst storms occur at the nexus points and Triangles and last twice as long.

Although the storms are likened to conventional rainstorms, there is seldom rain during such storms. However, the skies turn a dark green-grey color, dark grey to black clouds roll in, the wind gusts at around 35 mph (56 km) and a chill fills the air. Bluish white bolts of electrical energy shoot down from the sky and everything in the area of the storm crackles with a halo of energy.

Mystic scholars speculate that the storms recycle ley line energy and help to maintain an even flow of potential psychic energy up and down the line. When there is an overload or surge of energy the storm occurs shedding/burning up the excess energy and distributing it elsewhere. As further evidence, they point out that ley line storms often proceed the opening of a dimensional rift, particularly random rifts.

These maelstroms of mystic energy have dangerous effects on magic items and creatures of magic. Faerie folk and ley line walkers flee at the first hints of these storms. The storms always have a strange and often terrible affect on practitioners of magic, creatures of magic and spellcasting.

Note: A ley line storm can occur at any time along any ley line on land or at sea. They are NOT limited to occurrences within the Triangle anomalies like the Demon Sea. However, they occur more often at the Triangles and places of great ley line energy, including the old American State of Wyoming, the ruins of old Chicago and Detroit, the Devil's Gate (St. Louis, MO), the Magic Zone, the Ohio Valley, the Calgary Rift, Atlantis, England, and many other places.

The following things occur during a ley line storm

- The extra P.P.E. available at ley lines and nexuses cannot be tapped during a storm (it is being burned up by the storm).
- The effect of magic cast within the storm area is distorted. Roll percentile each time magic is used or a spell is cast (this includes the use of techno-wizard devices and magic weapons).

01-20 Magic powers are increased! Double range and damage (duration is not increased). The spellcaster cannot regulate damage or range. The magic is more powerful but less controllable.

21-40 Magic powers are decreased! Reduce range and damage by half (duration is not decreased).

41-60 Magic powers are completely negated! The P.P.E. is expended but completely absorbed by the storm! NOTHING magical works (a temporary predicament).

61-80 Magic powers are completely wrong! The GM can switch spells at will (anything goes). It is wise not to use magic under these circumstances. Otherwise the range, damage, effects, and duration of the spell are normal.

81-00 Magic discharge. Every time a spell is cast or a magic weapon is used there is the sound of thunder and the magic user is knocked off his feet from a sudden explosion in his face! Loses initiative and one melee attack and suffers 2D6 S.D.C. damage (2D6 M.D. if a mega-damage creature).

- Bolts of ley line energy are attracted to anything magic in the area, including practitioners of magic, creatures of magic, (like dragons and tattooed men), magic talismans, amulets, techno-wizard devices and magic weapons. The energy bolt looks like a blue-white bolt of lightning. Humans and D-bees struck by the bolt suffer the following consequences: 1D4 S.D.C. damage, lose initiative and one melee attack, lose 1D6 P.P.E. points, and is teleported 2D6 × 10 yards/meters down the ley line (instant and disorienting). **True creatures of magic**, like the dragon, sphinx, faerie folk, elementals, many demons/godlings, alien intelligences, etc., lose initiative and two melee attacks, suffer 4D6 mega-damage and lose 6D6 P.P.E. as the storm temporarily drains them of energy.
- Creatures who are disguised by metamorphosis or magic suddenly appear to grow or shrink and their features become distorted. Getting hit by a ley line bolt may (1-44% chance) transform them into their true shape.
- Psi-stalkers, dog boys, all psionic characters and similar creatures suffer from headaches (−3 on initiative, −1 to strike, parry and dodge) and their psionic/sensing powers are scrambled; reduce by half.
- Magic illusions disappear.
- Existing dimensional portals close.
- All forms of ley line communication during a storm are impossible.
- Ley line teleportation is possible, but risky. Costs twice the normal amount of energy, but there is only a 50% chance that the teleport will send one to the desired location. Roll percentile dice: 1-50% means arrived at the right location, 51-75% means the teleport ended halfway, 76-00% means the person appears 2D4 × 10 miles off course and away from the ley line!

Random events that can happen during a ley line storm

Roll once for every 30 minutes of the storm when along a ley line, or once every 15 minutes at a nexus. Unless stated otherwise, there are no saving throws for any of these occurrences.

01-15 Air lift. Everybody (vehicles too) crackles with energy and rises 10 feet (3 m) above the ground. They are pushed by the wind along the ley line for 2D6 minutes before dropping to the ground. The power of magic flight will not work under this circumstance. Characters in power armor or vehicles with jet propulsion can fly away.

16-30 Rolling Thunder! A huge black cloud races low to the ground along the entire width of the ley line. Speed is about 60 mph (96.5 km). Everybody hit by the thundercloud is drenched with water, temporarily deafened by the sound of the rumbling thunder, loses all attacks/actions for one full melee (15 seconds) and is swept off his feet with the same consequences as a *wind rush* spell.

31-55 Euphoria. Everybody feels good, happy and cheerful. Many will start to laugh, sing or act silly, as if intoxicated. Those who are wounded will have 2D6 hit points restored (2D6 M.D.C. if a mega-damage creature) and minor illnesses will disappear. On the down side, the characters feel no fear or hostility toward anything, including known enemies. They will not attack unless attacked first, at which point all combat bonuses are half and they lose one melee action/attack. Euphoria typically lasts 2D4 minutes.

56-64 Alien ... slimy things accompany a light rain. Squishy, icky, foul smelling, alien ... things rain from the sky. They could be worms, or larva, or slugs ... god knows what! They are about the size of a man's hand and most are still alive and squiggling around. The slimy things do no physical damage except makes the characters stink for 2D6 days.

There is only a 1-20% chance that the things are edible. Eating non-edible "things" will cause the eater to endure 4D6 hit point damage from poison and suffer from severe stomach cramps, fever, vomiting, and diarrhea for 1D4 + 1 days. Penalties from eating "things": Reduces speed and melee attacks by half, -4 to strike, parry, dodge and on initiative, and -20% on all skills.

65-72 Dimensional Flux! One minute they are on Earth, the next moment they are in limbo. It is as if they have gone into a giant cloud. Everything is white and wispy. An occasional flash of light in the sky can be seen in the distance but there is no sign of any storm. After what seems to be only 1D4 minutes they appear back in the exact same spot where they had been when the flux occurred. However, the storm is over and 2D6 hours have passed.

73-80 Massive ley line energy bolt! Humans and D-Bees struck by the bolt suffer the following consequences: 2D6 S.D.C. damage, lose initiative and three melee attacks, lose 4D6 P.P.E. points, and are teleported 4D6 × 10 yards/meters down the ley line (instant and disorienting). **True creatures of magic**, like the dragon, sphinx, faerie folk, elementals, alien intelligences, etc., lose initiative and all attacks for one full melee (15 seconds), take 1D4 × 10 mega-damage and lose 1D6 × 10 P.P.E. as the storm temporarily drains them of energy.

81-00 A dimensional rift opens! I leave it to the Game Master as to whether anything bad, troublesome or annoying comes slithering out of the rift. Don't be too rough on the characters. This can be played for humor as well as drama.

Atlantis & True Atlanteans

Ancient Atlantis

With ideas & assistance from Steve Sheiring

The continent of Atlantis was the location of one of the most prominent ley line centers on the planet, which enabled the Atlanteans to develop several forms of magic, open rifts and explore other dimensions, and grow as a society at a phenomenal pace. Furthermore, ley line energy was at its highest point in Earth's ancient history, although about one-eighth the level of current Rifts Earth.

The original Atlanteans were the first great civilization to dominate the Earth. Incredible developments in science, technology and knowledge resulted from their mastery of ley lines and magic. Travel by means of the ley lines and dimensional rifts, made it possible to travel anywhere in the universe. Their exploration of other worlds/dimensions enabled them to make alliances and exchange knowledge with other civilizations. Transdimensional trade included the exchange of people, information, technology, raw materials and finished products.

Fate seemed to smile on the Atlanteans, for they experienced one peaceful and productive encounter after another. It was one such liaison that brought the mysterious Chiang-Ku dragons to Earth. The Chiang-Ku would later develop and share with them the secrets of tattoo magic and remain stalwart allies to the end.

The growth of Atlantis as a civilization, influenced and nurtured by their alien allies, grew geometrically with the passage of each decade. The Atlanteans abolished disease and developed near miraculous healing and regenerative powers. The average life span was extended to centuries! They transformed the continent of Atlantis into a paradise accentuated by sprawling cities with gleaming golden spires and gigantic pyramids. They were the first to develop techno-wizardry and created incredible machines that utilized magic as an energy source. They also developed *pyramid technology* and *stone magic*. Stone pyramids gave the wizards greater control over the creation of dimensional rifts and mastery over mystic energy. A True Atlantean could (and still can) travel from pyramid to pyramid by just concentrating for a few seconds. The pyramids could also be used to store and direct vast amounts of mystic energy (5D6 × 100 P.P.E.), which was used for the construction

of buildings, manufacturing, healing and to open dimensional portals. This inspired the creation of pyramids on worlds throughout the Megaverse.

Sadly, ley line technology was a double-edged sword. Although it made many wonders possible, it would eventually lead to the destruction of Atlantis. You see, when one uses ley line magic to open a dimensional rift, it sends ripples throughout the Megaverse. Supernatural beings are attracted by these ripples. At first, only a small number of supernatural beings, including dragons, were attracted to Earth by its high degree of mystic energy and the ripples created by the opening and closing of dimensional portals. As the Atlanteans continued to explore other worlds and open more dimensional doorways, they attracted new, often inhuman beings. Many were aggressive, superhuman invaders who brought with them alien technology, strange powers, and disease. This led to scores of skirmishes and attacks from dimensional raiders, including the Splugorth. One such skirmish erupted into a major war waged between dimensions, and though the Atlanteans were triumphant, they lost a half million people to the conflict.

Atlantis' greatest disaster would sow the seeds of their destruction and affect the entire world for generations. At the peak of their dimensional exploration and experimentation, they conceived a way to open a super-dimensional gateway that would connect several worlds simultaneously. Tragically, the experiment went awry and opened a gigantic dimensional rift 10,000 times larger than they had intended. The colossal rift tore open the fabric of space and time above the skies of Atlantis and stretched from the pyramids in Egypt to the pyramids of the Yucatan. The super rift opened portals to a hundred worlds and an equal number of horrific monsters invaded Earth, among them several vampire intelligences.

The super rift raged out of control for three hours while the ley line wizards and technicians struggled to close it. Ley line storms and hurricanes battered the continent. Cities quaked and toppled. Miraculously, only 40,000 were killed, although ten times as many were injured. Ironically, Atlantis sat in the eye of the storm, while the rest of the Earth suffered even greater disaster.

Devastating storms swept the globe. The places struck the worst were the coasts of the Mediterranean, Africa, Europe, and the Americas.

The ocean rose up and smothered the islands of the Mediterranean and flooded much of Italy, Greece, Turkey, Libya, Egypt and the Middle East. In the Americas, snowstorms buried the green of summer and earthquakes rocked the continent. The world shuddered.

The Atlanteans were finally able to close the rift, but in doing so, they drained the Earth's ley lines. It saved the planet but made magic energy virtually disappear, except at the most powerful ley line nexuses. The creation and closing of the super rift also created lasting anomalies around the world. The most dramatic and permanent were the creations of what is known as the Bermuda Triangle and five similar triangles found around the globe. One covers the Mediterranean Sea, another is found off the coast of lower South America, another near Madagascar, one near Japan and another near Australia; six in all.

As if this were not enough, the rift had unleashed hordes of supernatural monsters and new diseases into an unsuspecting world. Monsters that would forever plague the planet and be able to gain entry to Earth through the six triangle anomalies. **Historical Note:** The ancient Greek myth about *Pandora* (meaning the "All Gifted") is actually a reference to the Atlantean disaster and the super rift. As the story goes, Pandora was warned by her husband not to open a particular box. Unable to control her curiosity, she opened the box (the rift) and inadvertently released all the sorrows and troubles of man into the World.

The Atlanteans were emotionally devastated by what they had done. Not only had they hurt themselves, but the entire planet suffered from their folly. Untold thousands of innocent people on other continents perished and thousands more would suffer and die from disease or at the hands of supernatural horrors.

From that day forward, further dimensional exploration was forbidden. The Atlanteans were engulfed with deep remorse and melancholy over what they had caused, chastising themselves without mercy. They became obsessed with making things right and went into the world to destroy the monsters they had unleashed and to help the survivors of the great cataclysm they had caused. A special task force and army was created to hunt down and destroy the monsters. The vampire intelligences and their undead minions would prove to be the Atlanteans most fearsome and deadly foes. Over the centuries they would become eternal enemies, with battles spanning a hundred dimensions. The conflict with vampires and other supernatural menaces would eventually lead to the creation of the Atlantean Undead Slayers.

On Earth, the magic energy they had become so dependent upon was dramatically reduced. In some places it was gone completely! This left the Atlanteans disoriented, weak and unprepared, especially in the lands beyond Atlantis. Ironically, with other dimensions at their fingertips, the Atlanteans had explored very little of their own world and knew nothing about the people who shared the planet. Thousands of Atlanteans perished at the hands of the very people they came to save. The slaughter was accepted as retribution for their sins and the Atlanteans doubled their efforts. Ultimately, this marked the beginning of the decline of Atlantean civilization.

The Final Days

Ancient Atlantis would continue to exist for another two thousand years before the final repercussions of the cataclysm wiped them from the planet. Unknown to the Atlanteans, the disaster with the super rift had transformed the continent of Atlantis into a dimensional anomaly. As the ley line energy on Earth continued to wane, the continent was struck by more frequent and devastating earthquakes and storms. During the last days of Atlantis, the continent was besieged by quakes, storms and floods that laid cities to ruin and killed millions. Finally the entire continent disappeared, seeming to sink into the ocean.

Of the 60 million Atlanteans that existed on the day Atlantis disappeared, only a tiny number escaped the destruction. A million or so Atlanteans fled to other dimensions, but none would ever rebuild their lost empire. Less than 6,000 escaped to other continents on Earth. It

is believed that these survivors were later responsible for teaching the ancient people of the Yucatan, Egypt, England, China and others, the concepts of law and science/magic, bringing with them the secrets of stone magic and pyramid building. It is some of these survivors who may have been the mysterious megalith builders and ancient druids of England and France. Undoubtedly, many survivors and/or their descendants spread across the globe and were the real life people behind tales of the eternal champions, heroes, demigods and numerous mythical figures from Earth's past.

The Atlantis of Today — Rifts Earth

Although Atlantean civilization had been washed into the ocean, the continent itself did not sink beneath the waves as legends suggests. In reality, the battered, lifeless continent rifted into a dimensional limbo where it remained for thousands of years. When the ley lines erupted and the Earth again became filled with magic energy, the legendary continent reappeared. As long as the powerful lines of mystic energy continue to pulse through the Earth, the mysterious continent will remain part of the planet. However, should the magic fade, the continent will disappear again.

During the first century of its rebirth, new forests covered its long dormant body. Then, the alien intelligences arrived. Atlantis was immediately recognized as one of the most powerful places of magic on Earth. The fact that it was not yet inhabited by intelligent life made its conquest all the easier. Over the next few centuries, the continent had been transformed. A new, alien civilization, magic, and technology dominated the land. Again, Atlantis has become a dimensional doorway to a hundred worlds, only this time it is controlled by the monstrous enslavers known throughout the Megaverse as the Splugorth.

True Atlanteans

Descendants of Human Atlanteans

The Atlanteans who escaped disaster by fleeing into other dimensions have built themselves very different lives. There are some pockets of civilizations composed entirely of Atlanteans and others dominated by Atlanteans, but in all cases, these societies are comparatively few and tiny, with a population that seldom exceeds more than 50,000 True Atlanteans. Most survivors were so filled with regret and sorrow that they deliberately sought *not* to rebuild their fallen empire. Many believe, to this day, that Atlanteans have caused too much death and destruction and that they are cursed. As a result, most have vowed never to rebuild the old empire based on magic and dimensional exploitation, lest disaster strike them down again. Ironically, the modern Atlanteans rely more heavily on magic than their ancestors ever did, and all are masters of dimensional travel.

The Atlantean population is scattered throughout the endless dimensions of the universe. They have become transdimensional nomads, wandering from world to world. How long they stay in any one place is subject only to circumstance and personal whim. They may decide to stay on a particular planet for hours or centuries. Some Atlanteans have claimed a particular place as their home, where they may live simple, non-assuming lives, or become scholars, heroes and leaders working to protect or advance other life forms. Many Atlanteans wander the Megaverse as solitary travelers, while others travel in small groups that typically range from three individuals to a dozen members. The largest wandering groups can have as many as a two hundred people, usually composed of members from one to five different family clans.

The majority feel that it is the moral duty of every "True" Atlantean to seek out and destroy the forces of evil, particularly vampires, the Splugorth, supernatural monsters and villains of any kind who would use the power of the ley lines to enslave and hurt others. They hold

dear the belief that ley lines, dimensional manipulation, and magic should be used as a force for good. They recognize that there are supernatural forces inexorably linked to magic and who travel through the dimensions to prey on the innocent and unsuspecting. Forces of evil that the Atlanteans once unleashed into their own world. An overwhelming number of Atlanteans are still trying to make retribution for their ancestors' mistakes, turning them into a race fraught with guilt and given to personal sacrifice to pay for their sins. Thus, the True Atlanteans have become a self-appointed, transdimensional, police force combating supernatural villainy wherever it is found.

Every hundred years or so, the various clans gather for a reunion to spend time with family members and friends. It is at these clan gatherings that they compare notes about other people, places, and events. Only the Aerihsman clan refuses to associate with their kinsmen and rumors suggest that the ambitious, young, clan leader, Aerihsza, dreams of building a new Atlantean empire. Rumor also suggests that he has dared to associate with supernatural forces. The Aerihsman clan has not attended a clan gathering in 400 years.

The Return to Earth

When the ley lines on Earth erupted and rifts tore open the fabric of space and time, creatures of magic could feel the tremors throughout the cosmos. Many True Atlanteans have turned a blind eye to events on Earth, believing that it is inappropriate to return to the world they abandoned so long ago. Others cannot resist the siren call to visit their ancestral homeland.

At least a few thousand True Atlanteans have returned to Earth where they wander the planet, as they do the Megaverse, combating the forces of evil. It is said that a pair of Atlantean brothers helped the legendary Coake establish the Cyber-Knights and that the eldest brother is an alchemist who bestows magic tattoos to the bravest of the knights. The young paladin, Kahlibar, who helped establish and continues to protect New Lazlo, is said to bear the "Marks" of Atlantean heritage.

The Atlanteans were horrified to learn that their homeworld has become a dimensional nexus connected to a thousand different dimensions and plagued by countless invaders. The dominion of the vampire kingdoms in the south, the titanic battles with demons from the rifts everywhere, and the Splugorth's conquest of the continent of Atlantis has left many dumbfounded. Vampires and the Splugorth have been their most hated nemeses for millennia. Atlanteans have rid countless worlds of these horrible predators. Now the battle returns to Earth.

Many Atlanteans see the trouble on Earth and their role in it as the work of fate. What had first taken them away from their homeworld, molded them into warriors, and has now brought them full circle to defend the place of their origin. Others see these events as the beginning of Armageddon and the final destruction of Atlanteans and possibly humankind. Others don't wonder about the how's, why's and where's, but enter the fray, weapons blazing. There is nothing any of them can do to return the Earth to the way it once was, but thousands of Atlanteans have sworn to become the world's protectors and to help free its people, humans and D-Bees alike, from the tyranny and oppression that sweeps the land.

Meanwhile, as part of their strategy, a small number of True Atlanteans have taken a quiet, non-combative position, avoiding obvious conflict, while they secretly restore many of the ancient pyramids and build new ones. They conduct reconnaissance expeditions noting key locations of energy, enemies, dimensional rifts, and who, if anybody, controls important ley line nexus locations. They also study and record ley line activity, such as sudden surges, storms or flutters along the lines, much like a modern day weatherman. One day this information may be of vital importance. They realize that Earth has become a target of conquest by a number of powerful beings, for whoever can conquer the Earth controls the gateway to a thousand worlds and possesses an incredible source of magic power.

The Unknown Enemy

At a recent clan gathering, the True Atlanteans came to the realization that a mysterious enemy has been waging a secret campaign of genocide against them. In the last fifty years their numbers have been reduced by an estimated 10 to 15 percent. Accurate estimates are impossible because their people are spread so thinly throughout the many dimensions. Some of the elders have suggested that it is possible that the percentage may be as high as 25%, while others insist that 10% is too high.

What is known for certain is that some force has been methodically assassinating True Atlanteans. The majority of Atlanteans operate as lone individuals or in small groups of two to twelve members, which make them easy marks for a cunning or powerful foe.

Suspects at the top of the list are vampires and the Splugorth, or perhaps some new alien ally working for one of these ancient enemies. For a brief while, the Aerihsman clan of Atlantis was considered a possible, though unlikely, suspect. However, this possibility has been dismissed by most Atlanteans. First and foremost, they are True Atlanteans and no Atlantean, not even the Aerihsman, would ever engage in such a heinous plot. Secondly, the Aerihsman clan has fallen victim to a recent onslaught by the mysterious assassins. The assault resulted in the death of 1300 Aerihsman clansmen and the injury of several hundred others. Unfortunately, if the Aerihsman can positively identify their attackers (and circumstances suggest they can), they are not sharing the information. The Aerihsman are a notoriously proud and vengeful lot, so it is presumed that the clan is keeping quiet so that they can extract their own revenge first. The only concern from other clans is that the Aerihsman may be tackling more than they can handle without help from other clans. There is also speculation that the attack was a ploy to incite the Aerihsman into a brash attack that will devastate them. As usual the impudent Aerihsman will not listen to reason and move ahead with their own agenda.

True Atlantean R.C.C. Player Characters

Physically, True Atlanteans might be considered supermen. It appears that their one-time human physiology has adapted and mutated to accommodate their constant use of ley line energy, magic, and dimensional travel. They are physically stronger and larger, tend to be more intelligent, possess far greater resistance to disease, live longer, and are adept in the ways of magic. They have grown accustomed to the supernatural, the horrific and bizarre, so they are not prone to culture shock or emotional and psychological disorders, making them well suited for their chosen role as protectors of the Megaverse.

The aging process of Atlanteans has been retarded to such a degree that the average person lives to be about 500+ years old. In many cases, because of distortions in space and time caused by dimensional rifts, travel, stasis fields, and magic, Atlanteans skip entire decades, passing through the ages without participating in them. Remember, the passage of a few physical years for a dimensional traveler may be several hundreds or even thousands of years for those left behind in a different time continuum on a particular world. Thus a dimensional traveler may actually be a thousand years old even though he has lived and aged a mere fraction of those years. Time is relative to the dimensional traveler. **Note:** Among the True Atlanteans, approximately three percent are survivors from the original Atlantis. These characters are typically 12th level or higher and not recommended as player characters. Most True Atlanteans are the descendants of the ancient humans, typically fourth and fifth generation. Elder Atlanteans are frequently the heads of clans.

Most of these strong willed people exude an air of superiority, strength, confidence, incredible conviction, and bullish determination.

When an Atlantean believes he is right and cannot get others to agree with him, he will often run off to implement the scheme on his own. Likewise, True Atlanteans tend to be incredibly noble, courageous, generous, sincere, honorable, trustworthy, and dedicated to life, love, freedom and the pursuit of happiness. However, an evil or self serving Atlantean is every bit as determined, strong, cunning, vengeful, and steadfast in his diabolical ways.

True Atlanteans

Character information common to most Atlanteans

Alignment: Any; but the majority are principled, scrupulous, or unprincipled.

Attributes: The number of six-sided dice rolled is as designated.

I.Q. 3D6+4, M.E. 4D6+6, M.A. 3D6+4, P.S. 4D6+4, P.P. 3D6, P.E. 3D6+6, P.B. 3D6+6, Spd. 4D6+6

Hit Points: P.E. +1D6 per level of experience.

S.D.C.: 50 plus those gained from O.C.C.s, magic tattoos, and physical skills. Only Undead Slayers/Tattooed Men are mega-damage creatures.

Natural Armor Rating: None.

Horror Factor: 14 if an Undead Slayer or 12 for the average Atlantean. Even humans tend to be awestruck when they realize they stand with or against a True Atlantean.

Weight: 170 lbs plus (76.5+ kg).

Height: Start at 6 feet plus 1D4 inches (about 1.8 m). Add one inch for every hundred years of age.

Age: Most appear to be 19 to 35 years old, but can be anywhere from 19 to 250 years old. An Atlantean that looks to be 40 or 50 years of age is physically 251 to 500 years old. The average life span is 500 years, but time warps caused by dimensional travel can enable the character to span a thousand years, sometimes more.

Sex: Male or female.

Appearance: Entirely human: handsome, dark hair (brown to black) and tall — six to seven feet.

Disposition: Typically a headstrong and bold lone wolf, but kind, merciful, noble, honest and brave.

Combat Skills: Typically Hand to Hand: Expert or Martial Arts.

Magic: Depends on O.C.C.

P.P.E. Base: 10, plus the average Atlantean has an additional 12 P.P.E. from the “Marks of Heritage” and six P.P.E. for each additional magic tattoo. Furthermore, the Atlantean has the P.P.E. from any magic O.C.C.s; the exact amount varies with each magic O.C.C.

Psionic Powers: Standard, basically the same as humans.

Natural Abilities: Similar to a human’s. Extended life span.

Skills of Note: All Atlanteans are educated and literate in three or more languages and may speak several additional languages. All True Atlanteans know how to use the “Marks of Heritage” and all types of magic tattoos. Most are experienced dimensional travelers, accustomed to the bizarre and know how to operate dimensional pyramids and other dimensional teleportation devices. Most are also educated to the dangers of magic and the supernatural.

O.C.C.s (Rifts): Typically magic or psionic, but can be any. Players can select any Occupational Character Class, but the most common types of O.C.C.s are as follows. Some specific O.C.C.s are presented later in this section.

Common divisions of O.C.C.s among True Atlanteans:

15% Ley Line Walkers

13% Shifters

12% Techno-Wizards

12% Temporal Wizards

10% Undead Slayers

10% Stone Masters

9% Nomads

5% Mind Melters

4% Mind Bleeders

2% Mystics

8% Other/Non-magic (any O.C.C.)

Common divisions of sexes among adventuring Atlanteans:

60% Male

40% Female

Special Abilities & Characteristics Common to True Atlanteans

Note: The Undead Slayer and Stone Master are distinctive magic O.C.C.s and as such these abilities are slightly different (see the section on **Tattooed Men** and **Stone Masters** for details).

1. **Magic tattoos denote heritage.** All True Atlanteans bear the “Marks of Heritage,” a pair of magic tattoos. The marks are always the same, a tattoo of a heart impaled by a wooden stake (no blood) on the right wrist for protection from vampires and a flaming sword tattoo to create a magic M.D.C. weapon on the left wrist.

The tattoo is placed on an Atlantean child at age five or six. A particular clan’s crest may be part of the sword’s hilt. These “Marks of Heritage” are magic tattoos and can be activated at will; the standard tattoo rules apply.

2. **Increased S.D.C. from magic tattoos.** An Atlantean may have as many as four additional tattoos (that’s six total), never more. The only exception is the **Undead Slayer** who is a full tattooed man dedicated to the destruction of vampires and evil.

Each tattoo provides the Atlantean an additional 10 physical S.D.C. points. **Note:** One to six tattoos do not change the physical structure of an ordinary human into a mega-damage being like the Undead Slayer. All Atlanteans are taught how to use their tattoos.

3. **Increased P.P.E. from magic tattoos:** Each magic tattoo adds six P.P.E. points to the Atlantean’s permanent base amount.

4. **Increased P.P.E. Recovery:** True Atlanteans replenish P.P.E. at the rate of 10 points for every hour of rest or sleep, twice as fast as normal humans, or 15 an hour if using meditation.

5. **Cannot be physically transformed by any means,** including but not limited to the following: metamorphosis potions and spells, the transformation ritual, vampire transformation, petrification, turn to mist, growth/reduction spells/potions/super powers, curses, wishes, or any other form of magic or supernatural transformation spell or enchantment.

6. **Continue to grow as adults.** After reaching full maturity at about age 25, True Atlanteans continue to grow about an inch every century or so, which gives older characters an average height of six feet and six inches to about seven feet (1.95 to 2.1 meters).

7. **Sense vampires.** Can sense the presence of vampires and vampire intelligences within a 1000 foot radius (305 m), but cannot pinpoint exact source/person responsible for the sensation. Recognize vampires by appearance: 10% per level of experience.

8. **Operate dimensional pyramids.** All Atlanteans are seasoned dimensional travelers who know how to operate the pyramids created by the stone masters for the purposes of healing, communication, teleportation, and dimensional teleportation. Base skill is 30% + 5% per level of experience. Note that the average Atlantean does not know exactly how stone magic works or how to build pyramids.

9. **Sense ley lines and ley line nexuses.** Same as the Line Walker. See **Rifts® Ultimate Edition**, page 113.

10. **Sense Rifts.** Same as the Line Walker.

11. **Ley line Phasing.** Same as the Line Walker.

12. **Other Bonuses:** +2 to save vs magic of all kinds (in addition to P.E. bonuses), +4 to save vs horror factor.

Insanity: Most Atlanteans have a high mental endurance and are used to strange and horrifying experiences from dimensional travel. Thus, they start the O.C.C. without any form of insanity. **Note:** All Atlanteans have a disdain for vampires and supernatural monsters.

The Undead Slayer O.C.C.

True Atlantean Tattooed Man

All True Atlanteans have two to six magic tattoos, but they are not considered Tattooed Men. Among the Atlanteans, however they are the transdimensional hunters and slayers of supernatural evil known as the Undead Slayers. Their archenemies are vampires, vampire intelligences and the Minions of Splugorth.

See the Section on Tattoo Magic and the Tattooed Men for a complete description of the Undead Slayer and other, non-Atlantean characters empowered by tattoo magic.

The Atlantean Nomad O.C.C.

True Atlantean Adventurer

The nomad might be thought of as a dimensional wilderness scout or an educated vagabond. They are typically adventurers who have not selected any one particular focus for an occupation or area of study. Instead they have general skills that enable them to survive their dimensional wanderings. They possess all the special abilities and characteristics listed under the Atlantean R. C. C., but they are neither a practitioner of magic nor a warrior.

Attribute Requirements: None

Alignment: Any, but often anarchist or unprincipled.

O.C.C. Skills:

First Aid (+10%)
Languages & Literacy: Dragonese/Elf, American, and Greek at 98%.
Languages: Speaks two additional languages of choice (+15%)
Basic Math (+20%)
Lore: Demons & Monsters (+15%)
Lore: Faerie (+10%)
Land Navigation (+15%)
Wilderness Survival (+15%)
Swimming (+5%)
W.P. Blunt
W.P. Sword
W.P. Energy Rifle
Hand to Hand: Basic

Hand to Hand: Basic can be changed to hand to hand Expert at a cost of one "other" skill or Martial Arts (or assassin if an evil alignment) for the cost of two "other" skills.

O.C.C. Related Skills: Select a total of seven other skills. Plus two additional skills at levels three, seven, eleven and fifteen. All new skills start at level one proficiency.

Communications: Any (+5%)
Domestic: Any (+10%)
Electrical: Any
Espionage: None
Mechanical: Any
Medical: Any (except Medical Doctor and cybernetics)
Military: None
Physical: Any



Pilot: Any (+5%)
Pilot Related: Any (+10%)
Rogue: Any (+5%)
Science: Any
Technical: Any (+10%)
Weapon Proficiencies: Any
Wilderness: Any (+10%).

Secondary Skills: The character also gets to select five secondary skills from the previous list. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses (). All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in that list.

Standard Equipment: Energy rifle and one other weapon related to his or her W.P. skills, pocket knife, a survival knife, vibro-sabre, a cross of some kind, backpack, 1D4 sacks/bags, utility belt, sleeping bag or tent, first-aid kit, sunglasses and goggles, air filter, gas mask, 100 ft (30.5 m) of rope, pocket tool kit, flashlight, and mega-damage body armor, usually similar to the Bushman or Crusader environmental armors.

The vehicle can be any non-military type of ground vehicle. Often a hover cycle or truck, robot horse, or other vehicle for traveling over rough terrain.

Magic Tattoos: The average nomad has three tattoos in addition to the Marks of Heritage. One is always the Eye of Knowledge, which enables the nomad to understand alien languages. The other two can be selected from any of the tattoo categories.

Money: 2D6×1000 in credits and 4D6×1000 in precious gems or artifacts. Nomads have a much greater need for valuables to buy equipment and to live. Unlike other True Atlanteans, they can accumulate small fortunes, but these fortunes are typically in the form of ready cash or possessions that can be easily liquidated to finance the character's travels. Furthermore, since the nomad is always on the move, adventuring and exploring, they don't want to be weighed down with a truck load of possessions or responsibility. A nomad can earn money as a mercenary or laborer, or from scavenging.

Cybernetics: None. If cybernetics are required at a later date, the character will strive to get bio-systems, because all Atlanteans are attracted to natural things and mechanical systems will reduce the potency of magic. However, characters that do not use magic, other than the tattoos, may consider cybernetic implants.

The Splugorth's Atlantis

An overview of Atlantis under the control of the Splugorth

Nowhere on Earth, with the arguable exception of Europe, do supernatural beings and D-Bees hold sway over the land so completely. Europe is infested with supernatural monsters, but humankind, led by the New German Republic (and Triax), wage a tireless battle against the inhuman invaders. To say that monstrous forces dominate Europe is true, but they do not control it. Atlantis, by comparison, is the domain of supernatural horrors unchallenged by humankind. To continue the comparison, Europe is a giant battlefield, while Atlantis is a paradise with lush, green forests, grass covered, rolling hills and massive cities.

The domination of Atlantis by supernatural and alien life forms is largely due to the Splugorth's power and their mastery over magic, the rifts, and dimensional travel. The human population is predominantly slaves. It is the monster races who walk free. Atlantis is visited by other Splugorth and allies who regard it as a trade center and haven where they can hide from enemies, relax and rest, shop, and enjoy themselves. The Splugorth are seldom seen anywhere on the continent.

One of these alien intelligences, known as Lord Splynncryth, rules Atlantis and three other worlds. Splynncryth realizes that it would be virtually impossible to conquer and *hold* the Earth as a part of his territory. There are just too many powerful beings who covet the planet's rich mystic and dimensional resources and too many dimensional fronts to adequately defend. Instead, it was much easier to seize a strategic location like Atlantis and keep it. This has given him access to all of the resources he desires and helps to further establish the concept that Earth is a free zone to be conquered and dominated in pieces held by many different races, not just by one. The power and prestige of the Splugorth should go a long way to promote this idea, but Splynncryth realizes that a number of potential world and dimensional conquerors will challenge his control of the continent. He is prepared to defend what is his, but he has no plans for conquering other territories in the foreseeable future. Circumstances may change that.

Lord Splynncryth sees Atlantis as a wonderful opportunity to create a dimensional trade center and a vacation retreat that is safe for his kind, their minions, allies, and alien associates. It is a perfect location because of the vast amounts of mystic energy that enables his minions to open rifts to countless specific places and clients. The energy so abundant on Atlantis also gives him and his forces great power for manufacturing and defense. Add to this Atlantis's isolation from humans and its other natural resources and it is absolutely ideal.

The Minions of Splugorth

Technically, the Minions of Splugorth are any beings who freely and willingly serve, obey, respect, honor, and often worship, the Splugorth. However, to most people, "The Minions of Splugorth" is construed to mean the elite Splugorth forces: High Lords, Overlords, Powerlords, Conservators, and Slavers.

Following a military analogy, the **High Lords** might be considered the generals, commanders, and Chiefs of Staff. The **Overlords** serve as the commissioned officers, military police, and an elite infantry force. Those who are not officers are the tough, Marine-like grunts — all are fanatically loyal and above reproach. The **Powerlords** are a special forces branch of the elite military. The **Conservators** are another smaller, frightening, and more specialized special forces branch. The **Slavers** might be considered non-commissioned officers in the air force or navy, because it is they who are most often sent to faraway places

on missions of reconnaissance, espionage, capture, and seek and destroy. Their force of **blind warriors** and other minions are their soldiers — fodder in a war not of their own making. These are the *elite Minions of Splugorth*. The tattooed men, gargoyles, kittani, metztlians, and all the rest are lesser minions who must respect and obey those of higher rank. In most cases, these lesser minions will be assigned to or serve under the elite forces. Individuals from these lowly allies/minions may attain positions of authority within Splugorth society and even among the elite ranks, but as a general rule, other minions are considered lesser creatures and all are watched with suspicion by the Splugorth and the Splugorth High Lords; even dragons are watched with a suspicious eye.

Alien allies such as the Sunaj (who are considered the absolute lowest of the Splugorth minions), gargoyles, kittani and metztlians are "allowed" to live a seemingly autonomous existence. They can pursue their heart's desires, own and operate their own businesses, travel, and govern themselves. However, the key word is "allowed," and like all minions, their actions must ultimately serve their masters, the Splugorth. Furthermore, they must conduct themselves in accordance to the Splugorth's approval, laws, and edicts. They must obey the laws and demands of the Splugorth or endure harsh punishment. They must obey the elite minions, such as the High Lords who speak for the Splugorth, are expected to observe the rank and superiority of their fellow minions, and be ready to serve their masters without question or hesitation, like good little soldiers. It is a militaristic society with its own level of ranks and honored positions of authority.

Even the lowliest minions are free to travel throughout Atlantis and other Splugorth holdings without being molested by fellow minions. The Sunaj is the only exception. The minions are effectively the free citizens of Atlantis and Splugorth society. Of course, freedom within the Splugorth society is an illusion. The lesser minions and the massive slave population are constantly (and secretly) observed by the Splugorth and their High Lords. When treachery is suspected, a High Lord(s) and/or Overlords, Powerlords or Slavers and their forces are sent to investigate and eliminate the trouble. This investigative police force may be as tiny as one or two powerful High Lords or an army of thousands, even millions of Minions of Splugorth, depending on the circumstances. **Note:** In many cases, especially on other worlds, the slave population represents 45 to 70 percent of the overall population.

Slaves

Slaves are creatures forced to serve the Splugorth and their minions. Typical slave duties include manual labor, farming, household services, performing as soldiers/protectors, submitting to being a pet or plaything, and other services. Pets include animals, monsters, humans and other intelligent life forms expected to serve as a companion and entertainer. Servants might be considered the elite among slaves because they often enjoy superior privileges, clothing and freedom, and their work is generally less physically demanding, but their positions can be just as demeaning. All slaves, servants and pets are greatly inferior to the lowest minion. In fact, individual minions, including the Sunaj, may own their own slaves and are frequently placed in command of slave forces and entire populations.

Occasionally, servants and slaves who have performed a tremendous service or otherwise won special favor from the Splugorth or the elite minions, are granted special privileges and/or greater freedom. In rare instances, they may actually be given their freedom and asked to leave Atlantis or allowed to become a lesser minion; somebody who is comparatively free but dedicated to serving the Splugorth.

The types of slaves will vary on each conquered planet. Typically, the conquered indigenous population becomes the enslaved. On Earth and Atlantis, that slave population is predominantly humans and D-Bee humanoids; however, because Atlantis is a dimensional trade center, there are numerous other alien and supernatural life forms to be found, both as slaves at work and for sale, as well as visiting aliens.

Splugorthian Architecture

The Splugorth and select minions possess the mystic knowledge of stone magic and have their own stone masters to create the great mystic pyramids, buildings, outdoor arenas, amphitheaters, roads, and giant sculptures that dot the landscape.

Many of the buildings and structures of Atlantis resemble those of the ancient Greek and Roman empires. The differences are that the buildings are twice the size of human structures and cleverly hidden within the buildings are modern machines, devices of bio-technology, and powerful magic. The Splugorth are known for using sculpted heads and busts to decorate their buildings, vehicles, sailing ships, and the residences of key officials. Frequently, these heads can actually be brought to life. Dragon heads, for instance, can not only breathe fire or lightning, but they can also cast spells. Stone gargoyles and fire breathing lions are also favorites of the Splugorth.

They are particularly fond of implanting security monitors, listening devices and defense mechanisms (typically magic) in the walls and statues found in the Splugorthian cities. Some statues can even animate and physically attack or restrain a person. The old saying that the “walls have eyes and ears” is very true of most Splugorthian architecture. Even birds and pets may have implants and Splugorthian remote control devices so that the population can be closely monitored.

Interestingly, this scrutiny is unknown to most of the lesser minions, slaves, visitors and inhabitants. Consequently, there is a false sense of freedom and openness among the general population. Unlike a true fascist state, the people feel “free” to go about their daily business without being watched, bothered or harassed by their masters. Most think of the Splugorth as being godlings and assume that they have powers of omnipotence, clairvoyance, and magic that enables them to learn any secrets. Many even worship and pay homage to their Splugorthian masters as gods. After all, the Splugorth are superior beings, and they do protect, nurture and lead the people.

When we say “people”, we are referring to non-humans, the majority of whom are supernatural creatures; monsters humans often call demons. Besides, the Splugorth are voyeuristic and like to watch the unfolding of little stories in the lives of lesser beings. These twisted beings also enjoy playing games of strategy, treachery and subterfuge. Even events that involve the possible betrayal of a city or even Lord Splynncryth are watched with delight. Frequently, plots of revolution, underground movements, cults, and criminal activity are observed and allowed to flourish because they provide amusement. They are crushed only when those involved have gone too far or dare to actually strike out at the Splugorth or his highest officers. And even then this only leads to new games of torture and degradation.

Technology

Although the Splugorth have an appreciation for and a rudimentary understanding of human and similar types of science and technology, their technology is magic — bio-wizardry, rune magic, stone magic, pyramid technology, tattoo magic, and so on. They have developed these forms of magic (some entirely unknown to humans and other life forms) to such a degree that they are equal, and all too often, superior to the highest levels of human technology.

This doesn't mean that the Splugorth don't appreciate or sell a nice laser pistol or hovercycle in their market places. On the contrary, they'll

sell anything they can. Many of the worlds they have conquered are worlds with inhabitants who produce machines and devices that Earthlings would easily recognize and may even be able to operate with little difficulty; guns, cars, etc. These same worlds use their technology and science to maintain their civilization and to produce weapons, equipment, vehicles and raw materials for cross-dimensional exportation.

On the other hand, the Splugorth have no need or desire to understand human sciences and technology, because little of it applies to them. They don't need radios and teleportation devices when they have telepathy, pyramids and magic. The stone pyramids, which operate on principles of magic unknown to most humans, are the Splugorth's teleportation device and communicator. Instead of building a suit of robot power armor with circuits and molded alloys to create a more powerful, mega-damage warrior, they actually mold and manipulate energy by means of magic spells, circles, runes, tattoos, and bio-wizardry. In all cases, they are *building* something. The difference is they are using dramatically different tools, materials, energy, and knowledge/technology.

Key Places in Atlantis

General Regional Data

Geographically speaking, Atlantis is no different than the rest of the world in that much of the continent is wilderness. The sprawling megalopolis is the exception, not the rule. More common are the small rural villages, towns and small cities. However, there are about a half dozen huge cities that are as big or bigger than the famous **Chi-Town** in regards to population and land area. There are also areas, such as the Gargoyle Kingdom in the southern mountains, that are dominated by a particular race of beings, although there may not be any places that humans would consider to be a city. Ironically, even with its thousands of square miles of unpopulated forests and jungle, Atlantis is one of the densest populated continents on Earth. Unfortunately, it is a population of *monsters*.

Land Area of the entire Continent of Atlantis: 2,789,600 square miles (7,225,000 sq. km), about 7% smaller than the United States of America. The climate, flora and fauna are very similar to the southeastern United States, with the southern portions being tropical and subtropical and the north areas being temperate. Although there are many alien forms of vegetation, most others are recognizable as indigenous to Earth.

Population Notes: The western half of the continent is mostly wilderness and virtually unpopulated, except by the Splugorth.

The eastern half of the continent, particularly the northeast (The Valley), is heavily populated, and is the area with the most cities.

Approximate Population Breakdown for Atlantis: 84 to 90 million

One ruling Splugorth — Lord Splynncryth

1D6 visiting Splugorth

High Lords: 3 million

Conservators: 100,000

Overlords: 21 million

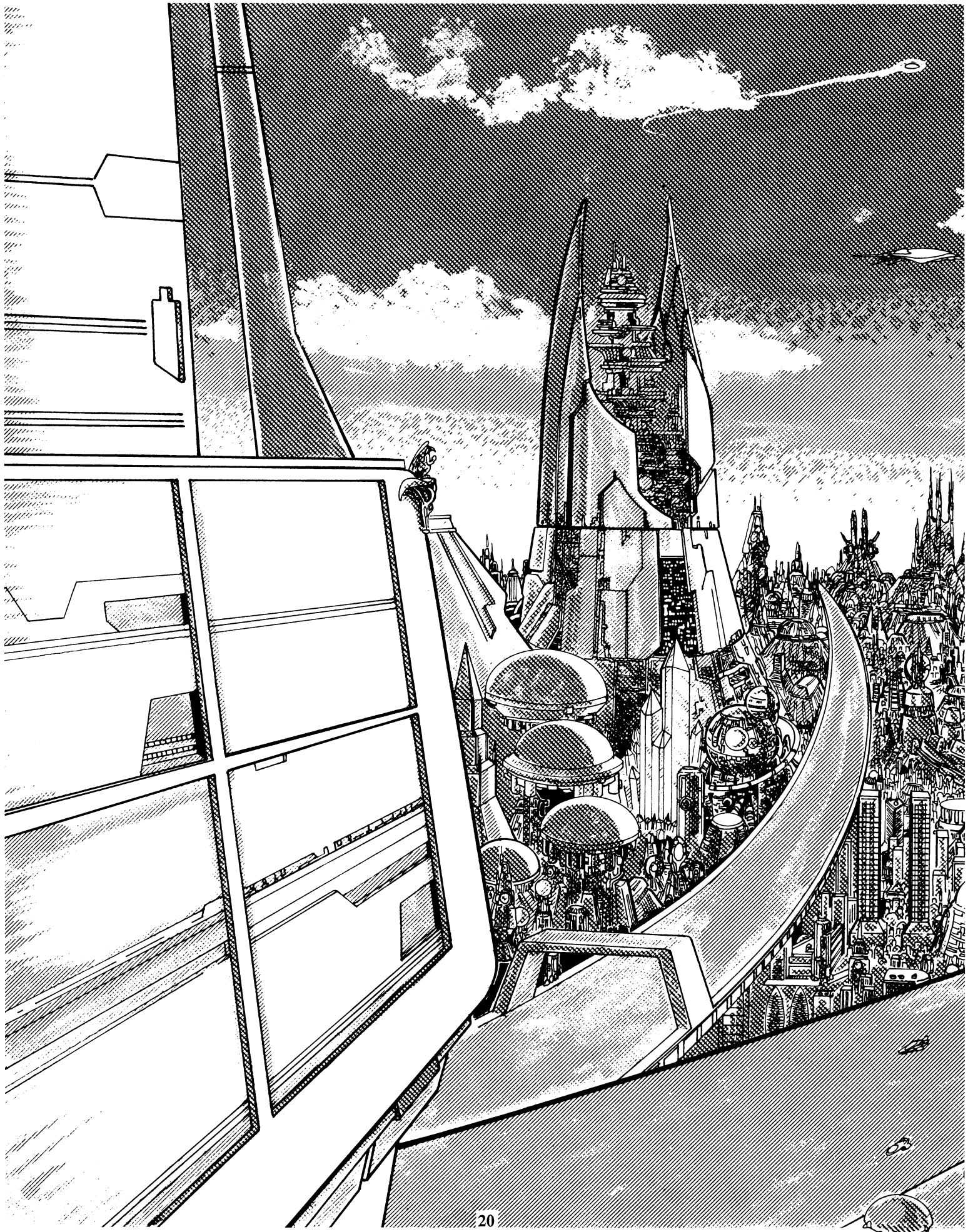
Powerlords: 6.6 million

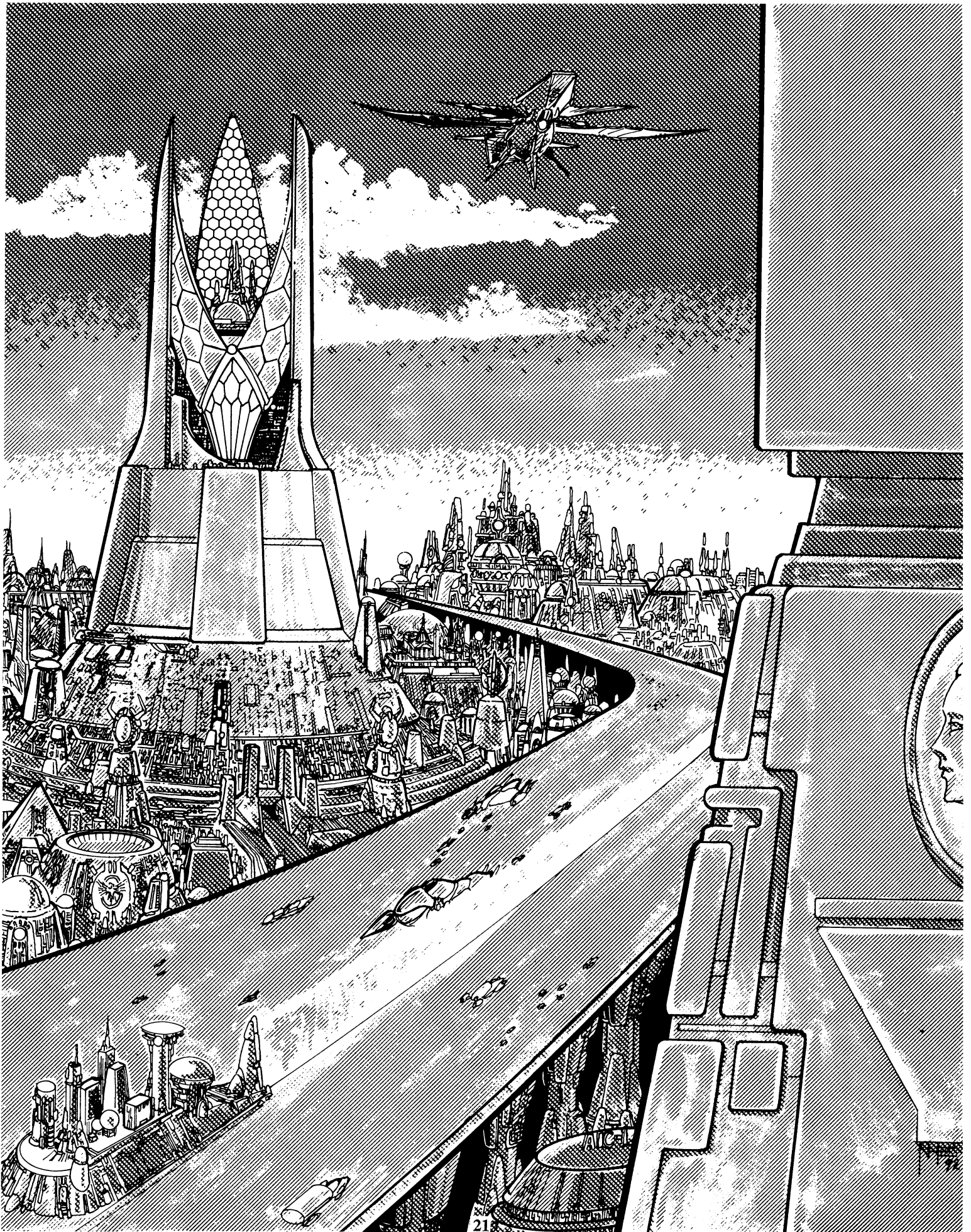
Slavers: 1.1 million

Blind Warrior Women: 5.8 million

Kittani: 10 million

Metztla: 3.2 million

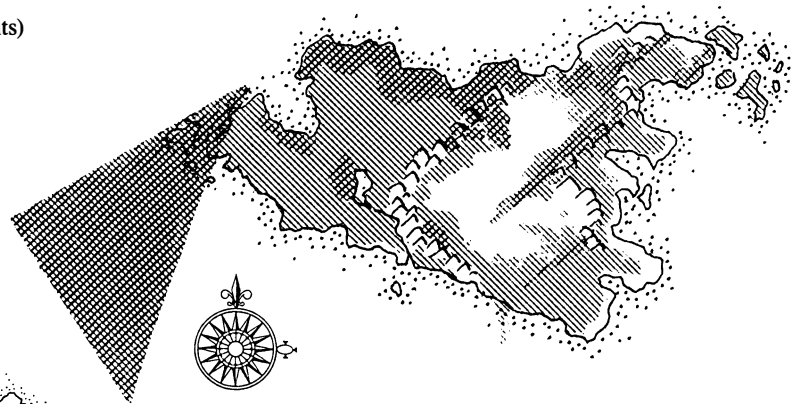




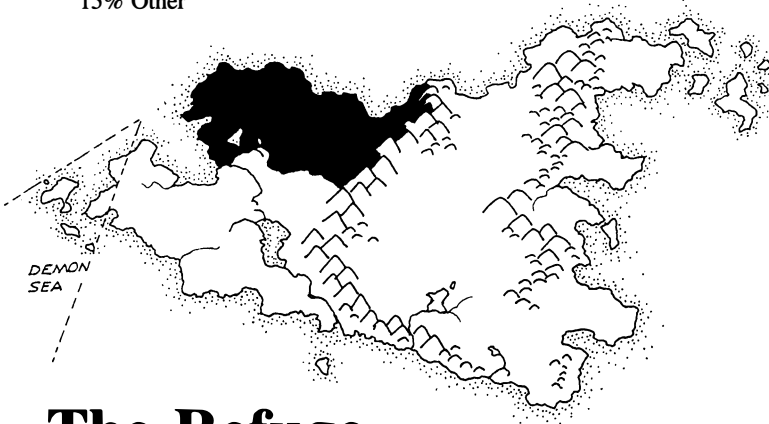
Dragons: 1200 (only 2% are elder dragons and 10% are adults)
 Maxi-men: 250,000
 Tattooed Men: 1 million (50% slaves)
 Gargoyles and kin: 500,000
 Sunaj: 12,000
 Slaves (human): 8 million
 Slaves (non-humans): 20 million
 Transient visitors: 1D6 + 2 million at any time.

Slave Population Breakdown

32% Human
 33% Humanoid D-Bees
 20% Supernatural Beings
 15% Other



DARK LINES INDICATE LEY LINE MAGIC AREAS.
 LIGHT LINES INDICATE FOREST OR JUNGLE.



also the occasional wayward gargoyle, gurgyle, gargoylite, demon, dragon, sphinx, witchling, dragon wolf, elemental, supernatural being and the infrequent, foolish visitor from another continent or dimension, or shipwrecked castaways.

This is the domain of Lord Splynnncryth, ruler of Atlantis. It is a sacred forest, off limits to most minions and visitors. Three large pyramids, all identical in shape and size, are the only buildings in the entire forest. Lord Splynnncryth's abode is the pyramid resting on a nexus, the two others rest on connecting ley lines. Each is exactly 1200 feet (365 m) away from the other and form a triangular pattern. The ruler of Atlantis and other Splugorth are likely to be found at or near the pyramids (within a 500 mile/804 km area around them). However, Splynnncryth and the others do wander the entire range of the Refuge. Yet they seldom go into the Preserve, which is viewed as a recreation area for their minions and visitors.

For the Splugorth, the Refuge is a quiet place to get away from the hustle and bustle of inter-dimensional commerce, war, business, people and trouble. A retreat far from all the demands of the minions and the world(s), for despite their evil nature, the Splugorth enjoy serenity and nature untarnished by the encroachment of civilization. Thus, Lord Splynnncryth will not allow any development or exploitation of the land or the resources in the Refuge.

The Splugorth are most frequently encountered in the northern part of the forest and along the northern coast, where the ley lines are many and the P.P.E. is strong. Three stone pyramids which serve as summer cottages are located in this region. The only other intelligent life forms allowed in the region are the faerie folk, harpies, and forest dwellers who keep to themselves, and the *Refugee Exterminator Squads* (most likely to be encountered in the southern forest, closer to the Preserves — more on the RES later).

Refugee Exterminator Squads (RES)

The RES is assigned the task of hunting down and exterminating runaway slaves, rogues, and invaders who may have entered the area. Most of these undesirables are survivors from the Preserves or the cities and have travelled to the somewhat safer territory of the Refuge. The incredibly powerful Splugorth have little to fear from escaped slaves, or even wizards or young dragons looking for trouble. The main purpose of the squads is to control the population of undesirable life forms and to prevent their development or damage of the forest.

Faerie folk, the loogaroo, harpies, melech and similar creatures are not considered a problem and are unmolested by the Splugorth and their minions. Likewise, unless provoked, the faeries leave the Splugorth and their minions alone. Evil creatures like the harpies and melech are natural predators who prey on humanoids and keep the forest safe from them. The RES take care of the more dangerous and elusive troublemakers.

The Refuge

The Refuge: Population & Statistics

Terrain & Climate: An expansive, undeveloped territory covered in forests of coniferous and deciduous trees, shrubs, flowering plants and grass. The area is alive with vegetation and wildlife similar to that of the USA and Canada. There is also a fair variety of alien flora and fauna.

Temperatures range from 25 to 40 degrees Fahrenheit in the winter and 80 to 90 degrees in the summer. Average annual rainfall is 42 inches, snowfall, 22 inches.

Land area: 302,870 square miles (784,430 sq. km), roughly twice the size of California.

Monster Population of Note: The most dangerous and/or magical animals include the melech, peryton, wild gryphon, devil digger, owl thing, pegasus, and the occasional worm of Taut (more common to the adjoining subtropical forests of the Preserve, to the south).

Splugorth Population: Lord Splynnncryth and 1D6 visiting Splugorth. As many as 20 minions may be present to attend each Splugorth, but this is actually quite unusual. The alien intelligences come to the Refuge for complete seclusion and to be among nature, there is seldom a single minion present.

Estimated Faerie Polpulation: 12,000 Sprites, 5000 Faeries, 2500 Bogies, 1500 Toadstools, 600 Black Faeries (see **Rifts Sourcebook One**), 1200 Leprechauns, and the occasional Pixie, Brownie, Puck, and Nymph.

Estimated Escaped Slave Population: 4500 D-Bees, 2500 humans, 1700 wolfen and coyles combined, 400 tattooed men (mostly human), 300 ogres, and a handful of others, like the Zembahk. Escaped slaves in this territory are hunted and exterminated by the Refugee Exterminator Squads (RES). However, it is such a vast area that it is impossible to eliminate them all. People that have eluded capture and survived for more than a few months have learned to live in small tribes and to constantly keep moving. The wolfen and coyles have adapted easiest since both the land and the nomadic life style are similar to their homeworld.

Other intelligent life forms: 8000 loogaroo, 5000 harpies, 200 bug bears, and some of the creatures described in this book. There is

The Composition of the Refugee Extermination Squads (RES) vary dramatically. Most consist of six to ten team members. Some may be warrior types with energy weapons, while others can consist of supernatural beings, demons, monsters, tattooed men or practitioners of magic. The most common types of squads are as follows:

Gargoyle Squad

- 1 Gargoyle lord or mage.
- 4 to 6 gargoyles*
- *May use weapons of any kind.

Gargoyle and Gurgyle Mix Squad

- 1 Gargoyle lord or mage.
- 2 to 4 gargoyles
- 2 to 4 gurgoyles
- *All may use weapons of any kind.

Minion Mix Type One: Slaver Squad

- 2 Splugorth Slavers (with barges).
- 4 to 8 Blind warrior women .
- * Standard weapons.

Minion Mix Type Two: Hunter Squad

- 1 High Lord or Splugorth Slaver.
- 2 Conservators
- 2 Overlords
- 2 to 4 Others (any minion).
- *All may use weapons of any kind.

Minion Mix Type Three: Warrior Squad

- 1 or 2 Conservators
- 1 or 2 Kattani warriors
- 1 or 2 Blind Warrior Women
- 1 or 2 Tattooed Men or Sunaj assassins.
- 2 to 4 Powerlords
- *All may use weapons of any kind.

Minion Mix Type Four: Demon Squad

- 1 High Lord (Summoner)
- 1 Air or earth elemental (lesser).
- 2 Loogaroo or Harpies.
- 2 Alu or Shedim demons.
- 2 Hell hounds or manticores or melechs or other supernatural monsters.
- * May use weapons, but more likely to stick to natural abilities and magic.

Elite Squad (Magic Squad)

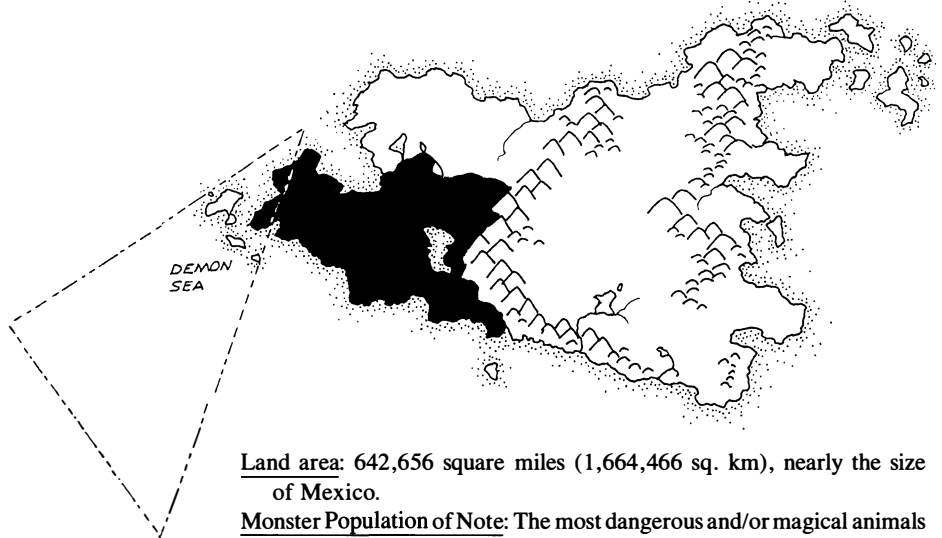
- 1 Splugorth Slaver (with barge)
- 1 Young dragon (1D4 + 2 levels of experience).
- 1 High Lord (8th level experience).
- 1 Metztla (any)
- 2 Sunaj Assassins
- 2 Conservators or Powerlords.
- * Some use magic, others, weapons.



The Preserves

Hunting Preserves

Terrain & Climate: An expansive, undeveloped territory covered in jungle and forest, with pockets of hilly grasslands and large swamps; similar to the rain forests of Brazil. Temperatures range from 60 to 80 degrees Fahrenheit in the winter (rainy season) and 85 to 110 in the summer. Average annual rainfall is 87 inches. No snow.



Land area: 642,656 square miles (1,664,466 sq. km), nearly the size of Mexico.

Monster Population of Note: The most dangerous and/or magical animals include the beast dragons, hydra, great wooly dragons, predatory dinosaurs, manticores, harpies, ghouls, hell hounds, melech, peryton, wild gryphon, devil digger, loogaroo, owl things, Worms of Taut (particularly nippers, serpent beasts and tri-fangs), mutants, Death Weaver spider demons, other demons and creatures from the rifts.

Estimated Faerie Population: 50,000 Sprites, 10,000 Faeries, 5000 Bogies, 6500 Toadstools, 4000 Pucks, 6000 Black Faeries (see *Rifts Sourcebook One*), and the occasional Pixie, Kelpie, Kinnie Ger, and other Faerie Folk.

Estimated Population of Intelligent Life Forms: All are hunted for sport.

- 50,000 D-Bees
- 25,000 Humans
- 9000 Orcs and goblins.
- 7000 Wolfen and coyles.
- 1000 Ogres
- 50,000 others, like the zembahk, adorak, harwk-beings, giants, dragons, escaped slaves, D-bees, demons and others. It is impossible to accurately estimate them all.

The vast expanse of forest that stretches west of the Great Stone mountains and covers the entire southwest quarter of the continent is a hunting preserve known simply as "The Preserves." It has roughly the same land area as Mexico (about 15% smaller). The southern portion is tropical, with dense jungle and forest, while the more northerly portion is subtropical forest. Farther to the north are the dense mixed forests of coniferous and deciduous trees, bushes, wild flowers and tall grass of the *Refuge*, which resembles the American Midwest and western Europe.

There are no cities or kingdoms of any kind. The best one can hope to find are tiny, nomadic villages and ragtag camps. The inhabitants of these communities are often human or humanoid D-Bees operating in small groups, tribes or as lone individuals. Most are not friendly and fear strangers, even humans, and may flee or attack on sight. The reason for this paranoid behavior is that the entire area is a giant hunting preserve and the animals most commonly hunted are humans and intelligent D-Bees. The residents of these tiny communities are either life forms specifically released into the Preserve with the intention of being

game stock or are desperados on the run, like escaped slaves, renegade minions, criminals, and enemies of the Splugorth.

Since Lord Splynncryth actually instructs his minions to keep the woods stocked with prey to hunt, runaway slaves and undesirables are frequently "allowed" to escape to the Preserves or lured to its deceptive safety. Likewise, the subjects of failed transmutation and augmentation experiments, criminals and troublemaking slaves are commonly transported to the Preserve for fox-hunt like pursuits (released, given a head start and then tracked down and slaughtered).

Remember, many of these "hunters" are intelligent monsters, demons, or other supernatural and evil beings who feed on humans or enjoy their torment. This is for whom the Preserves were designed. Some hunters are looking for a challenge, others, an easy slaughter or an interesting way to pass some time. Still others love to hunt and do so for the thrill. A hunt may involve tracking and shooting groups or individuals, like humans shooting ducks or hunting deer, or it may be a slaughter (wiping out an entire tribe or village), or involve stealth, tracking, and dangerous methods of making the kill, like a man hunting a tiger or bear with a spear or sword.

The hunters may use magic, high-tech weapons or hand-held weapons like knives, spears or swords. Of course, many of the monstrous hunters use their bare hands, teeth, and natural abilities. The serious hunter looking for a challenge will not usually attack women, children or a village, but seeks groups of males, warriors, wizards, super powerful beings, dragons or monsters that represents a real challenge. However, they may use women and children as bait in a trap or ambush in order to lure the real target of the hunt out from its hiding place. Tattooed men, practitioners of magic, super-humans, dragons, wilderness scouts and powerful warriors are the most exciting and challenging prey to hunt. Humans or D-Bees who have slain members of a hunting party or who have proven to be especially elusive, become coveted prizes for true huntsmen.

A number of other dangerous animals, monsters and creatures have also been imported to the preserves. Its close proximity to the Demon Sea also means that creatures from dimensional rifts and ship wrecks often find their way to the sheltering forest. As a result, the western wilderness of Atlantis is a nightmarish place filled with dangerous animals, predatory dinosaurs (transplanted from Florida), monsters, demonic hunters, and creatures from the rifts.



The Conservator

The people in charge of maintaining the Preserves and supervising activity within it are the Splugorth Conservators, High Lords who have agreed to transmutation and augmentation. They love to hunt and prowl through the wilderness. They can be considered demonic forest rangers who protect the forest from intruders, careless hunters and crazed animals/humanoids. It is also their duty to keep the prey in the boundaries of the Preserves. Dangerous animals, humans and D-Bees known to have escaped the Preserves are tracked down, captured and returned to the Preserve or slain.

Note: About 30,000 Conservators manage the Preserves (remember, that's a territory slightly smaller than Mexico). They are sometimes assisted by RES squads and recreational hunters. See the section about **The Minions of Splugorth** for a full description of the Conservator.



The Terror Coast

Terrain & Climate: Same as the Preserves, mostly jungle.

Coastline: 589 miles (942 km)

The western beaches of the Preserves are known as the Terror Coast. Here the northernmost edge of the mysterious Demon Sea/Bermuda Triangle touches the coastline and the neighboring islands. Like all of the area within the Demon Sea, the coast and its waters are filled with sea monsters and subject to the same sudden storms and dimensional occurrences as within the Demon Sea. This adds to the number of strange, supernatural and dimensional horrors that plague the land, islands, and waters around the coast. Of course from the Splugorth's point of view, this is wonderful, because the dimensional rifts from the Sea constantly adds new monsters to the hunting stock of the Preserves and keeps the curious away. Death Weaver spider demons are particularly numerous in the jungles along Terror Coast.

Note: See the *Random Encounter Table for the Demon Sea/Bermuda Triangle* for some basic data on sea monsters and strange happenings.

The Great Stone Mountains

Home of the Gargoyle Kingdom

Terrain and climate: The mountains stretch across the center of Atlantis, extending some 3,750 miles (6000 km) long. The terrain varies from southern jungles to northern mixed forests and scrub, with steep hills, cliffs and mountains. Temperatures vary depending on whether the mountains are in the north or south; always similar to the surrounding lowlands, with slightly cooler temperatures.

Population: A long chain of mountains, known as the Great Stone Mountains completely divides the continent of Atlantis and is the home of perytons, dragondactyls, gryphons, pterosaurs, melech, manticore, birds and other assorted wildlife, as well as a variety of intelligent life forms. The larger flying predators tend to hunt along the seacoasts and in the forests to the west, before returning to their lairs in the mountains. They also plague the communities in The Valley of Wonder, but much less frequently, preferring wilderness to city streets.

The gargoyles in the south are the most notable intelligent beings because of their great numbers and association with the Splugorth. Most of the other intelligent inhabitants are found in small tribal communities or are lone mountain men. These races include the occasional dragon of all varieties, melech, wandering demons, black faeries, the occasional giant, troll and ogre.

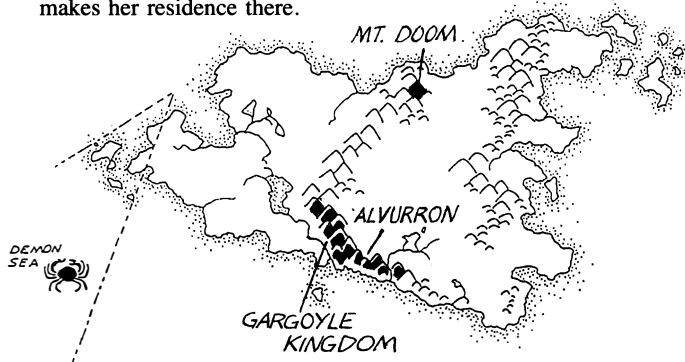
Places of Note: **The highest mountain peaks in order of size:** Mount Atlantis: 30,106 feet (9176.3 m), Mount Doom: 29,533 feet (9001.65 m; treacherous), The Great Stone: 28,271 feet (8617 m), the Gargoyle's Pedestal: 27,567 feet (8402 m), Sar Alun: 27,502 feet (8382.6 m), Gashmet: 25,848 feet (7878 m), and Mount Kym-Nark-Mar: 20,300 feet (6187 m). The next highest peak is 19,700 feet and there are many that tower between 16,000 and 18,000 feet high.

Kii-Kyl: The Haunted Mountain, is a range of northern mountains where **Mount Doom** is located. Mount Doom actually has cliff facings that look like a distorted face from a distance. Except for the Haunted Valley, vegetation in this area is sparse, and what is present is scraggly and sickly looking. The Haunted Valley, by contrast, is a dense, rich forest with large, rolling hills, a mountain river, several streams and ponds, meadows and wild flowers. Unfortunately, it is said to be inhabited by haunting forces and is the home to two distinct dimensional rifts from which the haunting denizens arrive. Indeed, the valley and the surrounding peaks are the homes of poltergeists and every type of entity known to man, as well as hell hounds, ghouls, vampires, spectres, witchlings, evil Faerie Folk and other supernatural forces (see **Rifts Dark Conversions** for tons of monsters, demons and Entities). Vacationing visitors to Atlantis and minions of Splugorth sometimes come to the area to hunt, to seek supernatural forces, and to explore and try to climb Mount Doom (the second highest, steepest and most treacherous peak, plus climbers have the additional danger of supernatural menaces – the ultimate challenge).

Lord Splynncryth is troubled by the talk of vampires in the area; the Splugorth and Vampire Intelligences have been bloody rivals for eternity. From time to time, he has sent both minions and freelance explorers to see if there is any truth to the tales of vampires. So far, his investigations have been fruitless. Still he worries, for his most trusted advisor, through divination magic, has seen the shadow of the bat in the future of Atlantis. Lord Splynncryth has offered a bounty of one million credits (or merchandise) for the head of every true vampire brought to his pyramid. An Impaler rune sword and ten million credits is the prize for the person who uncovers the vampires' lair (on the condition that said information enables the minions to raid an occupied nest and kill dozens of vampires).

The Great Stone is the third highest peak and the home of elementals! Lord Splynncryth and his High Lords suspect that there is a dimensional rift that connects two or more elemental planes of existence to this particular mountain peak. Still, although elementals don't usually stay in alien dimensions, they seem to be attracted to the Great Stone and will stay in the area for weeks, months or years. Stone and air elementals are most common but there is also the occasional fire and water elemental and spirit of light. Despite the presence of these powerful beings, they usually do not molest travelers unless they are attacked or threatened first or the travelers are damaging the environment or harassing other elemental beings.

Splynncryth allows a small monastery, located about half way up the Great Stone peak, to exist in hopes that they will unravel the mystery. The monastery is populated by about a 100 humans and D-bees dedicated to nature, elementals and warlock magic. About half are 1D4 + 1 level warlocks (predominately earth and air). A High Lord stone master also makes her residence there.



The Gargoyle Kingdom

The Gargoyle Kingdom: Population & Statistics

Terrain and Climate: The terrain is mountainous and rocky with many sheer cliffs and towering peaks; the tallest of which is the Gargoyle's Pedestal. Temperatures range from 40 to 60 degrees Fahrenheit in the winter and 75 to 90 in the summer. Average annual rainfall is 60 inches, snowfall in the higher elevations is two to four inches.

Gargoyle Kingdom Population:

Gargoyles 200,000

Gurgoyles 130,000

Gargoylites 25,000

Non-goyles who are part of the kingdom 25,000.

The most notable inhabitants of the Great Stone Mountains are gargoyles. The Splugorth are particularly fond of gargoyles and have been their allies for centuries. However, it has only been recently (1000 years ago) that the Splugorth have allowed specific gargoyle tribes to become "official" members of their minions. Nearly two and a half million have sworn eternal allegiance and servitude to Splynncryth. In return, he offers them sanctuary and guidance.

Approximately a half million gargoyles and their kin live in Atlantis. The majority inhabit the southern half of the Great Stone Mountains, known as the Gargoyle Kingdom. Another two million are scattered in other dimensions where they serve as soldiers and guardians to Lord Splynncryth. An estimated 20 million gargoyles serve other Splugorth in other dimensions.

The kingdom is fairly self-sufficient and Splynncryth allows them to govern themselves, although they remain under his (and his minions') supervision and ultimate rule. As with most cities in Atlantis, they are secretly monitored by living statues and elite minion advisors, but there has never been a problem with these gargoyles and they would die for Splynncryth.

Gurgoyles Open-Air Villages

Unlike the modern cities of The Valley, the gargoyle kingdom is comparatively primitive. There are no paved roads, factories, or modern buildings. Instead, the villages have huts and simple buildings made of stone and clay that seldom stand more than three stories high. Gargoyles and gurgoyles are a hardy breed who prefer living in the outdoors and open spaces.

One thing truly unique to gargoyle communities are the towering stone and/or wood monoliths, towers and totem poles which are erected everywhere. They can be found next to buildings, on tops of buildings, along paths and gravel roads, in clearings, sticking out of the sides of cliffs and they also fill the village square. These monoliths can be piles of boulders, a single giant boulder, rough carved slabs of stone or intricately carved pillars, statues and totem poles. Most stand 40 to 100 feet (12 to 30 m) tall but can be even taller and all have at least a dozen horizontal appendages jutting from the sides like the branches of a dead tree. These stone and wood appendages serve as perches for both the flying gargoyles and the agile, climbing gurgoyles. It is not unusual to see a dozen or more gargoyles and/or gurgoyles roosting on these perches or clinging to the sides of these monoliths, as well as rooftops.

The typical village will have an open-air amphitheater/arena, village square, and/or meeting area in the style of the open-air Greek or Roman coliseums, or circular markets surrounded by pillars, totem poles and perches of all kind. Places of business will include a metal worker, woodworker, leather shop, weaponsmith, slaughterhouse, builder, healer, and magic shop (gargoyle mage or resident non-human sorcerer). Other places of note include the dwellings of the war chief/village leader (usually a gargoyle lord or mage)

and the council of elders' homes. Note that there is rarely any sort of high-tech garage, shops or industry.

The larger villages will have several of the smiths, healers, and shops common to the smaller villages, plus several hunting lodges (a gathering place and saloon), a gladiatorial arena (usually a huge, twenty foot/6 m deep pit surrounded by rocks and pillars for spectators to sit on), a couple of gambling halls (with booze and food), several supply shops (like herbs, tobacco, dry goods, tools, etc.), and a jailhouse or jail pit with a police force that includes one or two High Lords or Conservators, 1D4 Powerlords and 4D4 Overlords. The very largest will even have a small variety of stores and a couple of lodges designed with non-gargoyle visitors in mind.

The population of the small village is typically $3D6 \times 100$ members. The larger ones will have $2D6 \times 1000$ residents and the eight largest villages have as many as 20,000. The population divisions of these open-air communities are usually about 55% gurgoyles, 35% gargoyles, and the rest is composed of gargylites, Overlords (serving as advisors and police), the occasional High Lord, monstrous allies and honorary non-gargoyle tribesmen and slaves.

Gargoyle Subterranean Domains

The tall, winged gargoyles are the dominant species in the kingdom. The smaller, wingless gurgoyles, the tiny gargylite and non-gargoyle tribesmen are all subservient to their winged superiors. The gargoyles are superb flyers and love the freedom of high flight, yet they build their villages and cities inside the mountain. They usually start with a natural cave, cavern, or canyon and enlarge it to fit their needs. Gurgoyles, slaves and magic are used to dig out and enlarge the subterranean dwellings. These lairs are typically a huge, football stadium sized chamber after connecting chamber, filled with vaulted ceilings, stalactites and stalagmites, pillars and totem poles.

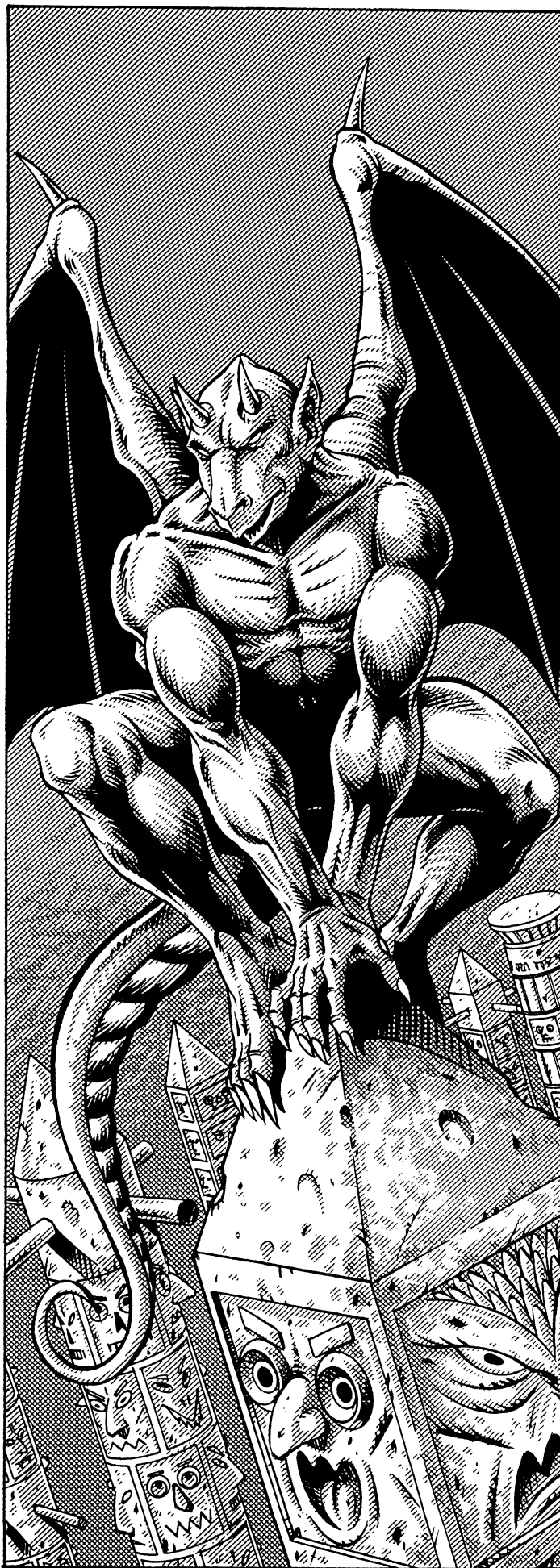
The gargoyles seldom allow any visitors other than people they know and trust. Strangers are usually sent to the open-air villages. This also means a lack of shops and lodges for visitors. Instead, there are healers, mages, and craftsmen who sell and trade their services and goods, but they are all contributing to the close-knit community and not marketing wares for non-gargoyle consumers. Consequently, like the smaller gargoyle communities, there is rarely any high-tech shops, garages, services or industry. However, unlike in the outer villages, many of the gargoyles will use simple high-tech weapons and devices, but nothing as complicated as vehicles, robots, cybernetics, or complex machinery. This often means having an embassy, lodge, or mini-village where Minions of Splugorth and their slaves live in luxury, helping to maintain, repair and energize weapons and equipment.

Note: Remember, gargoyles and their relatives are supernatural predators — warriors who don't care about learning industry or science, but do covet powerful weapons and simple devices that will assist them in combat. They offer their services as warriors in exchange for weapons. The Splugorth has supplied about 40% of the gargoyles and 20% of the gurgoyles with optic systems, radios, energy weapons (both technological and magically empowered), vibro-blades, and the occasional rail gun and rune weapons.

The population of the average, small, subterranean village is $4D6 \times 100$ members. The larger ones will have $4D4 \times 1000$ residents. The largest is the city of Alvurron, with over 80,000 residents. The population divisions of these underground communities are usually about 60% gargoyles, 35% gurgoyles, and the rest composed of gargylites, Overlords and other minions, serving as advisors, technicians and police, and monstrous allies and non-gargoyle slaves.

Gargoyles In The Valley

Gargoyles and their kin can also be found in the lowland cities of Atlantis. Here they typically serve as peace keepers, soldiers, guards,



assassins, spies, and combatants in the arenas. Only a few are independent operatives with businesses of their own.

The stats for the various types of Gargoyles, Gurgoyles and Gargoylites can be found in the pages of **Rifts Dark Conversions**. Unfortunately, space restrictions prevent my reprinting them here. **Rifts Conversion Book One Revised** also contains scores of other monsters, complete with Mega-Damage data, to help round out the slave stock in Atlantis.

The Gargoyles' Capital City of Alvurron

Alvurron: Population & Statistics

Terrain and Climate: Mountainous and rocky. Temperature ranges from 40 to 60 degrees Fahrenheit in the winter and 80 to 96 in the summer. Average annual rainfall is 46 inches. No snow.

Land area: The city is built in a canyon located in the southern portion of the Great Stone Mountains. The canyon runs for a total of 14 miles (22 km), all of which is dominated by the gargoyles and about half of which is filled by the city of Alvurron.

Alvurron Population: Approximately 80,700 people.

Gargoyles 40,000
Gurgoyles 28,000
Gargoylites 500
Splugorth High Lords 200
Powerlords 500
Overlords 3000
Kittani 1500
Supernatural creatures 1000
Others 6000

Does not include the slave population of about 12,000 humanoids.

Alvurron is the largest, most luxurious, and cosmopolitan of the gargoyle cities. Most wayfarers might even consider it to be a bona-fide city, complete with streets, alleyways, shops, taverns, restaurants, and boarding houses. The city is built in a narrow canyon nestled in the southern portion of the mountains. Its most striking features are the large stone and clay buildings that cover a four mile (6.4 km) length of the cavern floor and the Pueblo Indian style houses built right into the canyon walls and which cover the entire 400 foot (122 m) height of the canyon and about a four mile length. Beyond the Pueblo Indian style cliff dwellings and into the very walls of the canyon are the subterranean domains of 33,000 gargoyles.

An additional 10,000 gargoyles live in the cliff dwellings and the city. The vast majority of the gurgoyles, gargoylites and non-gargoyles live in the city that lines the canyon floor. Much of the city on the canyon floor was built by stone wizards. This has contributed greatly to the recognizable city structure, streets, shops, and the three to eight story tall buildings, unusual for gargoyles.

Alvurron City Highlights

This is a fairly large city that does cater to the transdimensional tourist trade. There are boarding houses, taverns, gambling halls (often with small, private arenas), houses of ill repute, fortunetellers, and stores of all kind. The following are only a few of the most notable places.

The Alvurron Arena

At the northern end of town, where the canyon narrows to 1200 feet (366 m), is one of the most famous gladiatorial arenas in Atlantis, the Alvurron arena. It is a huge coliseum that has the solid walls of the canyon on two sides and seating for a total of twelve thousand on the other two sides. Pillars and perches are scattered throughout the seated area, along the tops of the coliseum's walls and in the walls of the canyon, a fairly safe 200 to 500 feet above the field of battle (the perches can accommodate an additional 6300 spectators, typically gargoyles).

The arena is known for its spectacular dragon wrestling, titanic monster battles, races and warrior competitions (boxing, sword fights, gladiatorial contests, etc.). The three year reigning champion of dragon wrestling and a number of other competitions is Narga the Terrible, an ancient dragon.

Narga the Terrible — Reigning Champion

A female Thunder Lizard, 12th level spellcaster, 3rd level shifter, 10th level assassin/warrior, aberrant evil alignment. P.P.E. 700, I.Q. 22, M.A. 24, M.E. 20, P.S. 30, P.P. 26, P.E. 24, P.B. 19, Spd 23. She takes on all challengers in most any type of combat, magic or physical.

Among her hoard of weapons are a variety of techno-wizard vampire weapons, TW particle beam rifle, TW bow and all arrows, two TK-Gliders, JA-9 variable laser rifle, NG-P7 particle beam rifle, C-404 SAMAS rail gun, C-18 laser pistol, C-27 heavy plasma cannon, two suits of heavy Dead Boy body armor (she likes those Coalition items), neural mace, and a huge collection of vibro-blades and conventional hand to hand weapons. Plus the following rune weapons: a lesser rune dagger, a greater rune mace (with air elemental magic), a crystal fire rod, Enslaver and a Sword of Atlantis!

Narga's Bodyguards/Assistants include: Cynthia Hartman, a seventh level T-Monster man/woman; aberrant alignment.

Ivor Shultz, an eighth level RPA elite, formerly a member of the New German Republic, in his Triax X-1000 Ulti-Max power armor; Anarchist alignment.

Her best friend is Myrrlux, a Volate Metztlal!

Other Gladiatorial Monsters of Note:

Among the regulars of the arena are ...

1. A seven headed hydra (kept in a cave away from the city).
2. A pair of dragon beasts.
3. Clayn the Cyclops (a past champion); 10th level.
4. Grundax the Adorak (another past champion); 8th level.
5. Sly the Slaver and his six mighty slave women (the six are all ninth level). Sly is a cunning, merciless opponent and a possible contender against Narga in the future. He is a favorite in the arena.
6. Stone-Death, a 10th level gargoyle lord and a hometown favorite! He is also a candidate to dethrone Narga.
7. Plus a dozen chimera, a half dozen melech, and scores of gargoyles and gurgoyles.

Note: Purses for fight contestants typically average 1D6 × 1000 credits or specific articles (weapons, a car, etc.). Big, pre-arranged fights with name opponents can have purses of hundreds of thousands of credits. Side betting is allowed, with no limit to the amount of the wager, one just better have the money he claims to have or he may find himself the next contestant in the arena or on the bullet end of a hunting expedition.

The Alvurron Pyramid

Near the center of the city, on the canyon floor, is a stone pyramid that rests on a ley line. It serves as a center of communication, a place of healing, defense and the center of the Splugorth minions' base of operation in the city. 2D4 stone mages, 2D6 High Lords, 2D6 Conservators, 1D6 Powerlords and 6D6 Overlords can be found at the pyramid

at any given time. An additional 288 Overlords, 24 Powerlords and 10 High Lords are stationed around the pyramid and most of the Kittani and other minions have homes near the pyramid.

The Alvurron Slave Market

There must be a half dozen other places that sell slaves, but the Alvurron Slave Market offers only the best at reasonable prices. Humans, elves, ogres and T-Men are their specialty.

The Canyon Market

This is a huge open-air market with all kinds of vendors selling everything a traveler could desire. Supplies, jewelry, clothes, food, riding animals, pets, vehicles, weapons (conventional energy weapons, vibro-blades, and ordinary hand to hand weapons), herbs, spices, foods, etc. NO slaves or magic items are publically sold here, but it is possible to purchase the occasional magic item and slave under the table.

Earthworks

This unique shop is operated by a human stone wizard by the name of Thomas Berkeley, who sells a large variety of large and small statues, totem poles, monoliths, stone carvings, pottery and other earthworks. He offers a popular line of souvenirs, including miniature copies of gargoyle monoliths and totem poles, desktop statues, knickknacks, and luck stones/charms (non-magical). He also buys and sells gems and some jewelry.

Berkeley is also known to buy and sell information and has alleged ties with the Black Market and the Atlantean underworld.

In reality, he is a spy working for Splynncryth. His duties include gathering information, spying, and keeping an ear open for rumors, plots, and troublemakers. He helps to uncover and capture runaway slaves, thieves, spies, and subversives. To help in this task, he also sells magic statues (rune or with eyes of Eylor) that observe and record everything its owner does in front of it. Others are designed to become animated, attack, capture or kill the unsuspecting. A secret network enables him to communicate regularly with the Minions of Splugorth in town.

The wizard is protected by four rune statues and two fire breathing dragonheads mounted above the entrance of his shop, and has two Kittani and two Maxi-men assistants (all are 4th level). Also has eight humanoid slaves/workers and a beautiful serving woman (his concubine, who loathes him).

Berkeley wisely suspects that his activities are monitored by the very statues that protect him and possibly by his assistants as well. Unknown to him, his activities are also watched around the clock by a pair of Sunaj assassins (both sixth level and masters of disguise) who were sent by the Splugorth to insure the wizard's loyalty and to offer additional protection.

The Long Tentacle — Magic Emporium

The Long Tentacle is a gargantuan building owned and authorized by Splynncryth as the only magic shop in Alvurron. Of course, other merchants do occasionally sell magic items secretly, but at incredibly high prices and under the threat of punishment by the Minions.

The huge facility offers most forms of bio-transmutations, including healing (and torture), minor bio-wizard augmentation, mind links, and chest amalgamates, and sells the less powerful microbes, parasites and symbiotes, as well as lobotomized Zembahk, magic potions, scrolls, components, herbs, and techno-wizard items. A lesser rune weapon, holy weapon and other articles of magic may be available from time to time.

Services include the identification and appraisal of magic items, the purchase/trade of magic items, recharging techno-wizard devices, removal of curses and magic sickness, magic healing, and creating magic tattoos.

The sales manager is a gargoyle mage (seventh level) assisted by two gargoylites (5th level), eight gurgoyles (3rd level each), and a dozen humanoid slaves (1st level laborers). The real power behind the emporium is four Splugorth High Lords who perform the transmutations and augmentations in the back rooms. They are assisted by six overlords and a conservator. All are evil and use the store to spy on citizens and visitors and to torment others. They will frequently try to convince somebody to subject themselves to magic, with dangerous or disfiguring consequences. Prices are average to high on most items, especially items without adverse side-effects. Magic that disfigures or has grim side-effects, like the amalgamate, heart worms and transfortifier microbe are sometimes offered at unbelievably low prices.

The Mountain Garage

A giant, high-tech garage that can repair anything from hover vehicles and power armor to computers and video recorders. Cybernetic components can be fixed, but not surgically installed. This is the only, truly expert repair shop in the mountains. The two head mechanics are Kittani and many of the other mechanics are operators with telemechanics. Prices are average on the high side. Difficult or rude customers may find the rates suddenly tripled.

Prey-Be Safaries

This is an agency that will organize safaries into the Preserves or boating trips into dangerous waters along the coast. Humans and elves have a tendency to fall victim to accidents or disappear on these little expeditions. Operated by a High Lord who never leaves the agency. Twelve Conservators and three Slavers serve as the leaders of these expeditions. Gurgoyles are employed as supply bearers, and T-men as scouts. Kittani, gargoyle warriors and Overlords are sometimes employed as muscle or security. They also have a number of humanoid slaves, including psi-stalkers, dog boys, and humans.

The Valley of Wonder

East of the Great Stone Mountains is the hub of Atlantis civilization known as the Valley of Wonder, which is more commonly known simply as "The Valley." There are approximately 20 small cities, 100 small towns and villages, and seven large cities. Each of the seven large cities are major forces in Atlantis and have a population of no less than three million.

Azlum The Asylum

Terrain and Climate: Ranges from 25 to 45 degrees Fahrenheit in the winter and 75 to 90 in the summer. Average annual rainfall is 49 inches and one to four inches of snow.

Land area: Azlum covers a 65 square mile (168 km) area. It is surrounded by forest and farms. There are other small cities found only a hundred miles away to the east, south and southeast.

Azlum Population: Approximately 157,000 people, not including slaves.

Splugorth High Lords 2000

Powerlords 864

Overlords 80,000

Non-human residents (orcs, goblins, giants, D-Bees): 54,000

Supernatural beings: 10,000

Insane subjects of investigation: 11,023

Visitors: Few, other than minions and occasionally, Lord Splynncryth.

Does not include the slave population of about 16,000.

The city of Azlum has become known by the nickname “The Asylum” by all inhabitants of Atlantis. It is not a large city; in fact, it is one of the smallest, but must be mentioned.

Azlum is a small, industrial city with none of the usual attractions of a Splugorth city. It offers no markets, slaves, or even an arena. Its main feature is a stone pyramid which serves as a dimensional research center (D-center), and stands in the heart of a medical complex for the mentally disturbed, explaining Azlum’s unflattering nickname.

Seventy-five years ago, the D-center punched a hole into a new dimension that defies explanation. To complicate matters, the 10 by 10 foot opening cannot be closed. Fortunately, nothing has ever emerged from it nor has the hole expanded.

Containment and Defense of the Portal

The dimensional portal is located deep inside the pyramid and has been sealed inside a huge containment chamber. The outer doors have 1000 M.D.C. and are protected by a platoon of Powerlords (32 soldiers) who stand guard around the clock. The two inner doors that cover the opening also have 1000 M.D.C. each. The containment chamber itself has 10,000 M.D.C.

Inside the chamber are two dragon rune statues that warn intruders, “This is a restricted area! You have five seconds to leave this room or be destroyed!” Exactly five seconds later, without any further warnings, explanations or hesitation, the statues attack.

A pair of giant Eyes of Eylor are mounted in the wall above the containment doors to monitor and record all events that occur inside the room. A mystic alarm warns the minions in charge and alerts a company (96 soldiers) of Powerlords and another company of Overlords to intruders (they arrive within 1D4 minutes). The eyes also warn the minions in charge if the doors are opened, and cast spells. One eye is designated as the offensive unit, the other is the defensive unit. Each eye has 400 P.P.E. and can draw on an additional 360 P.P.E. from the ley line nexus (760 total P.P.E.). Spell strength is equal to a 12th level wizard.

The offensive unit directs attacks at any unauthorized personnel entering the room, even minions. Spells (20 total): Globe of silence, globe of daylight, speed of the snail, sleep, fear, wisps of confusion, horrific illusion, apparition, call lightning, fire bolt, circle of fire, fire ball, energy disruption, wind rush, magic net, carpet of adhesion, telekinesis, animate and control dead, turn dead, and exorcism.

The defensive unit directs its magic to prevent access to the inner containment doors. It is an experiment with a modification that enables it to cast spells beyond its normal range of abilities, however, the total number of spells it can cast has been reduced to seven. Impenetrable wall of force, id barrier, anti-magic cloud, negate magic, energy field (180 M.D.C.), repel animals, and wind rush.

Psionic Powers, Changes & Insanity

The dimension has unexplained properties that frighten even Lord Splynnecryth, who has kept its discovery from his fellow Splugorth. Intelligent beings who stand within four feet (1.2 m) of the rift, bathing in its warm, blinding light, are irrevocably transformed. Every being, whether it be a human, Kydian, High Lord, demon, dragon, Metztlán, or godling, is instilled with psionic powers and changes, but remembers absolutely nothing about the experience and are driven insane!

None are spared except very young children of any race! For example, human infants and children up to about age 10 can be exposed to the blinding light without any change; no powers, no alignment reversal, no bad memories. They report experiencing nothing frightening or odd other than the bright light and a good feeling. Older children, teenagers and adults are driven mad and endowed with psionics.

Those who step more than a foot (0.3 m) into the rift disappear forever! **Player’s Note:** If a character steps into this dimension he is lost forever. There is no hope of return — roll up a new character.

The Splugorth and his most trusted minions still experiment with the mysterious dimension of light, and continue to expose new life forms to its transforming radiance in hopes of gaining some new insight about it and finding somebody who gains the powers without the negative side-effects.

Most of those insane test subjects have been locked away in one of the many asylums located around the D-center. The asylums vary in style from hospital to prison like facilities. Which place a character is put in depends on the degree of danger the insanity represents, the subject’s race and the power of the creature. Remember that an alignment change from evil to good is often perceived by the Splugorth and the minions as a dangerous insanity. The most dangerous characters are destroyed or sent to arenas, zoos or The Preserves.

Subjects kept for observation are tested and questioned regularly, subjected to magic, psionic probes, hypnosis and new drugs in hopes of uncovering what happened to them and to see if there are any changes with the passage of time. Interestingly, newly acquired psionic powers and I.S.P. do not increase.

Residents and few outside of those assigned to the D-center don’t know anything about the dimension of light and its affect on intelligent life. Most just assume that Azlum has been designated as a place to send the emotionally and mentally disturbed, hence its nickname, “The Asylum.”

Changes & Powers

All of the following changes occur and always with the same results.

- **Alignment reversal:**
 - Principled good becomes diabolic evil.
 - Scrupulous good becomes aberrant evil.
 - Unprincipled (self serving good) becomes miscreant (self serving evil).
 - Anarchist (selfish) becomes scrupulous good.
 - Diabolic evil characters become principled good.
 - Miscreant evil becomes scrupulous good or unprincipled (selfish).
 - Aberrant evil becomes scrupulous good.
- **Suspicious.** If now an evil alignment, very suspicious of good characters and old friends. If now a good alignment, very suspicious of evil characters and old friends.
- **Gains 111 I.S.P. and the minor powers** of sense evil, sense magic, and mind block. Also +1 to save vs psionic attack.
- **Gains four additional psi-powers** which can be selected from healing, sensitive and/or physical categories plus four super psionic powers (Game Master’s choice or he may allow the players to select the powers). All are equal to a fifth level mind melter regardless of actual level. These powers do not increase with experience, even for psychic characters.
- **No memories or impressions about the changing experience.** It is as if the entire experience has been mind wiped from the individual — doesn’t even remember the chamber or being forced into the light.
- **Physical change:** Mega-damage beings lose one quarter of their M.D.C., while S.D.C. creatures see their S.D.C increased by 25%.

Note: The character cannot get additional powers by repeated exposure to the light — nothing happens. All changes and insanities are permanent.

Insanity

Select one or roll for a random selection.

01-10 Multiple Personalities: See *Rifts Ultimate Ed.*, pages 58-61.

11-20 Frenzy: See *Rifts Ultimate Edition*, page 57.

21-30 Power by Association: See *Rifts Ultimate Ed.*, pages 57-58.

31-40 Crazyman: See *Rifts Ultimate Edition*, page 55.

41-45 Kleptomaniac: A compulsion to steal, regardless of alignment.

46-50 Compulsive Liar: Lies, exaggerates and makes up tall tales regardless of alignment.

51-60 Schizophrenic: Hears a voice telling him to do things that would fit with his old alignment. Sometimes the character follows these suggestions, especially ones that are not obviously contrary to the current alignment, but will still get him in trouble. The character may talk to himself and even erupt into a loud argument with himself.

61-70 Aggressive and nervous when threatened. This is particularly true when in combat and threatening situations where the character will react with violence and strike before the order is given to do so; +1 on initiative.

71-80 Mild Mannered Pacifist. Fights only when absolutely necessary and then only in self defense or to defend others who are helpless. Soft spoken, gentle, kind, helpful and considerate of others.

81-90 Invasion of the Body Snatchers Syndrome: Acute paranoia toward all supernatural entities, D-bees, and those born on different worlds. "They're out to get you! They could be anybody ... even you!!"

91-95 Phobia: Unusually bright lights and energy beings who glow brightly.

96-00 Phobia: The Splugorth and their High Lords.

Notable Asylum Inmates

There are 11,023 inmates at the asylum, 3000 of which are humans; the Minions wanted to study the consistency of the change among one racial group. The others include hundreds of different D-bees, minions (volunteers), supernatural beings, and intelligent life of all kind. The following are just a few of the notable victims of the mysterious light.

Gph the Murex Metzla

A typical Murex except that he is of a principled good alignment and a mild mannered pacifist! He loves all life and longs to help others. Gph (pronounced Giff) is allowed to wander one of the large, prison-like facilities where he helps and comforts the other inmates. Otherwise Gph will not interact with them. Gph will not help inmates to attempt an escape because it is too dangerous and will only cause trouble for everybody. The only way he'd get involved is if somebody orchestrated a mass escape and he felt he had to tag along to help and protect his friends. Gph will gladly join a group of virtuous adventurers, but only on the condition that ALL the other inmates in the prison are helped to escape.

Alignment: Principled good — mild mannered pacifist.

M.D.C.: The main body is reduced to 3750 and the other locations are also reduced by 25%.

Psionic powers: All the usual (those continue to grow with experience), plus group mind block, bio-regeneration, bio-manipulation, and pyrokinesis. Total I.S.P.: 531.

Other Powers: Standard for the Murex.

Pluu & Plax the Murma Metzla

Both are from the same batch of hatchlings so they consider themselves brothers. They hate their captivity and dream of escape. They have been separated for three decades now, and are held in complete isolation in a maximum security ward. They are seen as extremely dangerous largely because of their good alignments and psionic powers which allow them to possess others and create psi-swords (among other things). They are kept for observation, because five Murma from the same hatching cycle were exposed to the light at different times, but all received the same powers. Over the years, the other three have died, two attempting escape.

Alignments: Both are scrupulous good.

M.D.C.: The main body is reduced to 300, mouth tentacles have 45 M.D.C., octopus tentacles have 60. The other body locations are also reduced by 25%.

Psionic powers (identical for both): All the usual for the Murma (those continue to grow with experience), plus psi-sword, psi-shield, hypnotic suggestion and mentally possess others; these are all equal to a fifth level psychic. Total I.S.P.: 211.

Other Powers: Standard for the species.

Stydro the Great Horned Dragon

An ancient dragon; 16th level! Once a champion of light, now a diabolic fiend bent on escaping so he can murder his brother, Styphathal, ruler of Dragcona, who betrayed him. He also sees the Splugorth and their minions as enemies and may hang around long enough to trash Dragcona, Azlum, and a few other places before fleeing Atlantis forever (probably would head for the Magic Zone to build his own empire). If he is unable to slay Styphathal, he will flee, but return years later to extract his revenge. Consequently, he will be a participant in any large scale or deadly campaign against his brother, Splynnecryth or The Valley, that he thinks has a measure of success.

Alignment: Diabolic

Horror Factor: 17

M.D.C.: 7075 main body.

Psionic powers: All the usual for the horned dragon (those are at 16th level), plus empathic transmission, super telekinesis, pyrokinesis and bio-manipulation, all equal to a fifth level psychic. Total I.S.P.: 301

Magic powers: All spell magic levels 1-15, plus he is a 4th level shifter. 1000 P.P.E.

Other Powers: Standard for the species.

Attributes: I.Q. 27, M.A. 28, M.E. 30, P.S.48, P.P. 20, P.E. 22, P.B. 28, spd 50 running, 160 flying.

Dragcona

The City of Dragons

Terrain and Climate: Temperatures from 35 to 55 degrees Fahrenheit in the winter and 80 to 95 in the summer. Average annual rainfall is 50 inches and one to three inches of snow.

Land area: Dragcona covers a 125 square mile (324 sq. km) area. It is surrounded by forest and hills.

Dragcona Population: Approximately 3.7 million people, not including slaves.

Gargoyles 20,000

Gurgoyles 20,000

Splugorth High Lords 1,000

Powerlords 2000

Overlords/Kydians (worship Styphathal) 1.3 million

T-Men 10,000

Sunaj 1000

Mortal Non-Humans (orcs, goblins, Kittani, D-Bees): 1.2 million

Supernatural beings (half worship Styphathal): 850,000

Dragons 1D6 × 1000 (although a transient population, it is the largest community of dragons in the world).

Visitors 250,000 (dragons, minions, and others).

Does not include the slave population of about 1.9 million.

Dragcona is a large, dirty city populated with a vast range of life forms, including gargoyles, so-called demons, other supernatural beings, D-bees, humans, Splugorth minions and dragons. With deference to the Splugorth and their elite minions, dragons are the city's elite and are given the highest respect. Even visiting hatchlings are treated with great respect and tolerance. The dragon residents are absolutely the most revered members of the city and treated like demi-gods who can say or do almost anything without repercussion, including the murder of non-dragons.

Dragcona is ruled by Styphathal, an ancient horned dragon who claims to be the first son of the dragon-god, Styphon. The majority of

the population, including the Overlords and most of the non-humans, worships him as a god. Lord Splynncryth has allowed this because Styphathal has proven his loyalty many times and has sworn his eternal allegiance to him and the Splugorth. Styphathal has no ulterior motives and has never considered defying or betraying Splynncryth. He sees the Splugorth as a true ally, friend and a greater power.

Through his allegiance with Splynncryth, the dragon enjoys a freedom, respect and power that is rare anywhere in the universe. Styphathal is taking this freedom and power to build himself an empire and spread that empire beyond Atlantis through the religion of Dragonwright. Despite his empire, millions of worshipers and personal power, Styphathal will stand by Lord Splynncryth through any crisis and fight at his side until Splynncryth is destroyed (only at that point will he become self-serving and seize what he can or flee).

Unlike the spotless streets of Splynn, the streets and alleys of Dragcona are filthy and littered with paper, bones, and debris. Giant statues, fountains, monuments and shrines of dragons, Splugorth, and the occasional other supernatural monster are everywhere. There are areas of opulence for the wealthy contrasted by the terrible slums of the poor. Places for decadent pleasures and evil delights can be found throughout the city. The many demons and monsters that reside in the city have a taste for blood and have cruel and inhuman desires. These maleficent beings frequent houses of domination, places of torture (they do the torturing), private arenas for blood sport (often fight to the death), public arenas, saloons, drug dens and other dens of iniquity. Only the market area near the palace is comparatively clean and safe.

The shops sell just about everything that other cities offer, but with a focus on the deadly, cruel, manipulative, debilitating and illegal. Items include torture devices, weapons (magical, S.D.C., and high-tech), drugs, poisons, hallucinogens, bio-wizard parasites, techno-wizard items, and dark magic.

Factories of all kind belch out black clouds and filth in the poorest areas of town inhabited by slaves and human laborers. Dragcona industry produces weapons, vehicles, machine parts, and processes food. There are numerous machine shops, garages, repair shops, warehouses, storage yards and treatment facilities. The Kittani supervise most industrial operations, but dragons keep an eye on things overall.

A large iron, silver and copper mine is located six miles outside of town and other mining operations also encircle the western side of the city.

Noteworthy Places in Dragcona

The Palace of Styphathal

Twin towers rise above all the other buildings and are heralded as the palace and home of Styphathal. Although the tallest building in the city, it is actually quite small at the base and serves more as a monument to Styphathal than a palace. It is used to house the High Lord liaison from Splynn, visiting dignitaries, royalty, elder dragons, and guests of Styphathal.

The ruler of Dragcona actually lives in the secret, two level, underground complex beneath the palace. The Palace is protected by a company of Powerlords (96), loyal servants, rune statues, magic statues (Eyes of Eylor), wards, guests and other measures.

The Dragcona Slave and Livestock Market

This slave market sells all manner of beasts, but specializes in monster riding animals (gryphons, dragonductyls, melech, silonar, ostrosaurus, dinosaurs, etc.), monsters for combat in the arenas, and humans and humanoids for consumption (livestock). This means even scrawny and sickly humanoids are sold at discount prices (40% of normal) to be eaten by intelligent carnivores. Disgusting but true.

The Public Arena

Your typical arena, only with more blood sports, monster fighting and more fights to the death. Seats about 60,000 plus 30,000 perches. Also note that there are a score of small, private arenas, typically seating about 1D4 × 1000 patrons.

The Slaughter House Saloon

The Slaughter House Saloon is one place that must be mentioned. It is gargantuan, about half the size of the public arena, and far more than a saloon. The circular building stands 120 feet (36.5 m) tall and reeks of blood and death. Inside are a half dozen large areas where drinks and food are served. In the center of the building is an arena that can seat 10,000, with perches for another 2000. The floor of the arena, walls and even the spectator seats are stained with blood.

Its patrons are evil dragons, non-human predators and supernatural fiends. On an average night, there will be at least 4D6 second level dragon hatchlings, 2D6 adult dragons (1D4 + 3 level), 1D4 elder dragons (1D6 + 4 level), 4D6 High Lords, 2D6 Conservators, 6D6 gargoyles and gurgoyles, and 2D6 × 100 non-humans, including a vast range of demons and predators. 98% are evil in alignment. The few who have less despicable alignments are there with ulterior motives, for no creature of a good alignment or of human birth can tolerate the place for any length of time.

There are three big attractions.

One. Drug laced, concentrated alcohol is needed to give these superhuman monsters a buzz. These drinks are so potent and different from normal booze that any mortal human or D-bee with a P.E. of less than 26 will suffer 6D6 + 20 points of damage and must roll to save vs poison or fall into a coma for 1D4 days! Even characters who save vs poison will feel dazed, have difficulty focusing their vision, see pretty, flashing lights, lose two melee attacks and are -3 to strike, parry, dodge and -4 on initiative. **Note:** Half the inhuman patrons are drunk/high and suffer the same penalties in combat.

Two. The arena and nightly blood sport. The combat is especially brutal and deadly. Many of the fights are particularly one-sided, especially humans and D-bees versus superhumans. Many of these fights are to the death and the slain victim is torn into pieces and thrown to the hungry crowd of monstrous spectators.

Other events include monster wrestling, gladiatorial contests, duels, and spontaneous fights between squabbling patrons who take their argument to the arena floor. There is also amateur night and gladiators often challenge spectators to try their hand at fighting them. These conflicts, although bloody, are seldom to the death unless the opponent is human or a humanoid D-Bee (most of the gladiators are inhuman and demonic). Betting is everywhere and brawls among the drunken spectators erupt continually.

Three. The slaughter and eating of living creatures, both animal and intelligent. Humans and closely related humanoids are a favorite. It is a horrible sight to behold and a nightmarish reminder of how inhuman these supernatural beings are, despite the guise of civilization and order that seems to exist in the city streets (especially in the more attractive cities like Splynn). There are reasons humans consider most supernatural beings to be demonic and this is why.

The Cathedral of Dragonwright

One the largest and oppressive buildings in the city is the Cathedral of Dragonwright. It has eleven towering spires and its peaks and ledges are crowded with gargoyles and statues of dragons. Inside, the 300 foot (91.5 m) vaulted ceilings seem to reach for the sky and even giant creatures seem small inside its cavernous belly. At the altar is a 50 foot (15.2 m) tall statue of Styphathal holding a scepter in one hand and the world in the other. It is made of solid gold and decorated with gems worth billions (protected by rune magic and Eyes of Eylor).



The cathedral is filled with several hundred worshipers around the clock. During religious ceremonies or speeches made by Styphathal, the place is filled to standing room capacity; holding approximately 45,000 people (allowing for many giant creatures), plus another 20,000 gargoyles, and other flying creatures can find perches along the walls and ceiling.

An elder, thunder dragon (3800 years old) named Sanderlyss is the high priest who runs the cathedral. Sanderlyss is a 9th level spell caster who loves the adoration of worshipers. Miscreant evil.

His second in command is a female ice dragon: 7th level, aberrant alignment. Other notables at the cathedral include a seventh level sowki, two fourth level hatchlings (both fire dragons), six first level hatchlings (two serpents of the wind, two nightstalkers, one ice dragon and a basilisk), a Splugorth High Lord, six Powerlords and 12 gargoyle assistants. Slaves and devotees jump to do cleaning and other chores.

The Modern Cult of Dragonwright

Whether or not Styphathal is really the son of the dragon-god Styphon is something only he, his insane brother Stydro, and Styphon know for sure. Regardless of the validity of his claim, Styphathal has introduced the religion of Dragonwright to his followers and seen to it that the faith has been spread elsewhere on Earth and other worlds. Of course, he has altered the legends, edicts and dogma of the cult to his advantage.

Styphathal has added himself to the pantheon of gods and is the head of the church and the pantheon. According to his Modern Dragonwright, Styphon is gone, betrayed by his other son, Stydro, and is forever

imprisoned in a rune sword — which Styphathal now wields in his father's memory. Stydro paid for his treachery at the hand of Styphathal and is said to be imprisoned and constantly tortured in a secret place. Stydro is a fallen god not to be worshipped, but pitied and despised.

The religion of Dragonwright has existed for millennia on many worlds. During this time, there have been many different versions of the religion, good and bad, and it has flourished and waned many times. In recent millennia, Dragonwright has become a death cult or cult for evil. Styphathal has kept the evil and decadent aspects of the cult and has focused on seducing powerful humans, non-humans and practitioners of magic into worshipping him. The evil cult has taken root in the old American Empire, particularly among practitioners of magic, down-trodden peasants and predatory D-Bees, and is spreading at an alarming rate. Cultists offer human sacrifices and are subversive toward existing societies.

The new Dragonwright preaches that the true way, the only way, is the acquisition of power and for the strong to conquer the weak through the mastery of magic! Magic and the supernatural are revered above all else, for it is said to be the natural order of the Megaverse! The Coming of the Rifts was not a cataclysm, but the rebirth of a planet! The first step toward the paradise!!

Dragons, so says Styphathal, are the living embodiment of magic and therefore, linked to the very universe itself and this means they are the "ultimate" life form. As such, they are to be treated like the gods they are. Worshipping and obeying dragons, particularly through Dragonwright, will help the world (and ultimately, the Megaverse) attain cosmic harmony under the rule of dragons and their allies. The

Coming of the Rifts was the sign that the reshaping of the universe had begun. The fact that it is beginning on Earth makes humans the chosen people. The presence of magic and the fact that Earth is a dimensional doorway to countless other worlds, only proves that the Earth is the starting point to change the cosmos. All under the guidance of Styphathal, the self-proclaimed dragon-god of gods.

Styphathal doesn't believe this nonsense for a second, because he made it all up. However, to frightened, confused people thrown into a world seemingly gone mad, the wild explanation offers a reason for the madness and gives them a profound purpose in life. The fanatics who make up the **Federation of Magic** have latched onto the cult of Dragonwright with fervent ardor. Dragonwright is a revelation that they "knew" to be true the moment the word reached them! Its teachings were immediately accepted as truth and have served to unify the floundering, nearly extinct organization. The teachings of the cult and the worship of Styphathal is spreading like wildfire through the Federation. Not in over 70 years has the organization been more inspired, active and organized. The teachings of Dragonwright and the growing power of the Federation of Magic has even reached the ramparts of Lazlo, where it has raised some grave concerns.

Meanwhile, Styphathal has whipped the Federation into a frenzy by making a couple of personal appearances, destroying outspoken dissenters, and hand picking a new leader (a dragon) and his two human generals. He has skillfully played on these people's lust for power and search for a purpose. He has convinced them that they are elite among the chosen and that it is their duty to spread his teachings, obey his words, pursue magic and destroy the non-believers.

Supernatural creatures are attracted to Styphathal because of his incredible confidence, gall, and power. They see him and his church scam as a successful means to acquire power for themselves and to have fun. Dragcona also gives them a sanctuary away from many ordinary enemies, like humans. Thus, many different creatures have joined him; some of whom actually worship him as their god. **Note:** Only vampires are not welcome. Vampires are hunted and destroyed as per Lord Splynncryth's decree.

Styphathal The Corruptor, Son of Styphon

(Pronounced St-eye-fa-thal)

What more can be said about Styphathal, self-proclaimed god, ruler of Dragcona and friend of the Splugorth. He is a brilliant strategist and tactician, excellent manager, and a skillful negotiator. He is incredibly persuasive, seemingly sincere and lies with consummate skill. He craves power and adoration, but is not obsessed with it to the point of foolish risk taking. He can be the soul of generosity and understanding one moment and a cruel demon the next. He is especially intolerant of individuals who do not play along with his games and who embarrass him.

An ancient, black, horned dragon: 6013 years old

Alignment: Aberrant

Horror Factor: 19

M.D.C.: 9500 main body.

Attributes: I.Q. 28, M.A. 30, M.E. 27, P.S. 52, P.P. 19, P.E. 24, P.B. 26, Spd 60 running, 180 flying.

Psionic powers: All the usual for the horned dragon. I.S.P.: 242.

Magic powers: All spell magic from levels 1-10, plus remove curse, summon fog, summon entity, time hole, sanctum, id barrier, close rift, and dimensional portal. All are equal to an eleventh level spell caster. He is also a sixth level stone master and has been taught the secrets of tattoo magic by Splynncryth himself. Total P.P.E.: 1100

Other Powers: Standard for the species.

Rune Sword: This is the weapon that supposedly contains the essence of Styphon (not true, Styphon lives), so it is appropriately called the "The Tooth of Styphon." It is a greatest rune sword with all the standard powers, inflicts 1D6×10 M.D., plus drinks souls, has the healing

powers of a greater rune weapon, and can create luck curse, minor curse, phobia curse, compulsion, and remove curse (66%).

A Reverence for Dragons (Applicable throughout Atlantis)

The human's new multi-world/dimensional awareness and association with countless other intelligent life forms, has made them realize that the Earth's own long history of myths about dragons (in virtually every primitive culture) appears to have been rooted in fact, indicating that dragons have visited Earth for millennia. Many other worlds have similar legends and myths and some have always known dragons are real.

Most scholars in the arts of magic will agree that dragons, like the Splugorth, are supernatural beings who are masters of magic and dimensional travel. The dragon's ability to shape change enables them to conceal their true nature and imitate the appearance of the dominant life forms on the planet they are visiting. This allows them to walk among the populace unnoticed. The evidence suggests that the dragon is one of the true mega-powers in the universe. They are masters of dimensional travel and wander the Megaverse, exploring its many wonders and mysteries, and looking for new conquests.

For reasons not clear even to most dragons, the Splugorth and their minions have a strange reverence toward dragons, particularly ancient dragons! Many of the minions, particularly Kydians, Kittani, gargoyles, and T-Men, will respond to a dragon as if he or she were a king, and most worship Styphathal. Even the Splugorth will treat "elder" and "ancient" dragons as an equal, or at least a near equal. When, how and why the dragon has earned such respect from the Splugorth remains a mystery.

Radicals among the **Federation of Magic** and extremists at Lazlo and a few other magic communities in North America, have suggested that dragons are actually the living manifestation of magic energy! As such, the Splugorth might see the dragon as the perfect melding of magic and life — something they try to accomplish with their biotechnology and other types of strange magic. If this is true, they might view dragons as the "ultimate" life form.

A more reasonable explanation is that these two masters of magic and dimensional travel clashed in a battle many eons past. Both may have fought each other to a stand still, or more likely, the dragons won, or were on the verge of winning, which earned them the Splugorth's eternal respect and, to some degree, fear.

The aspect of fear seems evident in the Splugorth's intense respect and the measure of equality given to elder dragons. The Splugorth's minions exhibit absolute awe and what can only be described as sacred reverence toward "ancient" dragons. A minion will confront an elder dragon only when commanded to do so and most will treat all adult dragons as if they were royalty. Even young dragons receive a level of respect given to few others. Statuary and art depicting dragons can be found throughout most Atlantean cities and the dragonsaurus, a small animal that resemble a dragon, is the most popular pet on the continent.

It is interesting to note that most elder dragons do not show the Splugorth the same degree of respect that they receive and there is no sign that they fear them. Elder dragons treat most Splugorth minions like worthless underlings even though any of the minions can be formidable opponents and dramatically outnumber dragons. It is also clear that most ancient dragons are aware of the Splugorth and while they respect the creatures' cunning, knowledge and powers, one does not walk away with the impression that dragons fear them in the least or see the Splugorth as equals.

How Minions react to Dragons

Baby dragons (under a hundred years old) and **young/hatchling dragons**, those under 600 years old, are seen as cute, and are given a



comparatively large degree of tolerance and courtesy by the general population. What this means is that a mouthy human might be beaten, fined and/or imprisoned for something as trivial as a rude remark or littering, but such a ridiculous infraction will be ignored if the offender is a young dragon. Likewise, rudeness, brawling, and petty crimes may get the offending hatchling a stern scolding, but seldom anything more severe than that. Only an uncontrollable and destructive juvenile will find himself in serious trouble.

Some of the Elite Minions and other powerful creatures sometimes view the young dragon as vulnerable and take the opportunity to hurt, molest, enslave or kill the creatures out of jealousy, racial hatred, or plain meanness. It is important to note that while the authorities will usually give a young dragon more latitude, they do not show the fear or respect they give to an elder dragon. In fact, High Lords, Conservators, and Slavers, will boss around, bully, frighten and even hurt a young dragon ("So you're a dragon? Well, you don't look so dangerous to me."). When the Splugorth are in a foul mood, they may even authorize their minions to secretly kidnap, enslave, torture, imprison or slay young dragons.

Adult dragons, about 700 to 2500 years old, are given great respect and viewed with some measure of fear. Frequently, an adult dragon who has committed a serious offense will be given a warning and the opportunity to flee or else face the penalty for his crime. Adult dragons are seen as potential trouble unless they are specifically guests or associates of the Splugorth. Their activities are often monitored and the authorities will be on edge until the dragon leaves town.

Elder dragons are adult dragons of great age and maturity, typically 3000 to about 5000 years old. They are usually experienced dimensional travelers and possess great physical and mystic power. Elder dragons are a rarity at any location and many are worshipped by other races as gods or sacred beings.

The minions of Splugorth will not attack an elder dragon unless commanded to do so by the Splugorth or a High Lord, another elder dragon, a strong commander, or in self defense. The ancient dragon is so feared and revered that most inexperienced minions (experience levels 1-4) will suffer the following penalties: reduce the number of melee attacks, bonuses and saving throws vs magic by two! Only the Splugorth, High Lords, Conservators, Slavers and Metzla are never frightened to such a degree that they suffer penalties. Conservators actually enjoy the challenge.

Truly ancient dragons are typically 5600 to 8500 years old. The average age of mortality among the more powerful dragon races is around 6000 years of age. Any dragon who has reached or exceeded that age is considered to be ancient. There are some dragons believed to be well over 10,000 years old and a handful that are honestly said to have lived over 30,000 years, but these are the rare exception not the rule. It is likely that many of the very ancient dragons have not been active their entire lives, having experienced long periods of stasis sleep and/or time distortion.

The truly ancient dragons are the ones that even the Splugorth fear to some degree. A small number of ancient dragons are friendly with the Splugorth and visit Atlantis regularly. A dozen even reside on the continent and one, Styphathal, rules Dragcona!

The minions of Splugorth will not attack an ancient dragon unless commanded to do so by the Splugorth, a High Lord, or in self defense. In regards to self defense, many minions prefer to run away, if that

option is available. The ancient dragon is so feared and revered that most low- to mid-level minions (levels 1-6) will suffer the following penalties: reduce the number of melee attacks, bonuses and saving throws vs magic by half! Only the Splugorth, High Lords and Conservators are never frightened to such a degree that they suffer penalties. Even Slavers and the Metztlans are afraid of them; only the crazy Conservators enjoy the death defying challenge.

GM Note: Add one point to the ancient dragon's horror factor and an additional 1000 M.D.C.

Ki-Talan

Terrain and Climate: Ranges from 25 to 45 degrees Fahrenheit in the winter and 75 to 90 in the summer. Average annual rainfall is 46 inches and one to three inches of snow.

Land area: Ki-Talan covers a 145 square mile (376 sq. km) area and is surrounded by low, rolling hills, and light forest. Three smaller cities, half the size of Ki-Talan, and many small towns and villages are found clustered within a 200 mile radius (accounting for about another six million people, 80% of which are Kittani).

Ki-Talan Population: Approximately 4 million people, not including slaves.

Kittani 3.2 million

Humans (free) 190,000

Dog Boys/mutant animals 20,000

Sunaj 2000

Overlords/Kydians 550,000

Powerlords 2000

High Lords 500

Slavers 1000

Blind Warrior Women 10,000

Supernatural beings and other creatures: 1D4 × 10,000

Does not include the slave population of about one million (mostly human and human-like humanoids) or the half million visitors present most of the time.

Note: Most of the other Kittani cities are similar in style and division of the population, only they are about half as big and have fewer supernatural beings and fewer visitors.

The capital city of the Kittani is Ki-Talan. It is a huge, modern city that resembles the fortified cities of the Coalition States. In fact, humans will feel completely at home in this and the neighboring dozen Kittani cities. Elevators, lifts, magnetic rail systems, and hover vehicles carry commuters to their desired destinations. All the modern amenities such as computers, laser discs, television, spas, gyms, etc., are there. Even the occasional body-chop-shop can be found, offering its artificial augmentation (they are few only because the Kittani avoid augmentation that alters their body). Robots walk the streets, guard stores, and service living customers. Kittani in a variety of power armor or other apparatus are everywhere. State of the art medical facilities are available to anybody who can afford it, including bio-system cybernetics.

It is a sharp contrast to the quiet, mystical elegance of Splynn and the dark, gritty, demonic ambiance of places like Dragcona.

Noteworthy Places in Ki-Talan

Purchasing technology and enjoying high-tech and human creature comforts is the appeal of this city. Advanced weapons, weapon features and combat vehicles are the items most people come to buy in the technological Mecca of Ki-Talan. There are no magic shops and what few magic weapons may be available are secondhand items.

Weapon Outlets

As for stores and merchandise, basically anything one can find in the Coalition States, one can buy at Ki-Talan. High-tech body armor, power armor, energy weapons, rail guns, mini-missiles, hover vehicles, transformable hover vehicles, modifications for weapons and vehicles, and optic systems are the hot items to buy.

Note: Prices are about the same as those in North America at Coalition Cities or through the black market, only most everything is of high quality. They even sell knock-off and virtually identical robots and weapons as available in North America and Europe, including the Titan and Triax series of bots, weapons, and armor.

Advanced Kittani energy weapons (all the usual) are typically 20% lighter, have an increased ranged of 20% and inflict an additional 1D6 M.D., but also cost twice as much as their more common counter parts.

Vehicles, robots, weapon systems and armor can also be repaired at the usual fees. The Kittani insist they can disassemble, build and repair anything.

The Tech-Arena

Like everything else in Ki-Talan, the big, stadium style arena with close-circuit TV, giant video screens and loudspeakers, is designed to accommodate modern races, fireworks displays, concerts, and sports. The Kittani love combat and competition, and their own sports, including gladiatorial contests, reflect this. However, the gladiatorial contests are frequently warriors piloting giant robots and power armor against similarly outfitted opponents. Power armor versus dragons and other large, supernatural contestants are especially popular. The arena seats about 96,000 plus broadcasts events throughout the city on a pay-to-view basis.

Boxing, wrestling, duels and other blood sports are typically reserved for smaller stadiums and casinos with private arenas.

Hyper-Theaters & Parks

The Kittani also have a film industry and show wonderful action films at hyper-theaters. The viewer wears a special helmet and experiences a sensation as if he were there, including realistic sound, smells, and other sensations. A show costs 30 credits.

They also have many parks for recreation, with sports tracks and outdoor gymnastic facilities.

The Bio-Genetics Medical Center

A gleaming white building of glass, polished steel and concrete. This is one of the most advanced medical centers in the world. The hospital can handle virtually any emergency, illness or injury.

The cybernetics and genetics facility is unparalleled, though its marvels are kept quite secret. They grow living tissue, internal organs, eyes, and limbs for medical purposes. These cloned limbs are better than the artificial bio-systems of the Coalition, because they are not artificial, but actual biological replacement units created from the patient's own DNA structure, cloned and "fast grown." Thus a replacement arm and hand can be grown within two weeks into an identical clone of the destroyed limb. The clone that is attached to the original body has the exact same skin color, features, and attributes of the original and there is little chance for rejection by the body (less than one percent). The cost for this marvel is only 50% higher than identical cybernetic bio-systems and prosthetics.

Only kittani, human and select D-bees appendages and organs are commonly available for immediate cloning and fast grow. Other races are special orders that will require 4D4 weeks of genetic and laboratory work before surgery is possible (3% chance of rejection), and will not work on creatures of magic and supernatural beings.

Resurrection Clone. The Kittani have mastered cloning to the point that they can actually regrow a person from a single cell sample. The

clone can be grown from embryo to an adult, of any age, within six weeks. An encoding system will mentally implant rudimentary knowledge of the world, society and skills about comparable to that of a 16 year old (first level skill proficiency, with no skill bonuses; curious, a bit insecure, still learning things). The clone will have identical attributes and appearance, and will even have the same or similar alignment and personality. However, although he or she may look the same, he is really a completely different person and does not have the original character's memories.

The process does not work on creatures of magic (including dragons, elves, and goblins) or supernatural beings, but works great on kittani, humans, and similar humanoids. Recently they have embarked on a new level of genetic research and manipulation and have successfully cloned dog boys and are on the verge of figuring out the genetic manipulation process to create dog boys from animals, just like the Coalition.

They are also working on cloning ogres and other desirable slave stock for the Splugorth. As well as cloning and fast growing human zombies for myriad purposes, including for food. The current problem is that the genetic matrix self destructs after six months or the creation of four clones, whichever comes first. The entire process is also tedious, time intensive, and must be precise. The slightest error spells disaster.

Note: True Atlanteans can have limbs replaced and even be completely cloned. However, clones do not have the "Mark of Heritage" (magic tattoos) or the extra P.P.E. they provide.

Metztla-Xym

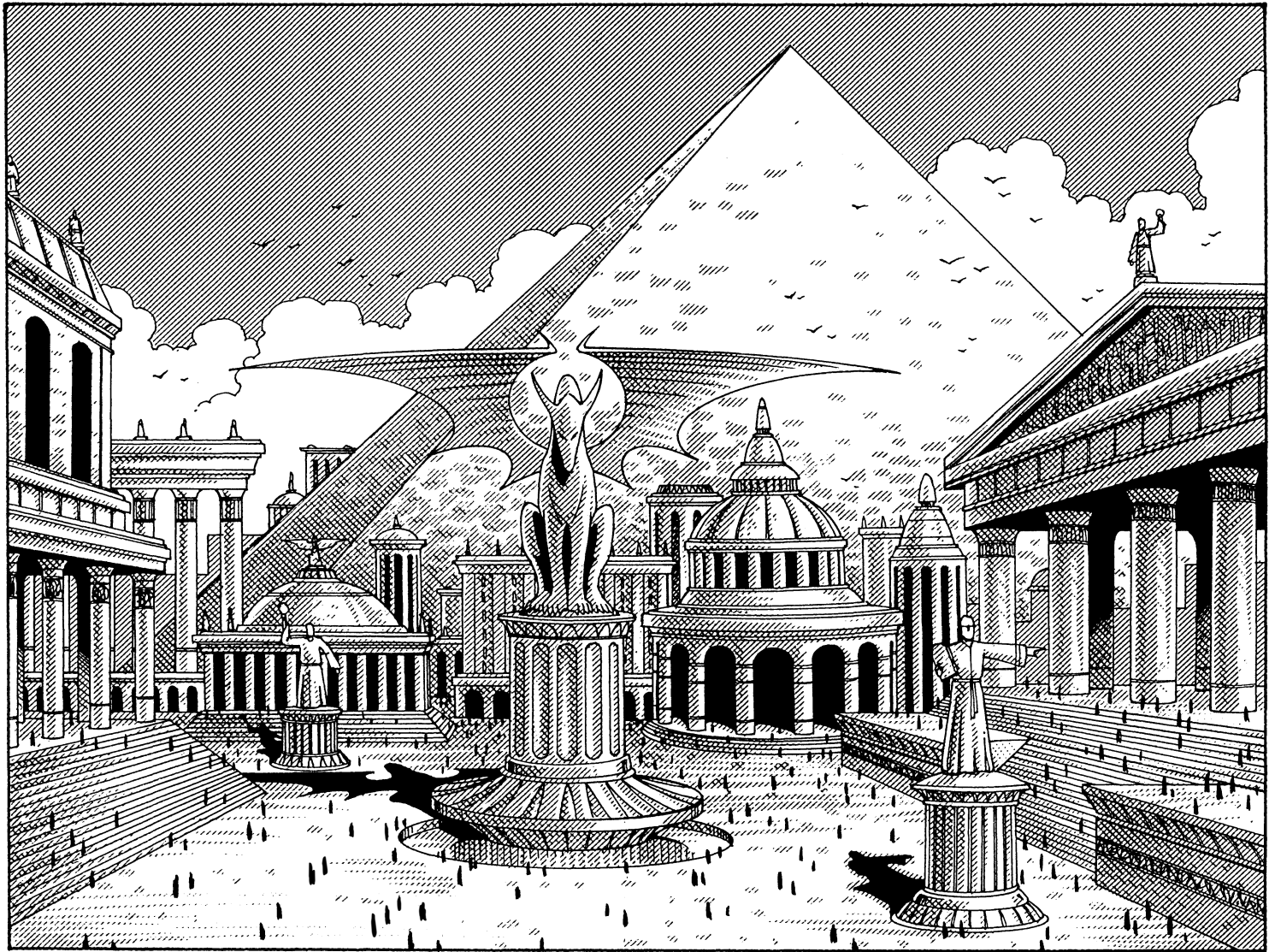
The Metztla-Xym are strange beings that rely on their natural magic and psionic powers, so they have little need for technology and cities as humans think of them. The Metztla-Xym, who are instinctively hive-like, build artificial mountains out of secreted resin. Inside the mountain, where the Metztlans live, are many levels and hundreds of passageways like the inside of a termite or ant hill. Deep within the protective walls and labyrinth of tunnels is the queen, and nearby is the nursery where the eggs hatch.

The portion that most humans would recognize as a city is actually the dwellings of the Metztlans' slaves. These may resemble human buildings because humans and humanoids are the most common slave stock. Slave dwellings are typically squalid, smell of raw sewage, and are infested with insects, rodents and other scavengers. The Kittani and stone masters have stepped in to build some better, healthier portions of the city, but these too tend to be dirty. The feeling of despair among the slave populace is so oppressive that psychic sensitives have been known to become morose themselves, and some even collapse from the empathic backlash, unless they mind block themselves.

There is nothing in these cities for travelers. The Metztla manufacture nothing and sell no services. The only reason to stop is in case of emergency, to get food, basic supplies or to be psionically healed. The slave population has the semblance of typical human society, with the strong and powerful in positions of power and leadership. Within that society, there are guilds, clans and families. There are thieves and criminals who prey on their fellow slaves and those who work to make their lives and their city better. Still others have built an underground to help select slaves to escape or hide from punishment. The level of technology is low with high-tech items either given to them by their slave masters, found or stolen.

Xym is the capital city of the Metztlans. Near by are the slightly smaller cities of Metz-kal, Xlam, and Krnlna.

Terrain and Climate: Ranges from 40 to 60 degrees Fahrenheit in the winter and 80 to 98 in the summer. Average annual rainfall is 76 inches. No snow.



Land area: Xym covers a 120 square mile (311 sq. km) area and is surrounded by rocky hills and jungle. Three similar cities are within a 150 mile radius.

Xym Population: Approximately 1.35 million, not including slaves.

Metzla-Xym 1.1 million

Overlords 200,000

High Lords 10

Supernatural beings and other creatures: 2D4 × 1000

Does not include the slave population of about one million (mostly humanoids).

Note: The Splugorth sometimes send criminals and runaway slaves to Metzla cities as punishment — a life of hard labor.

Splynn Population: Approximately 8 million people, not including slaves.

Gargoyles 20,000

Gurgoyles 15,000

Splugorth High Lords 500,000

Conservators 8000

Powerlords 500,000

Overlords 3.5 million

Slavers 200,000

Kittani 100,000

Blind Warrior Women 1 million

Maxi-Men 18,000

Sunaj 6000

Supernatural beings and other creatures: 2 million

Does not include the slave population of about 6 million or the millions of visitors present most of time.

The City of Splynn

The Capital of Atlantis

Splynn: Population & Statistics

Terrain and Climate: Ranges from 25 to 45 degrees Fahrenheit in the winter and 75 to 90 in the summer. Average annual rainfall is 46 inches, and one to three inches of snow.

Land area: Splynn covers a 195 square mile (505 sq. km) area and is surrounded by low, rolling hills, pastoral grasslands and many small towns and villages (they account for another one million people).

Splynn is the capital city of Atlantis. It an extremely impressive and unique city. The architecture is reminiscent of the ancient Greeks and Romans of Earth, with many pillars and open-air markets and buildings. The majority of the buildings are towering edifices made of marble and elegantly carved stone. The colors are warm tones of white, tan, beige, silver and gold, accented with splashes of red, black and other colors. Ornate designs and patterns are carved into the walls. Entrances, stairs, pillars and ledges are decorated with carvings and statues, both beautiful and grotesque. Statues and fountains are everywhere and add to the

feeling of elegance (many are rune or other magic and serve as a means of observation, spying and defense).

A massive, golden brown pyramid towers 4000 feet (1200 m) into the sky (the largest pyramid on the continent) and can be seen from every place in the city. At sunrise and sunset the pyramid seems to glow with iridescent shades of yellow, orange and red. It is also one of the few places that Lord Splynncryth will make a personal appearance to be with his people, hand down laws and judgements, make decrees, and to entertain non-Splugorth guests. As one might expect, the pyramid rests on a powerful ley line nexus.

One of the most striking things about the city is that it is spotlessly clean. There are no signs of rubbish or decay. No slums and no dirty alleys or garbage dumps. The air is clean and pure, free from the pollution of foundries and manufacturing plants. Lord Splynncryth likes clean air and clean, attractive surroundings, thus there is no manufacturing in or near the city. Manufacturing plants with their accompanying noise and pollution are the bane of other communities.

However, Splynn is an epicenter for communication, dimensional travel, learning, and the mystic arts. Tattoo magic, stone magic, pyramid technology, bio-wizardry, rune magic, and the research and development of magic is the industry of Splynn. It is here where 70% of the bio-wizard devices, bio-borgs, symbiotes, augmentation, the creation of rune weapons, statues and devices, mystic armor, potions, talismans, and other tangible magic items found in Atlantis are created! Technology and science as humans know it, can not be found, except in the form of personal property like pocket computers, energy weapons, and vehicles.

Even a Minion's mode of transportation is quick and/or elegant. Teleportation from pyramid to pyramid or along ley lines surpasses bulky rail or hover systems. Floating sailboats, barges and sailing ships, silently glide overhead through the air, accompanied by a group of people on TW wing boards. A rider on a pegasus, gryphon, or dragon-dactyl swoops gracefully from a cloud and makes a gentle landing. A pair of powerlords zip along without any apparent means of propulsion. A menacing Murex Metzla hovers by, only a few feet above the ground, snarling with a hungry smile before he disappears behind a golden tower. The shadow of a dragon momentarily blocks the sunlight as he sails overhead with his massive, outstretched wings — a sight to behold. There is no place like the city of Splynn on Atlantis.

The city welcomes visitors from all over the Megaverse, although these visitors are rarely human. Humans, elves and most humanoids are viewed with disdain and amusement. Even guests receive little more respect than the Sunaj. All manner of men and beasts walk the streets; dragons, gargoyles, demons, energy beings, giants, and aliens of every ilk, with the Minions of Splugorth keeping the peace. Many are creatures who would never socialize with each other or may even be mortal enemies anywhere else but Atlantis.

Splynn City Highlights —

This city caters to the transdimensional tourist trade. There are boarding houses, hotels, dance halls, casinos, private gambling halls (often with small, private arenas), houses of ill repute, fortunetellers, healers, bio-wizard enhancement salons, body-chop-shops, car dealers, slavers, and slick shops and expansive stores of all kinds, everywhere.

Splynn is a shopper's paradise, where it is said, "One can find anything the heart desires, if one is willing to pay the price." That price can be credits, gold, gems, an exchange of goods, services or information, betrayal, murder or the selling of one's soul! The following are only a few of the most notable places.

"The" Market

There must be a dozen huge markets and countless shops, but nothing compares to the **Splynn Dimensional Market**, commonly referred to only as "The Market." Beings from all over the world and from scores of alien worlds and dimensions come to sell their goods and services here. The Market is so important and extensive that it has its own section in this book.

The Arena of Champions

Even Lord Splynncryth once battled another alien intelligence here, to the cheers of the crowd. It is a massive, circular arena with accommodations for 90,000 spectators, plus 20,000 perches for gargoyles and other flyers. It is notorious for wizard duels, fights to the death, other blood sports, and an ever-changing menagerie of monsters from other dimensions.

The Imperial Pyramid of Splynncryth

As described earlier, it is the tallest structure in the city and its imposing edifice can be seen everywhere in the city, like a man-made mountain. It is used to control the weather, communicate with other pyramids in this dimension and a hundred others, to open dimensional rifts, to perform spectacular magic, as a place of mystic research and healing, and for defence of the city. Inside, near the top, are Lord Splynncryth's personal chambers.

The place is always bustling with activity and populated by thousands of Splynncryth's minions. Visitors are never allowed except under invitation and escort of Lord Splynncryth or a High Lord(s).

Skyrealm Excursions

This is a huge facility near the heart of town that offers aerial tours in magic, flying sailing ships. There is a three hour tour of the city for 75 credits per person, a six hour tour of the city and surrounding countryside for 130 credits, and an all day tour of Atlantis on a luxury frigate, including a gourmet dinner and fine wine for 500 credits. The shorter tours are on schooners.

Sky Miles and Andruu Realm are the friendly chaps who runs the place. They also rent flying sailboats and yachts at the rather steep fee of 2000 credits an hour (renters also need to leave a big deposit). The vessel comes with a captain and 1D4 crewmen.

Pegasus, dragon-dactyls and gryphons can be rented for 400 credits a day, and they also sell the animals as well (see the Slave Market for prices).

The Palace of Living Stone

This business is operated by several High Lord stone masters. They will build things out of stone, including statues of any kind and size, stone weapons, tools and furniture, encase or remove objects from stone, evaluate, sell, purchase, and energize gems, build and repair flying stone ships, create rune statues, fire breathing dragon heads, stone lions (the animated kind), observation statues (Eylor eyes), and more. Prices are high but the quality is the best in the city.

Additions

Additions is an expansive shop in the shape of a stone pyramid. It specializes in bio-wizardry augmentation similar to a cybernetic body-chop-shops only it is much larger than most chop-shops and offers only bio-wizard reconstruction, transmutation, parasites and symbiotic implantation.

The facility offers all forms of bio-transmutations, although specific features may not be available to certain races. They also implant and remove parasites and symbiotic organisms, and sell most microbes,

many parasites and symbiotes. They also perform magic healing and repair bio-wizard devices — sell lobotomized and unimpaired Zembahk, eyes of Eylor, etc.

Additions occasionally offers a special price for those willing to subject themselves to bio-wizard experimentation. The price is an astonishing 20% of the normal price for a similar, proven treatment/augmentation. However, there are almost always unexpected side effects. **Game Masters**, this is an opportunity for you to introduce your own bio-wizard implants and reconstructions. Use your imagination on possible augmentations and side effects. Remember, this is an experimental process or device so there are always side effects. Players should be given some warning if the side effects are particularly debilitating or disfiguring to his character. But if he or she goes ahead, whatever happens, happens.

The Splynn Zoo

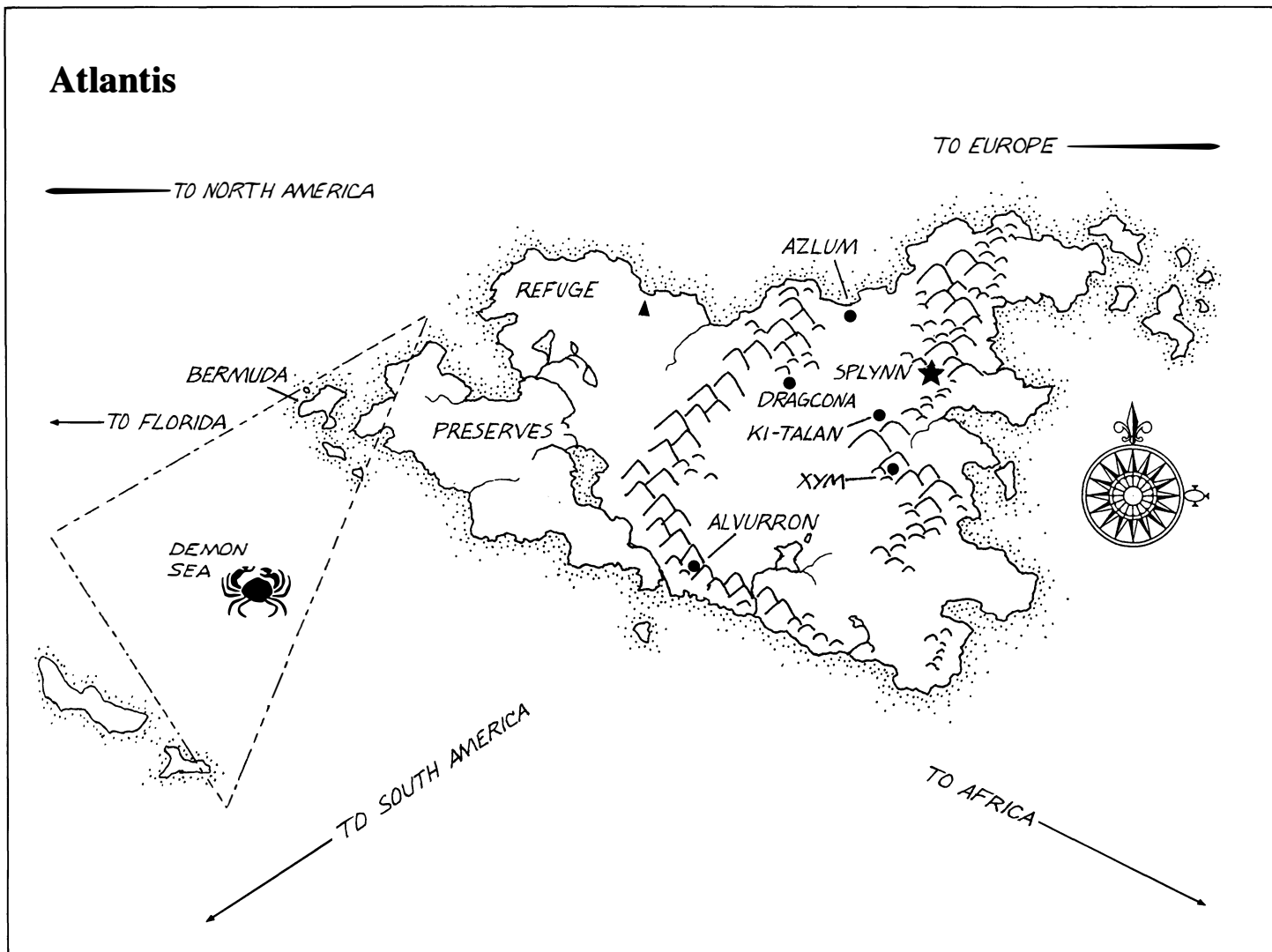
For humans there is nothing like it. The zoo has countless exotic life forms from all over the Megaverse, as well as the victims of bio-wizard experiments gone awry. Unfortunately, many of the zoo animals are intelligent life forms condemned to a life of imprisonment. Among the most prized animals is a genuine unicorn. Always a nice place to take the family.

Dimensional Raiders

Despite the power of the Splugorth, Atlantis, more than anywhere else on Earth, because of its reputation in other dimensions, is subject to raids by beings from other dimensions. The D-raiders usually attack the market areas, looting businesses and grabbing people off the street as slaves.

They use hit and run tactics, popping in, grabbing some loot, and quickly rifting out with their booty. Their vehicles tend to be small, fast, and maneuverable. Of course, they attack when least anticipated. Stories about the wealth and wonders of Atlantis have spread to other dimensions, where many inhabitants have been told that the streets are paved with gold and gems. Obviously, this is not true, but the extra-dimensional beings don't know that, and Atlantis has much to offer to those daring enough to take what they want.

The Overlords and other minions always swarm to stop invaders and frequently pursue them to their home dimension. Hit squads or Sunaj assassins may even spend months tracking their quarry through several dimensions to enact the Splugorth's revenge.



The Splugorth & Their Minions

Splynncryth The Splugorth

All Splugorth are good to excellent strategists and tacticians with eons of experience to draw upon. They are also skilled manipulators of others and have conquered many worlds by arranging it so that others did their dirty work. Splynncryth is especially good at negotiation, creating hype/excitement and selling things, from ideas to products. It was he whom the Sunaj leader first contacted and it was he who sold the idea of an alliance to the other Splugorth. Splynncryth takes great personal delight in these turns of events and continues to be the personal liaison between the Sunaj and the Splugorth (he is always discreet). Splynncryth anticipates the Sunaj to eventually betray them and looks forward to the excitement such a change will bring to his twisted life. For the moment, he is content with what he has helped establish and is more than willing to take a back seat and enjoy the ride.

The rest of his time is spent developing Atlantis, selling slaves, playing with magic, and wheeling and dealing with other life forms on a multi-dimensional level. The affairs of the other three worlds he has conquered are left to his loyal minions. He has recently taken an interest in the happenings in Europe. Splynncryth finds the struggle between both factions entertaining. He has not yet taken any side, although he has secretly lent a helping hand to the gargoyles and a few other monster races in their continuing campaign against the humans. However, his involvement has been relegated to the selling of basic supplies (both magic and conventional) and allowing military leaders to visit Atlantis for rest and relaxation. In fact, if things should go very badly for the humans, he may secretly assist them, if only to keep the battle raging for his and his minions' personal amusement. After all, truly exciting spectator sports are so difficult to find these days.

Splynncryth (pronounced "Splinn-cry-th").

Alignment: Anarchist.

Attributes: I.Q. 30, M.A. 28, M.E. 32, P.S. 50, P.P. 26, P.E. 28, P.B. 3, Spd 50.

M.D.C. by Location: A supernatural being.

Giant Eye (without filmy cover) — 1200

Eye Film Cover — 2,000

Protective Eye Spines (6) — 500 each

Main Tentacles (5) — 800 each

Secondary Tentacles (6) — 500 each

*Main Body — 56,000

***Reducing the M.D.C. of the main body to zero** will temporarily hurt and impair the intelligence, but not destroy it. To destroy it, the main body must be reduced to negative 4000. During this time of severe impairment, the Splugorth's physical attacks are reduced to three, psionic to two and magic one. Furthermore the creature loses all combat and save bonuses.

Horror Factor: 17

P.P.E.: 13,000

I.S.P.: 3000

Experience Level: Ten (10) — see R.C.C. & skills for details.

Natural Abilities: Nightvision 1000 ft (310 m), superior color vision, see the invisible, bio-regenerate 2D6 × 10 M.D.C. per minute, regeneration of limbs (requires 72 hours), does not need air to breathe, dimensional teleport (98%) to any place/world he owns/conquered (including Atlantis) without limit and can magically open a dimensional rift using his own P.P.E. to any place he has ever visited.

Other abilities include: Possession (see *Important Notes* for details), teleport self up to 600 miles (960 km) away, turn up to 600 dead, animate and control up to 600 dead, healing touch 1D6 × 10 points, restoration, resurrection, stone to flesh, remove curse, summon/rift in 2D6 Splugorth High Lords, and summon/rift in 6D6 lesser minions as often as three times per 24 hours. Also see psionics and R.C.C. knowledge.

Vulnerability: Silver and magic weapons (including rune weapons, holy weapons, techno-wizard items and other magic items) do triple damage. Creatures of magic, supernatural beings, and psionics do normal damage.

Combat Skills: Thirteen physical attacks per melee, or five psionic attacks, or by magic.

Damage: 6D6 S.D.C. on a restrained punch, 6D6 M.D. full strength punch, 2D4 × 10 M.D. on power punch, tentacle bite does 1D6 × 10. Critical strike on a roll of 18, 19 or 20.

Bonuses: +6 on initiative, +2 to strike and parry, -2 (yes minus) to dodge. +6 to save vs horror factor, impervious to mind control even by vampires, +2 on all saving throws; these are all in addition to attribute bonuses.

Magic: P.P.E. 13,000. All spells and ritual magic (same as line walker). All stone master powers and magic, the power to create magic tattoos, the power to create rune weapons and bio-wizardry.

Psionics: All sensitive, healer and super psionic powers. Equal to a 10th level psionic.

Education Level: Centuries of study in alchemy, archaic magic, and dimensional travel.

R.C.C. (special NPC): 10th level Ley line walker, rune master, stone master, tattoo master, and shifter/summoner.

Skills of Note: Most human skills are too insignificant to be bothered with and are left to minions. Even weapon and science skills are not studied. Magic and subterfuge are the skills developed by the Splugorth. The intertwining of magic and technology are viewed on a different level — remember, magic is the operative source of these aliens' power.

Languages & Literacy: Dragonese/Elf, Faerie, Gobblely, American, Euro, and Atlantean (a dialect of ancient Greek), all at 98%. Magic is used to understand other languages.

Other Skills of Note: Intelligence, swimming, climbing, palming, basic and advanced math, and land navigation, all at 98%. Pick pockets 71%, demon and faerie lore 71%, and writing 71%.



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Magic Knowledge: Create magic tattoos, read runes, read mystic symbols, recognize/create magic circles, recognize wards, recognize enchantment, recognize magic items and weapons 90%. Additional areas of knowledge is as per each magic O.C.C.

Appearance: A mound of lumpy, slime covered flesh with a giant eye surrounded by a crown of protective spines. Protruding from the flesh mound are eleven tentacles, four of which have a mouth and teeth. 25 ft (7.6 m) in diameter and 12 ft (3.6 m) tall. The tentacles are roughly twice as long as the body, about 50 feet (15 m). Weighs 35 tons.

Age: 72,000 years old (youngish for a Splugorth).

Bio-Technology Devices: The average Splugorth will use bio-wizard devices and rune weapons only when necessary, otherwise they rely on their phenomenal magic and psionic powers.

Important Notes:

1. The Splugorth is not available as a player character! They are alien intelligences with evil intent. They are supernatural beings who feed and draw P.P.E. power from all available sources and also feed on the flesh of other living beings.

2. Unlike vampire intelligences, the Splugorth can exist far from a P.P.E. source, living on flesh alone for years. However, under these circumstance they are comparatively weak; reduce physical M.D.C. to one-quarter (so 56,000 is reduced to 14,000), combat and saving throw bonuses are reduced by half and physical attacks per melee are minus two attacks/actions. The level of personal P.P.E. and I.S.P. are reduced to one quarter (so 13,000 is reduced to 3250).

3. All Splugorth can splinter their essence into 4D4 separate "life essences." These "essences" can be sent into other dimensions, but never within the same world inhabited by the "true essence/physical body" (this means Lord Splynnrcryth would have to leave the Earth to send a possessing essence or essences anywhere on the planet — a simple task). The essence must link itself to that world or dissipate, returning to the originating alien intelligence. To anchor itself in the world it needs a living host to possess, animal or intelligent organism. This is effectively *demonic possession*, see **Rifts Dark Conversions**, pages 188-189, for details. An exorcism is required to get rid of demonic possession.

People or animals possessed by the Splugorth are used when the Splugorth wants to take a personal hand in something without placing his physical body in danger. Possession is an excellent tool for spying, causing trouble, and to create an apparent champion or leader for its minions.

Creator's Note: The physical appearance of the Splugorth was created by artist *Kevin Long* based on some rough conceptual sketches by *Keith Parkinson*. The Splugorth is not available as a player!!!

The Average Splugorth

(Pronounced Sploo-gore-th)

Note: All Splugorth are very similar to Splynnrcryth.

Alignments: Any, but usually anarchist or evil.

Attributes: I.Q. 3D6+12, M.A. 3D6+12, M.E. 4D6+12, P.S. 5D6+28, P.P. 3D6+12, P.E. 3D6+12, P.B. 1D6, Spd 1D6×10.

M.D.C.: 3D4×10,000; mega-damage creatures have a similar dispersment of M.D.C. by location as Splynnrcryth.

Horror Factor: 17

P.P.E.: 6D4×1000

I.S.P.: 1D6×1000

Average Experience Level: 2D4+5 — Also see R.C.C. & skills for details.

Natural Abilities: Same as Splynnrcryth.

Combat Skills: One physical attack per melee for each tentacle, half as many psionic attacks per melee as physical attacks, or by magic.

Damage: Varies with P.S. attribute. Critical strike on a roll of 18, 19 or 20.

Bonuses: Same as Lord Splynnrcryth.

Magic: Similar to Lord Splynnrcryth; all ley line walker powers and spells, stone master powers and magic, the power to create magic tattoos, the power to create rune weapons and one additional area of magic. Select from bio-wizard, shifter/summoner, or diabolist. Never select mystic, warlock, witch, or techno-wizard.

Psionics: All sensitive, healer and super psionic powers. Equal to a 2D4+5 level psionic.

Education Level: Centuries of study in alchemy, archaic magic, and dimensional travel.

R.C.C. (special NPC): 10th level Ley line walker, rune master, stone master, tattoo master, and shifter/summoner.

Skills of Note: Most human skills are too insignificant to be bothered with and are left to minions. Even weapon and science skills are not studied. Magic, possession, and subterfuge are the skills developed by the Splugorth. The intertwining of magic and technology are viewed on a different level — remember magic is the operative source of these aliens' power.

Magic Knowledge: Create magic tattoos, read runes, read mystic symbols, recognize/create magic circles, recognize wards, recognize enchantment, recognize magic items and weapons 90%. Additional areas of knowledge is as per each magic O.C.C.

Languages & Literacy: Dragonese/Elf, Faerie, Gobbely, American, Euro, and Atlantean (a dialect of ancient Greek), all at 98%. Magic is used to understand other languages.

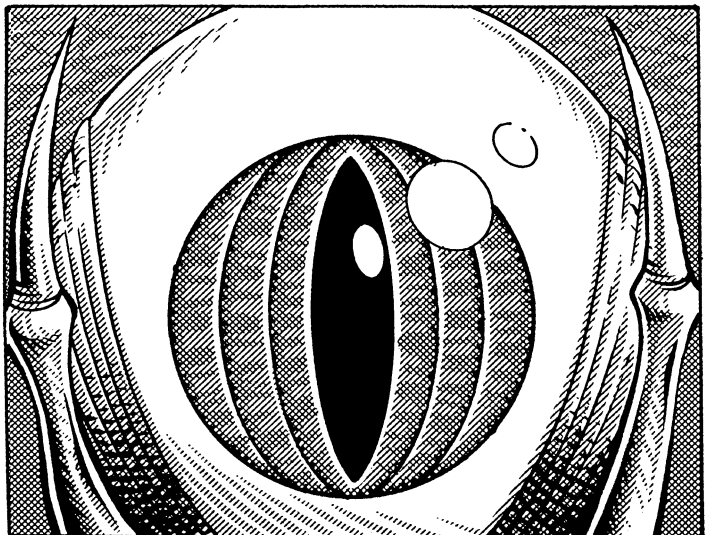
Other Skills of Note: Intelligence, swimming, climbing, palming, basic and advanced math, and land navigation, all at 98%. Pick pockets 71%, demon and faerie lore 71%, and writing 71%.

Appearance: A mound of lumpy, slime covered flesh with a giant eye surrounded by a crown of protective spines. Protruding from the flesh mound are 2D4+5 tentacles, four of which have a mouth and teeth. A filmy, semi-transparent eyelid covers the eye for protection and the finger-like spines that compose the crown around the eye can close around it for additional protection. Note that the eye can see even when covered by the semi-transparent eyelid and can rotate 360 degrees. Typically about 25 ft (7.6 m) in diameter and 12 ft (3.6 m) tall. The tentacles are about twice as long as the body (50 ft/15 m). Weighs 20 to 50 tons.

Average Life Span: 5D4×10,000 years.

Bio-Technology Devices: The average Splugorth will use bio-wizard devices and rune weapons only when necessary, otherwise they rely on their phenomenal magic and psionic powers.

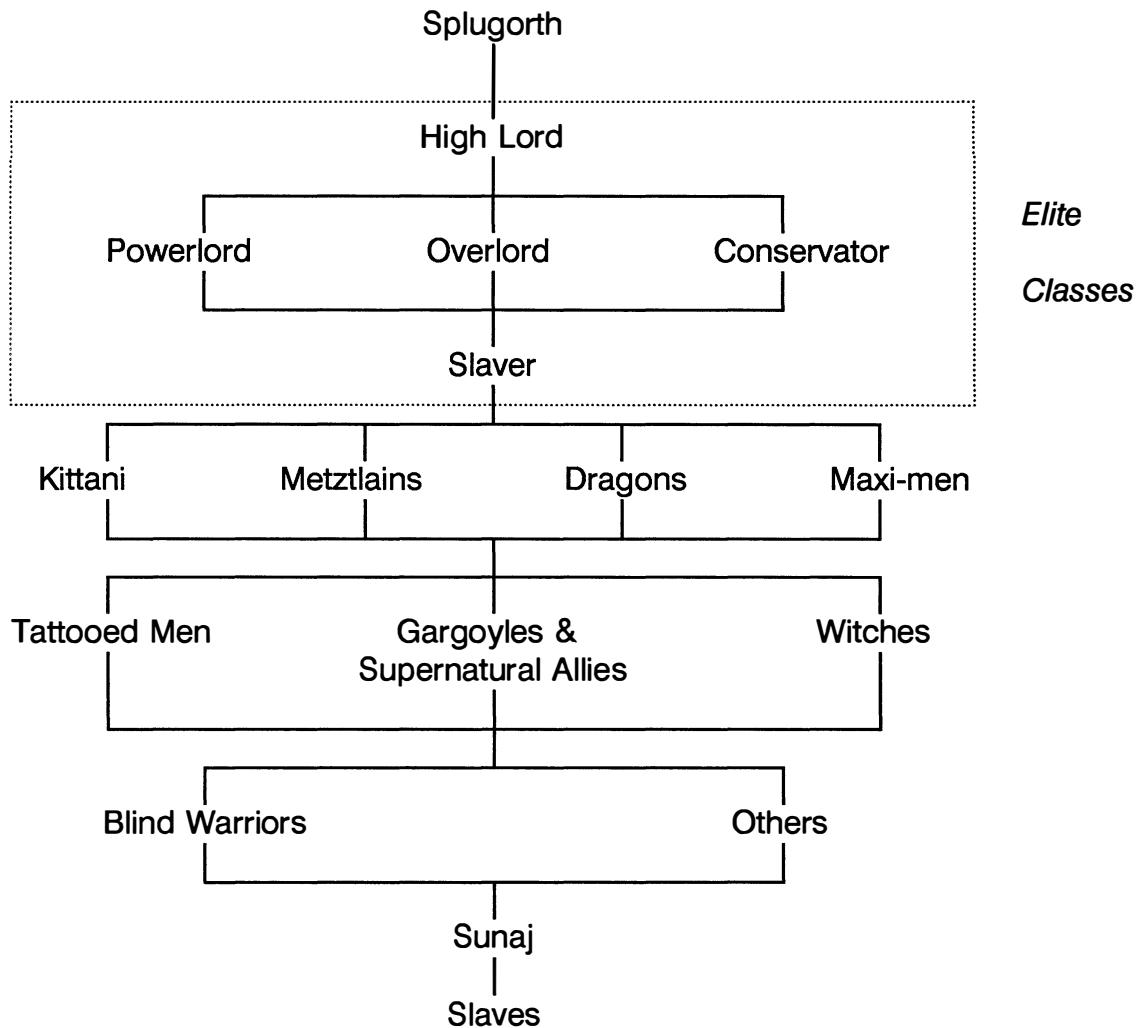
Note: The *Important Notes* that are found at the end of Lord Splynnrcryth's description are common to all Splugorth.





The Minions of Splugorth

The Hierarchy of Splugorth Minions



Splugorth High Lords

Priest, Wizard & Alchemist

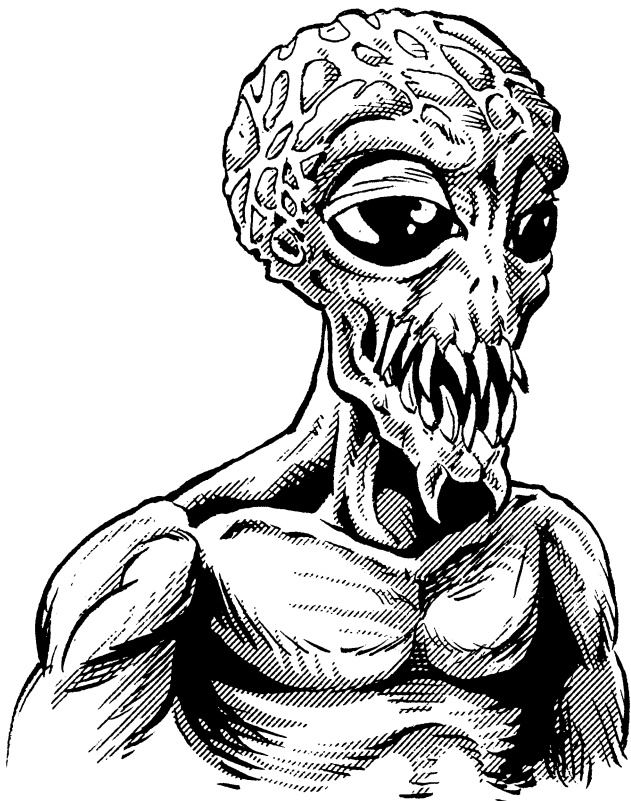
Whether the Splugorth High Lords are a sub-species of the Splugorth, a life form from the Splugorth's home world, or conquered aliens, nobody seems to know. Whatever the case, the High Lords are completely loyal and subservient to their Splugorth Masters. They have faithfully stood at their side for as long as any being can remember. Their loyal servitude has been rewarded by their being given the highest position within the Splugorthian society. Next to the Splugorth, it is the High Lords who are the most powerful and feared. They serve the Splugorth as advisors, governors, alchemists, wizards, scientists, healers, generals, and protectors. For every one Splugorth, there are hundreds of thousands of High Lords.

In addition to being a combination priest, wizard, and alchemist, the High Lords draw a portion of their power directly from the Splugorth. There are many god-beings, entities and intelligences who can funnel

a portion of their own incredible power to their worshipers, priests and sorcerers. However, there seems to be a more fundamental link between the High Lords and the Splugorth than is typical between a god-being and his worshipers. This may make the High Lords some sort of P.P.E. parasite or symbiote that helps and nurtures the Splugorth, while they feed on the Splugorth's energy. Considering the Splugorth's affinity for bio-wizardry and the use of parasites and symbiotic organisms in magic, such a symbiotic relationship with the High Lords seems quite possible.

The Average Splugorth High Lord

Other than the Splugorth themselves, the High Lords are the keepers of mystic knowledge. All High Lords know tattoo magic (can create magic tattoos) and are ley line walkers/wizards. One additional area of



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mystic knowledge is also pursued (three total); select one of the following.

- Techno-wizard (see Rifts RPG).
- Bio-wizard (see new O.C.C.).
- Stone Master (see new O.C.C.).
- Shifter/Summoner (see Rifts RPG).

Rune Master — This character can read runes and magic symbols, understands some of the rudimentary concepts and procedures behind rune magic, and commands rune statues, but cannot actually create rune weapons. The Rune Master is also awarded one lesser rune weapon and one greater rune weapon. The oldest and most trusted High Lord Rune Masters are given a "Greatest" rune weapon, with the Staff of Calling, the Necronstaff, and Sword of Atlantis being the most coveted. Less than two percent receive the privilege of becoming a Rune Master.

Alignments: Any, but usually aberrant, miscreant, or diabolic.
Attributes: I.Q. 3D6 + 6, M.E. 3D6 + 6, M.A. 3D6, P.S. 4D6 + 6*, P.P. 3D6 + 6, P.E. 3D6 + 6, P.B. 1D6, Spd 3D6 + 6. *Supernatural strength drawn from the Splugorth.

M.D.C.: 1D4 × 100; mega-damage creatures due to their link with the Splugorth. They may also use bio-wizardry and other forms of magic to create body armor or force fields and may wear M.D.C. body armor. Without their symbiotic link with the Splugorth, they would be S.D.C. creatures.

Horror Factor: 14

P.P.E.: 1D4 × 100 + 100, half of which is drawn from the Splugorth.
Weight: 150 to 200 lbs (67.5 to 90 kg), **Height:** 6 to 7 ft (1.8 to 2.1 m).
Average Experience Level: Eighth level despite the fact that three areas of magic are studied. All are at the same level of proficiency — see R.C.C. & skills for details.

Natural Abilities and powers gained from the symbiotic link to the Splugorth: Nightvision 1000 ft (305 m), excellent color vision, turn invisible at will, see the invisible, bio-regenerate 1D4 × 10 M.D.C. per minute, and dimensional teleport (98%) to their master (the Splugorth) only, as often as once every 24 hours. Also see psionics and R.C.C. knowledge.

Combat Skills: Seven physical attacks per melee, or by magic.

Damage: Varies with P.S. attribute, typically P.S. 21 to 25: 4D6 S.D.C. on a restrained punch, 2D6 M.D. full strength punch or kick, 4D6 on power punch. Critical strike on a roll of 19 or 20.

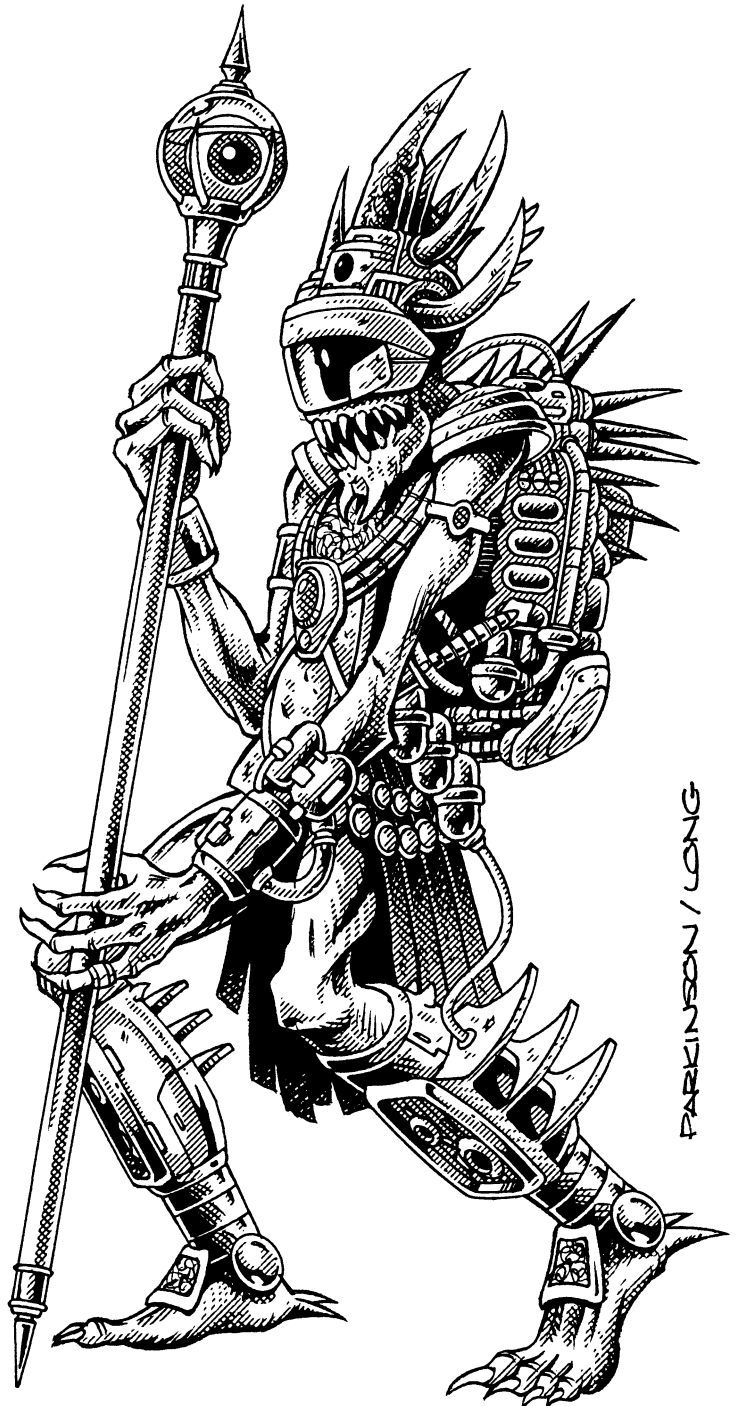
Bonuses: +1 to strike, parry and dodge, +2 to pull/roll with punch or fall. +1 to strike with body block/tackle (does 1D4 damage). +1 to save vs psionic attack, +1 to save vs all types of magic, +6 save vs horror factor; these are all in addition to attribute bonuses.

Magic: P.P.E. 1D4 × 100 + 100. All spells and ritual knowledge levels 1-13! All stone master powers, the power to create magic tattoos, and one additional area of expertise. See R.C.C.

Psionics: I.S.P. 2D4 × 10. Considered a major psionic. Powers are limited to astral projection, empathy, mind block, object read, sense magic, speed reading, telepathy and total recall.

Education Level: Centuries of study in three areas of magic.

R.C.C. (special magic NPC): 8th level ley line walker, 8th level tattoo maker, and 8th level in one additional area of magic (select one: techno-wizard, bio-wizard, stone master, or shifter/summoner; only a small number may be rune masters). Typically equal to an eighth



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level practitioner of magic (roll 2D4 + 2 for random level determination). High Lords seldom exceed 10th level.

Skills of Note:

Science: Biology (−40% when working on alien life forms other than humans; very familiar with human biology), astronomy, chemistry, chemistry: analytical, pathology, holistic medicine, basic and advanced math, computer operation, radio: basic, and radio: scrambler, all at 98%.

Languages & Literacy: Dragonese/Elf, Faerie, Gobblely, American, Spanish, Euro, and Atlantean (a dialect of ancient Greek), all at 98%. Magic is used to understand other languages.

Other Skills of Note: Intelligence 98%, forgery 68%, escape artist 68%, swimming 98%, SCUBA 98%, W.P. knife, W.P. energy pistol, and W.P. energy rifle (and W.P. sword if a rune master).

Magic Knowledge: Tattoo magic, read mystic symbols, recognize magic circles and wards, all at 98%, recognize enchantment 65%, recognize magic items and weapons 50% (98% if a rune master). Other mystic knowledge is known as per each magic O.C.C.

Appearance: A tall, ugly humanoid with grey or dusty brown skin, thin, over-sized arms and legs, three fingers and a thumb, with claws on the fingers. The mouth is huge and filled with sharp teeth. The eyes are large and black — almost insect like. They often wear bio-armor or techno-wizard armor. Never have tattoos themselves (won't work) but are likely to have a T-Man slave or two as an assistant.

Weapons: High Lords rely on magic and weapons constructed from bio-wizardry, techno-wizardry, or rune magic. They also have a fondness for energy weapons, lasers, particle beams, etc. The High Lords also monitor and use the magic statues and floating eyes to spy on others and to defend property.

Bio-Technology Devices: The average High Lord will have one bio-wizard weapon and 1D4 other bio-wizard devices and/or symbiotic implants.

Body Armor: Standard High Lord armor weighs 20 lbs (9 kg) and has 100 M.D.C. points.

Average Life Span: 1200+ years old.

Note: The Splugorth High Lord is not available as a player character! They are eternally loyal to the Splugorth (and evil). Also note that they are beings who feed on P.P.E. from other living beings, similar to the psi-stalker.

Splugorth Conservators

The Conservators begin as a life form identical to the Splugorth High Lord. However, some of these beings are driven by an insatiable lust to hunt, and grow bored with the more mundane pursuits of dignitaries, scholars, and sorcerers. Instead, at an early age, they elect to become the bio-borg known as the Conservator. As such, they are crazy predators who love to stalk, track and fight. In many ways, as a bio-borg they are more like the bio-wizard equivalent to human crazies or juicers, beings who are pumped up from bio-wizard augmentation.

Splugorth Conservators (Optional player character)

Note: The Splugorth Conservator is the least common of the Splugorth elite, with only a few million scattered throughout the entire Splugorth empire. Thus, they should not be easily available as a player character!

Normally the Conservator is fanatically loyal to the Splugorth and an evil fiend who loves to hunt and kill runaway slaves and the enemies of the empire. Any Conservator who did not feel this way would be considered a freak. Yet the bio-wizard transmutation and augmentation sometimes makes the Conservator more independent, tolerant of other life forms, less loyal to their masters, and gives them a hunger for

adventure beyond the realm of the Splugorth. If a player is allowed to portray a Conservator character, the creature must be one of these “freaks” and a renegade. Renegades are considered to be insane and dangerous and are killed on sight by any Minion.

Also note that they are considered to be supernatural beings who feed on P.P.E. from other living beings, similar to the psi-stalker, but do not possess the psi-stalker's other powers.

Alignments: Any, but usually miscreant, diabolic, or aberrant.

Attributes: I.Q. 3D6 + 2, M.E. 18, M.A. 3D6, P.S. 50 (supernatural strength), P.P. 21, P.E. 21, P.B. 1D6, Spd 44 (30 mph/48 km). Most of the physical attributes and increased size are the result of bio-wizard transmutation.

M.D.C.: 1D4 × 100 + 350 for medium plate armor (bio-wizard), but may also use magic to create additional armor or force fields. Never wears artificial body armor.

Horror Factor: 16

P.P.E.: 1D4 × 100 + 20 half of which is drawn from the Splugorth.

Weight: 250 to 400 lbs (112.5 to 180 kg).

Height: 8 to 10 ft (2.4 to 3 m).

Average Experience Level: 1D4 + 4

Bio-wizard Transmutation and Augmentation:

1. An extra pair of humanoid arms — four total. All are over-sized, elongated and disproportionate. One extra melee attack (has already been added to combat stats).
2. Prehensile tail with a stinger. One extra melee attack (has already been added to combat stats). Normal strikes from the tail inflict 2D6 M.D. Stinger causes paralysis for 1D4 minutes per each sting; intended victims must roll a 14 or higher to save.
3. Chemical spray in the mouth: Scent chemical, range 20 ft (6 m) and covers a 10 ft area (3 m). Scent remains for 2D4 days even after washing or rain.
4. Natural M.D.C. body armor: 350 M.D.C. (listed under M.D.C.)
5. Finger claws (2D4 M.D.).
6. Knuckle spikes (adds 1D6 M.D. to punch).
7. Elbow Spike (1D6 M.D.).
8. Sensors: Molecular analyzer in mouth and motion detection.
9. Third eye (eye of Eylor).

Natural Abilities: Nightvision 1000 ft (305 m), excellent color vision, turn invisible at will, see the invisible, bio-regenerate 1D4 × 10 M.D.C. per minute, and dimensional teleport (98%), but only to their master (the Splugorth), as often as once every 24 hours. Also see psionics, bio-wizard augmentation and R.C.C. knowledge.

Combat (includes all augmentation bonuses): Ten physical attacks per melee, or by spell magic; prefers physical.

Damage: P.S. 50: 1D6 × 10 S.D.C. on a restrained punch, 6D6 M.D. full strength punch or kick, 2D6 × 10 on power punch. Critical strike on a roll of 19 or 20.

Bonuses (includes all augmentation bonuses): +9 to strike and parry, +6 dodge, +4 to pull/roll with punch or fall, +3 to strike with body block/tackle (does 1D4 M.D. damage), +2 to save vs psionic attack, +2 to save vs all types of magic, +4 save vs horror factor.

Magic: P.P.E. 1D4 × 100 (+20 from eye of Eylor). Select a total of eight spells from levels 1-3, most should relate to hunting. Spell strength is frozen at 4th level.

Psionics: I.S.P. 2D4 × 10. Considered a major psionic. Powers are limited to astral projection, empathy, mind block, object read, sense magic, speed reading, telepathy and total recall.

R.C.C. Skills: Basic math + 30%, radio: basic + 20%, radio: scrambler + 10%, pilot all boats + 10%, pilot hover vehicles + 10%, climbing + 20%, swimming + 10%, wilderness survival + 20%, land navigation + 20%, plus select six W.P.s and four wilderness skills.

Appearance: A tall, ugly humanoid with grey or dusty brown, rhinoceros-like skin/armor, four over-sized arms, clawed fingers,



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tail with a stinger, and three eyes. The mouth is huge and filled with sharp teeth and a chemical spray. Never wears body armor.

Weapons: Conservators have one lesser or greater rune weapon, and tend to use hand to hand weapons constructed from bio-wizardry or techno-wizardry, and have a fondness for vibro-blades and ancient styled weapons of all kinds. Although they prefer hand to hand combat, they usually carry and use at least one long-range energy weapon. See list of bio-weapons in the Overlord description.

Bio-Wizard Items of Note: The average Conservator will carry two doses of aerobes, aquarobes, dehibicila, purirobes, stasirobes, plus 1D4 mystic leeches and 1D4+1 zombitrons. 50% will have one pathic healer at his camp.

Average Life Span: 1000+ years old.

Insanity: All Conservators are obsessed with hunting, tracking and combat; they love it. The hunt is the most thrilling thing there is, even more exciting than the kill! They also suffer from mental illness as a result of their training and profuse bio-wizard augmentation. Roll twice on the following table.

Conservator Insanity Table

Roll percentile dice.

01-10 Compulsive liar, even if of a good alignment.

11-20 Kleptomaniac; compulsive thief, even if a good alignment.

21-30 Obsession: Hates songbirds, grumbles about their terrible squawking and tries to kill them whenever possible.

31-40 Obsession: Fighting and competition; loves it.

41-42 Obsession: Fighting; hates it and tries to avoid it.

43-50 Obsession: Danger; loves it — takes needless risks.

51-60 Obsession: Tattooed Men. Hates them; they are seen as competitors. Consequently, the character constantly strives to compete with them and show them up. Verbal and physical confrontation is also constant. The character will always elect to fight a T-Man whenever one is among the group's opponents; may fight to the death. This character will have similar feelings toward crazies, juicers, and borgs, although those feeling are not nearly as aggressive.

61-65 Obsession: Dragons. Hates them; seen as competitors. Consequently, the character will strive to compete with them and show them up. Verbal and physical confrontation is constant. Will always want to take on a dragon whenever an opponent is available; may fight to the death.

66-68 Phobia: Adult Dragons

69-71 Phobia: Splugorth High Lords

72-74 Phobia: Splugorth

75-82 Compulsive braggart: Is constantly boasting about his superior fighting abilities, his triumphs in combats, etc. His foes are always bigger, stronger, and more dangerous than anybody else and he constantly asks, "Is that the best you can do?" or "You think he was tough?" Followed by a story about his prowess.

83-87 Roll for random affective disorder.

88-94 Roll for random neurosis

95-00 Roll for random psychosis.

Splugorth Overlords

Kydians — Loyal Minions

The Overlords compose the Splugorth's main military force and a large percentage of the population among minions. The big bruiser on the cover is a Kydian Overlord. They are the indigenous life forms from a planet that was one of the Splugorth's most unusual and bloodless conquests. The Kydians (pronounced Kid-dians) were the victims of overpopulation. Their incredible birth rate and fast rate of maturity was killing them! Multiple births are the norm for Kydians; triplets and quadruplets are average and as many as six young are possible. To make matters worse, the males and females reach full physical maturity at age 14 and the gestation period is a short six months.

The planet was choked with too many people, which in turn lead to terrible pollution of every kind. Starvation and disease were everywhere. The emotional stress was incredible and instigated a high degree of violence, murder, crime and insane risk taking. Euthanasia of the sickly, criminals, and the elderly (age 45), was mandatory and there were plans to reduce the age of termination to 40! But even these extreme measures and circumstances could not relieve their plight. The planet's resources were soon gone! It was only a matter of another two generations before they'd become extinct.

The Splugorth discovered the planet with its trillions of desperate people and made a deal. If they agreed to serve the Splugorth forever, they would rescue them from their certain oblivion and give them a new life in paradise. The Kydians could not refuse such a generous offer and have not been disappointed. Since their pact, 53,000 years ago, they have enjoyed a level of prosperity, health, and longevity they had never known. Best of all, the Kydians, so used to crowded conditions, have been set free to explore and conquer the universe and beyond.

The Splugorth have instituted some birth control on some of the many planets dominated by the Kydians, but typically encourage the alien's frequent mating, birth and way of life in order to continue to amass a great army of zillions. Millions, even billions, may die in the conquest of a planet or the exploration of a strange, new dimension, but the Kydians don't mind because they enjoy the combat and adventure and see it as a small and reasonable price to pay for their prosperity.

The Kydians are normally huge, super strong, with powerful builds, and possess great physical endurance. This makes them ideal infantry soldiers. The Splugorth Overlords, as the Kydians are known, have become the backbone of the Splugorth empire. Given liberation from their crowded and dying world, the Kydians have shown great mental and emotional stability. They are very even tempered, obedient, and law-abiding, yet aggressive in battle. They are fairly good strategists and skilled in many forms of combat, but few ever rise to the ranks of commanding officers. Instead, the Overlords bow to the superior intellect and power of the High Lords and other minions.

The rogue Overlord is a rarity. The Overlords view the Splugorth as their saviors and have dedicated their lives to them. Furthermore, they

enjoy the lives they lead under the rule of the Splugorth. To insure the Overlords' loyalty, the Splugorth teach them only those basic skills that they would need to function as good soldiers and most are uneducated in the ways of science, magic, and technology. The Kydians rely on the Splugorth for their every need, from food to weapons manufacture, as well as direction in their lives. Without the Splugorth, they'd be like lost and frightened children.

The Average Splugorth Overlord (optional player character)

Note: The Splugorth Overlord should not, generally, be available as a player character! If they are allowed, the creature must be considered a renegade. Normally, Overlords are fanatically loyal to the Splugorth and any character who did not feel this way would be considered an ingrate or psychotic. These rogues are not welcome in Atlantis and will be attacked and captured or killed if they encounter Splugorth minions. Their capture can only lead to a dismal life of hard labor as a slave, gladiator, or the subject of experimentation, if they were not killed on sight. An Overlord or Powerlord as a player character should be a rarity and typically start at first or second level experience.

Alignments: Any, but usually aberrant or miscreant.

Attributes: I.Q. 2D6+3, M.E. 3D6+3, M.A. 3D6+3, P.S. 3D6+20*, P.P. 3D6+3, P.E. 4D6+3, P.B. 2D6, Spd 3D6. *P.S. is considered to be supernatural strength.

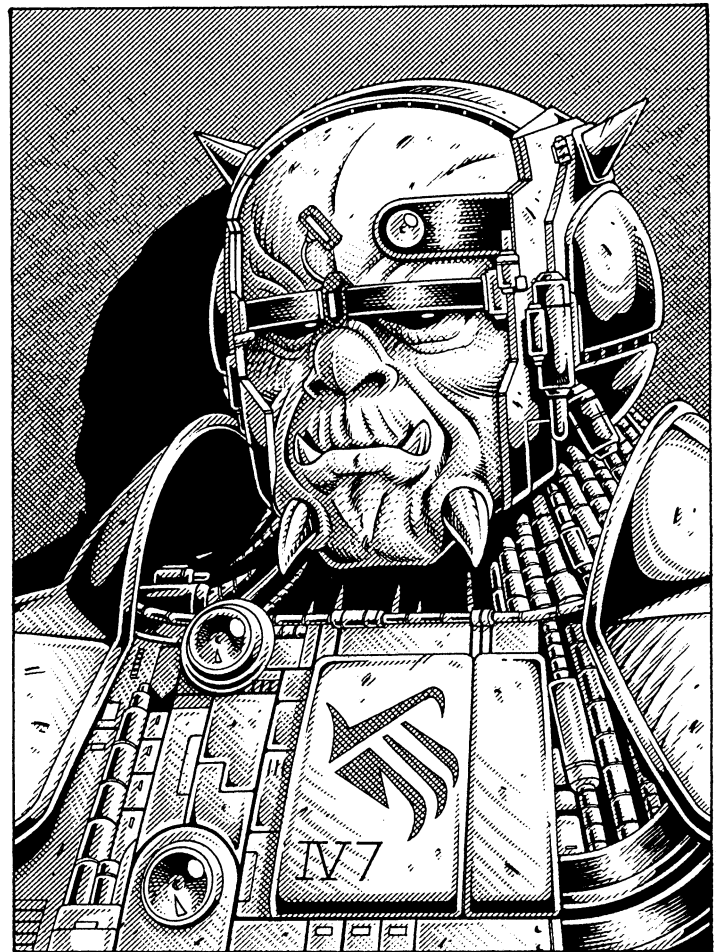
Hit Points: P.E. number plus 2D6 per level of experience.

S.D.C.: 70 plus skill bonuses; typically wears mega-damage body armor or becomes a mega-damage creature through bio-wizardry.

Horror Factor: 10

P.P.E.: 1D4×10; may have dramatically more P.P.E. through bio-wizardry.

Weight: 400 to 600 lbs (180 to 270 kg)



LONG

Height: 8 to 10 ft (2.4 to 3 m)

Average Experience Level: 1D4 + 2 — see R.C.C. & skills for details.

Natural Abilities: Nightvision 120 ft (36 m), sees in the infrared and ultraviolet spectrum of light and color so the world is seen in hues of red, purple and blue. Skin is thick and resistant to the burning rays of the sun and radiation (half damage from radiation and heat/fire). Any other powers are acquired from bio-wizardry, magic, or technology and cybernetics if a runaway rogue.

Combat Skills: Typically hand to hand: expert. The number of attacks varies with level of experience and combat skills.

Damage: Varies with P.S. attribute, but the most common range is P.S. 21 to 30: 4D6 S.D.C. on a restrained punch, 2D6 M.D. full strength punch or kick, 4D6 on power punch.

Bonuses: Gets one extra melee attack due to their alien and war-like nature and one from the boxing skill, +2 to strike, parry, and dodge, +2 to pull/roll with punch or fall. +1 to strike with body block/tackle (does 1D4 damage), +2 to save vs horror factor; these are all in addition to attribute bonuses.

Magic: P.P.E. 1D4 × 10. Never learns magic, but may have mystical powers from bio-wizard augmentation and devices (see Pacification Staff and Overlord body armor).

Psionics: None; other than possible powers gained from bio-wizardry.

R.C.C.: Warrior/police.

R.C.C. Warrior Skills of The Overlord

Basic Math (+20%)

Radio: Basic (+10%)

Radio: Scrambler (+10%)

Language: Dragonese/elf, Gobblely, Faerie and Atlantean (+40%)

Prowl (+5%)

Boxing

Wrestling

Climbing (+10%)

Swimming (+10%)

W.P. Blunt

W.P. Sword

W.P. Energy Pistol

W.P. Energy Rifle

Hand to Hand: Expert; can be changed to martial arts or assassin at the cost of two "other" skills.

Special Magic Knowledge: Recognize magic tattoos 80%, recognize magic circles 60%, recognize enchantment 40%, recognize magic items and weapons 35%.

O.C.C. Related Skills: Select six other skills and three additional W.P.s, plus one additional skill at levels three, six, nine, and twelve. All new skills start at level one proficiency.

Communications: Any (+5)

Domestic: Any

Electrical: Basic electronics only

Espionage: Any (+5%)

Mechanical: Automotive only

Medical: First aid or paramedic only (+5%, the latter counts as two skill selections).

Military: Any (+10%)

Physical: Any, except acrobatics

Pilot: Any (+10%)

Pilot Related: Any (10%)

Rogue: Any (+2%)

Science: Advanced math only (+10%)

Technical: Any (+5%)

Weapon Proficiencies: Any

Wilderness: Any (+5%)

Secondary Skills: The character also gets to select seven secondary skills from the previous list. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses (). All secondary skills start at the base skill level. Also, skill availability is limited as previously indicated in that list (any, only, none).

Appearance: A tall, bulky, powerfully built humanoid with grey to purple-grey skin, and black eyes located in sunken sockets. A pair of small horns protrude from the chin. Usually seen clad in bio-wizard body armor and augmented by bio-wizard devices and implants (see cover).

Average Life Span: To everybody's amazement, particularly the Kydians', their average life span is 140 years!

Weapons: Can use just about anything but tends to be equipped with Splugorth bio-technology devices. Otherwise, they love high-powered variable lasers, particle beam rifles, and rail guns. See bio-wizard devices.

Bio-Wizard Devices: Standard issue includes the Staff of Pacification (illustrated on the cover), Overlord power armor, one purirobe, two clotrobes, and two additional bio-wizard devices, weapons or microbes. Police will also have two zombitrons. Other creatures and equipment may be available upon assignment and/or at headquarters. Only the highest ranking officers are given a rune weapon, but never greatest rune weapons.

Available Bio-Wizard Weapons & Equipment Include:

Eylor Floating Eyes

Eylor Helm of Omnipotence (officers only)

Eylor Seeker-Hunter

Forearm Plasma Blaster

Helmet Laser

Jolt Gun

Microbes (available upon assignment)

Plasma Rifle

Psi-Interrogator

Psionic Rod (officers only)

Overlord Power Armor (standard issue)

Staff of Pacification (standard issue)

Staff of Power (special operatives and officers)

Staff of Eylor (special operatives and officers)

Staff of All Seeing (officers only)

Symbiotic Organisms (limited availability, usually for special operatives — dangerous parasites are never used on loyal minions)

Symbiotic Weapon Modifications (special operatives and officers)

Telepathic Holographic Imager (special operatives and officers)

Splugorth Powerlord

Augmented Kydian

This is a Kydian warrior who has received numerous bio-wizard implants, mechanisms and devices to make him super powerful. The process places such a strain on the alien's system that it reduces their life expectancy to about 90 years. However, to live to be 90 is still considered a wonderful thing and the Kydians consider it to be a great honor to be selected to become a Powerlord. About one-third of the Splugorth's Kydian troops are Powerlords!

The typical Powerlord looks just like the Overlord, complete with Overlord power armor. The only differences are the different bio-wizard staffs likely to be used, possible physical augmentation like extra limbs or a third eye, and these warriors seem even more muscular.

The Average Splugorth Powerlord (optional player character)

Note: Like the Splugorth Overlord, these characters are fanatically loyal to the Splugorth and any character who did not feel this way would be considered an ingrate or psychotic. These rogues are not welcome in Atlantis and will be attacked and captured or killed if they encounter Splugorth minions. Powerlords who dare to act against the Splugorth are hunted down by assassins and liquidated. One or two Conservators are the typical assassins selected for the job, but the Sunaj or other

minions can be given the assignment as well. Powerlord player characters should be a rarity and typically start at first or second level experience.

Alignments: Any, but usually aberrant or miscreant.

Attributes: I.Q. 2D6+3, M.E. 3D6+3, M.A. 3D6, P.S. 40*, P.P. 21*, P.E. 21*, P.B. 2D6, Spd 33 (22.5 mph/36 km). *P.S. is supernatural strength and all physical attributes are the result of transmutation.

Hit Points: See M.D.C.

M.D.C.: 75 plus body armor; becomes a mega-damage creature through bio-wizard transmutation.

Horror Factor: 12

P.P.E.: 1D4×10+20 from eyes of Eylor.

Weight: 400 to 600 lbs (180 to 270 kg).

Height: 8 to 10 ft (2.4 to 3 m).

Average Experience Level: 1D4+2—see R.C.C. & skills for details.

Bio-wizard Augmentation:

1. Retractable forearm blades (4D6 M.D.).
2. Eyes of Eylor: 20/20 vision, nightvision 600 ft (183 m), telescopic vision (6000 ft/1800 m), magnification to the 300th power, see aura, see the invisible, sense magic and see P.P.E. energy.
3. Mega-damage Transformation (see M.D.C.).
4. Select two additional bio-wizard augmentations (extra limbs, wings, sensors, etc.) or two symbiotic organisms.

Natural Abilities: Sees in the infrared and ultraviolet spectrum of light and color so the world is seen in hues of red, purple and blue. Skin is thick and resistant to the burning rays of the sun and radiation (half damage from radiation and heat/fire). Any other powers are acquired from bio-wizardry, magic, or technology and cybernetics if a run away rogue.

Combat Skills: Typically hand to hand: martial arts. The number of attacks varies with level of experience and combat skills.

Damage: P.S. 40: 6D6 S.D.C. on a restrained punch, 5D6 M.D. full strength punch or kick, 1D6×10 on power punch.

Bonuses (including attribute bonuses): Gets one extra melee attack due to their alien and war-like nature and one from boxing (possibly others from augmentation), +5 to strike, parry, and dodge, +2 to pull/roll with punch or fall, +3 to strike with body block/tackle (does 1D6 damage), +3 to save vs horror factor, +3 to save vs poison and magic.

Magic: P.P.E. 1D4×10+20. Never learns magic, but may have mystical powers from bio-wizard augmentation and devices (see Power Staff and Overlord body armor).

Psionics: None; other than possible powers gained from bio-wizardry and symbiotic organisms.

R.C.C.: Elite Warrior/Special Police.

R.C.C. Warrior Skills of The Powerlord: Same as the Overlord.

Appearance: Same as the Overlord except for possible augmentation.

Average Life Span: 90 years.

Weapons: Can use just about anything but tend to be equipped with Splugorth bio-technology devices. Otherwise they love high-powered variable lasers, particle beam rifles, and rail guns. See bio-wizard devices.

Bio-Wizard Devices: Standard issue includes the Staff of Power, Overlord power armor, psi-interrogator, two puriobes, two clotrobes, 1D4 magic leeches, 1D4 zombitrons, and two additional types of bio-wizard devices, weapons, or microbes (two doses). Others creatures and equipment may be available upon assignment and/or at headquarters. Only the high ranking officers are given rune weapons, but never greatest rune weapons.

Splugorth Slaver

a.k.a “The Minion”

This particular minion conducts slave raids on villages and peoples in lands and dimensions beyond Atlantis. If the slobbering mammoths have a true name of their own, it is not known to humans. Even the few who have visited the haunted spires of *Atlantis* know them only as “the Minion,” “Slaver,” or “Splugorth Slaver.” This has led to some rather unflattering and silly nicknames such as Sloogs, Sploogies, Minnies, Sploogie Minnies and Sploog Slaver (the latter is probably the most common nickname in Europe). Most humans and D-Bees living away from Atlantis never visit the continent so they think that the monstrous, multi-tentacled, Splugorth Slaver is the Splugorth, an especially common misconception among peasants.

The visage of the Slaver is demonic. The creature stands 10 to 12 feet (3 to 3.6 m) tall, with a pair of large, powerful arms and eight tentacles, suggesting that they may be aquatic in origin. The large, elongated head shares nothing in common with humans and the mouth is huge, filled with three to six inch canine teeth. If the beast ever had eyes, they have been replaced by the artificial sensors that band the head. The normal body of the Minion is serpentine, like a thick snake or eel, adding an additional eight to twelve feet to its overall size/length. The additional length of body is not apparent on the Eylor barge because the lower body is built right into the barge itself as a permanent fixture.

The Slaver is linked to the five eyes of the barge, plus an additional five floating eye-spheres and his staff of Eylor. Somehow, he can collate all the simultaneous data he is seeing from his eleven eyes and responds with lightning reflexes. This combination of acute sensory perception and magic makes the monster five times more alert and quick to action than the average human. The heightened senses also keep the Slaver so hyped, much like a Juicer, that he requires little sleep and is always ready for action. This may also account for their apparent fearlessness and willingness to take life threatening risks. As if this were not enough, the Minion also possesses additional powers from the staff of Eylor, the barge and floating eyes.

The Slavers are natural predators, which means they are instinctive hunters. This also means they have a craving for blood, preferably humanoid, and will occasionally feed on humanoids and animals.

Typical Splugorth Slaver (NOT available as a player character)

Alignment: Always miscreant or diabolic!

Horror Factor: 16

Typical Attributes: I.Q.: 10, M.E.: 25, M.A.: 6, P.S.: 28, P.P.: 19, P.E.: 23, P.B.: 4, Spd. 22 (not applicable to Minion Slavers)

Hit Points: 2D6×10, **S.D.C.:** Not applicable.

M.D.C.: Armor of Ithan engages instantly whenever there is any danger of attack (120 M.D.C. and can be renewed within 15 seconds, one melee round, after the initial armor is destroyed).

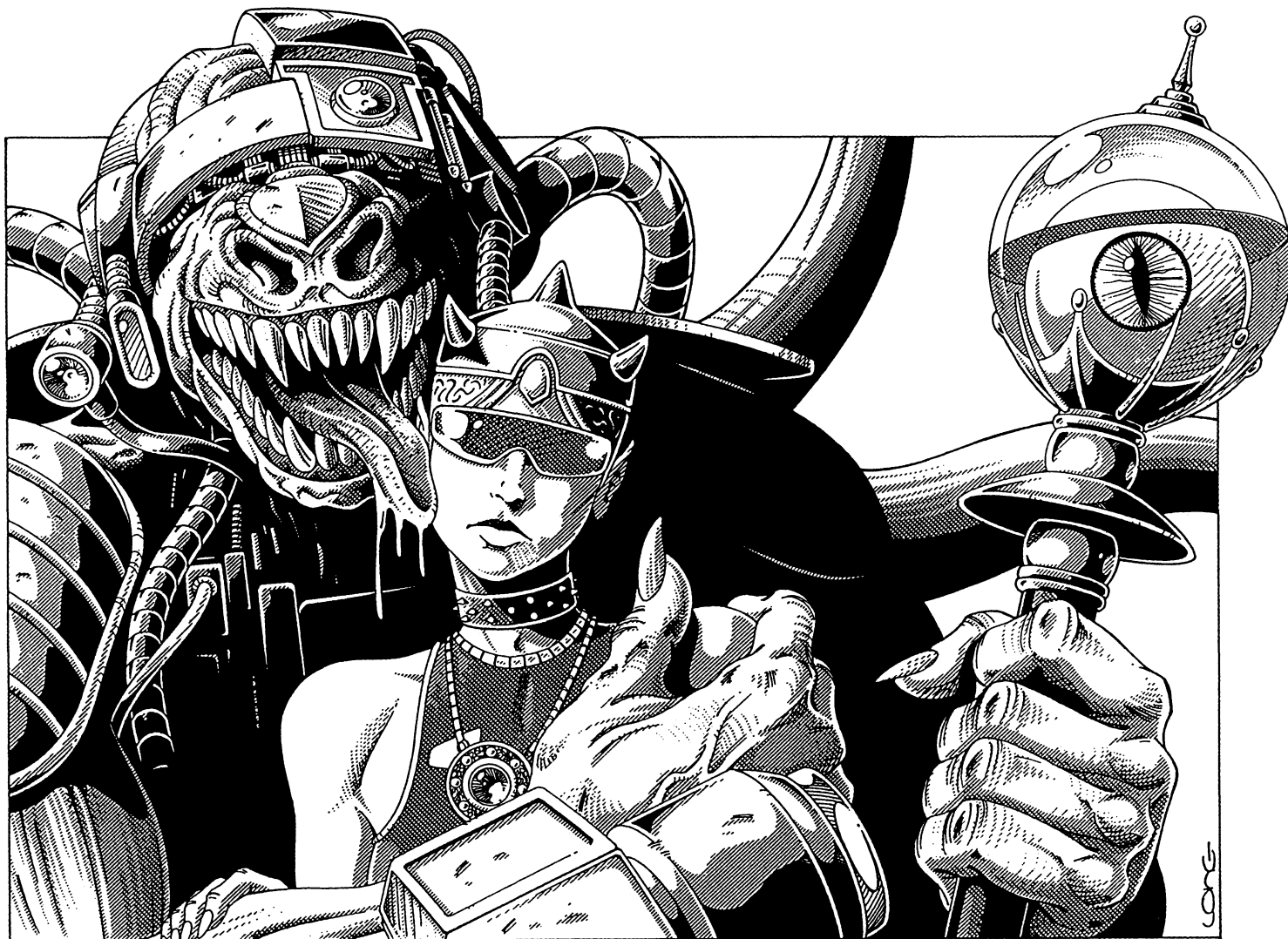
P.P.E.: 4D6×10, **I.S.P.:** 1D6×10.

Size: Usually stand about 10 or 12 feet tall (3 to 3.6 m) in the barge or from belly to head. Those who are not permanently bonded to a slave barge have a thick, snake-like lower body that measures another about 10 feet (3 m), for a total length of approximately 20 feet (6 m). **Note:** Only Minion Slavers venture beyond the continent of Atlantis to other lands.

Tentacles' Reach: 16 feet (5 m).

Combat: Twelve attacks per melee!

Bonuses: Can not be surprised or attacked from behind. +6 on initiative, +4 to strike, +10 to parry, +4 to dodge, +5 to save vs horror factor, +5 to save vs psionic attacks, +4 to save vs magic and poison, and +16% save vs coma/death. Also see the magic powers and weapon systems of the Eylor barge, eyes of Eylor (eye spheres) and the Staff of Eylor.



Damage:

Tentacle Strike: 6D6 S.D.C. + 13 (P.S. bonus).
 Tentacle Power Strike: 2D6 M.D., but counts as two attacks.
 Claws: 3D6 M.D.
 Bite: 2D6 M.D.

Natural Abilities: Swim 98%, hold breath for 6D6 minutes at a time, smell blood up to 4000 feet (1200 m), track by blood scent 66%, recognize the scent of human blood 66%, carnivorous (only eats meat, preferably human).

Psionic Powers: Mind block and telepathy.

Magic Powers: Limited abilities from the barge and eyes.

Splugorth Minions not bonded to the mystic barge possess half as many attacks per melee (5), half the bonuses, and no magic powers.

Weapons & Abilities: Powers from the barge, Staff of Eylor, Eylor floating eyes, barge blasters, forearm blaster, head laser, and other possible hand held weapons.

Bio-Wizard Devices: Most will have these items with them on the barge: six aerobic, aquarobe, clotrobe, purirobe, and watrobe microbes, twelve stasirobe, six mind slugs, twenty zombitrons and twelve mystic leeches. As well as one pathic healer and a telepathic holographic imager.

Blind Warrior Women

Altara Warriors — Slaves of the Splugorth

The blind warrior women of Altara are one of the most famous of the lesser minions, to humans, because of their association with the Splugorth Slaver; four to six warriors accompany every Splugorth slave barge. It is they who help capture and herd slaves. Each is an exceptional fighter, with heightened senses and martial arts skills. The Coalition has speculated that they are juicers or crazies, but there is no evidence to support such conjecture. Others have suggested that they are D-bee psychics, which is closer to the truth. Still others have suggested that the women are the ultimate examples of how humans can be trained, controlled and augmented by inhuman masters. Nobody knows for sure.

The Altarains were conquered by the Splugorth, about 2000 years ago. Over the years, they have been subjected to mind control, bio-wizard experimentation, and brutality. For generations they have been brain washed and conditioned to accept their destiny to be slaves.

From an outsider's point of view, the women are apparently loyal slaves. However, this is not entirely true. They obey the orders of the Splugorth's elite minions without question or hesitation, for to do otherwise means death. While many have come to accept and even enjoy their position in life, a sizeable percentage (about 25%) hate their captivity and defy, fight or try to escape whenever the opportunity avails itself. Runaways are usually sought by Slavers and fellow Altarains or Conservators. Those who offer great resistance are terminated

on the spot, others are captured and returned for reconditioning, experimentation, combat in the arena, or hard labor.

There are no blind warrior men and the women are sterile. The Altarains reproduce through an unusual means of cloning. The cloning process can be artificially initiated and controlled in a laboratory or the women can undergo a strange, natural(?) process of cloning. To accomplish the latter, the woman finds a safe, secluded area, goes into a trance, envelops herself in an ectoplasmic cocoon, and creates a nearly exact, adult duplicate. This “birthing” typically occurs once every 12 years and when the clone is seriously injured (crippled or dying). The entire process takes only 48 hours and remains a complete mystery, even to the Splugorth.

The clone has all the same physical and psionic attributes as the original, possesses a racial memory and knows all the same skills, except for secondary ones. The only other differences between the clone and the clone-mother are that the level of experience is half (adjust skills appropriately), secondary skills known by the clone-mother are not known by the clone, and deeply personal memories are not passed along. The alignment is usually, but not always, the same or a similar alignment. Physical injury, disease, and mutation are not passed on to the newborn. All warrior women are born blind, but are otherwise anatomically complete and healthy. They are instinctive warriors and paladin style crusaders with nearly indomitable wills and a hunger for challenge, adventure and combat. **Note:** Symbiotic, cybernetic, magic and even genetic modifications or additions are not passed on to the clone. This would suggest a separate DNA template is used to create clones.

Altara Warrior Women (pronounced “All-taar-ah”)

Note: The blind warrior women can be optional player characters. Women not subservient to the Splugorth and their minions are considered to be dangerous rogues who are not welcome in Atlantis. They will be attacked and captured, or killed, if they encounter Splugorth minions. Their capture can only lead to a dismal life of hard labor as a slave, gladiator, or the subject of experimentation. Although they can speak, the women are usually silent, talking only when absolutely necessary.

Alignment: Any, but typically anarchist or evil.

Attributes: I.Q.: 1D6 + 10, M.E.: 1D6 + 15, M.A.: 1D6 + 16, P.S.: 1D6 + 22, P.P.: 1D6 + 21, P.E. 1D6 + 22, P.B.: 2D6 + 14, Spd. 2D6 + 22; because they are clones, there is very little difference between the attributes of one warrior and another. The attributes listed in the *Rifts Sourcebook* are for your run of the mill warrior. These slightly higher ones are the more typical cream of the crop and player characters.

Hit Points: 1D4 × 10 plus 1D6 per each level of experience.

S.D.C.: 2D6 × 10.

M.D.C.: By magic or armor; the thin, rubbery looking suits offer 30 M.D.C., but rogues can wear any type of armor (prefer lightweight for mobility).

P.P.E.: 2D6, **I.S.P.:** 3D6 × 10.

Horror Factor: 12, not so much from their appearance, which is always very attractive, but from the recognition that they are the blind warrior women and dangerous in the extreme.

Height: 5.8 to 6.2 feet tall (1.7 to 1.9 m).

Weight: 160 lbs (72 kg).

Average Experience Level: 4th to 10th (2D4 + 2) — see R.C.C. & skills for details.

Combat: Eight attacks per melee regardless of level or combat training. Karate kick 1D8 S.D.C., Karate leap kick 2D8 S.D.C., Karate punch 1D6 S.D.C., critical strike on natural 18, 19, and 20, paired weapons. No penalties for being blind or in total darkness, psionically and magically compensated.

Bonuses: +1 to strike, +2 to parry and dodge, +2 on initiative, +4 to roll with punch or impact, +2 to pull punch, +2 to damage (S.D.C.), +2 to save vs psionic attack, +1 to save vs magic, +4

to save vs horror factor, and +10% save vs coma/death. All bonuses are in addition to attribute bonuses.

R.C.C. Skills of Note: All blind warrior women have the following skills: Hand to hand: martial arts, boxing, gymnastics, general athletics, running, climbing (+10%), swimming (+10%), prowl, land navigation (+5%), wilderness survival (+10%), identify plants (+5%), skin and prepare animal hides (+10%), preserve food (+5%), cook (+5%), demon and monster lore (+5%), basic math (+20%), intelligence (+5%), paramedic (+10%), hunting, W.P. Archery, W.P. Blunt, W.P. Knife, W.P. Sword, W.P. Energy Pistol, and W.P. Energy Rifle.

Secondary Skills: Each warrior can learn six secondary skills from any skill category except medical, electrical, and science.

Psionic Powers: I.S.P.: 3D6 × 10 plus 1D6 per level of experience. Sixth sense, presence sense, empathy, sense magic, sense evil, object read, clairvoyance and mind block.

Special Super Powers:

1. Heightened sense of hearing, equal to cybernetic amplified hearing.

2. Heightened sense of smell: Recognize specific odors: 90%. Recognize a specific person or animal by scent alone: 70% +1% per level of experience. Recognize poisons and toxins: 80% +1% per level of experience. Track by scent: 80% (-20% in cities or burbs).

3. Heightened sense of touch: Can recognize items by feel, 66% + 2% per level of experience.

4. Radar Sense: Enables the warrior to know/sense the location of people, objects, movement and the general shape of the environment around her. Interpret shapes: 85%, estimating distances: 95%, estimating direction: 75%, estimating speed: 75%, estimating exact location: 75%; plus 1% per level of experience for each of the latter three abilities. **Bonuses** already applied to combat stats. **Radar Range:** 1200 feet (366 m).

5. Extraordinary Physical Endurance: Unnatural physical endurance reflected in P.E. attribute and high S.D.C. **Note:** Based on powers found in *Heroes Unlimited RPG*, suggesting that these warriors are D-Bees or genetically altered/mutants.

Penalties: Senses are fouled by storms of all kind, rain, snow, sand, dust, ley line storms and smoke too. Reduce all radar, hearing and smell abilities and combat bonuses by half.

Weapons: A conventional dagger, vibro-blade, net gun, laser wrist blaster, and mental incapacitator are standard issue to warriors who accompany the Splugorth Slaver. They can also use most other energy and hand-held weapons.

Magic: Each warrior wears a magic talisman that enables her to create an Armor of Ithan spell around herself three times a day. **Duration:** Ten minutes (40 melee rounds), **M.D.C.:** 100. **Note:** Unlike the usual Talisman of the Rifts world, this Splugorthian talisman recharges every 24 hours; three spells per day.

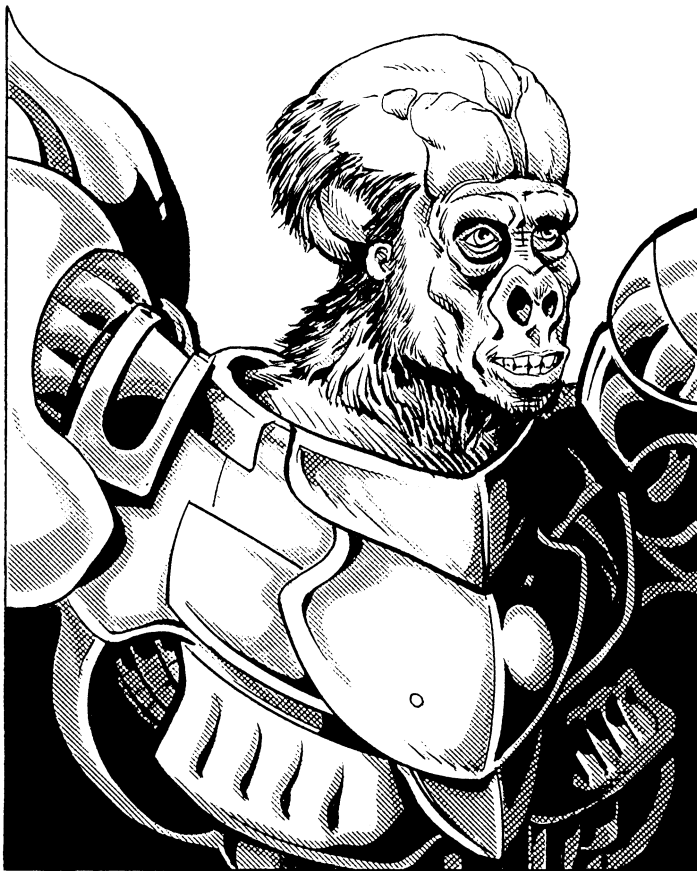
Her only other protection is the light, padded M.D.C. armor and helmet she wears; 30 M.D.C.

Bio-wizard devices: Varies with the assignment. They are frequently given aerobes, aquarobes, clotrobes, purirobes, stasirobes and watrobes. Those who have shown great loyalty and bravery in the field are occasionally awarded an Absurr life node symbiote or chest amalgamate (either makes the character an M.D.C. creature).

Bio-Wizard Weapons & Equipment available upon assignment:

Eylor Floating Eyes	Jolt Gun
Eylor Seeker-Hunter	Microbes
Forearm Plasma Blaster	Plasma Rifle
Helmet Laser	Psi-Interrogator

Telepathic Holographic Imager (special operatives and officers)
Symbiotic Organisms (limited availability, usually for special operatives — dangerous parasites are never used on loyal minions)



K. SIEMBIEDA - 1992

The Kittani

The Kittani are a technologically advanced race from another world. In the past, they had used their vast technological superiority to conquer their planet and then moved on to conquer others. They are incredibly inventive, resourceful, brilliant and aggressive. They love challenges, whether it be in the laboratory, building some new marvel or on the battlefield in mortal combat. They are a high spirited, energetic and cheerful people, but also cruel and evil. They see most other life forms as their inferiors waiting to be conquered, enslaved, and tormented, thus they get along well with the Splugorth.

The Kittani had conquered many worlds and were exploring the outer reaches of their galaxy when they encountered a race of aliens obsessed with the annihilation of all humanoid life. To the Kittani's disbelief, they were no match for these invaders and their billions of cybernetic warriors. These alien marauders, who called themselves *The Mechanoids*, were relentless, despite heavy losses. In fact, the seven year conflict that ensued was one of the most extensive and cataclysmic wars the Mechanoids had ever waged. But in the end, the Kittani fell, as had all others.

Splynncryth discovered a fleeing Kittani armada filled with refugees trying to escape the encroaching Mechanoid force. He saved them from the brink of destruction by opening a gateway to another dimension. After a brief period of negotiation, an alliance was struck that has lasted 38,000 years. The Kittani have prospered and are found scattered throughout the empire of the Splugorth. The greatest number are found in the domains of Lord Splynncryth.

The Kittani have served the Splugorth well and faithfully. They respect the Splugorth as great conquerors and creatures of power. As a result, they are honored to live, work and fight for them and aspire to soon join the elite ranks of the Splugorth's Minions. The Kittani's goal is to be allowed to again conquer entire worlds using only their

people and skills, not as part of a larger force. They are also fascinated by the coupling of magic and technology and long to unearth the secrets of rune magic.

Kittani Warrior R.C.C.

(Optional player character)

Note: The only known Kittani in existence are those who have sworn loyalty to the Splugorth. Traitors are hunted down and captured or killed. Their capture can only lead to a life of hard labor as a slave, gladiator, or the subject of experimentation. Player characters should start at first or second level experience.

Alignments: Any, but usually aberrant or miscreant.

Attributes: I.Q. 2D6+14, M.E. 2D6+14, M.A. 2D6+10, P.S. 3D6+8, P.P. 3D6+3, P.E. 3D6+6, P.B. 2D6+2, Spd 3D6. Don't forget to add the I.Q. skill bonus to all skills.

Hit Points: P.E. number plus 1D6 per level of experience.

S.D.C.: 50 plus skill bonuses; typically wears mega-damage power armor into combat.

Horror Factor: 10 when in power armor or bots.

P.P.E.: 1D6

Weight: 170 to 250 lbs (76.5 to 112.5 kg)

Height: 5 to 6 ft (1.5 to 1.8 m)

Average Experience Level: 1D4+1 for NPCs

Natural Abilities: Good color vision, other senses are about equal to a human's.

Combat Skills: Typically hand to hand: expert. The number of attacks varies with level of experience and combat skills. Will often fight to the death rather than admit defeat — courageous to the end.

Damage: Varies with P.S. attribute, but the most common range is P.S. 21 to 30: 4D6 S.D.C. on a restrained punch, 2D6 M.D. full strength punch or kick, 4D6 M.D. on power punch.

Bonuses: Gets one extra melee attack from the boxing skill, +1 to strike, parry, and dodge, +1 to pull/roll with punch or fall, +1 to strike with body block/tackle, +2 to save vs horror factor; these are all in addition to attribute bonuses.

Magic: None; the Splugorth don't want them to learn any of the mystic arts. Those who are discovered secretly studying the ways of magic are terminated.

Psionics: 2D4×10 I.S.P. plus 1D6+1 per level of experience. Considered a major psionic. Powers include: Mind block, sixth sense, speed reading, total recall, object read and telemechanics.

R.C.C. Skills of the Kittani Warrior

Basic & Advanced Math (+20%)

Radio: Basic (+15%)

Radio: Scrambler (+15%)

Surveillance Systems (+10%)

Basic Electronics (+10%)

Intelligence (+10%)

Pick Locks (+10%)

Pilot: Robots & Power Armor

Pilot: Robot Combat: Basic

Pilot: Two of choice

Language: Dragonese/Elf and Gobblely (+30%)

Boxing or Wrestling (pick one)

Climbing (+10%)

Swimming (+10%)

W.P. Blunt

W.P. Sword

W.P. Energy Pistol

W.P. Energy Rifle

W.P. Three of choice

Hand to Hand: Expert; can be changed to martial arts or assassin at the cost of one "other" skill.

O.C.C. Related Skills: Select four other skills and three additional W.P.s, plus one additional skill at levels three, six, nine, and twelve. All new skills start at level one proficiency.
 Communications: Any (+5)
 Domestic: None
 Electrical: None
 Espionage: Any (+5%)
 Mechanical: Any (+5%)
 Medical: Any
 Military: Any (+10%)
 Physical: Any, except acrobatics
 Pilot: Any (+10%)
 Pilot Related: Any (10%)
 Rogue: Any
 Science: Any
 Technical: Any (+5%)
 Weapon Proficiencies: Any
 Wilderness: Any (+4%)

Secondary Skills: The character also gets to select five secondary skills from the previous list. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses (). All secondary skills start at the base skill level. Also, skill availability is limited as previously indicated in that list (any, only, none).

Appearance: Humans may think of the Kittani as an advance race of apes. They have facial features that resembles a gorilla, the body is powerfully built and covered in short black hair. Yet despite their ape-ish appearance, the Kittani have fully articulated hands with six fingers and an opposable thumb and a huge skull that holds and equally large brain. They are incredibly intelligent, quick to learn and psionic.

Average Life Span: 120 years

Weapons: They love high technology, so the more advanced and deadly the better. They also love items created by techno-wizardry, bio-wizardry, rune and other forms of magic. They will use just about any weapon imaginable as long as it meets the challenge; they like to think they are the best in combat using all types of weapons, including primitive swords and bludgeons.

Bio-Wizard Devices: The occasional officer or special forces operative may receive some bio-wizard implant or augmentation, but most Kittani avoid any form of alteration of the physical body. Instead, they prefer to use robots and power armor. However, they will use bio-wizard microbes and the occasional parasite and symbiote, especially on others.

Kittani Field Mechanic/Scientist R.C.C.

(Optional player character)

Note: All stats are the same as the Kittani Warrior except for those skills listed below.

R.C.C. Skills of the Kittani Field Mechanic/Scientist R.C.C.

Basic & Advanced Math (+20%)
 Radio: Basic (+15%)
 Electrical Engineer (+10%)
 Robot Electronics (+10%)
 Mechanical Engineer (+10%)
 Robot Mechanics (15%)
 Weapons Engineer (+5%)
 Computer Repair (+10%)
 Computer Operation (+10%)
 Computer Hacking (+15%)
 Land Navigation (+5%)
 Pilot: Robots & Power Armor
 Pilot: Motorcycle (including uni-hovercycle) +10%

Pilot: Two of choice (+5%)
 Language: Dragonese/Elf and Gobblely (+30%)
 Climbing (+10%)
 Swimming (+10%)
 W.P. Energy Pistol
 W.P. Energy Rifle
 W.P. One of Choice
 Hand to Hand: Expert; can be changed to martial arts or assassin at the cost of two "other" skills.

O.C.C. Related Skills: Select six other skills and three additional W.P.s, plus one additional skill at levels three, six, nine, and twelve. All new skills start at level one proficiency.

Communications: Any (+5%)
 Domestic: Any
 Electrical: Any (+10%)
 Espionage: None
 Mechanical: Any (+5%)
 Medical: Paramedic only (+5%)
 Military: Any (+10%)
 Physical: Any, except acrobatics and wrestling.
 Pilot: Any (+5%)
 Pilot Related: Any (+10%)
 Rogue: None
 Science: Any (+5%)
 Technical: Any
 Weapon Proficiencies: Any
 Wilderness: Any

Secondary Skills: The character also gets to select six secondary skills from the previous list. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses (). All secondary skills start at the base skill level. Also, skill availability is limited as previously indicated in that list (any, only, none).

Kittani Espionage Agent (Optional player character)

Note: All stats are the same as the Kittani Warrior except for those skills listed below.

R.C.C. Skills of the Kittani Espionage Agent

Basic & Advanced Math (+10%)
 Radio: Basic (+10%)
 Radio: Scrambler (+10%)
 Basic Electronics (+5%)
 Computer Operation (+10%)
 Computer Hacking (+5%)
 Escape Artist (+5%)
 Pick Locks (+10%)
 Pick Pockets (+10%)
 Intelligence (+10%)
 Streetwise (+10%)
 Pilot: Robots & Power Armor
 Pilot: Motorcycle (including uni-hovercycle) +10%
 Pilot: Jet Pack
 Pilot: Two of choice (+5%)
 Language: Dragonese/Elf and Gobblely (+30%)
 Climbing (+10%)
 W.P. Energy Pistol
 W.P. Energy Rifle
 W.P. Two of Choice
 Hand to Hand: Expert; can be changed to martial arts or assassin at the cost of one "other" skill.

O.C.C. Related Skills: Select five other skills and three additional W.P.s, plus one additional skill at levels three, six, nine, and twelve.

All new skills start at level one proficiency.
 Communications: Any (+10%)
 Domestic: Any
 Electrical: None
 Espionage: Any (+10%)
 Mechanical: None
 Medical: None
 Military: Any (+10%)
 Physical: Any, except acrobatics and wrestling.
 Pilot: Any (+5%)
 Pilot Related: Any (5%)
 Rogue: Any (+4%)
 Science: Any
 Technical: Any
 Weapon Proficiencies: Any
 Wilderness: Any

Secondary Skills: The character also gets to select five secondary skills from the previous list. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses (). All secondary skills start at the base skill level. Also, skill availability is limited as previously indicated in that list (any, only, none).

Bio-wizard devices: About 10% have a lesser rune weapon or bio-wizard weapon, 30% have minor augmentation, typically mega-damage transmutation, retractable blades, sensor hairs, mind link, and/or life node or Elom. Most agents can also use microbes and parasites against the enemy for special missions.

Kittani Weapons & Bots

The Kittani build weapons, bots and power armor that are even better than Triax systems! These items are described in the “Splugorth Market” section of the book, even though most of the power armor and robot vehicles are never sold. The only way to acquire them is to steal or capture one. Triax or the Coalition would trade several millions of credits in weapons and equipment to purchase and study a captured Kittani vehicle. Few people have ever seen one, let alone captured one. Since the Kittani usually fight to the death, only scrap metal remains after a battle.

The Metztl

The Metztl are strange, truly monstrous aliens who share nothing in common with humanoid life forms. They are huge, ugly, mean, and diabolical. Unlike the Splugorth, who rely so heavily on magic, the Metztlains rely on psionics and their natural super abilities. They see humanoids and other comparatively weak life forms, as nothing more than potential slaves and food.

The Metztl society is loosely hive-like in that the creatures instinctively work in an orderly society with a rigid caste system. The leaders of this society are the Murex and Volute. Next in line is their smaller brothers, the Murvolva and Murvoma, followed by the Kree-Carapace drones. The Kree-long Carapace is a subservient worker drone (and to a lesser degree, fighter) and the Kree-warr Carapace is the soldier drone and a secondary worker. For every 200 Carapace there is one Murex and for every 500 there is one Volute. The drones obey the Murex and Volute without question and will fight to the death to protect them. The acting queen is a giant Volute or Murex (three times normal size) that is built into the central building/hive. As the queen, she has but one duty and that is to lay eggs and generally manage the minions around the hive. However, unlike most hive mentality creatures, the Murex, Volute and Murvolva are free to do as they please, as long as it does not seriously endanger the community. Thus, these three higher beings can run off on adventures, hunt, explore, and enjoy many per-

sonal pleasures. These higher Metztlains may also take 1D6+1 Kree-long or Kree-warr, and/or 1D4 Murvolva (who love to tag along) with them on their excursions. A single Murex, Volute, or Murvolva may command as many as a hundred drones in defense of the community, queen or territory — they are very territorial creatures.

In recent years, and with subtle encouragement from the Sunaj, the Metztl have grown less and less content with their position as a subservient ally to the Splugorth. This could lead to a conflict between the two powers at some point in the future. Certainly the Metztl would side with the Sunaj (or Mechanoids) if a conflict erupted and Splugorth was on the defensive.

Population division among the Metztl

6% Volute Metztl
 10% Murex Metztl
 22% Murvolva Metztl
 18% Murvoma Metztl
 24% Kree-long Carapace Metztl
 20% Kree-warr Carapace Metztl

Murex Metztl

The Murex might be considered a hell-spawned demon, for although it is not supernatural, it is so evil and cruel that it can hardly be considered anything else. The Murex, sometimes accompanied by drones or other foul creatures, including the Minions of Splugorth, have been known to attack humans and D-bees without provocation. They will attack soldiers or towns, but seldom fight to the death. They can also play insidious games, inciting and protecting other, less powerful, evil beings to cause mischief and mayhem.

Alignments: Any, but almost always diabolic or miscreant.

Attributes: I.Q. 3D6+6, M.E. 24, M.A. 2D6, P.S. of tentacles 40, P.P. of tentacles 24, P.E. 30, P.B. 1D6, Spd crawling 2D4, swimming 2D4×10, flying 2D4×10.

Hit Points: See M.D.C.

M.D.C. by Location:

Tentacles (12) — 75 each
 Mouth — 300
 Sensor Lobe (above mouth) — 1000
 Eyes (2, giant, behind sensor) — 100 each
 Forward Cannons (2) — 150 each
 Main Body — 5000

Horror Factor: 17

P.P.E.: 1D6×10

Weight: 40 tons

Size: 20 to 30 feet (6 to 9 m) tall and about 50 ft (15.2 m) long.

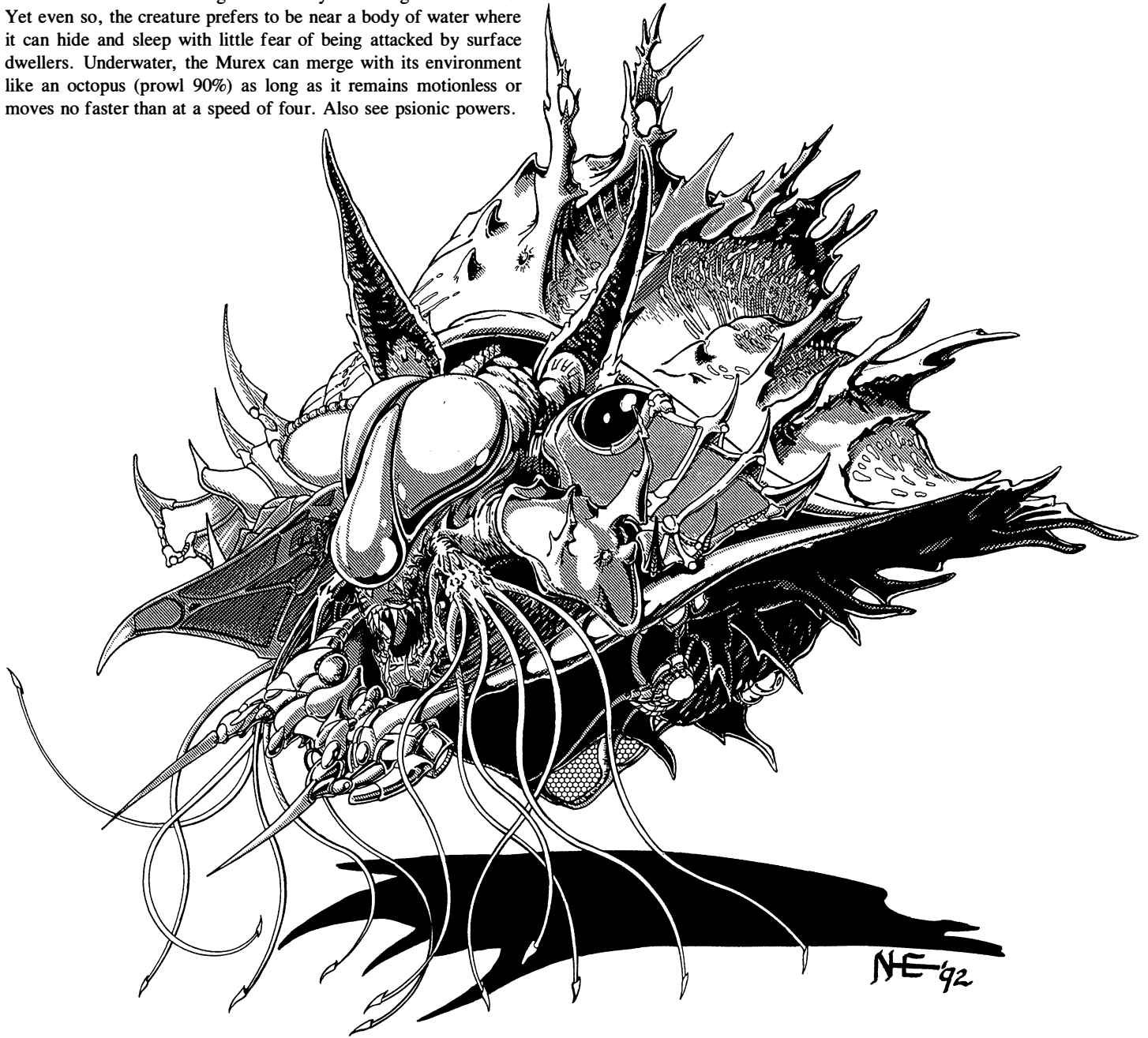
Experience Level: Equal to a sixth level character, occasionally as high as ninth level.

Natural Abilities: Twelve prehensile tentacles that serve as both limbs and weapons. Each tentacle is about 20 feet (6 m) long and lightning quick. If destroyed, it will regenerate in a matter of 2D4 days.

The sensor lobe contains the mechanisms for most of the monster’s other senses and powers. Hearing is equal to cybernetic amplified hearing, it also possesses sonar, motion detection, and a keen sense of smell (identify odors 70%, identify people by scent 55%, track by smell 60%, track by the scent of blood and decay 85% — two mile/3.2 km range, twice the range underwater). Its vision is terrible above water and it can only see clearly for about 500 feet (155 m), but excellent underwater, where its vision is sharp, long distance and can even see in dark, murky water. Even if blinded, the creature loses only one point from all combat bonuses because it relies mostly on its other heightened senses and psionics.

Other abilities include flying and swimming 98%. It can live indefinitely on land or underwater — gills and lungs, but prefers

land where it can molest a greater variety of intelligent life forms. Yet even so, the creature prefers to be near a body of water where it can hide and sleep with little fear of being attacked by surface dwellers. Underwater, the Murex can merge with its environment like an octopus (prowl 90%) as long as it remains motionless or moves no faster than at a speed of four. Also see psionic powers.



Combat Skills: 14 physical, hand to hand attacks, or 7 psionic attacks per melee, or three psi-attacks and six physical attacks. Critical Strike on a roll of a Natural 19 or 20.

Damage: Tentacles: 6D6 S.D.C. from a restrained strike, 5D6 M.D. full strength strike, or 1D6×10 M.D. power strike (counts as two melee actions). Each tentacle is prehensile and has a spiked barb at the end.

The tentacles can also be used to entangle, pin and crush (6D6 M.D. per melee round to crush). Entangled/pinned opponents cannot take physical action or make physical attacks.

The huge mouth can swallow a man whole and does 1D6×10 M.D. A body ram/block does 2D6×10 M.D., but counts as two melee attacks.

The forward cannon fires electromagnetic energy pulses: 5D6 M.D. for a single blast or 1D6×10 for two simultaneous blasts, range: 4000 ft (1219 m). Rate of fire: As many as six double blasts or 12 single blasts; each shot counts as one melee attack. Payload: Unlimited. The forward cannons can also be used to impale an

opponent, inflicting 1D6×10 M.D. or 2D6×10 from a ram. Underwater, the magnetic pulses can be used to distort sonar and disorient sea mammals such as whales.

Also see psionic powers and natural abilities.

Bonuses (all bonuses included): +2 on initiative, +6 to strike, +10 to parry, +2 to dodge, +6 to pull punch, +2 to roll with punch or impact, and +4 to strike with body block/ram. +6 save vs horror factor, +5 to save vs psionics, +8 to save vs magic and poison.

Magic: 1D6×10 P.P.E., but do not study the mystic arts.

Psionics: 1D4×100 I.S.P. plus 20 per level of experience. Resist fatigue, resist hunger, resist thirst, impervious to cold, levitation, death trance, presence sense, telepathy, total recall, astral projection, telekinesis (physical), hydrokinesis, electrokinesis, mind bolt, P.P.E. shield, and mind block auto-defense. All Metztlas are considered master psionics.

Weapons: Electromagnetic cannons (described under damage), but can also use hand-held weapons like swords, maces, rocks, etc., with its tentacles. The Murex is fascinated by magic and likes to accumu-

late and use magic weapons and items, but still tends to rely on its natural physical and psi-powers.

Bio-Technology Devices: None, occasionally uses symbiotes.

Skills of Note: The Murex have little need for technology, but know basic and advanced math and study astronomy, biology, botany, demon and monster lore, land (and underwater) navigation, and wilderness survival all at +20%. The typical Murex also speaks Dragonese and 1D4 other languages.

Appearance: A carnivorous monster encased in a shell.

Average Life Span: 5000 years

Note: Not available as a player character.

Volute Metztlá

This is another of the evil elite, very similar in disposition and emotions to the Murex. Physically and psionically, the creature is very different from the Murex and more dangerous in close combat.

Alignments: Any, but almost always diabolic or miscreant.

Attributes: I.Q. 3D6 + 8, M.E. 28, M.A. 2D6, P.S. of legs/fingers 50, P.P. of legs/fingers 24, P.E. 30, P.B. 1D6, Spd crawling 3D6 + 24, swimming 3D4 × 10, flying 1D4 × 10 + 12.

Hit Points: See M.D.C.

M.D.C. by Location:

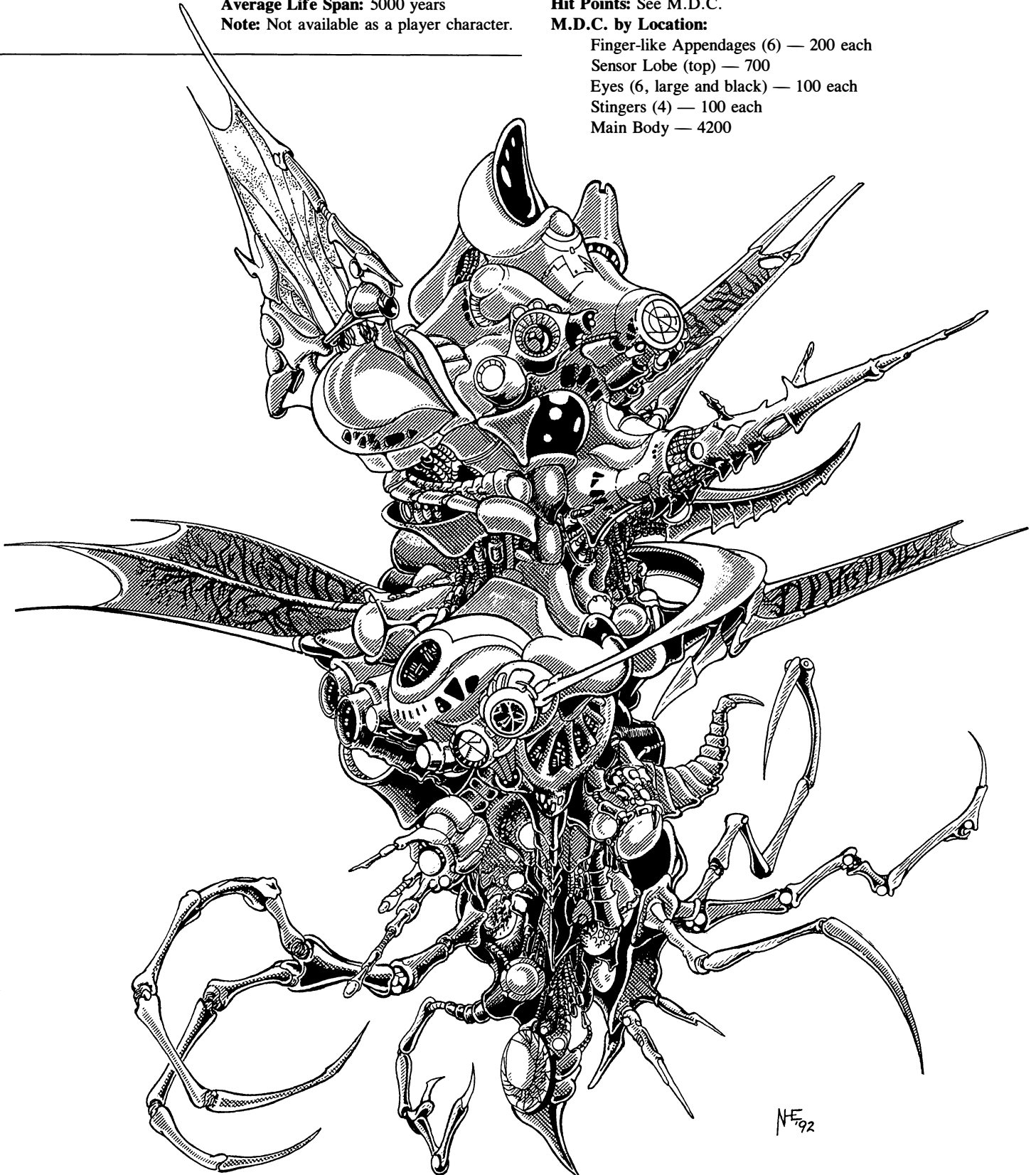
Finger-like Appendages (6) — 200 each

Sensor Lobe (top) — 700

Eyes (6, large and black) — 100 each

Stingers (4) — 100 each

Main Body — 4200



Horror Factor: 18

P.P.E.: 1D4 × 10

Weight: 40 tons.

Size: 20 to 30 feet (6 to 9 m) tall and about 10 ft (3 m) wide.

Experience Level: Equal to a seventh level character, sometimes as high as tenth level.

Natural Abilities: Prehensile appendages (6) that are used like fingers and legs, as well as weapons. Each finger is about 15 feet (4.6 m) long and quick and agile. The appendages are assisted by many additional, smaller spines and appendages that snag onto rocks and rough surfaces, enabling the thing to climb reasonably well (60%), especially underwater (+15%). If destroyed, the appendage will regenerate in a matter of 3D4 days.

The sensor lobe contains the mechanisms for most of the monster's other senses and powers. Hearing is equal to cybernetic amplified hearing, it also possesses sonar, motion detection, and keen sense of smell (identify odors 60%, identify people by scent 50%, track by smell 50%, track by the scent of blood and decay 80% — two mile/3.2 km range, twice the range underwater).

The Volute's vision is much better than the Murex and is roughly equal to that of a human's. Underwater, its vision is even sharper and it can see twice the distance and even in dark, murky water. It has a total of six black eyes hidden among the knobs and protrusions of its protective shell. This means it can see in all directions at once, making it impossible to surprise. Even if all the eyes are blinded, the creature loses only two points from all combat bonuses because it can rely on its other heightened senses and psionics until the eye grows back (regenerates in 1D4 weeks).

Other abilities include flying and swimming 98%. It can live indefinitely on land or underwater — gills and lungs, but prefers land where it can molest other intelligent life forms in greater abundance. Yet even so, the creature prefers to be near a body of water where it can hide and sleep with little fear of being attacked by surface dwellers. Underwater, the Volute can merge with its environment like an octopus (prowl 80%) as long as it remains motionless or moves no faster than at a speed of four. Also see psionic powers.

Combat Skills: Ten physical, hand to hand attacks or six psionic attacks, or three psi-attacks and five physical attacks. Critical Strike on a roll of a Natural 19 or 20.

Damage: Finger appendages: 1D6 × 10 S.D.C. from a restrained strike, 6D6 M.D. full strength strike, or 2D4 × 10 M.D. power strike (counts as two melee actions). Each finger is prehensile and has a sharp, spiked tip.

The large, stinger-like protrusion in the center of the appendage cluster is the mouth. It projects down from the lower body and can stab or bite (like a bird's beak). Stab does 5D6 M.D. while a bite does only 3D6 M.D.

A body ram/block does 2D6 × 10 + 10 M.D. (the +10 is from the many protruding spikes and barbs), but counts as two melee attacks.

It has no long range attacks but does have four retractable stingers. Each measures about 10 feet (3 m) long when fully extended and inflicts 1D6 M.D. from the sting and releases a powerful paralyzing toxin that even affects dragons and other mega-damage creatures. Humans and other mortals are -3 to save vs non-lethal poison, dragons and supernatural beings are -1 to save. The poison causes blurred vision, weakness, and paralysis of the arms and secondary appendages. Victims reduce the number of melee attacks, speed and combat bonuses to two. That's right, two! Victims can do little more than stand in a stupor, weak, numb and disoriented. The duration of the poison: 2D4 melee rounds per each sting for humans and most D-bees, 1D4 melee rounds per each sting for dragons and supernatural creatures. **Note:** It would take about 40 stings to affect a Splugorth or other alien intelligence for one melee (15 seconds).

Bonuses (all bonuses included): +4 on initiative, +7 to strike, +8 to parry, +4 to dodge, +4 to pull punch, +2 to roll with punch or impact, and +2 to strike with body block/ram. +6 save vs horror factor, +7 to save vs psionics, +8 to save vs magic and poison.

Magic: P.P.E. 1D4 × 10; but no magic power or knowledge.

Psionics: 1D4 × 100 + 100 I.S.P. plus 20 per level of experience. Healing touch, deaden pain, psychic diagnosis, detect psionics, sense magic, see aura, see the invisible, presence sense, telepathy, total recall, astral projection, ectoplasm, super telekinesis, telekinetic force field, bio-manipulation, empathic transmission, mind bolt, group mind block, and mind block auto-defense. All Metztlas are considered master psionics and the Volute is the most powerful.

Weapons: See damage and psi-powers. Never uses a man-made weapon.

Bio-Technology Devices: None, occasionally uses symbiotes.

Skills of Note: The Volute has little need for technology, but knows basic and advanced math and studies astronomy, biology, botany, demon and monster lore, land (and underwater) navigation, and wilderness survival, all at +20%. The typical Volute also speaks Dragonese and 1D4 + 1 other languages.

Appearance: A monstrous conglomeration of many things.

Average Life Span: 6000 years

Note: Not available as a player character.

Murvolva Metztlas

A comparatively small and lesser Metztlas whose job it is to hunt, scavenge food, spy, and assist its larger brothers. They are mean, testy, little beasts who enjoy chasing, toying with and tormenting other creatures. They often travel in groups of two to six and frequently accompany their larger, meaner brothers or command 1D6 + 1 of their Kree-Carapace cousins.

Alignments: Any, but almost always diabolic or miscreant.

Attributes: I.Q. 3D6, M.E. 21, M.A. 2D6, P.S. of tentacles 20, P.P. of tentacles 20, P.E. 24, P.B. 1D6, Spd crawling 2D4, swimming 2D6 × 10, flying 4D4 × 10.

Hit Points: See M.D.C.

M.D.C. by Location:

Tentacles (2; retractable) — 30 each

Sensor Lobe (top of head) — 500

Eyes (9) — 25 each

Forward Cannons (2) — 100 each

Bony Fins (2) — 150 each

Bony Spine (1) — 300

Main Body — 1000

Horror Factor: 14

P.P.E.: 1D4 × 10

Weight: Two tons

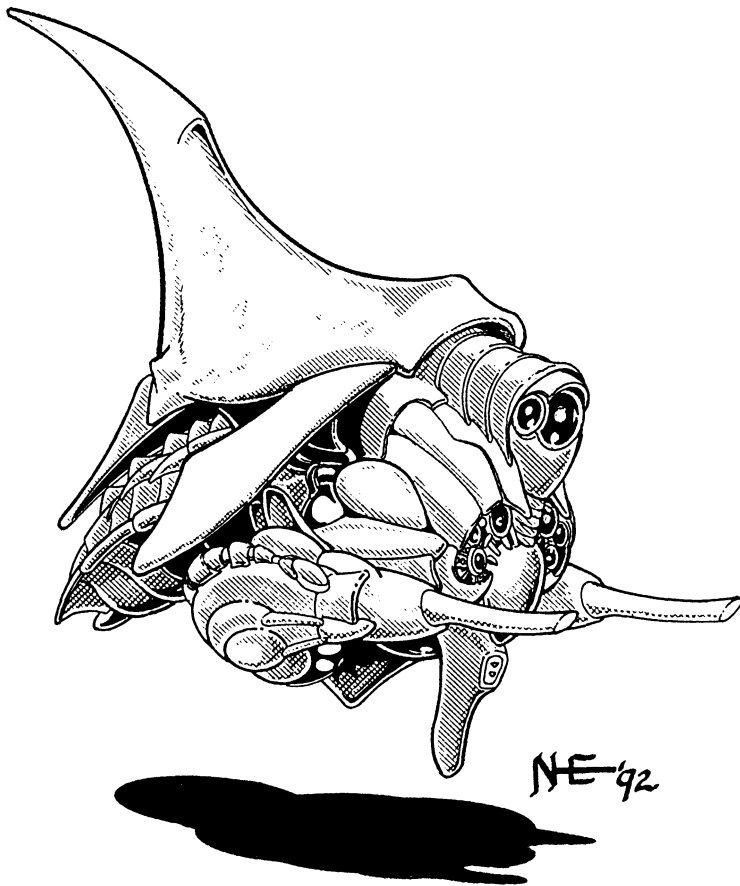
Size: 8 to 12 feet (2.4 to 3.6 m) tall and about 10 ft (3 m) long.

Experience Level: Equal to a fifth level character, occasionally as high as seventh level.

Natural Abilities: Two retractable, prehensile tentacles that serve as limbs and weapons. Each tentacle is about 10 feet (3 m) long and agile. If destroyed, it will regenerate in a matter of 2D4 days.

The sensor lobe contains the mechanisms for most of the monster's other senses and powers. Hearing is equal to cybernetic amplified hearing, it also possesses sonar, motion detection, and keen sense of smell (identify odors 75%, identify people by scent 65%, track by smell 75%, track by the scent of blood and decay 90%; two mile/3.2 km range, twice the range underwater).

Its vision is quite good, slightly better than a human's. Underwater, the vision is even sharper and it can see a distance twice as great, as well as see in the infrared light spectrum and in dark, murky waters. Even if blinded, the creature loses only two points



from all combat bonuses because it can rely on its other heightened senses and psionics.

Other abilities include flying and swimming 98%. It can live indefinitely on land or underwater — gills and lungs, but enjoys land because there are many more intelligent life forms to hunt and torment. Like its brothers, the creature prefers to hide and sleep underwater whenever possible. Underwater, the Murvolva can merge with its environment like an octopus (prowl 90%) as long as it remains motionless or moves no faster than at a speed of four. Regular prowl ability is 50%. Also see psionic powers.

Combat Skills: Eight physical, hand to hand or energy attacks, or four psionic attacks per melee, or two psi-attacks and four physical attacks. Critical Strike on a roll of a Natural 20.

Damage: Tentacles: 3D6 S.D.C. from a restrained strike, 1D6 M.D. full strength strike, or 2D6 M.D. power strike (counts as two melee actions). Each tentacle is prehensile. The tentacles can also be used to entangle, pin and crush (1D6 M.D. per melee round to crush). Entangled/pinned opponents cannot take physical action or make physical attacks.

The mouth is in the front, covered by a retractable shell covering; does 1D6 M.D. by biting. A body ram/block does 2D6 M.D., but counts as two melee attacks.

The two forward cannons fire electromagnetic energy pulses much like the Murex: 3D6 M.D. for a single blast or 6D6 for two simultaneous blasts, range: 3000 ft (914 m). Rate of fire: As many as six blasts, double or single; each shot counts as one melee attack. Payload: Unlimited. Underwater, the electromagnetic pulses can be used to distort sonar and disorient sea mammals such as whales.

Also see psionic powers and natural abilities.

Bonuses (all bonuses included): +3 on initiative, +6 to strike, +3 to parry, +5 to dodge, +2 to pull punch, +2 to roll with punch or impact, and +2 to strike with body block/ram, +6 save vs horror factor, +2 to save vs psionics, +5 to save vs magic and poison.

Magic: 1D4 × 10 P.P.E., but does not study the mystic arts.

Psionics: 2D6 × 10 I.S.P. plus 10 per level of experience. Resist fatigue, see the invisible, see aura, nightvision, impervious to cold, levitation, death trance, presence sense, telepathy, telekinesis (physical), hydrokinesis, mind bolt, and mind block auto-defense. All Metztl are considered master psionics.

Weapons: Electromagnetic cannons (described under damage), but can also use hand-held weapons like swords, maces, rocks, etc., with its tentacles. It is fascinated by magic and likes to accumulate and use magic weapons and items, but still tends to rely on its natural physical and psi-powers.

Bio-Technology Devices: None, occasionally uses symbiotes.

Skills of Note: The Murvolva has little need for technology, but knows basic math and studies astronomy, demon and monster lore, land (and underwater) navigation, tracking (humans & animals) and wilderness survival, all at +20%. The typical Murvolva also speaks Dragonese and 1D4 other languages.

Appearance: A stubby floating monster encased in a shell.

Average Life Span: 3000 years.

Note: Not available as a player character.

Murvoma Metztl

Another comparatively small and lesser Metztl and the only one without a shell. Instead, its skin is thick and rubbery, with a crusty coating on its back. It is the Murvoma's responsibility to take care of the eggs, distribute food and otherwise assist the queen or the other true Metztl. The creatures are mean and intolerant of intruders, who they attack on sight. They also serve as the torturers, using the sharp beaks at the end of their tentacles (mouths) like a surgeon with a scalpel. Like their larger brothers, the Murvoma enjoy chasing, toying with and tormenting weaker creatures. They often travel in groups of two to eight, particularly inside the hive community.

They occasionally accompany their larger, meaner brothers or command 1D4 of their Kree-Carapace cousins. The Splugorth and High Lords have a warm spot for these creatures and often invite them to work with or assist them as well; an honor the Murvoma are pleased to accept.

Alignments: Any, but almost always diabolic or miscreant.

Attributes: I.Q. 2D6 + 6, M.E. 22, M.A. 2D6, P.S. of tentacles 30, P.P. of tentacles 23, P.E. 24, P.B. 1D6, Spd crawling or climbing 3D6 + 2, swimming 2D6 × 10. Cannot fly.

Hit Points: See M.D.C.

M.D.C. by Location:

- Tentacles (6 with mouths) — 60 each
- Tentacles (8 like an octopus) — 80 each
- Sensor Lobe (between the eyes) — 300
- Eyes (2) — 40 each
- Main Body — 400

Horror Factor: 14

P.P.E.: 1D6 × 10

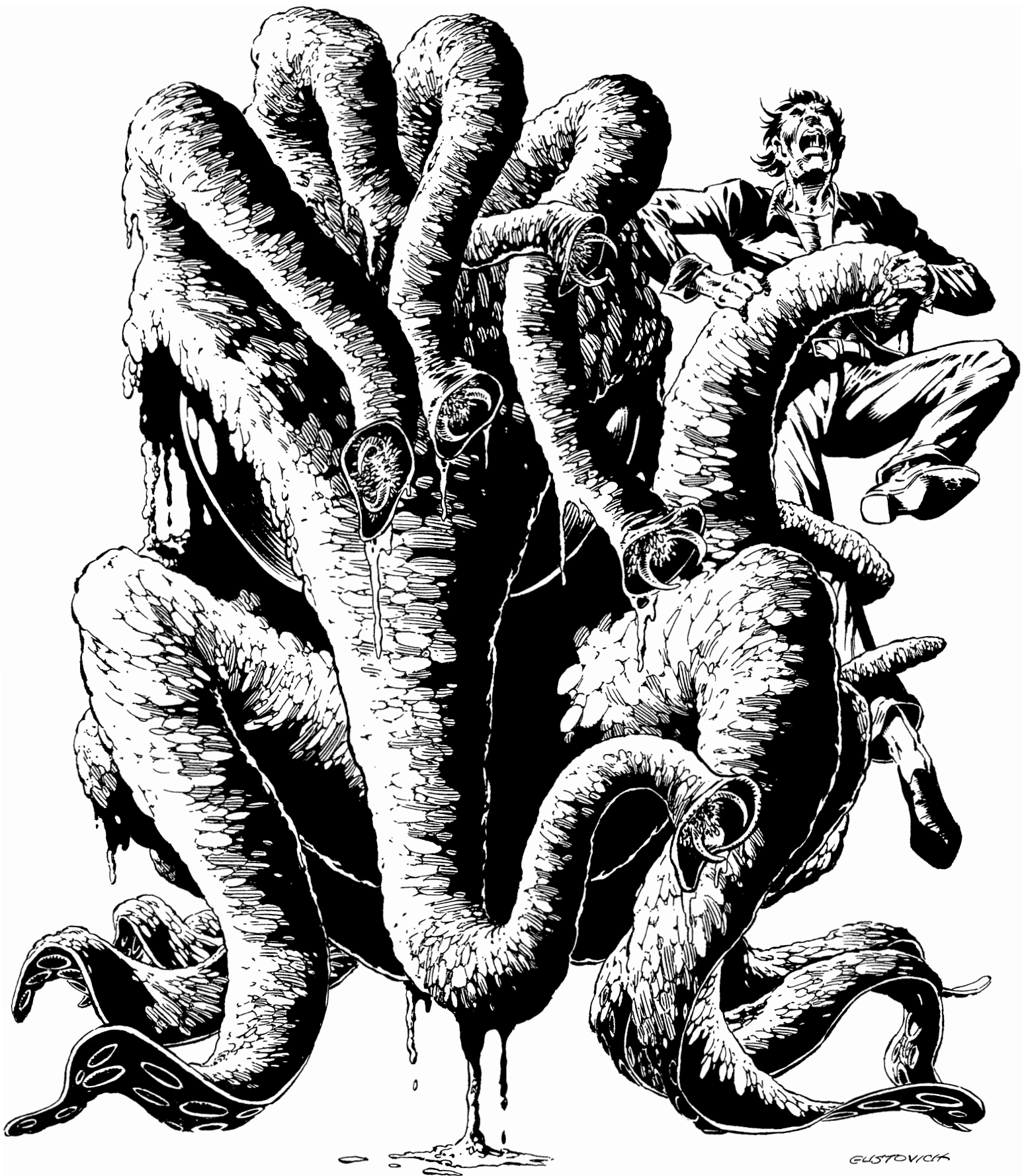
Weight: One ton

Size: 8 to 12 feet (2.4 to 3.6 m) tall and about 8 ft (2.4 m) long, with fourteen 10 foot (3 m) long tentacles.

Experience Level: Equal to a fifth level character, occasionally as high as seventh level.

Natural Abilities: Two large and four smaller prehensile tentacles that serve as limbs and weapons, as well as eight tentacles with suction cups used for walking and climbing. All the tentacles have a heightened sense of touch and each is about 10 feet (3 m) long and all extremely agile. If destroyed, it will regenerate in a matter of 2D4 days.

The sensor lobe is located between the two huge, black eyes and contains the mechanisms for most of the monster's other senses and powers. Hearing is equal to cybernetic amplified hearing, it also



possesses sonar, and a keen sense of smell (identify odors 75%, identify specific people by scent 65%, track by smell 75%, track by the scent of blood and decay 80%; two mile/3.2 km range, twice the range underwater).

Its vision is fairly good, about equal to a human's, but can also see in total darkness (nightvision 300 ft/91.5 m). Underwater the vision is even sharper, can see a distance twice as great, sees in the infrared light spectrum and can even see in dark, murky water. Even

if blinded, the creature loses only two points from all combat bonuses because it can rely on its other heightened senses and psionics.

Other abilities include swimming 98%, climbing 96%, and prowl 60%. It can live indefinitely on land or underwater — gills and lungs, but enjoys land because there are many more intelligent life forms to torment. Like its brothers, the creature prefers to hide and sleep underwater whenever possible. Underwater the Murvoma can merge with its environment like an octopus (prowl 90%) as long as it remains motionless or moves no faster than at a speed of four. Regular prowl ability is 50%. Also see psionic powers.

Combat Skills: Eight hand to hand attacks or four psionic attacks per melee, or two psi-attacks and four physical attacks. Critical Strike on a roll of a Natural 19 or 20.

Damage: Tentacles: 5D6 S.D.C. from a restrained strike, 3D6 M.D. full strength strike, or 6D6 M.D. power strike (counts as two melee actions). Each tentacle is prehensile and extremely agile. The tentacles can also be used to entangle, pin and crush (1D6 M.D. per melee round to crush). Entangled/pinned opponents cannot take physical action or make physical attacks.

A full strength bite does only 2D6 M.D. but burns from the foul saliva that constantly oozes from the mouth. The beaks of the mouth can also be used skillfully, like a surgeon, inflicting as little as 1D4 S.D.C. damage up to the 2D6 M.D. maximum.

Also see psionic powers and natural abilities.

Bonuses (all bonuses included): +2 on initiative, +6 to strike, +6 to parry, +4 to dodge, +4 to pull punch, +2 to roll with punch or impact, and +2 to strike with body block/ram. +6 save vs horror factor, +4 to save vs psionics, +5 to save vs magic and poison.

Magic: 1D4 × 10 P.P.E., but does not study the mystic arts.

Psionics: 4D4 × 10 I.S.P. plus 10 per level of experience. Levitation, death trance, telekinesis (physical), healing touch, deaden pain, psychic diagnosis, psychic surgery, detect psionics, sense magic, see aura, see the invisible, presence sense, telepathy, total recall, astral projection, ectoplasm, group mind block, and mind block auto-defense. All Metzla are considered master psionics.

Weapons: None; relies on its natural and psionic powers.

Bio-Technology Devices: None; occasionally uses microbes and symbiotes, particularly for healing.

Skills of Note: The Murvoma has little need for technology, but knows basic math and advanced math, biology, chemistry, holistic medicine, demon and monster lore, land (and underwater) navigation, and wilderness survival, all at +15%. The typical Murvoma also speaks Dragonese/Elf and four other languages.

Appearance: A monstrous octopus!

Average Life Span: 3000 years.

Note: Available as a player character.

Kreelong Carapace

This is a dull-witted drone that serves its more powerful cousins. It can dig, climb, secrete a resin that resembles liquid concrete for building, and perform other menial tasks. It is also quite large and deadly. The drone never leaves the community unless directed to do otherwise by the queen or one of the superior Metzla.

The Kreelong has three mouths, the largest of which is hidden among the weave of tentacles and appendages in the front of the monster. It is the least threatening looking, with two large feelers and two small feelers attached to it. The feelers enable the Kreelong to maneuver and build in total darkness. The mouth secretes the building resin and its prehensile feelers are used to push, mold and position the resin.

The two other mouths are on tentacle stalks and have four fingers (no thumb). They also secrete resin and the fingers are used in the building process. The fingers are also used to pick up and move objects

like a pair of hands. The shapes that look like spiky, closed flower petals located in the palm of these stalks are the giant teeth of the two mouths.

A third, giant tentacle looks like a giant centipede, complete with its many legs, mouth and a giant, segmented eye. This is another appendage that works like a hand with many fingers. At the end is a powerful clamp often mistaken for a mouth. It is used for picking up objects and snapping trees and debris into smaller, more manageable pieces. The many fingers are used for smoothing and distributing the building resin and for picking up things.

The powerful clawed feet are for climbing and digging. The prehensile spiked tail is used for balance, climbing and defense. For additional defense, the creature has retractable spines that resemble tiny laser cannons. These “cannons” fire a short-range electrical blast. They can also be used to clear a path for demolition and other building applications.

Although the drone has eleven eyes, three on the head, one on the centipede tentacle, one on the back hump, and three on either side at the base of the tail. Its vision is poor, coarse and monochromatic, like an insect's.

Alignments: Any, but almost always aberrant or miscreant.

Attributes: I.Q. 1D6 + 4, M.E. 22, M.A. 2D6, P.S. 40, P.P. 24, P.E. 26, P.B. 1D6, Spd running and climbing 6D6 + 4, swimming 1D4 × 10; cannot fly.

Hit Points: See M.D.C.

M.D.C. by Location:

Finger Stalks (2) — 80 each

Main Mouth (in front with feelers) — 300

Two Large Feelers (2) — 50 each

Centipede Tentacle (1) — 150

Tail (1) — 200

Electro-Cannons/Spines (11) — 10 each

Sensor Lobe (above mouth) — 1000

Segmented Eyes (11) — 100 each

Forelegs (2) — 150 each

Hind Legs (2) — 300 each

Main Body — 3400

Horror Factor: 16

P.P.E.: 1D4 × 10

Weight: 34 tons.

Size: 12 to 20 feet (3.6 to 6 m) tall and about 50 ft (15.2 m) long.

Experience Level: Equal to a sixth level character, occasionally as high as ninth level.

Natural Abilities: Climbing 85%, digging/tunneling 90%, construction/building 85%, swim 80%, and prowl 20%.

The sensor lobe and feelers contain the mechanisms for most of the monster's other senses and powers. Hearing is equal to cybernetic amplified hearing, heightened sense of taste and touch (equal to the super powers), it also possesses sonar, motion detection, and a fairly keen sense of smell (identify odors 50%, identify people by scent 40%, track by smell 50%, track by the sent of blood and decay 55% — two mile/3.2 km range, twice the range underwater).

Its vision is poor above and below the water, relying on its feelers, sense of touch and smell. It can live indefinitely on land or underwater — gills and lungs.

Combat Skills: Eight hand to hand attacks, or four psionic attacks per melee. Critical Strike on a roll of a Natural 19 or 20.

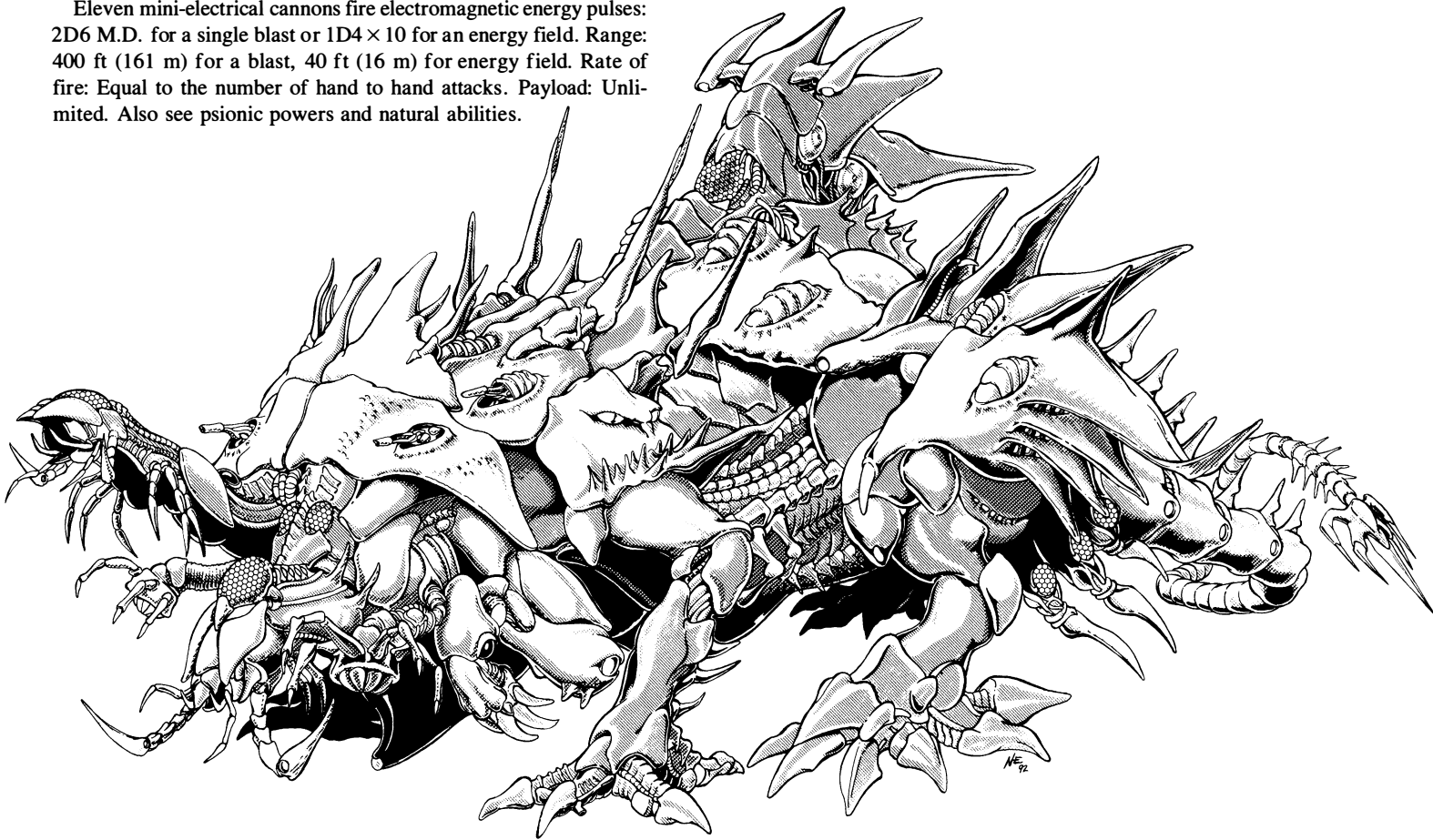
Damage: Finger & mouth stalks: 1D6 M.D. from a strike, 4D6 M.D. from bite. The large main mouth can swallow a man whole and does 1D4 × 10 M.D.

Centipede Tentacle: 5D6 M.D. strike, 6D6 M.D. from the clamp.

Legs/claws: 6D6 S.D.C. from a restrained strike, 5D6 M.D. full strength strike, or 1D6 × 10 M.D. power strike (counts as two melee actions).

Tail: 6D6 M.D. for a strike or 1D6 × 10 M.D. power strike.

Eleven mini-electrical cannons fire electromagnetic energy pulses: 2D6 M.D. for a single blast or 1D4 × 10 for an energy field. Range: 400 ft (161 m) for a blast, 40 ft (16 m) for energy field. Rate of fire: Equal to the number of hand to hand attacks. Payload: Unlimited. Also see psionic powers and natural abilities.



Bonuses (all bonuses included): +1 on initiative, +4 to strike and parry, +2 to pull punch, +2 to roll with punch or impact, and +2 to strike with body block/ram. +6 save vs horror factor, +4 to save vs psionics, +6 to save vs magic and poison.

Magic: 1D4 × 10 P.P.E., but cannot study the mystic arts.

Psionics: 3D4 × 10 I.S.P. plus 10 per level of experience. Resist fatigue, resist hunger, resist thirst, impervious to cold, presence sense, telepathy, and super telekinesis. All Metztlas are considered master psionics.

Weapons: Relies entirely on its physical and psionic abilities. **Biotechnology Devices:** None.

Skills of Note: The Kreelong have little need for technology, but know basic math, land (and underwater) navigation, and wilderness survival, all at +10%. The typical Kreelong understands Dragonese, Gobbley and Metztlas at 90%.

Appearance: A giant, multi-tentacled monster encased in a shell.

Average Life Span: 4000 years

Note: Not available as a player character.

Kreewarr Carapace

This is the powerful soldier drone. The creature is incredibly powerful, fast and deadly. Most will fight to the death, particularly when defending the queen or the hive community. Like all Metztlas, they are mean spirited and merciless.

Alignments: Any, but almost always aberrant or miscreant.

Attributes: I.Q. 1D6 + 4, M.E. 22, M.A. 2D6, P.S. 60, P.P. 24, P.E. 26, P.B. 1D6, Spd running and climbing 4D6 + 6, swimming 1D4 × 10; cannot fly.

Hit Points: See M.D.C.

M.D.C. by Location:

Head (contains Sensor Lobe) — 1000

Mouth — 400

Forearm Pincers (2) — 300 each

Forelegs (2) — 450 each

Hind Legs (8) — 200 each

Cannon — 300

Tail — 350

Top Fin Plates (2) — 350 each

Main Body — 5600

Horror Factor: 17

P.P.E.: 1D4 × 10

Weight: 52 tons.

Size: 20 to 26 feet (6 to 7.9 m) tall and about 45 ft (13.7 m) long.

Experience Level: Equal to a fifth level character, occasionally as high as seventh level.

Natural Abilities: Climbing 55%, digging/tunneling 50%, construction/building 45%, swim 75%, and prowl 40%.

The sensor lobe is concealed under the heavy plates of the head. Hearing is equal to cybernetic amplified hearing, heightened sense of taste, touch, and radar/sonar (equal to the super powers), as well as motion detection, and a very keen sense of smell (identify odors 80%, identify people by scent 70%, track by smell 85%, track by the scent of blood and decay 92% — two mile/3.2 km range, twice the range underwater).

The Kreewarr is blind, relying entirely on its other senses, psionic sight and other psionic powers. It can live indefinitely on land or underwater — gills and lungs.

Combat Skills: Nine hand to hand attacks, or four psionic attacks per melee. Critical Strike on a roll of a Natural 18, 19 or 20.

Damage: The mouth is huge and powerful and can swallow an automobile; does $2D4 \times 10$ M.D.

Pincers: $1D4 \times 10$ M.D. for a full strength strike, or $2D4 \times 10$ M.D. for a power punch. Destroyed pincers regenerate in 1D4 weeks.

Forelegs/claws: $1D6 \times 10$ M.D. full strength strike or $2D6 \times 10$ M.D. power strike (counts as two melee actions). A destroyed leg or claws regenerate in 1D6 weeks.

The tail can be used as a club, as scissors or to stab and can be used like a can opener. $1D6 \times 10$ M.D. as a club, $1D4 \times 10$ as scissor or to stab. A power punch is not possible.

The forward cannon fires electromagnetic energy pulses: $1D6 \times 10$ M.D. per a single blast. Range: 4000 ft (1200 m). Rate of fire: Equal to the number of hand to hand attacks; each shot counts as one melee attack. Payload: Unlimited. The cannon can move up and down 100 degrees and sideways by 30 degrees. A destroyed cannon regenerates in 4D4 weeks. Underwater, the electromagnetic pulses can be used to distort sonar and disorient sea mammals such as whales.

A chemical spray can be shot from the two large plates on the back to create a mist that is debilitating to humans and most mortal life forms. The spray is an irritant that causes the eyes, throat and nose to sting and causes coughing. The mist hangs in the air for 2D4 minutes and covers a 15 foot (4.6 m) area around the Kreewarr.

Those exposed must roll to save vs non-lethal toxin (16 or higher). A failed roll means the character is -2 on initiative, -2 to strike, parry and dodge and loses one melee attack. The mist can be created as often as once every eight minutes. All Metztlá and their kin are impervious to the toxin.

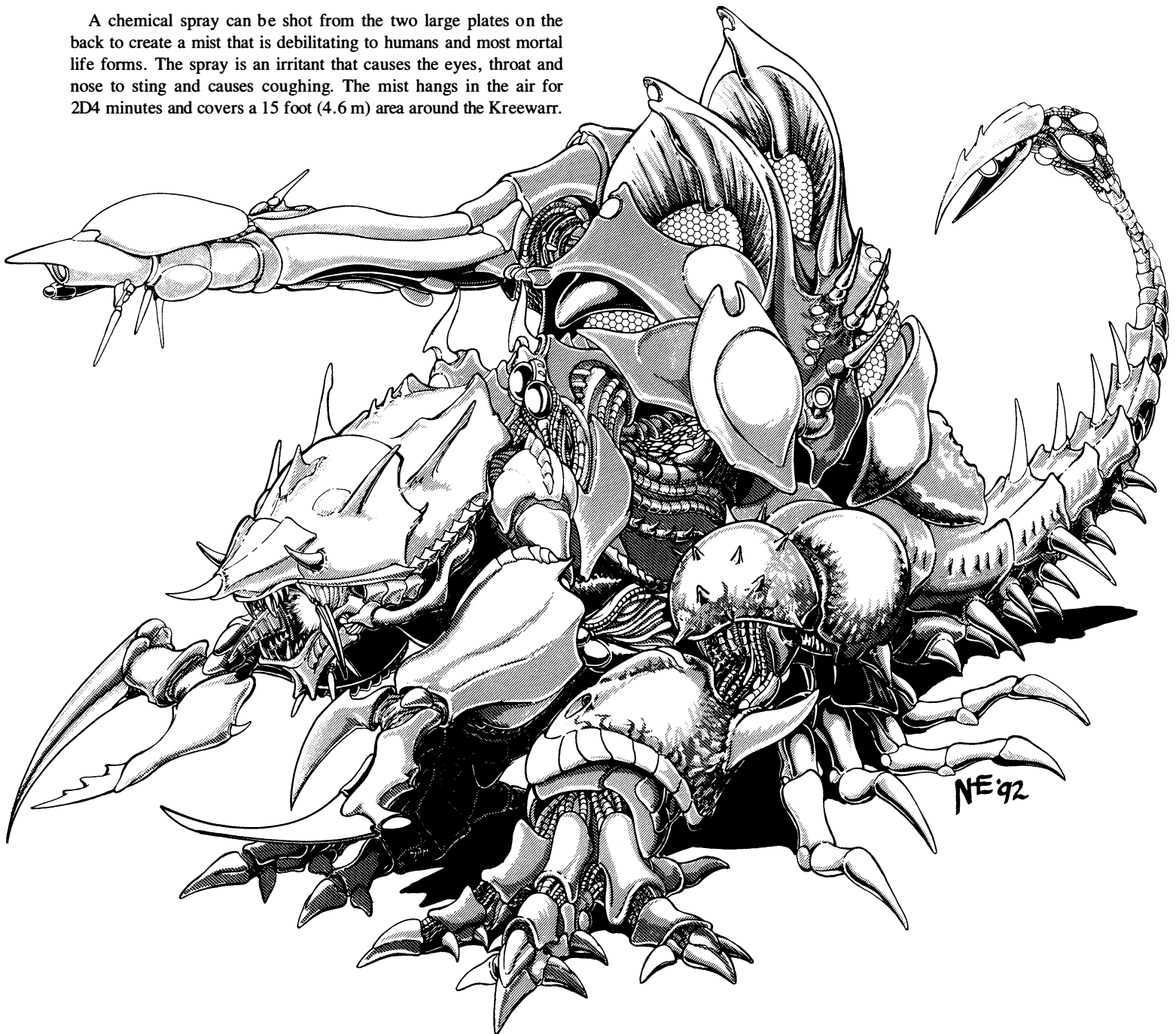
Also see psionic powers and natural abilities.

Bonuses (all bonuses included): +4 on initiative, +6 to strike and parry, +3 to pull punch, +2 to roll with punch or impact, and +2 to strike with body block/ram. +6 save vs horror factor, +4 to save vs psionics, +6 to save vs magic and poison.

Magic: $1D4 \times 10$ P.P.E., but cannot study the mystic arts.

Psionics: $4D4 \times 10$ I.S.P. plus 10 per level of experience. Resist fatigue, resist hunger, resist thirst, impervious to cold, see the invisible, sense evil, sense magic, sixth sense, presence sense, telepathy, bio-regeneration, and super telekinesis. All Metztlá are considered master psionics.

Weapons: Relies entirely on its physical and psionic abilities.



Bio-Technology Devices: None.

Skills of Note: The Kreewarr have little need for technology, but know basic math, demon & monster lore, land (and underwater) navigation, and wilderness survival, all at +10%. The typical Kreewarr understands Dragonese/Elf, Gobblely, and Metztle at 90%.

Appearance: A giant, crab monster with a big cannon-like protusion.

Average Life Span: 4000 years

Note: Not available as a player character.

The Sunaj Allies of the Splugorth

— For the GM's Eyes Only —

A Warning to Players

Players should probably NOT read this section about the Sunaj because it may detract from the enjoyment of adventures and ruin surprises the GM may have in store for you.

On the other hand, Game Masters should not despair if players do read this data, because it should NOT destroy any gaming or scenario elements. Besides, everything about the Sunaj is pretty exciting and interesting reading that players will certainly enjoy. Players will just have to act as if their characters don't know the secret of the Sunaj.

The Sunaj should not be made available as a player character, they are designed to be an evil antagonist/NPCs for heroes to combat!

The Sunaj (pronounced Sue Najz) are a race of warriors from an alien dimension. They never show their faces or any part of their bare flesh. They always wear full, environmental body armor and/or long flowing robes or cloaks with a helmet or mask (usually demonic in visage). The colors of their armor and garments are always black or shades of grey, or a mixture of the two. Nobody really knows exactly who they are or where they came from. According to rumor, and rumors abound, they are hideous looking humanoids, steeped in magic and skilled in dimensional travel. Nobody has ever seen the face of a Sunaj.

It is further believed that they have struck a pact with the Splugorth and are in league with other supernatural forces, all of whom are involved in some sort of diabolical plot transpiring in another dimension.

The Splugorth and their Minions treat the Sunaj like garbage, making special efforts to belittle, insult, and mistreat them in every way. The Sunaj are known to be very powerful and their anger is often apparent, yet they keep their mouths shut, never striking back in any way and quietly accept the humiliation and degradation heaped upon them by the Minions of Splugorth. However, the dark warriors will not hesitate to strike down any other being who dares to insult them or incur their ire.

The True Story Behind the Sunaj

The Atlantean clans' early suspicions about Lord Aeriha and the Aeriha Clan's involvement in the campaign of genocide being waged against them was correct. Although it may seem incomprehensible, the Aeriha are conducting the methodical extermination of their fellow Atlanteans.

The Aeriha clan has always held different views and beliefs than the other True Atlanteans. They have always been more aggressive and never accepted the talk about a curse or the hand of fate guiding their race. Furthermore, they never accepted the Atlanteans role as the teachers, advisors and protectors of the weak. The Aeriha have always been outspoken about the superiority of True Atlanteans and their rightful place as the rulers of inferior people. They have lobbied for the rebuilding of the empire and promote the use of magic and dimensional travel to conquer other worlds.

It was this disparity of beliefs that has estranged them from the other clans. For centuries the Aeriha have treated their Atlantean cousins with cool indifference and impudence. They have never participated in the True Atlanteans' crusade against the supernatural and even stopped attending clan gatherings. This final break between the Aeriha and the other clans occurred when they were chastised and humiliated for acts of aggression against the indigenous natives of an alien world. This was to be their first step towards building a conquering empire. The other clans of Atlantis were horrified and outraged. They made it perfectly clear that the clans would join forces *against* the Aeriha should they persist in their plans for war and conquest. The ultimatum was simple, back down or be destroyed. The Aeriha wisely backed down and settled into a quiet life apart from their kin. This however, was a strategic retreat, not surrender.

Under the leadership of the bold and charismatic Lord Aeriha, the youngest person to ever lead a clan, they have decided to follow their destiny as conquerors and rulers of worlds. The Aeriha, knowing that their misguided cousins would never allow them to carry out their plans, decided that the other Atlanteans must be eliminated. A secret war! Genocide! The complete and total destruction of all Atlanteans other than the Aeriha. To help implement their mad scheme, they have made a pact with every True Atlantean's most dreaded foe, the Splugorth.

The Splugorth are eager to participate with the Aeriha scheme for several reasons. First, it finally gives them the opportunity to eliminate a hated, ancient foe. Second, the Splugorth enjoy causing suffering and take delight in knowing that they will play a major part in the obliteration of a great and noble people. Third, they love the irony that they are helping True Atlanteans destroy their own race. Fourth, the dark secret of the Aeriha allows the Splugorth to degrade and abuse them both physically and psychologically. A secret that they can use like a weapon not only to torment and humiliate these evil Atlanteans, but also to force them into doing things for the Splugorth — despicable things that even the Aeriha would not otherwise consider.

Lastly, the dark secret is something the Splugorth can enjoy forever, because sooner or later the secret will be uncovered. When this happens, the Aeriha clan will be branded as unbelievably evil and despicable beings by all good and honorable creatures. The Aeriha and all surviving Atlanteans will be haunted by their act of unparalleled treachery till the end of time. From the Splugorth's point of view, this was a dream come true. An opportunity that was too wonderful to ignore. No matter what happens from this point on, the Splugorth will be content with their role in it.

The tragedy continues. The Aeriha, aided by the Splugorth, their minions, and other supernatural fiends have successfully slaughtered thousands of heroic Atlanteans by using the most cowardly and duplicitous methods.

First, one must understand that even the nicest, most humble "True" Atlantean sees himself and his kin as special, larger than life heroes, a living standard by which others measure themselves. Most True Atlanteans also see each other as cousins — all members of one big, elite family or a noble fraternity. Even members of the Aeriha clan are given a certain amount of respect and are welcomed with open arms by the other members of the family. Consequently, in many instances, an Aeriha is welcomed by his cousin, can walk right up to him and strike him down where he stands, or cut his throat as he sleeps. The Aeriha have used their intimacy with family members like a nuclear bomb. The other clansmen seldom know what has hit them and those who do cannot believe what they are seeing during their last moments of life.

Tactics of betrayal include appeals of assistance made to True Atlanteans, say, to combat vampires or other supernatural horrors. Together the Aeriha and his Atlantean kin ride into combat. As they charge the enemy, the Atlantean is struck from behind, he turns to see the

Aerihman striking again as supernatural monsters leap to join the attack. Stunned by the treachery and overpowered by sheer weight of numbers, the True Atlantean is slain.

Another scenario is that the Atlanteans charge into the enemy horde, weapons blazing, only the Aerihman stops in the middle of the fray to watch as the enemy (his allies) overpower and slaughter the other Atlantean(s). Inviting a fellow Atlantean to a night's rest and safekeeping in the sanctuary of an Aerihman's home is another tactic that has wondrous results. Later that night, preferably as the guests sleep, they are attacked by monsters, or Sunaj assassins, or the Aerihman host himself. There are endless variations to the betrayal scenario.

The Aerihman clan is also privy to knowledge about the other clans, such as their bases of operation, the number of people usually at a location, people's habits, weaknesses, methods of combat, defenses, and so on. This makes the unsuspecting Atlanteans vulnerable to enemies who might learn such information. Information given to the Splugorth and passed on to old enemies craving revenge. Enemies who are quick to take advantage of this fortuitous information, especially when it comes from a reliable source like the Splugorth or the mysterious and evil Sunaj.

Who are the Sunaj?

The Sunaj are actually members of the Aerihman clan. The name "Sunaj" was selected by Emperor Aerihza because he felt it was appropriately ironic. The word Sunaj is "Janus" spelled backwards. Janus was the ancient Roman god of "origins." He had two faces and was the protector of "doorways," for no enemy could enter a doorway without being seen by him — unless they were "allowed" to enter. Janus was also occasionally identified with duality; good and evil.

All Sunaj, whether assassin or citizen, wear clothing and armor that completely covers their bodies. Helmets and masks, in the shape of monsters, cover the head and face. The veneer of these gargoyle features encourages the rumors that the Sunaj are ugly, misshapened humanoids. Of course this is all an effort to conceal the handsome human features and the "Marks of Heritage" of a True Atlantean. It also contributes to their mystique.

Aerihman Atlanteans who wander the dimensions as the Sunaj are mostly warriors, assassins, spies and other secret operatives assigned to locate and exterminate the noble True Atlanteans. They are so devoted to their cause that they will kill themselves rather than be captured and will do so in a way that will destroy or mutilate the body beyond recognition. The vast majority (88%) of Aerihman clansmen are completely dedicated to their clan and the dream of rebuilding Atlantis as a dimension spanning empire. They are convinced this is their destiny and that the other clans stand in the way of that destiny — thus becoming an enemy who must be destroyed. To advance the cause even the average citizen is willing to die.

Case in point: When Lord Aerihza learned that his clan was suspected of being involved in the genocide campaign, he solicited 1300 men and women, all *volunteers*, to sacrifice their lives in a mock battle. He knew that no Atlantean could ever believe that another Atlantean would kill 1300 people from his own clan. Furthermore, he knew that his fellow Atlanteans would never even think that the Aerihman would engage in the mass destruction of their own race. Thus, as he had surmised, the costly charade worked. The other clans were quick to believe the accounts of an enemy attack, especially when supported by a very genuine body count. The Aerihman name was cleared of suspicion and they were once again free to pursue their deadly scheme without fear of discovery.

Most dissenters within the Aerihman clan simply refuse to be party to the plot, but keep silent, unwilling to break their oath of loyalty to their clan. The tiny minority who dare to raise their voice in discord, or threaten to raise their hand against their brethren, disappear or fall victim to a sudden accident. Thus, the clan has successfully waged a

secret campaign of genocide for 50 years. The other True Atlanteans may argue about conspiracy theories and the true percentage of fatalities, but the fact is that they are being killed at an alarming rate. At least 10% of the overall population has fallen victim to the treachery of the Aerihman.

Lord Aerihza, plans to eventually break his alliance with the Splugorth and is developing a plan in which he can frame them with the genocide of the Atlantean people. If he can frame the Splugorth as the "real" villains, he can declare war on them to avenge the millions of Atlanteans "they" slaughtered — it is all a matter of timing. For now, the Splugorth are a necessary evil, but already the foundations for new alliances with the Metzlians (who are envious of the Splugorth) and other forces are being laid.

Game Master Note

Without mountains of proof, nobody will believe that the Sunaj and the Aerihman are one and the same. The True Atlanteans will be the hardest to convince. Even if a Sunaj is captured and revealed to be an Aerihman Atlantean, it will be argued that the man or men are impostors, or diabolical rogue members of the clan, renegades not sanctioned by the Aerihman clan leaders.

The Aerihman clan's bellicose and reclusive behavior have caused the other clans of Atlantis to drift further and further away from them, to the point that no Atlantean has any idea what the Aerihman Clan believes or in what activities they may be involved. Nor does anybody realize how large and organized the clan has become. There are few nomads among them and nearly a million Aerihman Atlanteans divided between three central cities. Again, the settlement of Atlanteans in one large community/kingdom is something the other True Atlanteans avoid. **Note:** There are another 200,000 scattered throughout the dimensions, and this does not include allies and conquered people. The Aerihman clan's population is about double compared to the next largest clan.

The Sunaj Assassin

A Secret Tattooed Man

The Sunaj are really Aerihman Atlanteans. All bear the Marks of Heritage on their arms and have the same basic abilities and characteristics common to all True Atlanteans. An Aerihman disguised as a Sunaj can be any of the O.C.C.s available to True Atlanteans, including the Undead Slayer, Stone Master, Vagabond, and any practitioner of magic. The main differences are that these dimensional travelers are self-serving, far more aggressive, use their magic and abilities for conquest, and are capable of great cruelty.

The image of the Sunaj is simply a disguise. The typical Sunaj is an Aerihman Atlantean operating as an assassin, spy, or secret operative working with the Splugorth and other enemies of Atlantis. Over the last 50 years, since the Sunaj first surfaced, they have gained a reputation for being extremely deadly and merciless in combat. Some even offer their services on the open market as mercenaries and assassins. Such employment is a ruse to get themselves positions of power or to gather information from other civilizations, businesses and individuals (all for the empire).

Common divisions of O.C.C.s among The Aerihman Atlanteans:

- 16% Sunaj Assassins
- 12% Temporal Wizards
- 11% Ley Line Walkers
- 10% Shifters
- 10% Techno-Wizards
- 9% Stone Masters
- 6% Mind Melters
- 6% Mind Bleeders
- 4% Nomads
- 3% Undead Slayers



3% T-Monster Men

10% Other/Non-magic (any O.C.C. but lean toward warriors)

Note: The Sunaj assassin is a warrior subclass that is found only among the Aerihman clan.

Average Alignment: Selfish or evil.

Average Level of Experience for NPCs: 1D6+4 or as appropriate for the game and level of the player characters. Assassins often work in pairs and threes, but any size group can be encountered. If a Sunaj assassin is allowed as a player character, he or she should start at first or second level experience.

Attribute Requirements for the Sunaj Assassin: I.Q. 10 or higher, M.E. 12 or higher, P.E. 14 or higher and major psionics! See the attributes for the True Atlantean.

Assassin O.C.C. Skills:

Languages & Literacy: Dragonese/Elf, American, and Greek at 98%

Languages: Speaks three additional languages of choice (+10%).

Basic Math (+25%)

Disguise (+20%)

Intelligence (+15%)

Tracking (+20%)

Land Navigation (+15%)

Wilderness Survival (+20%)

Lore: Demons & Monsters (+10%)

Gymnastics

Boxing

Prowl (+10%)

Swimming (+5%)

W.P. Archery & Targeting

W.P. Blunt

W.P. Sword

W.P. Energy Pistol

W.P. Energy Rifle

Hand to Hand: Assassin

O.C.C. Related Skills: Select six other skills, plus two additional skills at levels four, eight, and twelve. All new skills start at level one proficiency.

Communications: Any (+10%)

Domestic: Any

Electrical: Basic Electronics only.

Espionage: Any (+10%)

Mechanical: None

Medical: First Aid only (+5%)

Military: Any (+10%)

Physical: Any

Pilot: Any (+10%)

Pilot Related: Any (+10%)

Rogue: Any (+5%)

Science: None

Technical: Any (+10%)

Weapon Proficiencies: Any.

Wilderness: Any (+5%)

Secondary Skills: The character also gets to select four secondary skill from the previous list. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses (). All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in that list.

Magic Tattoos: Sunaj assassins have the two Marks of Heritage, one additional magic weapon and six additional tattoos of power (nine total to start). The reason that power tattoos are made available over the others, is because the careful and concealed use of power tattoos is less likely to reveal that they are True Atlanteans. This is also one of the reasons to show they associate with the Splugorth. This association with the alien intelligences will imply that any magic tattoos are bestowed by the Splugorth.

Tattoos Available:

- The Marks of Heritage (the cross and the magic sword).
- Death Touch (skull & thorns).
- Select one additional magic weapon.
- Select five additional power tattoos.

Every two new levels of experience (levels 3, 5, 7, 9, 11, 13, 15), the character's clan elder or alchemist will add one new power tattoo. This is likely to require travelling to the clan's homeworld or a different dimension, so the character may have to disappear for a few days. The number of power tattoos an assassin can get at any one time is one (1). There must be at least six months between the acquisition of another tattoo. Note that receipt of a new tattoo may be withheld indefinitely as punishment by the clan elder or alchemist, usually under orders from Lord Aerihza, for acts of cowardice, stupidity or failure.

M.D.C. transformation. Sunaj assassins have a base M.D.C. of $2D4 \times 10$ plus each additional tattoo beyond six instills male assassins with 11 additional M.D.C. points and females with 13 M.D.C. points. Most assassins start with nine tattoos, giving them $2D4 \times 10 + 33$ physical M.D.C. points.

Standard Equipment: Weapons typically include a laser pulse rifle, a particle beam or plasma rifle, an energy pistol, a vibro sword or vibro claws, vibro knife or neural mace, laser scalpel, two silver-plated throwing knives, and a cross of some kind. They adore magic and magic weapons! Consequently, they will acquire and use techno-wizard weapons and other types of magic weapons whenever they can.

The vehicle can be just about anything from jet pack or hover cycle to robot horse or a monster riding animal (gryphon, etc.). The vehicle or animal is usually suitable for traveling over rough and varied terrain.

Other equipment will often include disguise make-up, at least one complete disguise (wig, prosthetics applications, make-up, etc.), backpack, 1D4 sacks/bags, utility belt, ammo belt, sleeping bag, sunglasses and goggles, air filter, gas mask, 100 ft (30.5 m) of rope, pocket tool kit, flashlight, canteen, compass, pocket calculator, and mega-damage Sunaj assassin environmental armor or other medium to heavy types of armor like the CS Dead Boy armor, Gladiator, Crusader, or Bushman. Additional equipment may also include lock picking tools, more make-up and disguises, clothes and props for disguises, surveillance equipment, and so on.

Sunaj Assassin Environmental Armor

A comparatively light plate armor of Sunaj/Atlantean design (alien to other Atlanteans). The helmet is always designed to have the features of a monster.

- M.D.C.: 130
- Weight: 16 pounds (7.3 kg).
- Good mobility, -10% Prowl penalty.
- Black market cost: 85,000 to 100,000 credits; sometimes available in the Splugorth markets in Atlantis.

Cybernetics: None. If cybernetics is required at a later date, the character will strive to get bio-systems, because mechanical bionics will reduce the potency of his magic. Even a single mechanical arm or leg will reduce the effects, range, damage, and duration of the magic by 25%. Characters who are not assassins or are non-magic classes can get cybernetics or bionics.

Money: $6D6 \times 1000$ in credits and $1D6 \times 1000$ in gold, precious gems or artifacts. Sunaj assassins can accumulate vast fortunes, but they are not motivated by wealth. They are dedicated to destroying True Atlanteans and acquiring power. Most will donate $2D4 \times 10\%$ of their fortunes to the building of the empire.

Special Abilities & Characteristics Common to True Atlanteans: The Sunaj assassin and all Aerihman have all the abilities of True Atlanteans. Like the Undead Slayer, having seven or more magic tattoos makes the assassin a Mega-Damage being.

Major Psionics: Select eight (8) powers from one psionic power category or a total of any six (6) from the three categories of physical, sensitive, and/or healer. The super psionic category is not available.

I.S.P. is the number from the M.E. attribute plus 4D6. Add 1D6 + 1 I.S.P. for each level of experience.

Insanity: The Atlanteans selected to be assassins typically have a high mental endurance and resistance to mind control and insanity. Thus, they start the O.C.C. without any form of insanity, other than an almost obsessive commitment to Lord Aeriha and the establishment of the new empire.

Lord Ahziree Aeriha

Atlantean Alchemist

Lord Aeriha is of royal lineage and the beloved leader of the Aeriha clan. He is the youngest individual to ever serve as a clan leader, a position usually reserved for clan elders. It was the clan elders who suggested the appointment of Lord Aeriha to the position of Clan Elder (leader). The people wholeheartedly accepted this decision. The clan elders unanimously agreed to serve as advisors and secondary members of the ruling body.

Aeriha has become the most popular and beloved leader in the history of the clan. He is the central motivating force behind the Aeriha clan's quest to build a new Atlantis, the advancement of magic, and the conquest of other worlds. The clan has dreamed of such things for thousands of years but Lord Aeriha has only been the catalyst that has set events into motion to make those dreams a reality. The frenzy of this movement is unstoppable. Even the death of Lord Aeriha will not stop the movement; his murder will only make him a martyr and inflame his people. Another leader will step up and carry on the madness with a new battle cry to bring to life the dreams of Aeriha (and avenge his death if murdered). Anything short of all-out war will not stop the Aeriha from their quest.

Lord Aeriha is a cunning and intelligent enemy. He never takes reckless chances nor underestimates a foe. He will use subterfuge and betrayal whenever he can and shows no mercy to his opponents. He will never sacrifice members of the Aeriha clan in a senseless battle or to save face (other races and supernatural beings are the fodder for his war). He is not ashamed to retreat to fight another day and does not care what others may think of him — he has his own agenda. His people believe in him so completely that they never doubt his word or think poorly of him. Not even an embarrassing loss in battle would shame him. They trust him implicitly and when things go badly they rally around him.

Aeriha travels throughout the dimensions to observe, firsthand, potential battle sites and enemies. He has even travelled to the Splugorth's Atlantis on Earth, disguised as a Sunaj warrior or ambassador. He is usually accompanied and guarded by four Sunaj assassins (8th level), an ogre T-Monster Man (7th level), and his two loyal Advisors, Iklem (a 13th level stone master) and Azyyn (a 10th level mind melter); both are elder Aeriha Atlanteans. When travelling into extremely dangerous battle zones, he may be accompanied by a squad or two of warriors (8 to 20 additional men).

Lord Ahziree Aeriha (pronounced Ah-zee-ree Air-ih-zah)

Aliases: Sometimes disguises himself as a Sunaj warrior.

Alignment: Miscreant.

Horror Factor: 11

Hit Points: 57

S.D.C.: 97; wears Sunaj assassin armor: 110 M.D.C.

P.P.E.: 268 (special — Atlantean Alchemist).

I.S.P.: 90

Weight: 190 lbs (85.5 kg), **Height:** 6 ft, 7 inches (1.95 m).

Age: 287 years old, looks 30.

Attributes: I.Q. 20, M.E. 28, M.A. 25, P.S. 21, P.P. 15, P.E. 20, P.B. 17, Spd. 22

Disposition: Power hungry, confident, arrogant, deceitful, imaginative, and cool-headed. He is an excellent strategist and tactician who is ruthless and murderous in combat.

Experience Level: Eleventh (11) — see O.C.C. & skills for details.

Combat Skills: Hand to Hand: Assassin.

Attacks Per Melee: Nine (9).

Bonuses: +4 to strike, +5 parry, +4 dodge, +8 damage, +6 to pull/roll with punch or fall. +1 to strike with body block/tackle (does 1D4 damage). Critical strike on a roll of 19 or 20, knockout/stun on unmodified roll of 17-20, crush/squeeze does 1D4 damage, pin/incapacitate on roll of 18, 19, or 20. Kick attack does 1D6 damage and can entangle.

Other Bonuses: +7 to save vs psionic attack, +7 to save vs Horror Factor, 84% trust/intimidate, and 35% to charm/impress.

Natural abilities: All the characteristics and abilities common to all Atlanteans and powers from being an alchemist.

Education Level: Special training as an alchemist and royalty.

O.C.C.: Atlantean Alchemist (special NPC)

11th level Alchemist & Tattoo Master (magic) with knowledge and powers equivalent to an 11th level assassin, 6th level scientist, 5th level ley line walker, 2nd level techno-wizard, and 2nd level stone master. Skill only advance as Alchemist, all others are permanently frozen at the level listed.

Skills of Note:

Espionage & Combat: Detect ambushes 98%, intelligence 98%, palming 98%, concealment 96%, forgery 98%, escape artist 98%, swimming 98%, SCUBA 98%, boxing, W.P. blunt, W.P. sword, W.P. automatic pistol, W.P. energy pistol, W.P. energy rifle.

Languages & Literacy: Dragonese/Elf, Gobblely, American, Spanish, Euro, and Atlantean (a dialect of ancient Greek), all at 98%.

Other Skills of Note: Dance, math: basic & advanced, chemistry, chemistry: analytical, computer operation, radio basic, and radio scrambler, all at 98%. Basic electronics, astronomy, archaeology, demon lore, and holistic medicine, all at 70%.

Magic Knowledge: Creating magic tattoos, the art of tattooing, and a basic knowledge of stone magic, pyramid technology, techno-wizardry and ley line walker magic/spell casting.

Appearance: A tall, handsome human with dark brown, shoulder length hair, smoldering grey eyes, powerfully built, and an aristocratic air.

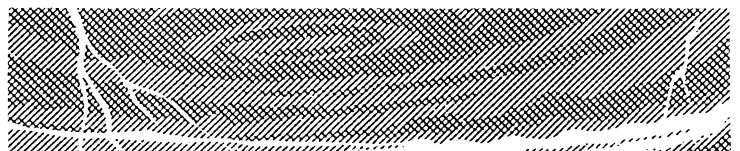
Tattoos: Six total: The Marks of Heritage (2), heart in chains (invulnerability), three lightning bolts (shoot lightning), shark (breathe without air), and a dragon dactyl (240 M.D.C. monster).

Weapons: In addition to magic tattoos and other forms of magic and alchemy/techno-wizardry, Lord Aeriha is the Lord & Clan Elder of the Aeriha clan and has access to the wealth and property of the New Atlantean Empire.

He has access to all types of techno-wizard devices and vehicles, but commonly carries a TK-machinegun, a Wilk's laser pistol converted to a TW energy system, two TW rain flares, two TW globe of daylight flares, an ordinary particle beam rifle, a silver dagger, and a 9 mm Model P5 Walther (2D6 S.D.C. damage). Often wears a suit of TW mystic power armor that looks like ordinary Sunaj assassin's armor.

Available Money: Has the wealth of the Aeriha clan at his disposal.

Note: The Alchemist O.C.C. is not available as a player character!



Other Minions

Also see the **Maxi-Men** and **Tattooed Men** in the section on **Tattoo Magic**. **Gargoyles** and other supernatural creatures can be found in **Rifts® Dark Conversions™** (lack of room prevents a recap of that information here).

Individual dragons, godlings, elementals, demon lords, greater demons, and other supernatural beings sometimes ally themselves with/or serve the Splugorth for a variety of reasons; typically the attainment of power, wealth, revenge, and similar goals. Others may be enslaved and forced to do the Splugorth's bidding against their will.

Splugorth Witch

Optional Player Character and NPC

A witch can be a member of any race of intelligent beings, other than supernatural creatures. The only requirements are an evil alignment and a dedicated willingness to become the servant (pawn) of the Splugorth. As is true of all witches, the individual must make a binding pact with the alien intelligence. The Splugorth will not consider anything less than a major pact and offers the Gift of Power, Gift of Magic, and will even consider the Gift of Union for especially "charming" and deserving evil individuals. In this case, the so-called "devil's mark" is a small, tentacle-like nipple usually found on the chest or base of the neck.

It is important to point out that these agents of evil may never actually meet a Splugorth or Splugorth minion, nor visit Atlantis. Likewise, a Splugorth witch can exist on any world, in any dimension, not just worlds already dominated by the Splugorth.

Note: Unfortunately, space restrictions do not allow for the reprinting of all the information about Witches, their powers, pacts, O.C.C. Skills, limitations or other data. See **Rifts Dark Conversions**, pages 170-175.

Slave Market Value: Witches are not typically sold as slaves, but when they are, prices can range from 100,000 to 600,000 credits, depending on what the buyer is looking for and the power of the witch.

Ancient Dragon

13	380,001-470,000
14	470,001-600,000
15	600,001-800,000
16	800,001-1,000,000
17	1,000,001-1,250,000
18	1,250,001-1,500,000
19	1,500,001-2,000,000
20	2,000,001-2,500,000
21	2,500,001-3,000,000
22	3,000,001-3,500,000
23	3,500,001-4,000,000
24	4,000,001-5,000,000
25	5,000,001-6,000,000
26	6,000,001-7,000,000

Atlantean Vagabond

1	0,000-1,900
2	1,901-3,600
3	3,601-7,200
4	7,201-14,400
5	14,401-24,500
6	24,501-35,000
7	35,001-45,000
8	45,001-65,000
9	65,001-85,000
10	85,001-115,000
11	115,001-145,000
12	145,001-185,000
13	185,001-250,000
14	250,001-310,000
15	310,001-375,000

Other Optional Player Characters

The appropriate experience table is indicated in the section where the character is described. Some characters are not meant to be used as player characters and are not given an experience table.

Stone Master

1	0,000-2,400
2	2,401-4,800
3	4,801-9,600
4	9,601-19,200
5	19,201-28,400
6	28,401-38,600
7	38,601-52,200
8	52,201-72,400
9	72,401-98,600
10	98,601-140,200
11	140,201-200,400
12	200,401-260,600
13	260,601-310,200
14	310,201-410,400
15	410,401-510,000

Sunaj Assassin

1	0,000-2,600
2	2,601-5,200
3	5,201-10,500
4	10,501-21,200
5	21,201-32,300
6	32,301-47,400
7	47,401-62,500
8	62,501-88,000
9	88,001-112,000
10	112,001-163,000
11	163,001-222,000
12	222,001-295,000
13	295,001-395,000
14	395,001-495,000
15	495,001-595,000

Tattooed Men

1	0,000-2,500
2	2,501-5,000
3	5,001-10,000
4	10,001-20,000
5	20,001-30,000
6	30,001-45,000
7	45,001-60,000
8	60,001-80,000
9	80,001-100,000
10	100,001-150,000
11	150,001-200,000
12	200,001-275,000
13	275,001-350,000
14	350,001-425,000
15	425,001-525,000

T-Monster Men

1	0,000-2,500
2	2,501-5,500
3	5,501-10,500
4	10,501-21,500
5	21,501-31,500
6	31,501-46,500
7	46,501-64,000
8	64,001-85,000
9	85,001-110,000
10	110,001-160,000
11	160,001-210,000
12	210,001-285,000
13	285,001-360,000
14	360,001-440,000
15	440,001-550,000

Undead Slayers

1	0,000-2,500
2	2,501-5,500
3	5,501-10,500
4	10,501-21,500
5	21,501-32,000
6	32,001-47,000
7	47,001-65,000
8	65,001-87,000
9	87,001-115,000
10	115,001-170,000
11	170,001-220,000
12	220,001-300,000
13	300,001-400,000
14	400,001-500,000
15	500,001-600,000

Chaing-Ku

Zembahk
Adorak
Metztla

All use the Dragon E.P. table found in the **Rifts** RPG.

Splugorth Overlord
Splugorth Powerlord
Splugorth Slaver

All use the Sunaj E.P. table.

Splugorth Conservator

Uses the Borg E.P. table found in the **Rifts** RPG.

Kittani
Blind Warrior Women

All use the Cyber-Knight E.P. table found in the **Rifts** RPG.

Splugorth Slave Stock

The following creatures of note are sold in the many slave markets, found in the gladiatorial arenas of Atlantis, or are used as components in bio-wizardry. In addition to these beings, Game Masters are free to bring in creatures and races found in the **Rifts® Conversion Books** or any of Palladium's other role-playing games. Likewise, the GM may create his own monsters and aliens for inclusion in the market as slaves, gladiators, Splugorth allies/patrons, and alien visitors to Atlantis. Bear in mind that these creatures may be "one of a kind" items, as opposed to an entire family, group, or army.

Rare life forms *may* command a higher price in the slave markets, especially if they are considered to be exotic or tasty (remember, most patrons of the Splugorth are non-humans).

Don't forget that Tattooed Men and captured humans and D-Bees are often participants in the arena and frequently sold as livestock at the slave markets.

Adarok

The Flying Mountain

A mountain with legs and wings is the common description for the adarok. They tower 40 feet (12.2 m) tall and look like a monstrous demon or a demonic sliver of mountain come to life. Surprisingly, the frightening giants are kind and gentle creatures. Most hate to kill or inflict pain and seldom eat meat. They feed on the leaves of trees and other vegetation, fruits, and vegetables. Occasionally, they will eat living creatures like animals and fish, but only the most evil rogues will eat the flesh of intelligent creatures. However, the adarok can become violent when provoked or frustrated, uprooting trees, smashing buildings, crushing people, slaughtering livestock and hurling vehicles as if they were children's toys. When the adarok become violent, they are devastating fighters. They possess supernatural strength, the hide is the equivalent to the armor of a glitter boy, and are mega-damage beings impervious to even magic fire.

Peace loving creatures, the adarok have few natural enemies, the enslaving Splugorth and their minions are among those few. Unfortunately they are frequently mistaken for demons and their frightful visage alone will incite attacks against them, particularly by humans and D-Bees. Still, the giants will either try to calm their attackers or leave the area, preferring to avoid a fight rather than become embroiled in futile combat with stupid beings who think they are defending themselves against a demon. Such prejudice and irrational treatment makes the adarok sad, but they are used to it and fairly tolerant of the failings of others.

The Adarok Adventurer (optional player character & monster)

Alignments: Any, but typically good or selfish.

Attributes: I.Q. 2D6+2, M.E. 3D6+6, M.A. 3D6+6, P.S. 3D6+42, P.P. 3D6+6, P.E. 3D6+12, P.B. 2D6, Spd 4D6 running, 2D4x10 flying. P.S. is Supernatural.

Hit Points: Mega-damage creature.

M.D.C.: 1D4×100+400; never wears mega-damage body armor.

Horror Factor: 15

P.P.E.: 2D4×10+45.

Weight: 18 to 28 tons.

Size: 40 to 60 ft (12.2 to 18.3 m) tall and about 12 ft (3.6 m) at the shoulders. Wingspan closed is 9 ft (2.7 m), spread open 100 feet (30.5 m).

Average Experience Level: 1D4 + 1; use the same experience table as the dragon.

Natural Abilities: Nightvision 600 ft (183 m), see the invisible, and has polarized vision, so they can tell direction by looking at the position of the sun's rays (90%). Swim 40%, climb 60%, impervious to cold, impervious to fire, impervious to poison, and communicates psionically. See magic and psionic powers.

Combat Skills: Limited, psionic and magic attacks are most effective. Six melee actions plus one additional at levels four, seven, ten, and thirteen, or a number of psionic attacks equal to hand to hand, or by magic.

Damage: Restrained slap 2D4×10 S.D.C., restrained punch 1D6 M.D., full strength punch or kick 1D6×10 M.D., power punch 2D6×10 M.D. (counts as two melee attacks), bite 2D6 M.D., swat with wings 2D6 M.D., fall/leap/throw body on top of something 1D6×10 M.D., body block/tackle/ram 2D6×10 M.D. (counts as two attacks and has a 1-80% likelihood of knocking his opponent down — victim loses one melee attack and initiative). A hurled tree, vehicle, giant boulder or parts of buildings does 2D4×10 M.D.C. and can be thrown up to 2000 feet (610 m).

Bonuses: +1 on initiative, +4 to strike and parry. +5 save vs horror factor, +4 to strike on a body block/tackle, all in addition to attribute bonuses. Impervious to cold, fire, and poison, including magic cold, fire or poison.

Penalty: -6 to dodge.

Magic: P.P.E. 2D4×10+40 (plus ten additional P.P.E. per level of experience). Intuitively knows the following earth warlock elemental spells: Chameleon (looks like a giant boulder or fallen tree), fool's gold, identify minerals, identify plants, grow plants, wither plants, dig, and encase object in stone.

The character acquires new magic powers much like a mystic. One new spell can be attained by mediation per each level of experience. Make selections from earth spells level one through three (see **Rifts® Book of Magic** for Warlock magic and pages 66-74 for earth spell descriptions).

Psionics: 6D6+12 I.S.P.. Equivalent to a minor psionic. Powers are limited to telepathy, sense evil, and mind block.

Weapons: Seldom uses any, relies on natural powers and brute strength. May use trees, rocks, steel girders, robot limbs, robots, vehicles, and parts of buildings as a club, shield or thrown weapon. May consider using magic and/or giant weapons if they feel good and if somebody shows him how to use it.

Bio-Technology Devices: NEVER use bio-wizard devices because they are regarded as creations of evil that imprisons and destroys other life forms. They themselves are sometimes enslaved by bio-wizardry. Nor do they use cybernetic or bionic implants — unnatural.

Appearance: Dull grey to medium shades of brown with pale green splotches (the inside of the wings are green too). Looks quite demonic, with a monstrous head, fangs, clawed three-toed feet, huge hunched back, giant wings, short tail and gargantuan size. The Adarok looks like a piece of mountain brought to demonic life.

Average Life Span: 800 years

Habitat: Forests and Jungles — avoids desolation. They are not dimensional travelers so any that exist on planets other than their home-world have been brought there by slavers or practitioners of magic, or they are the victims of an accidental dimensional rift. Adarok are known to exist in Atlantis where they are used and sold as slaves, or as escaped slaves wandering the forests of the world. A few small communities of adarok are known to exist in England, the forests of eastern Canada, and the jungles of Asia.



Enemies: The Splugorth and their minions, practitioners of magic who enslave other creatures, and most supernatural beings who frequently see the Adarok as a potential rival or threat. Many humanoids fear the Adarok as a monster and attack on sight, but the creature does not hate humans or humanoids nor do they see them as an enemy.

Allies: Will often befriend anybody of a similar alignment and who treats them with respect and kindness.

Slave Market Value: Four to 10 million credits.

Adarok Adventurer R.C.C. (limited skills)

Basic Math (+10%)

Land Navigation (+20%)

Wilderness Survival (+20%)

Faerie Lore (+10%)

Demon Lore (+10%)

Dance (+10%)

W.P. Blunt

W.P. Targeting (for throwing rocks, trees, and objects)

Language: Native Adoran 98%, Gobblely and Dragonese/Elf 85%.

R.C.C. Related Skills: Select four other skills, plus one additional skill at levels three, seven, eleven and fifteen. All new skills start at level one proficiency.

Communications: Radio: Basic only

Domestic: Any (+5%)

Electrical: None

Espionage: None

Mechanical: None

Medical: Holistic medicine only (counts as two skill selections)

Military: None

Physical: None; see natural abilities.

Pilot: None

Pilot Related: Any

Rogue: Any

Science: Any

Technical: Any (+5%)

Weapon Proficiencies: Any

Wilderness: Any (+10%)

Secondary Skills: The character also gets to select four secondary skills from the previous list. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses (). All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in that list.

Dragonsaurus

Animal Predator

The dragonsaurus is a handsome creature that is often mistaken for a small, wingless dragon. They vary in color from light to dark green and some have tints of iridescent yellow, red and/or brown. Despite its dragon appearance the dragonsaurus is an animal with an intelligence equal to that of a German Shepherd dog. They possess no magic or psionic powers.

The creature makes an affectionate, obedient, and loyal pet, like a green, scaly watchdog. They are tremendously popular among the Minions of Splugorth, most of whom revere true dragons. Dragonsaurus are as common in Atlantis as dogs and cats of Pre-Rifts Earth. They are used as pets, guard animals, and for hunting.

The Dragonsaurus (optional pet or guard animal for characters)

Alignments: Generally considered to be unprincipled or anarchist.

Attributes: I.Q. 1D6 (animal), M.E. 3D6+6, M.A. 3D6+6, P.S. 3D6+10, P.P. 4D6, P.E. 4D6, P.B. 3D6+6, Spd 6D6

Hit Points: Mega-damage creatures.

M.D.C.: 6D6+34

Horror Factor: 10, and often mistaken for a real, baby dragon.

P.P.E.: 6D6

Weight: 350 to 500 lbs (157 to 225 kg).

Size: 6 to 10 ft (1.8 to 3. m) long from head to tail tip. Stand about 4 ft (1.2 m) tall.

Natural Abilities: Nightvision 200 ft (61 m), superior sense of hearing, keen color vision, track by smell 75%, prowl 45%, swim 80%, climb 80%, and leap from standing still up to 60 feet (18 m) lengthwise or 30 feet (9 m) high.

Combat: Six physical attacks per melee plus two from prehensile tail (eight attacks total).

Damage: Whipped by the tail 1D4 M.D., front claws 1D6 M.D., hind claws 2D6 M.D., bite 2D6 M.D., and head butt 1D6 M.D.

Bonuses: +2 on initiative, +3 to strike, +2 to parry and dodge, and +3 to roll with punch, fall or impact. Also +4 save vs horror factor and +2 on all saving throws. Bonuses are all in addition to attribute bonuses.

Magic: None.

Psionics: None.

Appearance: Looks like a small wingless dragon. See the cover painting for a color depiction of the creature. Females are about 15% smaller than the males.

Average Life Span: 60 years.

Slave Market Value: 20,000 untamed, 40,000 tamed and trained to obey commands. Creatures with the maximum M.D.C. (or close to it) frequently get 50% more. Fearless and obedient.

Habitat: Sold in Atlantis and occasionally found around the world, although they usually belong to somebody. A few dragonsaurus can be found in the wilds of America, Africa, and Atlantis (escaped pets).

Enemies: Larger predators.

Allies: Not applicable.

Notes: Mate once a year, laying 1D6 eggs, usually concealed among rocks and/or sticks. The female stays and guards her eggs until they hatch two months later. The young stay with the mother for 2D6 months before setting off on their own.

Erta

Humanoid Predator

The erta are ugly, subterranean, serpentine creatures with a humanoid upper torso, four human arms and long, spiked tail. They hunt and feed on surface dwelling animals, suddenly popping out of the earth or from among rocks, and are known to make pit traps and cause landslides to capture or kill their prey. The Erta are hate filled, cruel, merciless predators that enjoy torturing and tormenting other creatures. They feed on the flesh of all types of animals and humanoids.

Their most formidable power is the *natural* magic power to move through rock and earth identical to the stone masters of Atlantis. The Splugorth use them for construction, tunneling and labor. Even as slaves they are difficult to control and contain. The majority of the Splugorth's slaves have a bio-wizard "enslaver" surgically implanted in their head to keep them under control. This reduces their speed and alertness but it is the only way to control them, otherwise the creatures disappear into the earth. In fact, a number of unimpaired erta have escaped and can be found in the wilderness of Atlantis and parts of Eastern Europe.

Erta (optional player character & monster):

Alignments: Any, but generally evil.

Attributes: I.Q. 2D4+3, M.E. 3D6+4, M.A. 1D6, P.S. 3D6+12, P.P. 3D6+4, P.E. 3D6+6, P.B. 3D6, Spd crawling 5D6.

Hit Points: Mega-damage creatures.

M.D.C.: 4D4 × 10

Horror Factor: 13

P.P.E.: 4D6 × 10

Weight: 500 to 1000 lbs (225 to 450 kg).

Size: Typically 10 to 20 ft (3 to 6 m).

Average Experience Level: 1D4 + 1; use the same experience table as the stone master.

Natural Abilities: Nightvision 300 ft (91.5 m), good black & white vision, keen hearing, track by sound and vibrations in the earth 60%, swim 50%, climb 75%, and breathe without air.

Combat: Seven attacks per melee. Gains one additional attack at levels three, six, nine and twelve.

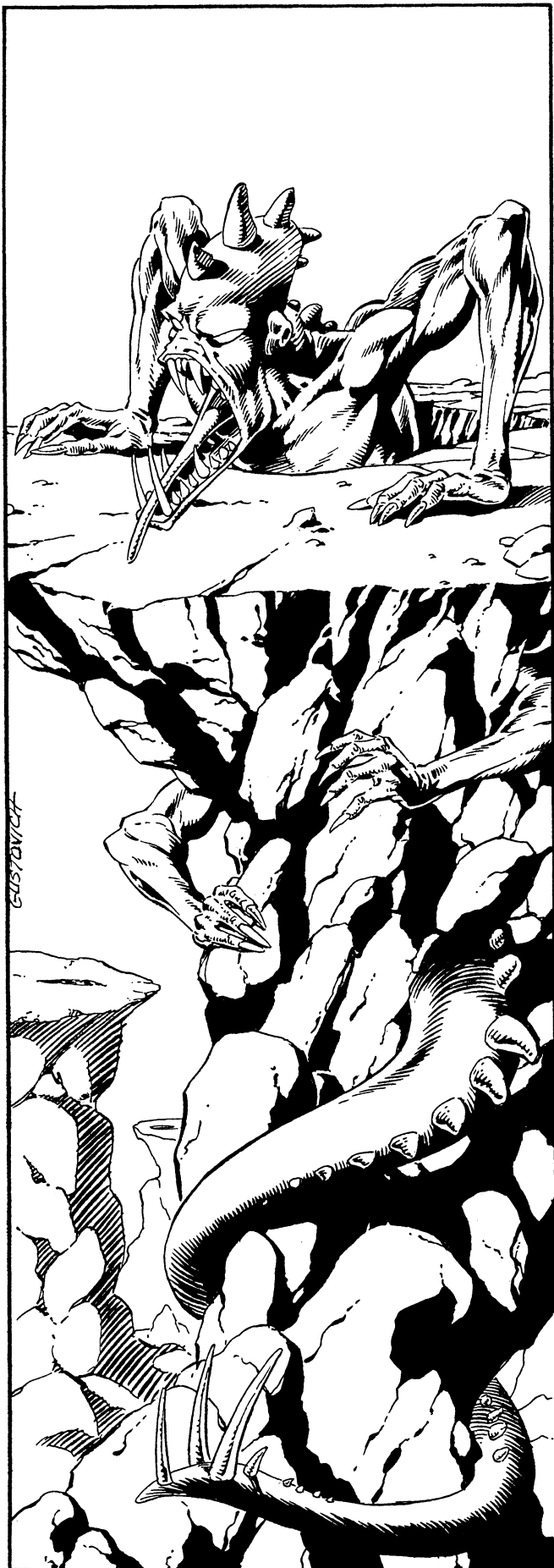
Damage: Restrained punch 3D6 S.D.C., full strength punch or kick 1D6 M.D., power punch 2D6 M.D. (counts as two attacks), swat with tail 1D6 M.D., full strength strike with tail 3D6 M.D., power strike with tail 6D6 M.D., head butt 2D4 M.D., bite 2D6 M.D. It may also use weapons, but most prefer hand to hand combat; they never wear body armor.

Bonuses: +1 on initiative, +3 to strike, +2 to parry and dodge, and +2 to roll with punch, fall or impact. +6 save vs horror factor, +2 to save vs psionics and poison, and is impervious to all forms of magic! Bonuses are all in addition to attribute bonuses.

Magic: 4D6 × 10 P.P.E. (plus 2D4 additional P.P.E. per level of experience). All erta possess the basic powers of the stone master — a natural ability. This includes the powers to mold stone (known for their demonic statues, reliefs, and stone pillars), push stone, carry incredible weights of stone (1000 times the P.S. attribute), move stone mentally, levitate rock, sense water, sense elemental beings under the earth, and locate secret passages in stone structures. The erta do NOT possess any of the other stone powers like gem magic and pyramid technology.

Psionics: None





Appearance: A serpentine creature with a humanoid upper torso, four human arms, long spiked tail, and demonic face. Its maw is huge and lined with jagged teeth. The lower jaw is larger than the upper. A carnivore that preys on humans and other animals.

Average Life Span: 250 years

Slave Market Value: 50,000 credits wild and untamed, 300,000 credits if implanted with an enslaver.

Habitat: Sold in Atlantis and occasionally found in the Atlantean wilderness and Eastern Europe.

Enemies: Larger predators, Splugorth Minions, and humanoids.

Allies: Tend to be loners traveling in small packs of two to six.

Note: Not recommended as a player character.

Erta R.C.C. (limited skills)

Basic Math (+5%)

Land Navigation (+25%)

Wilderness Survival (+20%)

Track Animals (+15%)

W.P. Knife

Languages: Native language is a strange dialect of Gobblely, and slaves also speak Dragonese/Elf 98% (illiterate).

R.C.C. Related Skills: Select five other skills, plus one additional skill at levels four, eight, and twelve. All new skills start at level one proficiency.

Communications: Radio: Basic only

Domestic: Any

Electrical: None

Espionage: None

Mechanical: None

Medical: None

Military: None

Physical: None; see natural abilities.

Pilot: Hover car and truck only.

Pilot Related: None

Rogue: Any (+5%)

Science: None

Technical: Any (+5%)

Weapon Proficiencies: Any

Wilderness: Any (+10%)

Secondary Skills: None

The Eyes of Eylor

Eylor The Planet-Being

Somewhere in one of the thousands of dimensions, legends tell of a living being the size of Jupiter, the planet-being Eylor (pronounced E-lore). Nobody, not even the Splugorth or ancient dragons, know what the planet-being is or its purpose. It is apparently a living organism, but does not respond to any form of communication, including magic and psionics. Some have speculated that the planet-being is asleep or in stasis and is not aware of anything going on around it or to it. Others have suggested that it is mentally or astrally exploring the Megaverse and has an agenda of its own that is not apparent to others. Regardless of why, the planet-being does not respond but is alive and throbs with magic and psionic energy.

According to legends and rumors, the Splugorth have found the dormant planet-being and extract parts of it to use in bio-wizardry. Supposedly, the giant eyes of the slave barge and other vehicles and devices are the eyes of Eylor! The Splugorth neither deny or acknowledge the rumors as being true, but they certainly know all the stories about Eylor and do have mysterious giant eyes used in bio-technology. Whether it is a ruse to frighten and intimidate others, the Splugorth refer to the giant eyes as the eyes of Eylor! If they do know the location of the planet-being they are the only beings in the universe

who do and it is a secret that is not shared with any of their minions, including the Splugorth High Lords.

The Eyes of Eylor (a living bio-wizard component)

Alignments: Not generally applicable (if any, they'd be considered anarchist). However, the eyes can be programmed to be a particular alignment when used in bio-wizardry; for example, the Staff of Eylor.

Attributes: Not applicable. Show an amazing degree of memory and total recall, but function like a blank computer that is able to hold and use knowledge in a programmed way but NEVER think or act on their own — perfect for bio-technology.

Hit Points: Mega-damage creatures that don't seem to need any kind of nourishment, they just exist and can exist in any environment, including the vacuum of space.

M.D.C.: 40 for baseball size eyes (never any smaller) to eyes twice the size of a basketball. 120 for larger eyes, which can get as big as a 50 gallon (190 liter) drum.

All eyes can regenerate $1D4 \times 10$ M.D.C. per minute and can instantly create an armor of Ithan force field around them (this field is sometimes expanded to include a larger bio-wizard body or area and therefore weakens the protection of the eyes themselves, as is the case of the Splugorth Slave Barge). May be encased in an M.D.C. containment mechanism/housing.

Horror Factor: 10

P.P.E.: 150 for small eyes or 400 for the large eyes.

Weight: Approximately 2 lbs for small eyes (0.9 kg) to 350 lbs (157.5 kg) for the largest; have a lot of mass.

Natural Abilities: Nightvision 600 ft (183 m), see the invisible, see magic energy, a wider range of color vision, see the ultraviolet spectrum of light, telescopic vision (6000 ft/1800 m), magnification to the 300th power, and polarized vision, so they can tell direction

by looking at the position of the sun's rays (88%). Also see magic and psionic powers.

Combat Skills: Not applicable.

Damage: Not applicable.

Bonuses: Impervious to horror factor, gases, poisons, and drugs. +3 to save vs magic and psionic attacks.

Magic: P.P.E.: 150 for small eyes or 400 for the large eyes. The magic powers of small eyes are the equivalent of a 8th level mage, large eyes are equal to an 12th level mage.

Small eyes can be programmed to perform as many as eleven different spells as often as two times each. Large eyes can be programmed to perform as much as twenty spells as often as three times each.

The eyes can be programmed with any magic spells (not warlock magic) from levels one through eight.

Psionics: $1D6 \times 10 + 40$ I.S.P.; equivalent to a minor psionic. Abilities are limited to empathy, telepathy (mainly a receiver and serves as a mental link when used in bio-wizardry), see aura, see the invisible, sense evil, sense magic, and total recall.

Skills: None

Weapons: None

Bio-Technology Devices: The eyes themselves are used for many Splugorth devices.

Appearance: Look like giant human eyes.

Average Life Span: Unknown; estimated 50,000 years, may be effectively eternal.

Slave Market Value: 100 million plus credits for one, very rarely sold.

Note: See bio-wizard weapons and devices for the many that utilize the eyes of Eylor, the most famous being the slave barge, eye staff and sensor eyes.



Hawrk-duhk R.C.C.

a.k.a. Duck-bill D-Bees

The hawrk-duhk are flightless, duck-billed, humanoids that resemble a bird. They are related to the predatory hawrk-ka and are indigenous to the same world. The hawrk-duhk are a group oriented, passive race of beings. They are not aggressive and fight only in self defense. However, they are very inquisitive and interested in domestic pursuits, playing and exploring. Their docile, non-confrontational nature means that the duck-bills put up little resistance, are easy to capture, and make for obedient slaves. They are used primarily by the Splugorth as slave labor and servants.

The average male mates for life with a single female. The hawrk-duhk are community oriented and gather in tribes/flocks that can number into the thousands. They work well together, always striving to cooperate and help one another. Hawrk-duhks mate once every year. Females lay 2D4 eggs which hatch within four months. The young stay with the adults for at least one year even though they reach maturity within six months. Many young will stay with the flock-tribe for the rest of their lives.

Hawrk-duhk (optional player character & monster)

Alignments: Any, but generally anarchist or unprincipled.

Attributes: I.Q. 3D4+2, M.E. 4D6, M.A. 1D6, P.S. 3D6+6, P.P. 3D6+2, P.E. 3D6+2, P.B. 1D6+3, Spd 3D6 running, 2D4×10 swimming.

Hit Points: Mega-damage creatures.

M.D.C.: 3D4×10

Horror Factor: 8

P.P.E.: 4D6

Weight: 300 lbs (135 kg).

Size: Typically 6 to 8 ft (1.8 to 2.4 m).

Average Experience Level: 1D4; use the same experience table as the city rat/vagabond.

Natural Abilities: Nightvision 100 ft (30.5 m), keen long distance vision (like a hawk), see the invisible, see underwater, keen hearing, track by sight 40%, climb 30%, swim 98%, has oily, water resistant feathers and fur, can hold breath for eight minutes, can swim for three hours without feeling tired, and is impervious to magic.

Combat: Three attacks per melee. Gains one additional attack at levels four, seven and eleven.

Damage: Restrained punch 3D6 S.D.C., full strength punch or kick 1D6 M.D., power punch 2D6 M.D. (counts as two attacks), bite 3D6 S.D.C. May also use weapons and tools, but uses weapons only in self defense.

Bonuses: +3 on initiative, +1 to strike, +3 to parry and dodge, and +2 to roll with punch, fall or impact. +3 save vs horror factor, +1 to save vs psionics and poison, and is impervious to all forms of magic! Bonuses are all in addition to attribute bonuses.

Magic: None.

Psionics: 6D6+20 I.S.P.; considered a major psionic. Powers are limited to sense evil, sense magic, presence sense, mind block, detect psionics, increase healing, psychic purification, and resist fatigue.

Appearance: Looks like a large humanoid bird with large webbed feet, large eyes, and duck-billed mouth.

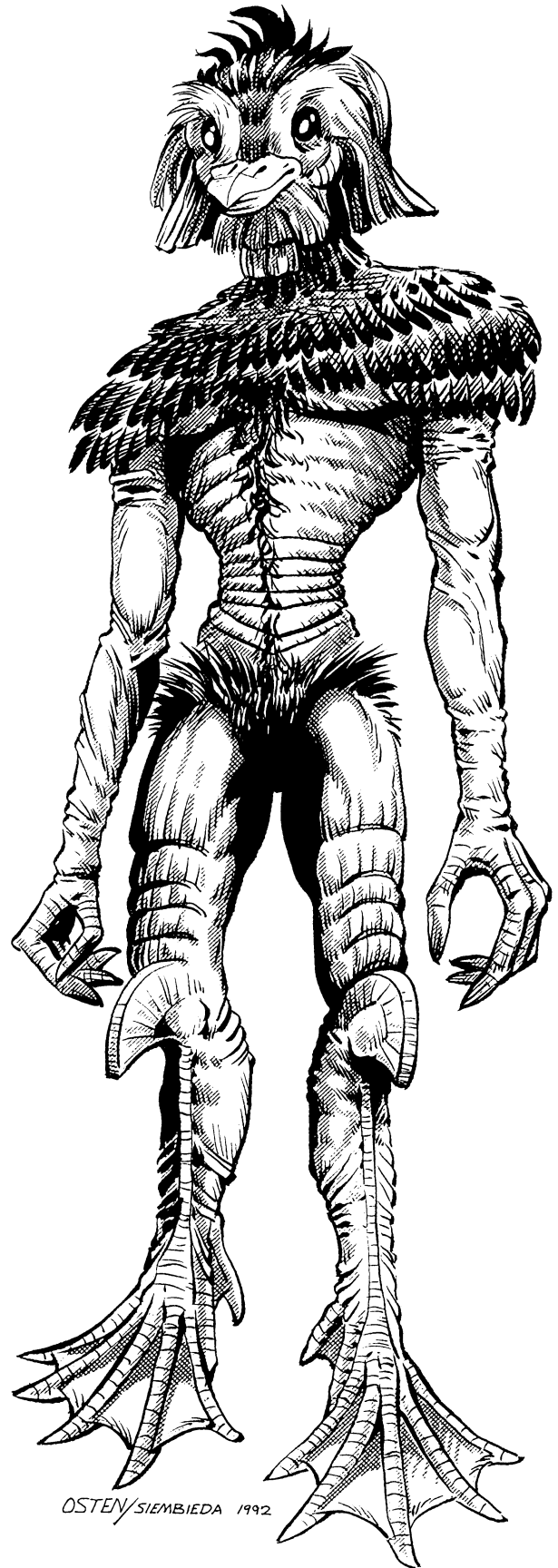
Average Life Span: Fifty years.

Slave Market Value: 150,000 to 250,000 credits.

Habitat: Sold in Atlantis and occasionally found in North America, Europe and Africa.

Enemies: Hawrk-ka, large predators and humanoids.

Allies: Friendly to most other races. Feed on insects, amphibians, fish, crustaceans, mussels, kelp and sea plants.



Hawrk-duhk Adventurer R.C.C.(limited skills)

Basic Math (+10%)

Land Navigation (+20%)

Wilderness Survival (+10%)

Preserve Food (+5%)

W.P. Blunt

Languages: Native Hawrkin and Dragonese/Elf 98% (illiterate).

O.C.C. Related Skills: Select six other skills, plus one additional skill at levels four, eight, and twelve. All new skills start at level one proficiency.

Communications: Radio: basic only.

Domestic: Any (+10%)

Electrical: Basic electronics only.

Espionage: None.

Mechanical: None.

Medical: First Aid (+5%) or Holistic Medicine (counts as two selections +5%)

Military: None.

Physical: None; see natural abilities.

Pilot: Any except robot and space vehicles.

Pilot Related: Any (+5%)

Rogue: Any (+2%)

Science: None.

Technical: Any (+5%)

Weapon Proficiencies: Any.

Wilderness: Any (+10%)

Secondary Skills: The character also gets to select four secondary skills from the previous list. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses (). All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in that list.

Hawrk-ka R.C.C.

Humanoid Predator

The hawrk-ka are powerful, alien predators that are sometimes confused with the shedim demons or the creations of Lone Star genetic manipulation. In reality, they are inhabitants of the same world as the zembahk. The creatures are excellent and merciless predators, preying on the zembahk, hawrk-duhk, and other smaller creatures. Their most significant feature is they are completely impervious to magic! This is their natural defense in a world dominated by mystic energy and creatures like the zembahk that possess incredible magic powers. The Splugorth hype this aspect and sell them as slaves useful for hunting, guarding and protection.

The hawrk-ka are extremely aggressive, not too smart, and difficult to manage. They love to hunt and kill more than anything else, feeding on humanoids and animals twice as big as they. As combatants, they are both fearless and merciless. Most will fight to the death unless commanded otherwise and even then they may have to be pulled off their opponent. Unlike the hawrk-duhks, these beings are lone hunters who shun the company of their own kind, except for one's mates or to fight.

The average male will mate with 1D4 females, all of whom will stay with the male for 2D6 years, sometimes life. When a female leaves, the male will look for a replacement whenever the opportunity avails itself. Hawrk-ka mate once every two years. The male and his mates will settle down to one area while they wait for the eggs to hatch and the young to mature. Females lay 1D4 eggs which hatch within four months. The young stay with the adults for another four months until they reach maturity, at which point the male chases them away.

Hawrk-ka (optional player character & monster)

Alignments: Any, but generally anarchist or evil.

Attributes: I.Q. 3D4, M.E. 4D6, M.A. 1D6, P.S. 3D6+10, P.P. 3D6+6, P.E. 3D6+6, P.B. 3D6, Spd running 4D6, spd flying 2D6×10+30

Hit Points: Mega-damage creatures.

M.D.C.: 4D4×10

Horror Factor: 13

P.P.E.: 2D6

Weight: 500 lbs (225 kg).

Size: Typically 6 to 10 ft (1.8 to 3 m).

Average Experience Level: 1D4; use the same experience table as the head hunter.

Natural Abilities: Nightvision 100 ft (30.5 m), keen long distance vision (like a hawk), see the invisible, keen hearing, track by sight 60%, track by smell 45%, swim 30%, climb 60%, fly for up to four hours before getting tired, and is impervious to magic.

Combat: Seven attacks per melee. Gains one additional attack at levels five, ten and fifteen.

Damage: Restrained strike with claws 4D6 S.D.C., full strength strike with claws or kick 2D6 M.D., power punch 4D6 M.D. (counts as two attacks), and power dive claw attack. The power dive means that the creature comes swooping out of the sky at full speed and strikes with his clawed feet: 1D6×10 (counts as three attacks). May also use weapons, but most prefer hand to hand combat; they never wear body armor.

Bonuses: +4 on initiative, +2 to strike, +3 to parry and dodge, +3 to strike when flying and diving from above, and +3 to roll with impact. +3 to pull punch, +2 to disarm, +5 to save vs Horror Factor, +1 to save vs psionics and poison, and is impervious to all forms of magic! Bonuses are all in addition to attribute bonuses.

Magic: None.

Psionics: 4D6+10 I.S.P.; considered a minor psionic. Powers are limited to sense magic, presence sense, and mind block.

Appearance: Looks like a large humanoid bird with large claws for hands and feet. There are three females for every male. Both are equally aggressive and about the same size, the only real difference is that the females are less colorful.

Average Life Span: Fifty years.

Slave Market Value: 100,000 to 300,000 credits.

Habitat: Sold in Atlantis and occasionally found in North America, Europe and Africa.

Enemies: Larger predators and humanoids, but actually respect the Splugorth and their minions. Hawrk-ka are carnivores.

Allies: Tend to be loners but may work with groups.

Hawrk-ka Hunter R.C.C. (limited skills):

Basic Math (+5%)

Land Navigation (+20%)

Wilderness Survival (+20%)

Preserve Food (+5%)

W.P. Blunt

Languages: Native Hawrkin and Dragonese/Elf 98% (illiterate).

R.C.C. Related Skills: Select four other skills, plus one additional skill at levels four, eight, and twelve. All new skills start at level one proficiency.

Communications: Radio: basic only.

Domestic: Any.

Electrical: None.

Espionage: Detect ambush, detect concealment, escape, and intelligence only (+5%).

Mechanical: None

Medical: First Aid only (+5%).

Military: None.

Physical: None; see natural abilities.

Pilot: Motorboat, hover vehicles, motorcycle only.

Pilot Related: None

Rogue: Any (+5%)

Science: None.

Technical: Any (+5%)

Weapon Proficiencies: Any.

Wilderness: Any (+10%).

Secondary Skills: The character also gets to select four secondary skills from the previous list. These are additional areas of knowledge that



do not get the advantage of the bonus listed in the parentheses (). All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in that list.

Hawrk-ohl R.C.C.

Humanoid Predator

The hawrk-ohl are powerful, bird-like predators that resemble a humanoid owl. They are native to the same world as the zembahk and cousins to the other hawks. They are often referred to as Owl Men. The creatures are excellent and merciless predators, preying on the zembahk, hawrk-duhk, and other smaller creatures. Their most significant features are their great physical strength and that they are completely impervious to magic! This is their natural defense in a world dominated by mystic energy and creatures like the zembahk that possess incredible magic powers. The Splugorth hype this aspect and sell them as slaves useful for hunting, guarding and protection, as well as labor.

The hawrk-ohl are extremely aggressive predators who will not hesitate to attack prey that is man size and larger. They are not very intelligent and rely on instinct and self preservation. Unlike their cousins, the hawrk-ka, they do not love to hunt and kill, but are just very good at it and are fearless and merciless in combat. However, they will not fight to the death if it can be avoided. Although not bellicose, they enjoy brawls and contests of strength and skill.

They are much more social than the hawrk-ka and frequently live in small flock-tribes of four to 24 members. The largest tribes never exceed 60 members. Surprisingly, the hawrk-ohl tribes seldom fight and share territories, prey and possessions. They will also associate with other humanoid life forms, but hate the hawrk-ka and hawrk-duhk and avoid contact with them, except to fight. They also use weapons. On their native planet, hand-held weapons like the sword and mace are common, but they are happy and able to learn to use energy weapons. Heavy weapons, magic weapons, bow weapons and vibro-blades are their favorites.

The average male will mate for life with one female. Hawrk-ohl mate once every three years. The male and his mate will settle down to one area while they wait for the eggs to hatch and the young to mature. Females lay 1D4 eggs, which hatch within four months. The young stay with the adults for 1D4 years, although they reach maturity within six months. About 25% will stay with the flock-tribe.

Hawrk-ohl (optional player character & monster)

Alignments: Any, but generally anarchist or evil.

Attributes: I.Q. 3D4, M.E. 4D6, M.A. 3D6, P.S. 3D6+20, P.P. 3D6+6, P.E. 3D6+6, P.B. 3D6, Spd running and climbing 4D6

Hit Points: Mega-damage creatures.

M.D.C.: 4D4 × 10

Horror Factor: 12

P.P.E.: 3D6

Weight: 700 lbs (315 kg).

Size: Typically 10 to 14 ft (3 to 4.3 m) tall.

Average Experience Level: 1D4 + 1; use the same experience table as the head hunter.

Natural Abilities: Prehensile feet (work like hands), double-jointed, nightvision 1000 ft (305 m), good color vision (like a human), see the invisible, keen hearing, superior sense of smell, track by smell 80%, recognize smells 85%, swim 60%, climb 98%, acrobatics 80%, prowl 80% and is impervious to magic.

Combat: Six attacks per melee. Gains one additional attack at levels five, ten and fifteen.

Damage: Restrained strike with claws 4D6 S.D.C., full strength strike with claws or kick 3D6 M.D., power punch 6D6 M.D. (counts as two attacks). A leap attack from above (they love to attack by leaping out of trees or high places) adds 1D4 damage and a roll of an unmodified 19 or 20 is a critical strike.

Bonuses: +3 on initiative, +4 to strike, +4 to parry, +3 to dodge, +3 to strike leaping from above, and +2 to roll with punch, fall or impact. +4 to save vs Horror Factor, +1 to save vs psionics and poison, and is impervious to all forms of magic! Bonuses are all in addition to attribute bonuses.

Magic: None.

Psonics: 4D6 + 10 I.S.P.; considered a minor psionic. Powers are limited to sixth sense, sense evil, and mind block.

Appearance: Looks like a large humanoid bird with large claws for hands and feet. The division between males and females is about equal. Both are equally aggressive and about the same size, the only real difference is that the females are less colorful.

Average Life Span: Fifty years

Slave Market Value: 250,000 to 400,000 credits.

Habitat: Sold in Atlantis and occasionally found in North America, Europe and Africa.

Enemies: Larger predators, the supernatural and humanoids. Remember, the hawrk-ohl are carnivores that may prey on humanoids and hawrk-duhk, as well as animals.

Allies: Tend to work well with groups, but always suspicious of others, especially strangers and men of magic.

Hawrk-ohl Hunter R.C.C. (limited skills)

Basic Math (+5%)

Land Navigation (+15%)

Wilderness Survival (+15%)

Preserve Food (+10%)

W.P. Archery and Targeting

W.P. Knife

W.P. Sword

Languages: Native Hawrkin and Dragonese/Elf 98% (illiterate).

R.C.C. Related Skills: Select six other skills, plus one additional skill at levels four, eight, and twelve. All new skills start at level one proficiency.

Communications: Radio: basic only

Domestic: Any (+5%)

Electrical: None

Espionage: Detect ambush, detect concealment, escape, and intelligence only (+5%).

Mechanical: None

Medical: First Aid only (+5%)

Military: None

Physical: None; see natural abilities.

Pilot: Motor boat, hover vehicles, motorcycle only.

Pilot Related: Any

Rogue: Any (+2%)

Science: Any

Technical: Any (+5%)

Weapon Proficiencies: Any

Wilderness: Any (+10%)

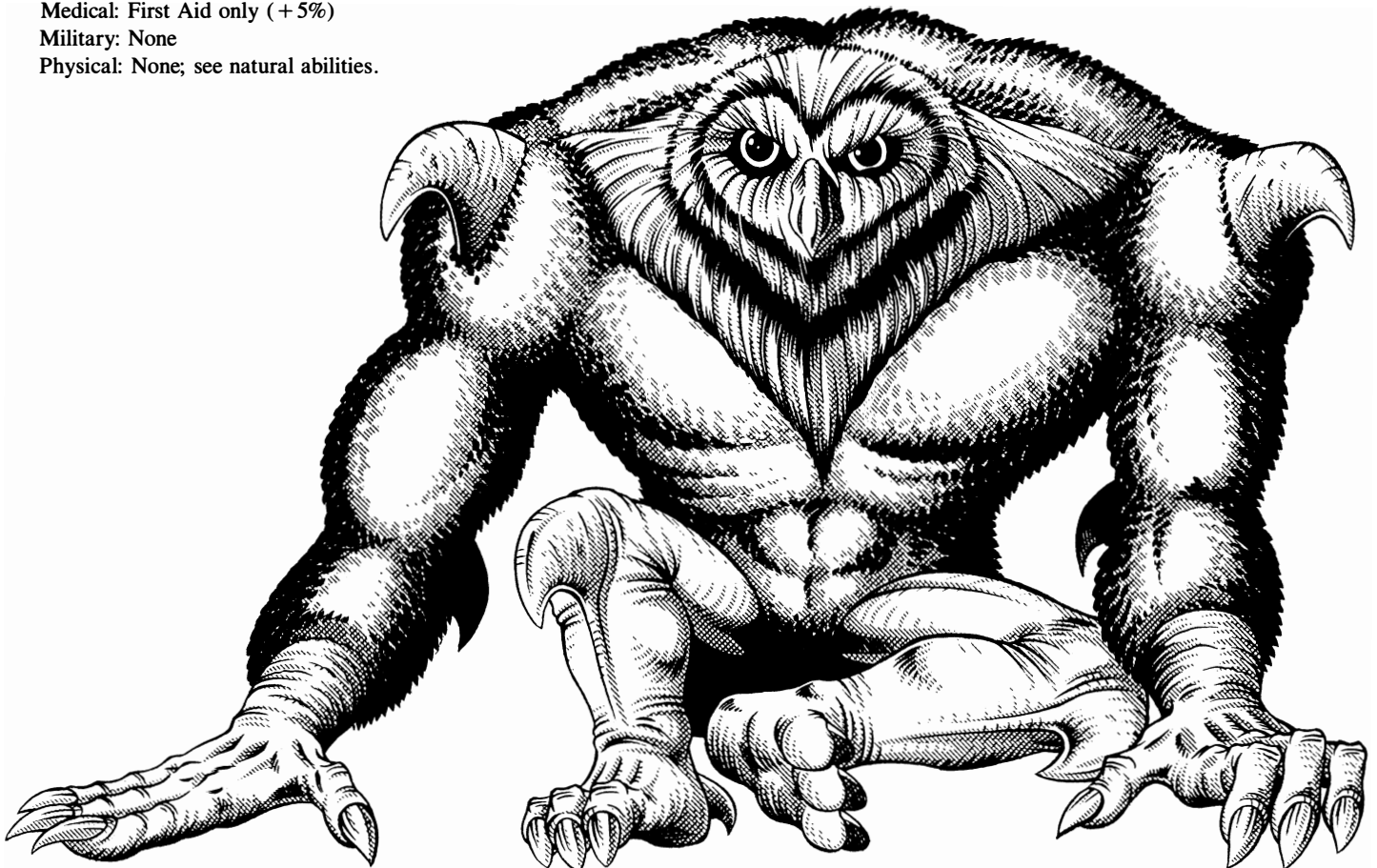
Secondary Skills: The character also gets to select four secondary skill from the previous list. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses (). All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in that list.

Shaydor Spherians

Stilt-People

The shaydor are a gentle, quiet, inquisitive people who fell easy prey to the Splugorth invaders. Their lush, mineral rich planet had become a mining outpost and one of the many worlds inhabited by the Kydians (Splugorth Overlords). Some have accepted their fate and serve the Splugorth as second-class minions, others are forced into slavery. Still others have escaped to build a new home on new worlds or wander the universe as adventurers.

A race fascinated by other people, the supernatural and magic, they have been attracted to Rifts Earth. They are found on Earth as free adventurers, explorers, slaves and Minions of Splugorth. They are both admired and feared for their psionic powers. Their alien appearance only adds to the apprehension of humans and most humanoids.



OSTEN / LONG

Shaydor Spherian Stilt-People (optional player character & monster)

Alignments: Any, but adventurers are generally selfish or good.

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

Hit Points: Mega-Damage creatures.

M.D.C.: 2D4 × 10 + 20

Horror Factor: 12

P.P.E.: 5D6

Weight: 100 lbs (45 kg).

Size: Typically 7 to 10 ft (2.1 to 3 m) tall.

Average Experience Level: 1D4 + 2. Player characters should start at first level and use the same experience table as the mind melter.

Natural Abilities: Prehensile feet, tail, and tentacles, double-jointed, ambidextrous, good color vision (like a human), keen hearing, swim 50%, climb 70%, prowl 60%.

Combat: Eight physical or psionic attacks per melee. Gains one additional attack at levels five, ten and fifteen.

Damage: Restrained strike with tail 4D6 S.D.C., full strength strike with tail or kick 1D6 M.D., power strike (tail) 2D6 M.D. (counts as two attacks). Stab with beak 1D6 S.D.C., punch with tentacles 2D4 S.D.C., kick 2D4 S.D.C., or can use weapons. An unmodified roll of 19 or 20 is a critical strike. Tend to rely on psionic powers.

Bonuses (from psionic sensitivity): +4 on initiative, +3 to strike and parry, +5 to strike with tail, +4 to dodge, and +2 to roll with punch, fall or impact. +6 save vs horror factor, +1 to save vs psionics, poison and disease, +10% to save vs coma/death. Bonuses are all in addition to attribute bonuses.

Magic: None; rely on psionics, although they may collect and use magic items.

Psionics: Considered a master psionic/mind melter. They are divided into four types of psionic orientation/O.C.C.s: healer, sensitive, explorer, and warrior; each with a different variety of powers.

Healer: I.S.P.: M.E. number plus 4D6 × 10 (+ 10 per each level of experience). Has mind block, telepathy, see aura, bio-regeneration (self), healing touch, psychic diagnosis, and bio-manipulation. Plus select five additional psionic powers from the category of healing, three from sensitive and three from super psi-powers. Select one additional healing or super psi-power every three levels of experience, starting at level three.

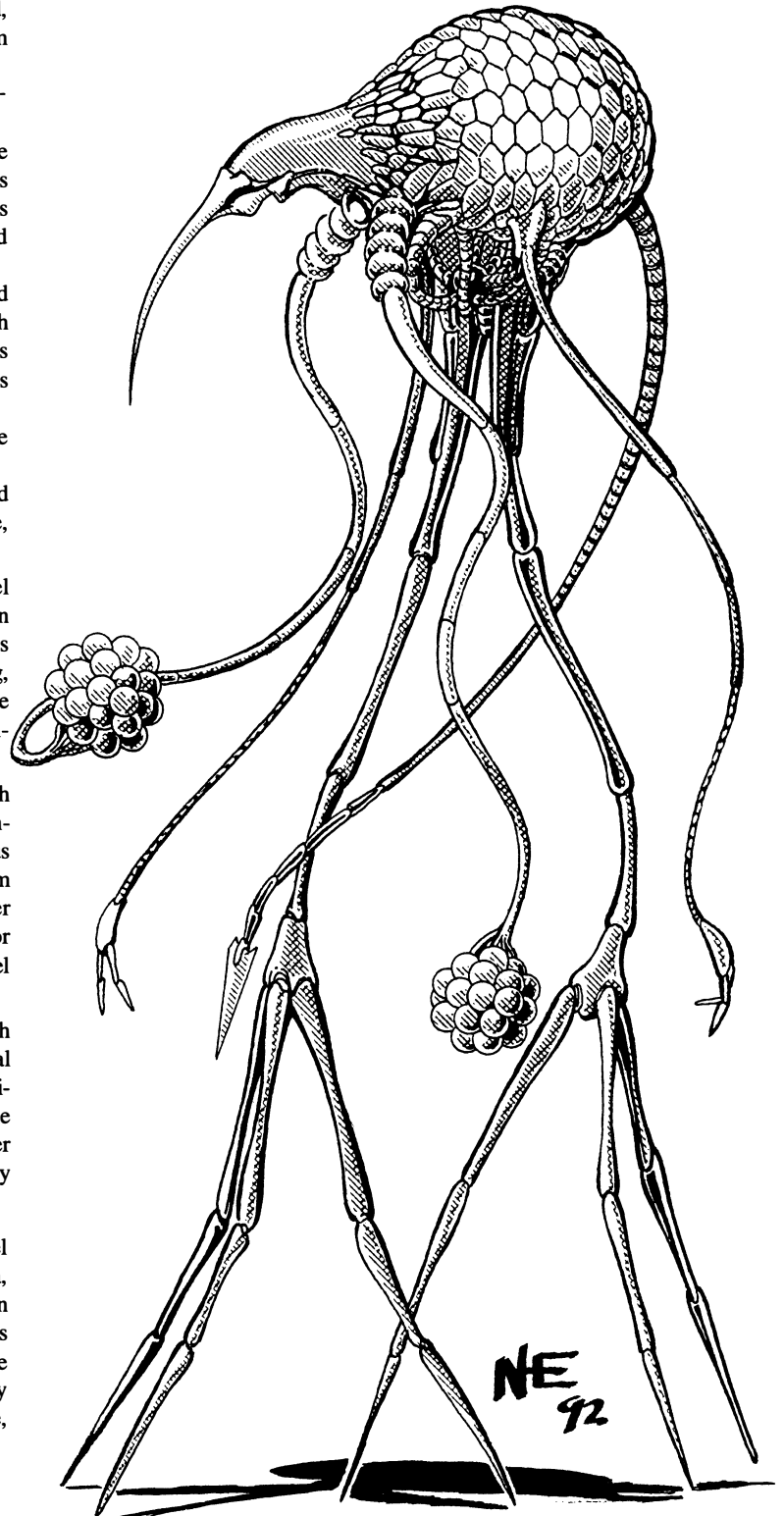
Sensitive: I.S.P.: M.E. number plus 3D6 × 10 (+ 10 per each level of experience). Has mind block auto-defense, telepathy, empathy, see aura, presence sense, sense magic, and ectoplasm. Plus select six additional powers from the category of sensitive, two from healer, two from physical and three mind type powers from super psionics (no kinesis of any kind). Select one additional sensitive or super psi-power every three levels of experience, starting at level three.

Explorer: I.S.P.: M.E. number plus 3D6 × 10 (+ 10 per each level of experience). Has mind block, telepathy, see aura, astral projection, object read, telemechanics, impervious to cold, impervious to fire, and resist fatigue. Plus select four powers from the category of physical, two from sensitive, and three from super psionics (any). Select one additional power from any psionic category every two levels of experience, starting at level two.

Warrior: I.S.P.: M.E. number plus 4D4 × 10 (+ 10 per each level of experience). Has mind block auto-defense, telepathy, see aura, sixth sense, death trance, alter aura, impervious to fire, summon inner strength, and resist fatigue. Plus select four additional powers from the physical category, two types of kinesis (super) and three other super psionic powers. Select one additional power from any psionic category, except healing, every three levels of experience, starting with level three.

Appearance: They are actually quite attractive. The body is covered in a hard, shell-like skin with a metallic or crystalline appearance, shiny and smooth. They are amber to gold in color, except for shaydorians healers who are a light blue or blue-green color.

Seven appendages dangle from the round body. Two are long, stilt legs with three long toes. Two are tentacles with tiny hands that have only two fingers that are used for grasping and using tools. Another pair of tentacles have a cluster of amber spheres that resemble a cluster of grapes, these are psionic sensors. The seventh is a tail with a razor sharp arrowhead type end used for defense, balance and support when climbing over treacherous terrain. All the appendages, including the tail, are prehensile and can be used like hands



to pick up, hold or carry things. Tiny eyes and ears are located on the bird-like head. Shaydorians eat/drink fruits, fruit juices, pulp, honey, syrups, nectar, and pureed foods with their long beak.

Average Life Span: 150 years

Slave Market Value: 400,000 to 600,000 credits.

Habitat: Sold in Atlantis and occasionally found throughout the world and the universe.

Enemies: Predators, the supernatural, and Splugorth. Suspicious of humanoids and shaydor intel — dislike the intel.

Allies: Tend to work well with groups, and will be friends with any creature that responds in kind.

Shaydorian R.C.C. (limited skills)

Art (+5%)

Writing (+10%)

Basic Math (+20%)

Advanced Math (+20%)

Computer Operation (+10%)

Land Navigation (+15%)

Wilderness Survival (+10%)

Languages: Native Shaydorian and Dragonese/Elf 98% (literate).

Languages: Select two additional (+20%)

W.P. Knife

W.P. One of choice

R.C.C. Related Skills: Select seven other skills, plus one additional skill at levels three, six, nine and twelve. All new skills start at level one proficiency.

Communications: Any (+10%)

Domestic: None

Electrical: Any

Espionage: Escape and intelligence only (+5%).

Mechanical: Any

Medical: Any (+5%)

Military: None

Physical: None; see natural abilities.

Pilot: Any except robot and power armor.

Pilot Related: Any

Rogue: Any

Science: Any

Technical: Any (+5%)

Weapon Proficiencies: Any

Wilderness: Any (+5%)

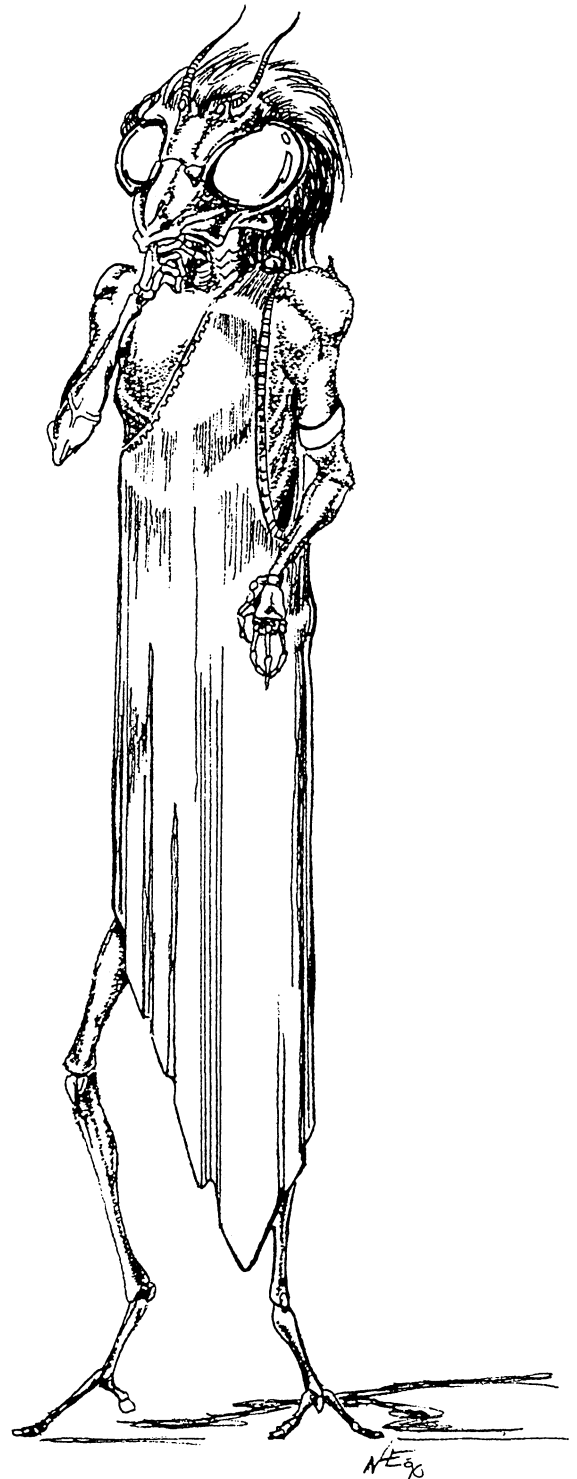
Secondary Skills: The character also gets to select six secondary skills from the previous list. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses (). All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in that list.

Shaydorian Intel

Stilt-People

The Shaydorian Intel has an insect appearance, because of the head and large eyes, but is a mammal. They are a bit faster and more aggressive than their gentle cousins but share their inquisitive nature and quiet disposition. Many more intel willingly serve the Splugorth and can acquire a reasonably high position among the Minions. Others seem to be fanatically opposed to the Splugorth and everything they represent (virtually a complete opposite and these intel hate those who serve the Splugorth). On Earth, the Shaydorian intel are rumored to have joined forces with the True Atlanteans. Still others have escaped to build a new home on new worlds or wander the universe as adventurers.

Unlike the spherians, the intel have comparatively few psionic powers, but they have developed a high resistance to psionic and mind



control. This probably resulted from the two shaydorian races being at odds with each other, although conflicts were seldom to the death.

Shaydor Intel Stilt-People (optional player character & monster)

Alignments: Any, but adventurers are generally selfish or good.

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

Hit Points: Mega-damage creatures.

M.D.C.: 2D4 × 10 + 30

Horror Factor: 9

P.P.E.: 4D6

Weight: 130 lbs (58.5 kg)

Size: Typically 9 to 11 ft (2.7 to 3.3 m) tall

Average Experience Level: 1D4 + 2. Player characters should start at first level; use the same experience table as the mind melter.

Natural Abilities: Prehensile feet, double-jointed, ambidextrous, superior color vision (better than a human's), sees in the infrared, nightvision 600 feet/183 m and can see tiny print and details about equal to a magnifying glass (3x magnification). Their sensitive antennae alert them to movement in the air (initiative bonus), and gives them a keen sense of smell: recognize smells 65%, recognize an individual scent 50%, track by smell 40%, plus they can swim 60%, climb 60%, and prowl 60%.

Combat: Six physical or psionic attacks per melee. Gains one additional attack at levels three, seven, eleven and fifteen.

Damage: Punch 1D6 S.D.C., kick 1D6 S.D.C., or can use any type of weapon, from magic to energy rifles.

Bonuses: +5 on initiative, +4 to strike, parry, and dodge, and +1 to roll with punch, fall or impact. +5 save vs horror factor, +4 to save vs psionics and all forms of mind control, +3 to save vs magic illusions, +5% to save vs coma/death. Bonuses are all in addition to attribute bonuses.

Magic: None; rely on psionics, although they may collect and use magic items.

Psionics: Considered a minor psionic. All shaydor intel possess the following psionic powers: Telemechanics, total recall, speed reading, and mind block. I.S.P.: M.E. number plus $1D4 \times 10$ (+1D6 per each level of experience).

Appearance: Insect-like head with hard, bony skin/armor, huge bug eyes, antennae, and hair. Humanoid body with spindly arms and skinny stilt legs.

Average Life Span: 150 years.

Slave Market Value: 400,000 to 550,000 credits — especially as mechanics.

Habitat: Sold in Atlantis and occasionally found throughout the world and the universe.

Enemies: Predators and supernatural monsters. Some loathe the Splugorth and most are suspicious of humans and humanoids. Most dislike Shaydor Spherians.

Allies: Many have allied themselves to the Splugorth and their minions. A small number have joined forces with a group of True Atlanteans. Many like humans and other intelligent life forms. Tend to work well with groups, and will befriend any creature that responds in kind.

Intel R.C.C. (limited skills):

Basic Math (+15%)

Land Navigation (+10%)

Wilderness Survival (+10%)

Languages: Native Shaydorian and Dragonese/Elf 98% (literate).

Languages: Select two additional (+15%)

W.P.: Four of choice (any)

R.C.C. Related Skills: Select eight other skills, plus one additional skill at levels three, six, nine and twelve. All new skills start at level one proficiency.

Communications: Any (+10%)

Domestic: None

Electrical: Any (+5%)

Espionage: None

Mechanical: Any (+10%)

Medical: Any (+5%)

Military: Any (+5%)

Physical: None; see natural abilities.

Pilot: Any except robot and power armor.

Pilot Related: Any (+10%)

Rogue: Any (+5%)

Science: Any (+5%)

Technical: Any (+10%)

Weapon Proficiencies: Any

Wilderness: Any (+2%)

Secondary Skills: The character also gets to select five secondary skills from the previous list. These are additional areas of knowledge that

do not get the advantage of the bonus listed in the parentheses (). All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in that list.

Yll Tree Climber

Animal Predator

The yll tree climber is a popular mega-damage animal at the slave market because it has a high animal intelligence, can be easily trained as an attack animal or pet and is a ferocious combatant.

Its homeworld is a huge planet covered in tropical rain forests and gargantuan trees, similar to the alien vegetation that covers much of England. In this environment of 1000 foot (305 m) tall trees and networks of thick branches and vines, the yll scurry, leap and climb with amazing grace and speed. They feed on smaller animals and frequently hunt in packs of 12 to 36. In many ways they can be thought of as giant, lizard looking monkeys with the intelligence of an Earth chimpanzee. Although lizard-like in appearance, the yll are much more akin to Earth birds — warm blooded, high metabolism and egg laying (no feathers).

Their claws and limbs are made for climbing, pouncing and grasping prey. The normal hunting tactic is to pounce on prey from above, pin and hold the prey in their claws of their powerful hind legs and then tears the flesh with the smaller forearms and teeth. The prehensile tail is used for balance when running and leaping, like a third hand to hold onto branches, and as a stabbing and slashing weapon. During rutting season, males engage in non-lethal combat by wrestling and banging their incredibly hard, bone hooded heads against each other.

On earth and other alien environments without giant trees, the creature's speed is dramatically reduced and it becomes much more vulnerable. They love forests and like mountains, in both cases, places they can climb and hide in. Even so, they are fast, can leap long distances, and can climb wood, stone and concrete structures with ease! Unfortunately, the protective spikes and plates along their spine prevents them from being used as a riding animal (their leaping, rabbit style of running also makes them inappropriate as a riding animal). However, because of its mega-damage and combat abilities, the Splugorth frequently hype the yll as a "Dragon Killer."

The Yll Tree Climber (optional pet or guard animal for characters):

Alignments: Generally considered to be unprincipled or anarchist.

Attributes: I.Q. $1D6 + 2$ (animal), M.E. $3D6 + 4$, M.A. $3D6 + 4$, P.S. $4D6 + 10$, P.P. $3D6 + 10$, P.E. $3D6 + 10$, P.B. $3D6$, Spd $2D4 \times 10$ (three times faster climbing, running and leaping though giant trees, twice as fast climbing mountains).

Hit Points: Mega-damage creatures.

M.D.C. by Location:

Head — 150

Forearms (2) — 75 each

Hind Legs (2) — 110 each

Spiny Tail (1) — 130

Protective Plates (5) — 150 each

Main Body — $1D4 \times 100 + 60$

Horror Factor: 11

P.P.E.: 5D6

Weight: 350 to 500 lbs (157 to 225 kg).

Size: 8 to 11 ft (2.4 to 3.3 m) long from head to tail tip. Stand about 5 ft (1.5 m) tall crouched on all fours, and approximately 10 ft tall (3 m) standing erect on the hind legs.

Natural Abilities: Nightvision 60 ft (18 m), superior sense of hearing, keen color vision, track by smell 55%, prowl 42%, swim 80%, climb 94%, acrobatics 94%, and leap from standing still 60 feet (18 m) lengthwise or 30 feet (9 m) high.

Combat: Five physical attacks per melee plus two from prehensile tail (seven attacks total).



Yazhing Multipede

Animal Predator

The yazhing is a scavenging creature that resembles a giant centipede. It is a pest that accompanies the Splugorth and their minions wherever they go, much like the cockroaches of human cities. The Minion tend to ignore the creature because they are mostly harmless, feeding on the remains of the dead, garbage and refuse. The average yazhing ranges from about three to six feet (0.9 to 1.8 m) long, however, the critter can grow to as large as 30 feet (9 m). 15 to 30 footers will prey on animals and even humanoids! Fortunately, the giant scavengers are not capable fighters and inflict minimal damage.

The Yazhing Multipede — Monster

Alignments: Generally considered to be anarchist or evil.

Attributes: I.Q. 1D4 (animal), M.E. 1D6, M.A. 1D4, P.S. 2D6 + 12, P.P. 2D6 + 10, P.E. 3D6 + 10, P.B. 1D4, Spd 2D4 × 10

Hit Points: Mega-damage creatures.

M.D.C. by Location:

Head — 40 for small creatures, 90 for giants.

Legs (many) — 5 each for small creatures, 20 each for giants.

Main Body — 1D6 × 10 if under six feet (1.8 m), 3D4 × 10 + 40 for giant sized creatures.

Horror Factor: 10 for giants, none for small ones.

P.P.E.: 1D6

Weight (giants): 1500 lbs (675 kg).

Size: Typically 3 to 6 ft (0.9 to 1.8 m) long, but giants range from 15 to 30 feet (4.6 to 9 m). 8 to 11 ft (2.4 to 3.3 m) long from head to tail tip. Stand about 5 ft (1.5 m) tall crouched on all fours, and approximately 10 ft tall (3 m) standing erect on the hind legs.

Natural Abilities: Nightvision 600 ft (183 m), infrared vision, track by smell 60%, prowl 62%, swim 80%, climb 98%, plus can climb on smooth surfaces, straight up walls, upside down, etc., and all at maximum speed.

Combat: Five attacks per melee.

Damage from small Yazhing: Looks more dangerous than it really is. Swat with tail/lower body 1D6 S.D.C., slam using body like a whip 3D6 S.D.C., or bite 5D6 S.D.C. or power bite 1D4 M.D. (counts as two attacks).

Damage from Giant Yazhing: Looks more fearsome than it really is. Swat with tail/lower body 1D6 M.D., slam using body like a whip 3D6 M.D., bite 2D6 M.D. or power bite 4D6 M.D. (counts as two attacks).

Bonuses: +2 on initiative, +1 to strike, parry and dodge, +2 to strike by dangling from above, and +3 to roll with punch, fall or impact. Also +4 save vs horror factor. Bonuses are all in addition to attribute bonuses.

Magic: None.

Psionics: None.

Appearance: Looks like a giant, alien centipede.

Average Life Span: Ten years.

Slave Market Value: None for small — pests. Giants are sometimes sold as guard animals or combatants for the arena. 10,000 to 20,000 credits. The creature is as dumb as dirt.

Habitat: Sold in Atlantis and occasionally found along the east coast of America and the west coast of Africa.

Enemies: Larger predators and humanoids.

Allies: Not applicable.

Notes: Mate twice a year, laying 6D6 eggs buried in dirt.

Damage: Swat with tail 1D6 M.D., stab with tail 3D6 M.D., front claws 2D6 M.D., hind claws 4D6 M.D., crush/squeeze with large claws 1D4 M.D., bite 2D6 M.D., head butt 3D6 M.D., running or leaping head butt/ram 5D6 M.D. (counts as two attacks). A pounce attack will knock an opponent down (he loses one melee attack) and inflict an additional 1D6 M.D. and has a 1-50% chance of pinning human sized and smaller prey (cannot move or attack).

Bonuses: +3 on initiative, +2 to strike, parry and dodge, +3 to strike by pouncing from above, and +6 to roll with punch, fall or impact. Also +2 save vs horror factor, +1 to save vs magic and poison. Bonuses are all in addition to attribute bonuses.

Magic: None

Psionics: None

Appearance: Looks like a tree climbing dinosaur with huge claws on the hind legs. Females are about 10% larger than the males.

Average Life Span: 90 years

Slave Market Value: 150,000 untamed, 400,000 tamed and trained to obey commands. Creatures with the maximum M.D.C. (or close to it) frequently get 30% more. Fearless and obedient fighters.

Habitat: Sold in Atlantis and occasionally found around the world; they usually belong to somebody. A few Yil have been transplanted to England where they have prospered in the wild (an estimated 1000 Yil roam the forests).

Enemies: Larger predators.

Allies: Not applicable.

Notes: Mate once a year, laying 3D4 eggs usually concealed in a tree or among the rocks where predators can't reach. The female stays and guards her eggs until they hatch two months later.

Zembahk R.C.C.

Mystic Worms

The zembahk are an indigenous life form from one of the worlds conquered by the Splugorth. The creatures are ugly by human standards, resembling a length of intestine, or a giant fleshy worm, with a single, large, white eye in the middle of its head. Despite their appearance, the zembahk are gentle, peace loving creatures that live in harmony with nature. Or so it was before the Splugorth invaded their world.

The Splugorth discovered that zembahk were ideal for use in bio-wizardry. The creatures have an incredible amount of P.P.E. and I.S.P. and can be used as a mystic or psionic power source/generator, and can be utilized to instill a number of different powers and abilities into bio-wizard devices (whether the creature know that particular magic spell or not). Unfortunately, the conversion into a bio-wizard device either lobotomizes the Zembahk or requires the surgical extraction of a particular organ, like the brain, eye and other body parts, killing it.

The Splugorth capture and breed the creatures specifically for their enslaving magic. They have billions of the creatures in stasis and raid the zembahk homeworld regularly for new stock. They have even seeded new planets with the mystic worms, letting the poor creatures think they have escaped, when they are really only new breeding stock. A horrible fate for a gentle race of sentient beings.

The Splugorth hoard the precious zembahk, refusing to share them except as components in bio-wizardry. Even the location of the zembahk homeworld is a carefully guarded secret. The zembahk are not dimensional travelers so they are seldom found on other worlds and are considered extremely rare. Still, wherever there is a Splugorth colony, there are likely to be escaped zembahk and Earth is no exception. **Note:** The cover illustration shows a lobotomized zembahk as the primary component in a staff of pacification.

The zembahk tend to have a low I.Q. compared to humans, but they are far from stupid, they simply rely more on instinct and psionic perception (empathy, telepathy and other senses) than technology or science. These little peace loving aliens have no need for machines or physical strength. Instead, they use their innate mystical and psionic powers for transportation, construction and defense.

In their natural habitat, they live in harmony with nature and enjoy a quiet, peaceful life, surrounded by beauty, nature, and art. Their outlook on life is fairly black and white. There is good and bad, sorrow and happiness, love and hate, and pain and comfort. As a rule, the zembahk look for and encourage goodness, happiness, love and comfort. Their reaction to basic feelings and lack of desire for possessions, money, power and knowledge may seem child like to some humans. The naive zembahk's love for life and all things living makes them friendly, kind, adventurous, and very curious about other life forms.

The Average Zembahk (optional player character)

Alignments: Any, but usually principled, scrupulous, or unprincipled.
Attributes: I.Q. 2D6+2, M.E. 4D6+4, M.A. 4D6+4, P.S. 1D6, P.P. 2D6, P.E. 3D6+4, P.B. 1D6, Spd 2D6. The Zembahk tend to rely on their magic and psionic powers.

Hit Points: Mega-damage creatures.

M.D.C.: 2D6×10; never wears mega-damage body armor.

Horror Factor: 10

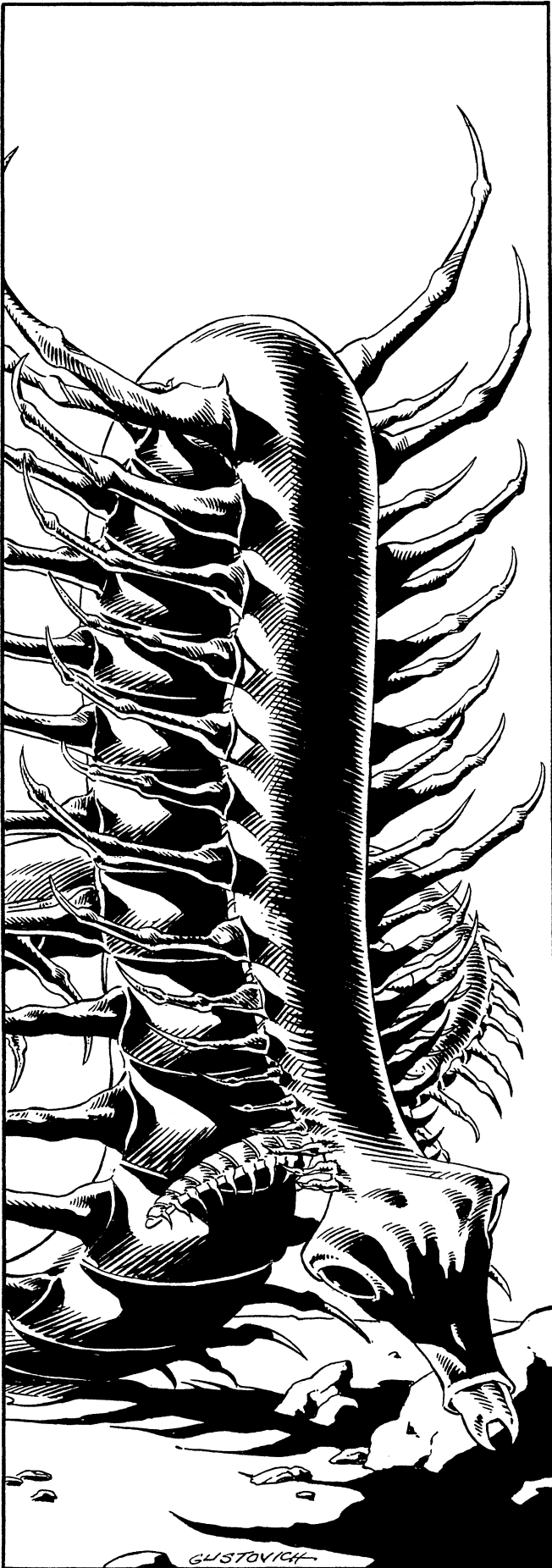
P.P.E.: 5D6×10

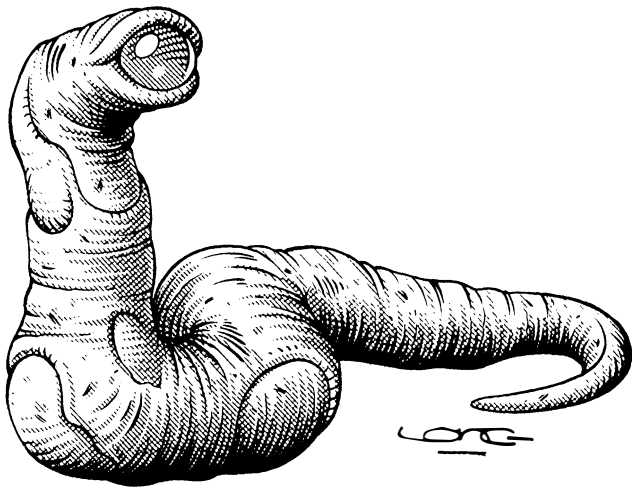
Weight: 6 to 10 lbs (2.7 to 4.5 kg)

Length: 3 to 5 ft (0.9 to 1.5 m)

Average Experience Level: 1D4; use the same table as the dragon.

Natural Abilities: Nightvision 600 ft (183 m), see the invisible, and has polarized vision, so they can tell direction by looking at the position of the sun's rays (88%). Prowl 48%, swim 88%, climb 88% and communicates psionically. See magic and psionic powers.





Combat Skills: Limited; psionic and magic attacks are most effective. Five melee actions plus one additional at levels four, seven, ten and thirteen. Or a number of psionic attacks equal to hand to hand, or by magic.

Damage: Swat with body or tail 1D4 S.D.C. or by psionics or magic.

Bonuses: Automatic dodge — does not count as a melee action and is +6 to dodge. +3 to parry and strike. +4 save vs horror factor, +1 to save vs psionics, magic and poison. These are all in addition to attribute bonuses.

Magic: P.P.E. 5D6 × 10 (plus 10 additional P.P.E. per level of experience). Intuitively knows all level one through five magic spells. Then, much like a mystic, two new spells can be attained by meditation per each level of experience. Make selections from spells level six through eleven, except metamorphosis and summoning spells.

Psionics: 1D4 × 100 + 200 I.S.P.! Equivalent to a Mind Melter. Possesses all healing and sensitive powers, plus alter aura, ectoplasm, impervious to cold, impervious to fire, super bio-regeneration (M.D.C.), empathic transmission, group mind block, mind block auto-defense, mind bolt, psi-sword (appears as an extension of the tail), and telekinetic force field.

Weapons: None, relies on natural powers.

Bio-Technology Devices: NEVER use bio-wizard devices because they are regarded as creations of evil that imprisons and destroys other life forms. They themselves are used for many Spugorth devices. Nor do they use cybernetics implants — it is considered unnatural.

Appearance: Looks like a length of intestine or giant fleshy worm with a single, large, white eye in the middle of its head. The body is a pink color, with no body hair, and no mouth or any apparent ears. They are creatures of magic that feed on tiny amounts of magic energy.

Average Life Span: 300 years old (half or less when a component for bio-technology).

Slave Market Value: 400,000 to 600,000 credits.

Zembahk Adventurer R.C.C. (limited skills)

- Basic Math (+30%)
- Land Navigation (+10%)
- Wilderness Survival (+15%)
- Identify Plants & Fruits (+5%)
- Detect Ambush (+5%)
- Detect Concealment (+5%)
- Faerie Lore (+5%)
- Demon Lore (+5%)
- Art (+15%)
- Dance (+10%)

Special Magic Knowledge: Can sense ley line and magic energy, perform ley line transmissions (images only), and ley line phasing the same as a ley line walker. They also recognize magic circles

and wards 50%, recognize enchantment 40%, recognize magic items and weapons 30%, recognize runes, rune weapons, and bio-wizard devices 65%.

R.C.C. Related Skills: None!

Secondary Skills: None!

Tattoo

Magic

Inspired from ideas by Alex Marciniszyn

The Spugorth hold the secrets to previously unknown and bizarre forms of magic and technology. Magic tattoos and the creation of tattooed minions is one example of their strange mystic knowledge.

Magic tattoos can only be created by the Spugorth, the Spugorth High Lords (a combination priest and alchemist), Atlantean Alchemists (descendants of the first human Atlanteans), and the occasional ancient dragon. However, it was a breed of dragon known as the Chiang-Ku, now believed to be extinct, who is credited for the creation of tattoo magic.

Although the tattoos can be instruments of great power, the acquisition of the tattoo is incredibly painful causing physical and emotional damage, and can lead to insanity. It is interesting to note that the tattoos are known to work on only a few races: humans, ogres (further supporting the apparent biological similarity between humans and the giant ogres), true Atlanteans (humans), and, to a lesser degree, elves. The magic also worked on its inventors, the Chiang-Ku, believed to have become extinct over two thousand years ago. The tattoos do not instill magic powers or cause the usual amount of pain when applied to members of any other race. Humans are uniquely suited for this magic and may indicate that the origin of the magic, and possibly the Chiang-Ku, is ancient Earth.

The Minions of Spugorth

The Spugorth have selected humans as the primary subjects for tattoo magic, because they are plentiful, easy to acquire/capture and are considered to be expendable. The average Tattooed Man, or T-Man as they are frequently called, is given as many as one to two dozen tattoos. However, the elite Maxi-Men will have 18 to 48 tattoos depending on the level of experience and the degree of loyal service they have given their masters. Sometimes the tattoos cover the entire body.

The magic tattoos transform the recipient into a superhuman who serves as a warrior slave, forced to protect and obey his inhuman masters. The Spugorth use T-men as guards, protectors, spies, assassins and warriors. They are also sold to other non-human beings on Earth and in other dimensions for similar purposes.

To the Spugorth's chagrin, the human spirit is strong and rebellion among the tattooed men is far more frequent than they'd like. Only the Maxi-men exhibit strong loyalty. The average Tattooed Man is expected to be a difficult slave to manage and control. They, like most humans, are unpredictable and frequently rebel against their masters, sometimes hurting or killing them. Other T-Men have a penchant for flying into berserker rages, maiming and killing anything they encounter, and may continue their rampage for days until they are tracked down and re-

strained or slain. However, while the average T-Man is likely to be aggressive and mean, most are reasonably controllable.

In most cases, rebellion by a Tattooed Man is likely to result from mistreatment by his master. Cruelty and threats may incite the slave to lash out in anger, frustration, or self-defense, and then flee, fighting only to escape his captivity. Most of those who flee try to find refuge in the wilderness and/or eventually try to leave the continent. Most slaves who try to leave Atlantis are believed to have perished in the dangerous ocean and airways that encircle the continent. Many try to build a life in the dense forests only to find themselves the targets of inhuman sportsmen who hunt humanoids for sport. Hunting T-Men is considered to be a truly exhilarating challenge. Others will try to eke out an existence in the shadowy alleys of the cities — an existence even more dangerous than life in the wilderness.

Despite the dangerous and unpredictable nature of these enchanted humans, or perhaps because of it, they are in big demand as slaves! Most buyers view them in much the same way as humans once viewed pit bulls, Doberman pinschers and other varieties of attack dogs, as being powerful, cunning, mean and extremely dangerous — that's what they are paying for, so they will take the risk. The element of danger only makes the T-Men all the more attractive.

A typical Tattooed Man will command 100,000 to 300,000 credits. Seasoned warriors (8th level and higher) can get twice as much! Most are males, because they are physically more imposing, even though the female T-Man will often have a bit higher amount of P.P.E.

A young Maxi-man, 16 or 17 years old and only second level, will get a price of 1D4 + 2 million credits depending on the current market and availability. A mid-level Maxi-man, fifth through eighth level experience, will garner 2D4 + 4 million credits, while an experienced (9th level and higher) Maxi-man with a history of loyalty can get 1D4 × 10 million credits.

Note: The Splugorth cannot create enough Maxi-men to satisfy more than 15% of the market demand. Consequently, they have introduced the less powerful, less skilled, and more dangerous **Tattooed Men** to satisfy market demand. The Tattooed Men might be compared to the automobile industry of the 20th Century. The average Tattooed Man is comparable to the basic sedan available to the average person, while the Maxi-men are the super expensive sports car with every luxury feature possible.

GM Note: Tattooed Men of evil alignment frequently enjoy their position among the Splugorth Minions and the fear they instill in the general public. These evil characters are also likely to enjoy their job as assassins and hunters and like to kill and cause mayhem. Many are savage and just love to fight. The Maxi-men are trained from birth to be warrior slaves, enjoy special privileges and, as a result, remain very loyal and subservient to their masters — it is the only life they know.

World Note: Tattooed Men make for wonderful spies and agents used to infiltrate human organizations and kingdoms. A score of Tattooed Men loyal to the Splugorth operate within the Federation of Magic and instigate turmoil between the FM and the Coalition, as well as keep tabs on that organization and area of the world. The Splugorth have a handful of agents scattered across the world, including the Burbs of Chi-Town and Free Quebec, Lazlo, and the New German Republic/Triax.

Receiving Magic Tattoos

The process of receiving the tattoo is extremely painful and can cause psychological and physical damage. Children and teenagers are the most resilient and suffer the least (half the usual damage). The Maxi-men, the elite among the Tattooed Men, are trained from an early age to accept the pain as a warrior and actually learn a sort of meditation process that puts them into a trance that deadens the pain.

Each simple weapon and animal tattoo inflicts 2D6 S.D.C./H.P. damage to humans and causes a throbbing numbness around the tattoo. The character suffers from a terrible headache, loses one melee action and is -1 to strike, parry and dodge for 1D4 days. The character eventually heals and there is no lasting damage or penalties.

Each magic weapon and monster tattoo inflicts 4D6 S.D.C./H.P. damage to humans and causes a terrible shooting pain and numbness around the tattoo. The entire body tingles and aches with every movement. The character loses half his melee actions/attacks, speed is half and all bonuses are half for 1D4 + 1 days. The character eventually heals and there is no lasting damage or penalties.

Each power tattoo inflicts 6D6 S.D.C./H.P. damage to humans and causes the body to convulse with stabbing pain. The first 24 hours are the worst, after which the character will slowly recover. The character cannot hold down food, the body is racked with constant nausea and weakness (can barely walk), speed is reduced to 3, loses all but one melee action/attack and has NO bonuses of any kind for 24 hours.

By the second day the stabbing pain has subsided into a dull throb and only hurts when he moves. The T-Man regains half his melee actions/attacks, speed is only half and all bonuses are at half for 1D4 + 3 days. The character eventually heals and there is no lasting damage or penalties.

Note: See the specific O.C.C.s for the probability of insanity. Also note that the damage and penalties on children (12 and under) is half.

Penalties for Elves from Magic Tattoos

The physiology of an elf is very different than humans, but even so, they can also receive and use magic tattoos. However, few elves willingly subject themselves to such an ordeal, because they suffer far more than any human.

- **Double the amount of damage caused by the tattoo process.**
- **Double the number of days the character is under the weather.**
- **Each magic weapon and monster tattoo permanently reduces the elf's P.B. by one point and ages him by 10 years!**
- **Each power tattoo permanently reduces the elf's I.Q. by one point and ages him by 30 years!!**
- **The effects of the magic is half for elves. The duration, range, and damage from all forms of tattoo magic are half, including the hit points or M.D.C. of animals and monsters and the damage they inflict.**

Note: See the specific O.C.C.s for the probability of insanity.

Activation of the Tattoos

To activate any of the tattoos, the Tattooed Man touches the desired image and concentrates, focusing his P.P.E. to bring the item to life. Sometimes a simple chant is used to help with the focusing process. At seventh level and higher, the Tattooed Men are so skilled that they can activate any tattoo by concentration alone and do not need to touch it in order to activate it; an important factor when one's hands are bound.

Each type of tattoo requires different amounts of Potential Psychic Energy (P.P.E.) for activation. However, the time spent to activate any of the tattoos is a matter of two or three seconds — counting as one melee action/attack. Thus, the activation of six tattoos is likely to use up all the melee attacks for one entire melee.

All tattoos are permanent and can be used endlessly. The only restriction is that each specific tattoo can create only **one** of whatever the tattoo depicts. If the item or creature is currently in use, an identical article cannot be created by activating the same tattoo again. Likewise, each tattoo must be different — no duplicates, thus it is impossible to create two gryphons or two magic axes, etc.

When the magic used to create an item, creature, or power is deliberately cancelled by the T-Man or the duration time elapses, it instantly disappears as if it had never existed. The Tattooed Man can immediately

reactivate and use the tattoo as long as he has sufficient P.P.E. to do so. The item, creature or power will reappear at full strength every time it is activated. Remember, each activation counts as one melee action/attack.

If the item or creature was destroyed, meaning all of its S.D.C. or M.D.C. was depleted, the T-Man must spend twice the number of P.P.E. points to re-create it. Otherwise, he must wait at least four hours (eight hours for monsters and magic armor) to use the item at the normal P.P.E. cost.

Destroying a tattoo animal or monster in its physical manifestation not only causes the beast to disappear, but inflicts damage to the Tattooed Man who created it. **Animals:** 3D6 points of damage direct to hit points. **Monsters:** 5D6 direct to hit points. The damage is cumulative for the destruction of each and every *living* tattoo and can kill a Tattooed Man if he is careless.

Tattooed Men do not suffer physical damage from using power tattoos or from losing M.D.C. from magic armor, invulnerability, protection, or other abilities provided by power tattoos.

It costs double the P.P.E. to activate a tattoo for those who are not full Tattooed Men. A T-Man will have a dozen or more 'toos. However, wizards, cyber-knights, and virtually any human, ogre or elf can receive and use magic tattoos. However, these novice tattoo users are NOT limited to the use of tattoos alone and pay the penalty of needing to expend twice the usual amount of P.P.E. in order to activate them.

Limitations

No other forms of magic — tattoos only

Most practitioners of magic can syphon P.P.E. from other living creatures, as well as the increased P.P.E. released at the moment of a creature's death. Tattooed Men cannot. However, they can draw on mystic energy from ley lines and ley line nexus points to supplement their own impressive amount of P.P.E. points.

Likewise, while most practitioners of magic can cast spells, make circles and perform magic rituals, T-Men cannot. The vast majority (98%) know absolutely nothing about other forms of magic! Nor can they learn to cast spells or perform rituals, and most don't even understand how magic works. All of their powers are derived from the tattoos. Spellcasting is involved only in the creation of the tattoos.

The handful of T-Men who know any details about magic were once practitioners of magic themselves, but have lost those abilities when they became Tattooed Men.

Captured wizards who are forced to receive magic tattoos are in jeopardy of losing *all their other mystic powers*. As many as six magic tattoos can be received without negatively effecting their spellcasting abilities. In such an instance, the magic user retains all of his or her mystic abilities and can use the tattoos as an additional weapon in his or her arsenal of magic. **Important Note:** The only difference is that the character must expend *two times* the number of P.P.E. points to activate the tattoo.

Seven or more tattoos totally destroys a practitioner of magic's other mystic powers, i.e., spellcasting, circle making, summoning, rituals, techno-wizardry powers and all other magic abilities! The only things they retain from their mystic past is the knowledge of how magic works and basic skills like recognizing enchantment, reading scrolls and magic symbols, and recognizing magic circles and rituals; all other O.C.C. and magic creating abilities are lost forever. The character is no longer a spellcasting sorcerer and can NEVER remove the tattoos and regain his powers unless the actual limb with the tattoos is removed. However, cybernetic/bionic replacement limbs will destroy magic abilities unless they are quality bio-systems and even then, one's mystic abilities may be diminished. Removing layers of skin does not work as the tattoos are linked to the potential psychic energy and essence of the individual and only reappear.

Note: If a practitioner of magic is transformed into a Tattooed Man, his powers and P.P.E. are changed and he starts as a first level T-Man. However, the character keeps all of his original O.C.C. skills/education, but not special abilities. These old skills are frozen at the level at which the transformation to T-Man occurred. When he reaches the same level as a T-Man, those skills are unfrozen and continue to increase with each subsequent level of experience.

Racial restrictions

Humans

True Atlanteans (humans)

Ogres (ancestors of humans)

Elves (tattoos have very different effects)

Chiang-Ku (the dragon-like creators of tattoo magic)

As explained previously, magic tattoos do not work on most life forms. Only humans, true Atlanteans, ogres, and the Chiang-Ku serpents (believed to be extinct) can receive and fully utilize the magic of the tattoos. The tattoo process on other species of life, including very human looking D-Bees, has no effect and instills no pain or magic — the tattoos are just interesting pictures.

Elves, although genetically dissimilar to humans, can receive and use magic tattoos. However, the process is far more painful, reduces an elf's physical beauty and I.Q. attribute and causes other problems. Few elves will ever willingly subject themselves to this debilitating magic. See the previous section on receiving magic tattoos.

Who holds the secret knowledge

No Earthly human or elf possesses the secrets of creating magic tattoos. The knowledge of magic tattoo making is restricted to the Splugorth, the Splugorth High Lords (a combination priest and alchemist), True Atlantean alchemists (descendants of ancient human Atlanteans), the Chiang-Ku (believed to be extinct), and the occasional "ancient" dragon. The secrets for creating magic tattoos are carefully guarded and seldom shared. **GM Note:** The ability to create magic tattoos should NEVER be given to a player character. Furthermore, it should be extremely difficult for any characters not affiliated with, or serving, the Splugorth, an ancient dragon or True Atlantean alchemist to ever find anybody who can create magic tattoos for them.

No identical tattoos on the same person

The same tattoo cannot be duplicated on the same person! Each tattoo on the body must be different. This means there cannot be two tattoos of crossed swords or two bears, or two identical powers, and so on. However, there can be one tattoo of crossed swords, another of crossed knives, yet another of crossed spears, one bear, one lion, one wolf, etc., because each represents a different weapon, creature or power.

The Variety of Tattooed Men

The possible variations for magic powers and abilities from T-Man to T-Man is astonishing. The exact abilities and focus of those powers will depend on the types and numbers of tattoos a character selects. For example, the Maxi-men are very powerful and trained for combat, the Undead Slayers are trained in combat and the destruction of supernatural monsters, and so on. The types of tattoos reflect the character's orientation, but even among the elite, each individual's powers may vary dramatically. Some Tattooed Men will place an emphasis on weapons, others on monsters, others on healing, and still others on superhuman powers. Examples of this can be seen by the major Tattooed Men O.C.C.s presented in this book.

Others who use tattoos but are not T-Men

All **True Atlanteans** will bear the Marks of Heritage, a tattoo of a heart impaled by a wooden stake (no blood) on the right wrist and a flaming sword on the left wrist. An Atlantean may have as many as four additional tattoos (that's six total), but never more than that. The only exception is the **Atlantean Undead Slayer** who is a full tattooed man dedicated to the destruction of vampires and evil supernatural beings.

The occasional **cyber-knight** will have two to four magic tattoos (usually created by an Atlantean alchemist or ancient dragon ally). Typically, the tattoos of a cyber-knight include one simple weapon, one magic weapon, magic armor (the knight) and one additional power or weapon. Only one in every 200 cyber-knights will have 1D4 magic tattoos.

Remember, human or ogre characters with six or fewer magic tattoos are not considered to be Tattooed Men. In the majority of cases (70%), if a character has even one magic tattoo, it means he was once a slave of the Splugorth and was designated to be a warrior slave, a combatant or plaything for the gladiatorial arena. Furthermore, while any of the Tattooed Men can make a wonderful player character, remember that T-men, Maxi-men, and T-Monster Men are typically the **Minions of Splugorth**. This means that for every one player character there are a thousand enemy T-Men! Along this train of thought, a non-player character (NPC) with magic tattoos *could* be a Splugorth agent, spy or assassin and is likely to be viewed with great suspicion.

Description of Magic Tattoos

There are five categories of tattoos:

- Simple Weapons
- Magic Weapons
- Animals
- Monsters
- Powers

Tattoos: Simple Weapons

Simple weapons are magic tattoos that create a seemingly real, physical weapon out of thin air. The type of weapon is limited to those used in hand to hand combat, like the axe, boomerang, ball and chain, club, mace, warhammer, knife, sword, spear, and bow and arrow. Any of the weapons typically listed in Palladium RPGs as "ancient weapons" can be a magic tattoo. The weapon inflicts the normal amount of S.D.C. damage for that specific type. However, the weapon is lightweight, perfectly balanced, and never dulls nor breaks.

Note: All types of ancient weapons used in hand to hand combat can be made into a magic tattoo, including exotic weapons like tiger claws and shurikens. A good list of basic ancient weapons are described in **The Palladium Book of Weapons & Armor** and in other Palladium RPGs.

All Simple Weapons

P.P.E. to activate: 2

Duration: 30 minutes per level of experience or until cancelled.

Power: Creates the weapon illustrated in the tattoo out of thin air. The weapon is lightweight, perfectly balanced, and indestructible. Vanishes when the magic is cancelled or the duration ends.

Modern weapons, revolvers, rifles, automatic and energy weapons are not possible.

W.P. skills and bonuses are applicable, but such weapon skills must be selected separately.

The size of the weapon is always proportional to the size of the T-Man. **Note:** The user of the tattoo can cancel the magic at any time with a mere thought and the weapon disappears. The tattoo weapon continues to exist even when the user is rendered unconscious, possessed, or mind controlled. In the case of possession or mind control, the controlling outside force can NOT activate any new tattoos nor cancel any already activated. Tattoos that were activated at the moment that control was initiated remain in place until the end of their duration. Anybody can pick-up and use a tattoo weapon as long as the T-Man allows it. Remember, the T-Man can cancel the magic in the twinkling of an eye, leaving the person suddenly weaponless.

NONE of the weapon's powers can be transferred or extended to living beings or modern weapons.

Remember, as many as six (6) tattoos can be activated at any one time. All effects and abilities are cumulative.

S.D.C. Shield

P.P.E. to activate: 4

Duration: 30 minutes per level of experience or until cancelled.

Power: Creates the shield illustrated in the tattoo out of thin air. The shield is lightweight, perfectly balanced, and has 200 S.D.C. and an A.R. of 13. Vanishes when the S.D.C. is depleted or the magic is cancelled or the duration ends.

The size of the shield is always proportional to the size of the T-Man.

Bonus: +1 to parry in addition to any W.P. skill or P.P. bonuses.

Note: The user of the tattoo can cancel the magic at any time with a mere thought and the shield disappears. The shield continues to exist even when the user is rendered unconscious, possessed, or mind controlled.

Tattoos: Magic Weapons

Magic weapons are magic tattoos that create a seemingly real, physical weapon out of thin air. The magic weapon is indestructible and has special powers or properties. Like the simple weapons, the type of weapon is limited to those used in hand to hand combat like the mace, knife, sword, bow and arrow, etc. A magic weapon may have more than one magic feature. For example, a flaming axe with wings means the weapon inflicts mega-damage, has triple the normal range when thrown and magically returns when thrown.

Modern weapons, revolvers, rifles, automatic and energy weapons are not possible.

W.P. skills and bonuses are applicable, but such weapon skills must be selected separately.

The size of the weapon is always proportional to the size of the T-Man. **Note:** The user of the tattoo can cancel the magic at any time with a mere thought and the weapon disappears. The tattoo weapon continues to exist even when the user is rendered unconscious, possessed, or mind controlled. In the case of possession or mind control, the controlling outside force can NOT activate any new tattoos nor cancel any



already activated. Tattoos that were activated at the moment that control was initiated remain in place until the end of their duration. Anybody can pick-up and use a tattoo weapon as long as the T-Man allows it. Remember, the T-Man can cancel the magic in the twinkle of an eye, leaving the person suddenly weaponless.

NONE of the weapon's powers can be transferred or extended to living beings or modern weapons.

Remember, as many as six (6) tattoos can be activated at any one time. All effects and abilities are cumulative.

Two Weapons Crossed

P.P.E. to activate: 5

Duration: 15 minutes per level of experience or until cancelled.

Power: The T-Man is +1 to strike and +2 to parry with any type of weapon that falls into that category, whether it be one of his tattoo weapons or a normal weapon. The bonuses are in addition to any combat or W.P. skills. Crossbows and bows and arrows, are NOT included with this particular type of tattoo.

Weapon Dripping Blood

P.P.E. to activate: 5

Duration: 15 minutes per level of experience or until cancelled.

Power: The weapon, whether it be an arrow, dagger, sword, club, or whatever, inflicts double the usual amount of S.D.C. damage for that particular weapon.

Weapon Covered in Flames

P.P.E. to activate: 10

Duration: 15 minutes per level of experience or until cancelled.

Power: The weapon, whether it be a dagger, sword, club, arrow or whatever, inflicts the mega-damage equivalent of the usual S.D.C. damage. That is to say that if a normal short sword inflicts 1D6 S.D.C., a magic short sword, created by the tattoo, would inflict 1D6 mega-damage.

Weapon Covered in Flames and a coiled Snake/Serpent

P.P.E. to activate: 20

Duration: 15 minutes per level of experience or until cancelled.

Power: The weapon, whether it be an arrow, dagger, sword, or whatever, inflicts three times the normal amount of mega-damage when used against dragons, sea serpents, dinosaurs, giant reptiles, and supernatural reptilians (like the dybbuk, sowki and gargoyles). If the weapon normally inflicts 2D6 M.D. S.D.C., the weapon will inflict 2D6 M.D. and it will inflict 6D6 M.D. against a dragon or dinosaur.

Weapon with Wings

Additional P.P.E. to activate the wing feature: 5 if a simple weapon (S.D.C. damage), 10 if dripping blood (double S.D.C. damage), 20 if flame covered (M.D. weapon), 30 if flame and serpent covered (M.D. weapon that does triple damage against reptiles).

Duration: 15 minutes per level of experience or until cancelled.

Power: The weapon can be thrown, or arrows fired, three times farther than the usual effective range and it automatically returns to the Tattooed Man immediately afterwards! Typically four arrows in the tattoo; one of any other type of weapon.

Flaming Shield

P.P.E. to activate: 15

Duration: 15 minutes per level of experience or until cancelled.

Power: Creates the shield illustrated in the tattoo out of thin air. The shield is lightweight, perfectly balanced, and completely indestructible! Vanishes when the magic is cancelled or the duration ends.

The size of the shield is always proportional to the size of the T-Man.

Bonus: +2 to parry in addition to any W.P. skill or P.P. bonuses.

Note: The user of the tattoo can cancel the magic at any time with a mere thought and the shield disappears. The tattoo shield continues to exist even when the user is rendered unconscious, possessed, or mind controlled.

Tattoos: Animals

Animal tattoos have the magic ability to come to life, leap off the body, becoming full size, and fight for their maker. The animals (in this case, including insects and arachnids) are completely obedient to their creator and will fight to the death. They respond to verbal commands.

Like the weapons, the user of the tattoo can cancel the magic at any time with a mere thought. The tattoo animal continues to exist even when its creator is rendered unconscious, possessed, or mind controlled.

In the case of possession or mind control, the controlling outside force can NOT activate any new tattoos nor cancel any already activated. Tattoos that were activated at the moment that control was initiated remain in place until the end of their duration or the animal is slain/depleted of S.D.C. points. Only the Tattooed Man who created the animal can command it.

NONE of the animal's powers can be transferred or extended to the T-Man or other living beings.

Remember, as many as six (6) tattoos can be activated at any one time. All effects and abilities are cumulative.

About The Animal Tattoos

To activate an animal tattoo, the T-Man merely touches the desired tattoo, focuses his concentration (counts as one melee action/attack), the tattoo glows, disappears from his arm, and reappears as a dull grey, life size animal protector. **Note:** The animals aren't actually alive, but

composed of a magic, ectoplasm-like substance.

P.P.E. needed to activate the tattoo:

Small animals with less than 12 hit points — 10 P.P.E.

Medium size animals with less than 30 hit points — 15 P.P.E.

Medium size animals with less than 50 hit points — 20 P.P.E.

Large animals with over 50 hit points — 30 P.P.E.

Duration: One hour per each level of the Tattooed Man's experience, or until slain by depleting its S.D.C. and hit points, or the magic is cancelled. When cancelled or destroyed, the creature glows, disappears, and reappears as a tattoo.

The tattoo is instantly reusable if the magic was cancelled or the duration time has expired. However, if the animal was destroyed, meaning all of its S.D.C. was depleted, the T-Man must spend twice the number of P.P.E. points to re-create it or wait four hours.

Destroying the tattoo animal as a living entity causes its owner to suffer 3D6 points of damage direct to hit points and is cumulative for the destruction of each living tattoo. The damage will heal as normal or can be restored by mystic or psionic means.

S.D.C.: Magic animals are S.D.C. and hit point creations. No tattoo animal is a mega-damage creature. Also see animal descriptions.

Animal characteristics: The magic animals act like the animals illustrated in the tattoo in every way and have all the abilities that the real animal would possess. Birds fly and claw, canines bite and run, felines climb and stalk, bulls charge and ram, snakes slither and bite, and so on.

Damage: Animals are S.D.C. creations and inflict only S.D.C. damage.

Note: Animals created by tattoo magic are typically intended for use in combat (attack and defense) or as a pack or riding animal. They do not function like a wizard's familiar but as a trained pet. The T-Man is not mentally linked to the creature and does not see, hear or know what the creature is experiencing other than suffering hit point damage at the moment of its destruction.

Animal Descriptions

To list and detail every type of animal would fill fifty pages of this book. I suggest reading the descriptions of specific animals in **Palladium's Book of Monsters & Animals**. This book contains around 200 different animals and can be a terrific sourcebook for any Palladium RPG. Using this reference book will enable you to use/play specific animals using their correct abilities and appropriate stats.

The animal stats in **Monsters & Animals** do not include S.D.C. points and under hit points it lists an average range. The magic animals have the *maximum* amount of hit points possible. Small animals have no S.D.C., medium animals have 10 S.D.C., large animals (100 to 500 lbs) have 40 S.D.C. and very large animals (501 lbs or more) have 80 S.D.C. in addition to the hit points. Also give the animals from **Monsters & Animals** one additional attack per melee.

You don't need Monsters & Animals to play. If you don't have the book and don't want to spend the money for a bunch of lousy animals, you should be able to wing it using common sense and the basic, general data that follows. Since animal tattoos are used primarily as a fighting ally, all one typically needs to know is how much damage the creature can endure and what kind of damage it inflicts.

A Variety of Animals

Ape: Chimpanzee: The same size and behavior as the real animal. 48 hit points and 40 S.D.C. Bite inflicts 2D4 S.D.C. damage, slashing and tearing hands do 2D4 + 3 damage. Three attacks per melee. +3 to strike, +2 to parry and dodge, and can use simple weapons such as clubs, knives, swords, etc. Average spd is 10. Nightvision 15 feet (4.6 m), climb 60%, leap up to 10 feet (3 m).

Ape: Gorilla: The same size and behavior as the real animal. 80 hit points and 80 S.D.C. Bite inflicts 2D4 S.D.C. damage, slashing and tearing hands do 2D6 + 6 damage. Four attacks per melee. +3 to strike, +3 to parry, +1 to dodge, and can use simple weapons

- such as clubs, knives, swords, etc. Average spd is 12. Nightvision 15 feet (4.6 m), climb 40%, and prowl 40%.
- Boon:** The same size and behavior as the real animal. 48 hit points and 10 S.D.C. Bite inflicts 2D6+3 S.D.C. damage, slashing and tearing hands do 2D4+2 damage. Three attacks per melee. +3 to strike, +2 to parry and dodge. Average spd is 12. Nightvision 40 feet (12.2 m), exceptional vision and hearing, track by smell 45%.
- Badger & Wolverine:** The same size and behavior as the real animals. 30 hit points and 10 S.D.C. Bite or slashing claws do 1D6+2 S.D.C. damage. Three attacks per melee. +1 to strike and parry, and +3 to dodge. Average spd is 12. Nightvision 50 ft (15.2 m), track by smell 65%, and dig 5 feet (1.5 m) per minute.
- Bear: Black and Brown:** The same size and behavior as a real bear. 66 hit points, 80 S.D.C. Bite does 1D8+2 S.D.C. damage, slashing claws 2D6+6 damage, pouncing/ram does 1D6+4 and has a 1-50% chance of knocking its opponent down (victim loses initiative and one melee attack), but counts as two attacks. Three attacks per melee. +2 to strike and parry, +1 to dodge. Average spd is 22 but can run in bursts of speed at 30 mph (48 km) for up to 15 minutes.
- Bear: Grizzly:** The same size and behavior as a real bear. 120 hit points, 80 S.D.C. Bite does 1D8+6 S.D.C. damage, slashing claws 2D6+8 damage, pouncing/ram does 2D6+4 and has a 1-62% chance of knocking its opponent down (victim loses initiative and one melee attack), but counts as two attacks. Four attacks per melee. +2 to strike and parry, +1 to dodge. Average spd is 16 but can run in bursts of speed up to 20 mph (32 km) for up to 15 minutes.
- Bird: Hawk or Falcon:** The same size and behavior as the real animals. 16 hit points and no S.D.C. Bite 1D6 S.D.C. damage, slashing claws inflict 1D4+2 damage, and a diving claw attack 2D4+2 damage, but counts as two attacks. Three attacks per melee, +2 to strike and parry and +3 to dodge. Average speed flying is 50, about 35 mph (56 km). Nightvision 300 feet (91.5 m), exceptional vision and hearing, and track by smell 65%.
- Bird: Eagle:** The same size and behavior as the real animal. 24 hit points and 10 S.D.C. Bite 2D4 S.D.C. damage, slashing claws inflict 2D6+4 damage, and a diving claw attack 4D6+4 damage, but counts as two attacks. Four attacks per melee, +2 to strike and parry and +3 to dodge. Average speed flying is 50, about 35 mph (56 km), but can attain a speed of 75 mph (120 km) and maintain that speed for an hour. Nightvision 400 feet (122 m), exceptional vision and hearing, and track by smell 46%.
- Boar or Wild Pig:** The same size and behavior as the real animals. 40 hit points and 40 S.D.C. Bite/slashing tusks does 1D8+2 S.D.C. damage, head butt does 1D6+2, ram does 2D6+4 and has a 1-55% chance of knocking its opponent down (victim loses initiative and one melee attack), but counts as two attacks. Three attacks per melee. +1 to strike, and +2 to dodge. Average spd is 22 but can run in bursts of speed at 35 mph (56 km) for up to 30 minutes.
- Canine: Fox, Coyote, Jackal, or Small Dogs:** The same size and behavior as the real animals. 24 hit points, 10 S.D.C. Bite does 1D6+4 S.D.C. damage, slashing claws 1D4 damage, Three attacks per melee. +1 to strike and parry, +4 to dodge. Average spd is 50, about 35 mph (56 km) and can run at that speed for 1D6 hours. Track by smell 0%, swim 50%, keen vision and hearing.
- Canine: Wolf or Large Dogs:** The same size and behavior as the real animals. 48 hit points, 40 S.D.C. Bite does 2D6+8 S.D.C. damage, slashing claws 1D4 damage, three attacks per melee. +3 to strike, +1 to parry, +6 to dodge. Average spd is 50, about 35 mph (56 km), and can run at that speed for 2D4 hours. Track by smell 85%, swim 65%, prowl 50%, keen vision and hearing, and nightvision 30 ft (9 m).
- Elephant:** The same size and behavior as the real animal. It can be ridden by the Tattooed Man who created it. 90 hit points and 80 S.D.C. Three attacks per melee, tusk inflicts 2D6+6 S.D.C. damage, strike from trunk 1D6, leg kick/stomp 3D6+6 damage, head butt does 3D6+6, and a ramming charge and trample inflicts 6D6+6 damage and has an 80% likelihood of knocking opponents weighing less than 1000 lbs to the ground, causing them to lose one melee attack and initiative (counts as two attacks). Average spd is 10, about five mph (8 km), but can run as fast as 35 mph (56 km) for 30 minutes. Keen hearing and sense of smell, good vision, nightvision 40 ft (12.2 m), swim 90% and has prehensile trunk.
- Feline: African Lion:** The same size and behavior as the real animal. 52 hit points, 80 S.D.C. Bite does 2D4 S.D.C. damage, slashing claws 2D6+6 damage, four attacks per melee. +3 to strike and parry, +4 to dodge. Average spd is 22, about 15 mph (24 km), but can run in bursts at a speed of 25 mph (40 km) for 1D4 minutes. Track by smell 70%, swim 50%, prowl 70%, climb 30%, leap up to 15 feet high (4.6 m) and 20 feet long (6 m), keen vision and hearing, and nightvision 60 ft (18.3 m).
- Feline: Bobcat, Lynx, Mountain Lion:** The same size and behavior as the real animals. 42 hit points, 40 S.D.C. Bite does 1D6 S.D.C. damage, slashing claws 2D4+3 damage, four attacks per melee. +3 to strike and parry, +4 to dodge. Average spd is 22, about 15 mph (24 km), but can run in bursts at a speed of 30 mph (48 km) for 1D4 minutes. Swim 44%, prowl 86%, climb 90%, leap up to 20 feet high (6 m) and 20 feet long (6 m), keen vision and hearing, and nightvision 60 ft (18.3 m).
- Feline: Cheetah:** The same size and behavior as the real animal. 48 hit points, 40 S.D.C. Bite does 1D6 S.D.C. damage, slashing claws 2D4+6 damage, four attacks per melee. +4 to strike and parry, +6 to dodge. Average spd is 22, about 15 mph (24 km), but can run in bursts of incredible speed — 80 mph (128 km) for 1D4 minutes. Track by smell 50%, swim 55%, prowl 50%, climb 45%, leap up to 10 feet high (3 m) and 15 feet across (4.6 m), keen vision and hearing, and nightvision 30 ft (9 m).
- Feline: Leopard & Panther:** The same size and behavior as the real animals. 48 hit points, 40 S.D.C. Bite does 1D6 S.D.C. damage, slashing claws 2D4+3 damage, four attacks per melee. +3 to strike and parry, +4 to dodge. Average spd is 22, about 15 mph (24 km), but can run in bursts at a speed of 35 mph (56 km) for 1D4 minutes. Track by smell 50%, swim 80%, prowl 90%, climb 75%, leap up to 20 feet high (6 m) and 40 feet across (12.2 m), keen vision and hearing, and nightvision 60 ft (18.3 m).
- Feline: Tiger:** The same size and behavior as the real animal. 68 hit points, 80 S.D.C. Bite does 2D6 S.D.C. damage, slashing claws 2D6+8 damage, four attacks per melee. +3 to strike and parry, +4 to dodge. Average spd is 22, about 15 mph (24 km), but can run in bursts at a speed of 35 mph (56 km) for 1D4 minutes. Track by smell 50%, swim 80%, prowl 70%, climb 50%, leap up to 20 feet high (6 m) and 25 feet long (7.6 m), keen vision and hearing, and nightvision 60 ft (18.3 m).
- Ferret, Mink, or Martin:** The same size and behavior as the real animals. 12 hit points and no S.D.C. Bite and slashing claws inflict 1D4 S.D.C. damage. Three attacks per melee, +1 to strike and parry and +4 to dodge. Average spd is 10. Nightvision 40 feet (12.2 m), exceptional vision and hearing, track by smell 65%, climb 50%, prowl 65%, and swim 70%.
- Horse:** The same size and behavior as the real animal. It can be ridden by the Tattooed Man who created it. 48 hit points and 80 S.D.C. Three attacks per melee, bite inflicts 1D4 S.D.C. damage, front leg kick 2D6 damage, hind leg kick 4D6 damage, charging head butt does 2D4+10 and has an 80% likelihood of knocking opponents weighing less than 300 lbs to the ground, causing them to lose one melee attack and initiative (counts as two attacks). Average spd is 33, about 22 mph (36 km), but can run as fast as 45 mph (72 km) for 1D4 hours. Can also leap up to six feet high (1.8 m) and 12 feet long (3.6 m), keen hearing, and swim 50%.
- Monkey:** The same size and behavior as the real animal. 32 hit points and 10 S.D.C. Bite and slashing/tearing hands inflict 1D6+1 S.D.C. damage. Three attacks per melee, +3 to strike and parry and +5 to dodge. Average spd is 12. Nightvision 25 feet (7.6 m), exceptional

vision and hearing, climb 95%, acrobatics 95%, leap 8 ft high (2.4 m) and 20 feet (6 m) across in trees, prehensile tail.

Rhinoceros: The same size and behavior as the real animal. It can be ridden by the Tattooed Man who created it. 84 hit points and 80 S.D.C. Two attacks per melee, jab with horn inflicts 2D6 + 4 S.D.C. damage, leg kick/stomp 3D6 + 4 damage, head butt with horn does 3D6 + 4, and a ramming charge and trample inflicts 4D6 + 6 damage and has an 80% likelihood of knocking opponents weighing less than 1000 lbs to the ground, causing them to lose one melee attack and initiative (counts as two attacks). Average spd is 14, about seven mph (11 km), but can run as fast as 30 mph (48 km) for 12 minutes. Keen hearing and sense of smell, poor vision, and swim 40%.

Scorpion: The same size as a common scorpion, it behaves as a living scorpion would, its sting is poisonous. Three attacks per melee, +2 to strike and dodge, spd 8, and can climb most surfaces except glass or highly polished metal.

Spider (non-poisonous): One to three inches (76 mm maximum) in diameter. Bite does one point of damage. Two attacks per melee, spd 10, and can climb most surfaces except glass or highly polished metal.

Spider (poisonous): Three inches (76 mm) in diameter. Bite does one point of damage plus 4D6 damage (roll to save vs poison — a successful save means no damage). Three attacks per melee, spd 12, and can climb most surfaces except glass or highly polished metal.

Snake (poisonous): About four to six feet long (1.2 to 1.8 m). Moves and behaves as a normal snake. Bite inflicts 1D4 S.D.C. damage and releases a poison that causes an additional 4D6 damage (roll to save vs poison — no damage if save is good). Two attacks per melee. +3 to strike and dodge.

Wasp or Bee: The same size as the common insects, it behaves as a living bee or wasp. Its sting is painful, causing one S.D.C. point of damage per every two stings. Two attacks per melee, +2 to strike and dodge, spd walking 8, spd flying 37 (25 mph/40 km) and can climb most surfaces except glass or highly polished metal.

Tattoos: Monsters

Monster tattoos function very similarly to animal tattoos. The main difference is that the monster is a *mega-damage creature* and inflicts mega-damage. Only animal-like predatory monsters, such as the chimera, dragondactyl, gryphon, harpy, manticore, melech, peryton, and worms of Taut, can be created. Intelligent monsters like dragons, eandroth, demons, gromek, minotaurs, elementals, etc., are not possible.

Like the weapons and animals, the user of the tattoo can cancel the magic at any time with a mere thought. The tattoo monster continues to exist even when its creator is rendered unconscious, possessed, or is mind controlled.

In the case of possession or mind control, the controlling outside force can NOT activate any new tattoos nor cancel any already activated. Tattoos that were activated at the moment that control was initiated remain in place until the end of their duration or the monster is slain/depleted of M.D.C. points. Only the Tattooed Man who created the monster can command it.

NONE of the monster's powers can be transferred or extended to the T-Man or other living beings.

Remember, as many as six (6) tattoos can be activated at any one time. All effects and abilities are cumulative.

About The Monster Tattoos

To activate a monster tattoo, the T-Man merely touches the desired tattoo, focuses his concentration (counts as one melee action/attack), the tattoo glows, disappears from his arm, and reappears as a dull grey, life-size monster. **Note:** The monsters aren't actually alive, but composed of a magic, ectoplasm-like substance.

P.P.E. needed to activate the monster tattoo:

Minor monsters with less than 50 M.D.C. points — 50 P.P.E.

Major monsters with 51 to 150 M.D.C. — 80 P.P.E.

Super monsters with over 151 M.D.C. — 100 P.P.E.

Duration: 30 minutes per each level of the Tattooed Man's experience, or until slain by depleting its M.D.C., or the magic is cancelled. When cancelled or destroyed, the creature glows, disappears, and reappears as a tattoo.

The tattoo is instantly reusable if the magic was cancelled or the duration time has expired. However, if the creature was destroyed, meaning all of its M.D.C. was depleted, the T-man must spend twice the number of P.P.E. points to re-create it or wait eight hours.

Destroying the tattoo monster as a living entity causes its owner to suffer 5D6 points of damage direct to hit points and the damage is cumulative for the destruction of each living tattoo. The damage will heal as normal or can be restored by mystic or psionic means.

M.D.C.: Magic tattoo monsters are M.D.C. creations. No monster is an S.D.C. creature. The magic monsters have the *maximum* amount of M.D.C. possible for that particular type of creature.

Monster characteristics: The magic monster acts like the real monster would in every way and has all the abilities of that creature. Only its creator can command or ride it.

Damage: Monsters are M.D.C. creations and inflict mega-damage.

Note: The monsters created by tattoo magic are designed for combat and assassination — attack and defense. They do not function like a familiar. The Tattooed Man does not see, hear or know what the creature is experiencing other than suffering hit point damage the moment the thing is destroyed.

Monster Descriptions

I'm afraid that you will need **Rifts® Dark Conversions™** find scores of monsters. To list every available monster would fill half this book. Of course, **Palladium's Book of Monsters & Animals** can also be used, but will require conversion into M.D.C. creatures, which **Rifts® Dark Conversions** has already done for you. Remember, magic monsters have the *maximum* amount of M.D.C. possible.

Tattoos: Powers

Note: Unless noted otherwise, the user of the tattoo can cancel the effects of the magic at any time with a mere thought. The effects of the tattoo magic continue even when the user is rendered unconscious, possessed, or mind controlled. In the case of possession or mind control, the controlling outside force can NOT activate any new tattoos or cancel tattoos that were activated at the moment that control was initiated. Active tattoos remain in place until the end of their duration.

NONE of the powers can be transferred or extended to other people.

Opponents trying to save versus tattoo magic such as the death touch, empathic transmission, etc., must roll a 16 or higher.

Remember, as many as six (6) tattoos can be activated at any one time. All effects and abilities are cumulative. **For example:** A T-Man activates the following tattoos to use in combat: A dagger for parrying (tattoo number one), a magic weapon (#2, to inflict greater damage), a flaming skull (#3, to have fire powers), a tattoo of three lightning bolts (#4, so he can fire M.D. lightning bolts), a heart encircled by

chains (#5, invulnerability), and brings an animal tattoo of a bear to life (#6, an ally to fight at his side). He can not use another tattoo unless he cancels one of the six he is currently using and selects another.

Note that P.P.E. is instantly expended the moment a tattoo is activated, regardless of how long the character keeps the tattoo in action. Also remember that the initial activation of each tattoo counts as one melee action/attack.

Tattoo Index by Power Type

Air Elemental Powers (50; cloud wrapped in chains)
Animate & Control Dead (30; skull & bat wings)
Armor (25; figure of a knight in armor)
Blind Others (25; eye with dagger in it)
Breathe Without Air (20; shark or dolphin)
Death Touch (40; skull & thorns)
Empathy (15; eye with tears)
Empathic Transmission (15; limited — eye with tears)
Fire Powers (45; skull in flames)
Fly (20; heart with large wings)
Healing: Basic (30; rose and stem dripping blood)
Healing: Super (124; Phoenix rising from the flames)
Healing: Resurrection (124; Phoenix rising from flames)
Invulnerability (40; heart in chains)
Knowledge: Languages & Reading (15; eye with three lines)
Knowledge: Magic (20; eye in circle with two lines)
Lightning Bolt Powers (30; three lightning bolts)
Protection from Psionics (25; skull in chains)
Protection from Poison (15; ball of thorns)
Protection from Vampires (15; heart impaled by wooden stake)
Run/Superhuman Speed (10; heart with tiny wings)
Supernatural Strength (30; broken chain)
Supernatural Vision (20; three eyes)
Swim as a Fish (20; shark or dolphin)
Turn Dead (15; cross)
Note: Also see *simple weapons, magic weapons, animals, and monster tattoos* for additional powers.

Chain Encircling a Skull or Brain (psionic save)

P.P.E. to activate: 25

Duration: One minute per level of experience or until cancelled.

Power: Impervious to mind control of all types and +3 to save vs psionic attacks of any kind.

Chain with a Broken Link (strength)

P.P.E. to activate: 30

Duration: Five minutes per level of experience or until cancelled.

Power: Instills supernatural strength which means mega-damage is inflicted from hand to hand attacks equal to that of supernatural creatures. Furthermore, the character's P.S. attribute is temporarily increased by six points.

Note: The following is the damage done by a normal punch from supernatural P.S. A power punch does double damage and counts as two attacks. See *Rifts Ultimate Edition*, page 339, for full descriptions.

P.S. 16-20 — 1D6 M.D.

P.S. 21-25 — 2D6 M.D.

P.S. 26-30 — 3D6 M.D.

P.S. 31-35 — 4D6 M.D.

P.S. 36-40 — 5D6 M.D.

P.S. 41-50 — 6D6 M.D.

Chain Wrapped Around a Cloud (air powers)

P.P.E. to activate: 50

Duration: One minute per level of experience or until cancelled.

Power: Influence the elemental forces of air.

- See the *Invisible*, the same as the spell (see *Rifts Ultimate*, p. 199).
- *Float in the Air*, same as the spell (see *Rifts Ultimate*, page 202).
- *Wind Rush*, same as the spell (see *Rifts Ultimate*, page 214).
- Call *Lightning* once per melee round/every 15 seconds; same as the spell (see *Rifts Ultimate*, page 209).
- *Calm Storms*, same as the spell (see *Rifts Ultimate*, page 223).
- See *air elementals*.
- *Communicate with air elementals*.

Cross (turn dead)

P.P.E. to activate: 15

Duration: One minute per level of experience or until cancelled.

Power: Turn Dead, equal to the spell (see *Rifts Ultimate*, page 201).

Eye with a Dagger In It (blind)

P.P.E. to activate: 25

Duration: Victims are blinded for one melee per level of the T-Man's experience. The effect is instant. The T-Man possesses the power to blind by touch for one melee (15 seconds) per each level of experience.

Power: Blinds an opponent by activating the tattoo and touching the intended victim. Identical to the magic spell called "Blind" (see *Rifts Ultimate Edition*, page 204).

Note: Victim can roll to save vs magic, 16 or higher.

Eye of Knowledge (language)

P.P.E. to activate: 15

Duration: 15 minutes per level of experience or until cancelled.

Power: Understands and speaks all languages equal to a skill of 96%.

Literate equal to a skill of 82% — can read and understand most written languages, but does not include magic symbols, runes, wards or circles.

Note: The tattoo is an eye with three equal length lines. One line is directly centered over the eye and points up, the other two radiate horizontally from each side of the eye.

Eye of Mystic Knowledge (magic)

P.P.E. to activate: 20

Duration: 10 minutes per level of experience or until cancelled.

Power: Can recognize magic circles, symbols, wards, and runes as being genuine articles involved in magic. 86% skill in reading and using magic scrolls, 74% skill in recognizing enchantment and possession, 62% skill of being able to read/identify specific wards and magic symbols. 50% skill in correctly identifying magic circles. 40% skill in accurately reading runes. 30% chance of correctly identifying a magic item, including weapons and artifacts.

This knowledge does not enable the character to cast spells, perform rituals or operate circles.

Note: The tattoo is an eye in a circle with two equal length lines. One line is directly centered over the eye and points up, the other one radiates horizontally from the tear duct part of the eye. In many cases the eye may be inside a pyramid. A pyramid with its point up means the mystic knowledge only works when used for good. A pyramid with its point facing downward means it works only when used for purposes of evil. The pyramid will often indicate the Tattooed Man's alignment (at least at the time he received the tattoo) and/or be designed to restrict the warrior slave's use of the knowledge as intended by his master/tattoo creator. The magic will not work when contrary to its alignment (will not work for selfish motives either).

Eye With Tears (empathy & transmission)

P.P.E. to activate: 15

Duration: Two minutes per level of experience.

Power: Empathy equal to the psionic power and can perform one Empathic Transmission as often as once per melee (see *Rifts Ultimate Edition*, page 172 and 178, for descriptions of both powers).

Eyes: Three (supernatural vision)

P.P.E. to activate: 20

Duration: Ten minutes per level of experience.

Power: Perfect vision plus ...

- **Nightvision: 1200 ft (366 m) in total darkness.**
- **See the invisible, including the supernatural.**
- See *Aura* (same as psionic power – see *Rifts Ultimate*, page 175).
- **Bonuses:** +1 to strike and +1 on initiative.

Heart Pierced by a Wooden Stake (protection)

P.P.E. to activate: 15

Duration: One hour per level of experience or until cancelled.

Power: The character is impervious to the bite (cannot be turned into a vampire or enslaved), and mind control powers of vampires and related species of undead.

Note: Although greatly protected, the vampire can hurt and even kill the T-Man by using a killing bite attack, the brute force of punches, claws, etc., and/or weapons.

Heart Encircled by Chains (invulnerability)

P.P.E. to activate: 40

Duration: 10 minutes per level of experience or until the total number of M.D.C. is depleted. The user of the tattoo can cancel the magic at will. The effects of the magic continues even when the user is rendered unconscious or mind controlled.

Power: Limited Invulnerability: The body can withstand 75 M.D. per level of experience. A magic aura that glows a faint light blue color, encircles the character, protecting him and everything on his body. The aura provides protection from most forms of physical attack, including mega-damage weapons, damage from explosions and falls, poison, and drugs.

Note: The character is still vulnerable to psionic and magic attacks and can be immobilized and entangled in a variety of ways.

Heart with Large Wings (fly)

P.P.E. to activate: 20

Duration: 30 minutes per level of experience or until cancelled by the user of the tattoo. The effects of the magic continues even when the user is rendered unconscious or mind controlled, which means he will float 2D6 feet about the ground and float in the direction of the wind at a rate of about five miles (8 km) an hour.

Power: Flight: The tattoo user can fly at a speed of 50 mph (80 km) plus 10 mph (16 km) per level of experience. Maximum height is limited to 4000 feet (1200 m) above the ground.

Bonuses: +1 to strike and dodge (when flying) at levels four, eight and twelve, +3 to S.D.C. damage from hand to hand attacks due to height and speed advantage.

Heart with Tiny Wings (run)

P.P.E. to activate: 10

Duration: 30 minutes per level of experience or until cancelled by the user of the tattoo. The magic is not canceled when the user is rendered unconscious or mind controlled, but an unconscious person cannot run.

Power: Run at Superhuman Speed: The character can run at a speed of 30 mph (48 km) plus 10 mph (16 km) per level of experience. He can also leap up to 20 feet (6 m) high or 30 feet (9 m) lengthwise from a running start and at a speed of at least 30 mph.

Bonuses: +1 to dodge (when running) at levels four, eight and twelve, +2 to S.D.C. damage from hand to hand attacks due to speed advantage.

Knight in Full Body Armor

P.P.E. to activate: 25

Duration: 30 minutes per level of experience, or until M.D.C. is depleted, or until the magic is cancelled, or duration time ends.

Power: Magic, mega-damage body armor appears on the body of the tattoo user. The armor is transparent so the other tattoos can still be seen. The T-Man's hand can pass right through the armor, like air, in order to touch and activate other tattoos, but to all others the armor is as solid as M.D.C. alloys! The armor is weightless and does not restrict movement in any way.

M.D.C. of the Armor: 20 M.D.C. per level of the T-Man's experience.

Note: The armor cannot be placed on any person other than the T-Man. The armor is not like modern environmental suits and does not protect the wearer from toxic air, fumes, gases, or foul smells.

Lightning Bolts (shoot lightning)

P.P.E. to activate: 30

Duration: One minute (4 melee rounds) per level of experience or until cancelled.

Power: The tattoo user can fire lightning bolts from his hands. The character simply points and mentally releases the lightning bolt.

Number of Attacks: Equal to the number of hand to hand attacks.

Damage: 2D6 M.D. plus 1D6 M.D. per every two levels of experience, i.e.: 2D6 at first level, 3D6 at second level, 4D6 at fourth level, 5D6 at sixth level and so on. The T-Man can regulate the amount of damage a lightning bolt can inflict in increments of 1D6.

Range: 200 feet (61 m) plus 100 ft (30.5 m) per level of experience.

Bonuses: +3 to strike; only bonuses from the P.P. attribute can be added to this strike bonus, hand to hand and W.P. bonuses are not applicable.

Phoenix Rising From the Flames (resurrection)

P.P.E. to activate: 124 and see note.

Duration: Instant, with permanent results.

Range: Touch or within 12 feet (3.6 m).

Power: Super healing and resurrection of others.

Using the power to super heal will restore up to 50 hit points and 50 S.D.C. points, or 100 M.D.C. if the character being healed is a mega-damage creature. Furthermore, the super healing will cure all types of common diseases, magic minor disorders, magic sickness, minor curse, and turn a victim of petrification back to flesh. Addiction, forms of insanity and magic insanity are not cured.

Resurrection is possible only if performed within six hours after the moment of death. It will bring the dead person up to three hit points, restore/regenerate missing limbs and organs and completely heal all wounds without scarring. Addiction, forms of insanity and magic insanity are not cured.

Note: The cost of performing a resurrection has a lasting affect on the T-Man. The character permanently loses 1D6 hit points, 2D6 P.P.E. points, and one P.E. attribute point each time a resurrection is performed. However, he or she permanently gains one M.A. point. There are no such penalties for performing a super healing.

Rose and Thorny Stem & Dripping Blood (heal)

P.P.E. to activate: 30

Duration: One minute per level of experience or until cancelled. As many as three healing touches can be performed in one minute.

Range: Touch

Power: Heal Wounds equal to the spell (see *Rifts Ultimate*, page 208).

Shark or Dolphin (swim)

P.P.E. to activate: 20

Duration: 30 minutes per level of experience or until cancelled.

Power: Swim as a Fish (Superior) and Breathe without Air equal to the spells (see the *Rifts® Book of Magic* for details).

Skull with Bat Wings (animate dead)

P.P.E. to activate: 30

Duration: Five minutes per level of experience or until cancelled.

Power: Animate and Control Dead, same as the spell (see *Rifts Ultimate Edition*, page 211).

Skull Coiled with Thorns (death touch)

P.P.E. to activate: 40

Duration: Two minutes per level of experience or until cancelled.

Power: Limited power over death (well sort of). The tattoo user is enveloped in an eerie, pale white glow. The aura instills the following: +25% to save vs coma/death, +6 to save vs poison and deadly gases/vapors, +6 to save vs horror factor, +1 to save on all other saving throws, one super bio-regeneration (self: restores 1D4 × 10 S.D.C. and 6D6 hit points, or 1D6 × 10 + 10 M.D.C. if a mega-damage creature), and the death touch.

Death Touch Number of Attacks: Equal to the number of hand to hand attacks.

Damage from Death Touch: Each punch that strikes, or even a gentle touch, inflicts an additional 1D6 points of damage directly to hit points or 3D6 M.D. if an M.D.C. creature, like dragons. Potential victims roll to save vs magic. A successful saving throw means NO damage is caused by the death touch — this time. If a character is killed by a death touch (six or more touches that inflict damage) he is -12% to save vs coma/death.

Range: Touch and will penetrate M.D. body armor, but not robot vehicles or power armor.

Bonuses: +1 to strike and parry in addition to normal bonuses.

Note: The death touch will awaken victims who are sleeping and even unconscious characters get an automatic saving throw. Cyber-knights and characters of good alignment seldom select this power — great for assassins.

Skull Engulfed in Flames (fire powers)

P.P.E. to activate: 45

Duration: Five minutes per level of experience or until cancelled.

Power: The character is impervious to fire and heat — including magic and mega-damage fires (no damage), all other forms of energy do half damage, and the glowing aura provides 60 M.D.C. points of protection.

Note: Damage is subtracted from the 60 M.D.C.; once depleted, the other powers remain but the M.D.C. is gone, making the individual vulnerable to mega-damage attacks.

The Tattooed Man can also shoot bolts of fire from his finger-tips. He simply points and mentally releases the fiery blast.

The tattoo user is enveloped in an eerie red glow that resembles heat vapors and wisps of fire appear and disappear in a random pattern across the body.

Number of Attacks: Equal to the number of hand to hand attacks.

Damage: 1D4 M.D. per level of experience. The T-Man can regulate the amount of damage a bolt can inflict in increments of 1D4.

Range: 100 ft (30.5 m) per level of experience.

Bonuses: +2 to strike. Only bonuses from the P.P. attribute can be added to this strike bonus, hand to hand and W.P. bonuses are not applicable.

Thorns or Ball of Thorns (protection: poison)

P.P.E. to activate: 15

Duration: 10 minutes per level of experience or until cancelled.

Power: Impervious to all forms of poison and +2 to save vs all types of drugs, chemicals, and gases.

The Tattooed Man O.C.C.

Warrior Slave

Note: The term “Tattooed Men” refers to all mystic warriors empowered by magic tattoos, whether they be male or female, ogre or human.

Tattooed Men (a.k.a. T-Men) are the recipients of many magic tattoos. The typical Tattooed Man was captured by Splugorth slavers, taken from their families, forcibly given the magic tattoos (a painful process), trained in the use of the tattoos, subjected to indoctrination in order to condition them for their new life as warrior slaves, and sold into slavery, usually to monstrous, inhuman slave masters. In most cases, the magic tattoos were not acquired by choice and are seen as a curse which brands that person as a slave, freak, or monster, regardless of the power the magic may bring.

As warriors, they are forced to hunt, hurt and kill other life forms. The psychological trauma from this entire ordeal is even greater than the tremendous physical trauma they endure. As a result, many T-Men (70%) have one or more insanities. Most (95%) have pent-up emotions of anger, hatred, despair and frustration which creates hot tempers, cruel streaks, aggressiveness and a lust for physical violence/combat. 25% of the captives designated to become Tattooed Men will take their own life or force their termination before they can be completely made-over.

Human Females tend to have a greater aptitude for magic, tend to be more submissive than males, and typically have more potential psychic energy. However, because Tattooed Men are marketed as “warrior” slaves, women do not make the same, powerful physical impression as the males, so they are not selected as often. Consequently, only 25% of the Tattooed Men and 15% of the human Maxi-men are female. When females are used, the most beautiful, tallest and/or most physically powerful specimens are selected.

Wild Ogres are captured and imported from a world known as the Palladium, but most ogre T-Men come from the Splugorth’s slave kennels where ogres are bred and raised specifically as slave stock. The rare, wild females are kept for breeding (captive human females are frequently substituted). 70% of the ogres found within Splugorth dominated society are so-called **domestic ogres** raise in the slave kennels. One such ogre slave kennel is found in Atlantis. A horrible fate for these giant cousins to human beings. The Splugorth simply have no regard for human life. From their point of view, the domestic ogres are more controllable and docile than captives from the wilds.

The typical sex and racial divisions among T-Men:

58% Human Males

25% Human Females

5% Ogre Males (mostly wild)

8% Elf Males

4% Elf Females

The Magic Powers of Tattooed Men

- M.D.C. transformation.** Each tattoo above six instills male T-Men with 10 physical M.D.C. points and each female with 11 M.D.C. points, making them mega-damage creatures. **Note:** One to six tattoos do not change the physical structure of ordinary humans.
- P.P.E.:** Base P.P.E. is at 5D6 for the transformation of adult males, plus six for adult females, 1D4 × 10 for children and teenage males, 1D4 × 10 + 8 for females.

Add 10 P.P.E. points for each level of experience and six P.P.E. points for each tattoo.

Thus a typical first level, adult, male T-Man will start with approximately 87 to 112 P.P.E., while the average adult female will start with 95 to 130 points. Remember, the character can also draw energy from ley lines and nexus points.

3. **Increased P.P.E. Recovery:** The T-Man's expended P.P.E. replenishes itself at the rate of 10 points for every hour of rest or sleep, twice as fast as normal.
4. **Bonuses:** +10 M.D.C., +2 to save vs magic of all kinds (in addition to P.E. bonuses), +6 to save vs horror factor. Attribute bonuses from physical training and magic: +2 to M.E., +2 to P.E., +1 to P.S., and +6 to spd.

O.C.C. Skills

Many Tattooed Men have started life as any number of O.C.C.s, from vagabond to cyber-doc. However, the day he or she was captured, enslaved, and turned into a Tattooed Man, that old life came to an end! All the old O.C.C. skills are frozen at whatever level they were when captured and transformed via tattoo magic.

A total of five new secondary skills may be selected from the categories of communication, domestic, physical, pilot, rogue, technical, W.P., and/or wilderness. Only these five new skills continue to increase with experience (no bonuses). Of course the character is taught how to use his tattoos and everything about them.

The Typical Tattooed Man

The most common person (about 55%) to become enslaved and transformed into T-Men are simple farmers, villagers and vagabonds. These people are seldom skilled in the ways of science or technology, but know farming or basic survival skills.

O.C.C. Skills for the Typical T-Man (human)

- Select three domestic skills (+10%)
- Select two physical skills
- Select two languages (+15%)
- Select two W.P.
- Select two wilderness skills (+5%)
- Hand to Hand: Expert (learned as slave)

O.C.C. Skills for the Typical T-Man (ogre)

- Select two physical skills
- Select two languages (+15%)
- Select two rogue skills (10%; excluding computer skills)
- Select four W.P.
- Select three wilderness skills (+5%)
- Hand to Hand: Expert or Assassin

O.C.C. Related Skills: Select six other skills and two additional W.P.s, plus two additional skills at levels four, eight, and twelve. All new skills start at level one proficiency.

- Communications: Any
- Domestic: Any (+10%)
- Electrical: Basic electronics only
- Espionage: Any (+5%)
- Mechanical: Automotive only
- Medical: First aid or paramedic only (+5%, the latter counts as two skill selections).
- Military: None
- Physical: Any
- Pilot: Any, except robot, power armor and spacecraft (+5%)
- Pilot Related: Any
- Rogue: Any (+5%)
- Science: Math only (+5%)
- Technical: Any, except computer
- Weapon Proficiencies: Any
- Wilderness: Any (+5%)

Secondary Skills: The character also gets to select eight secondary skills from the previous list. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses (). All secondary skills start at the base skill level. Also, skill availability is limited as previously indicated in that list (any, only, none).

Standard Equipment: Typically items are provided by the slave's owner on the basis of need. This includes access to weapons, ammunition, field equipment, vehicles, and so on. Slaves who have proven themselves with years of loyal servitude, may be allowed to keep personal weapons and possessions in his or her quarters. The availability and quality of items will depend on the wealth of the slave's owner.

Renegade slaves will have in their possession only items held at the time of their escape or what they can steal (neither of which is likely to be much). Remember, most Tattooed Men rely on their magic tattoos more than on material things.

Magic Tattoos: The typical T-Man will start with 12 tattoos. Make the following selections:

- Two simple weapons
- Two magic weapons
- Two animals
- Two monsters
- Two powers

Select a total of two additional tattoos from any of the five categories — player's choice.

With each new level of experience (starting at level two), his master, typically the Splugorth, will add two more simple tattoos (animal or simple weapon) or one major tattoo (power, monster, or magic weapon). Note that renegades will find it virtually impossible to get new tattoos since very few beings possess the secret knowledge of tattoo magic.

The number of tattoos any T-man, even a Maxi-man, can get at any one time is two (2). There must be at least six months between the acquisition of another pair of tattoos.

GM Option: If the character is starting as a first or second level runaway slave, the GM may, at his sole discretion, allow the player character to select as many as six additional tattoos from any of the categories, but only with the understanding that the character is never likely to acquire any additional tattoos from that day forward!

Money: None! Slaves are provided with everything they need. Loyal and high ranking slaves may be given a personal allowance — the amount varies with each situation, owner, and character.

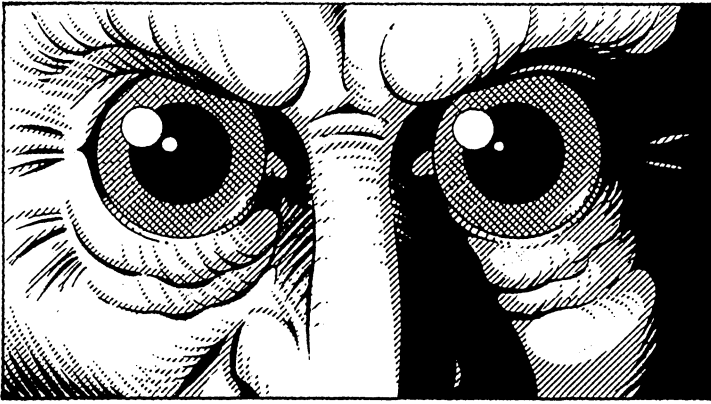
Cybernetics: None. If cybernetics are required at a later date, the character will strive to get bio-systems, because mechanical bionics will reduce the potency of his magic. Even a single mechanical arm or leg will reduce the effects, range, damage, and duration of the magic by 25%.

Insanity: The Tattooed Men are usually emotional and psychologically traumatized and suffer from one or more insanities. Roll twice on the following table. Of course, if you really want your character to be crazy, pick two. Furthermore, roll on the T-Men Insanity Table once for every five additional tattoos.

T-Men Insanity Table

Roll percentile dice.

- 01-30 No insanity.
- 31-40 Obsession: Fighting and competition; loves it.
- 41-43 Obsession: Fighting; hates it and tries to avoid it.
- 44-50 Obsession: Danger; loves it — takes needless risks.
- 51-55 Phobia: Tattoos — cannot stand to get another one, must be restrained in order to get a new tattoo (even an ordinary one).
- 56-60 Phobia: Splugorth
- 61-63 Phobia: Alchemists
- 64-65 Phobia: Ancient Dragons
- 66-73 Roll for random affective disorder.
- 74-80 Roll for random phobia.
- 81-88 Roll for random obsession.
- 89-00 Roll for random insanity.



T-Monster Men O.C.C.

A subclass of the Tattooed Man Warrior Slave

T-Monster Men are Tattooed Men who place an emphasis on monster and animal tattoos. Their selection of tattoos reflects their orientation toward the monstrous, creating and fighting monsters, such as animating and controlling the dead, protection from vampires, etc. Otherwise their basic training, skills and abilities are the same as the average Tattooed Man. **Note:** Ogres are especially fond of monster tattoos.

Remember, the term Tattooed Men refers to all mystic warriors empowered by magic tattoos, whether they be male or female, ogre, elf, or human.

The typical divisions among T-Monster Men:

- 54% Human Males
- 10% Human Females
- 26% Ogre Males
- 8% Elf Males
- 2% Elf Females

Magic Powers: Same as the T-Man, plus a TM-Man activates and creates all monster tattoos at *half* the usual P.P.E. cost!

O.C.C. Skills for the Typical T-Monster Man (human)

- Both lore skills (+10%)
- Select two domestic skills (+10%)
- Select two physical skills
- Select two languages (+15%)
- Select two wilderness skills (+5%)
- Select three W.P.
- Hand to Hand: Expert (learned as slave)

O.C.C. Skills for the Typical T-Monster Man (ogre)

- Both lore skills (+15%)
- Select two physical skills
- Select two languages (+15%)
- Select two rogue skills (10%; excluding computer skills)
- Select three wilderness skills (+5%)
- Select four W.P.
- Hand to Hand: Expert or Assassin

O.C.C. Related Skills: Same as the Tattooed Man. Select six other skills and two additional W.P.s, plus two additional skills at levels four, eight, and twelve. All new skills start at level one proficiency.

Secondary Skills: Same as the Tattooed Man. The character also selects six secondary skills from the previous list. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses (). All secondary skills start at the base skill level. Skill availability is limited to those previously indicated (any, only, none).

Standard Equipment: Same as the Tattooed Man.

Magic Tattoos: The typical T-Monster Man will start with 14 tattoos. Make the following selections:

- One simple weapon
 - Two magic weapons
 - Three animals (usually predators or big)
 - Four monsters
 - Power: Animate & Control Dead or Protection from Vampires
 - Power: Invulnerability or Magic Armor
- Select a total of two additional tattoos from any of the tattoo categories.

Then, with each new level of experience (starting at level two), his master, typically the Splugorth, will add two more simple tattoos (animal or simple weapon) or one major tattoo (power, monster, or magic weapon). Note that runaway slaves will find it virtually impossible to get new tattoos because very few beings possess the knowledge to create tattoo magic.

GM Option: If the character is starting as a first or second level, runaway slave, the GM may, at his sole discretion, allow the player character to select as many as four additional tattoos from any of the categories, but only with the understanding that the character is never likely to acquire any additional tattoos from that day forward!

Money: Same as the T-Man.

Cybernetics: None; same as the T-Man.

Insanity: The TM-Men are even crazier than the average Tattooed Man.

Roll three times on the insanity table that follows. Of course if you want your character to be crazy, pick three. Roll again on the TM-Men Insanity Table once for every five additional tattoos.

T-Monster Men Insanity Table

Roll percentile dice.

01-30 No insanity.

31-40 Obsession: Fighting and competition; loves it.

41-42 Obsession: Fighting; hates it and tries to avoid it.

43-46 Obsession: Monsters; loves 'em, has no fear: +2 to save vs horror factor and +1 to all saves from attacks by monsters, including parry, dodge, poison, magic, and psionics.

47-51 Obsession: Danger; loves it — takes needless risks.

52-55 Phobia: Tattoos — cannot stand to get another one, must be restrained in order to get a new tattoo (even an ordinary one).

56-60 Phobia: Splugorth

61-62 Phobia: Alchemists

63-65 Phobia: Elder and ancient dragons

66-71 Roll for random affective disorder.

72-79 Roll for random phobia.

80-88 Roll for random obsession.

89-00 Roll for random insanity.

Maxi-Man O.C.C.

The Elite Tattooed Man

The most savage and powerful of the human and ogre Tattooed Men are the Maxi-men. They are elite fighters and masters in using tattoos who have been raised since infancy to accept their lot in life as a warrior slave. However, unlike most slaves, they receive special training, are treated with kindness and patience, and receive special rewards of privilege and freedom for loyalty and courage. The Maxi-men can attain high positions of rank among the Splugorth minions and serve as military officers (including the rank of general), espionage specialists, advisors to ruling governors, kings and generals, and can even become a governor of distant regions within the Splugorth's empire. As a result, they are far more happy and accepting of their slavery. The majority exhibit a disturbing loyalty and dedication to their inhuman masters.

Maxi-men are trained from infancy or childhood (most are captured children seldom older than age 9) in the arts of combat, espionage, and using magic tattoos. They are encouraged to be aggressive and merciless warriors, who are taught to thrive on combat and competition. They are also subjected to years of indoctrination to be proud, courageous, to think of themselves as being better than others, and at the same time to be loyal, protective, obedient, and honorable toward their masters. By age 16 or 17, the young Maxi-man has already attained second level experience and is ready for field operations/combat or for sale (**GM Note:** The average Maxi-man starts out at second level, not first).

It takes a lot to make a Maxi-man rebel against his years of indoctrinations and turn against his owner. Mistreatment and cruelty are the most common reasons, but even then, the slave may feel loyalty to the Splugorth and/or a kinder master. Those who desert their post or turn on their master are hunted down, captured, and returned for punishment or reorientation. If the offense is his first or a minor infraction and the slave can be indoctrinated back into the fold, the punishment will be light and he or she will be returned to active service. Those who are responsible for several offenses and/or serious crimes will suffer severe punishment. These renegades are frequently chained and forced to fight in gladiatorial arenas, released and hunted in the Preserve, subjected to horrible experimentation, or made to work at hard labor, often on another planet, until they die. Mass murderers and those deemed to be extremely dangerous are hunted and slain on the spot!

Maxi-men are very skilled at using magic tattoos and prefer to use the magic rather than many modern weapons and mechanisms. Most refuse to wear more than the lightest body armor, if any, and will often enter combat with no apparent armor or weapons at all (again, relying on the magic). One of their favorite ploys is to appear to be a helpless victim, without weapons or armor.

The typical sex and racial divisions among Maxi- men:

- 62% Human Males
- 15% Human Females
- 15% Ogre Males (mostly domestic stock)
- 3% Ogre Females (mostly domestic stock)
- 3% Elf Males
- 2% Elf Females

Magic Powers

1. **M.D.C. transformation.** Each tattoo above six instills the male Maxi-man with 10 physical M.D.C. points and each female with 11 M.D.C. points, making them mega-damage creatures. **Note:** One to six tattoos do not change the physical structure of ordinary humans.
2. **P.P.E.:** Base P.P.E. is 5D6 + 10 for the transformation of adult males, plus another six points for adult females. 1D4 × 10 + 10 for male children and teenagers, and 1D4 × 10 + 15 for child or teen females. Add 10 P.P.E. points for each level of experience and six P.P.E. points for each tattoo. Thus a typical second level, male, adult Maxi-man will start off with approximately 143 to 168 P.P.E. Remember, the character can also draw energy from ley lines and nexus points.
3. **Increased P.P.E. Recovery:** The Maxi-man's expended P.P.E. replenishes itself at the rate of 12 points for every hour of rest or sleep, a bit more than twice as fast as a normal human.
4. **Bonuses:** + 1D4 × 10 M.D.C., + 3 to save vs magic of all kinds (in addition to P.E. bonuses), + 6 to save vs horror factor. Attribute bonuses from physical training and magic: + 2 to M.E., + 1D6 to P.S., + 1D4 P.P., + 3 to P.E., and + 2D6 + 6 to spd.

Attribute Requirement: None. Note that attributes may be temporarily altered by some magic tattoos. The effects, bonuses, and penalties of magic tattoos are cumulative.

Note: Maxi-men characters start at second level experience and are only 16 or 17 years old.

O.C.C. Skills (same for all races):

- First Aid (+ 5%)
- Radio: Basic (+ 5%)
- Language: speaks Dragonese/Elf and American at 98%
- Intelligence (+ 10%)
- Tracking (+ 10%)
- Wilderness Survival (+ 10%)
- Body Building
- Boxing
- Climbing (+ 10%)
- Swimming (+ 5%)
- W.P. Archery & Targeting
- W.P. Blunt
- W.P. Knife
- W.P. Sword
- W.P. Energy Pistol
- W.P. Energy Rifle
- Hand to Hand: Assassin; can be changed to Hand to Hand: Martial Arts at no additional cost.

O.C.C. Related Skills: Select five other skills, plus three additional skills at levels four, eight, and twelve. All new skills start at level one proficiency.

- Communications: Any (+ 5%)
- Domestic: Any
- Electrical: Basic electronics only
- Espionage: Any (+ 10%)
- Mechanical: Automotive only (+ 5%)
- Medical: None other than O.C.C. skill.
- Military: Any (+ 10%)
- Physical: Any (+ 5%)
- Pilot: Any, except robot and power armor skills (+ 5%)
- Pilot Related: Any
- Rogue: Any (+ 2%)
- Science: Math only (+ 10%)
- Technical: Any, except computer
- Weapon Proficiencies: Any
- Wilderness: Any (+ 5%)

Secondary Skills: The character also gets to select six secondary skills from the previous list. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses (). All secondary skills start at the base skill level. Skill selection is limited to those previously indicated (any, only, none).

Standard Equipment: Typically items are provided by the slave's owner on the basis of need. This includes access to weapons, ammunition, field equipment, vehicles, money, and so on. Slaves who have proven themselves by years of loyal servitude may be allowed to keep personal weapons and equipment in his or her quarters. The availability and quality of items will depend on the wealth of the slave's owner.

Runaway slaves will have only the items in their possession at the time of escape or articles they have stolen; in either case it is not likely to be much. Remember that all T-men, but the Maxi-Men in particular, rely on their magic tattoos more than on material things.

Magic Tattoos: The typical, second level, Maxi-man will start with 18 tattoos. Make the following selections.

- Two simple weapons
- Two magic weapons
- Two animals
- Two monsters
- Four powers
- Six tattoos of choice. Selections can be made from all the tattoo categories.

At each new level of experience (starting at level three), his master, typically the Splugorth, will add two more simple tattoos (animal or simple weapon) or one major tattoo (power, monster, or

magic weapon). Note that runaway slaves will find it virtually impossible to get new tattoos since very few beings possess the secret knowledge of tattoo magic. The most tattoos any T-man, even a Maxi-man, can get at any one time is two (2). There must be at least six months between the acquisition of another pair of tattoos.

GM Option: If the character is starting as a second level, runaway slave, the GM may, at his sole discretion, let the character select as many as five additional tattoos, from any of the categories, but only with the understanding that the character is never likely to acquire any additional tattoos from that day forward!

Money: None! Slaves are provided with everything they need. Loyal and high ranking slaves may be given a personal allowance — the amount varies with each situation, owner, and character.

Cybernetics: None. If cybernetics are required at a later date, the character will strive to get bio-systems, because mechanical bionics will reduce the potency of his magic. Even a single mechanical arm or leg will reduce the effects, range, damage, and duration of the magic by 25%.

Insanity: The Maxi-men are not nearly as traumatized as the T-Men. Their life as the obedient, warrior slave is the only existence they have known since childhood. Most not only accept this way of life, but love it and reap many rewards for obedience, courage, aggressiveness and combat. Remember, a Maxi-man can reach the pinnacle of power and respect among the Minions of Splugorth.

Consequently, the possibility of insanity is greatly reduced. Roll once on the following insanity table. Of course if you want your character to be a bit crazy, pick one. Roll on the Maxi-men Insanity Table once for every six additional tattoos.

Maxi-men Insanity Table

Roll percentile dice.

01-60 No insanity.

61-75 Obsessed with fighting and competition; loves it.

76-78 Obsession: Fighting; hates it and tries to avoid it.

79-84 Obsession: Danger; loves it — takes needless risks.

85-86 Phobia: Tattoos — cannot stand to get another one, must be restrained in order to get a new tattoo (even an ordinary one).

87-90 Phobia: Splugorth

91-00 Roll for random insanity.

Undead Slayers O.C.C.

The True Atlanteans have created an elite force of warriors dedicated to the eradication of supernatural evil. Like knights-errant, they travel from dimension to dimension, world to world, protecting innocent life forms, destroying monsters, and freeing those enslaved by vampires and their ilk. Their archenemies are vampires, vampire intelligences and the minions of Splugorth. These warriors are known as the Undead Slayers and they are empowered by tattoo magic. **Also see the section on Atlantis and True Atlanteans for more details.**

Atlantean Characteristics as they apply to Undead Slayers

1. **Magic tattoos denote heritage.** Each True Atlantean has a tattoo of a heart impaled by a wooden stake (no blood) on the right wrist for protection from their eternal enemy, the vampire, and a flaming sword tattoo on the left wrist to create a magic M.D.C. weapon. The tattoo is placed on an Atlantean child at age five or six. The clan crest may be part of the sword's hilt. These "Marks of Heritage" are magic tattoos and can be activated at will; the standard tattoo

rules apply. The Marks are just two of the 18 to 50 tattoos that cover their body.

- Increased P.P.E. from magic tattoos:** Base P.P.E. is $2D4 \times 10$ for all Undead Slayers, males and females. Add 10 P.P.E. points for each level of experience and six P.P.E. points for each tattoo. Thus a typical first level undead slayer will start with approximately 162 to 222 P.P.E. Remember, the character can also draw energy from ley lines and nexus points.
- Increased P.P.E. Recovery:** The Undead Slayer's P.P.E. replenishes itself at the rate of 20 points for every hour of rest or sleep, four times faster than normal humans!
- M.D.C. transformation.** Undead Slayers have a base M.D.C. of $2D4 \times 10$ plus each additional tattoo beyond six instills the male undead slayers with 11 M.D.C. points and females with 13 M.D.C. points.
- Cannot be physically transformed by any means,** including, but not limited to, metamorphosis potions and spells, the transformation ritual, vampire transformation, petrification, turn to mist, growth or reduction/shrinking by spells, potions, or any other form of magic or supernatural transformation spell, curse, wish, or enchantment.
- Continue to grow as adults.** After reaching adulthood at about age 25, True Atlanteans grow about an inch every century or so, which gives them an average adult height of six feet six inches to about seven feet (1.95 to 2.1 meters).
- Sense vampires.** Can sense the presence of vampires and vampire intelligences within a 1000 foot radius (305 m), but cannot pinpoint exact source/person responsible for the sensation. Recognizes vampires by visual identification/appearance: 12% per level of experience.
- Operate dimensional pyramids.** All Atlanteans are seasoned dimensional travelers who know how to operate the pyramids created by the Stone Masters for the purpose of communication and dimensional teleportation. Base skill is 40% + 5% per level of experience. Note that the average Undead Slayer does not know exactly how stone magic works or how to build pyramids.
- Sense ley lines.** Same as the Line Walker.
- Sense Rifts.** Same as the Line Walker.
- Ley Line Phasing.** Same as Line Walker. See *Rifts Ult. Ed.*, p. 115.
- Other Bonuses:** +4 to save vs magic of all kinds (in addition to P.E. bonuses), +8 to save vs horror factor. Attribute bonuses from physical training and magic: +2 to M.E., +2 to P.E., +2 to P.S., and +6 to Spd. Undead Slayers are considered to be supernatural beings.

Attribute Requirement: I.Q. 10 or higher and M.E. 20 or higher. A high P.S. and/or P.P. is helpful but not required. Note that attributes may be temporarily altered by magic tattoos. The effects, bonuses, and penalties of magic tattoos are cumulative.

Note: Many young True Atlanteans have been lured to Earth because of its revered place in history as the "homeland," and by the adventures that await the courageous. For many, this is their first time in the field of combat. Characters should start at first or second level experience.

O.C.C. Skills:

Radio: Basic (+10%)

Languages & Literacy: Dragonese/Elf, American, and Greek at 98%.

Languages: Speaks/understands three additional languages of choice (+15%).

Basic Math (+20%)

Intelligence (+10%)

Tracking (+15%)

Wilderness Survival (+15%)

Lore: Demons & Monsters (+25%)

Lore: Faerie (+10%)

Gymnastics

Boxing

Swimming (+5%)



W.P. Archery & Targeting

W.P. Knife

W.P. Sword

W.P. Energy Pistol

W.P. Energy Rifle

Hand to Hand: Martial Arts

O.C.C. Related Skills: Select four other skills, plus three additional skills at levels four, eight, and twelve. All new skills start at level one proficiency.

Communications: Any (+5%)

Domestic: Any

Electrical: Any

Espionage: Any (+10%)

Mechanical: Any

Medical: Any (+10%)

Military: Any (+10%)

Physical: Any

Pilot: Any, except robot and power armor skills (+10%)

Pilot Related: Any (+10%)

Rogue: Any (+5%)

Science: Any (+5%)

Technical: Any, except computer

Weapon Proficiencies: Any

Wilderness: Any (+5%)

Secondary Skills: The character also gets to select six secondary skills from the previous list. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses ().

All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in that list.

Standard Equipment: Typically has a high-powered energy rifle and energy pistol, 1D4 silver-plated knives, a wood cross, a dozen wooden stakes and mallet, and is likely to have 1D4 types of technowizard anti-vampire weapons (favorites include storm flares, globe of daylight flares and the TW water shotgun — see the *Rifts® Vampires Sourcebook*, page 75).

Magic Tattoos: The typical first level Undead Slayer will start with 18 tattoos. Including:

- Flaming Sword (M.D. weapon that will hurt vampires)
- Bow and arrow or crossbow. The four arrows are in flames (M.D.) and have wings (triple range and magically return).
- Power: Protection from vampires (heart impaled by a stake)
- Power: Turn dead (the cross)
- Power: Invulnerability (heart in chains)
- Power: Control the forces of air (cloud in chains)
- Power: Healing basic (rose)
- Power: Healing super (Phoenix)
- Power: Knowledge & reading (eye)

Make the following selections:

- Two additional power tattoos of choice
- Two simple weapons of choice
- Two magic weapons of choice
- Two animals of choice
- One monster of choice

Each new level of experience, the character's clan elder or a clan alchemist will add two more simple tattoos (animal or simple weapon) or one major tattoo (powers, monsters, or magic weapons). Note that this may require travelling to a different dimension, so the character may have to disappear for a few days from time to time. It is possible that circumstances will not allow the character to get the tattoos immediately after attaining the next level of experience.

The most tattoos any T-man, even an Undead Slayer, can get at any time is two (2). There must be at least six months between the acquisition of another pair of tattoos.

Money: 4D6 × 1000 in precious gems or artifacts. However, Undead Slayers are not motivated by wealth, but dedicated to destroying supernatural menaces. They may accumulate small fortunes from time to time, but will eventually spend that wealth helping or protecting others.

Cybernetics: None. If cybernetics are required at a later date, the character will strive to get bio-systems, because mechanical bionics will reduce the potency of his magic. Even a single mechanical arm or leg will reduce the effects, range, damage, and duration of the magic by 25%.

Insanity: The Atlanteans selected to be Undead Slayers typically have a high mental endurance and a great resistance to mind control and insanity. Thus, they start the O.C.C. without any form of insanity, other than an almost obsessive commitment to help others and fight evil. Vampires and the minions of Splugorth are the most hated.

Stone Magic & The Stone Masters O.C.C.

By Kevin Siembieda & Steve Sheiring

Note: Although the origin of this magic is ancient Atlantis, modern characters of any race can become a stone master. However, it is a rediscovered form of magic and is not very well known beyond the continent of Atlantis or by races other than True Atlanteans, the Chiang-Ku and the Splugorth.

Atlantean Architects and Sorcerers

Stone Masters are practitioners of magic with a special gift: the talent to mend, shape, sculpt, transport, and commune with stone, rock, and gems. It is as if the rock were a living substance psionically linked to the stone master. They are said to be so attuned to the earth that they can mentally manipulate stone, causing the rocks to move as if by levitation or telekinesis. In addition, they can draw magic from gem stones, and detect underground water and supernatural beings (including earth elementals).

It was the stone masters who created the Atlantean pyramids with incredible precision and without the benefit of machines. Stone masters have been known to build structurally solid tunnels straight through mountains and erect a 300 foot (91 m) tall pyramid in a matter of months. It makes no difference to the stone master whether he works above ground or underground, his work is always strong and dependable. Unlike warlocks, stone masters are linked to the Earth itself and not an elemental entity in another dimension. They cannot communicate with elementals nor manipulate elemental forces. However, their link to the Earth also links them to the ley lines. This enables them to control ley lines through the creation of stone pyramids.

They see the Earth as a giant, natural rock garden filled with sculptures and crowned with rolling hills and magnificent mountains. They also see themselves as the privileged sculptors who are allowed to work in the garden, reshaping its contour and adding to the sculptures. A stone

master sees beauty in a boulder and the curves of a hill. They have no greater loyalty other than to protect and promote the beauty of the land. To a stone master, a sculpture of a Splugorth is as beautiful as the sculpture of a woman. It is the craftsmanship and love put into creating the work that they see, not just the image itself. The same applies to buildings. As long as the building blends into and/or complements the natural surroundings of an area, the stone master is satisfied. In old Atlantis, the cities all grew up around a giant pyramid five times larger than those of Egypt. The pyramid usually sat on a ley line nexus to harness its power. That power was used to build the rest of the city. Often the nexus pyramid was the heart of the city and a place of healing and power. In ancient Atlantis, this pyramid towered a thousand feet high and frequently served as a hospital and/or place of science.

Attribute Requirements: I.Q. 12 or higher, M.E. 14 or higher, P.E. 16 or higher; applicable to all races.

Alignment: Any, typically good.

O.C.C. Skills (applicable to all races):

Languages & Literacy: Dragonese/Elf and American.

Languages: Speaks three additional languages of choice (+15%)

Basic Math (+40%)

Advanced Math (+20%)

Astronomy (+15%)

Lore: Demons & Monsters (+10%)

Land Navigation (+10%)

Swimming (+5%)

W.P. of Choice (2)

Hand to Hand: Basic

Hand to Hand: Basic can be changed to Hand to Hand: Expert at a cost of one "other" skill or Martial Arts (or assassin if an evil alignment) for the cost of two "other" skills.

O.C.C. Related Skills: Select a total of ten other skills. Plus two additional skills at levels three, seven, eleven and fifteen. All new skills start at level one proficiency.

Communications: Any (+5%)

Domestic: Any (+10%)

Electrical: Any

Espionage: Wilderness survival only (+10%).

Mechanical: Any (+5%)

Medical: First aid, paramedic or holistic only.

Military: Any (+5%)

Physical: Any, except acrobatics, gymnastics, and wrestling.

Pilot: Any (+5%)

Pilot Related: Any (+5%)

Rogue: None

Science: Any (+10%)

Technical: Any (+10%)

Weapon Proficiencies: Any

Wilderness: Any (+10%)

Secondary Skills: The character also gets to select four secondary skills from the previous list. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses (). All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in that list.

Standard Equipment: Two weapons related to his or her W.P. skills, pocket knife, a survival knife, a cross of some kind, backpack, sunglasses and goggles, air filter, gas mask, 100 ft (30.5 m) of rope, pocket tool kit, carrying case of sculpting tools, 1D4 large chisels, mallet, hammer, hand pick, shovel, putty knife, magnifying glass, gem cutter's glass and tools, pocket mirror, utility belt, sleeping bag, flashlight, and light mega-damage body armor, usually similar to the Huntsman or Explorer armors, covered by a robe or traveling cloak. Some rely entirely on magic for protection.

The vehicle can be any non-military type of ground vehicle. Often a hover cycle or truck or other vehicle for traveling over rough terrain. Many prefer a living, riding animal.

Magic Tattoos: None for non-Atlanteans. The average stone master will rarely have more than the Marks of Heritage, as these men of magic are dedicated to their specialized craft of manipulating and drawing power from stones. They fear that the use of magic tattoos will distract them from their focus on the Earth and stones.

Money: 6D6×1000 in precious gems. Stone masters have a much greater aptitude for accumulating fortunes, prestige and power. They are also the most sedentary of the True Atlanteans, often settling in one particular area of a world and living there for centuries. A stone master can earn money as an adventurer, artisan, builder, prospector, water diviner, advisor to kings, court magician, and some even become the rulers of their own kingdoms.

Cybernetics: None. If cybernetics are required at a later date, the character will strive to get bio-systems, because mechanical limbs and implants will weaken their magic.

Insanity: Most Atlanteans have a high mental endurance and are used to strange and horrifying experiences during their dimensional travels. Thus, they start the O.C.C. without any form of insanity. All Atlanteans have a disdain for vampires and supernatural monsters.

Non-Atlanteans also start with no insanities. This magic does not cause mental aberrations, although many stone masters have been known to become power crazy.

The Powers & Magic of the Stone Masters

Special Abilities & Characteristics as they apply to the True Atlantean Stone Master.

- 1. Magic tattoos denote heritage.** All True Atlanteans bear the "Marks of Heritage," a pair of magic tattoos. The marks are always the same, a tattoo of a heart impaled by a wooden stake (no blood) on the right wrist, for protection from vampires, and a flaming sword tattoo to create a magic M.D.C. weapon on the left wrist.
- 2. Increased S.D.C. from magic tattoos.** A Stone Master will typically have two tattoos for a total of 20 additional S.D.C. points.
- 3. Increased P.P.E. from magic tattoos:** The two magic tattoos add six P.P.E. points each, 12 total, to the mage's permanent base amount.
- 4. Increased P.P.E. Recovery:** True Atlanteans replenish P.P.E. at the rate of 10 points for every hour of rest or sleep, twice as fast as normal humans; 15 P.P.E. an hour if using meditation. The stone master can double even this impressive rate of recovery when resting inside a pyramid; see pyramid technology.
- 5. Cannot be physically transformed by any means,** including but not limited to the following: metamorphosis potions and spells, the transformation ritual, vampire transformation, petrification, turn to mist, growth/reduction spells/potions/pyramids, curses, crystals, wishes, or any other form of magic or supernatural transformation spell or enchantment.
- 6. Continue to grow as adults.** After reaching full maturity at about age 25, True Atlanteans continue to grow about an inch every century or so, which gives older characters an average height of six feet and six inches to about seven feet (1.95 to 2.1 meters).
- 7. Sense vampires.** Can sense the presence of vampires and vampire intelligences within a 1000 foot radius (305 m), but cannot pinpoint exact source/person responsible for the sensation. Recognize vampires by appearance: 10% per level of experience.
- 8. Operate dimensional pyramids.** Stone masters can operate every facet of the pyramids, from healing to weather control and dimensional teleportation. Base skill is 40% + 5% per level of experience. They also know exactly how stone magic works and how to build pyramids.

- 9. Sense ley lines and ley line nexuses.** Same as the Line Walker. See Rifts Ultimate Edition, page 113.
- 10. Sense Rifts.** Same as the Line Walker.
- 11. Ley line Phasing.** Same as the Line Walker.
- 12. Other Bonuses:** +2 to save vs magic of all kinds (in addition to P.E. bonuses), +6 to save vs horror factor, +5% to sense ley lines and ley line nexuses.

Stone Magic

All stone masters possess the following knowledge and abilities whether they are True Atlanteans or not.

- 1. Mold stone.** A stone master can mold solid granite or any type of stone/rock with his bare hands as if it were clay. This power does not transform the rock to clay! Anybody touching a work in progress will find the substance to be rock hard, even though the sorcerer molds it like soft clay! This enables stone masters to sculpt weapons like stone clubs, and make fabulous statues without any apparent seams or tool marks. **Base Sculpting Skill:** 25% +5% per level of experience. Add 15% to characters with a skill in art.

The power to mold stone enables the character to create bricks and blocks of stone from squashing together pebbles or cutting them out of boulders (using his hands), as well as smooth out chips and cracks, add rock to a stone structure, remold statues, and so on.

P.P.E. Cost: 20 per hour. Molding concrete or plaster (artificial stone) costs twice as much P.P.E. per hour. Asphalt and processed metals are not considered to be a stone.

Note: A stone master can NOT create stone out of thin air, nor can he turn clay or any other object into stone. Likewise, he cannot cause stone to crumble or rupture.

- 2. Push stone.** The character can dig through any form of rock similar to molding stone. In an inexplicable way, he can push, scoop, and remove areas of stone to create an indentation or hole in or through a stone structure. By pushing rock out of the way there is no debris or evidence of construction. The character can simply push the rock away like a wall of soft clay. This process can be used to create a peephole, portal, doorway, or other opening through a stone wall, make a tunnel through a mountain, and so forth. Much like molding stone, the process requires physical exertion and activity by the stone master — an opening does not magically appear nor does the stone magically disappear. Working quickly, the sorcerer can push or dig through 500 pounds (225 kg) of rock per minute.

The stone master can use this power to pull or push stone up from a stone wall or floor to create a solid rock mound or appendage to block or shut a door behind him. Appendages that jut out from the floor or wall are easy to break by using force (4D6 S.D.C.). Pushing a mound or ridge of rock from a stone floor is a strong impediment, requiring that the door be removed from its hinges or destroyed to get through. Making a mound from the floor takes one full melee (15 seconds); an appendage, two melee actions/attacks.

P.P.E. Cost: One P.P.E. per minute. Digging or pushing through concrete or plaster (artificial stone) costs twice as much P.P.E. per minute. It is not possible to dig through asphalt or metal.

- 3. Pick up and carry incredible weights of stone without exhaustion.** The character can pick up and carry massive amounts of weight in stone, including all varieties of rock, shale, and gems. Weight equal to 1000 times his P.S. attribute. So a character with a strength of 9 could pick up and carry 9000 pounds (4050 kg) or four and a half tons of rock. A character with a P.S. of 24 could carry 24,000 pounds (10,800 kg) or 12 tons(!), but only of rock. Other substances, like wood, cloth, steel, plastic, people, or anything other than rock/stone have the normal weight, encumbrance and fatigue elements.

P.P.E. Cost: One P.P.E. per minute.



4. **Move stone mentally.** This power is typically used for transporting rocks and building. The stone master can pull rocks out of the ground and/or cause stones to roll along the ground toward him or to a particular area within 1000 feet (305 m). He can move the stones to create a design/picture on the ground, a pile, or a wall of piled rock. **Limitations:** Earth-bound — rolls along the ground at a speed of 11 (seven and a half mph/12 km). The character can move up to 500 pounds (225 kg) per level of experience per minute. Range and Area of effect: 1000 feet (305 m).

Note: Rolling rocks as an attack is not very efficient. The slow speed means that a living target can easily move or dodge out of harm's way. Furthermore, the target of a rolling rock attack will see and hear the boulder or pile of rocks rolling toward him well in advance of the rocks reaching him. Rolling rock attacks are always -4 to strike.

However, this method of moving rocks can cause a landslide, under the right conditions. Better yet, a floor or area can be covered with pebbles or small rocks and then they could be magically made to roll/move around. This makes the surface of that area difficult to walk on, like a floor of rolling marbles. Victims of this trick lose two melee actions/attacks, bonuses to strike, parry and dodger are -2, and their speed is reduced by half.

P.P.E. Cost: Two P.P.E. per minute.

5. **Levitation and telekinesis of stone.** The mage can also mentally levitate rock straight up or down and slowly move them through the air side to side as if by telekinesis. Levitation and telekinesis of rock is usually used for building and stacking and moving bricks, blocks, and materials. The stone mage can levitate or move a rock platform through the air with somebody riding on top of it, but the passenger's weight counts as part of the rock's total weight and the rock must be big enough and strong enough to support that weight. **Limitations:** Up to 500 pounds (225 kg) per level of experience per minute can be moved in this manner. The range of movement up, down or sideways is limited to 30 feet (9 m) per level of experience.

Note: The rocks move at a ponderous speed of five, about three and a half miles per hour (5.6 km). So they do not make very good vehicles or weapons. However, dropping rocks on people can be an effective attack if they don't notice a boulder or pile of rocks floating in the air above their heads. Such attacks also require excellent timing.

Rock drop attacks: Always -3 to strike no matter what. Damage: 1D6 S.D.C damage for under 15 lbs (4.5 kg), 2D6+2 S.D.C. damage for 16 to 50 lbs (5 kg to 22.6 kg), 4D6+6 S.D.C. damage for 51 to 100 lbs (27 to 45 kg) and 1D4×10+10 S.D.C. per each additional 100 lbs (45 kg). A rock weighing 200 pounds (90 kg) will inflict the equivalent of one M.D. point. Add one M.D. point of damage for each additional 350 pounds (157.5 kg).

P.P.E. Cost: Four P.P.E. per minute.

6. **Sense Water.** The stone master can sense the location of water above and belowground, including surface lakes and ponds, underground streams and rivers, and underground pockets of water, sewers, and pipelines. The level of accuracy is 35% + 5% per level of experience. **Limitations:** Sensing range is one mile (1.6 km) per level of experience. The mage can sense water underground as deep as 200 feet (61 m) per level of experience.

P.P.E. Cost: Four per ten minutes.

7. **Sense supernatural beings under the earth.** Similar to sensing water, except the mage can sense the presence of supernatural beings such as ghouls, nymphs, and elementals within the earth, but not above ground. The level of accuracy is 30% + 5% per level of experience. **Limitations:** Sensing range is half a mile (0.8 km) per level of experience. The mage can sense underground beings as deep as 200 feet (61 m) per level of experience.

P.P.E. Cost: Four per ten minutes.

8. **Locate Secret Passages.** The stone master can sense the location of secret compartments built into stone structures or under the earth, including pyramids. Base skill is 20% + 5% per level of experience. Not applicable to wood or other types of material. Range is 5ft (1.5m) per level of experience.

9. **P.P.E.:** Like all men of magic, the stone master is a living battery of mystic energy that he can draw on to create magic. Unlike the other magic O.C.C.s, the stone master can store and draw on vast amounts of P.P.E. through stone pyramids (explained in the section entitled, Pyramid Technology). **Permanent Base P.P.E. for Atlanteans:** The P.E. attribute times three, plus the usual bonus for Atlanteans and from magic tattoos. Add 2D6 P.P.E. per each additional level of experience. Of course the mage can draw on energy from ley lines, nexus points, gem stones and pyramids, but not from other living beings. **P.P.E. Recovery** is 10 per hour or 15 through meditation.

Base P.P.E. for Non-Atlantean Stone Masters: The P.E. attribute times two plus 30 points. Add 2D6 P.P.E. per additional level of experience. Also the mage can draw on energy from ley lines, nexus points, gem stones and pyramids, but not from other living beings. **P.P.E. Recovery** is 5 per hour or 10 if meditating.

Gem Powers

Another area of stone magic known to the stone masters (Atlantean or not), is gem magic, which allows the sorcerer to draw upon powers and abilities from gems, as well as reshape them. "Gems" include most semiprecious and precious stones, quartz, and crystals but not glass.

Gem Shaping

The character can mentally shape a gem stone as if it had been cut and polished by a professional, adding facets and accents as desired. The stone master must be holding the gem and requires several minutes of concentration to "shape" a gem. Elegant and intricate designs can be accomplished and are especially desirable for earrings, rings and necklaces. This power enables the character to cut rough stones into jewelry quality gems, or to disguise stolen gems, changing their original appearance. These gems are usually of a superior quality and will often sell at a higher percentage of the current market value (typically 50% to 75%).

Note: All cuts and changes are permanent.

Base skill at stonecutting/shaping: 8% for every level of experience. Drawing on mystic energy can boost the skill percentage. Add a skill bonus of one percent per each P.P.E. point up to a maximum of 10%. A failed roll means the stone is ruined — worthless.

Drawing Power from Stones

Stone masters can draw magic and psionic powers from certain precious and semiprecious stones, particularly crystals. The powers listed are identical to the psionic or magic spell of the same name.

Requirements: All stones must be free of any serious flaw and must be cut and polished to have a faceted/crystal appearance. Chips and slivers cannot be used, only whole stones with a crystal cut. Only one type of power can be focused and released from a particular gem at a time. The stones may be made into rings and other types of jewelry.

Limitations: Power can be drawn from small gems three times and large gems six times. After the third or sixth usage, the gem crumbles and turns to dust. Even after the first use, the gem will become flawed or discolored (worth half normal value).

Range: Touch; the user must hold or have the gem on his/her person and mentally concentrate on using the gem(s). If the power gem is dropped or lost, that particular power instantly stops, but that usage is still used up.

Damage and Abilities: Varies with the gem; can activate one gem power per melee and can combine up to three different powers/gems.

Duration: One minute/four melees per level of experience. All bonuses and power are temporary. Attribute bonuses from super abilities are NOT applicable.

P.P.E. cost to activate: 5 P.P.E. to activate worthless stones like salt and sulfur, 10 P.P.E. to activate a semiprecious gem or crystal like quartz, agate, or amethyst, and 20 P.P.E. to activate a precious gem stone like a zircon, aquamarine, ruby, or emerald.

Penalty: Remaining focused on the use of the power gem(s) means the user is -2 on initiative and dodging.

Note: Only the stone master can use the magic from the stones, it cannot be transferred or given to others.

Index of the Powers Available from Stones:

Bio-Manipulation — Star Sapphire
Cloud of Smoke — Sulfur Crystals
Cure Illness — Rose Quartz
Detect Concealment — Amber
Detect Psionics — Amethyst
Empathy — Garnet
Empathic Transfer — Most Sapphires
Energy Disruption — Ruby Quartz
Escape — Clear Zircon
Eyes of the Wolf — Alexandrite
Fire Ball — Red Ruby
Fire Bolt — Red Zircon
Float in Air — Clear Zircon
Fools Gold — Yellow or Brown Zircon
Fly as the Eagle — Diamond
Globe of Daylight — Clear Quartz
Heal Wounds — Agate
Impervious to Fire — Smoky Quartz
Impervious to Energy — Red Zircon
Invisibility (Superior) — Emerald
Invulnerability — Diamond
Mask of Deceit — Yellow or Brown Zircon
Mind Block — Black Tourmaline
Negate Poison — Topaz
P.P.E. Battery — Diamond & Emerald
Protection From Faeries — Salt Crystals
Shadow Meld — Black Sapphire
Swim as a Fish — Aquamarine
Wisps of Confusion — Blue Ruby

The Powers of the Stones

Agate (red-orange): Heal Wounds (same as the spell; see **Rifts Ultimate Edition**, page 208). Average cost: 3D4x10 credits per small stone (double for large stones).

Amber: Detect Concealment (same as spell; **Rifts Ult. Ed.**, page 200). Average cost: 2D6x100 credits per small stone (triple for large stones).

Alexandrite: Eyes of the Wolf (same as the spell; see **Rifts Ultimate Edition**, page 214). Average cost: 1D6x1000 credits per small stone (triple for large stones).

Amethyst Crystal: Any of the following psionic powers can be drawn from this crystal: Detect Psionics, Hypnotic Suggestion, and Meditation. Average cost: 2D4x100 credits per small stone (triple for large stones).

Aquamarine: Swim as the Fish: Superior (same as the spell; see **Rifts Book of Magic**, page 109). Average cost: 1D4x1000 credits per small stone (triple for large stones).

Diamond: Invulnerability or Fly as the Eagle (same as the spells; see **Rifts Book of Magic**, page 116 and **Rifts Ultimate Edition**, page 212). Average cost for a small, nicely cut diamond: 1D6x1000 credits. Large diamonds cost 15,000 credits per carat. The diamond must be at least one carat to use the power of Invulnerability (counts as a large gem).

Diamonds and emeralds can also be used to store P.P.E. energy. The gem must be at least one carat and can hold as much as 25 P.P.E. points. To charge the gem with energy, the mage must meditate at a ley line nexus or stone pyramid and channel some of its energy into the gem. The entire process takes about 10 minutes. Gems used as P.P.E. storage batteries can be used only as a battery (cannot be drawn upon for magic powers). The energy can be drawn on at any time by the Stone Master as long as it is in his possession. The gem can be charged up to six times before crumbling.

Emerald (green): Invisibility: Superior (same as the spell; see **Rifts Ultimate Ed.**, page 212). Average cost for a small, nicely cut emerald: 1D6x1000 credits. Large emeralds cost 16,000 credits per carat.

Garnet: Empathy (same as the psionic power). Average cost for a small, nicely cut garnet: 4D4x100 credits. Large garnets cost 1,000 credits per carat.

Quartz (clear): Globe of Daylight (same as the spell; see **Rifts Ultimate Edition**, page 198). Average cost: 3D4x10 credits per small stone (triple for large stones).

Quartz (rose): Cure Illness (same as the spell; see **Rifts Ultimate Edition**, page 210). Average cost: 5D6x10 credits per small stone (quadruple for large stones).

Quartz (ruby): Energy Disruption (same as the spell; see **Rifts Ultimate Edition**, page 207). Average cost: 6D6x10 credits per small stone (quadruple for large stones).

Quartz (smoky): Impervious to Fire (same as the spell; see **Rifts Ultimate Edition**, page 202). Average cost: 5D6x10 credits per small stone (triple for large stones).

Ruby (deep red): Fire Ball (same as the spell; see **Rifts Ultimate Edition**, page 210). Average cost for a small, nicely cut ruby: 1D6x1000 credits. Large rubies cost 19,000 credits per carat.

Ruby (blue): Wisps of Confusion (same as the spell; see **Rifts Ultimate Edition**, page 217). Average cost for a small, nicely cut ruby: 1D6x1000 credits. Large rubies cost 18,000 credits per carat.

Sapphire (black): Shadow Meld (same as the spell; see **Rifts Ultimate Edition**, page 206). Average cost for a small, nicely cut sapphire: 2D4x1000 credits. Large sapphires cost 20,000 credits per carat.

Star Sapphire: Bio-Manipulation (same as the Super Psionic power). Average cost for a small, nicely cut star sapphire: 2D4x1000 credits. Large star sapphires cost 20,000 credits per carat.

Sapphire (most other colors): Empathic Transmission (same as the Super Psionic power). Average cost for a small, nicely cut sapphire: 1D6x1000 credits. Large sapphires cost 16,000 credits per carat.

Salt Crystals (off-white color): Protection from Faeries, +2 to save vs Faerie Magic and Faeries will not come closer than six feet (1.8 m) from the protected character.

Sulfur Crystals (yellow in color): Cloud of Smoke (same as the spell; see **Rifts Ultimate Edition**, page 198). Average cost for a small crystal: 2D4x10 credits (triple for large crystals).

Topaz (yellow or brown): Negate Poison (same as the spell; see **Rifts Ultimate Edition**, page 203). Average cost for a small crystal: 1D4x100 credits (triple for large crystals).

Tourmaline (black): Mind Block (same as the psionic power). Average cost: 2D6x10 credits per small stone (double for large stones).

Zircon (clear): Float in Air or Escape (same as the spells; see **Rifts Ultimate Ed.**, pages 202 and 208). Average cost for a small, nicely cut zircon: 4D6x100 credits. Large zircon cost 3500 credits per carat.

Zircon (red): Impervious to Energy or shoot Fire Bolt (same as spells; **Rifts Ultimate**, pages 210 & 205). Average cost for a small, nicely cut zircon: 3D4x100 credits. Large zircon cost 2000 credits per carat.

Zircon (yellow, brown or gold): Fool's Gold or Mask of Deceit (same as the spells; see **Rifts Ult. Ed.**, p. 205 and 210). Average cost for a

small, nicely cut zircon: 4D4×100 credits. Large zircon costs 300 credits per carat.

Note about precious gems: Precious gem stones tend to cost much more in the world of **Rifts** than in our modern Earth, because they are far less accessible. Gems are typically found only in certain places in the world and may be very difficult to acquire. Rubies and sapphires of all kinds are especially rare in North and South America and Europe. The are found primarily in Burma, Thailand and Sri Lanka (they are typically 40% less expensive at those geographic locations). Emeralds are found mainly in Colombia (South America), Egypt, and South Africa, Aquamarine is found in Brazil, Colombia, Siberia, and the Urals (Russia). Diamonds are most abundant in South Africa. Brazil, Venezuela, and found to a lesser degree in all of Africa and parts of Colombia, Mongolia, Siberia and the Urals (Russia). Synthetic diamonds and synthetic zircon (man-made) do not work for magic.

Pyramid Technology

Stone magic is a very specific type of magic that does not involve spellcasting. Instead, all the sorcerer's powers and abilities are derived from rock and gem stones. The manipulation of the stones instills the sorcerer with great power. Placing those stones into the shape of a giant pyramid instills the sorcerer with even greater power and control.

One of the central elements of stone magic is the power of the stone pyramid. For reasons unknown to even the stone masters, the pyramids provide human beings and the stone masters in particular, with increased magic power and control over potential psychic energy (P.P.E.), magic, ley lines and rifts. Using a stone pyramid, the sorcerer can increase his powers, eliminate ley line storms, control the weather, teleport, and open rifts.

The True Atlanteans and the Splugorth use stone pyramids as a means to erect entire cities using magic. After a large portion of the city has been built, the pyramid typically becomes a critical place within the city and is used for healing, science, magic, and dimensional travel. One minor pyramid can be placed on the same ley line every five miles. Placing more pyramids on the same line does nothing to increase or control the ley line energy and these late additions have NO mystic powers!

Only one pyramid can be placed on a ley line nexus. These are the most powerful and coveted locations for a stone pyramid. ALL the major Splugorthian cities are built around a gigantic pyramid on top of a nexus.

The Powers of Stone Pyramids

Note: A pyramid built out of any other material has no special properties.

1. **Slow aging process.** Sleeping overnight inside a stone pyramid removes stress and fatigue, renewing the body of any creature within its confines. True Atlanteans are physically rejuvenated to such a degree that they remain youthful in appearance, and they actually increase their life span; add one year for every 365 days of sleep in a pyramid located at a nexus, or every 730 days in a pyramid located on a ley line.

P.P.E. Cost: Negligible — effectively none.

2. **Healing.** Laying or resting inside a stone pyramid for 24 hours will completely remove stress and fatigue and increases healing. Stone masters heal three times faster than normal and P.P.E. is restored at twice the normal rate. True Atlanteans, humans, ogres and dragons will heal twice as fast and P.P.E. recovery is 20 point per half hour.

Other races will heal at one and a half times faster than usual. P.P.E. recovery is the same as being at a ley line or nexus.

Increased healing occurs at stone pyramids located on ley lines and nexuses.

P.P.E. Cost: Negligible — effectively none.

3. **Stasis sleep.** The stone master can place himself into a state of suspended animation that can last days, years or decades. All the mage must do is go inside the pyramid, relax and meditate, focusing on the amount of time he wishes to remain in stasis. During stasis, the character ages one week for every ten years, requires no food or water, is unaffected by changes in temperature, and is completely healed of any wounds or minor illness.

The character will be woken from stasis if he or the pyramid is attacked. There is no means of protection like a force field. Special arrangements must be made to have some sort of guardian. **Note:** If the stone master was one of the pyramid's builders, he will have his own, personal, secret chamber. These chambers are typically the size of a large bedroom or den and are always –20% to be located.

Stasis sleep is possible at all stone pyramids whether it is located on a ley line or a nexus.

P.P.E. Cost: Negligible — effectively none.

4. **The focus and control of available P.P.E.** The stone pyramids might be thought of as mystic dams used to harness, control, and direct ley line energy. This means that the energy and bonuses of increased power normally available from untapped ley lines is not available from ley lines or nexuses with a pyramid on them. These normal bonuses are available only when actually on or inside the controlling pyramid. Only the stone masters enjoy super increased abilities and even they cannot tap that energy unless they actually stand on or inside the pyramid.

To free a ley line or nexus of the pyramid's control, it must be destroyed! Unfortunately, all stone pyramids are mega-damage structures. Even a small pyramid is typically the equivalent to a five to ten story building (never any smaller).

Small pyramid (100 to 200 feet tall): 2D4×1000 M.D.C.

Medium (300 to 500 feet tall): 1D4×10,000

Large (600 to 1000 feet tall): 2D6×10,000

Huge (1100 feet/335 m or taller): 2D4×100,000

5. **Harmonious affect on ley line storms & random rifts.** The construction of a stone pyramid directly on a ley line nexus enables the builder to control that nexus and has a calming affect on the connecting ley lines. This calming affect reduces the number of ley line storms by 70% and virtually eliminates the possibilities of a rift randomly appearing (1% chance of an annual occurrence along a ley line or 4% at a ley line nexus).

When a ley line storm does occur, the stone master can change its direction and has a 5% chance per level of experience of stopping it within 1D4 minutes.

The stone master can also close a dimensional rift that has randomly opened within 2D4 melees (30 to 120 seconds), but must expend 500 P.P.E. to do so!

6. **Increases the power of stone magic.** Stone masters inside or on a stone pyramid at a nexus enjoy a dramatic increase in power. Traditionally the increased power was used by True Atlanteans for constructing other buildings and entire cities around the pyramid, and controlling the weather and random rifting.

At nexus: Quadruples the duration, range, area of influence, amount of stone/weight one can affect, damage, and power of *stone magic* and triples the powers and effects drawn from *gems/crystals*.

A stone pyramid built on a *ley line*, but not at a nexus will triple the power of stone magic and double powers drawn from gems and crystals.

Note: Other practitioners of magic do not enjoy the usual increase of power and the additional availability of P.P.E. as they normally

would at a ley line or nexus, unless they are actually on or inside the pyramid.

7. **Storage of Potential Psychic Energy (P.P.E.).** All stone pyramids are constantly using P.P.E. energy to maintain a constant flow of energy used for other magic affects as previously listed. Even so, the pyramid becomes charged with a reservoir of energy. The amount of P.P.E. has a natural ebb and flow so that there is never a consistent amount of energy.

The range of available P.P.E. at any six hour interval is $5D6 \times 100$ (that's 500 to 3000 points) from pyramids located on a ley line nexus. $2D4 \times 100$ from stone pyramids located on a ley line, but away from a nexus.

When the energy reserve is depleted, six hours is required for the stone pyramid to renew itself with P.P.E. (roll the dice previously indicated). However, none of that new energy is available until the full six hours have passed.

Depletion of the reserve will not negate or lessen the basic effects (numbers 1-6) of stone pyramids. Insufficient P.P.E. may make teleportation or rifting impossible.

8. **Create and control a ley line storm.** The stone master can discharge ALL the pyramid's energy reserve to instantly create a ley line storm. The mage can then control and direct the storm's movement (limited to traveling along connecting ley lines) and all of the storm's effects/powers/damage (can turn them on and off, select specific effects, and direct energy blasts at specific targets/individuals or area).

The storm will last one minute for every 100 P.P.E. points spent to create it. The storm's creator can stop it at any one place or make it disappear at any time. If the creator is killed or knocked unconscious, the storm runs wild for the maximum possible duration plus 2D4 minutes.

P.P.E. Cost (drawn from the pyramid's reserves): All!

9. **Control the weather around the pyramid.** The stone master can use the power of the ley lines to influence the local weather. Traditionally this was done to protect and help the cities and communities around the pyramid by creating rain for crops and water during droughts, preventing damaging storms, and for general protection. Weather controlling abilities are identical to the following spells, except the range, area of affect and duration are increased by four times.

Spells include: Calm storm, summon fog, summon rain, and extinguish fire.

P.P.E. Cost (drawn from the pyramid's reserves): 200 to simultaneously use and all the spells.

10. **Pyramid communication.** A True Atlantean or stone master can magically communicate with people at other pyramids. A holographic-like image will appear to a specific individual or to everybody present if a general call/message is sent. The person making the transmission can see and hear the person at the other pyramid if the message sent to a specific person. The lines of communication can remain open for five minutes per every 50 P.P.E. expended. There is no range limit other than being on the same planet. A two-way transmission between dimensions is also possible, but at a cost of 100 P.P.E. per every two minutes.

The character making a transmission to another pyramid can also leave a recorded message. The message plays the moment the intended recipient arrives at the pyramid (messages will be stored for 100 years or until received by the intended person, whichever comes first). P.P.E. cost is 100 points per five minutes or 200 points for two minutes when sending to another dimension.

P.P.E. Cost (drawn from the pyramid's reserves): Varies as described above.

11. **Teleportation via pyramids.** Stone pyramids built on ley lines or on nexus junctions are connected by an invisible grid of magic energy. This means an individual can teleport from one pyramid to another on the same grid. The only requirements are that the pyramid be in the same dimension, on the same planet, and the person teleporting must know the location of the other pyramid. The process, takes about three seconds regardless of distance. To travel to a different dimension, a rift must be opened, which is also possible with a stone pyramid.

All True Atlanteans know how to teleport using stone pyramids. The teleportation process is so exact that the individual can teleport himself, even if standing in a crowd, or take as many as two dozen people, or 50 tons, along with him.

Teleportation can be conducted inside or outside of a pyramid. There is no particular chamber or location required to perform a teleport, as long as the teleporter is standing completely on or inside the pyramid. Standing at the base of a stone pyramid is not sufficient.

P.P.E. Cost (drawn from the pyramid's reserves): 100

12. **Dimensional teleportation via pyramids.** The concept is identical to the conventional teleport described in number eleven, except on a dimensional scale. The same type of mystic grid connects all the nexus pyramids in other-dimensions. If the character knows the location of one of these other dimensional pyramids he can momentarily open a dimensional rift and teleport from one dimensional plane to another. Typically, a character can find any dimension he has visited or knows about and which has a stone pyramid located at a ley line nexus.

An experienced stone master can open the rift, instantly link up to all the available pyramids, and mentally sense and scan/search the dimensions for pyramids connected to a desired dimension without having ever been to the dimension or having any prior knowledge about it. The searching process takes about 60 seconds.

The opening of a dimensional rift to another pyramid takes 30 seconds (two melee rounds). Once opened, the character simply steps through and the dimensional doorway instantly closes. This is a very safe way to travel the dimensions, because there is no risk of opening the rift to the wrong dimension or letting some undesirable monster into or out of the world you are leaving. Why? Because the pyramids are linked on a cosmic grid of ley line energy. The activation of the dimensional rift instantly activates that link to stone pyramids in other dimensions and makes them available to D-travelers.

All True Atlanteans understand dimensional teleportation using stone pyramids. The big difference is that to dimensional teleport, the person must enter into the rift. Vehicles and multiple individuals can enter if the rift is held open longer than a few seconds. The average True Atlantean can hold the portal open for a maximum of 15 seconds (one melee round), but a stone master of any race can hold the portal open for 15 seconds per level of experience!

Dimensional teleportation can be conducted inside or outside of a pyramid, but only at the very top of the structure (usually an open platform outside).

P.P.E. Cost (drawn from the pyramid's reserves): 500 each time a rift is opened regardless of how long it is held open; seconds or minutes.

13. **Dimensional portal/rift.** This is your classic dimensional rift, a two-way door to another dimension that is NOT linked to any pyramids. The portal can be opened to a specific world or random dimension. All the usual dangers and difficulties of creating a rift apply.

The rift will remain open for 60 seconds per level of the portal opener. However, there is a 1-40% chance that the doorway will get stuck, staying open for 3D4 minutes longer than the character desires. There is also a 1-53% chance that a being from another dimension may usurp control of the dimensional portal if the portal connects to the beings *home* dimension or plane of existence. This is especially true of powerful alien intelligence(s) like the Splugorth, vampires, and so-called demons and gods. Having a rift usurped means that the character who originally opened the portal has completely lost all control over it. The alien intelligence who dominates that world controls the portal and can instantly close it, or keep it open and/or send its minions into the rift and into the world connected by the portal.

Note: All conventional rifts can only connect two worlds at a time. Multi-dimensional rifts connecting three or more worlds

simultaneously are not possible. The few attempts to link several worlds by using one rift have been unique experiments and have always resulted in disaster (see Ancient Atlantis).

P.P.E. Cost (drawn from the pyramid's reserves): 1000 each time a rift is opened regardless of how long it is held open; seconds or minutes. Creating a dimensional portal is not possible at pyramids located on ley lines unless at peak power level (800 P.P.E.) and even then the mage will be required to use his own energy and possibly additional P.P.E. to get the 1000 P.P.E. points necessary to create the rift.

Note Number Two: Stone masters cannot summon specific beings to them, like the Shifter can.

Bio-wizardry

By Kevin Siembieda with
suggestions by Steve Sheiring

Warning!

Bio-wizardry can be rather disgusting and grisly. Its use often mutilates and mutates the body, or creates a physical union with a horrific or destructive creature. Sensitive players may find this strange and often disfiguring biological magic/science disturbing and elect not to include it in their games. The exclusion of bio-wizardry should not diminish villains or the setting of Atlantis in any way.

Please note that bio-wizardry, transmutation, the bonding and implantation of living organisms, and the specific parasites, symbionts, creatures, devices and powers are completely fictional!

Bio-wizardry or bio-technology is an area of mystic knowledge perfected by the Splugorth eons ago. Its secrets are jealously guarded and its true powers are shared only with their minions. *Rune magic* is actually an offshoot of bio-wizardry, developed at a later time. Many believe that rune magic originated with the Splugorth.

All forms of bio-wizardry, including rune magic, utilizes the energy and/or life essence of living beings (or portions of beings). The use of living beings and/or their body components and the enslavement of the living might make some consider bio-wizard magic to be a form of necromancy. However, bio-wizardry is unique as it combines living organisms with other "living" creatures and/or with machines and magic to empower the living, not to control the dead. Parasites and symbionts are attached or implanted as a means of physical, mental or magical augmentation. Other forms of the magic enables the user of bio-wizard devices to conjure magic spells and/or to utilize super-powers.

The availability of Bio-wizardry

Bio-wizard devices, surgery, implants, limbs, parasites, microbes, symbiotes, and magic are all quite common in the cities of the Splugorth's Atlantis. This is especially true of places renowned for

their slave markets, street markets, emporiums, fairs, dimensional bazaars, or decadence. Many, particularly the most debilitating, painful, disfiguring forms of magic, are made available to visitors and creatures who are not counted among the Minions of Splugorth. Foolish, greedy or vengeful adventurers are the typical victims of the more diabolical forms of bio-wizardry, such as parasites and transmutation. The less damaging, powerful, and helpful types of bio-wizardry, including weapons, are typically reserved for the allies and minions of the Splugorth, but even guests and allies may fall prey to their treachery and twisted sense of humor.

Bio-wizardry is the magic (a science?) of enslavement (the Splugorth's specialty) and genetic manipulation. It is frequently used to augment, transform, deform, mutilate, and enslave. Although the power and powers of bio-wizardry may seem unparalleled, most who augment themselves with it will eventually become crippled, suffer from chronic pain or illness, fall victim to insanity, or see years of life whittled away. Some forms of bio-wizard augmentation slowly destroys those who dare to use the dangerous magic. The Splugorth and the High Lords don't really care, because the most dangerous bio-magic is performed on expendable slaves, captives, fools, and the lowliest minions. Many are the foolish humans and visitors to Atlantis who do not understand the complete ramifications of this dark magic. If the life span of a slave or a stupid pawn is reduced, who cares, as long as he served his purpose while he was alive. Likewise, the Splugorth do not care how much slaves, pawns, and subjects of experiments may suffer.

One must always exercise extreme caution when dealing with a Splugorth or his minions. Remember that no matter how civil, sincere, or diplomatic a Splugorth or his liaisons may appear, these beings have little regard for life, particularly humanoid life, and delight in creating suffering, causing mischief and chaos, and playing dirty tricks. The smart dimensional traveler or visitor to Atlantis knows that, with rare exception, bio-wizardry is made available only by the Splugorth. Any being who claims otherwise is almost certainly a liar and a servant of the Splugorth!

Only the Splugorth and the High Lords avoid any sort of magical augmentation by means of bio-wizardry, although they hold its secrets, use rune weapons, and may endow others with the "gifts" of bio-wizardry. Beings like the Conservator and Powerlord are walking monstrosities empowered by the dark magic.

Bio-wizard Transmutation, Augmentation & Reconstruction

Bio-wizardry can be used to create what might be called a "bio-borg." The Conservator is an example of a bio-borg, while the Slaver, Overlord and Powerlord are examples of partial reconstruction and bio-wizard augmentation.

Magic Transmutation

Transmutation is a process that magically transforms the character. It can be used to transform and increase physical attributes, physical structure, size and natural adaptability. Each category counts as a separate transmutation. Theoretically, there is no limit to the number of transmutation categories one can endure. However, roll on the random mutation table that follows for every transmutation after six. There is also a 1-50% chance of death if more than six transmutations are tried. All powers and mutations are cumulative and irreversible.

The enhancement process for each category, P.S., P.P., Spd, increased size, etc., must be performed separately; one at a time. Each enhancement requires being placed in a trance and completely immersed in a tank filled with a thick, green, magic fluid for 72 hours. While immersed in the fluid, the character is completely helpless and unaware of the goings on around him.

If removed from the fluid prematurely, the individual will writhe in agony for 2D4 minutes while his or her flesh and muscles undulate and pulsate with a life of their own.

The dire consequence is that the attribute being enhanced will increase by only 1D6 and the character will mutate into a deformed monstrosity with a physical beauty of four! Furthermore, the character is impervious to further transmutation, including magic spells such as metamorphosis, turn to mist, reduce size, and restoration. Plus roll three times on the following mutation table or select three of the mutations described.

For the purpose of torture and punishment, the Minions of Splugorth sometimes place subjects into the transmutation chamber and remove them before the 72 hour time requirement to cause deliberate mutation and disfigurement. The chamber also has other features for the purpose of torture.

Transmutation Mutation Table

- 01-10** Large, bulky body, with thick fingers and appendages, small nose and ears. Add $1D4 \times 100$ pounds (100 lbs equals 45 kg), + $1D4 \times 10$ S.D.C. (M.D.C. if a mega-damage creature), + 1 P.S., but reduce Spd by 1D6 points.
- 11-30** Dramatic spinal curvature, hunch back, reduce height by $3D4$ inches (one inch is 25 mm).
- 31-40** Oversized, disproportionate limbs, similar to the Splugorth High Lords, add $4D4$ inches (one inch is 25 mm) to height.
- 41-50** Face is distorted and looks ape-like with a large flat nose, large eyebrow ridges, small round eyes, no upper lip, long, protruding mouth/muzzle, forearms are unusually long.
- 51-60** Face looks insect-like, sparse tufts of hair (if any), tiny mouth, no lips, narrow jaw, thin body, and large, round, dark eyes.
- 61-70** Strange coloration of the skin, which is covered with lumps and thick veins.
- 71-80** Body is covered in fine, snake-like scales — no body hair.
- 81-88** Body is covered in fur, the face has an animal appearance, with a long muzzle and canine teeth.



89-94 Body is covered with bony, horn-like projections on the head, above the eyes, and on the shoulders and spine. The individual also has sunken eyes and long fingers.

95-00 The fingers fuse into two large fingers and thumb, the toes into two large toes, muscles are powerful and defined (add 1D4 + 1 P.S.), the face is elongated and horse-like in appearance, and the skin is light pink, sand/tan, or eggshell white.

Increased Physical Attributes

Physical strength (P.S.) can be increased to as high as P.S. 40, but is not considered supernatural strength.

Other Attributes (P.P., P.E., Spd): P.P. can be increased to a maximum of 21, P.E. 21 and Spd 44 (30 mph/48 km). Cost: 100,000 credits per each attribute point or a trade of services (often a period of indentured servitude).

Physical Beauty (P.B.) can also be enhanced to a maximum of P.B. 26. Cost: 500,000 credits per each additional attribute point.

Ordinary P.S. can be turned into Supernatural Strength with a P.S. maximum of 50. Cost: 50 million to have existing P.S. transformed into supernatural strength, then an extra 250,000 credits for each additional point of strength.

Increased Size and S.D.C.™

The size of a creature can be increased by as much as double. Cost: One million credits for any fraction under 15% of the being's normal size, two million to increase by 25%, six million for 50%, ten million for 75%, and twenty million credits for doubling natural size (double size automatically adds 3D4 to spd and 2D4 × 10 S.D.C. or M.D.C. if a mega-damage creature). Remember, transmutations are permanent!

Additional S.D.C. can also be acquired whether one increases his size or not. Cost: 2000 credits per each S.D.C. point up to 300.

Mega-Damage™ Transformation

The character is magically transformed into a mega-damage creature with a base M.D.C. of 75 points. Cost: 500 million credits or trade and/or servitude.

Additional M.D.C. can also be acquired if the character is a mega-damage being (not applicable to supernatural creatures or dragons). Cost: 100,000 credits per each additional M.D.C. point up to 200.

Altered Environmental Structure

This process can make a creature able to live in an environment totally alien to its natural body and habitat. The Splugorth Slavers are excellent examples of this. They are originally aquatic, serpentine beings, similar to Earth's dolphins. Through bio-wizardry and transmutation they are able to survive indefinitely out of the water. In the case of humans, they could be transformed to exist underwater, in deadly atmospheres, or in outer space. Cost: 50 million credits.

The power of transmutation may sound wonderful, but it has its dangers. First of all, the process, once completed, cannot be reversed or changed at a later time. Secondly, such a dramatic transformation requires the subject to be constantly covered with the life sustaining magic fluid. This is why the Slaver is always covered in green slime. Without the fluid, he would suffer (reduce all melee attacks, bonuses, skill proficiencies and hit points/M.D.C. by half) and die within 4D4 hours!

Consequently, characters that undergo an environmental transformation must have some sort of containment chamber or environmental armor filled with the transmutation fluid. Replacement of a damaged containment chamber and/or replacement of lost fluid can only be provided by the Splugorth or a High Lord. The price will be incredibly high (typically, some number of heinous services or years of servitude). After all, what is a person's life worth?

Transmutation Healing

Damaged internal organs can also be completely restored, as good as new, by means of the transmutation process. Missing organs can be surgically implanted and magically melded with the body. As usual, the character must remain in the fluid of the transmutation chamber for 72 hours or suffer mutation, plus there is a 1-65% likelihood of death if removed prematurely.

Cost: Minor organs and arteries cost 200,000 credits each. Eyes, kidney and liver cost 500,000 credits each, lungs or heart one million credits each. Remember, these are 100% natural and healthy organs.

Wounds and broken bones are completely healed within 72 hours without scarring and regardless of the amount of damage; restores hit points and S.D.C. or M.D.C. to full. There is no risk of dying — no coma/death roll, subjects always recover. Treatment does not remove parasites, symbiotes, magic curses or insanity. Nor does it restore damaged organs. The replacement/restoration of organs is an additional cost for each (as previously listed) and requires an additional 72 hours of treatment per each.

Cost: 72 hours of healing can cost 200,000 to two million credits, sometimes more. The minions tend to base the cost on the desperateness of the injured party or his friends/family. The more serious the damage and the more desperate the family, the higher the cost may become (cash and/or services).

Transmutation Torture

The transmutation chamber can be used to torture subjects as well as heal and empower. In addition to deformity by premature removal from the tank, the following are possible.

Agony: Temporarily drains all S.D.C. points (half M.D.C. if a mega-damage creature) and causes great pain as if the individual has been physically beaten (fractured bones, bruises, blackened and swollen eyes, cuts and abrasions). The character suffers the following penalties for four weeks: -3 on initiative, reduce combat bonuses, melee attacks, and speed by half; heals normally.

Blind: The eyes are made permanently useless! The victim is -5 to strike, -10 to parry and dodge. Bionic, cybernetic, or bio-wizard implants are the only means of restoring vision.

Life Drain: A very painful process that permanently drains as many as ten hit points (15 M.D.C. if a mega-damage creature) per every 72 hours. The victim also loses one P.E. and P.B. point per every 72 hours of life draining.

Sensory deprivation mind control: The subject has no sensation of normal elements of reality. The sensation of time is completely lost; an hour can seem like a minute or days. There is no sensation of direction, no up, down, sides, etc., only floating. Movement is impossible and a feeling of helplessness and vulnerability engulfs the subject. Hallucinations and nightmares are common. Despair, unreasoning paranoia, fear, anxiety, and other emotions are likely to torment the character.

Roll a 14 or higher to save vs mind control to determine the degree of permanent emotional damage. Roll once for each of the following. A failed roll means the character will respond as described.

1. Broken Spirit. Will tell his torturers anything they ask, provided they promise not to torture him anymore. However, the character will not betray his most loved ones nor serve as an agent to hurt others (might pretend to do so, but the punishment for such treachery would be terrible if he is discovered and captured).

2. Submission. Fears the Minions of Splugorth and torture so much that the character will generally obey his tormentors and will not take any actions against them. He will also try to avoid them whenever possible. Is submissive to the Splugorth, and the elite minions. To defy any of the elite Splugorth the character must roll to save vs mind control (can roll to save once per melee). However, a failed roll means that

the character will not act to harm or interfere with his masters. He cannot be forced to do something he does not want to do, like hurt a friend.

3. Phobia. Terrified of the Splugorth and the transmutation chamber. Hates them and their minions.

4. Paranoid. Secretive and suspicious. Doesn't trust most people, especially D-bees, creatures of magic and the Minions of Splugorth.



Bio-wizard Reconstruction

The Bio-Borg

This process is similar to the human's cybernetics, only the Splugorth use magic and living components. By means of bio-wizardry they can attach and combine normally incompatible body parts, like tentacles or spider legs with a human being. Again, the Splugorth Slaver is an excellent example of this, with his combination of humanoid torso and limbs, but with tentacles and snake-like lower body. Likewise, the mythical chimera and dragon beast may be the results of ancient bio-wizard experimentation.

There are limits to bio-wizard reconstruction. Much like bionics, the body must be able to support the new additions, whether it be wings, tentacles, or extra arms. This means reconstruction is usually limited to the addition and alteration of the body's extremities. Legs, feet, hands, arms, tails and similar items can be completely removed and replaced with new magic or monstrous limbs. Likewise, new appendages such as wings, a tail, horns, and additional limbs can be added. Furthermore, the effects of reconstruction can be combined with transmutation and/or parasites and symbiotes to create super beings.

Isolated bio-wizard augmentation is when an individual receives one to four minor implants or replacement limbs. An example of isolated

augmentation is when an individual has a damaged arm replaced with a bio-wizard arm or tentacle or has a pair of limbs added.

The cost of bio-wizard augmentation and implants is high because they are all natural, living appendages and components that become a permanent part of the natural body. Appendages and armor heal as would a normal body and powers or abilities require no artificial energy source and automatically renew themselves.

Appendages, Powers, and Weapons

Note: Whether a weapon or appendage does mega-damage or not depends on whether the creature is a mega-damage being. If he is an M.D.C. creature the appendage or weapon is a mega-damage item. If an S.D.C. creature, like a normal human, the appendage and the damage it inflicts is S.D.C.

Additional pair of Human Hands and Arms: A pair of additional hands and arms can be attached to the reinforced rib cage just below the usual pair. The second set of limbs can be slightly smaller or the same size as the normal pair and possess the same strength and prowess as the originals.

Damage: Depends on P.S attribute.

Bonuses: A pair of arms and hands adds one attack per melee and a bonus of +1 to strike and parry.

Cost: Eight million credits for a pair, four million for one.

Additional Non-Human Appendage: This item is similar to the additional arms, but are tentacles or lobster-like arms and pincer claws instead. As many as two pairs of tentacles can be added to human-sized beings and three pairs to giant-size beings (only one pair if claws). Tentacles can be located under the normal arms and/or in the back, attached to the shoulder blades.

Claws are far inferior to hands and suffer a skill penalty of -50% whenever they are used in place of hands, and the sense of touch is a mere 40% of a normal human hand. Maximum length is no more than twice the length of the creature's body (typically five to twelve feet; 1.5 to 3.6 m).

Damage: Depends on P.S attribute. Claws offer an additional 1D6.

Bonuses: A pair of tentacles or claws adds one attack per melee and a bonus of +1 to strike and parry.

Cost: Seven million credits for a pair, four million for one.

Add Wings & Flight: Wings are grafted to a body that is not normally designed for flight, yet the power of flight is magically provided.

Damage: Depends on P.S attribute, equal to arms.

Bonuses: Fly at a speed of $3D4 \times 10$ and is +1 to strike, parry and dodge when in flight.

Cost: 20 million credits

Chemical Spray: The chemical spray is excreted from glands located in the arms, neck, mouth, chest or legs. It is typically released as an area affect mist around the creature; fills a 10 foot/3 m area or can be squirted from the mouth or hands at a particular target.

Damage: Varies with the type of chemical. One of the following can be selected. All victims get to save versus non-lethal toxin, but need to roll a 16 or higher.

1. Blinding chemical, much like mace, temporarily blinds its victim for $3D4$ melees. The victim is -5 to strike, -10 to parry and dodge. Protective goggles/visor or gas mask block this spray attack.

2. Stench and irritant that causes the eyes to water and impairs the vision (unless gas mask or environmental helmet is worn). It also causes difficulty in breathing and nausea. Victims are -6 to strike, parry, and dodge, and lose one melee attack/action for $2D4$ melees.

3. Burning vapors from a mild acid causing burning skin and eye irritation and temporary blindness, and $1D6$ S.D.C. damage. Victims lose initiative and are -4 to strike, parry, and dodge for $1D6$ melees.

4. Sleep chemical causes its victim to fall asleep within 1D4 melees and remain asleep for 1D6 minutes.

5. Scent chemical covers a person, thing or area with a distinctive scent that can only be detected by the sprayer or creatures with extraordinary sense of smell (including most dog boys). It is used for identification and tracking. Can be smelled up to two miles (3.2 km) away.

Effective Range: 20 feet (6 m) and a 10 foot (3 m) area/mist. The mist disappears in one melee (15 seconds).

Bonuses: Can be sprayed as often as ten times per 24 hours and counts as one additional melee attack whenever it is used, and is +2 to strike.

Cost: Five million credits or trade of services.

Claws/Nails: Each finger has a sharp, animal-like claw.

Damage: 2D4

Cost: 45,000 credits per hand.

Crab Claws: The hand is replaced with a crab or lobster-like pincer. Claws are far inferior to hands and suffer a skill penalty of -50% whenever they are used in place of hands. Furthermore, the sense of touch is a mere 40% of a normal human hand.

Damage: 2D6

Cost: 50,000 credits per hand.



Dragon's Breath: Lungs, throat and mouth modified to project a blast of magic fire, like a dragon. Can be performed once per melee and counts as one additional melee attack.

Damage: 4D6

Range: 30 feet (9 m)

Cost: Five million credits or trade of services

Natural M.D.C. Plate Armor: The character looks like a rhinoceros or lobster with natural plate armor grafted to his body.

Cost: Light armor 200 M.D.C.: four million credits, moderate armor 350 M.D.C. (-10% to prowl): eight million credits, or heavy 500 M.D.C. (-20% to prowl and climb): twelve million credits.

Retractable Finger Claws: Two to three inch long, double-edged blades project from the fingers.

Damage: 1D4 per each finger (plus P.S. bonus).

Cost: 25,000 credits per finger.

Retractable Knuckle Blades: Four five inch blades project from the knuckle housings.

Damage: 3D6 damage plus P.S. bonus (if any).

Cost: 150,000 credits

Retractable Forearm Blades (large): Two or three long blades, measuring two feet (0.6 m), are concealed in the forearm until extended for combat. The blades extend out of access portals on the top of the hand or wrist and are used like a short sword.

Damage: 4D6 plus P.S. bonus (if any).

Cost: 500,000 credits.

Retractable Mini-Tentacles: Eight tiny tentacles are implanted anywhere on the upper torso. Only tiny finger-like protrusions hint of anything unusual. The tentacles extend and retract by mental command and are designed for climbing, hanging, snaring and grappling — they do little damage. Extend up to 20 feet (6.1 m).

Damage: One point each.

Bonuses: Add one melee attack, +1 to roll with fall or impact, +1 to strike when trying to entangle, +1 to parry, pin/incapacitate on an unmodified roll of 18-20, +15% to climb, and +5% to acrobatics skills.

Cost: Seven million credits or trade of services.

Spider Legs (8): The lower torso is replaced with an insect-like body and eight spider legs. The altered being can run at a speed of 40+4D6, leap 20 feet (6 m) high or lengthwise, walk/climb on most surfaces, even upside down on ceilings. Only glass and similar highly polished and smooth surfaces are impossible to climb on.

Damage: A strike from the legs is the same as a punch.

Bonus: +1 to dodge, +5% to prowl.

Cost: Four million credits or trade of services.

Spike — Elbow: A bony blade or spike protrudes from the elbow and can be used as a weapon in hand to hand combat.

Damage: 1D6

Bonuses: +1 to parry.

Cost: 25,000 credits

Spikes — Knee: Four sharp, bony, spikes protrude from each knee.

Damage: Adds 1D6 damage to knee kicks.

Cost: 20,000 credits

Spikes — Knuckle: Four sharp, bony spikes protrude from the knuckles.

Damage: Adds 1D6 damage to punch or backhand strike.

Cost: 20,000 credits

Spike — Tail: A prehensile tail that has a bony spike at its tip. The tail can be used the same way that a monkey uses his tail, to pick up or grasp items, for climbing, and, unlike a monkey, to attack.

Note: Only one tail may be attached, although additional limbs are possible. The tail can not be used to perform skills meant for a fully developed hand; skill penalty -70%. Likewise, while it can pick up and carry a gun, it can not fire one.

Bonuses: Adds one extra melee attack, +10% climb skill, and +5% to balance.

Damage: 2D6 plus P.S. bonus if any.

Cost: Six million credits

Stinger: A retractable needle located in the tail, wrist or mouth can be projected to stab and/or inject chemicals into an opponent.

Damage: Varies with the type of chemical. One of the following can be selected. All victims get to save versus lethal toxin, requiring a roll of 14 or higher to save (no damage or effect).

1. Poison: Inflicts 6D6 S.D.C. damage or 2D6 M.D., plus the victim feels sick, loses one melee attack, and is -2 on all combat rolls for 6D6 minutes.

2. Convulsions: The body is racked with convulsions for 2D4 melees and suffers 2D6 damage. During this period the character cannot attack, defend himself (other than run away), speak or concentrate, and speed is half.

3. Paralysis: The victim's motor system is temporarily short-circuited preventing movement. The character collapses to the ground and cannot move for 1D4 minutes.

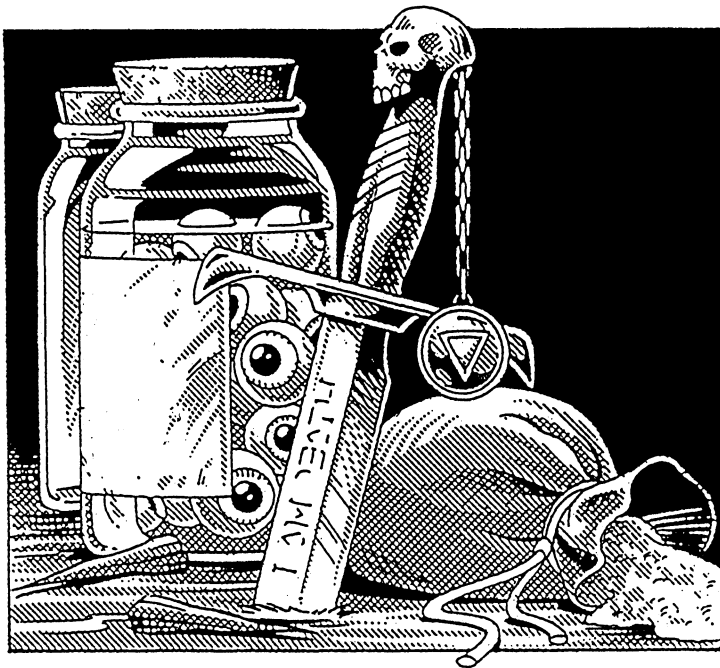
Effective Range: Striking distance of the stinger.

Bonuses: Counts as one additional attack whenever it is used and is +1 to strike.

Cost: Five million credits or trade of services.

Bio-Wizard Eyes

These are actual, living eyes that have been removed from some other creature and implanted in place of the natural eyes. Unlike cybernetic eyes, only one type of eye can be implanted and the eye's power cannot be turned off and on, it is permanent.



Bio-Wizard Sensor Systems

Amplified Hearing: Requires the implanting of a different, better ear — ear is large, like a bat's. The character can hear sounds that are inaudible to most humans.

At a distance of 75 feet (22.9 m), sounds as quiet as 10 decibels; a whisper can be heard.

At 150 feet (45.8 m), sounds as quiet as 20 decibels; a quiet conversation can be heard clearly.

At 300 feet (90 m), the sounds of the normal conversation, a range of about 30 decibels, can be heard as if the character was standing only a few yards away. This is the maximum range for eavesdropping on conversations. Only sounds 70 decibels or louder can be accurately heard and the location of the sounds can be pinpointed from as far as 600 feet away (183 m). Background noise, such as other conversation, traffic, machine noise, etc., as well as closed doors and wall, will decrease the range and clarity of what can be heard. GMs use your discretion.

Bonuses: +2 on initiative, +1 to parry and dodge.

Cost: 500,000 credits

Heat Detection: Requires a pair of antennae or a half dozen long hairs on the head or shoulders. These sensitive hairs or antennae can detect changes in temperature and pinpoint the location of heat sources. Cannot detect human size or smaller animals, but can detect giant size creatures.

Effective Range: 60 feet (18.3 m).

Bonuses: +1 on initiative.

Cost: Two million credits or trade of services.

Internal Clock: Can sense the approximate time of day and seasons.

Cost: 80,000 credits

Instinctive Sense of Direction: The skill equivalent of 80%.

Cost: 200,000 credits

Molecular Analyzer: Built into the mouth or antennae providing an extraordinary sense of taste and smell. It can specifically identify specific scents, smells, poison, known chemicals, or strange and dangerous impurities on a molecular level just by concentrating and "tasting" molecules in the air.

Effective Range: 20 feet (6.1 m).

Bonuses: Recognize a specific, known scent, smell, or chemical 70%, track by smell 70%, recognize poison 88%, detect changes in temperature 80%.

Cost: Eight million credits or trade of services.

Motion Detection: Requires the implanting of a pair of antennae or a half dozen long hairs on the head or shoulders. These sensitive hairs or antennae can detect movement in the air, change of wind direction, etc.

Effective Range: 60 feet (18.3 m).

Bonuses: +1 on initiative, penalties from blindness are half.

Cost: Four million credits or trade of services.

Eyes of Eylor: This is one of the magic eyes from the legendary living planet. It is about the size of a tennis ball and can replace existing eyes or be added as a third eye! A third eye is typically placed in the forehead or chest.

Bonuses: The eye of Eylor provides all of the following abilities: Perfect 20/20 vision, nightvision 600 feet (183 m), telescopic vision (6000 feet/1800 m), and magnification to the 300th power. It also provides the following psionic and magic forms of vision without requiring I.S.P. or P.P.E.: see aura, see the invisible, sense magic, and see P.P.E. energy. Adds 20 P.P.E. to base.

Cost: 10 million credits or trade of services.

Human Eye: A natural, human eye that appears and functions like a normal eye. Choice of eye color. Perfect 20/20 vision.

Cost: 75,000 credits per each eye.

Infrared Eye (limited nightsight): A natural, but a bit unusual looking eye. The pupil is noticeably larger than that of a normal eye and the iris is an unusual violet or alizarin color. This eye enables the character to see into the infrared spectrum of light. This means that the character can see in the dark equal to an infrared camera (range is about half the distance of normal day vision), as well as see infrared light normally invisible to humans. He can also see in murky water. However, this does change color perception for the character. Normal vision sees the colors blue, green, and red, infrared vision sees the colors blue, green, and violet, so everything is seen in hues of purple, blue, and green, much like wearing red or purple tinted sunglasses all the time. **Note:** The character can not see the invisible nor see heat emanations, only infrared and ultraviolet light. 20/20 vision.

Cost: 300,000 credits

Nightvision Eye: The eyes are large and dark. Normal day vision is reduced by half and the eyes are sensitive to bright light. Nightvision is exceptional, enabling the character to see in total darkness for up to 1000 feet (305 m).

Cost: 500,000 credits

Polarized Eye: Looks completely natural, but has the capability of polarized vision. The glare of bright light and sunlight is filtered as if the individual were wearing the best polarized sun glasses available. Can look directly into the sun without being blinded. Engages automatically as needed. Perfect 20/20 vision.

Bonus: +10% to sense of direction.

Cost: 100,000 credits

Microbes and Micro-Parasites

Microbes are tiny organisms that instill useful or debilitating effects on those subject to them. The average life span is the duration of the effects. The effects cannot be neutralized once they have been released — last till the end of the microbe's life.

Aerobes

Host type: Most any animal, humans and D-Bees; will not work on supernatural creatures.

Host Environment: Lungs and bloodstream. Typically inhaled with a snuff-like substance.

Reproduction: Not applicable.

Hit Points: Not applicable.

Average Life Span: 24 hours

Alignment: Not applicable.

Powers: Enriches the blood with oxygen, filters and destroys dangerous airborne toxins/gases, pollutants, and impurities.

- +10 to save vs gases.
- +2 to save vs poison, drugs, toxins, and disease.
- Destroys most lung diseases including the common cold.
- Breathe more efficiently; uses up half the amount of oxygen.
- Hold breath for up to six minutes without discomfort.

Bonuses: See powers.

Side Effects: None.

Size: Microscopic.

Means of Elimination: No need; die and are absorbed by the body.

Market Cost: 15,000 credits per dose.

Aquarobes

Host type: Most any animal, humans and D-Bees; will not work on supernatural creatures.

Host Environment: Lungs and bloodstream. Typically inhaled with a snuff-like substance.

Reproduction: Not applicable.

Hit Points: Not applicable.

Average Life Span: 8 hours

Alignment: Not applicable.

Powers: Breathe underwater. Enriches the blood with oxygen, and enables the creature to draw oxygen from water like a fish. It also filters and destroys dangerous waterborne pollutants.

Bonuses: +2 to save vs poison.

Side Effects: Has trouble breathing out of water. Reduce speed and combat bonuses by half — gulps air and breathes heavy.

Size: Microscopic.

Means of Elimination: No need; die and are absorbed by the body.

Market Cost: 20,000 credits per dose.

Clotrobes

Host type: Most any animal, humans and D-Bees; will not work on supernatural creatures.

Host Environment: Bloodstream. Typically inhaled with a snuff-like substance or injected into the blood.

Reproduction: Not applicable.

Hit Points: Not applicable.

Average Life Span: Six hours

Alignment: Not applicable.

Powers: Causes blood and wounds to clot within 1D4 minutes, prevents blood clotting and internally prevents infection. Recovers 1D4 hit points or M.D.C. within the first four hours, plus regular healing.

Bonuses: +1 to save vs poison, toxins, and disease.

Side Effects: None.

Size: Microscopic.

Means of Elimination: No need; die and are absorbed by the body.

Market Cost: 3,000 credits per dose.

Dehobicila

Host type: Humans and most D-Bees. Does not affect supernatural beings or creatures of magic.

Host Environment: Lungs and bloodstream. Typically inhaled, eaten or injected.

Reproduction: Not applicable.

Hit Points: Not applicable.

Average Life Span: 48 hours.

Alignment: Not applicable.

Powers: Makes most humans and D-Bees sick! Causes fever, nausea, fatigue and sleepiness. Reduce all skill proficiencies — 30%, reduce speed, melee actions/attacks, combat bonuses and all saving throws by half.

Bonuses: None

Side Effects: None

Size: Microscopic

Means of Elimination: No need; dies and is absorbed by the body.

Market Cost: 50,000 credits per dose. Typically comes with a blowgun and dart and syringe.

Dragoncila

Host type: Dragons

Host Environment: Lungs and bloodstream. Typically inhaled, eaten or injected.

Reproduction: Not applicable.

Hit Points: Not applicable.

Average Life Span: 72 hours.

Alignment: Not applicable.

Powers: Makes dragons sick! The dragon feels incredibly listless and sleepy. Reduce skill proficiencies — 25%, reduce speed, melee actions/attacks and all saving throws by half. Furthermore, the dragon cannot perform metamorphosis or use breath weapons.

Bonuses: None

Side Effects: None

Size: Microscopic

Means of Elimination: No need; dies and is absorbed by the body.

Market Cost: 200,000 credits per dose. Typically comes with a blowgun.

Plastirobes

Host type: Not applicable, affects only plastics.

Host Environment: Plastic. Typically released in the air or sprinkled on the target object/area.

Reproduction: Not applicable.

Hit Points: Not applicable.

Average Life Span: Four hours.

Alignment: Not applicable.

Powers: Eats plastic, the result being that plastic materials will deteriorate, seeming to become brittle and simply crumble away like sand. Takes one hour to see deterioration. Destroys 100 lbs (45 kg) of plastic an hour. Even the Plastic-man armor will be affected, losing half its M.D.C. by the end of four hours.

Bonuses: None

Side Effects: None

Size: Microscopic

Means of Elimination: Will die after four hours or a "plastikil" microbe can be released to attack and destroy the microbe within 20 minutes.

Market Cost: 25,000 credits per dose for either the plastirobe or plastikil.

Puriobes

Host type: Most any animal, humans and D-Bees; will not work on supernatural creatures.

Host Environment: Lungs and bloodstream. Typically inhaled with a snuff-like substance.

Reproduction: Not applicable.

Hit Points: Not applicable.

Average Life Span: Four hours.

Alignment: Not applicable.

Powers: Kills disease and neutralizes poison (no damage or stops progressive damage from poisons). Effects are instant.

Bonuses: Impervious to poison, including toxic gases.

Side Affects: None

Size: Microscopic

Means of Elimination: No need; dies and is absorbed by the body.

Market Cost: 10,000 credits per dose.

Stasiobes

Host type: Most any animal, humans and D-Bees; will not work on supernatural creatures.

Host Environment: Body and nervous system. Typically inhaled with a snuff-like substance or injected.

Reproduction: Not applicable.

Hit Points: Not applicable.

Average Life Span: Six hours per dose.

Alignment: Not applicable.

Powers: Places the body in a healing stasis sleep. The metabolism is slowed to such a point that the person may actually seem to be dead. Body temperature is reduced, wounds clot and heal quickly, and infection does not occur. Equal to meditation, so P.P.E. and I.S.P. are recovered at double the normal rate. Also 2D4 hit points are recovered for every six hours of stasis sleep. The individual awakens feeling refreshed and rested.

Bonuses: +4 to save vs poison, gases, magic and psionics, and +15% to save vs coma/death while in stasis.

Side Affects: The person cannot be awakened by any means — wakes after six hours has elapsed.

Size: Microscopic

Means of Elimination: No need, die and are absorbed by the body.

Market Cost: 70,000 credits per dose.

Transfortifiers

Host type: Most any animal, humans and D-Bees; will not work on supernatural creatures.

Host Environment: Entire body, skin, internal organs, nervous system. Typically inhaled with a snuff-like substance or injected.

Reproduction: Continually for years.

Hit Points: Not applicable.

Average Life Span: Thrives in the human body for 20 + 1D6 years — when they die the host body dies.

Alignment: Not applicable.

Powers: Microbes mutate the body, turning it into a super powerful creature.

- Transforms the body into an M.D.C. structure. The skin becomes tougher and thicker, like the hide of a rhinoceros. Start with 110 M.D.C. and add 1D6 × 10 more M.D.C. for each level of experience or ten years, whichever comes first.
- Impervious to cold and heat, even magic cold or fire and plasma blasts do no damage.
- Add six inches to height (0.15 m or 152 mm) per each level of experience or every 20 years.



- P.S. is considered to be supernatural, plus add 2 points to P.S. per each level of experience.

Bonuses: +4 to save vs poison, toxins, drugs, and gases. +10% to save vs coma/death. +1 save vs magic, +2 save vs horror factor.

Side Effects:

- The rhinoceros hide skin is heavy: add 100 lbs (45 kg) for every level of experience or 10 years.
- The body also gets progressively misshapen: fingers become thick and less sensitive (all the skin is less sensitive), the skin is covered in pale blotches and develops thick folds like a rhino. The ridge over the eyes is much more pronounced, facial features are less defined and the skin under the neck becomes thick and saggy. Reduce P.B. one point per every level of experience or ten years — stop at P.B. 3.
- Skills are -10% due to lack of sensitivity.
- Gets slower: reduce spd by two points per level of experience.
- Gets heavier, bulkier, taller, uglier, slower, eventually cannot move, internal organs all get hard, brittle — dies about 22 years after the initial exposure.

Size: Microscopic.

Means of Elimination: The following are applicable only within the first two months of exposure. There is a 1-15% chance that a puriobe will destroy the infection (can try as often as every two days). Or a 1-30% chance that a magic restoration will kill the parasites. After two months the transformation is permanent and irreversible by any means. No known cure.

Market Cost: One million credits.

Watrobes

Host type: Water or water-like solution.

Host Environment: Water

Reproduction: Not applicable.

Hit Points: Not applicable.

Average Life Span: Two hours

Alignment: Not applicable.

Powers: Purifies water. Destroys harmful bacteria, chemicals, toxins, and pollutants, making the water deliciously drinkable. Purifies a gallon (3.8 liters) of water in 30 minutes, four gallons (15.1 liters) in two hours.

Bonuses: None

Side Effects: None

Size: Microscopic

Means of Elimination: No need; die and are harmless when consumed.

Market Cost: 5,000 credits per four gallon dose.

Note: Massive quantities of these microbes can be used to purify the drinking water of an entire city.

Parasites (large)

Parasites used in bio-wizardry are living organisms that attach to other living creatures and provide immediate benefits and powers. These powers may be very alluring, especially to individuals who are desperate or crazy to begin with.

Ultimately, parasites are the most destructive of the bio-wizard organisms, because they feed on and destroy the host body! In many instances the feeding damage is comparatively minimal and restricted to one area of the body. However, most parasites cause permanent physical damage, illness, deformities and, in many cases, the eventual death of the host. Their presence may also lead to the rapid development of insanity, physical changes like skin discoloration, lumps, sores, hair loss, and so on.

They generally reproduce quickly in order to ensure their survival. Symptoms may disappear for periods of time when the parasite hibernates or gestates, sometimes fooling the host into thinking that he simply had the flu or the invaders have died. Unfortunately, this is seldom the case. **Note:** Powers gained from a parasite are only available as long as the parasite is alive and healthy. If the parasite is destroyed, the powers it instilled are destroyed with it. If the host has become too dependent on those powers, he or she may suffer from severe withdrawal and emotional trauma the same as a junky purging himself of chemicals.

Most parasites are indigenous to other dimensions, while a handful have been genetically engineered by the Splugorth or their minions. Most parasites also have natural enemies and can be destroyed by them. However, the removal or destruction of a parasite may wind up destroying the host body as well. When other parasites are used, the host may literally become a living battleground for parasites and organisms within his own body. In many cases, surgery is an option for the removal of a parasitic or symbiotic organism, but may cause permanent scarring, require internal organs to be replaced by cybernetic ones, can cause brain damage and physical trauma, or even death!

Surgery Penalty Tables

Removing organisms attached to the brain.

01-20 Lucked out, no damage.

21-40 Brain damage: reduce I.Q. by 20% and -5% on all skills.

41-60 Severe brain damage: reduce I.Q. by 50%, M.E. by 2 points and -20% on all skills (memory loss and difficulty concentrating).

61-70 Severe brain damage that affects the motor part of the brain. Reduce P.P. and Spd by half.

71-75 Phobia: Terrified of Splugorth and their minions.

76-80 Neurosis: Roll on the table found in **Rifts**, page 19.

81-84 Phobia: Terrified of larvae, slugs, and wormy looking things.

85-90 Roll on the Affective Disorder Table in **Rifts**, page 19.

91-00 Lobotomized! A vegetable. I.Q. reduced to 2, skills are -80%, speed is reduced to half, initiative is -6 and the character has no combat bonuses what so ever. Only a 1-18% chance that a restoration spell will restore the individual to normal.

Note: Surgery may also leave scarring. Reduce P.B. by 1D4.

Removing organisms in or attached to the body.

01-30 Lucked out, no damage.

31-50 Permanent physical damage: Reduce P.E. by 1D4 points and P.S. and P.P. by one point.

51-70 Severe damage to internal organs! Must replace 1D4 + 1 organs. Until the damage is repaired, the character is -3 to strike, parry and dodge, -2 on initiative, reduce speed by 50%, and -10% on all skills (due to pain and chronic fatigue).

71-80 Reduced motor functions, chronic stiffness and pain. -20% on all skills, reduce P.P. and Spd by half, adjust bonuses appropriately.

81-85 Weak: Reduce P.S. and P.E. by half; tires easily. Adjust bonuses appropriately.

86-90 Phobia: Terrified of bio-wizardry (avoids it like the plague) or the Splugorth and their minions.

91-00 Crippled, weak and sickly and has lost the use of his legs. Reduce Spd to 2 (crawling, pulling with arms), P.S., P.P., P.E. are all reduced to half. Skills are -25%, -6 on initiative and to parry and dodge, -3 to strike and -2 to save vs magic and poison. Only a restoration spell or cybernetic, bionic, or bio-wizard reconstruction will restore the individual.

Note: Surgery may also leave scarring. Reduce P.B. by 1D4.

Brain Feeder

A beetle-like creature that burrows into the brain to feed on blood and brain tissue. The parasite excretes a chemical that anesthetizes the area of brain it is eating and provides a continual "high" and feeling of well being.

Host type: Psionic humans, D-Bees, and other mortal creatures.

Host Environment: The brain

Reproduction: Not applicable

Hit Points: One

Average Life Span: Three years

Alignment: Not applicable

Powers: For the first 2D4 months the creature and its chemical secretions *doubles* the character's I.S.P., as well as provides the aforementioned constant high. The "high" makes the character perpetually cheerful, pleasant and forgiving, plus bonuses. If it is surgically removed within this period, the character will only lose one I.Q. point and does not have to roll on the damage table.

Bonuses: +2 to save vs psionic attack, horror factor, and magic illusions, +5% to all skills, and +1 to initiative.

Side Effects: Once the parasite is firmly entrenched (after 2D4 months), the high is reduced to once a day (2D6 × 10 minutes duration), the bonus I.S.P. disappear, and the original I.S.P. are permanently decreased by five points every week. Also at this point reduce the I.Q. and M.E. by one point. The other bonuses remain.

1D4 + 2 weeks later, the parasite continues to slowly eat the brain, causing lapses in memory, plus the character loses another point from I.Q. and M.E. attributes and is permanently -15% to perform skills. At this time, the character also loses the bonuses once provided by the parasite.

After another six months, the character remembers only recent events (the last eight weeks), loses another one point from I.Q. and M.E., and is -50% to perform skills. Reduce the I.Q. and M.E. another one point and all I.S.P. points and psionic powers are permanently lost. He suffers from chronic headaches every day and insanity is likely to

develop. Roll once for a phobia or an obsession (player's choice) and once for an affective disorder.

The character will become a complete vegetable within the next 4D4 weeks and die 4D4 weeks after that, unless the brain feeder is removed.

Size: One inch long (25.4 mm)

Means of Elimination: Surgery may cause additional brain damage (roll on the appropriate table). The character's mental state and attributes are permanently affected. The degree of damage will depend on when the character has the brain feeder removed. This is likely to mean memory loss, impairment of skills, reduction or loss of psionic powers, and insanity. All damage is permanent. Neither a restoration or other procedure can restore the character's brain or lost memory. The character is also likely to be vulnerable to other forms of addiction from this moment forward.

Note: The creature is oblivious to other parasites and organisms.

Market Cost: 150,000 credits each.

Lobee-optos

A narrow worm-like creature that resembles a long, black vein with a human size eye at the end.

Host type: Humanoids and intelligent beings of all kinds.

Host Environment: Bores hole through middle part of forehead and connects itself to the brain. It feeds on the blood of the host body, but not enough to cause weakness or physical damage. Damage occurs only when the creature is forcibly removed. From the outside, the host person looks like he has a large third eye.

Reproduction: The lobee-optos mate once every seven years. During mating season the creature will place the host body in a trance (lasting 4D6 hours, long enough to mate) and returns, reattaching itself to the host body. The female digs a burrow in the ground where she lays 1D6 eggs. The young lobee-optos hatch six weeks later, fully mature, and instinctively search for a host. They will die within 72 hours unless a host subject is found.

Likewise, the creature can detach itself at any time. If the lobee-optos leaves its host body of its own accord that person will lose all the psionic powers and bonuses gained from the creature, will have a round scar, the size of a quarter, in the middle of the forehead, but be otherwise okay.

Hit Points: 6D6

Average Life Span: 60 years

Alignment: Effectively anarchist.

Powers: The creature stimulates latent psychic energy and powers from the brain and provides additional P.P.E. and I.S.P. to the host body. This is done largely for self protection. First, if the host has powers it may not be inclined to try to remove/destroy the lobee-optos. Second, with psionic powers the host body is likely to survive longer against predators who hunt it.

Psionic powers: Add 50 I.S.P. and 10 P.P.E. to the character's existing base (if any). Psi-powers are equal to a master psionic, select seven psionic powers from any category except super. Plus the creature automatically bestows the power of bio-manipulation. Add 1D6+1 I.S.P. for every level of experience starting with the level that the parasite was first acquired.

If the character is already a minor or master psionic, select two new minor powers and two super psionic powers and add the I.S.P. and P.P.E. bonuses!

Bonuses: +1 to save vs illusions, +2 to save vs psionic attacks, +4 to save vs all forms of mind control, +2% to save vs coma/death.

Side Effects: Third eye deformity, brain damage if forcibly removed. Suffers from chronic, throbbing headaches, and tires more easily from physical exertion; half the normal fatigue/endurance rate and requires an extra two hours of sleep or feels tired (-10% on all skills when tired).

Psionic attacks against the parasite will automatically cause the host body to suffer the same damage or effects (the host person has no

saving throw when the lobee-optos is directly attacked). Killing it with psionics or magic requires the character to roll on the same random damage table as if it were surgically removed.

Size: Nine inch long body (228 mm), 1/64 inch in diameter, that spears into the head and burrows into the brain. Ends in an outer bulb that resembles an eye.

Means of Elimination: Surgery, but there is a chance of permanent brain damage. Roll on the surgery damage table.

Note: The lobee-optos will allow other parasites or symbiotic organisms to share its host body as long as the organism does not damage the body. Also note that the creature can use its host's I.S.P. to cast bio-manipulation on attackers or on its own host body if it is attacked.

Market Cost: 500,000 credits.



Mystic Leech

Resembles a large, ordinary leech. Drains P.P.E. energy from living beings.

Host type: Animals, humans, D-Bees, supernatural beings and creatures of magic.

Host Environment: Can be placed anywhere on the body.

Reproduction: Reproduces every six month. Each female lays 6D6 eggs in sludge or a swamp.

Hit Points: Three each.

Average Life Span: Six years.

Alignment: Not applicable.

Powers: Instills no power to the host body, but drains magic energy from living creatures. This means the leeches can be used to render practitioners of magic helpless. Each slug can leech away 50 P.P.E. and keep draining that energy until they are forcibly removed. Several magic leeches can temporarily drain a user of magic of all mystic energy. The leeches also prevent them from drawing on outside sources of potential psychic energy. The victim of the leech feels physically weak and suffers from a sensation of vertigo when they exert themselves (-1 to strike, parry and dodge).

Psi-stalkers are completely debilitated, losing all psi-stalker powers, including sense psychic energy, sense supernatural beings, empathy with animals, psionic powers and the ability to feed! This is the equivalent of psionically blinding the stalker and making him starve.

Psionics are hampered by the magic leech but nothing as bad as with the creatures of magic or the psi-stalker. Each leech decreases the amount of available I.S.P. by five points and causes an annoying headache.

Bonuses: None for the host body, but the leech is +4 to save vs magic and +2 vs psionics.

Side Effects: See powers.

Size: Five inches long (127 mm) and resembles a leech or worm.

Means of Elimination: Surgery to remove leaves minor scarring. They can also be removed by killing the leech, but this will cause a P.P.E. energy eruption that inflicts 3D6 M.D. to everybody within 20 feet (6 m). Once the leech is removed, P.P.E. is regenerated at the normal rate.

Note: Mystic leeches are mindless critters who are oblivious to other parasites and organisms.

Market Cost: 250,000 credits for a single leech. They must feed on a minimum of 10 P.P.E. a day or will starve to death within 24 hours.

Oplos

A tiny maggot or larva looking parasite that enhances vision.

Host type: Most any mammal, humans and D-Bees.

Host Environment: Requires two Oplos, one male and a female, because it is the chemicals released during mating that enhances the host's vision.

Reproduction: Reproduces every six months. Each female lays 2D4 eggs. Old oplos that die are eaten by the others.

Hit Points: One each.

Average Life Span: One year, but the young live on and multiply.

Alignment: Effectively selfish in a mindless way.

Powers: The host enjoys absolutely perfect vision with increased, hawk-like distance. Nightvision 100 ft (30.5 m plus 100 ft every year), see the invisible, see aura, see all spectrums of light, including infrared, ultraviolet and a significantly larger range of colors. The eyes of the host instantly adjust to provide the vision most appropriate under the circumstances. Initially, the world seems much more alive and beautiful.

Bonuses: +1 on initiative.

Side Effects: Nightmares, hallucinations and a feeling that something is crawling around in your eyes. At first the crawling sensation is not too bad and a nightmare occurs once a month. After seven months, the crawling sensation increases and the nightmares occur weekly. After two years, the nightmares are a nightly occurrence and are accompanied by hallucinations and delusions that occur randomly ten to twenty times every month. From this point forward, roll on the Random Insanity Table found in *Rifts® Ultimate Edition*, page 332, every two years. After ten years, the crawling sensation is constant and maddening! The character is likely to insist his eyes be removed or gouge them out himself during a fit of madness.

Size: 1/32 inch long (0.79 mm), resembles a maggot only fluorescent green in color and, ironically, has no eyes.

Means of Elimination: Surgery to remove the eyes and optic nerves. Cybernetic or bio-wizard eyes are the only alternative to permanent blindness.

Note: Mindless creatures who are oblivious to other organisms.

Market Cost: 50,000 credits for a mated pair.

Heart Worms

Host type: Most any mammal, humans and D-Bees, but cannot feed on the supernatural.

Host Environment: The heart. 2D4 eggs are injected directly into the heart or bloodstream. The young instinctively find the heart, where they live, feeding on it, until the host body dies.

Reproduction: Reproduces every three months, each female laying 2D4 new eggs every time.

Hit Points: Not applicable

Average Life Span: 1D4 years, but young continue to multiply.

Alignment: Not applicable

Powers: The host body becomes impervious to poison and sickness, seldom fatigues, and is resistant to magic.

- Add 200 S.D.C. (or 30 M.D.C. if a mega-damage creature)
- +20 to speed, +6 to P.S. and +10 to P.P.E. base.
- Never fatigues.
- Increased healing: Three times quicker than normal.
- Impervious to poisons and drugs.
- Impervious to disease.
- Resistant to gases: half damage and duration.
- +3 to save vs magic.
- +10% to save vs coma/death.

Bonuses: See powers.

Side Effects: The parasite devours the heart in 1D4 + 1 years, killing the host body.

Size: 1/32 inch long (0.79 mm), resembles a tiny tapeworm.

Means of Elimination: Surgery to remove the heart and connecting arteries. Replacement with a cybernetic or bio-wizard heart and arteries is the only alternative to death.

Note: Mindless parasites who are oblivious to other organisms.

Market Cost: 250,000 credits.

Mind Slug (a.k.a. Little Mindolar)

This parasitic organism is named after the supernatural creature because of its slug appearance and mind control powers. Attaching a mind slug to a person or animal will make that creature docile, obedient, and vulnerable to psionic influence. It feeds on small amounts of P.P.E. energy and blood.

Host type: Animals, humans, humanoids, but not effective on supernatural beings and creatures of magic like dragons.

Host Environment: Attaches to the temple of the skull.

Reproduction: Not applicable.

Hit Points: Ten, but for every point of damage the creature suffers, the host body suffers ten points of damage. Magically healing the host body will also heal the mind slug.

Average Life Span: Equal to the host body.

Alignment: Not applicable.

Attributes: Not applicable.

Powers: Attaching a mind slug to a creature's temple makes that person receptive to further psionic influence and is charmed by the first person he sees. However, the mind slug is nowhere as debilitating as the zombitron. The affected character can still function close to normal except for his predisposition to psionic influence.

Victims of a mind slug union are -6 to save vs all psionic attacks and all forms of mind control. Furthermore, the individual will completely trust and obey the first person he sees after receiving the mind slug. The affected person is easily influenced by that individual and has trouble making even the simplest decision on his own.

Bonuses: None.

Side Affects: -5 on initiative, -10% on all skill proficiencies, loses one melee attack/action and has a confused expression when forced to make a decision.

Size: About four inches long (101 mm).

Means of Elimination: Surgery or killing it, but both may leave a scar at the temple and hurt or kill the host body. There is also a 1-40% chance that the restored person has developed a phobia toward slugs.

Note: The mind slug is effectively mindless and is oblivious to other organisms.

Market Cost: Two million credits per slug.

Zombitron

This parasite looks like a fuzzy tennis ball with eight tiny, black legs. It typically attaches to the head, neck, or spine of its host body. In the wild, scores of Zombitrons may attach themselves to the same body and feed on it. The horrible little creatures draw on the nutrients of the host body until it dies and then move on to find a new host. They are excellent climbers, like a bug, and have the following abilities: climb 82%, prowl 50%, swim 40%, spd climbing and running 2D6, +4 to roll with impact or fall. They are definitely the progeny of another dimension.

Host type: Most any animal, humans and D-Bees.

Host Environment: Head, neck and spine of the host body.

Reproduction: Reproduces once annually, giving birth to 1D6 live young.

Hit Points: Two each.

Average Life Span: Five years.

Alignment: Effectively selfish in a mindless way.

Powers: None for the host body. The tiny creatures place the host into a zombie-like trance so that they can feed on it. The typical human host can live for 1D4 months before perishing from starvation. While in the zombie state, the host will obey any command given, at least within its limited capacity. The trance is so debilitating that the zombie can do little more than walk, hold and carry things, hold doors shut or open, drink and eat. Melee actions are reduced to one per melee and the zombie has no combat bonuses.

The Minions of Splugorth use the Zombitrons to enslave and control captives and slaves, especially when transporting them from one place to another.

Bonuses: None.

Saving Throws: Intended victims can try to save vs becoming a zombie, however they must roll a 15 or higher and are -2 to save per each zombitron beyond one. Roll to save once every melee. Once entranced as a zombie, no more saving throws are allowed. The zombie will remain entranced until all the zombitrons are removed. Thankfully, the victim of the zombie trance does not remember anything that happens while entranced.

Side Effects: Being temporarily turned into a zombie for as many as seven days inflicts no permanent damage other than possible malnutrition and dehydration (which can be avoided if the slave master makes a point of feeding the zombies). Prolonged entrancement as a zombie will cause weakness, malnutrition and dehydration, which can lead to fatigue, sickness and death.

Size: About the size of a tennis ball.

Means of Elimination: Can be easily pulled off using protective gloves, tongs or can be knocked off with a stick — just don't let them climb up or drop on you.

Note: Mindless creatures who are oblivious to other organisms.

Market Cost: 500,000 credits for a pair. Must feed on an animal or something or will die in five days.

Symbiotic Organisms

Symbiotic organisms are living creatures that may draw nourishment from other living beings, like a parasite, but do so without damaging the host body and actually provide a mutual benefit to its host. Symbiotes are used by the Splugorth for augmentation, as tools and weapons, and as occasional rewards given to friends and allies for special services. Of course, the Splugorth may implant the symbiote or perform other types of bio-wizard augmentation without the consent of a slave or captive subject.

Absurr Life Node

A symbiotic creature that resembles a tiny, headless armadillo with a long tail. It typically wraps the tail around the neck of its symbiotic partner and attaches itself to the body at the base of the neck. At a quick glance observers are likely to think the creature is nothing more than a large growth/lump on the neck. It is also fairly easy to conceal with high collar shirts, scarves and long hair. The creature communicates only by means of empathic transmission. It will not establish a symbiotic union with another creature unless that creature agrees (agreement is interpreted by positive and friendly emotions) and shares a compatible alignment. Once a symbiotic relationship is established, the Absurr life node will never leave its "life partner;" if one dies the other dies.

Host type: Humanoids and intelligent beings of all kind, except creatures of magic and the supernatural.

Host Environment: The base of the neck — feeds on emotions and the energy created by them.

Hit Points: A mega-damage creature with $1D6 \times 100$ M.D.C.; once linked, its symbiotic partner becomes a mega-damage creature with $4D6 \times 10 + 20$ M.D.C. points.

Average Life Span: Equal to its partner (triples the average life span of its mortal partner).

Alignment: Any, but most are of a good alignment, particularly principled. Cannot attack other life forms.

Powers: The host body becomes a mega-damage creature (see hit points) and the creature's normal life span is tripled. The life node can also transfer its own life force (M.D.C.) into its partner whenever necessary, in any amount, as long as it retains three M.D.C. for itself; remember, the two are now one.

Furthermore, the Absurr node will empathically warn its partner of danger with a sudden empathic flash of fear, hate, or suspicion. Likewise, it will generate a feeling of happiness, love or trust if it likes somebody or is happy with a situation. This can help the character judge events and encounters with other life forms by the feelings that the Absurr shares with him. Also, the creature is usually awake when its host body sleeps and will awaken him if it senses/sees potential danger.

Other powers include a sudden burst of energy when tired (lasts 2D4 minutes), both are impervious to mind control and empathic transmission, +2 to save vs psionic attacks, +5 to save vs horror factor, and +20% to save vs coma/death.

Notes about the creature: It has a mind of its own and is very intelligent. However, it functions on a level of existence alien to most humans. It has no desire for the acquisition of possessions, wealth, or power, although it does share the emotions and desires of its partner and works to help the character get what he or she desires. It is an empathic vampire that feeds and thrives on emotions. Most particularly enjoys emotions of love, fulfillment, happiness, and good will generated by the symbiotic partner. **Combat:** The Absurr can not physically interact; it can only send empathic feelings and transfer M.D.C. to its symbiotic partner.

Bonuses: See powers.

Side Effects: The Absurr life node becomes a permanent fixture. If it dies the host body dies and vice versa.

Size: About the size of a grapefruit, with a two foot long tail/tentacle that wraps around the neck. With the passage of a year's time, the creature becomes permanently and physically attached to its partner.

Means of Elimination: None! To kill the life node is to kill the host body.

Note: The creature will allow other parasites or symbiotic organisms to share its partner's body as long as the organisms do not harm the body.

Market Cost: 100 million credits.

Chest Amalgamate — a.k.a. Chest Thing

A creature that resembles a giant crab when it is not attached to a symbiotic host body. It is not intelligent by human standards but possesses a high animal intelligence and a powerful instinct for survival. It will fight to protect its symbiotic partner, for if one dies, the other will also.

Host type: Humanoids and intelligent beings of all kinds.

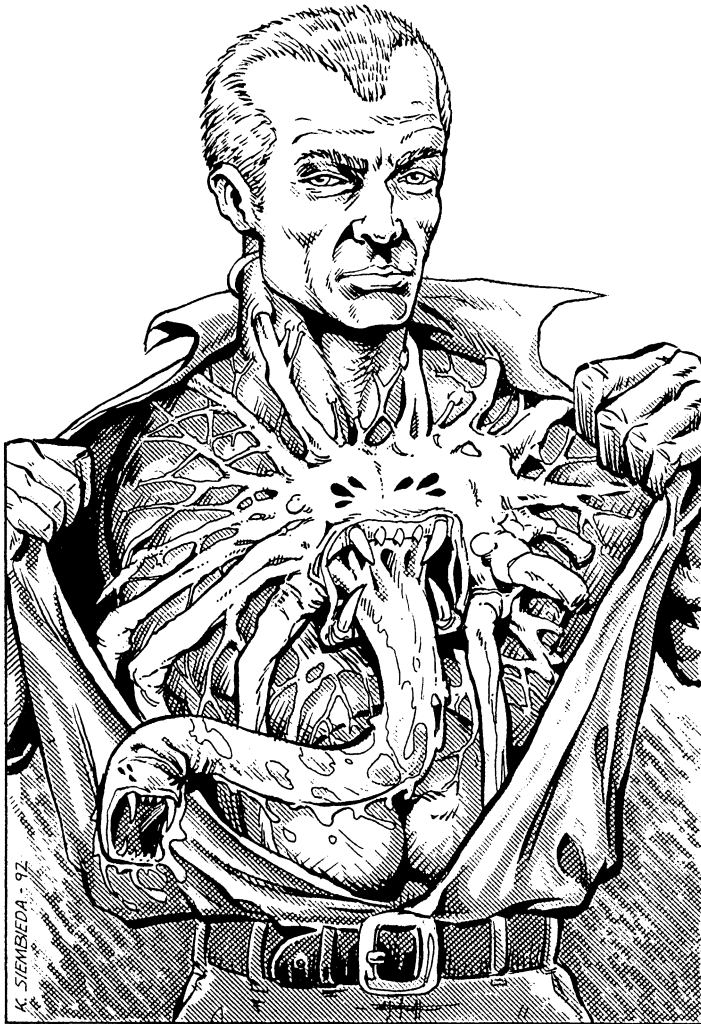
Host Environment: A horrible creature that attaches itself to an animal's chest and completely links itself to the host body, attaching to lungs, veins and tissue. It breathes the same air, is circulated with the same blood, feeds on the same nourishment — They become one!

Hit Points: A mega-damage creature with $4D4 \times 10 + 20$ M.D.C.; once linked the creature and the host body both share the M.D.C.

Average Life Span: 90 years.

Alignment: Effectively anarchist, although protective of its partner/host. It has no goals or desires other than survival.

Powers: The host body becomes a mega-damage creature (see hit points) and is provided with additional abilities for the purpose of self-preser-



vation (the chest amalgamate needs the host body to live). The amalgamate can introduce chemicals into its partner's body to enhance its performance and endurance, similar to a juicer. When the creature feels it/they are threatened, it can provide any and all of the following.

- **Hyper-Reactions:** +1 on initiative, +1 to strike and dodge, doubles speed, adds one melee attack, and can leap an additional four feet (1.2 m).
- Warn of danger (growls and moves); will wake up its host body if sleeping.
- Never fatigued and needs little sleep (four hours).
- **Deaden pain:** Body does not suffer the penalties from injury.
- **Increased healing:** Twice as quick as normal.
- Impervious to poisons, drugs, and gases.
- Impervious to disease.
- +1 to save vs magic.
- +10% to save vs coma/death.
- Adds 20 years to the life expectancy of the host body.

Note about the creature: It has a mind and will of its own and will remain active even if the host body is incapacitated. However, the chest amalgamate knows no skills and responds to instincts; high animal intelligence. **Combat:** Four attacks per melee using the retractable tentacle (5 ft/1.5 m reach). Damage: restrained strike 2D6 S.D.C., full strength strike 1D4 M.D., bite 1D4 M.D. plus 6D6 S.D.C (3D6 M.D. if a mega-damage creature) from poison (roll to save). Or it can bite and hold on to an opponent, or entangle with tentacle, and pull its victim toward the big chest mouth. Bite from chest mouth is 1D6 × 10 S.D.C. or 1D6 M.D. plus 2D6 × 10 S.D.C. (or 6D6 M.D.) from poison. The chest thing is impervious to poison and drugs, is +4 to save vs magic, psionics, and horror factor.

Bonuses: See powers.

Side Effects: Body is physically deformed and this horrible looking creature is a permanent fixture (it's hard to get girls with a monster in your chest). Also add 100 lbs (45 kg) to weight and must eat twice as much. The creature also craves blood from time to time, requiring the host body to kill an animal and let the tentacle bite into the body to eat the intestines and drink the blood — a grisly sight.

Size: Covers the entire chest and the tendrils weave along the neck and body like vines.

Means of Elimination: None! To kill the creature is to kill the host body.

Note: The creature will allow other parasitic or symbiotic organisms to share its host body as long as the organisms do not harm the body.

Market Cost: Six million credits.

Elom

Looks like a pulsating, baseball sized lump of flesh with eight tendrils radiating into the skin like tiny veins. The elom must attach to the spine, typically at the neck or small of the back. It feeds on electromagnetic energy generated by the body of its symbiotic partner and can manipulate electromagnetic energy with impressive results.

Host type: Humanoids and intelligent beings of all kinds, except creatures of magic and the supernatural.

Host Environment: The base of the neck — feeds on emotions and the electromagnetic energy created by them.

Hit Points: A mega-damage creature with 1D6 × 10 M.D.C., but unlike some other symbiotes, the elom does not impart its mega-damage structure on its symbiotic partner.

Average Life Span: Equal to its partner.

Alignment: Effectively anarchist, low intelligence, driven by an instinct to survive.

Powers:

- An electromagnetic force field can be instantly created around its symbiotic partner whenever the Elom senses danger or fear. The force field has 60 M.D.C., can be maintained for periods of 20 minutes and can be created as often as 12 times per 24 hours.
- **Electromagnetic discharge.** Whenever the Elom feels that it or its host body is threatened, it can unleash an electromagnetic discharge in the form of a directed blast or area discharge. The partner can feel the energy building up when the Elom feels endangered and can try to calm the situation down, leave the area of hostility, or allow the Elom to attack. The symbiote will momentarily restrain itself if its humanoid partner concentrates hard enough or conveys contrary feelings about the potential for danger. The Elom has two attacks per melee and can attack even if its host body is unconscious or unwilling to do so.

A directed blast is +3 to strike, inflicts damage in increments of 1D6 up to a total of 6D6 M.D.; the effective range is 2000 feet (610 m).

An area discharge hits everything within a 20 foot (6.1 m) radius of the Elom and inflicts damage in increments of 1D6 up to a total of 4D6 M.D.

- The host body is impervious to electrical attacks, including ley line energy bolts.
- **Resistant to magic:** +1 to save vs magic and prevents P.P.E. from being drawn by practitioners of magic and P.P.E. vampires.

Notes about the creature: It has a mind of its own, but acts only to protect itself. It has no desire to acquire possessions, wealth, or power.

Combat: The Elom can instantly create a force field and can discharge electromagnetic energy as often as twice per melee (counts as two additional melee attacks for the character with the symbiote).

Bonuses: See powers.

Side Effects: The Elom becomes a permanent fixture, if it dies the host body suffers pain and damage; roll on the surgery removal table for permanent side effects.

Size: About the size of a baseball.

Means of Elimination: Surgery; roll on the surgery removal table.

Note: The creature will allow other parasites or symbiotic organisms to share its partner's body as long as the organisms do not harm the body.

Market Cost: 25 million credits.

Mindlink

A strange alien creature that resembles an animal's kidney. Unlike most symbiotes, the mindlink must be surgically implanted in the brain of its host body.

Host type: Animals, humans, humanoids, and even dragons and demons.

Host Environment: Implanted in the brain.

Reproduction: Not applicable.

Hit Points: Three

Average Life Span: Equal to the host body.

Alignment: Not applicable.

Attributes: Not applicable.

Powers: Provides the host body with very limited telepathy and the power of mind block auto-defense, plus psionic characters get an additional 30 I.S.P. while non-psionics get an I.S.P. base of their M.E. number times three.

The organism is mentally programmed by the Splugorth bio-wizard/High Lord to allow telepathic communication only between members of a particular race(s) or group(s). As many as eight specific racial types or designated groups can be programmed into the mindlink. Or a telepathic link can be established between eight specific individuals (team members, family members, etc.).

In all cases, telepathic communication is only possible with the races, groups or individuals programmed into the symbiote. Furthermore, to communicate with these people, they too must have a mindlink symbiote or possess some measure of psionic powers (even if those powers do not include telepathy).

Note: The Splugorth High Lords, Overlords, Powerlords, Conservators, and other select minions have the mindlink implant which enables them to communicate telepathically with each other. Since the Splugorth are natural telepaths they do not require the mindlink organism to communicate with their minions.

Bonuses: None; see powers.

Side Effects: None from the organism itself. However, some people have expressed a concern that the Splugorth may arrange it so that the mindlink symbiote creates a telepathic link and enables them to read their minds. This is a wise concern because that is exactly what the Splugorth secretly do!

The mindlink can actually be programmed for 10 races or individuals. Thus 90% of the mindlinks implanted by Minions of Splugorth are secretly programmed to enable the Splugorth and Splugorth High Lords to read their minds (no saving throw) and to communicate with them via telepathy if so desired. Unfortunately, the telepathy is one way. The Splugorth can read minds and send telepathic messages, but the person with the mindlink cannot read their minds or transmit telepathic messages to them unless the Splugorth or High Lords mentally allow it.

Size: About the size of a silver dollar, only five times thicker.

Means of Elimination: Surgery, but that may leave minor scarring (reduce P.B. by 1 point) and cause mental damage; roll on the damage table. All powers from the bio-implant are lost when removed.

Note: The mindlink is effectively mindless and is oblivious to other organisms.

Market Cost: 250,000 credits, one organism per person, plus an additional 10,000 credits for each communication program (as many as eight). Programs are permanent and cannot be changed or others added at a later time.

Pathic Healer

This is a creature that resembles a large, red and blue spider and is used by the Minions of Splugorth for surgery and healing.

Host type: Animals, humans, humanoids, and even dragons and supernatural beings.

Host Environment: Head or chest.

Reproduction: Not applicable.

Hit Points: 6D6

Average Life Span: 200 years

Alignment: Effectively good.

Attributes: I.Q. 2D6+10, M.E. 2D6+12, M.A. 2D6+8, P.S. 1D6, P.P. 2D6+8, P.E. 2D6+8, P.B. 1D6+6, Spd 2D6. Empathic and telepathic by nature and possesses the psionic healer powers of deaden pain, exorcism, increased healing, psychic diagnosis, and resist fatigue, plus special abilities listed under powers. Has 2D4 × 100 I.S.P. All are gentle creatures dedicated to healing and helping other beings, especially intelligent life forms. Feeds on small amounts of potential psychic energy.

Powers: The Pathic Healer attaches to the head or chest, links with the body and probes the body for injury and disease. A comprehensive scan takes a mere 1D4 minutes. The creature then telepathically transmits the information, complete with visual images of internal workings, to nearby individuals (ideal for doctors). It also continually transmits vital data like heart rate, blood pressure, body temperature, chemical balance, oxygen levels, respiration, blood loss, trauma, and the presence and location of disease, parasites, symbiotic organisms and cybernetic implants.

The healer also adds a bonus of +4 to save vs toxins, +20% to save vs coma/death, restores 1D6 hit points, and provides the doctors, nurses, and healers working on the sick or injured creature a +10% skill bonus.

Bonuses: See powers.

Side Effects: None, other than temporarily draining 1D4 P.P.E. every eight hours. May stay attached to a seriously ill or injured creature until it is fully recovered. The Pathic Healer may also offer philosophical advice whether it is appreciated or not. It thinks on a different level than humans, has no desire for the acquisition of possessions or power, and holds life, healing, kindness and good things above all else. If it likes a person or feels that the character needs it (including emotional needs) it may refuse to detach itself.

Size: About the size of a man's hand.

Means of Elimination: Will leave if requested by the patient or doctor, although it may argue the point; it will not want to leave somebody who needs healing.

Note: The Pathic Healer will not allow other dangerous organisms to hurt the body.

Market Cost: Four million credits

Talo Mind Worms

The psionic worm feeds on the P.P.E. of living creatures.

Host type: Humanoids and intelligent beings of all kinds.

Host Environment: Burrows under the skin of the scalp and feeds on insignificant amounts of P.P.E. They cause no pain, discomfort, injury or negative side effects. At worst, they look like thick veins on the head, usually around the temples, only these veins occasionally pulsate or move.

Reproduction: The creatures mate once every three years. During mating season, the creature sends out empathic signals that only other Talo Mind Worms can feel. This will attract worms of the opposite sex who also burrow under the scalp, mate, and bear one or two offspring (who may stay or leave). Talo mate for life. As many as twenty Talo can live on the same person (no additional powers other than additional I.S.P.).

Hit Points: 2D6 each

Average Life Span: 12 years

Alignment: Effectively good.

Attributes: None to speak of; low I.Q., operates more on instincts and emotions than anything else (empathic by nature). Prefers its symbiotic partner to be happy and cheerful, whether he be good or evil. Negative vibes may cause them to leave. Each worm has 15 I.S.P. and possesses the same psi-powers as listed below.

Powers: Instills the following psionic abilities to its symbiotic partner: An I.S.P base of 12, bio-regenerate self, psychic purification, resist fatigue, empathy, sixth sense, mind block auto-defense, and summon inner strength. Plus each Talo worm provides five I.S.P. and two S.D.C. points to the host body. The creature does what it can to keep its symbiotic partner happy and healthy.

Bonuses: +1 to save vs psionic attacks, +2 to save vs poison, and +2% to save vs coma/death. Bonuses and powers are not increased even if a score of worms live in the person's head.

Side Effects: None other than an occasional crawling sensation at the temples.

Size: Three to six inches long, 1/8 of an inch in diameter (3 mm).

Means of Elimination: Surgery, but that may leave minor scarring (reduce P.B. by 1 point). An alternative is to concentrate on depressing, sad, and negative thoughts, which may drive them away. Empathic communication by the host partner or another psionic may also convince them to leave if their symbiotic partner doesn't want them.

Note: Talo Mind Worms will allow other parasitic or symbiotic organisms to share its host body as long as the organisms do not hurt or sadden their partner.

Market Cost: Two million credits each, 5.5 million for a mated pair.

Bio-Wizard Weapons



Psi-Interrogator

A terrible psionic device that combines a psionic monster with biotechnology. It is designed to extract information from the minds of unwilling subjects and for torture. The device resembles a thorny pod with a short handle. The pod opens up to release four tentacles that encircle the head/face and pulls it into the pod. The psionic interrogation

or torture begins the instant even one tentacle touches the skin. The device can perform psychic probes, cause fear, pain, and nightmares, among other things.

Weight: 6 lbs (2.7 kg)

Mega-Damage: Psionic damage only.

Psionic Powers: All are equal to a sixth level master psionic. A roll of 15 or higher is necessary to save.

1. Bio-Manipulation (10 I.S.P., super psionic power).
2. Empathic Transmission (6 I.S.P., super psionic power).
3. Mind Bond (10 I.S.P., identical to the super psionic power, only the data is telepathically relayed to the operator of the psi-interrogator).
4. Mind Wipe (I.S.P. varies, super psionic power).
5. Induce Sleep: (4 I.S.P., healer power).
6. Psychic Diagnosis: (4 I.S.P., healer power)
7. Psychic Surgery: (4 I.S.P., healer power used for torture). The tentacled thing can operate much like a hand and perform psychic surgery, usually to hurt not heal.
8. Telepathy (4 I.S.P.). Same as the psionic power only half the usual range.

Rate of Fire: Four psi-attacks per melee. Different powers can be activated in the same melee, all effects are cumulative.

Effective Range: By touch except for telepathy.

Psionic Saving Throw: Defenders must save as if they were against a master psionic, 15 or higher.

Payload: 140 I.S.P. and regenerates 10 points per hour. It can be completely restore expended I.S.P. at a ley line nexus or stone pyramid. The device has a life of 70 years before it needs a replacement organism.

Note: Considered a magic weapon and is indestructible.

Market Cost: Generally not available on the open market, but when it is, it will sell for anywhere from one to two million credits.

Psionic Rod or Scepter

Once again, the Zembakh is the prime component for this weapon. This time the device is a three foot long (0.9 m) scepter and draws on the creature's psionic power rather than the mystical. The majority of the Zembakh's body is encased in silver or gold metal and the head is enclosed in what looks like a glass bubble filled with fluid. The characteristic large white eye is glossy black and has a dead look to it. A telepathic link is established between the scepter and its user, enabling the character to draw on the psionic powers of the rod with a simple mental command. The psionic scepter is typically used by Splugorth High Lords, Powerlords and the occasional other minion, usually high ranking officers and officials.

Weight: 7 lbs (3.2 kg)

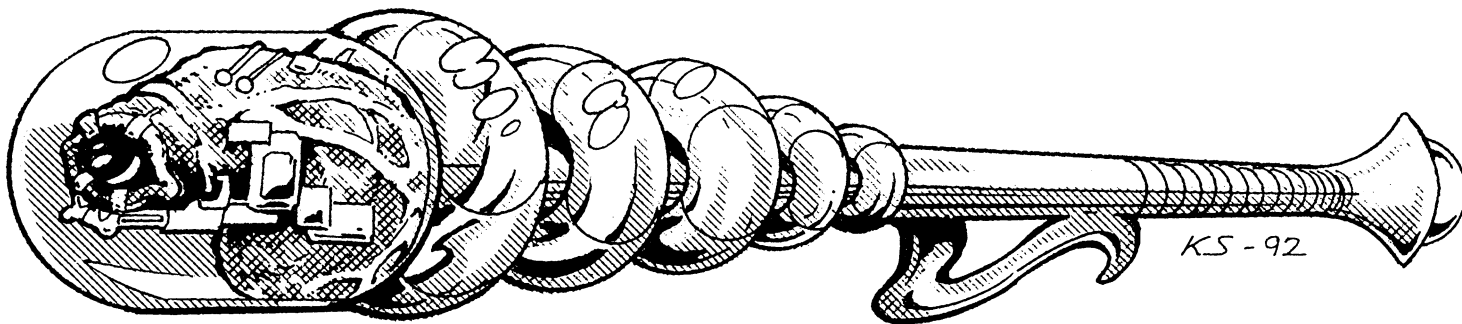
Mega-Damage: As a blunt weapon, damage is 1D4 M.D. plus the character's P.S. damage. Also see psionic powers.

Psionic Powers:

1. Psi-Sword (30 I.S.P.): The sword blade appears from the head of the scepter. Same as the superpsionic power, equal to a 6th level psionic.
2. Telekinetic Force Field (30 I.S.P.): Same as the super psionic power, equal to a 6th level psionic.
3. Mind Bolt (I.S.P. varies): Same as the super psionic power, equal to a 6th level psionic.
4. Telepathy (4 I.S.P.): Same as the psionic power only twice the usual range. Equal to a 6th level psionic.
5. Minor Sensitive Power (I.S.P. varies): Mind block, sense evil, sense magic, and sixth sense. All are equal to a 6th level psionic.
6. Minor Physical Powers: (I.S.P. varies): Alter aura, ectoplasm, impervious to cold, and impervious to fire. All are equal to a 6th level psionic.

Rate of Fire: Four per melee. Different powers can be activated in the same melee, all effects are cumulative.

Effective Range: Varies with the particular psi-power.



Psionic Saving Throw: Defenders must save as if they were against a master psionic, 15 or higher.

Payload: 92 I.S.P. and regenerates 10 points per hour or can be completely recharged at a ley line nexus or stone pyramid. This Zembahk will live for 100 years. When it dies a new Zembahk can be installed.

Note: Considered a magic weapon and is indestructible.

Market Cost: Generally not available on the open market, but when it is, it will sell for anywhere from two to twelve million credits.

Staff of Pacification

The staff is powered by an imprisoned creature of magic known as a Zembahk. The housing at the top of the staff is the containment and life support capsule for the creature. The bio-wizardry used to create the staff transforms the Zembahk into a powerful magic battery. Unfortunately, it also turns the creature into a mindless zombie. The creature instantly links with the staff user by means of telepathy and responds to the user's every mental command. The staff is standard issue for the Splugorth Overlords and is occasionally used by High Lords, Powerlords, Conservators, Slavers, and other minions, usually by high ranking officers and officials like governors. The staff is depicted on the cover.

Comment: Designed specifically with the Overlord in mind.

Weight: 12 lbs (5.4 kg)

Mega-Damage: 2D6 M.D. plus the character's P.S. bonus. Also see magic powers.

Magic Powers: All spells and blasts are equal to a fifth level spell.

1. Energy Bolt: 4D6 S.D.C. (2 P.P.E. per blast) or 2D6 M.D. (4 P.P.E. per blast), range is limited to 2000 ft (610 m), +3 to strike. Rate of fire is equal to the number of hand to hand attacks.

2. Agony (20 P.P.E.), same as the spell.
3. Blind (6 P.P.E.), same as the spell.
4. Mute (50 P.P.E.), same as the spell.
5. Paralysis: lesser (5 P.P.E.), same as the spell.
6. Domination (10 P.P.E.), same as the spell.
7. Trance (10 P.P.E.), same as the spell.
8. Befuddle (3 P.P.E.), same as the spell.
9. Magic Net (7 P.P.E.), same as the spell.

Rate of Fire: Three magic attacks per melee. Each magic attack counts as one of the character's melee actions. The only exception is the energy bolt which can be fired repeatedly equal to the user's total number of hand to hand attacks/actions.

Effective Range: Varies with the particular spell, generally 10 ft (3 m) to 60 feet (18.3 m).

Magic Saving Throw: Spell strength is equal to a 5th level wizard. To save, a character must roll a 13 or higher.

Payload: 80 P.P.E., which regenerates at a rate of 10 points per hour. The staff can be instantly and completely recharged at a ley line nexus or stone pyramid. The lobotomized Zembahk will live for 150 years. When it dies, a new Zembahk can be installed.

Note: Considered a variation on rune weapons. The staff is indestructible. The housing unit with the zombie Zembahk has 50 M.D.C. and the Zembahk has 70 M.D.C., but the housing unit is so small that attackers must make a "called shot" even in hand to hand combat and are -3 to strike.

If the housing unit is destroyed, the magic powers disappear. All that is left is an indestructible staff. The lobotomized Zembahk will live for 1D6 days without a housing unit.

Market Cost: Generally not available on the open market, but can sell for anywhere from 10 to 40 million credits. A new containment unit can only be purchased or stolen from Atlantis and costs 500,000 credits, if it can be found at all. A rare Zembahk will cost 600,000 to a million credits.

Staff of Power

This weapon is similar in its basic design to the pacification staff. The major difference is the styling of the staff and the type of magic built into it. Again, the Zembahk serve as the mystic power source, only this staff contains two Zembahk. The staff of power can be used by any member of the Splugorth's elite minions, but is most common among Powerlords, Overlord officers, Slavers and High Lords.

Comment: Designed with the elite minions in mind.

Weight: 25 lbs (11 kg)

Mega-Damage: As a blunt weapon, damage is 5D6 M.D. plus the character's P.S. damage. Also see magic powers.

Magic Powers: All spells and blasts are equal to a fifth level spell.

1. Heal Wounds (10 P.P.E.), same as the spell.
2. Words of Truth (15 P.P.E.), same as the spell.
3. Sleep (10 P.P.E.), same as the spell.
4. Shadow Meld (10 P.P.E.), same as the spell.
5. Call Lightning (15 P.P.E.), same as the spell.
6. Energy Disruption (12 P.P.E.), same as the spell.
7. Mystic Portal (60 P.P.E.), same as the spell.
8. Negate Magic (30 P.P.E.), same as the spell.
9. Anti-Magic Cloud (140 P.P.E.), same as the spell.

Rate of Fire: Two different types of magic can be activated per melee, all effects are cumulative.

Effective Range: Varies with the particular spell, generally 10 ft (3 m) to 300 feet (91 m).

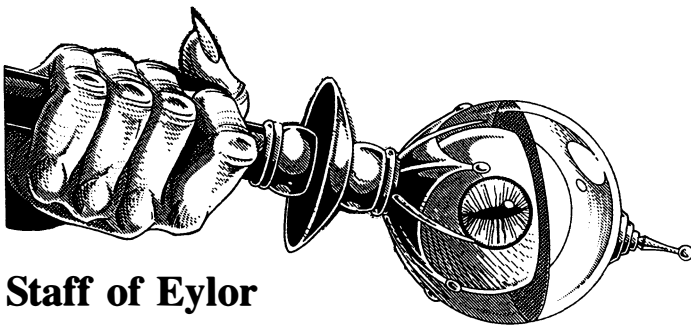
Magic Saving Throw: Spell strength is equal to a 5th level wizard. To save, a character must roll a 13 or higher.

Payload: 160 P.P.E. and regenerates 20 points per hour. The staff can be instantly and completely recharged at a ley line nexus or stone pyramid. The lobotomized Zembahk will live for 150 years. When they die, new Zembahk can be installed.

Note: Considered a variation on rune weapons. The staff is indestructible. The housing unit with the two Zembahk has 100 M.D.C. and each Zembahk has 70 M.D.C., but the housing unit is still small enough that attackers must make a "called shot" and are still -1 to strike.

If the housing unit is destroyed, the magic powers disappear. All that is left is an indestructible staff. The lobotomized Zembahks will live for 1D6 days without a housing unit.

Market Cost: Generally not available on the open market, but can sell for anywhere from 10 to 60 million credits. A new containment unit can only be purchased or stolen from Atlantis and costs 750,000 credits, if it can be found at all. A rare Zembahk will cost 600,000 to a million credits.



Staff of Eylor

a.k.a. The Slaver's Eye Staff

This weapon is a large staff with a soccerball size eye floating in a transparent sphere. It contains an eye of Eylor, the planet-being, and provides great magic power. Like the Zembahk empowered staves, a telepathic link is established between the staff and its user. However, this link is a permanent psionic and physical connection (symbiotic) that is established within the first 72 hours of having used the staff. To start the bonding, an individual must willingly use the staff and accept its power. Once the link is made, it cannot be broken until the user dies. This means other beings cannot use the staff until its owner is slain.

Note, that for every one M.D.C. point of damage the staff suffers, its owner loses 10 hit points (M.D. if a mega-damage creature)! Thus, destroying the staff could kill its owner as well (a measure to insure that its user takes good care of it).

The staff is a variation of a rune weapon and as such has its own intelligence (roll 3D4 + 2), a mind of its own and an evil alignment (all programmed by its Splugorthian creators). It communicates telepathically only with its owner and may offer suggestions, information, and warnings. It loathes humanoid life, and will not act to help or save humanoids unless commanded to do so by its master. It is always loyal to the Splugorth and Splugorth Slavers. It can appreciate a fellow evil being.

Comment: Designed specifically for the Slaver, it is standard issue but has also become a favorite of many Conservators.

Alignment: Programmed for compatibility with the intended user; typically evil.

Weight: 20 lbs (9 kg).

Mega-Damage: As a blunt weapon, damage is 3D6 M.D. plus the character's P.S. damage. Also see magic powers.

Magic Powers: Each of the following can be cast twice a day. All spells and blasts are equal to eighth level spell magic.

1. Extinguish Fire (4 P.P.E.), same as the spell.
2. Repel Animals (7 P.P.E.), same as the spell.
3. Fear (5 P.P.E.), same as the spell.
4. Chameleon (6 P.P.E.), same as the spell.
5. Befuddle (3 P.P.E.), same as the spell.
6. Call Lightning (15 P.P.E.), same as the spell.
7. Energy Disruption (12 P.P.E.), same as the spell.
8. Dispel Magic Barriers (20 P.P.E.), same as the spell.
9. Negate Magic (30 P.P.E.), same as the spell.
10. Tongues (12 P.P.E.), same as the spell.
11. Oracle (30 P.P.E.), same as the spell.

Special Powers: If stolen or lost, it will magically appear within 24 hours, regardless of the number of miles between the two. The eye-staff can also heal itself, restoring one M.D.C. per 24 hours.

Rate of Fire: Two different types of magic can be activated per melee, all effects are cumulative.

Effective Range: Varies with the particular spell, generally 10 ft (3 m) to 300 feet (91 m).

Magic Saving Throw: Spell strength is equal to an 8th level wizard. To save, a character must roll a 14 or higher.

Payload: 100 P.P.E. and regenerates 20 points per hour. The staff can be instantly and completely recharged at a ley line nexus or stone pyramid. The eye will live for centuries unless physically destroyed.

Note: Although a variation of rune magic, the staff is not indestructible. It has a total of 150 M.D.C. and is a difficult target to hit. Attackers must make a "called shot" even in hand to hand combat and are -2 to strike.

Market Cost: Generally not available on the open market, but can sell for anywhere from 10 to 40 million credits.

Staff of All Seeing

This weapon is identical in basic design to the pacification staff, the only difference is its magic powers. It too utilizes a lobotomized Zembahk with a containment and control unit at the top of the staff. It is the containment unit that stimulates the creature to produce the desired magic. There is a telepathic link between the staff and the staff's user. A simple mental command activates the staff to respond in the most appropriate way. The staff is typically used by Splugorth High Lords, Overlords, Powerlords, Slavers, Conservators and the occasional other minions, usually high ranking officers and officials like governors.

Comment: Designed specifically with the Overlord and High Lord in mind.

Weight: 12 lbs (5.4 kg)

Mega-Damage: 2D6 M.D. plus the character's P.S. bonus. Also see magic powers.

Magic Powers: All spells and blasts are equal to a fifth level spell.

1. Detect Concealment (6 P.P.E.), same as the spell.
2. See Aura (6 P.P.E.), same as the spell.
3. See the Invisible (4 P.P.E.), same as the spell.
4. Eyes of Thoth (8 P.P.E.), same as the spell.
5. Eyes of the Wolf (25 P.P.E.), same as the spell.
6. Oracle (30 P.P.E.), same as the spell.
7. Sense Magic (4 P.P.E.), same as the spell.
8. Sense Evil (2 P.P.E.), same as the spell.
9. Tongues (12 P.P.E.), same as the spell.

Rate of Fire: Two different types of magic can be activated per melee, all effects are cumulative.

Effective Range: Only the wielder of the staff is endowed with these powers.

Magic Saving Throw: Spell strength is equal to a 5th level wizard.

Payload: 80 P.P.E., which regenerates at a rate of 10 points per hour. The staff can be instantly and completely recharged at a ley line nexus or stone pyramid. The lobotomized Zembahk will live for 150 years. When it dies, a new Zembahk can be installed.

Note: Considered a variation on rune weapons, the staff is indestructible. The housing unit for the zombie Zembahk has 50 M.D.C. and the Zembahk has 70 M.D.C., but the housing unit is so small that attackers must make a "called shot" even in hand to hand combat and is -3 to strike.

If the housing unit is destroyed, the magic powers disappear. All that is left is an indestructible staff. The lobotomized Zembahk will live for 1D6 days without a housing unit.

Market Cost: Generally not available on the open market, but can sell for anywhere from six to 24 million credits. A new containment unit can only be purchased or stolen from Atlantis and costs 500,000 credits, if it can be found at all. A rare Zembahk will cost 600,000 to a million credits.

Telepathic Holographic Imager

This living machine can turn thoughts into three dimensional images. The images are smaller than life-size and resemble a holographic projection.

Comment: Designed for use by the elite minions.

Weight: 50 lbs (22.68 kg)

Mega-Damage: None

Magic Powers: Turns thoughts into three dimensional images. Excellent for depicting the images of people (villains, runaway slaves, spies, suspects), weapons, devices, and places. The holographic image is typically 65% accurate, especially when relaying technical data. However, strong familiarity with the subject will increase the level of accuracy and completeness to 85% and images from characters with total recall are 100% accurate.

Effective Range of Image Projection: 10 ft (3 m)

Magic Saving Throw: None

Payload: Draws on the P.P.E. or I.S.P. of its user or ambient energy in the area.

Note: The projector is a combination of machine and living being. It has a simple plant-like intelligence and 2D4 M.D.C.

Market Cost: Generally not available on the open market. When it is available, it can sell for anywhere from two to eight million credits.



Overlord Power Armor

Overlord power armor is magic environmental armor specifically created for the Kydian race (Overlords and Powerlords). Consequently, the armor is made to fit their giant and bulky frames. The telepathic control system of the armor is attuned specifically to Kydians and no others. Still, with some techno-wizard modifications, other giant humanoids may be able to use the armor at least as body armor (not likely to be able to access the magic powers).

Comment: Designed specifically for the Kydian race.

M.D.C.: 230 plus magic.

Weight: 30 lbs (13.6 kg)

Mobility: Excellent, - 5% prowl penalty.

Magic Powers: The armor has several magic properties which can be engaged by mental command and the pressing of one of the three large

buttons. The two red buttons on the suit engage all physical manifestations of magic like flying, while the white button on the forehead of the helmet engages mental and biological magic. All magic is equal to fifth level power and duration.

Top Red Button (and a mental command) engages any of the following:

1. Fly as the Eagle (25 P.P.E.), same as the spell.
2. Swim as the Fish (12 P.P.E.), same as the spell.
3. Breathe Without Air (5 P.P.E.), same as the spell.
4. Superhuman Speed (10 P.P.E.), same as the spell.
5. Escape (8 P.P.E.), same as the spell.

Lower Red Button (and a mental command) engages any of the following:

1. Shadow Meld (10 P.P.E.), same as the spell.
2. Invisibility: Superior (20 P.P.E.), same as the spell.
3. Charismatic Aura (10 P.P.E.), same as the spell.
4. Impervious to Energy (20 P.P.E.), same as the spell.
5. Energy Field (10 P.P.E.), same as the spell.

White Forehead Button (and a mental command) engages any of the following:

1. See the Invisible (4 P.P.E.), same as the spell.
2. Sense Magic (4 P.P.E.), same as the spell.
3. Tongues (12 P.P.E.) same as the spell.
4. Heal Wounds (self only — 10 P.P.E.), similar to the spell.
5. Negate Poison (self only — 5 P.P.E.), same as the spell.

Rate of Fire: Two different types of magic can be activated every melee (15 seconds); all effects are cumulative.

Effective Range: Self; the wearer of the armor only.

Magic Saving Throw: Spell strength is equal to a 5th level wizard. To save, opponents must roll a 13 or higher.

Payload: 180 P.P.E. total (120 P.P.E. for the body armor and 60 P.P.E. for the helmet). Both regenerate 10 P.P.E. per hour and can be completely recharged at a ley line nexus or stone pyramid.

Note: See the cover painting for an illustration of an Overlord in his power armor holding a Staff of Pacification.

Market Cost: Generally not available on the open market. Suits modified by the Splugorth for different life forms are sometimes given away as a reward or sold as part of a special arrangement. Sell for anywhere from three to nine million credits.

Armor Repair Cost: Splugorthian alchemist can repair M.D.C. at a cost of 150,000 credits per every 10 M.D.C. points.

The Eyes of Eylor

A living bio-wizard component

The Eyes of Eylor are said to be from the legendary living planet and possess incredible sensory and magic powers. The eyes are used as power sources in bio-wizard devices and for their optical and other abilities.

Alignment: Not generally applicable, however, the eyes can be programmed to be a particular alignment when used in bio-wizardry; typically evil or anarchist.

Appearance: Look like giant human eyes.

Average Life Span: Unknown; estimated 50,000 years, may be effectively eternal.

Attributes: Not applicable. Show an amazing degree of memory and total recall, but function like a blank computer that is able to hold and use knowledge in a programmed way but NEVER really think or act on their own — perfect for bio-technology.

Hit Points: Mega-damage creatures that don't seem to need any kind of nourishment, they just exist and can exist in any environment, including the vacuum of space.

M.D.C.: 40 for baseball size eyes, 60 for basketball size eyes, 100 for those twice the size of a basketball and 120 M.D.C. for eyes as big as a 50 gallon (190 liter) drum.

All eyes can regenerate 1D4 × 10 M.D.C. per minute and can instantly create an armor of Ithan force field around them (this field is sometimes expanded to include a larger bio-wizard body or area and therefore weakens the protection of the eyes themselves, as is the case of the Splugorth Slave Barge). They may also be encased in an M.D.C. containment mechanism/housing.

Weight: Approximately 2 lbs for small eyes (0.9 kg) to 350 lbs (157.5 kg) for the largest; have a lot of mass.

Optics:

1. Perfect 20/20 vision and sees a wider color spectrum.
2. Nightvision 600 feet (183 m)
3. Telescopic vision (6000 feet/1800 m)
4. Magnification to the 300th power.
5. Polarized vision and can tell direction by looking at the position of the sun's rays (88%).
6. Psionic Sensory Perception: see aura, see the invisible, sense magic, and see P.P.E. energy, without requiring an additional source of I.S.P. or P.P.E.

Bonuses: Impervious to horror factor, gases, poisons, and drugs. +3 to save vs magic and psionic attacks.

Magic & P.P.E.: 150 P.P.E. for small eyes, 250 for medium and 400 for the large eyes. The magic powers of small to medium eyes are the equivalent of an 8th level mage, large eyes can be the equal of an 8th or 12th level wizard.

Small and medium sized eyes can be programmed to perform as many as eleven (11) different spells as often as two times each. Large eyes can be programmed to perform as many as twenty (20) spells as often as three times each. The eyes can be programmed with any magic spells (not warlock magic) from levels one through eight.

Psionic Powers: 1D6 × 10 + 40. Equivalent to a minor psionic. Abilities are limited to empathy, telepathy (mainly a receiver and serves as a mental link when used in bio-wizardry), see aura, see the invisible, sense evil, sense magic, and total recall.

Other Abilities: Prowl 70%, track (humanoids) 70%. Maximum speed flying or floating is 35 mph/56 km (Spd 50) and can attain a height of 400 feet (122 m). Also functions perfectly underwater, in space and in any environment.

Eylor Floating Eyes — Observation Spheres/Sensor Probes

Perhaps the most common bio-wizard device utilizing the magic eyes are the floating eye or observation balls. Five accompany the infamous slave barge and can be used as single units for the purpose of spying, reconnaissance and observation. These observation spheres resemble glass orbs with a metal top and bottom (as depicted **Rifts Ult. Ed.**, p. 248).

Alignment: Typically not applicable — used as a tool.

Horror Factor: 14

M.D.C.: Sphere is 50 to 100, the eye itself has 60 M.D.C.

Optics: As previously described under the Eyes of Eylor.

Other Abilities: Prowl 70%, track (humanoids) 70%, speed flying or floating is 35 mph/56 km (Spd 50) and can attain a height of 400 feet (122 m).

Magic Program: Typically programmed with the following spells:

Blinding flash, globe of daylight, and chameleon (on self only). The eye can cast each spell twice per 24 hour period. 250 P.P.E.

Combat: Magic or may have a mini-blaster built into the lower cap.

Optional Jolt Gun, Mini-Blaster

Primary Purpose: Herd slaves

S.D.C. Damage: Three settings: 2D6 S.D.C. or 4D6 S.D.C. or 1D4 M.D. per blast (double damage and range on a ley line).

Range: 1000 feet (305 m)

Rate of Fire: Up to four blasts per melee.

Payload: Effectively unlimited.

Eylor Seeker-Hunter Eye

This device is very similar to the observation ball in both appearance and abilities. The only differences are its large size (50 gallon drum), increased P.P.E., increased magic, and evil alignment. It is typically used to guard a particular area or to seek and destroy the enemy.

Alignment: Evil, typically aberrant.

Horror Factor: 14

M.D.C.: Sphere is 200, the eye itself is 120.

Optics: As previously described under the Eyes of Eylor.

Other Abilities: As previously described under the Eyes of Eylor.

Psionics: As previously described under the Eyes of Eylor.

Magic Program: Typically programmed with the following 18 spells: Blinding flash, globe of daylight, globe of silence, chameleon (on self only), eyes of the wolf, see the invisible, see aura, locate, turn dead, constrain being, fuel flame, paralysis: lesser, telekinesis, fire bolt, fire ball, call lightning, wisps of confusion, and magic net. The eye can cast each spell three times within a 24 hour period and possesses 400 P.P.E.

Combat: A total of five melee attacks; three magic attacks per melee plus two additional melee actions/attacks. Tends to rely on magic but may also have a laser and/or plasma blaster built into the lower cap. A butt with its body does 1D4 M.D., a high speed ram does 2D6 M.D.

Optional Laser (a combination of light spells and laser optics):

Primary Purpose: Defense.

Mega-Damage: Two settings: 2D6 M.D. or 3D6 per blast.

Range: 2000 feet (610 m)

Rate of Fire: Up to four blasts per melee.

Payload: Effectively unlimited.

Optional Plasma Blaster (a combination fire magic and blaster):

Primary Purpose: Assault.

Mega-Damage: 5D6 M.D. per blast.

Range: 2000 feet (610 m)

Rate of Fire: Up to four blasts per melee.

Payload: Effectively unlimited.

Eylor Slave Barge a.k.a Slaver's Barge

The infamous Slaver's barge is a symbiotic device that was specifically designed for the Splugorth Slaver. The lone pilot actually becomes a part of the barge, linked to it both physically and mentally. This means the Slaver can never detach himself from his vessel. No other being can pilot the slave barge.

In addition to the Slaver's own abilities, the barge and its many eyes give the pilot all the powers of the Eylor eyes.

Alignment: Same as the pilot.

Horror Factor: 14

M.D.C. by Location:

Slave Barge Main Body — 500

Transmutation Slime Containment chamber — 250

Barge Shields (4) — 100 each

Barge eyes (5) — 50 each

Note: The barge and its five eyes die if the Slaver connected to it is slain. The additional observation eyes fly back to Atlantis and the eye-staff must find a new master within 72 hours or it too will die.

Theoretically, a bio-wizard or techno-wizard could modify the barge to accommodate life forms other than the Splugorth Slaver. However, like the Slaver, the pilot would be permanently attached to the symbiotic machine and would require transmutation fluid in the containment unit. Such a modification has *never* been performed!

The Magic, Weapons & Special Abilities of the Barge:

1. **Force Field (Armor of Ithan):** Engages instantly and automatically when attacked or threatened by any means, physical, energy, magic, psionic, etc. (no, there is no chance to blast before the force field is

in place). Provides maximum protection and mobility; can fight using tentacles.

2. Optic & Sensory Capabilities from the Eylor Eyes: As previously described under the Eyes of Eylor.

3. Psionic Powers: The barge bestows its pilot with the powers of mind block and telepathy.

4. Magic Program: Programmed with blinding flash, globe of daylight, and chameleon (on barge and its occupants). Each spell can be cast twice per 24 hour period. Total P.P.E.: 1250.

5. Other Abilities: It moves silently, equal to a prowl skill of 64%. Speed flying or floating is 53 mph/85 km (Spd 77), with an attainable height of 500 feet (153 m). The decorative plate shields (100 M.D.C. Each) offer protective cover for the four blind warrior women that typically serve as the crew.

The Slaver can submerge himself up to the chin in the transmutation slime filled containment unit. The slime chamber is also a healing unit that restores 1D6 × 10 hit point for every 10 minutes of submersion; utilized by the Slaver and his warrior slaves. The barge can also function perfectly underwater and in space.

6. Barge Blasters (2): Located in the lower front and rear of the barge is a gun that resembles a pistol on a mechanical arm. This is an S.D.C. energy blaster that fires energy bolts.

Primary Purpose: Defense.

S.D.C. Damage: 4D6 S.D.C. per blast (6D6 S.D.C. on a ley line).

Range: 2000 feet (610 m)

Rate of Fire: Up to four blasts per melee.

Payload: Effectively unlimited.

Cost: 50 million (?); has never been available.

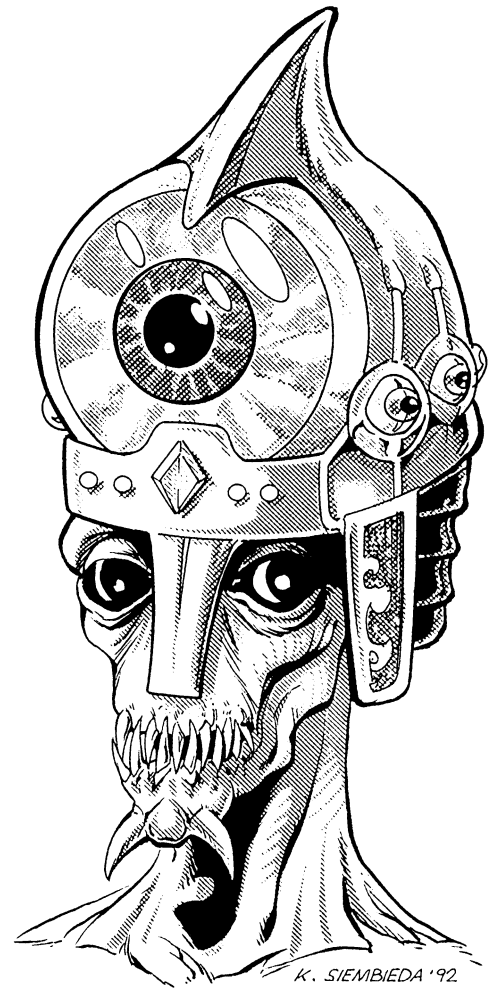
Symbiotic Weapon Modification

This is a magical bio-wizard modification that can be made to any type of weapon, including rune weapons. The magic links the weapon to its owner and gives the object a pseudo-intelligence. The weapon can sense when it is needed and magically appear in its owner's hand or belt. Likewise, it can be mentally summoned or placed in a particular location by the owner. The range is limited to a 40 mile (64 km) radius of the weapon's owner.

The magic requires the attachment of a baseball sized eye of Eylor and instills the following magic properties: A pseudo-intelligence enabling the device to recognize the needs of its master and follow simple instructions for teleportation, hiding, and finding locations. Teleportation: lesser, levitate, and shadow meld can be performed at will and without limitation. It uses the shadow meld to seemingly disappear and reappear, and levitation is another means of concealment and movement. The magic also gives the weapon an additional 1D6 M.D. and its energy payload is unlimited, never needs recharging.

Note: As typical of symbiotic devices, the weapon cannot be used by anybody except the person it is linked with. When that individual dies, the weapon can link with another intelligent life form. It cannot attack by itself.

Cost: 100+ million credits or trade of services. Seldom made available even to minions.



Eylor Helm of Omnipotence

This is a large helmet that contains a basketball sized eye of Eylor in the center and three baseball sized eyes on each side. It is used by privileged High Lords or other elite minions who have been hand picked by their Splugorth master. The helm instills great magic power to the wearer.

Alignment: Evil, typically aberrant.

Horror Factor: 16

M.D.C.: Sphere is 200, the eye itself is 120.

Optics: As previously described under the Eyes of Eylor.

Other Abilities: As previously described under the Eyes of Eylor. Plus adds 50 M.D.C. to the wearer.

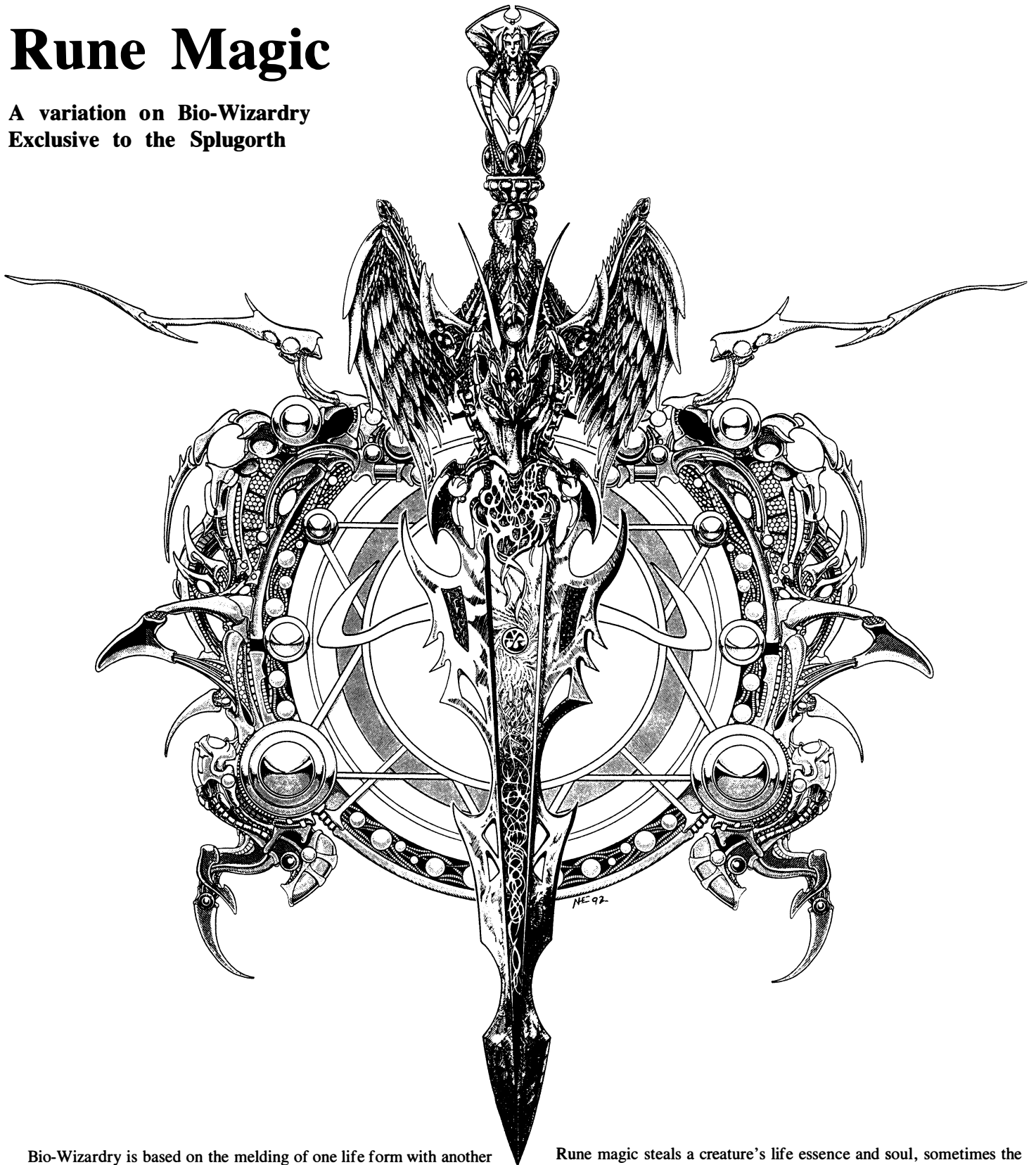
Psionics: As previously described under the Eyes of Eylor.

Magic Program: 30 spells (draws power from the many eyes); 8th level spell strength and a total of 1150 P.P.E.: Eyes of the wolf, see the invisible, see aura, detect concealment, oracle, breathe without air, invulnerability, teleport: lesser, time slip, escape, shadow meld, fly as the eagle, negate magic, dispel magic barrier, metamorphosis: human, mask of deceit, heal wounds, cure illness, exorcism, constrain being, turn dead, animate and control dead, domination, life drain, fire ball, call lightning, wisps of confusion, minor curse, sickness, and spoil. The eye can cast each spell three times within a 24 hour period and possesses 400 P.P.E.

Combat: Attacks per melee are equal to the wearer's normal hand to hand skills plus three magic attacks per melee. The wearer of the helm can use any variety of weapons with which the character feels comfortable.

Rune Magic

A variation on Bio-Wizardry
Exclusive to the Splugorth



Bio-Wizardry is based on the melding of one life form with another to create a more powerful or magically empowered being. There are even some instances where bio-wizardry is used to meld the organic with the inorganic to create magic devices. However, to accomplish this feat, unique creatures of magic must be used, like the Zembahk and Eylor. Rune magic is a derivative of bio-wizardry, only instead of using magic and other living things to empower the *living*, rune magic uses the living to empower lifeless, inorganic constructions like the legendary soul drinking rune sword. It melds the living, or at least the life essence of the living, with the non-living.

Rune magic steals a creature's life essence and soul, sometimes the physical body as well, and imprisons it in a dimensional vortex within the enchanted object/weapon. The life force empowers the object like a living battery. Ironically, it is that very life force which makes the item indestructible and provides it with much of its power. Within this dimensional prison the life force requires no means of nourishment or water. Thankfully, time is greatly distorted. A thousand years may seem like only a few days.

The key ingredients required to transform an ordinary inanimate object into a powerful rune weapon are intelligence, elements of the

supernatural, magic and life. Thus, supernatural beings of all kinds are the typical beings used to breathe life into rune weapons. Dragons and mortal practitioners of magic who have attained great mastery over magic (high levels of experience; 10th or greater) are also suitable for lesser rune weapons. Greater supernatural beings, including gods, godlings, ancient dragons, spirits of light, greater elementals, greater demons and demon lords are needed to create the most powerful rune weapons.

Because the object is infused with the life essence of the creature that empowers it, the object possesses the alignment of that life essence, as well as its personality and intelligence. The magic that enslaves the being also forces it to serve he who dares to wield the weapon. However, while the being cannot prevent the weapon wielder from drawing on the weapon's powers, it does not have to be polite, friendly or helpful. In fact, many of these beings will try to lead their owner morally astray and will instigate acts of selfishness and evil. Some may even lead their owner into mortal danger, delighting in the ensuing conflict. If the weapon wielder should die, the evil being knows that sooner or later, somebody else will find and use the weapon.

Only creatures who have the same or similar alignment as the weapon can use it. Since it is creatures of evil making weapons for fellow evil beings, they must draw upon the forces of evil to create a useable weapon. And because they are evil, they have few reservations about imprisoning other beings till the end of time. The Splugorth also enjoy using the life force of good creatures whenever possible, including the spirits of light, dragons, and godlings. This is usually done to further a diabolical scheme or to thwart an enemy, even though it means giving the forces of good a powerful weapon.

Legends of the **Palladium World** suggest that the dreaded Old Ones, alien intelligences possibly related to the Splugorth, were the ones who originally invented rune magic. After the disappearance of the Old Ones, only the Palladium dwarves held the secrets of the runes and used them, with terrible consequence, in their titanic war with the elves. Eventually they abandoned the diabolical magic and are recognized as perhaps the last race to hold those secrets in recent history (about 20,000 years past).

Since all rune weapons are indestructible, they have been passed on from generation to generation, are occasionally discovered in ancient ruins and temples, or stolen from powerful warriors and sorcerers. They remain the most powerful and coveted magic weapons in the megaverse.

Only the Splugorth hold the knowledge of rune magic and secretly continue to manufacture powerful rune weapons. It is a secret they zealously keep to themselves, not even sharing it with the High Lords or their most trusted minions! Furthermore, some have suggested that the Splugorth are methodically destroying any other creatures who try to acquire that knowledge.

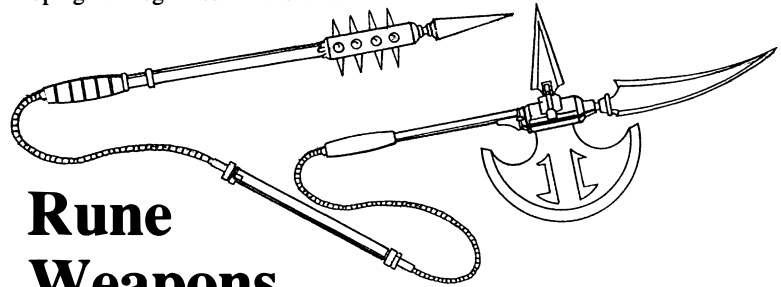
The Splugorth are extremely discrete in the creation, use, and distribution of rune weapons. The age and source of the weapon's origin is often disguised and the use of rune magic is done very sparingly. Greater rune weapons are seldom sold and few rune weapons of any kind are sold "openly," even in places such as Atlantis where everything seems to be available for the right price. The Splugorth have been so discrete that most races don't even know that they possess the technology to create "new" rune weapons. Most assume that all rune weapons were created thousands of years ago. The Splugorth would like to keep things that way.

Races like the Palladium dwarves abandoned that area of magic and destroyed all records of its existence, because it was finally seen to be far too evil, destructive, and corrupting. Only beings of an evil or anarchist alignment should even consider learning rune magic. Many champions of light refuse to use rune weapons because they will not be party to the abuse and imprisonment of intelligent life forms. Consequently, characters of a good or unprincipled alignment will never seek that area of mystic knowledge. Some actually work to prevent the knowledge from resurfacing and seek out and destroy weapons of evil

alignment (actually, they make them unavailable by hiding them, throwing them into volcanos, etc.).

The only reason a good character will use a rune weapon is because the being inside the weapon implores him to do so. Beings of a good alignment trapped inside rune weapons want to be used to promote good. It is only when they are used for good that they feel any sense of purpose, reward and inspiration. Helping others is the only thing that keeps them from going insane or giving in to the despair of their eternal imprisonment. Some even look at their predicament as the work of fate and have convinced themselves that they do more good by empowering others through the rune weapon than they could in life. Many evil beings on the other hand, enjoy being the tool of evil. Imprisonment makes them more bitter and meaner than ever, so they delight in being party to murder and causing pain and suffering.

GM Note: The secrets of rune magic should never be learned by any player character, and anyone who steals or develops any part of the mystic knowledge will be hunted down and destroyed by the Splugorth regardless of the cost.



Rune Weapons

What follows are some of the common and some not so common types of rune weapons found in the megaverse. Some are still produced and occasionally sold or bestowed to others by the Splugorth. The exorbitant cost of these mystic weapons often means the purchaser will be forced to provide a period of servitude or other great services to pay for the item. Also note that rune weapons are so coveted that evil and power hungry characters may do anything, including murder, to get one.

The most famous weapons ever made of metal and magic are the rune swords. However, all types of rune weapons, great and small, exist in the form of staves, maces, war hammers, axes, and so on, but blade weapons remain the most popular. The Splugorth have a preference for staves, swords and knives. Furthermore, the range of powers and abilities available to the greatest rune weapons is far more varied and expansive than most people ever realize. The Splugorth being the last great masters of rune magic can create these powerful variants.

Lesser Rune Weapons

The simplest rune weapons only have the following eight abilities/powers.

1. Independent personality, with an average to high I.Q.
2. Communicate through limited telepathy.
3. Are totally indestructible, the blades never dull or dent.
4. Made of black, dark grey, blue-grey, or dark red metal and lined from tip to handle with runes.
5. Do no less than 4D6 S.D.C./hit point damage. In Rifts Earth, they do no less than 4D6 M.D. and can actually be used to parry energy blasts (-6 to parry, very difficult).
6. Link themselves to their wielder/owner within six months of constant contact. Thus, both man and weapon can sense each other's presence within a four mile radius (6.4 km) if separated.
7. Adds +1 to all saving throws.

8. Can be used only by a person of a particular alignment (good, evil, or selfish). Persons not of a compatible alignment take 1D8 S.D.C. points of damage each time they touch the weapon or 3D6 M.D. if a mega-damage creature.

Note: All rune weapons must be made of metal or hard stone, ideally sculpted from a single stone or molded into one solid piece of metal; no moving parts like gears.

Cost: Four to sixteen million credits, sometimes more.

Greater Rune Weapons

The typical greater rune weapon will have all eight abilities as described under the lesser weapons and one or two greater abilities.

Powers commonly available to Greater Rune Weapons; select one or two.

- Cast elemental magic (offensive spells only). Such rune swords will be able to cast four elemental spells per day. All four spells will be of the same elemental force (water, earth, air, or fire). The weapon will know only four spells, but may cast them in any combination. Spell selection is limited to levels 1-6 and are equal in power to a sixth level warlock.
- Healing abilities. Heal wounds: 2D6 hit points and 2D6 S.D.C. or 2D6 M.D.C. if a mega-damage creature. Healing can be performed six times per 24 hour period. Plus remove curse: a 56% chance of success, four times daily. Turn 4D6 dead: a 55% chance of success, four times daily, duration is four hours. Animate & command 2D6 dead: a 64% chance of success, four times daily, duration is four hours.
- Psionic abilities. Possess all sensitive and physical powers and three super psi-powers. I.S.P. 3D6 × 10 at sixth level proficiency.

Note: Many rune weapons are also cursed and can lead to trouble or ruin.

Cost: 20 to 80 million credits, sometimes more.

The Soul Drinker

A greater rune weapon

— typically a blade weapon

The most powerful of the greater weapons possess all eight abilities as described under the lesser weapons and have two greater powers plus the ability to drink souls/absorb life essences.

The drinking of souls is the actual absorption and imprisonment of one's life essence. The victim's blood must be drawn by the weapon (cut) before the rune weapon can devour the life essence. This may be done slowly or in a spectacular flash. A victim devoured by a rune weapon is forever lost. Most soul drinkers are limited to a maximum of 1D6 souls per day. Victims of a soul drinking attack get to save vs magic, but must roll a 14 or higher. A successful save means the victim's essence is saved but suffers double damage (triple damage if a mega-damage creature). Even some deceptively simple or typical appearing rune weapons are soul drinkers.

Note: Seventy percent of all rune weapons are the legendary rune swords. Roll 14 or higher to save vs. soul drinking attack.

Cost: 30 to 120 million credits, sometimes more.

Holy Weapons

A unique greater rune weapon specifically designed for the forces of light.

A holy weapon is typically a rune weapon created by or for the forces of good to combat supernatural evil! Most of these weapons were created using magic arts lost eons ago. Many have been created by godlings and powerful supernatural beings of good. Thoth is believed to have gone through a period of time, thousands of years ago, when he created and distributed holy weapons.

Basic powers: All glow a faint white, yellow, red, or blue, register as magic, are indestructible, inflict no less than 2D6 + 6 damage (S.D.C. damage in S.D.C. worlds, M.D. in Rifts Earth and other mega-damage worlds), and possess the lesser rune weapon abilities numbers 3,6,7, and 8. Unlike the typical lesser rune weapon, it does not possess an intelligence, personality, or communicate telepathically with its owner. It can be any type of weapon but swords and staves are the most common.

Cost: Holy weapons are not generally available on the open market and those that are have been stolen, pawned, or found. Holy weapons are predominately given to knights, paladins, or other champions of good. Like other rune weapons, they are particularly uncommon on Rifts Earth.

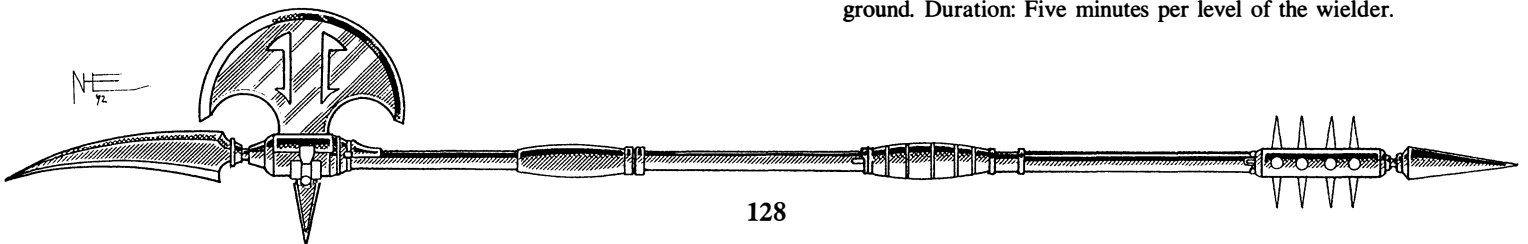
A simple holy weapon will have two special abilities from those described and will cost 500,000 to five million credits.

A greater holy weapon will have four special abilities from those listed and cost two to 12 million credits or more.

The Special Abilities of Holy Weapons (a.k.a. Weapons of Light)

Simple weapons have two special powers, while greater holy weapons will have four special powers.

- Remove curse: 50% chance (used one time only per person).
- Turn 4D6 dead: 80% chance by raising the weapon above one's head for all to see.
- Healing touch: Restores 2D6 S.D.C and hit points, or 2D6 M.D.C. points. Can be performed six times per 24 hours.
- Damage bonus: 2D6 additional damage (S.D.C. in S.D.C. worlds, changes to M.D. on mega-damage planes of existence).
- Monster Slayer: Inflicts normal S.D.C. damage + 6 points to human or mortal foes, but does double damage to supernatural beings and creatures of magic (including dragons) on planes of existence that are entirely S.D.C. based. On mega-damage worlds, that damage is mega-damage.
- Magic bonus: + 1 one to save vs magic, + 2 to save vs horror factor.
- Sense evil: The presence of evil is indicated by the weapon changing color, 20 foot (6.1 m) radius. Usually turns red or black.
- Expel devils and demons: Ratio for success is 89% against lesser foes and 44% against greater demons. The expulsion is accomplished by raising the weapon over one's head for all to see. Some weapons can be thrown into the air, where it hangs suspended until the demons or devils are expelled and then slowly drops back to earth. The power is basically the same as the spells banishment and exorcism combined.
- Circle of protection: Basically the same as the lesser spell. The weapon must be raised above one's head and then struck to the ground. Duration: Five minutes per level of the wielder.



Greatest Rune Weapons

These are super powerful rune weapons that are unbelievably rare. The weapons possess all eight abilities, many are soul drinkers (one of the powers available) and possess additional magic powers or spell-casting capabilities. Gods, godlings and demon lords are the typical power sources for these rare super weapons.

The typical greatest rune weapon will have all eight abilities as described under the lesser weapons and two greater or special abilities as listed below. The rarest of the rare have three special powers categories.

Powers commonly available to Greatest Rune Weapons; select two.

- Cast elemental magic. Same as greater rune weapons.
- Healing abilities. Same as greater rune weapons.
- Psionic abilities. Same as greater rune weapons.
- Drink souls. Same as the greater rune weapon.
- Spell casting abilities. Select a total of six magic spells from spell levels 6-11. Each can be performed three times per 24 hour period. All are equal to a 1D4 + 7th level spell.
- Inflict magic curses; includes the following: luck curse, minor curse, phobia curse, compulsion, and remove curse (54%). Each can be performed as often as three times per 24 hour period. All are equal to a 10th level spell.
- Dimension traveling/warping abilities: Teleport lesser, teleport greater, mystic portal, time hole, and sanctum. Each can be performed as often as two (not three) times per 24 hour period. All are equal to a 10th level spell.
- Double dragons head: Sculpted head can breathe down the length of the weapon to fire any of the following (can breath only one type at a time — each breath attack counts as one melee action). All the blasts inflict double damage to vampires and alien intelligences.

Fire Blast: 1D6 × 10 M.D., range 1000 feet (305 m).

Force Blast: 2D4 × 10 M.D., range 1000 feet (305 m).

Lightning Blast: 1D6 × 10 M.D., range 2000 feet (610 m).

- Animated and flying weapon. The weapon has sculpted wings and can be thrown and flies (with the help of the magic wings) 1000 feet (305 m), then return to its owner.

The weapon can be made to become completely animated in order to fight, held and moved through the air by its wings. The weapon functions as if it is were being used by an invisible warrior and can fight a long side its owner up to 200 feet (61 m) away. The weapon has three attacks per melee, +4 to strike and parry, and +2 on initiative. It cannot drink souls or cast spells when animated.

Note: Many rune weapons are also cursed and can lead to trouble or ruin.

Cost: Typically the Greatest Rune Weapons will command 6D4 × 10 million credits to possibly two or three times more depending on the weapon and the seller! The Sword of Atlantis, the Sword of Life and the Necronstaff never cost less than 500 million.

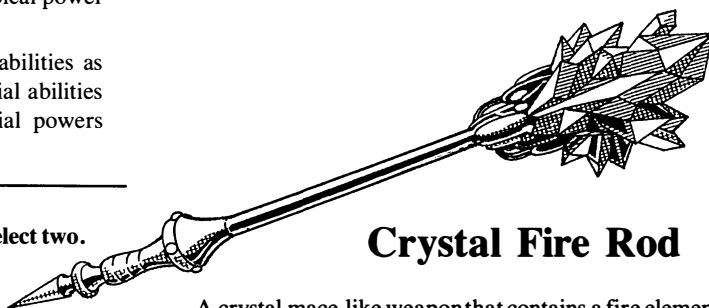
The following are the more typical categories of the Greatest “Splugorth” rune weapons. Variants within the weapon category are sometimes possible to make.

Call Staff

Possesses the eight standard abilities plus the following.

- Spell Magic: Can cast these spells as often as three times each, per 24 hours: Calling, commune with spirits, magic pigeon, compulsion, control & enslave entities, repel animals, and turn dead. Equal to an 8th level sorcerer.

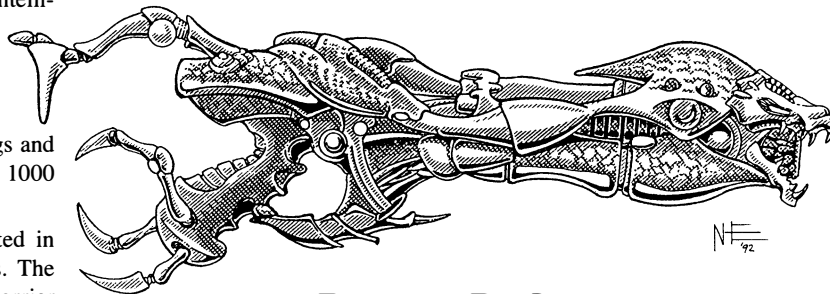
- All summoning spells! However, a particular spell can be used no more than once every 48 hours. Equal to an 8th level sorcerer.
- 5D6 M.D. from physical blows.
- The bladed tip can detach and fly like a guided missile, +5 to strike a specified and moving target, inflicting 1D4 × 10 M.D., but can only be activated twice per melee round. Automatically returns to the staff.



Crystal Fire Rod

A crystal mace-like weapon that contains a fire elemental as its source of magic and power. Possesses the eight standard abilities plus the following.

- Spell Magic: Can cast these spells as often as three times each, per 24 hours: Blinding flash, globe of daylight, cloud of smoke, wall of flame, circle of flame, fire bolt, fire ball, ignite fire, fuel flame, and impervious to fire. All are equal to a 12th level warlock. Optional: Instead of the spells listed, select two fire warlock spells from each level (14 spells total).
- Fires a laser beam, inflicting 5D6 M.D., range 2000 feet (610 m). Rate of fire is equal to the number of hand to hand attacks of its user.
- Can parry laser blasts, but -2 to do so.
- Radiate daylight from its crystal — can light up a 50 foot (15 m) area as if it were daytime outside. Can also radiate heat up to 80 degrees ((26.7 centigrade), affecting a 10 foot area.
- 5D6 M.D. from physical hits.

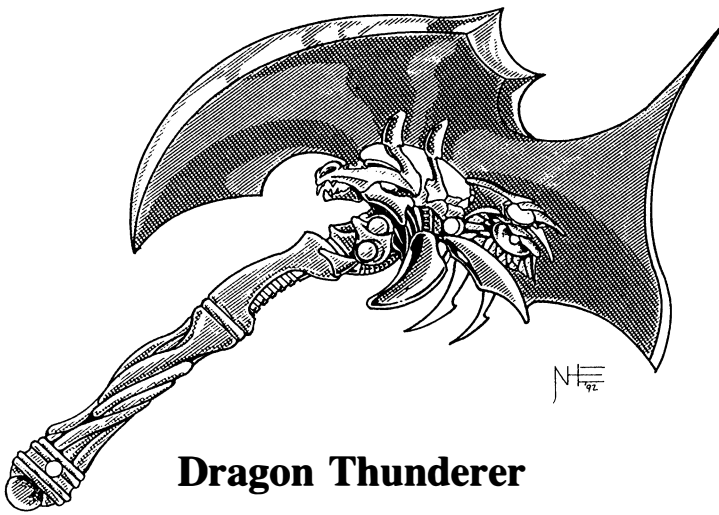


Dragon Rod

This weapon is truly unique because it resembles a gun with a dragon's neck and head for the barrel. However, it has no moving parts and is entirely empowered by rune magic.

Possesses the eight standard abilities plus the following.

- Spell Magic: Can cast these spells as often as three times each, per 24 hours: Circle of flame, fly, magic pigeon, metamorphosis human and animal. Equal to a 12th level sorcerer.
- The weapon can also shoot from its mouth a variety of energy and magic attacks without limit. Rate of fire is equal to the number of hand to hand attacks of its user.
 - Energy Bolt: 2D6 M.D., range 1000 ft (305 m).
 - Fire Ball: 1D4 × 10 + 8, range 1000 ft (305 m).
 - Lightning Blast: 2D4 × 10, range 2000 ft (610 m).
 - Carpet of Adhesion. Equal to a 12th level sorcerer.
 - Magic Net. Equal to a 12th level sorcerer.
 - Wind Rush: 1D4 M.D., plus the same effects and consequences as the spell; only the range is doubled (240 ft/73 m).
- 4D6 M.D. when used as a blunt weapon.

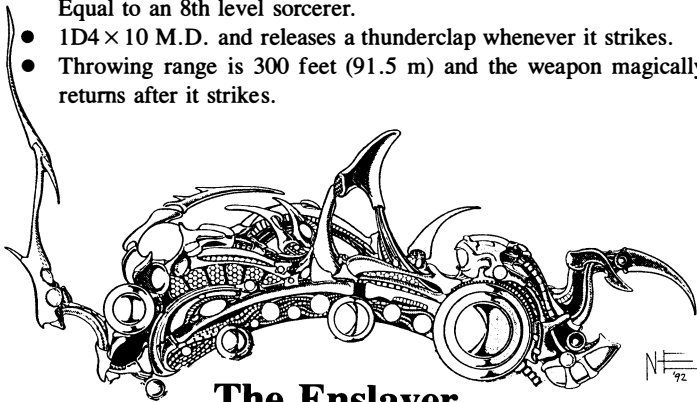


Dragon Thunderer

This rune weapon is typically an axe or blunt weapon like a mace or war hammer with the head of a dragon as part of its design.

Possesses the eight standard abilities plus the following.

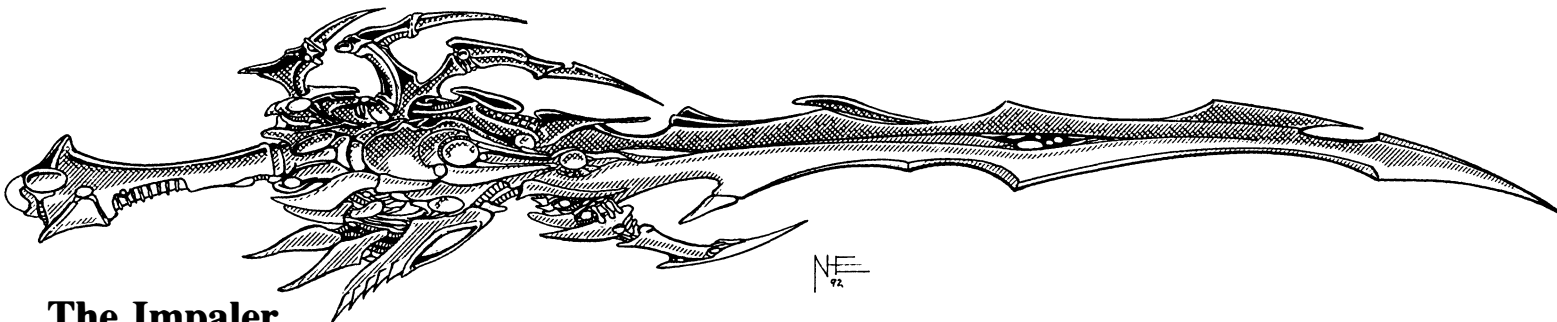
- Spell Magic: Can cast these spells as often as three times each, per 24 hours: Invulnerability, levitation, summon rain, and calm storms. Equal to an 8th level sorcerer.
- 1D4 × 10 M.D. and releases a thunderclap whenever it strikes.
- Throwing range is 300 feet (91.5 m) and the weapon magically returns after it strikes.



The Enslaver

A magical device that looks more like a stylistic statue of an insect than a weapon. Possesses the eight standard abilities and psionic powers.

- Spell Magic: Can cast these spells as often as three times each, per 24 hours: Trance, compulsion, dominance, fear, and mask of deceit.
- Psionic Powers: 2D6 × 10 + 100 I.S.P.; empathy, telepathy, sense evil, sense magic, see the invisible, sixth sense, bio-manipulation, empathic transmission, hypnotic suggestion, mentally possess others, mind bolt, mind bond, mind wipe, mind block auto-defense, psi-shield (80 M.D.C.) and psi-sword (up to 8D6 M.D.).



The Impaler

Typically a sword but sometimes a spear or pole-arm. It possesses the eight standard abilities plus the following.

- A drinker of souls/life essences.
- 1D6 × 10 M.D. from physical blows.
- Has four appendages that resemble spiked fingers. These spikes

shoot out from the weapon to impale an opponent. Rate of fire: one or more can be fired as often as twice per melee round.

Damage from the spikes is 2D4 + 2 M.D. each, so firing all four at a single target would inflict 1D4 × 10 M.D.; + 2 to strike.

- The weapon can also become animated, with the finger-like spikes crawling along the floor and up walls like a spider. It can hop, run or drop from a height to impale an opponent. Likewise, it can grab, hold and carry small items. Movement speed is 12, climbing skill is 80%. Attacks per melee: two, or four non-combat actions.

Necronstaff

A demonic looking staff that possesses the eight standard abilities plus the following.

- Spell Magic: Can cast these spells as often as three times each, per 24 hours: Animate & control dead, turn dead, sickness, spoil, minor curse, fear, death trance, shadow meld, and fire ball. Equal to an 8th level sorcerer.
- Summon 1D4 shadow beasts as often as once every 72 hours. The monsters will serve the staff holder for eight hours then disappear to their own dimension.
- A drinker of souls/life essences.
- 6D6 M.D. from physical blows. Double damage to vampires, ghouls, zombies and animated dead.
- The skull can do one of the following (select one).

Breathe Fire: 1D4 × 10 M.D., 60 ft (18.3 m) range).

Releases a gaseous cloud: Toxic, inflicting 4D6 M.D. and victims are -1 to strike, parry and dodge (eyes burn and water), area affect covering a 20 ft (6 m) radius around the weapon.

Releases a cloud of darkness: Area affect covering a 20 ft (6 m) radius, everyone in the cloud is momentarily lost in the cloud, lose half their melee actions/attacks and sense of direction. Okay when they find their way out of the cloud. Typically used as a means of escape or distraction. Note that those in the cloud are completely covered by the cloud and can only be attacked by an area affect weapon.

Bite: 4D6 M.D. and causes 1D4 melee rounds of weakness and a sick feeling. Victims of the bite lose one melee attack and are -2 to strike, parry and dodge.

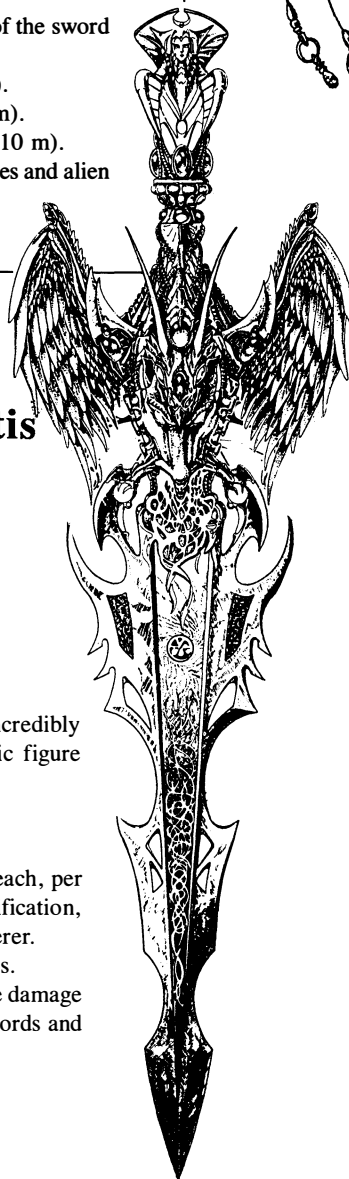
Sword of Atlantis

The sword is incredibly ornate, with flared protrusions, etchings, symbols, sculptured figures, and a double-headed dragon (signifying the duality of this weapon which is sometimes created and used by good and evil beings). The sword hilt is encrusted with gems worth $1D6 \times$ one million credits. A pair of wings protrude from the hilt and can come alive in an instant.

Possesses the eight standard abilities plus the following.

- Spell Magic: Can cast these spells as often as three times each, per 24 hours: Turn dead, heal wounds, fear, globe of daylight, invisibility (superior), protection (superior), mystic portal, and close rift. Equal to a 12th level sorcerer.
 - A drinker of souls/life essences.
 - $1D6 \times 10$ M.D. from physical blows. Double damage to vampires, and alien intelligences (including the Splugorth)!
 - The sword can be thrown and fly (with the help of the magic wings) 1000 feet (305 m), then return to its owner.
 - The sword can become completely animated to fight, held and moved through the air by its wings! The weapon functions as if it were being used by an invisible swordsman. The sword can fight alongside its owner up to 200 feet (61 m) away. The sword has three attacks per melee, +4 to strike and parry, and +2 on initiative. It cannot drink souls or cast spells when animated.
 - The double dragon heads can breathe down the length of the sword to fire one of the following (select one):
 - Fire Blast: $1D6 \times 10$ M.D., range 1000 feet (305 m).
 - Force Blast: $2D4 \times 10$ M.D., range 1000 feet (305 m).
 - Lightning Blast: $1D6 \times 10$ M.D., range 2000 feet (610 m).
- Note:** Even the blasts inflict double damage to vampires and alien intelligences.

Sword of Atlantis



Sword of Life

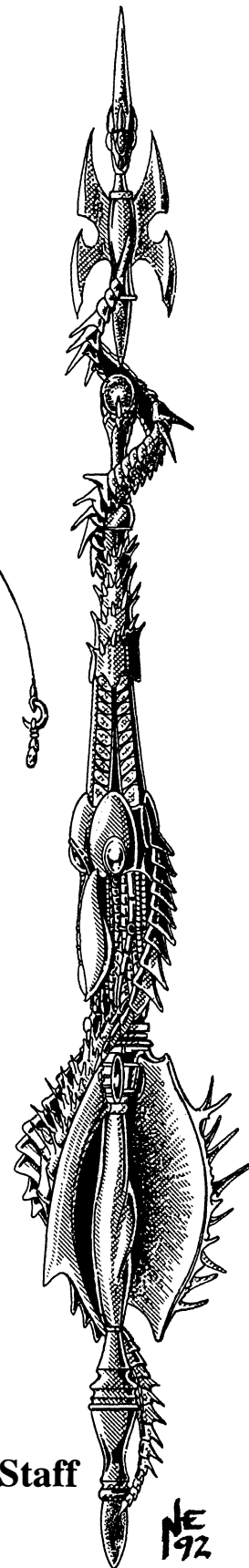
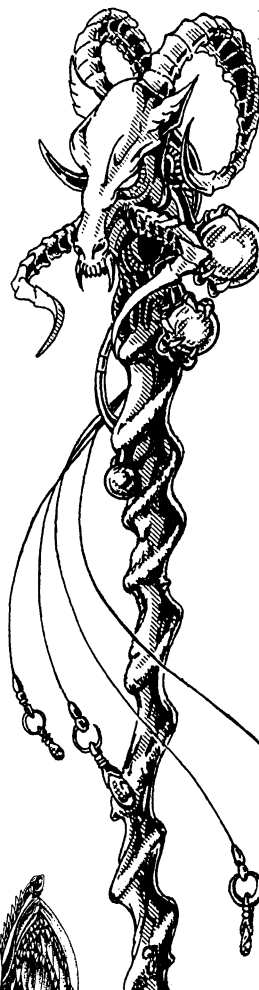
The sword appears to be made of indestructible silver, is incredibly ornate, with flared protrusions, holy symbols, and an angelic figure with feathered wings that protrudes from the hilt.

Possesses the eight standard abilities plus the following:

- The healing abilities of the greater rune weapons.
- Spell Magic: Can cast these spells as often as three times each, per 24 hours: Invulnerability, negate magic, cure illness, purification, stone to flesh, and remove curse. Equal to an 11th level sorcerer.
- Become animated, fly and fight like the Sword of Atlantis.
- $4D6$ M.D. from physical blows to most creatures but double damage to vampires/undead, ghouls, zombies, mummies, demon lords and gods of death and all types of animated dead.

Note: The Sword of Life is not depicted.

Necronstaff



Call Staff

Splugorth

Rune Statues

The Splugorth are known for using sculpted heads and busts to decorate their vehicles, sailing ships, and the residences of key officials (minions). Frequently, these heads can actually be animated and brought to life. Dragons' heads, for instance, can not only breathe fire or lightning, but they can also cast spells. Stone gargoyles and fire breathing lions are also favorites of the Splugorth.

The Splugorth are also fond of implanting security monitors, listening devices and defense mechanisms in the walls and statues found in their cities. Some statues can even animate and physically attack or restrain a person. The old saying that the "walls have eyes and ears" is very true in most Splugorthian cities. Even birds and pets may have implants and Splugorthian remote control devices so that the populace can be closely monitored.

None of these are ever sold by the Splugorth, although a rune statue or Eylor statue eye may be occasionally traded or given as a reward for a tremendous service, decades of loyalty, and so on.

All rune statues, heads and full figures have the following powers.

1. Independent personality, with an average I.Q.
2. Communicate through limited telepathy.
3. Indestructible and impervious to psionic attacks, poison, drugs, gases, and magic that affects the physical body of mortals, including petrification and stone to flesh! But can be imprisoned, restrained/chained, encased, or otherwise obstructed to prevent their attacks.
4. Made of black, dark grey, blue-grey, or dark red stone or metal and lined with runes.
5. Optics: Perfect 20/20 vision, nightvision 300 feet (91.5 m), and see the invisible.
6. Supernatural strength not less than a P.S. of 20, P.P. not less than 18, and a speed not less than 33.
7. Bite and fire breath. Damage is never less than 4D6 S.D.C. or M.D. points of damage. The range of the fire breath is typically 12 to 30 feet (3.6 to 9 m).
8. Can be used only by a person of a particular alignment (good, evil, or selfish). Persons not of a compatible alignment cannot command these statues.

Limitations of rune statues.

1. Can only become animated four times per 24 hours.
2. Can remain animated only for the brief period of 30 minutes per each activation.
3. Must be made of metal or hard stone, ideally sculpted from a single stone or molded into one solid piece of metal.

Dragon Heads

These rune weapons are designed to look like the heads or busts of ornamental mastheads and sculptures as found on the prows of ships, stairs/railings, doorjambs, pillars, gables, and similar. They are statues empowered by trapped life essences and rune magic.

Dragons are the most popular design, but lions, snakes, other ferocious animal and monster heads can also be used.

Possesses the eight standard abilities for rune statues, except they are stationary, attached to buildings and vehicles (speed not applicable). Plus the following.

- Dragon head Spell Magic: Can cast six different spells as often as three times each, per 24 hours. Select spells from levels 1-4. Equal to a 4th level sorcerer.
- Dragon head bites and fire breath inflict 6D6 S.D.C./hit point damage or in a mega-damage environment like Rifts Earth, they inflict 6D6 M.D. from bites and fire breath.

- Animal or monster heads inflict 4D6 S.D.C. or M.D. but cannot cast spells.

Note: The range of the fire breath for all rune heads and busts is 12 feet (3.6 m). The reach of a statue to bite is the length of the statue. Attacks per melee: Four for dragon heads, three for animals and monsters.

Dragon Statues

The most fearsome of the living rune statues is that of a full figure dragon. The weapon requires a greater supernatural being like an ancient dragon, god, greater elemental, demon lord, etc., and is the most powerful but least common of all the rune statues.

The dragon statue possesses all the standard rune statue powers, only with enhanced attributes and the following additional powers.

- Spell Magic: Can cast 16 different spells as often as three times each, per 24 hours. Select spells from levels 1-8. Spell strength is equal to an 8th level dragon.
- Psionic Powers: Sense magic, sense evil, sense dragons (special), and telepathy. 100 I.S.P.
- Mega-damage: 1D6 M.D. from a restrained punch/claw or strike with tail, 5D6 full strength punch or tail strike, 1D6 × 10 power punch (counts as two attacks), 1D4 × 10 M.D. bite or fire breath (30 foot/9 m range). Double damage to dragons!
- Increased attributes: Supernatural strength of P.S. 42, P.P. 24, Spd. 58, +6 to strike, parry and dodge, +2 on initiative.
- Six attacks per melee, two of which can be magic spells.
- Loves combat, especially with real dragons.

Gargoyle Statues

Gargoyle statues are monstrous versions of real gargoyles and are mounted on the masts or prows of ships, railings, above doors, on bookcases, on towers and pillars, gables and ledges of buildings, and as freestanding life-size statues. They are typically a bit smaller than the genuine monster, about man-size.

The gargoyle statue possesses all the standard rune statue powers plus additional powers.

- Spell Magic: Can cast the following spells as often as three times each, per 24 hours. Turn invisible (self only), chameleon, concealment, detect concealment, repel animals, fire bolt, and energy bolt. Spell strength is equal to a 4th level wizard.
- Mega-damage: 1D4 M.D. from a restrained punch/claw or strike with tail, 4D6 full strength punch or tail strike, 1D4 × 10 power punch (counts as two attacks), 5D6 M.D. bite or fire breath (30 foot/9 m range). Double damage to gargoyles!
- Increased attributes: Can fly without casting a spell, supernatural strength of P.S. 32, P.P. 22, Spd. 27 running or 66 flying (45 mph/72 km), +4 to strike, parry and dodge, +1 on initiative.
- Five attacks per melee.

Fire Breathing Lions

For reasons unknown, the lion is a favorite statue among the Splugorth and their minions. It possesses all the standard rune statue powers plus additional powers.

- Spell Magic: Can cast the following spells as often as three times each, per 24 hours. Turn invisible (self only), chameleon, concealment, detect concealment, repel animals, fire bolt, and energy bolt. Spell strength is equal to a 4th level wizard.
- Mega-damage: 1D4 M.D. from a restrained claw, 4D6 full strength claw strike, 4D6 M.D. bite or fire breath (30 foot/9 m range), leap attack 2D6 M.D. plus a 1-60% chance of knocking its opponent down (victim loses initiative and one melee attack).
- Increased attributes and abilities: Can leap 20 ft (6 m) high or lengthwise, prowl 55%, swim 55%, climb 55%, track by smell

70%. Supernatural strength of P.S. 32, P.P. 22, Spd. 33 running, +4 to strike, parry and dodge, +2 on initiative.

- Four attacks per melee.

Combat or Guardian Statues

The simplest magic statues empowered by rune magic are brought to life by tectonic entities or other lesser supernatural beings. They are slightly more intelligent and powerful than a golem and can range in form from humanoid to animals.

- Possesses all the standard rune statue powers.
- The average size is that of a human (6 ft/1.8 m) to about 20 feet (6 m) tall.
- Mega-damage: 5D6 S.D.C from a restrained punch, 3D6 M.D. full strength punch, 6D6 M.D. on a power punch (counts as two attacks), 1D6 M.D. bite. No fire breath.
- Increased attributes: Supernatural strength of P.S. 26, P.P. 18, Spd. 24 running, +3 to strike, parry and dodge, +1 on initiative.
- Three attacks per melee.

The Eyes of Statues (Eylor)

Magic eyes are usually the Eyes of Eylor programmed to watch, listen, record events, and to take action under a specific set of circumstances. For example, the eyes may be programmed only to observe and record things like a mystic video camera. High Lords or other minions could later telepathically scan the recorded data. Or the events/images could be played out on a holographic imager.

The eyes could be programmed with a particular range of magic and respond to intruders by attacking them or scaring them away using the magic (all the time recording the events).

Standard powers for an observation and recording eye:

M.D.C. of the Eye: Small eyes have 40, medium (basketball size) have 60 M.D.C.

Optics:

1. Perfect 20/20 vision and sees a wider color spectrum.
2. Nightvision 600 feet (183 m)
3. Telescopic vision (6000 feet/1800 m)
4. Magnification to the 300th power.
5. Polarized vision and can tell direction by looking at the position of the sun's rays (88%).
6. Psionic Sensory Perception: see aura, see the invisible, sense magic, and see P.P.E. energy, without requiring an additional source of I.S.P. or P.P.E.

Bonuses: Impervious to horror factor, gases, poisons, and drugs. +3 to save vs magic and psionic attacks.

Psionic Powers: 1D6 × 10 + 40 I.S.P. Equivalent to a minor psionic. Abilities are limited to empathy, telepathy (mainly a receiver and serves as a mental link when used in bio-wizardry), see aura, see the invisible, sense evil, sense magic, and total recall.

Magic: May have one or all of the following spells to serve as an alarm and further observation: Magic pigeon (sent to the master of the building and/or the authorities), mystic alarm, thunderclap, detect concealment, tongues, and the eyes of the wolf. 150 P.P.E. per eye. Magic is equal to an eighth level sorcerer.

Note: When tracking culprits, the Eylor Floating Eyes may be used.

Standard powers for the typical security eye:

M.D.C. of the Eye: Small eyes have 40, medium (basketball size) have 60 M.D.C; seldom encased in a protective cover.

Optics: Standard; as previously listed.

Bonuses: Standard; as previously listed.

Psionics: Standard; as previously listed.

Magic: May have five to all of the following spells to serve as an alarm and defense: Magic pigeon, mystic alarm, fear, magic net, carpet of adhesion, sleep, befuddle, cloud of smoke, apparition, horrific illusion, and turn dead. 150 P.P.E. per eye. Magic is equal to an eighth level sorcerer.

Note: Programmed to attack/defend a person, area, or item by using its powers.

The Market

The Dimensional Market of Splynn

Nothing compares to the "The Market." Beings from all over the Megaverse come to sell their goods and services at the **Splynn Dimensional Market**. About 30% are regular merchants who are always found there. Twenty percent are semi-regulars, meaning they come and go and can only be found at The Market about half of the time and may disappear for days, weeks or months. The remaining 50% are transient merchants, dimensional nomads who have paused long enough to sell some wares or services and have moved on. They may not return for decades, and some may never be seen again.

The transient merchants offer the most exotic, strange and dangerous array of animals, plants, drugs, cybernetic and symbiotic implants, magic, weapons, pleasures, services, and artifacts. They also offer the game master a great deal of latitude and infinite possibilities. Since these merchants may not return for years, if ever again, they tend to be unscrupulous scoundrels, liars, and con-men who will say or do anything to make a sale and get out of town. **GM Note:** This is the ideal place to make available *one of a kind* or alien weapons, devices, equipment, magic items, creatures and even people(!) from other worlds and time periods (other game settings)!!! Take advantage of the possibilities, but be careful not to imbalance your game by going overboard.

The Availability of Magic & Super Weapons

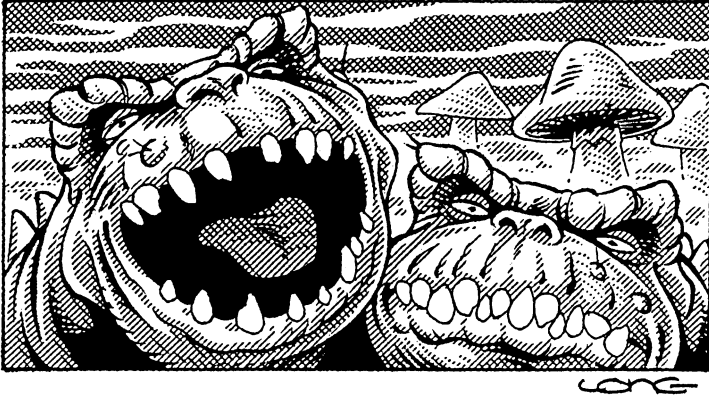
Game masters **MUST NOT** feel obligated to make every kind of magic, magic weapons and cool high-tech weapons and items available to their players. This is "YOUR" game. You, the game master, not necessarily your players, knows what is necessary to maintain game balance. If a particular rune weapon, symbiotic organism, blaster or spell is going to screw up and imbalance your game, then simply don't make it available. How? Make it too expensive, or the seller uncooperative, or just not available! Period. Just because people say you can find anything in the Dimensional Market at Splynn doesn't mean it's true; ever hear of exaggeration, hype and false advertising?

Is this fair? You better believe it! I hear all too often from frustrated game masters lamenting about how their game has gotten away from them because he or she provided a character an item(s) which has totally disrupted the game. Remember, the name of the game is "role-playing" and "game." This means letting loose with the imagination and having fun. If the element of fun role-playing is lost, there is something seriously wrong and it should be fixed.

The Palladium megaverse is one steeped in magic and super technology, but if there's too much of a good thing, things can get out of hand. All the magic, technology, monsters and characters described in these books are meant to add spice to a campaign, not foul it up. Eliminate or adjust elements to make them work for you and your players.

Don't just hand the characters wonder after wonder, make them earn it. The acquisition of a particular item and/or the money to get a particular

device can be an adventure in itself. Also remember that there are consequences and reactions to a character's deeds, conduct and how he or she presents himself. He may finally acquire that rune staff but can he hold on to it? Will evil and greedy beings try to take it away? In combat, if he is the most powerful (or one of the most powerful or frightening), isn't he likely to be the first and most fiercely attacked person in the group? Will people fear and distrust him or think differently of him because of the weapon? Think about all these things and more. They can only add to the depth and color of your adventures.



Aliens, Monsters and Merchants

The wonders at the Dimensional Market can be mind-boggling; not only the things sold, but the people. Beings from all over the Megaverse visit the market. In fact, humans, elves, and other handsome humanoids must be especially careful in The Market because its main clientele are non-humans. Not just any non-humans but predominantly supernatural monsters and demons who normally harass, enslave and eat humans and humanoid D-Bees.

The vast majority of the merchants are also these same monsters and supernatural fiends. Fortunately, most beings assume that if a human is walking free and has money, he is a guest of the Splugorth, or a powerful being in his own right and is left mostly unmolested. However, insults, snide remarks, finger pointing and giggles are common occurrences that should be ignored. To do otherwise can only mean trouble. Remember, this is a city filled with powerful non-humans, ruled by non-humans and all of whom dislike humans. In the case of a brawl or other trouble, it will be automatically assumed that the handsome humanoid is the guilty party and his side of a story will be viewed with great prejudice and doubt. Punishment for acts of aggression and even petty crimes will be harsh. An innocent human could suddenly find himself on the other end of a slave auction, a combatant in the arena or in prison.

Cash or Trade

It is true that just about anything a person could want can be found and purchased at The Market. However, whether that dream item actually turns out to be everything the character had always imagined it to be may be another story. Furthermore, one must know where to look. The Market is huge and unusual items (as well as people) tend to get lost in all the confusion. Then once found, there is the matter of payment. Just because the item is for sale, it doesn't mean that the character can afford it. Many items, particularly rune weapons, magic items, and rare alien imports cost millions of credits. Sometimes the merchant will accept trade of material items or services in exchange for his item or items instead of cash. Other times, the article in question won't have a monetary price at all, but *requires* a trade of services rendered. These "pacts" can require a person to steal, vandalize, blackmail, compete in the arena, or murder in exchange for the item. A combination of money/credits and the trade of less tangible services is also common.

Lord Splynncyth has come up with a barter system for shoppers who have special needs and insufficient funds. This barter system is

generally accepted by most merchants. Of course, it is up to the individual merchant to set the value on his wares, and like anywhere else, the same item can be more expensive from one merchant than another. It is also important to recognize that most inhuman merchants tend to charge humans, elves and human looking D-bees 50% to 100% more for merchandise than they charge non-humans.

The "barter system" is especially handy for mercenaries and adventurers who have little or no money but can trade use of their powers, skills and fighting ability for equipment.

The barter system is simple. The interested parties meet, discuss price, and "terms" of payment are established. The desired article(s) is then put aside and reserved for a specific period of time. The barterer must provide payment before that time period elapses or the item will be put back up for sale. Typically the purchaser will provide some service or period of services in trade for the product(s). The assignments are always extremely dangerous, like stealing something from an ancient dragon or assassinating a king or powerful wizard.

The head of a government or kingdom can trade land and land rights, mineral rights and other natural resources, military and industrial contracts, diplomatic immunity/protection for a specific person/monster or persons, military allegiance and/or protection, cooperation from the authorities (usually for illegal activities), positions of political power, and information. Powerful land owners, the super rich, and large corporations can offer similar services.

Super humans, borgs, psionics, practitioners of magic, supernatural beings, creatures of magic and others who have unique abilities and expertise can trade them in the way of services rendered. The range of services the merchant may ask a character(s) to provide is long and varied. Note that *one act/service may not be sufficient* and several things and/or a period of service is just as common. Obviously there may be moral, alignment conflicts that may prevent agreeing to such "terms of trade," or prevent the completion of the agreement. Failure to comply 100% means breach of contract and the merchant owes the character nothing even for partial completion of the contract. Villainous merchants will use this as an escape clause, but many merchants will live up to the letter of the trade terms and may even solicit more work from characters he or she likes and who do a good, reliable job.

Some of the things a purchaser may be asked to do include:

- Steal a valuable, but hard to find, or well protected, item(s).
- Eliminate, brutalize, vandalize, terrorize, blackmail or sabotage a competitor or an enemy.
- Represent the merchant in the arena; fight for him (the fight will always be with somebody or something dangerous) and the merchant gets the purse and everything he may get from side bets that he makes (the character can place his own bets).
- Escort and protect property being delivered; can include a long caravan or overseas shipment. Similarly, make a dangerous pick up or repossess an item.
- Guard and protect property, person or place.
- Assassination (for the merchant or a client): Track down and eliminate an enemy, competitor, spy, traitor, or just somebody who made him angry. Proof of a successful murder is a likely requirement before payment. Lack of proof can be a breach of contract.
- Indentured servitude is another means of payment: Typically six months to one year as a grunt employee (typically given the dirtiest and most dangerous jobs), but two to four years are not uncommon depending on the cost of the items desired.
- Extortion, kidnapping, spying, and all types of criminal or repugnant activity may be required.

Note: Merchants will rarely provide the merchandise or their service before the purchaser has satisfactorily complied with his end of the bargain.

Selling to Merchants

Half the merchants will buy items from adventurers. The typical price from a dealer is 20% of market. However, many will often trade items at as high as 50% of current market price. An incredible price is half the current market value, but such a high price is usually reserved for rare and unusual articles, like rune weapons, Eylor eyes, super weapons, and so on.

Stealing from or betraying Merchants is not smart

Betrayal and robbery in The Market is fairly common, but certainly it is not tolerated and has severe repercussions, especially for humans. Remember that these are inhuman monsters who dislike humans in the first place. In many cases, they may not even notify the authorities, but extract their own terrible revenge. Stealing or betraying a Splugorth or High Lord is dumber yet.

The Splynn Slave Market

Splynn has four large slave markets and a half dozen tiny ones. Most cities in Atlantis will have at least one slave market, but the biggest, most impressive and exotic slave market is the one at the Splynn Dimensional Market.

Slave Stock

Most slave dealers use drugs, magic leeches, mind slugs, zombitrons and other means of mystic and mechanical restraint to sedate or control beings with mystic, psionic, and super powers or an aggressive nature. Typically the controlling mechanism is not included in the purchase price, so the purchaser may be buying more than he reckoned for. However, many slave dealers also sell these creatures to slave owners for a separate price. The following lists some of the many creatures one may find available at the slave markets in Splynn and throughout Atlantis.

Note: See the section on *Splugorth Slave Stock* for new and interesting creatures. Also note that the slave market is an excellent means of bringing in all sorts of animals, intelligent life forms, and characters from other games and settings. Use the list that follows to figure out a price (if they are new, exotic, or one of a kind creatures, the price could be high or low depending on their perceived value).

Humans & Human like Humanoids

Dwarf: There's not much of a market for these small, although physically powerful people. Those who buy dwarves usually do so for heavy labor, mining and metal work (i.e., blacksmith, weaponsmith). Average price is $3D4 \times 1000$.

Elf: Elves command a higher price because they have a much longer life span. All the same categories apply as with humans, only double the price. Most monster races despise elves and treat them abusively.

Goblins and Orcs: Are typically viewed as unskilled labor or secondary guard animals. Average price is $3D4 \times 1000$.

Human (frail & ordinary): The old, sick, weak and frail are frequently sold in lots or 24 to 96 as temporary laborers (work till they drop) and/or as livestock/food for carnivorous monsters and supernatural fiends. The average prices is $2D6 \times 1000$ per lot of 24.

Human (ordinary): Used for labor and domestic services. Those used for labor require powerful builds and must be healthy specimens.

Average price is $2D6 \times 1000$ credits each. The bigger and stronger, the better the price (as much as an additional $1D6 \times 1000$ credits).

Servants don't usually have to be strong, but must often be educated, refined, attractive or have a particular look that the purchaser wants. It may be required that the character has a pleasing and obedient personality too. Average price range is $3D4 \times 1000$ credits.

Skilled laborers such as technicians, operators/mechanics, scientists, and doctors can command $2D6 \times 10,000$ credits, sometimes more, but the price varies dramatically and depends very much on the purchaser's specific needs. Frequently, a slave trader will sell these people as ordinary laborers during market slumps.

Borg: If in good working condition, a borg can be sold for $2D4 \times 100,000$ credits depending on his powers and bionic features.

Human (psionic): Those with healing powers command top dollar: $2D6 \times 100,000$ credits, so do mind melters, bursters and other master psionics, but usually for combat in the arena or as soldiers. Other psionics will bring as little as 10,000 credits or as much as 120,000 credits depending on the powers, personality and attractiveness of the character.

Human (sorcerer): $6D6 \times 10,000$ credits, sometimes more, sometimes less. Many potential buyers are afraid of practitioners of magic, so they can be difficult to sell. Most slave dealers use drugs or magic leeches and zombitrons to control them.

Human (super powered): These are considered to be real prizes as combatants in the gladiatorial arena or as super soldiers in private armies. Price will vary depending on the magnitude of the character's powers. The typical price range is $4D6 \times 100,000$ credits but some can sell for several millions more.

Human True Atlantean: $4D4 \times 10,000$ credits

Human Atlantean Undead Slayer: $2D4 \times 1$ million credits.

Human Tattooed Men: Tattooed Men are all the rage and purchased as personal guards, soldiers, gladiators, and pets. The average price is $2D4 \times 100,000$ credits, while experienced warriors can sell for two times more.

Human T-Monster Men: A variant on the type of magic tattoos and combat training. The average price is $2D4 \times 100,000$ credits, but can sell for twice as much.

Human Maxi-Men: The Maxi-Men are the best T-Men money can buy and everybody wants one. They are typically superb fighters, have an array of magic tattoos and have been bred as slaves, so they are obedient and brave. The average purchase price is $3D4 \times 10$ million credits! Sometimes higher!!

Ogre T-Man: The average price is $3D4 \times 100,000$. Experienced warriors can sell for three times more.

Ogre T-Monster Men: The average price is $4D4 \times 100,000$. Experienced warriors can sell for three times more.

Psi-Stalkers: $4D6 \times 10,000$ credits.

Giants

Many of the giant races are also considered to be among the monster races and are typically buyers and merchants, not slave stock. However, members of rival tribes, criminals, the deformed or mentally retarded, and miscreants are sometimes sold as slaves. The average giant, regardless of his other powers or skills, is coveted for his great strength and endurance and is typically purchased as a laborer or warrior. Prices are excellent!

Giants: The algors, jotans, nimros, titans, trolls, gromek, minotaur and other powerful giants get $2D6 \times 100,000$ credits. Those with exceptional powers or fighting experience can get two or three times more, although they often end up in the gladiatorial arena.

Adarok: $2D6$ million credits; see description in this book.

Cyclops: They are a rarity and coveted for their ability to make magic lightning arrows, javelins and spears. $2D4$ million credits, sometimes two or three times more.

Gigantes: These mutants are looked at as barbaric misanthropes and monsters even by many of the other giants and monster races. Consequently, gigantes are comparatively more common in the slave market. Average price is $2D4 \times 100,000$ credits, and really powerful gigantes can get twice as much, usually earmarked for the arena.

Rahu-men: Are a rarity and command big bucks. Those occasionally found for sale are typically of good alignment (prisoners of war), mentally unbalanced or dangerous. Price is $2D4 \times 1$ million.

Other Intelligent Life Forms of Note

Centaur: The legendary half human, half horse is always popular and quite rare. The healthy centaur will command $1D4$ million credits and the gentle, obedient slave (also used as a riding animal and companion) can get $2D4$ million credits.

Dragons: Most dragons of an evil or corrupt persuasion are productive members or visitors of Atlantis. However, dragons of a good alignment, particularly the Kukulcan and Thunder Lizards, and the mischievous Basilisk, are occasionally available on the slave market. In such instances, the dragon is usually a low level hatchling. Average selling price is $1D4 \times 10$ million credits.

Dragon: Cockatrice: These low intelligence, feathered dragons are sometimes available for a cost of about $1D4 \times 100,000$ credits.

Dragon: Hydra & Wooly: These rare neanderthals of dragon kind are infrequently available in the slave market; typically earmarked for the gladiatorial arena. Typical cost is $1D6 \times 10$ million credits, sometimes two or three times more. Note that even some evil dragons don't like to see the hydra and other low intelligence members of the dragon species as slaves.

Elemental laborer: Sometimes available for lease, not sale. $10,000$ credits a day for lesser elementals, $50,000$ credits a day for greater elementals and ten times the daily rental fee if the elemental is destroyed.

Erta (wild): $2D4 \times 10,000$ credits; see description in this book.

Erta (tamed/mind controlled): $1D4 \times 100,000$

Faeries: Faeries are coveted for their magical wings (a component for teleportation and other magic) and sometimes kept as pets or creatures to torment. Average price is $100,000$ credits.

Faerie Folk (others): Sprites, pixies, brownies, pucks, toadstools, and the others are sometimes desired as pets, companions, or guard animals. The main problem is that they have a tenacious spirit and are difficult to prevent from escaping. The average cost for most faerie folk is about $4D4 \times 1000$, occasionally more.

Harpies: $2D4 \times 1000$ credits; not very desirable, mean, smelly, and untrainable. Sometimes used in gladiatorial combat or as chained guard animals.

Shaydor Spherians: $1D6 \times 100,000$ credits; see description in this book.

Shaydor Intel: $1D6 \times 100,000$ credits; see description in this book.

Sphinx: Average $3D4$ million credits, sometimes 20 times more to cultists who worship them.

Spirits of Light: $2D6 \times 100,000$ credits; difficult to control and keep from escaping.

Werebeasts: Considered dangerous but unique. $3D4 \times 10,000$

Zembakh: $2D4 \times 100,000$; see the description in this book.

Humanoid Animals & Mutant Animals

Mutant animals are creatures such as the CS dog boys and other intelligent, humanoid animals from the Coalition's experimental laboratories or aliens from other worlds. Generally, they are seen as interesting oddities and command a good price. Price is typically dependent upon raw physical strength, special powers, aggressiveness and physical beauty. The more powerful, the higher the price. Even creatures

with strong spirits who are difficult to control can get a good price as a gladiatorial combatant.

Non-mutants such as bear-men of the north, lizard men, grimbor, harwk-ka, harwk-duhk, harwk-ohl, hytril, kelpies, kinnie ger, ratlings and others are sometimes lumped into the same category and price range as intelligent mutant animals.

Note: Creatures with combat skills and experience or unusual powers often command twice as much.

Mutant Predators: Felines, canines, bears, bear-men, and similar get between $1D4 \times 10,000$ credits.

CS Dog Pack: $2D4 \times 10,000$ credits each.

Horses: $3D6 \times 1000$ credits

Cattle: Ox, cow, buffalo, etc.: $2D6 \times 1000$ credits

Large Mammals: Elephant, rhino, whale, etc.: $4D6 \times 1000$

Birds: $1D4 \times 1000$ credits, predators: $2D6 \times 1000$ credits

Reptiles: $2D6 \times 1000$ credits

Wolfen: These large, fierce and intelligent fighters are quickly becoming a favorite in the Atlantis slave market, as are the CS dog pack soldiers. They are coveted as wilderness scouts, gladiators, warriors/soldiers, personal guards, and pets. A true wolfen, not just a mutant wolf or dog, will bring in $4D6 \times 10,000$ and sometimes two or three times more if the character is infamous.

Coyle: Coyles are usually recognized for the scoundrels that they are and command a comparatively tiny $1D6 \times 10,000$. Coyles are typically used for labor and kept in chains. They are sometimes passed off as mutant canines, dog boys, or young wolfen at $3D6 \times 10,000$ by unscrupulous and nomadic slave traders.

Minotaur: See giants, occasionally sold as a mutant bull at top value.

Monsters of Note:

The indication of "semi-tamed" means these animals can never really be tamed. The best that can be accomplished is that they will be fairly obedient and understand some basic commands, but remain aggressive and can be dangerous.

Beast Dragons: $1D6$ million credits, sometimes two times more.

Chimera (wild): $2D6 \times 10,000$ credits

Chimera (semi-trained): $1D4 \times 100,000$ credits

Drakin: $1D6 \times 10,000$ credits

Dragonductyl (wild): $2D4 \times 10,000$

Dragonductyl (tame riding animal): $1D4 \times 100,000$ credits

Dragonsaurus (wild): $2D6 \times 1000$ credits

Dragonsaurus (tamed): $1D4 \times 10,000 + 10,000$, frequently twice as much.

Eye Killer: $1D6 \times 1000$ credits

Feathered Death: $1D6 \times 1000$ credits

Gryphon (wild): $10,000$ credits

Gryphon (tame riding animal/pet): $1D4 \times 100,000$ credits

Ki-Lin: $1D6 \times 100,000$ credits

Loogaroo: $3D4 \times 1000$ credits

Manticore: $2D4 \times 10,000$ credits

Melech: $4D4 \times 10,000$ credits, a favorite among evil creatures.

Owl Thing: $1D6 \times 1000$ credits

Ostrasaurus: $3D4 \times 1000$

Pegasus (wild): $3D4 \times 10,000$ credits

Pegasus (tame riding animal): $1D6 \times 100,000$ credits

Peryton (wild): $2D4 \times 10,000$ credits

Peryton (semi-tamed): $1D4 \times 100,000$ credits

Silonar & similar small Dinosaurs: $4D4 \times 1000$.

Unicorn: $2D6$ million credits is an absolute minimum, will typically sell for 100 times more. Super rare.

Worm of Taut: Blow Worm $2D4 \times 1000$ credits

Worm of Taut: Fire Worm: $2D4 \times 100$ credits

Worm of Taut: Nipper: $1D4 \times 100$ credits

Worm of Taut: Serpent Beast: $2D4 \times 10,000$ credits

Worm of Taut: Tri-Fang: 3D4 × 10,000 credits
Worm of Taut: Tomb Worm: 2D4 × 10 credits
Yazhing Multipede (giants only): 1D4 × 10,000 credits
Yil-Tree Climber (wild): 3D4 × 10,000 credits
Yil-Tree Climber (tamed): 1D4 × 100,000 + 100,000 credits

A Slave Note

Nobody outside of Atlantis and Splugorth society really knows what the Splugorth do with their human and D-bee captives. It is said that a captive of the Splugorth is never seen on this earth again. This is not always the case, although 30% are sent to other worlds as laborers, and another 30% are sold to alien life forms who often take their new slaves back to their world. Of the remaining 40%, some are used as labor, servants, gladiators, pets, turned into T-men, or used as laboratory animals, and some are sold as food and eaten!

Kittani Weapons, Bots & Equipment

K-1 Sniper Laser Rifle and Launcher

A light laser rifle designed for single shots and maximum accuracy. Comes standard with an infrared telescopic sight and a mini-missile style grenade launcher (self-propelled heat-seeker, +1 to strike).

Weight: 6 lbs (2.7 kg)

Mega-Damage: 4D6 M.D. from the laser or 6D6 M.D. from grenade.

Rate of Fire: Equal to the number of hand to hand attacks of its operator; aimed and wild shots only. Can not fire bursts. Grenade launcher can be fired in place of the laser with the press of a button.

Maximum Effective Range: 2000 feet (610 m) — half range for grenade launcher.

Payload: Laser: 20 shots standard clip or 30 shots long E-clip. Grenade launcher holds two grenades and takes one full melee round, 15 seconds, to reload.

Market Price: 60,000 credits; each additional SPG grenade costs 10,000 credits.

Special Bonus: +1 to strike (so an aimed shot is +4) for both the laser blast and the heat-seeking, self-propelled grenade (SPG).

K-4 Laser Pulse Rifle

A knock-off of the latest design from *Wilk's Laser Industries, Inc.* The K-4 is a rapid-fire pulse rifle that has the trademark features of all of Wilk's high quality weapons; sleek, light-weight, black plastic and ceramic construction, long distance firing range, and reliability in the field.

Weight: 4 lbs (1.8 kg)

Mega-Damage: 3D6 + 6 M.D. per single shot, or 1D6 × 10 + 6 per multiple pulse burst (three simultaneous shots).

Rate of Fire: Standard, see Modern Weapon Proficiency Section.

Effective Range: 3000 feet (910 m)

Payload: 30 shots long E-Clip.

Bonus to Strike: +1 to strike on an aimed shot.

Market Price: 75,000 credits.

K-30 Ion Pulse Rifle

A devastating close range weapon. It is a dependable light-weight weapon with the benefit of rapid-fire bursts and greater damage.

Weight: 7 lbs (3 kg)

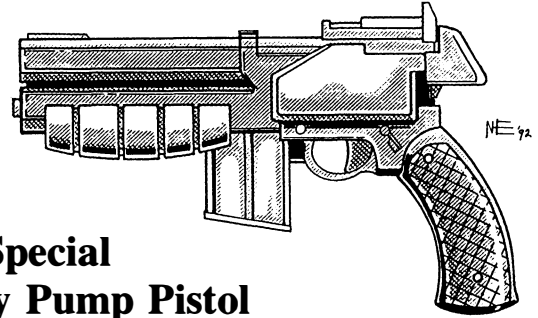
Mega-Damage: 4D6 M.D. per single shot, or 1D6 × 10 + 6 per multiple pulse burst (three simultaneous shots, but -2 to strike).

Rate of Fire: Standard, see Modern Weapon Proficiency Section.

Maximum Effective Range: 1000 feet (305 m)

Payload: 15 shots short E-Clip or 30 shots long E-Clip.

Market Price: 45,000 credits.



KEP-Special Energy Pump Pistol

The KEP Special is a short-range ion blaster that works like a sawed off shotgun, with pump action. The range is short but the damage is impressive.

Weight: 4 lbs (1.8 kg)

Mega-Damage: 5D6 M.D.

Rate of Fire: Equal to the user's number of hand to hand attacks (each pump action counts as a melee attack).

Maximum Effective Range: 200 feet (61 m)

Payload: 10 blasts from a short clip or 20 from a long.

Market Price: 26,000 credits.

K-E4 Plasma Ejector

A heavy energy weapon inspired by designs from the people at Northern Gun. Like most of their weapons, the K-E4 is a bit heavy and has below average range capability. Comes equipped with telescopic sight; can be fitted with any optic system.

Weight: 12 lbs (5.4 kg)

Mega-Damage: 6D6 M.D.

Rate of Fire: Standard, see Modern Weapon Proficiency Section.

Maximum Effective Range: 2000 feet (610 m)

Payload: 20 shots standard clip or 30 shots long E-Clip.

Market Price: 60,000 credits. Good availability.

K-500 Rail Gun

A light rail gun similar to the Triax borg gun. As usual, it is a comparatively light-weight, portable weapon designed for use by borgs and other creatures with a strength of 24 (or higher) and a high physical endurance (or be made of steel and hydraulics). It can also be used as a machinegun mounted on a tripod. The K-500 comes equipped with a telescopic, nightvision scope and laser targeting system (+1 to strike).

Weight: Gun: 80 lbs (36.3 kg), Power Pack: 30 lbs (13.6 kg), One Ammo-Belt: 25 lbs (11 kg), Case of six belts: 150 lbs (67.5 kg).

Mega-Damage: A burst is 30 rounds and inflicts 6D6 M.D., one round does 1D4 M.D.

Rate of Fire: Standard, see Modern Weapon Proficiency Section.

Maximum Effective Range: 4000 feet (1200 m)

Payload: As a machine gun: 390 round belt (13 full 6D6 bursts). Or can be fitted with the mini-clip which contains 90 rounds (3 full bursts). Each mini-clip weighs 3.3 lbs (1.5 kg).

Market Price: 155,000 credits. Fair availability.

K-1000 Spider Defense System

The Kittani geniuses have developed a portable, multi-purpose laser cannon that can be used as a mounted weapon, with power armor, by borgs and bots, or as a self-contained, programmable, automatic, defense system. When used as a rifle or personnel operated mounted weapon, the K-1000 offers light and heavy laser capabilities, plus telescopic scope, nightvision scope, thermo-imager and laser targeting system (+1 to strike).

As an automatic defense system, the weapon is programmed to recognize either specific targets (memory can hold 1000 targets) or to defend an area from all intruders (kills indiscriminately). In addition, the "smart" weapon has four crab or spider-like robot legs and can take evasive action, reposition itself, climb inclines up to 90 degrees, and/or be suspended from ceilings or heavy branches of trees (in the latter case, the K-1000 must be physically attached — the legs hold on).

Weight: Gun: 80 lbs (36.3 kg); nuclear powered.

Mega-Damage: Light laser: 4D6 M.D. or heavy: 1D4 × 10 M.D. per blast. It can also fire a short-range (20 ft/6 m) electric current from the base of its quadruped, legs to chase away curious animals and pests; 3D6 S.D.C. damage. Furthermore, it can fire as many as four smoke grenades to create cover, a distraction, or to signal allies (range 100 ft/30.5 m; no damage). Also see robot defense system.

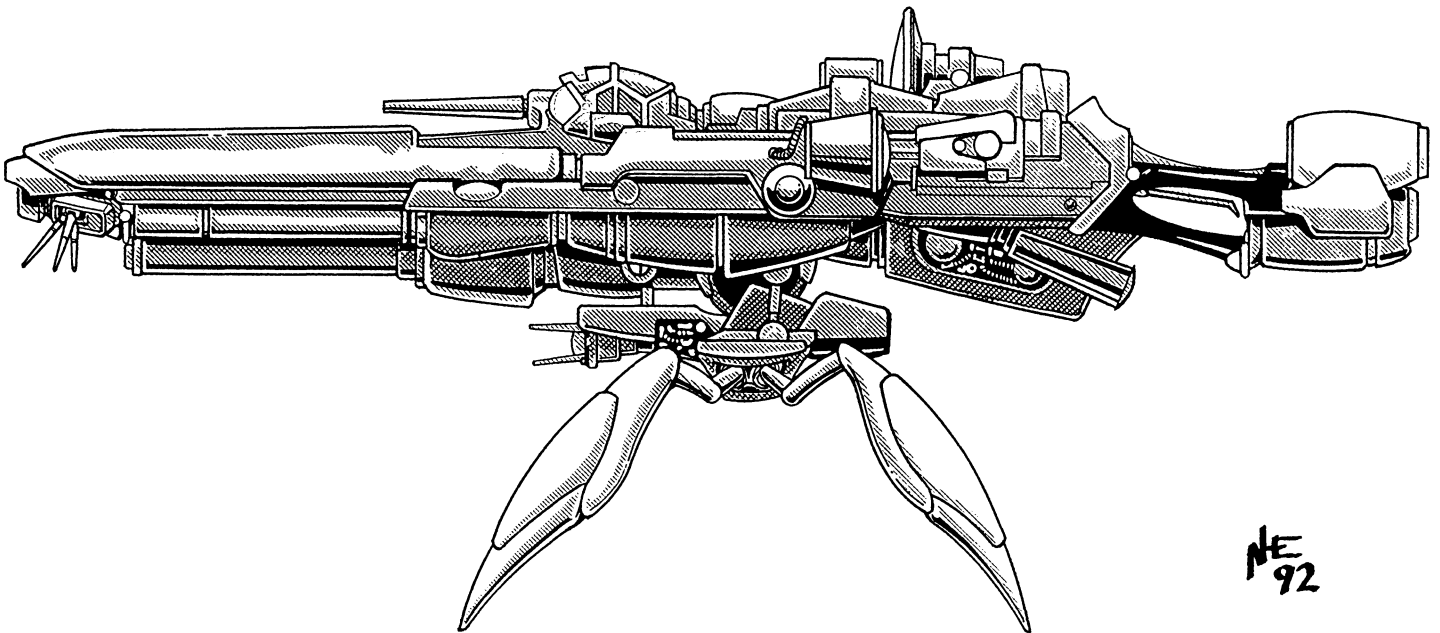
Rate of Fire: Standard, see Modern Weapon Proficiency Section.

Maximum Effective Range: Light laser: 4000 feet (1200 m). Heavy laser: 3000 feet (915 m).

Payload: 100 light blasts and 40 heavy blast before requiring a two hour period to energize back to full capacity. An E-clip can be used in case of emergencies (10 light blasts or 5 heavy).

Robot Defense System: Combat data file enables it to relocate to a better position, hide and take evasive action (+2 to dodge), and to recognize 1000 different targets. Bonus of +2 to strike, six attacks per melee (fire light or heavy or mix), Spd 22, and M.D.C. of weapon: 50.

Market Price: One million credits. Fair availability.



Kittani Explorer Armor

Full Composite Body Armor

A heavy padding, kevlar, and plate composite armor. Comes in green, tan, brown, white, black, and camouflage. Designed for quick and easy attachment of a jet pack, or other back-packs, directly to the armor. The Falcon 300 or Wilk's jet pack are the ideal attachments.

- M.D.C. 85
- Weight 15 lbs (6.8 kg)
- Fair mobility, -15% prowl penalty.

Market Price: 75,000 credits

Centaur Body Armor

A heavy padding, kevlar, and plate composite armor for Centaurs or horses. Comes in green, tan, brown, white, black, chrome, and camouflage.

- M.D.C.: 130
- Weight 100 lbs (45 kg)
- Fair mobility, -15% prowl penalty and reduce spd by 10%.
- Do not confuse this body armor with the Equestrian Power Armor.

Market Price: 125,000 credits

K-Universal Light Power Armor

This is the power armor that the Kittani mass market in Atlantis. The K-Universal armor is a lightweight environmental suit designed for comfort and extreme mobility. It is equal in lightness, mobility and maneuverability to the Triax Terrain Hopper and has a similar body styling. It is fast and fitted with a detachable jet pack that provides limited, low altitude flight. However, the jet pack is not designed for prolonged flying, and is meant for jet boosted power leaps and short flights of 30 minutes or less.

The jet pack is tied directly into the power armor and the boosters will automatically engage every time its operator runs and leaps. Motion detectors and sensors in the feet indicate velocity and the moment when both feet have left the ground. At that moment, the booster jets kick in, hurling the character 50 to 100 feet (15 to 30.5 m) into the air. A power leap will launch the character 300 feet (91.5 m) high and/or soar 300 feet lengthwise. The jet assisted leaps can be done indefinitely without fear of overheating and gives the wearer great ground speed and all-terrain capabilities.

K-Universal Power Armor

Model Type: Kittani UPA

Class: Light Strategic Environmental Exo-Skeleton

Crew: One

M.D.C. by Location:

Rear Jet Pack (1) — 50

Chest Headlight (1) — 2

*Head — 80

**Main Body — 220

* Destroying the head/helmet has a 1-70% chance of knocking the pilot unconscious. If conscious, the pilot has two problems, one: no power armor combat bonuses to strike, parry, and dodge, and two: the human head is now vulnerable to attack. **Note:** The head is a small and difficult target to hit (shielded by exhaust tubes). Thus, it can only be hit when a character makes a *called shot* and even then the attacker is -3 to strike.

Depleting the M.D.C. of the main body will shut the armor down completely, making it useless. **Note: Destroying the jet pack will make flight and power jumps/leaps impossible.

Speed

Running: 40 mph (64 km) maximum or leap running at 170 mph (272 km — described under power jumping). Note that the act of running does tire out its operator, but at a fatigue rate of 20% less than normal, thanks to the robot exo-skeleton.

Leaping: The integrated jet pack enables the power armor to leap a height of approximately 50 feet (15 m) high or 300 feet (91.5 m) long in a power jump.

Power Jumping and travel: Getting a running start will enable the individual to leap up to 300 feet (91.5m) up or lengthwise. The height of the leap is controlled by the pilot.

By leaping, landing, continuing to run a few dozen yards/meters, and power leaping again, the operator can attain and maintain, an impressive ground speed of 170 mph (272 km), even through light forest (speed should be reduced 40% through dense vegetation or hazardous terrain to avoid accidents). Directional control is nearly total, but engaging the jet pack to avoid a collision or bad landing may slow one's speed. Also the flight capabilities enable the pilot to stop in mid-air if necessary.

Flying: The rocket propulsion system enables the K-Universal to hover in a stationary position up to 300 feet (91.5 m) or fly at a maximum speed of 100 mph (160 km).

Flying Range: The nuclear power pack gives the armor a decade of life. It is the jet rockets getting too hot and needing to cool down that causes the overheating problem. A half hour of constant flying is the maximum before the jets overheat and automatically shut down. Remember, traveling by power jumps can be maintained for an unlimited number of hours at 170 mph.

Statistical Data

Height: 8 feet (2.4 m)

Width: 4.4 feet (1.34 m)

Length: About 3 feet (0.9 m)

Weight: 200 lbs (90 kg) with jet pack.

Physical Strength: Equal to P.S. 30.

Cargo: None

Power System: Nuclear; average life is 10 years.

Special Sensors and Optics: The helmet is equipped with full optical systems, including laser targeting, telescopic, passive night vision (light amplification), thermo-imaging, infrared, ultraviolet, and polarization. Plus all other features common to all power armor.

Sensor Bonuses: +1 to strike is applicable to long-range weapon combat only. Hand to hand: +1 to parry and dodge, automatically +2 to dodge while traveling by means of power jumps. See *Power Armor Combat Training* in the Robot Combat section for other bonuses.

Weapon Systems: None. The wearer must arm himself with a hand-held energy weapon and/or a detachable wrist or head laser.

Market Price: 1.6 million credits for a new, undamaged, full powered suit complete with jet pack. Good availability only at the city of Splynn and Kittani cities in Atlantis; scarce in Europe, unheard of anywhere else.

Kittani Serpent Power Armor

The Kittani are fascinated with unique variations and styling of power armor, often blending robotics with the armor more so than any other manufacturer. For example, they have the Equestrian armor in which the warrior is seated in the lower body of a robot horse and there have been a few other animal stylings in the past including the bat, dragon, crab and others.

The Serpent power armor is the Kittani's favorite and most famous in other parts of the universe (the Mechanoids would recognize it immediately). It is heavily armored and provides incredible mobility. Believe it or not, the pilot is actually in a sitting position with his legs comfortably folded at the trunk of the body where the serpent portion begins.

The serpentine body provides the warrior with several advantages in combat. **First** is the additional height and leverage one gets by raising himself 20 feet (6 m) or higher. **Two**, the warrior can bob and weave like a coiled spring, giving him bonuses to strike, parry and dodge and one additional hand to hand melee attack. **Third**, the snake-like body and tail is prehensile, providing another additional melee attack and a slashing weapon. **Fourth**, the armor works great underwater and in space. Concealed maneuvering jets are located in back and under the abdomen plates. The swishing motion of the tail serves as the means of propulsion and maneuvering.

The spine on the upper back and on the head are a design feature to make the armor look more insidious and adds some measure of protection.

Kittani Serpent Power Armor

Model Type: Kittani SPA

Class: Heavy Infantry Environmental Exo-Skeleton

Crew: One

M.D.C. by Location:

Shoulder (2) — 150 each

Arms (2) — 110 each

Plasma Axe (1) — 100

Shield (Mini-Missile Launcher; 1) — 200

Snake Tail & Blade (last 10 ft/3 m) — 100

Snake Upper body (20 ft/6 m) — 200

*Head — 120

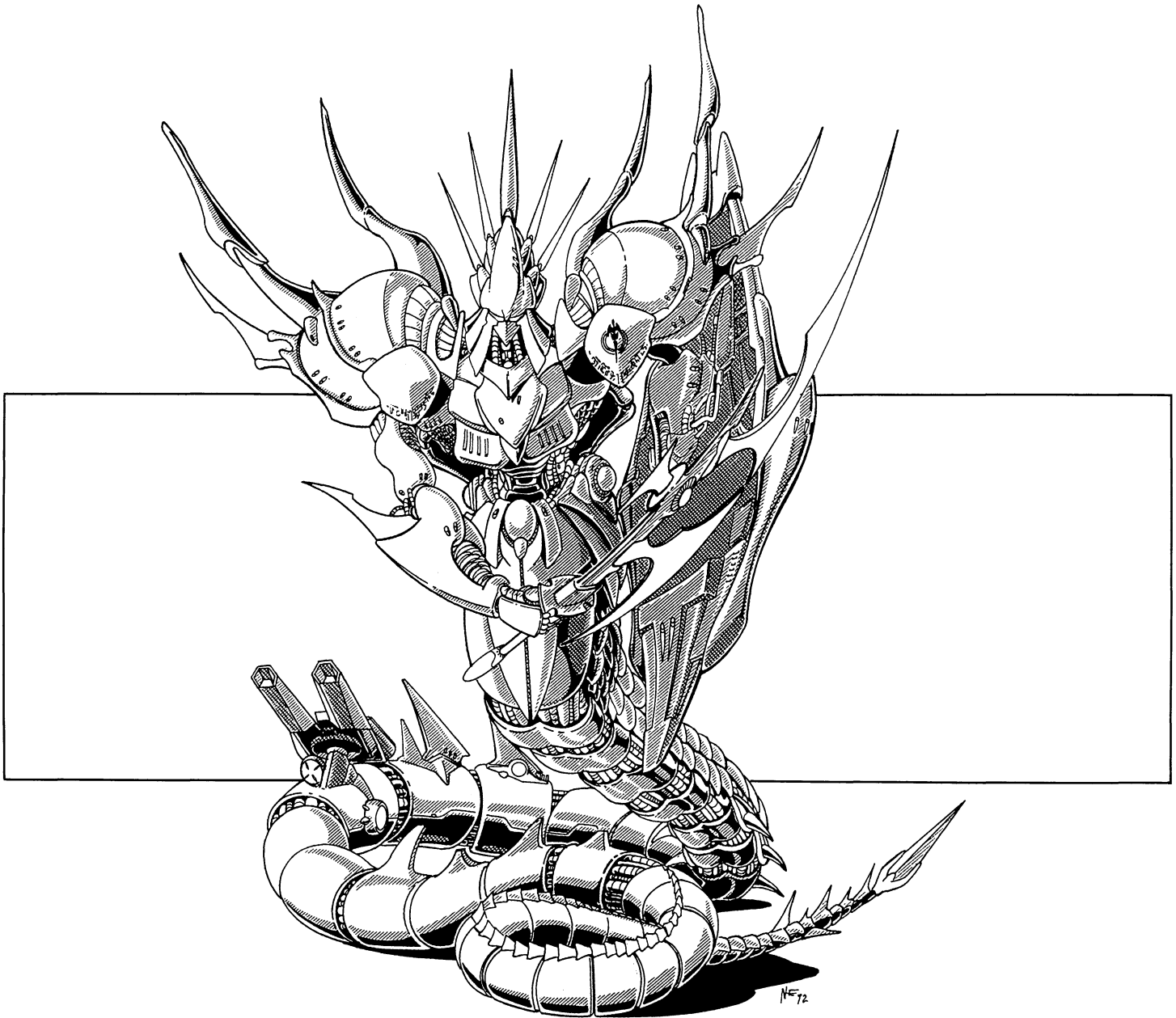
**Main Body — 375

* Destroying the head of the power armor will eliminate all forms of optical enhancement and sensory systems. The pilot must now rely on his own human vision and senses. No power armor combat bonuses to strike, parry, and dodge! **Note:** The head is a small and difficult target to hit, shielded by spines and shoulder plating. Thus, it can only be hit when an opponent makes a *called shot* and even then, the attacker is -4 to strike.

**Depleting the M.D.C. of the main body will shut the armor down completely, making it useless.

Speed

Running/slithering & swimming: 40 mph (64 km) maximum. Note that the act of slithering/crawling does tire out its operator, but at 10% of the usual fatigue rate thanks to the powerful robot exo-skeleton.



Leaping: Leaps are not possible. However, the warrior can lunge, pushing himself with his tail, and propel himself about 40 feet (12.2 m) long or about 30 feet (9 m) high — practically standing on his tail tip.

Flying: Not possible.

Statistical Data

Height: Typically stands 9 to 12 feet (2.7 to 3.6 m) tall.

Length: 30 feet (9 m) long from head to tail tip.

Width: 6 feet (1.8 m)

Weight: One ton

Physical Strength: Equal to a P.S. 46

Cargo: None

Power System: Nuclear power with a 20 year life.

Market Price: Has never been sold in any marketplace. The Coalition or Triax would pay 50 to 100 million credits for a complete, undamaged suit. If the Kittani should sell the armor, they could easily get 20 to 30 million credits per unit.

Weapon Systems

1. Double-Bladed Plasma Axe: An energy weapon used for close combat. The giant weapon can be used as a bludgeon or energized

to slice through mega-damage structures like a hot knife through butter. It can also fire a short-range burst of plasma twice per melee (each blast counts as one melee action).

Primary Purpose: Assault

Weight: 20 lbs (9 kg)

Mega-Damage: 1D4 × 10 M.D. per plasma energized strike, 1D4 × 10 M.D. from energy blast, or 1D4 M.D. as a blunt weapon.

Rate of Fire: Equal to number of combined hand to hand attacks (average 6 to 8).

Maximum Effective Range: Close combat or plasma blast 200 ft (61 m)

Payload: Taps into the power system of the armor or can use an emergency E-clip. Effectively unlimited when tapped into the armor. An hour's life from a standard E-clip; the damage inflicted is half and it can only fire a total of six plasma blasts.

2. Class One Combat Shield and Mini-Missile Launcher: The shield can be used to block and parry physical and energy blasts. Each successful parry with the shield means it suffers half the normal damage. Note that parrying fast flying energy blasts with the shield is possible, but is -4 to parry. Four mini-missiles are concealed in the shield housing.

Missile Mega-Damage & Range: Varies with missile type.

3. Tail and Vibro-Blade.

Mega-Damage: Blade 3D6 M.D. or 6D6 M.D. from a power strike, but counts as two attacks. A tail swat does 2D6 M.D.

4. Hand to Hand Combat:

Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat.

Mega-Damage:

Restrained Punch 1D6 M.D.

Full Strength Punch or shield strike 3D4 M.D.

Power Punch 4D6 M.D., but counts as two attacks

Tail Strike 2D6 M.D.

Tail Vibro-Blade 3D6 M.D.

Tail Blade Power Strike 6D6 M.D., but counts as two attacks.

Body/head Butt 1D6 M.D.

Hand to Hand Combat Bonuses: Two additional attacks per melee (one from the tail, one from mobility), +2 on initiative, +2 to strike and parry, +3 automatic dodge (works just like a parry; does not use up a melee action, it is so quick), +2 normal dodge, and +2 to roll with impact. All bonuses are in addition to hand to hand skill and attribute bonuses.

5. Optional: Energy Rifles, Lance or Light Rail Gun

or any other hand-held weapons can be substituted in an emergency or as a back-up weapon. Space limitations and the bulk of the armor limits additional weapons to one. The weapon can only be fired by one hand when the shield is used.

6. Sensor System Note:

The Serpent armor has full optical systems, including laser targeting, telescopic, passive night vision (light amplification), thermo-imaging, infrared, ultraviolet, and polarization. Plus all other features common to all power armor.

Sensor Bonuses: +2 to strike is applicable to long-range weapons only, not hand to hand.

Kittani Equestrian Power Armor

If any power armor is a match for Triax's Ulti-Max and other super power armor, it is the Kittani Equestrian armor. This heavy infantry unit is fast and powerful. The pilot wears his man-sized, environmental exo-skeleton and then sits and connects into the lower body of a robot horse, creating a mechanized centaur appearance. Above the shoulders of the robot horse are two powerful, double-barrelled cannons. Maneuvering jets are scattered all over the body for movement in outer space.

The Kittani Equestrian Power Armor

Model Type: Kittani EPA

Class: Strategic Mobile Heavy Assault Suit

Crew: One

M.D.C. by Location:

Mini-Missile Shoulder Launchers (2) — 150 each

Class Two Rocket Shield (1) — 150

Forearms (2) — 100 each

Horse Forelegs (2) — 200 each

Horse Rear Legs (2) — 300 each

Horse Hip Thrusters (2) — 75 each

Horse Maneuvering Jets (8, tiny) — 10 each

Weapon Turrets (2) — 150 each

Energy Lance (1) — 90

*Forward Sensor Cluster (1) — 90

**Main Body of Pilot — 375

**Main Body of Horse — 450

* Destroying the sensor cluster of the power armor will eliminate all forms of optical enhancement and sensory systems. The pilot must now rely on his own human vision and sensors built into his personal body armor. **Note:** The sensor cluster is a comparatively small and difficult target to hit. Thus, it can only be hit when a character makes a *called shot* and even then, the attacker is -2 to strike.

**Depleting the M.D.C. of the main body of the warrior operating the entire unit will kill the warrior but the horse portion will either keep on fighting until destroyed or retreat. Will self-destruct if captured.

If the main body of the horse is destroyed, the big guns are also destroyed, but the armored humanoid warrior can step out and continue to fight on foot. A few moments later, an internal explosive mechanism destroys all traces of the robot horse.

Note: The warrior part of the armored unit is basically the same as the Manling power armor described later.

Horse Body Data

Speed

Running: 144 mph (230 km) maximum. Note that the act of running does NOT tire the robot's operator in the least. Cruising speed is a more cautious 60 mph (96 km). The suit is very well suited for most terrains, including mountains, underwater and space.

Leaping: A standing still leap is 40 feet (12.2 m) up or lengthwise, a running leap can reach about 60 feet (18.3 m) in height or 120 feet (36.6 m) in length, while a thrust assisted leap can help the unit leap 200 feet (61 m) in length!

Flying: Not possible! The rear thrusters are provided to add stability, balance, and minimal thrust in space or underwater.

Horse Statistical Data

Height: 12 feet (3.6 m) at the shoulders, about 17 feet (5.2 m) from hoof to the top of the pilot's head.

Width: 9 feet (2.7 m) with weapon turrets

Length: 19 feet (5.9 m)

Weight: 3 tons

Physical Strength: Equal to a P.S. 60

Cargo: Small area for the pilot's personal items, as well as a weapon bin that has room for one rifle, one pistol, canteen and food rations (4 week supply). A two gallon water cooler is built into the unit as well.

Power System: Nuclear, average energy life is 20 years.

Market Price: The power armor has never been placed in any market for sale. The Coalition or Triax would pay 60 to 100 million credits for a complete, undamaged unit. If the Kittani ever decide to sell the armor, they could easily get 30 to 50 million credits per unit.

Weapon Systems

1. Tri-Barrel Super Rail Gun (right arm): This is the standard issue for the Equestrian power armor and is equal to the gun used by the Triax Ulti-Max. The weapon is hooked directly to the armor's nuclear power supply, eliminating the need of an external power pack, and ammunition is concealed inside the mechanical body. The turret can turn 180 degrees up and down and 90 degrees side to side.

Primary Purpose: Assault

Weight: Gun: 1000 lbs (450 kg). An exterior ammo drum can be attached to double the payload (an additional 100 lbs/45 kg).

Mega-Damage: A Burst is 40 rounds and inflicts 1D6 x 10 M.D.; can only fire bursts.

Rate of Fire: Can fire up to six bursts per melee round (each counts as one melee attack).

Maximum Effective Range: 6000 feet (1828 m)

Payload: 4000 round drum, that's 100 bursts! If a second drum is added it feeds immediately after the first drum is exhausted. Reloading a drum will take about five minutes, even for those trained in its use, and a strength of 26 or higher is required.

Special Weapon Features: 1) The rail gun has its own laser targeting and radar tracking system built into the weapon itself. Range: 6000 feet (1828 m). Bonuses: +2 to strike.

A variable light frequency laser (the smaller cylinder) draws its power from the power armor itself, but also has an auxiliary energy-clip in case of an emergency. E-Clip Payload: 40 shots. Mega-damage: 2D6 M.D. Range: 4000 feet (1200 m)



2. KL Twin-Barrel Pulse Cannon (left arm): This is a high-powered laser pulse cannon with amazing range and power. The weapon is hooked directly to the armor's nuclear power supply, eliminating the need of an external power pack.

Primary Purpose: Assault

Weight: 800 lbs (360 kg).

Mega-Damage: 1D6 × 10 M.D. per dual blasts (two simultaneous energy pulses) or 5D6 M.D. per single pulse.

Rate of Fire: Equal to number of combined hand to hand attacks of the operator (usually 4-6).

Maximum Effective Range: 4000 feet (1200 m)

Payload: Effectively unlimited.

Special Weapon Features: 1) The turret has its own laser targeting and radar tracking system (Range: 6000 ft/1828 m). Bonuses: +2 to strike.

A double-barrelled, variable light frequency laser turret is located under the large barrel. It is a secondary, light defense mechanism. The laser draws its power from the power armor so its payload is effectively unlimited. Mega-damage: 2D6 M.D. Range: 2000 feet (610 m)

3. Dual Shoulder Mini-Missile Launcher: A small mini-missile launcher, holding three (3) mini-missiles, is concealed under the large shoulder plates of the pilot's armor. Also note that the shoulder plates can be jettisoned for greater mobility.

Primary Purpose: Anti-Aircraft

Missile Type: Any mini-missile can be used, but standard issue is armor piercing (1D4 × 10 M.D.) or plasma (1D6 × 10). Fragmentation will be used for anti-personnel operations.

Mega-Damage: Varies with missile type.

Range: Usually about a mile.

Rate of Fire: One, two, or three at a time.

Payload: Six total, three in each shoulder housing.

4. Class Two Rocket Shield. This shield is more ungainly than the class one shield and cannot be used to parry energy blasts. It can be used to protect the power armor or others from the brunt of explosions and incoming missiles. However, it is a missile itself! The M.D. plating is jettisoned to reveal a rather large, guided missile.

Primary Purpose: Anti-Armor

Missile Type: Multiple mini-warhead with a blast radius of 30 feet (9 m) and is +4 to strike a specific target.

Mega-Damage: 3D4 × 10

Range: Two miles (3.2 km).

Payload: One

5. Hand to Hand Combat: Rather than use a weapon, the operator of the armor can engage in mega-damage hand to hand combat. The humanoid portion of the unit is identical to the Manling armor. What follows are special strikes and horse combat.

Strike with Rocket Shield 3D4 M.D.

Foreleg Kick 4D6 M.D. (stomp half damage)

Rear Leg Kick 2D4 × 10 M.D., but counts as two melee attacks

Rear Leg Stomp 5D6 M.D.

Power Punch 3D6 M.D.

Body Butt 2D6 M.D.

Leap Kick or Flying Body Block 2D4 × 10 M.D., plus a 1-75% likelihood of knocking one's opponent down (victim loses two melee attacks and initiative). Leap kicks count as two attacks.

Combat Bonuses: One additional attack per melee, +2 to strike on all kicks, +1 to parry and +2 to dodge. All are in addition to the pilot's combat skills and attribute bonuses.

6. Energy Lance: A hand-held, long-range, precision laser weapon. Designed as a super sniper weapon. Only fires single shots and is +2 to strike on called shots.

Primary Purpose: Sniper; long range.

Weight: 20 lbs (9 kg).

Mega-Damage: 3D6 M.D. per single shot at long range. The weapon

can be adjusted to half the range and twice the damage (6D6 M.D.) or 2D4 M.D. as a stabbing lance or blunt weapon.

Rate of Fire: Equal to number of combined hand to hand attacks of the operator (usually 4-6).

Maximum Effective Range: 6000 feet (1828 m) or 3000 (915 m)

Payload: 40 shots; recharges after four hours.

7. Sensor System Note: Full optical systems, including laser targeting, telescopic, passive night vision (light amplification), thermo-imaging, infrared, ultraviolet, and polarization. Plus motion and heat detection, built-in radar system and all other features common to power armor.

Sensor Bonuses: +2 to strike with all long-range weapons.

Kittani Manling Power Armor

Effectively the same as the infamous Serpent armor as far as styling and upper body, except instead of a serpent's lower body it has normal bipedal legs. The only other difference is that an optional jet pack can be attached just like the K-Universal armor. The manling armor will fit most humanoids, although the Kittani have never marketed it.

Kittani Manling Power Armor

Model Type: Kittani MPA

Class: Heavy Infantry Environmental Exo-Skeleton

Crew: One

M.D.C. by Location:

Shoulder (2) — 150 each

Arms (2) — 110 each

Legs (2) — 110 each

Plasma Axe (1) — 100

Shield (Mini-Missile Launcher; 1) — 200

*Head — 120

**Main Body — 375

* Destroying the head of the power armor will eliminate all forms of optical enhancement and sensory systems. The pilot must now rely on his own human vision and senses. No power armor combat bonuses to strike, parry, and dodge! **Note:** The head is a small and difficult target to hit (shielded by exhaust tube, and shoulder plating). Thus, it can only be hit when a character makes a *called shot*, and even then, the attacker is -4 to strike.

**Depleting the M.D.C. of the main body will shut the armor down completely, making it useless.

Speed

Running: 40 mph (64 km) maximum. Exertion is reduced to 20% of the usual fatigue rate.

Leaping: Leaps of up to 20 feet (6 m) up or across are possible.

Flying: Limited flight is possible with the addition of a jet pack. Same conditions and limitation as the K-Universal power armor.

Statistical Data

Height: Typically stands 7 to 8 feet (2.1 to 2.4 m) tall.

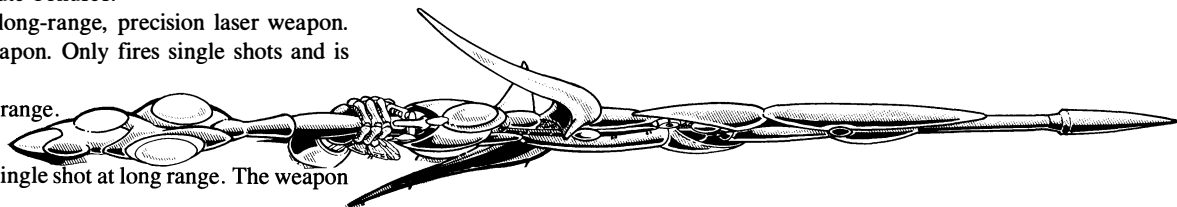
Weight: 450 lbs

Physical Strength: Equal to a P.S. 46

Cargo: None

Power System: Nuclear power with a 20 year life.

Market Price: Has never been sold in any marketplace. The Coalition or Triax would pay 40 million credits for a complete, undamaged suit.



If the Kittani should sell the armor, they could easily get 10 to 15 million credits per unit.

Weapons & Sensor Systems: Same as the Serpent except no tail attacks and fewer bonuses.

Hand to Hand combat damage:

Restrained Punch 1D6 M.D.

Full Strength Punch or shield strike 3D4 M.D.

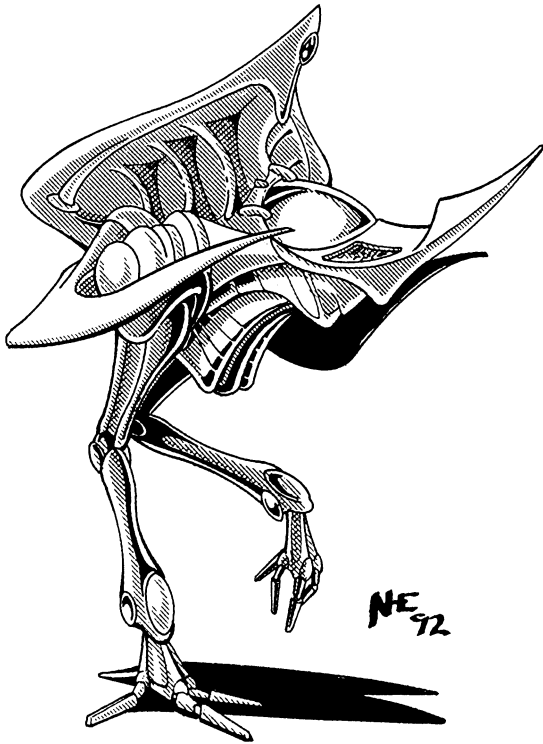
Power Punch 4D6 M.D., but counts as two attacks

Kick attack 1D6 M.D.

Leap Kick 2D4 M.D.

Body/head Butt 1D4 M.D.

Hand to Hand Combat Bonuses: +1 on initiative, +1 to parry and dodge, and +1 to roll with impact. All bonuses are in addition to hand to hand skill and attribute bonuses.



Kittani ABSS-2 Simple Security Drone

This robot drone is used to patrol areas, ever vigilant for intruders and is also used for spying, exploration, and scouting. It has no weapons, but does have a pair of retractable, prehensile tentacles (five feet/1.5 m long, P.S. 14).

Speed: Running up to 50 mph (80 kmph).

Size: 5 feet (1.5 m) tall and wide, 9 feet (2.7 m) long

Weight: 800 lbs (363 kg); nuclear powered.

M.D.C. by Location:

Communication Antenna/tail — 50

Forward Molecular Analyzer and Scent Fins (2) — 50 each

Top Acoustic Fin — 75

Legs (2) — 90 each

Main Body — 150

Mega-Damage: None. Kick from foot inflicts 2D6 S.D.C. damage, retractable tentacles (2): 1D6 S.D.C. damage.

Robot Defense System: Combat programs enable it to locate and identify targets, hide, prowl 60%, climb 60%, track by sound or scent 60%, land navigation 89%, intelligence 89%, detect ambush 89%, detect concealment 60%, and can recognize 100,000 different targets and life forms.

Bonuses: +3 to dodge, five melee actions.

Sensors & Optics: Super keen, acoustic sound amplification system (equal to the bionic ultra ear and amplified hearing), radio band scanner, radio code descrambler, cryptography analysis program (50%), audio and video recorder (24 hours of video, 96 hours of audio), plus a molecular analyzer (same as bionic system), motion detector, heat sensor, radiation sensor, radar detector, and radar (can track 48 different targets, one mile range)

Full range optics are equal to a multi-optics helmet, including thermo-imager, infrared, ultraviolet, passive nightsight, telescopic, and laser targeting.

Market Price: Six million credits. Fair availability.

Kittani ABS-3 Basic Security Drone

A robot sensor cluster with hover-flight and defense capabilities. The large bulb is a high intensity light that can illuminate a 400 foot (122 m) area as if it were daytime. The tear-drop shaped appendage holds 20 tear gas canisters which are dropped to impair and confuse intruders (the tear gas can also be fired up to 50 ft/15.2 m away).

The top hump-like protrusion is a communication and recording system. The audio system can be set to speak a prerecorded message, like: "Warning! This is a restricted area. Please turn back. Failure to cooperate will force me to attack." Or a human supervisor or field operative can patch directly into the bot and see and hear everything the drone sees and can speak through the robot in two-way communication.

The side protrusion or lobe with the antennas sticking out of it is the main sensor cluster and long-range radio system.

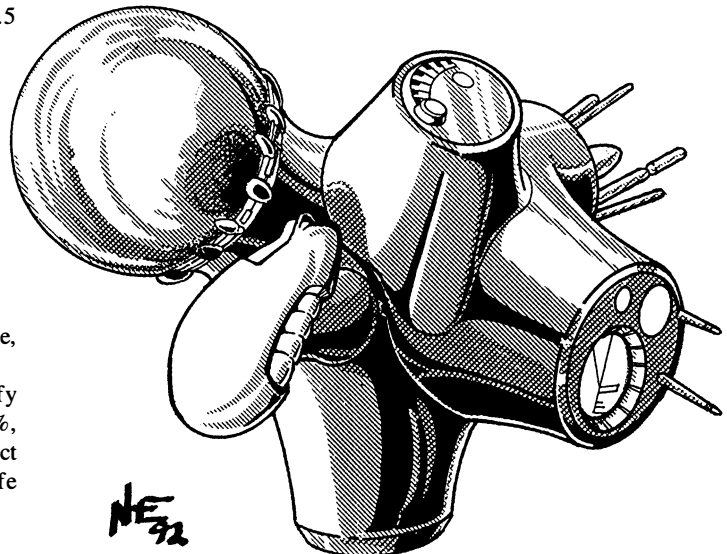
The forward protrusion is the defensive weapons system, with two light lasers, two spotlights, and a mini-missile launcher (the large circular recess opens to release the missiles).

The security drone is commonly used to patrol and defend the interior and exterior grounds and floors of buildings, and designated areas (parking lots, storage areas, rooms, hallways, basements, etc.). However, it can also be used for exploration, scouting/investigations, as a robot escort, and even recreation (illuminating a playing field, broadcasting music, etc.).

Speed: Hover stationary or up to 60 mph (96 km). Maximum hover height 1000 feet (305 m).

Size: 5 feet (1.5 m) tall and wide, 9 feet (2.7 m) long

Weight: 800 lbs (363 kg); nuclear powered.



M.D.C. by Location:

- Light Bulb — 6
- Tear Gas Dispenser — 30
- Communication Lobe — 50
- Forward Weapon Lobe — 100
- Forward Spotlights (2) — 2 each
- Lower Hover Jets — 90
- Main Body — 190

Mega-Damage: Small light laser: 2D6 M.D. or larger light laser: 3D6 M.D. per blast, or 5D6 per simultaneous double blast.

It can also release a high pitched, ear splitting siren that can be heard half a mile away (0.8 km). Everybody within 200 feet (61 m) is distracted and their ears hurt; -2 on initiative, -1 to strike, parry and dodge.

Tear Gas grenades: Causes impairment of vision (unless a gas mask or environmental armor is worn), skin irritation and difficulty breathing. Victims are -10 to strike, parry and dodge, and lose one melee attack/action for 1D6 + 1 melee rounds.

Mini-missiles: Damage varies with missile type.

Rate of Fire: See Robot bonuses.

Maximum Effective Range: Both lasers: 2000 feet (610 m), tear gas 50 feet (15 m), mini-missiles vary with type.

Payload: 100 laser blasts before requiring a one hour period to energize back to full capacity. An E-clip can be used in case of emergencies (20 light blasts).

Tear gas: 20

Mini-missiles: Six (any type can be used)

Robot Defense System: Combat programs enable it to relocate to a better position, hide and take evasive action, perform rudimentary strategy and tactics, detect ambush 89%, detect concealment 68%, land navigation 89%, intelligence 89%, prowl 50%, and can recognize 1000 different targets.

Bonuses: +3 to strike and parry, +4 to dodge, six attacks per melee (lasers or mix).

Sensors & Optics: Full range optics equal to a multi-optics helmet, including thermo-imager, infrared, ultraviolet, passive nightsight, telescopic, and laser targeting. Motion detector, heat sensor, radiation sensor, radar detector, radar (can track 48 different targets, one mile range), enhanced hearing, full radio transmission and reception, radio scrambler.

Market Price: Six million credits. Fair availability. Costs 120 credits per grenade and 20,000 credits per mini-missile.

Kittani ABW-4 Basic Work Drone

This is a man-sized hover robot used for all types of labor and services depending on the particular programs of the specific robot.

Speed: Hover in a stationary position or up to 100 mph (160 km). Maximum hover height 1000 feet (305 m).

Size: 6.6 feet (1.9 m) tall and 3.5 feet wide (1 m)

Weight: 1400 lbs (630 kg); nuclear powered.

M.D.C. by Location:

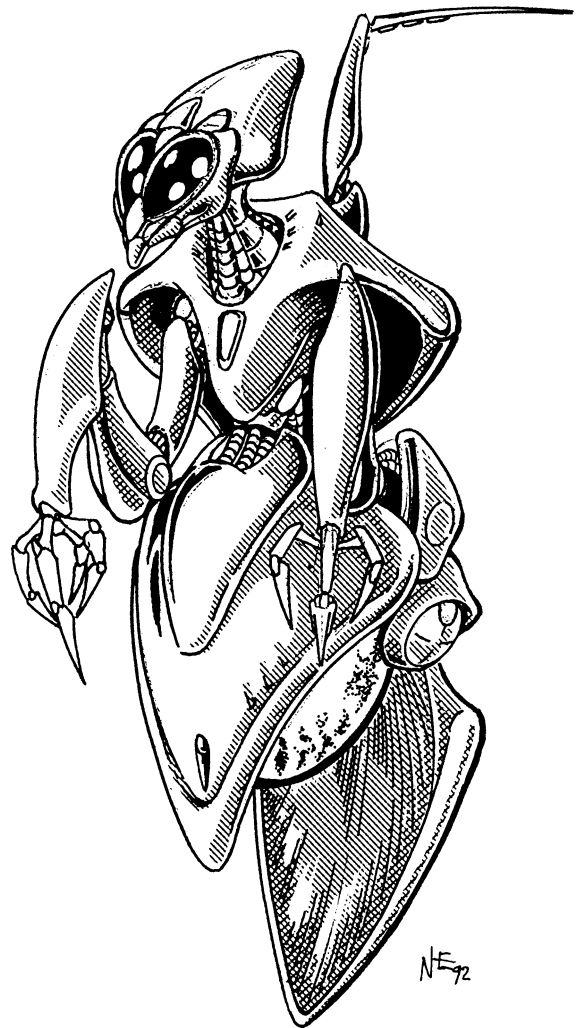
- Communication Antenna — 35
- Chest Spotlight — 2
- Arms (2) — 50 each
- Lower Hover Jets — 110
- Main Body — 200

Weapon Systems: None, although the bot can use tools and hand held weapons.

Mega-Damage: 1D6 M.D. from punch.

Bonuses: +1 to strike, parry, and dodge; four attacks per melee.

Sensors & Optics: Full range optics equal to a multi-optics helmet, including thermo-imager, infrared, ultraviolet, passive nightsight, telescopic, and laser targeting. Motion detector, heat sensor, radiation



sensor, enhanced hearing, full radio transmission and reception.

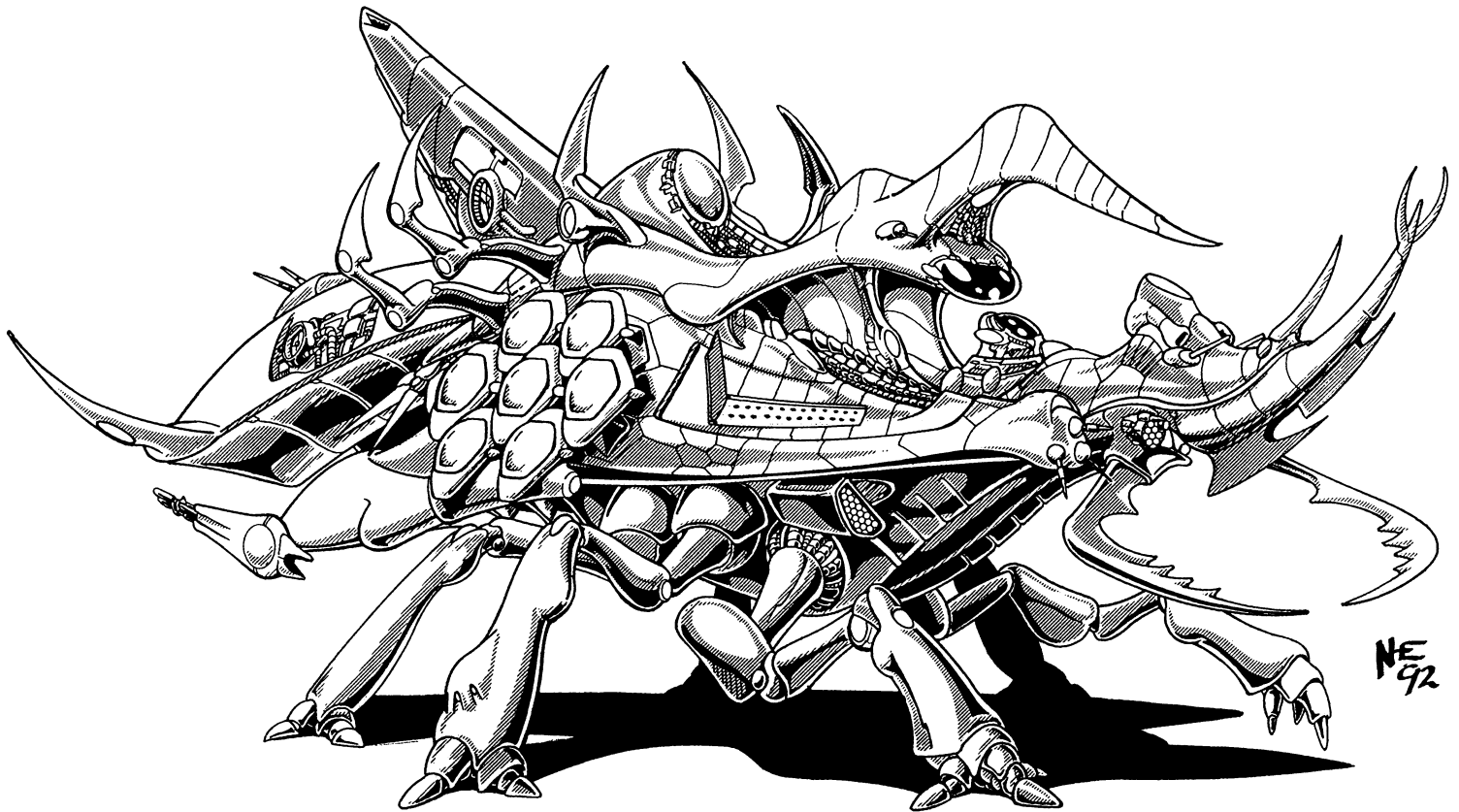
Market Price: Three million credits. Fair availability.

Insecton Land Rover

This behemoth of a robot vehicle is patterned after a giant beetle. Although it can be modified for war, it is designed as an all-terrain vehicle for exploration. The feet are prehensile for better grip on rock and difficult surfaces. They can also be used like hands to pick up, move or examine objects. The huge pincer-like mandibles are also for holding onto and moving things like trees, rocks and debris and cutting through vegetation.

The rhinoceros horns of the head are for pushing and cutting through dense foliage. Two small laser turrets are located on the head where eyes might be on a real insect. On either side of the head is a triple-barrelled light laser system. All lasers are for cutting through vegetation, obstructions and for defense. The crescent shape above the three barrels is a headlight.

The outcropping on the top of the head is a forward hatch. Above it, is the overhanging armored shell that ends in another horn-like point. Below the big horn is a black bubble and below it, a second, smaller black bubble. These are the main multi-optic and sensor systems for the bot; destroy them and you impair the vision and sensors of the vehicle. The large metal bubble on the back is a mini-missile pod for defense purposes. The large fin-like appendage is a cooling system. The spiky leg-like things on the back are smaller secondary appendages that are used to flip the vehicle upright should it be knocked upside



down. They can also be used for holding and carrying large objects or a second vehicle, such as a robot, ATV jet or hovercraft.

The seven panels on either side of the rear, upper body are quick entry and exit tubes. Personnel equipped with jet packs can fly in and out of these hatches. The tube hatches can be opened one at a time or all seven (14 total) at once. A longer range revolving particle beam turret is located on both sides of the hind-quarters. The weapon is intended for defense and can shoot in all directions; up, down, forward and backwards. A domed laser turret is mounted on the top, back of the vehicle and can also rotate 360 degrees to fire in all directions — for defense. The rear section of the body has three powerful thrusters for movement on the surface of bodies of water and propulsion underwater or in outer space.

Note: All of the honeycomb or hexagonal patterned fixtures are spotlights. There are two on the head, two in the lower rear, two on the upper body near the missile pod, and two large ones in the front, above the shoulders of the front legs. The center pair of legs also have a series of four small lights on each ankle for better illumination of the ground.

The Kittani Insecton Land Rover

Model Type: Kittani ATV-RV

Class: Strategic Robot Vehicle Land Rover

Crew: Three total: One pilot, one co-pilot and one communications operator and gunner. Can comfortably accommodate 14 passengers and has a cargo bay for specimens.

M.D.C. by Location:

- Mini-Missile Pod (1; top) — 150
- Small, Forward Lasers (8 gun barrels) — 10 each
- Rear Laser Turret (1) — 100
- Rear Particle Beams (2) — 50 each
- Forward Mandibles (1) — 75
- Nose Horn (main) — 75
- Lights (6, tiny) — 2 each
- Lower Spotlight (2) — 10 each
- Legs (6) — 200 each

- Leg-like Top Appendages (6) — 100 each
- Rear Thrusters (3) — 50 each
- Cooling Fin (1) — 150
- Side Hatches (14) — 70 each
- Forward Hatch (1) — 100
- Pilot & Crew Compartment — 120
- *Forward Sensor Cluster (2) — 90
- **Upper Main Body (top armored shell) — 600
- **Lower Main Body (underbody) — 500

* Destroying the sensor clusters of the vehicle will eliminate all forms of optical enhancement and sensory systems. The pilot must now rely on his own human vision and senses. **Note:** The sensor cluster is comparatively small and protected by overhanging horns and armor. Thus, it can only be hit when a character makes a *called shot* and even then, the attacker is -2 to strike.

**Depleting the M.D.C. of the vehicle's heavily armored upper body destroys the sensor clusters, the mandible and all weapon systems. The vehicle is severely damaged and the inner pilot and crew compartment is exposed, putting the crew and passengers in jeopardy. Travel speed is reduced by 50%, but the vehicle can still move and take evasive action.

If the lower portion of the main body is destroyed, the vehicle cannot move and is a sitting duck, although the weapons of the upper body are still functional. The vehicle can be completely destroyed with a self-destruct mechanism (delayed or instant).

Speed

Running: 100 mph (160 km) maximum. Well suited for most terrains, including mountains, underwater and space.

Leaping: Not possible.

Flying: Not possible, although it may carry an air vehicle mounted on its back and the crew is typically equipped with jet packs. The rear thrusters are provided to add stability, balance, and thrust in space or underwater.

Statistical Data

Height: 25 feet (7.6 m); the cooling fin can be raised and lowered to different positions. Add another eight feet (2.4 m) when raised to its full height.

Width: 9 feet (2.7 m) with weapon turrets

Length: 65 feet (19.8 m)

Weight: 67 tons

Physical Strength: Equal to a P.S. 60

Cargo: An area equal to a 10x10 foot room.

Power System: Nuclear; average energy life is 10 years.

Market Price: Rarely sold, but when it is the weapon systems are not included and the vehicle costs 120 million credits.

Weapon Systems

Note: Total number of attacks per melee is six if only the pilot is operating the vehicle, or an additional six if a gunner is present.

1. Single Barrel Light Lasers (2): Two lasers are located on the head of the vehicle just below the forward entry hatch. The barrels can turn 90 degrees in all directions.

Primary Purpose: Defense

Mega-Damage: 2D6 per single blast or 4D6 M.D. for a simultaneous double blast from both forward barrels at the same target (counts as one attack).

Rate of Fire: Can fire up to six double blasts per melee.

Maximum Effective Range: 2000 feet (610 m)

Payload: Effectively unlimited.

2. Tri-Barrel Light Lasers (2 weapon pods): Three lasers are located in a weapon pod mounted on the side of the head. The barrels can turn 90 degrees in all directions.

Primary Purpose: Defense

Mega-Damage: 2D6 per single blast or 6D6 M.D. for a simultaneous triple blast from all three barrels at the same target (counts as one attack).

Rate of Fire: Can fire up to six triple blasts per melee.

Maximum Effective Range: 2000 feet (610 m)

Payload: Effectively unlimited.

3. Mini-Missile Launcher Pod: A large missile pod is mounted on the top of the body.

Primary Purpose: Anti-Aircraft

Missile Type: Any mini-missile can be used, but standard issue is armor piercing (1D4 × 10 M.D.) or plasma (1D6 × 10). Fragmentation will be used for anti-personnel operations.

Mega-Damage: Varies with missile type.

Range: Usually about a mile.

Rate of Fire: One, two, three or four at a time.

Payload: 32 total

4. Rear Mounted Twin-Barrel Pulse Cannon: This is a medium powered laser pulse cannon. The weapon is hooked directly to the vehicle's power supply, eliminating the need of an external power pack.

Primary Purpose: Defense

Weight: Two tons

Mega-Damage: 6D6 M.D. per dual blasts.

Rate of Fire: Equal to the combined number of hand to hand attacks of the operator (usually 4-6).

Maximum Effective Range: 4000 feet (1200 m)

Payload: Effectively unlimited.

Special Weapon Features: The turret has its own laser targeting and radar tracking system (Range: 4000 ft/1200 m). Bonus: + 1 to strike.

5. Rear Particle Beam Turret (2). On both sides of the vehicle is a rear mounted, light particle beam weapon. The weapons can rotate a full 360 degrees to shoot up, down, forwards and backwards, but cannot shoot side to side.

Primary Purpose: Defense

Mega-Damage: 1D4 × 10 M.D. per blast.

Rate of Fire: Can fire up to six double blasts per melee.

Maximum Effective Range: 2000 feet (610 m)

Payload: Effectively unlimited.

6. Mandible & Hand to Hand Combat: Rather than use a weapon, the operator of the vehicle can engage in mega-damage hand to hand combat.

Mandible Bite 4D6 M.D.

Leg Kick 3D6 M.D.

Stomp 5D6 M.D.

Butt/Ram with Horn 5D6 M.D.

Body Block/Ram 1D4 × 10 M.D., plus a 1-75% likelihood of knocking one's opponent down (victim loses two melee attacks and initiative). Counts as two attacks.

Combat Bonuses: One additional attack per melee, + 1 to strike and parry, + 1 to roll with impact or fall, but - 2 to dodge. All are in addition to the pilot's combat skills and attribute bonuses.

7. Sensor System Note: Full optical systems, including laser targeting, telescopic, passive night vision (light amplification), thermo-imaging, infrared, ultraviolet, and polarization. Plus motion and heat detection, built-in radar system and all other features common to robot vehicles.

Sensor Bonuses: + 1 to strike with all-long range weapons.

Creax Armored Rover

This is an all-purpose, all-terrain, three-man robot vehicle designed for exploration, construction and salvage, but can be used for many other operations as well. Since it is not intended for combat, it is comparatively slow but heavily armored.

One of its features is that the upper, rear plate can be raised like a giant fan or fin to either help shield others behind it or to reveal hover jets. Again, the speed from the jet propulsion is slow but adds greatly to its all-terrain capabilities.

Its most unique feature is the removable claw. The claw can detach at the wrist and operate as a independent robot drone, usually controlled by the pilot inside the parent vehicle. It crawls, using its two small arms, and can be used to retrieve items or to scout ahead or access small areas (has basic sensors and audio-visual transmission features).

The other hand with the long fingers is for scooping and carrying large items, as well as climbing.

The Creax Armored Rover

Model Type: Kittani ATV-RV

Class: Strategic Robot Vehicle Land Rover

Crew: Three total: One pilot, one communications operator and assistant or field scientist. A fourth person could be squeezed in, but the quarters will be extremely cramped.

M.D.C. by Location:

Head Laser Turret (1, tiny) — 10

Forward Auto-Gun (2) — 100 each

Crab Claw (1) — 125

Crab Claw Arms (2) — 25 each

Right Arm — 100

Shoulders (2) — 150 each

Lights (6, tiny) — 2 each

Lower Spotlights (2) — 10 each

Legs (4) — 200 each

Rear Thrusters (4, under fin) — 50 each

Directional Thrusters (4, in the fin) — 50 each

Armored Fin (1, rear) — 350

Hatches (2 in underbelly) — 90 each

Pilot & Crew Compartment — 110

*Sensor Cluster (head) — 80

** Main Body — 500

* Destroying the head and its sensor clusters, will eliminate all forms of optical enhancement and sensory systems. The pilot must now rely on his own human vision and senses and/or the simpler unit built into the claw appendage (no radar, passive nightsight, or long-range radio transmissions). **Note:** The sensor cluster is comparatively small and protected by armor. Thus, it can only be hit when a character makes a *called shot* and even then, the attacker is -2 to strike.

**Depleting the M.D. C. of the main body destroys the vehicle.

Speed

Running: 40 mph (64 km) maximum. Well suited for most terrains, including mountains, underwater and space.

Leaping: Not possible.

Flying: Hover stationary or fly at a speed of up to 60 mph (96 km). Maximum hover height: 300 feet (91.5 m).

Statistical Data

Height: 16 feet (4.8 m); add another eight feet (2.4 m) when the rear plates are raised to allow flight.

Width: 9 feet (2.7 m) with weapon turrets

Length: 11 feet (3.3 m)

Weight: 32 tons

Physical Strength: Equal to a P.S. 40

Cargo: A small 4×4 foot (1.2×1.2 m) area.

Power System: Nuclear; average energy life is 10 years.

Market Price: Rarely sold, but when it is, the vehicle costs 20 million credits.

Weapon Systems

Note: Total number of attacks per melee is equal to that of the pilot's, plus two if another crew member is using the detached crab claw.

1. Double-Barrel Light Laser (1): A double barrelled laser is located on the chin of the head. The barrels can turn 90 degrees in all directions.

Primary Purpose: Defense

Mega-Damage: 2D6 per single blast or 4D6 M.D. for a simultaneous double blast from both forward barrels at the same target (counts as one attack).

Rate of Fire: Equal to the pilot's hand to hand.

Maximum Effective Range: 2000 feet (610 m)

Payload: Effectively unlimited.

2. Fixed Forward Auto-Gun Pods (2): Located in the front portion of the main body are two auto-gun pods, one on each side. Each pod has six recessed barrels and the entire pod can be adjusted 40 degrees in all directions.

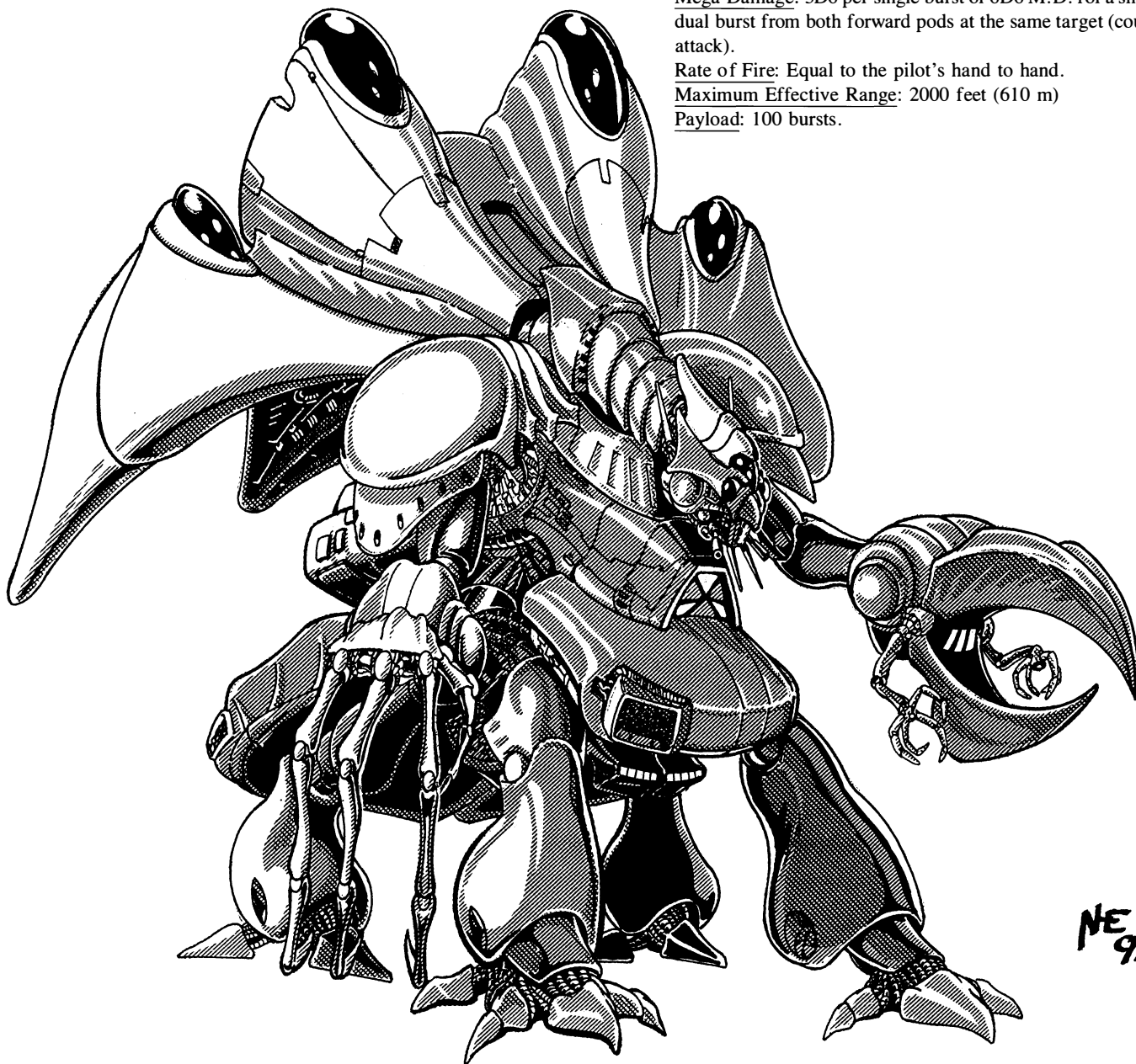
Primary Purpose: Defense

Mega-Damage: 3D6 per single burst or 6D6 M.D. for a simultaneous dual burst from both forward pods at the same target (counts as one attack).

Rate of Fire: Equal to the pilot's hand to hand.

Maximum Effective Range: 2000 feet (610 m)

Payload: 100 bursts.



- 3. Detachable Robot Claw:** The claw can detach at the wrist and operates as a independent robot drone, usually controlled by the pilot inside the parent vehicle. It crawls using its two small arms, and can be used to retrieve items or to scout ahead or access small areas.

Attributes of Note: P.S. 20, P.P. 15, Spd. 22. Basic sensors (located inside the claw) and audio-visual transmission features, thermo-imager, infrared, ultraviolet, motion detector, radiation detector, and audio-visual recording and transmission. Three melee actions, +2 to strike, parry, and dodge, and +3 to roll with impact or fall.

Combat programs enables it to relocate to a better position, hide, take evasive action, and engage in rudimentary strategy.

- 4. Hand to Hand Combat:** Rather than use a weapon, the operator of the vehicle can engage in mega-damage hand to hand combat.

Restrained Punch 4D6 S.D.C. damage

Full Strength Punch 2D6 M.D.

Crab Claw Full Strength Strike 4D6 M.D.

Crab Claw Power Punch 1D4×10+8 M.D.

Crab Claw Arms Punch 1D4 M.D.

Leg Kick 2D6 M.D.

Stomp 2D6 M.D.

Body Block/Ram 3D6 M.D., plus a 1-50% likelihood of knocking one's opponent down (victim loses two melee attacks and initiative). Counts as two attacks.

Combat Bonuses: One additional attack per melee, +1 to strike and parry, +2 to roll with impact or fall, but -2 to dodge. All are in addition to the pilot's combat skills and attribute bonuses.

- 5. Sensor System Note:** Full optical systems, including laser targeting, telescopic, passive nightvision (light amplification), thermo-imaging, infrared, ultraviolet, and polarization. Plus motion and heat detection, built-in radar system and all other features common to robot vehicles.

Sensor Bonuses: +1 to strike with all long-range weapons.

Hatches (6) — 100 each

Pilot & Crew Compartment — 200

* Forward Sensor Cluster (near heads) — 100

** Main Body — 2100

* Destroying the main sensor cluster will reduce bonuses to strike and dodge by half and reduces all sensors and optic systems to half the normal range (secondary system kicks in). **Note:** The sensor cluster is comparatively tiny and protected by armor and swaying heads. Thus, it can only be hit when a character makes a *called shot* and even then, the attacker is -3 to strike.

**Depleting the M.D.C. of the main body renders the vehicle inoperable and activates the internal self-destruct mechanism.

Speed

Running: 50 mph (80 km) maximum. See flying.

Leaping: Not possible.

Flying: Low altitude flying: From a stationary hover to Mach 3 (about 2010 mph/3216 km). Maximum speed is Mach 5.5 (about 3700 mph/5900 km) and capable of breaking away from Earth's gravity. Well suited for all environments, including underwater (up to 4 miles/6.4 km deep) and outer space.

Statistical Data

Height: 50 feet (15.2 m); add another 20 feet (6 m) when standing more upright on its rear legs.

Width: 77 feet (23.5 m) from swept wing tip to wing tip.

Length: 120 feet (36.6 m), not including the tail, which is another 120 feet long.

Weight: 300 tons

Physical Strength: Equal to a P.S. 60

Cargo: Additional cargo hold of 12×12 feet (3.6 m).

Power System: Nuclear; average energy life is 15 years.

Market Price: Never sold! Top Secret!! Would cost 200 billion credits fully armed and loaded.

Weapon Systems

Total Possible Number of Attacks per Melee:

Head Gunner: Eight attacks per melee (two per head).

Wing Gunner: Six using laser turrets only.

Wing Gunner (secondary): Six using P-beams & missiles only.

Secondary Gunner: Six using missiles or assisting others (back-up).

- 1. The Four Dragon Heads.** The three identical heads bite and fire plasma bolts. The one different head fires a long-range laser and also bites. The heads are mounted on prehensile necks and turn in any direction.

Primary Purpose: Assault

Mega-Damage: Head butt 2D6 M.D., head bite 1D4×10 M.D., plasma blast 1D4×10 M.D. per each blast or 2D4×10 M.D. per single laser blast. Note that each head can only fire twice per melee. Although the heads can all attack the same target, each blast from each head counts as one, individual melee attack.

Rate of Fire: Two per each head, eight total melee attacks.

Maximum Effective Range: 4000 feet (1200 m) for plasma or two miles (3.2 km) for the high-powered laser beam.

Payload: Effectively unlimited.

Bonuses: Heads are +4 to strike, parry and dodge, and +2 on initiative.

- 2. Wing Turrets (4) KLT Twin Barrel Pulse Cannon:** High-powered laser pulse cannon with amazing range and power. The weapon is hooked directly to the armor's nuclear power supply, eliminating the need for an external power pack and although facing forward, can angle 90 degrees up an down.

Primary Purpose: Assault

Mega-Damage: 5D6 M.D. per single pulse from one turret or 1D6×10 M.D. per dual blasts from one turret, or 4D6×10 from all four turrets shooting at the same target simultaneously!

Rate of Fire: Six.

The Dragon Dreadnought

This is a super all-environment vehicle of war that has annihilated many enemies in the past, including The Mechanoids. It is designed for use in the air, underwater and in space. Splynnncryth has only allowed the Kittani to build ten, four of which are secretly stored at Splynn, three at Kitalan and one at each of the other three major Kittani cities. It has never been sold on Earth and is considered a secret military weapon. It has been used on other worlds with great effectiveness.

The Dragon Dreadnought

Model Type: Kittani ATV Super Fighter

Class: Strategic Infantry Assault Robot Fighter

Crew: 7 total: One pilot, one co-pilot, one communications officer, one forward head gunner, one wing gunner, and two secondary gunners (P-beams & missiles). Typically carries a platoon of 32 armored troops, usually Serpent or Equestrian power armor units. It can easily accommodate an additional eight passengers.

M.D.C. by Location:

Dragon Heads (4) — 250 each

Arms (2) — 200 each

Legs (2) — 400 each

Wings (6) — 300 each

Wing Laser Turrets (4) — 150 each

Wing P-Beam Guns (6) — 50 each

Tail Laser (1) — 100

Tail (1) — 150

Missile Launch Tube (1, top) — 300

Missile Bomb Bay Doors (1, underneath) — 400

Spotlights (4) — 20 each

Directional Thrusters (20, all over) — 20 each





Maximum Effective Range: 6000 feet (1828 m)

Payload: Effectively unlimited.

Special Weapon Features: 1) The turret has its own laser targeting and radar tracking system (Range: 6000 ft/1828 m). Bonus: +3 to strike.

3. **Wing Particle Beam Guns (8).** The two top wings have three, and the second wing has one particle beam gun built into each; the lower tier of wings do not. These are short-range fighter to fighter weapons as well as anti-missile weapons. On both sides of the vehicle is a rear mounted, light particle beam weapon. The weapons can rotate a full 360 degrees to shoot up, down, forwards and backwards, but cannot shoot side to side.

Primary Purpose: Defense

Mega-Damage: 1D4 × 10 M.D. per blast.

Rate of Fire: Can fire up to six double blasts per melee.

Maximum Effective Range: 2000 feet (610 m)

Payload: Effectively unlimited.

4. **Tail Laser (1):** A double-barreled, long-range laser is built into the prehensile tail and shoots in absolutely any direction the tail points. The weapon is hooked directly to the vehicle's nuclear power supply eliminating the need for an external power pack.

Primary Purpose: Assault

Mega-Damage: 1D6 × 10 M.D. per laser blast, or 5D6 M.D. from a physical hit.

Rate of Fire: Six attacks per melee round.

Maximum Effective Range: 6000 feet (1828 m)

Payload: Effectively unlimited.

5. **Missiles:** The top missile tube holds eight medium-range missiles, while the bomb bay area holds 16 long-range missiles, typically proton or multi-warhead.

Primary Purpose: Long range assault

Missile Type: Can use any, but typically uses the most devastating warheads.

Mega-Damage: Typically 4D6 × 10 M.D.

Range: Dozens to over a thousand miles; see *Rifts Ultimate*, p. 363.

Payload: 8 medium-range and 16 long-range guided missiles

6. **Hand to Hand Combat:** Rather than use a weapon, the operator of the armor can engage in mega-damage hand to hand combat using the dragon heads to bite and the arms and legs to strike (particularly when hovering).

Punch 3D4 M.D.

Power Punch 4D6 M.D.

Rear Leg Kick 1D4 × 10 M.D.

Rear Leg Stomp 1D6 × 10 M.D.

Tail Strike 5D6 M.D.

Head Butt 2D6 M.D.

Head Bite 1D4 × 10 M.D.

Flying Body Block 3D4 × 10 M.D., plus a 1-85% likelihood of knocking one's opponent down (victim loses two melee attacks and initiative). Counts as two attacks.

Combat Bonuses: One additional attack per melee, +2 to strike on all kicks, +1 to parry and +2 to dodge. All are in addition to the pilot's combat skills and attribute bonuses.

7. **Sensor System Note:** Full long-range optics sensor, radar and all the other features common to power armor.

Sensor Bonuses: +4 to strike with all long-range weapons.

Other Odds and Ends

Laser Wrist Blasters

A pair of wrist bands just like the ones used by the Altara Warrior Women. Mini-lasers with a magic power pack worn on the back. See the center figure depicted page 248 of *Rifts Ultimate Edition*.

Mega-Damage: 2D6 M.D. per blast.

Range: 1200 feet (366 m)

Rate of Fire: Up to five blasts per melee.

Payload: 60 blasts; back-pack recharges completely in four hours.

Note: Splugorth design.

Market Price: 22,000 credits.

Double Blade Plasma Axe

An energy weapon used in close combat, originally designed for use with Kittani power armor. This is a man-size version of the giant weapon and can be used as a bludgeon or energized to slice through mega-damage structures like a hot knife through butter. It can also fire a short-range burst of plasma. Unlike the power armor version, this weapon draws its power from an E-clip.

Primary Purpose: Assault

Weight: 10 lbs (4.5 kg)

Mega-Damage: 3D6 M.D. per axe strike or 6D6 M.D. per plasma blast. Each blast drains 10 minutes from the power supply. 3D6 S.D.C. damage when not energized.

Rate of Fire: 60 minutes or less per clip, depending on the number of plasma blasts fired. A maximum of six plasma blasts.

Maximum Effective Range: Close combat or plasma blast of 100 ft (30.5 m).

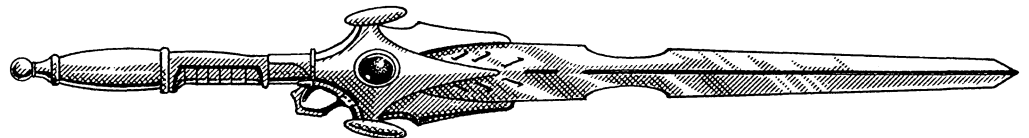
Payload: 60 minutes or less per clip, depending on the number of plasma blasts fired. Six blasts maximum per clip.

Market Price: 32,000 credits, good availability in Atlantis.

Plasma Sword

A sword that radiates plasma energy like the Kittani axe.

Primary Purpose: Assault



Weight: 3 lbs (1.35 kg)

Mega-Damage: 2D6 M.D. per sword strike or 4D6 M.D. per plasma blast. Each blast drains 10 minutes from the power supply. Or 2D6 + 2 S.D.C. damage when not energized.

Rate of Fire: 60 minutes or less per clip, depending on the number of plasma blasts fired. A maximum of six plasma blasts.

Maximum Effective Range: Close combat or plasma blast of 100 ft (30.5 m).

Payload: 60 minutes or less per clip, depending on the number of plasma blasts fired.

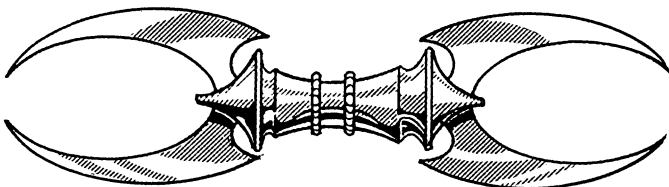
Market Price: 28,000 credits, good availability in Atlantis.

Kittani Energy Lance

A hand-held, long-range, precision laser weapon. Designed for use by borgs, bots and power armor. Only fires single shots and is +2 to strike on called shots.

Primary Purpose: Sniper; long range.

Weight: 20 lbs (9 kg).



Mega-Damage: 3D6 M.D. per single shot at long range. The weapon can be adjusted to half the range and twice the damage (6D6 M.D.). Or 2D4 M.D. as a stabbing lance or blunt weapon.

Rate of Fire: Equal to number of combined hand to hand attacks of the operator (usually 4-6).

Maximum Effective Range: 6000 feet (1828 m) or 3000 (915 m)

Payload: 40 shots, recharges after four hours.

High-tech Arrowheads

Bows and arrows of all types are popular among many of the big game hunters who come to hunt in the Preserves, but others can use them as well. The crossbow and bow and arrow have advantages. One, the firing mechanism requires no artificial energy supply. Second, the weapon is entirely silent. Third, it is extremely accurate in trained hands. Lastly, the weapon can be made by hand (carpentry skill is needed), if necessary.

Types of Arrowheads

All are suitable for either crossbow or conventional bow and arrows.

Light Explosive: 1D6 × 10 S.D.C.; costs 100 credits each.

Medium Explosive: 1D6 M.D.C.; costs 300 credits each.

Heavy Explosive: 2D6 M.D.C.; costs 550 credits each.

High Explosive: 3D6 M.D.C.; costs 900 credits each.

Gas: Arrowhead shatters on impact, releasing a toxic gas that fills a ten (10) foot area (3 m). Tear gas costs 100 credits, tranquilizer gas (sleep/knockout for 1D6 minutes) costs 250 credits, paralysis gas (a nerve toxin, causing temporary paralysis for 1D6 minutes) costs 400 credits each. Everybody in the gaseous area must roll to save versus harmful drugs (15 or higher).

Smoke: No damage; creates a smoke screen covering a 20 ft (6 m) area. Cost: 80 credits each; come in four colors, yellow, red, grey and black.

Flare: Emits a bright, sparkling light; burns for 60 seconds. Cost: 10 credits each.

Neural Disrupter: Works like a Neural Mace. See **Rifts Ultimate Edition**, page 259. Cost: 400 credits each; rechargeable and reusable 1D6 times before breaking. Inflicts no other damage.

Tracer Bug: Transmits a radio signal that can be followed up to 8 miles (12 km) away. Battery powered, with a limited life of 72 hours of constant transmission. Arrow must stick into the target or fall on top of the object (without falling off). There is always a chance that the tracer bug arrow will become dislodged and fall off (roll once for every half hour; 1-32% chance). Cost: 200 credits each. Inflicts normal S.D.C. arrow damage.

Magic Arrows: A typical magic arrow costs 1D6 × 1000 credits each. Any of the following magic spells can be placed on arrows (one spell per arrow). Globe of daylight, blinding flash, cloud of smoke, energy bolt, fire bolt and paralysis: lesser.

The Typical Bow

Weight: Average 2 to 6 lbs (0.9 to 2.7 kg)

Damage: Varies with type of weapon and arrowhead. See **Rifts Ultimate**, page 326, W.P. Archery for S.D.C. damage and effective ranges.

Rate of Fire: 2 to 8; see W.P. Archery & Targeting.

Effective Range: Varies with bow type; maximum is 700 ft (213 m).

Market Price:

Typical short bow: 200 credits.

Typical long bow: 400 to 600 credits.

Typical modern composite bow: 500 to 1200 credits.

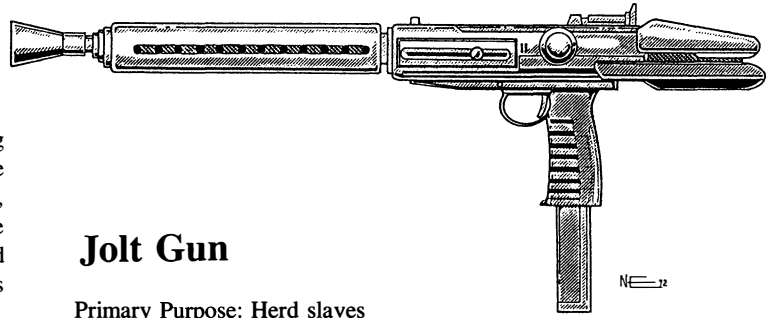
Typical traditional crossbow: 400 to 600 credits.

Typical crossbow pistol: 200 credits. 1D4 S.D.C. damage.

Typical modern crossbow: 600 to 1200 credits.

Note: The *modern* bow weapons are product of high technology and are generally made of man-made materials, lightweight (2 or 3 pounds), and are very durable and accurate.

Miscellaneous Bio-Wizard Weapons



Jolt Gun

Primary Purpose: Herd slaves

S.D.C. Damage: Three settings: 2D6 S.D.C. or 4D6 S.D.C. or 1D4 M.D. per blast (double the damage and range when on a ley line).

Range: 1000 feet (305 m)

Rate of Fire: Equal the user's number of melee attacks.

Payload: 20 blasts. Magically recharged by High Lords, techno-wizards, or at stone pyramids; requires 30 P.P.E to recharge.

Cost: 45,000 credits; limited availability.

Mental Incapacitator

Fires Wisps of Confusion, identical to the spell (**Rifts Ultimate**, page 217). Affects 1D8 people in a closed area. The weapon is depicted page 248 of **Rifts Ultimate** – the gun held by the warrior on the left.

Range: 180 feet (55 m)

Rate of Fire: Two per melee.

Payload: 10 blasts.

Duration: 50 minutes; no effect if saving throw vs magic is successful.

Note: Splugorth design.

Market Price: 200,000 credits, 8000 credits to recharge.

Forearm Plasma Blaster

A forearm blaster similar to the one used by the Slaver. It shoots bolts of fiery plasma.

Primary Purpose: Assault.

Mega-Damage: 5D6 M.D. per blast (double the damage and range when on a ley line or at a nexus).

Range: 2000 feet (610 m)

Rate of Fire: Equal to the user's number of melee attacks.

Payload: 20 blasts. Magically recharged by High Lords, techno-wizards, or at stone pyramids; requires 70 P.P.E to recharge.

Cost: 110,000 credits; limited availability.

Plasma Rifle

A rifle version of the forearm blaster that shoots bolts of fiery plasma.

Primary Purpose: Assault.

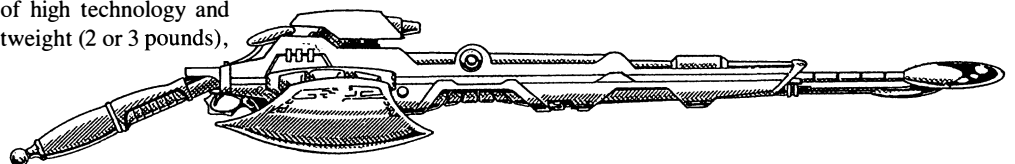
Mega-Damage: 6D6 M.D. per blast (double the damage and range when on a ley line or at a nexus).

Range: 3000 feet (914 m)

Rate of Fire: Equal to the user's number of melee attacks.

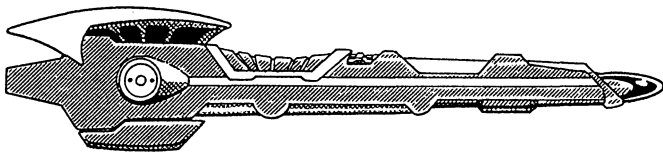
Payload: 20 blasts. Magically recharged by High Lords, techno-wizards, or at stone pyramids; requires 80 P.P.E to recharge.

Cost: 150,000 credits; limited availability.



Head or Helmet Laser (Combination of light spells and laser optics)

A cylindrical rod that attaches to a helmet or special headband.
Primary Purpose: Defense.
Mega-Damage: 2D6 M.D. per blast (double the damage and range when on a ley line or at a nexus).
Range: 2000 feet (610 m)
Rate of Fire: Up to four blasts per melee.
Payload: 20 blasts. Magically recharged by High Lords, techno-wizards, or at stone pyramids; requires 60 P.P.E. to recharge.
Cost: 125,000 credits; limited availability.



Slaver's Net Gun

Just as the name suggests, this weapon of Splugorthian techno-wizardry launches a *magic net* to ensnare its opponent; same stats as the magic spell. The gun is the large, bulky weapon depicted on page 248 of **Rifts® Ultimate Edition** — the figure on the right.
Range: 180 feet (55 m).
Rate of Fire: Two per melee.
Payload: 20 nets; must be magically recharged at about 8000 credits.
Duration: Up to 20 minutes.
Note: Splugorth design.
Market Price: 250,00 credits

Splugorth Bio-Power Armor

This is a suit of armor powered by an eye of Eylor and is vaguely similar to the power armor of the Overlord, only dramatically minimized in the way of power.
M.D.C.: 130 plus energy field.
Weight: 30 lbs (13.6 kg).
Mobility: Good, -10% proul penalty.
Magic Powers: The armor has several magic properties which can be engaged by mental command and the pressing of one of two large buttons on the chest. The red button engages all physical manifestations of magic like flying, while the white button engages mental and biological magic. All magic is equal to fifth level power and duration.

Top Red Button (and a mental command) engages any of the following:

1. Fly as the Eagle (25 P.P.E.), same as the spell.
2. Swim as the Fish (12 P.P.E.), same as the spell.
3. Breathe Without Air (5 P.P.E.), same as the spell.
4. Superhuman Speed (10 P.P.E.), same as the spell.
5. Energy Field (10 P.P.E.), same as the spell.

White Button (and a mental command) engages any of the following:

1. See the Invisible (4 P.P.E.), same as the spell.
2. Sense Magic (4 P.P.E.), same as the spell.
3. Tongues (12 P.P.E.), same as the spell.
4. Heal Wounds (self only — 10 P.P.E.), similar to the spell.
5. Negate Poison (self only — 5 P.P.E.), same as the spell.

Rate of Fire: Two different types of magic can be activated every melee (15 seconds); all effects are cumulative.

Effective Range: Self; the wearer of the armor only.

Magic Saving Throw: Spell strength is equal to a 5th level wizard. To save, opponents must roll a 13 or higher.

Payload: 120 P.P.E., which regenerates 10 P.P.E. per hour and can be completely recharged at a ley line nexus or stone pyramid. The Eylor

component will last for 150 years before requiring replacement.
Market Cost: Not legal (or so they say); sold by discrete merchants who deal in magic or armaments. The suits were secretly designed and distributed by the High Lords and possess a few features that the salesman won't tell the buyer about (90% really don't know about them).

The suits are designed to be accessible to the telepathic commands and probes of the High Lords. This means that a High Lord can telepathically patch into the suit and probe the memory of the Eye of Eylor and/or seize control of the suit! The minion can cause any of the following to occur (all magic is directed at the wearer of the power armor):

1. Locate: Similar to the spell, except the High Lord can locate that specific armor as long as it is in range.
2. Paralysis: The High Lord can paralyze any appendage or cause the wearer of the suit to become totally immobilized (costs double P.P.E.), otherwise similar to the paralysis: lesser spell.
3. Domination: The wearer of the suit becomes enchanted and must obey the High Lord who controls the suit.
4. Sleep: Puts the wearer of the armor to sleep, like the spell.
5. Blind: The wearer of the suit is temporarily blinded. Same as the spell.

Market Price: 3D4 × 100,000 credits, occasionally more, sometimes less.

Armor Repair Cost: Splugorthian alchemist can repair M.D.C. at a cost of 150,000 credits per every 10 M.D.C. points.

Note: Splugorth design.

Talisman of Armor

A magic talisman that enables the character to create an Armor of Ithan spell around himself three times a day.

Duration: Ten minutes (40 melee rounds).

M.D.C.: 100

Payload: The talisman recharges every 24 hours and can be activated three times per day.

Note: Splugorth design.

Market Price: 20 million credits. The cost is so high because the M.D.C. renews perpetually.

Splugorth Flying Ships & Barges

The Splugorth and their High Lords use their mystic knowledge to create magical flying vessels that look like sailboats in the sky. These elegant vessels can be made of any substance, but the Splugorth prefer stone and/or wood. Except for the rustling of the wind in its sails these vessels are virtually silent and beautiful to behold.

Most will have a rune dragon's head, animal's head, or rune gargoyle or dragon statue mounted on the prow of the ship for both decoration and defense. The vessel itself is empowered by an Eylor eye (large ships will have two to four eyes), which gives it the power of flight, plus the following spell capabilities are pretty standard: invisibility; superior, globe of silence, globe of daylight, impervious to energy, dispel magic barriers, water to wine, wind rush, summon fog and calm storms. Some of the elite minions will have ships with an additional six magic spells, usually having something to do with flying, travel, recreation and defense.

The styling of the ships can include just about anything: single sail punts and viking longboats, triple sail caravels, yachts, galleys, schooners and giant frigates. The only requirement is some sort of sail or system of sails.

Splugorth Flying Ships

Crew: Two people who know how to sail and as many passengers that can comfortably fit on a vessel that size.

M.D.C. & Other Data:

Small vessel: 250 M.D.C., flying speed 35 mph (56 km)

Medium vessel: 400 M.D.C., flying speed 50 mph (80 km)

Large vessel: 650 M.D.C., flying speed 60 mph (96 km)

Frigate vessel: 1000 M.D.C., flying speed 75 mph (120 km)

Note: All flying ships are seaworthy, but travel at about 25% of the flying speed when sailing on water. When flying, the vessel can completely stop and hover and the cruising speed can be controlled from a slow drift to very fast. They can also fly in any direction but speed is reduced by half when there is no wind or the ship is sailing against the wind. Maximum altitude is 10,000 feet (3048 m). Weapon systems are optional additions.

Adventures on the High Seas, for the **Palladium RPG**, has a wonderful 16 page section on various types of sailing ships, complete with illustrations, sailing rules, and ship to ship combat. This book also has sailor and pirate O.C.C.s, magic items, alchemist items, magic curses, and lots of other good stuff. Take a look at it.

Market Price: 12 million credits for small, 25 million for medium, 50 million for large and 100 million for a simple frigate. Additional features, weapons, decorations and artistry can add millions to the final price.

The K-ATV Hover Jet

A popular robot vehicle among the Kittani and other humanoids. The ATV hover jet can transform from jet to vaguely humanoid shape, with two arms, hands and legs. Used for everything, including exploration, scouting, and personal transport.

Model Type: Kittani K-ATV-RV

Class: Strategic Robot Vehicle Jet

Crew: One pilot, one co-pilot and can comfortably seat four passengers.

M.D.C. by Location:

*Arm Laser (2, tiny) — 10

Arms (2) — 80 each

Legs (2) — 150 each

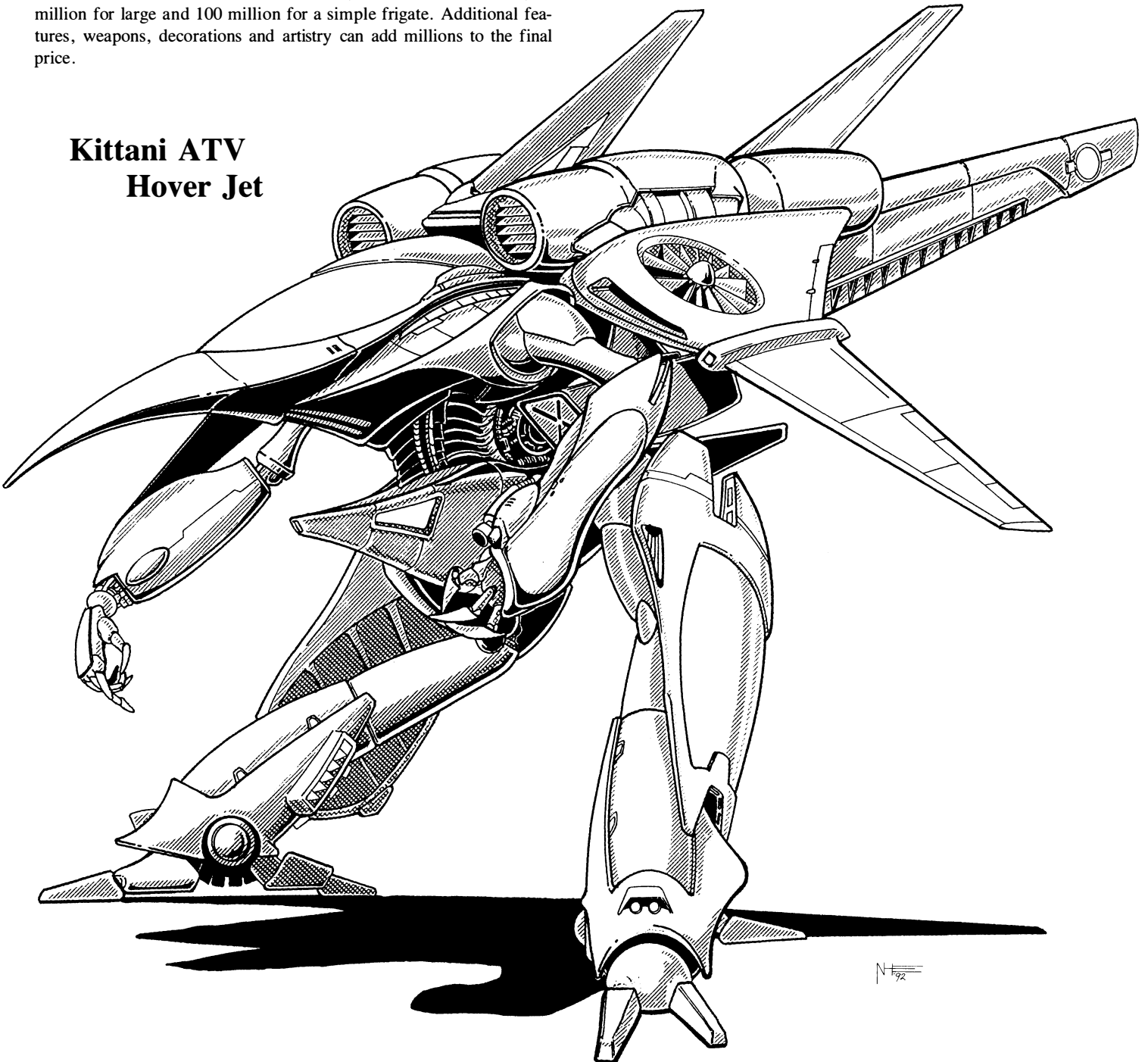
Wings (2) — 100 each

*Hover Wing Jets (2) — 50 each

Tail Fin (2) — 50 each

Main Thrusters (2) — 150 each

Kittani ATV Hover Jet



*Directional Thrusters (4) — 10 each
Pilot & Crew Compartment — 100
** Main Body — 225

* The single asterisk denotes tiny targets that are difficult to hit. The attacker must make a *called shot* to hit them and even then, is -3 to strike.

**Depleting the M.D.C. of the main body destroys the vehicle.

Speed

Running: 60 mph (96 km) maximum. Well suited for most terrains.

Leaping: 10 feet (3 m) or hover.

Flying: Hover stationary or fly at speeds up to 650 mph (1040 km), just under Mach one. Maximum ceiling is 25,000 feet (7620 m).

Statistical Data

Height: 16 feet (4.8 m) standing on its legs, about half as tall when in jet form.

Width: 22 feet (6.7 m) with wings spread open or 14 feet (4.2 m) with wings folded inward.

Length: 17 feet (5.2 m)

Weight: 10 tons

Physical Strength: Equal to a P.S. 30

Cargo: A small 4×4 foot (1.2×1.2 m) area.

Power System: Nuclear; average energy life is 10 years.

Market Price: 2.4 million credits. Good availability only at the city of Splynn and Kittani cities in Atlantis; scarce in Europe, unheard of anywhere else.

Weapon Systems

1. Light Lasers (2): A single-barrelled, light laser built into both forearms, next to a directional thruster. Point and shoot.

Primary Purpose: Defense

Mega-Damage: 2D6 per single blast.

Rate of Fire: Equal to the pilot's hand to hand.

Maximum Effective Range: 2000 feet (610 m)

Payload: Effectively unlimited.

2. Can use a borg or robot rail gun or other hand-held weapons (optional). The weapon can be stowed on the undercarriage when not in use. Likewise, as many as four mini-missiles can be attached to each wing.

3. Hand to Hand Combat: Rather than use a weapon, the operator of the vehicle can engage in mega-damage hand to hand combat.

Restrained Punch 3D6 S.D.C. damage
Full Strength Punch 1D6 M.D.
Power Punch 3D4 M.D., but counts as two attacks
Kick 2D6 M.D.
Leap Kick 4D6 M.D., but counts as two attacks
Body Block/Ram 4D6 M.D., plus a 1-50% likelihood of knocking one's opponent down (victim loses two melee attacks and initiative). Counts as two attacks.

Combat Bonuses: One additional attack per melee, +1 on initiative, +1 to strike and parry, +3 to dodge. All are in addition to the pilot's combat skills and attribute bonuses.

4. Sensor System Note: Basic jet and robot systems common to most robot vehicles.

Robot High Speed Land Skimmer

Another popular robot vehicle among the Kittani and other humanoids. This ATV hover vehicle can also transform into a vaguely humanoid shape, with two arms, hands and legs. Used for everything including exploration, scouting, racing and recreation. Although it can attain great speeds it cannot fly.

The K-GTRV Hover Land Skimmer

Model Type: Kittani K-ATV-RV

Class: Robot Hover Vehicle

Crew: One pilot and one passenger; this is a sports vehicle.

M.D.C. by Location:

*Laser Gun Mount (1, small) — 10

Arms (2) — 50 each

Legs (2) — 110 each

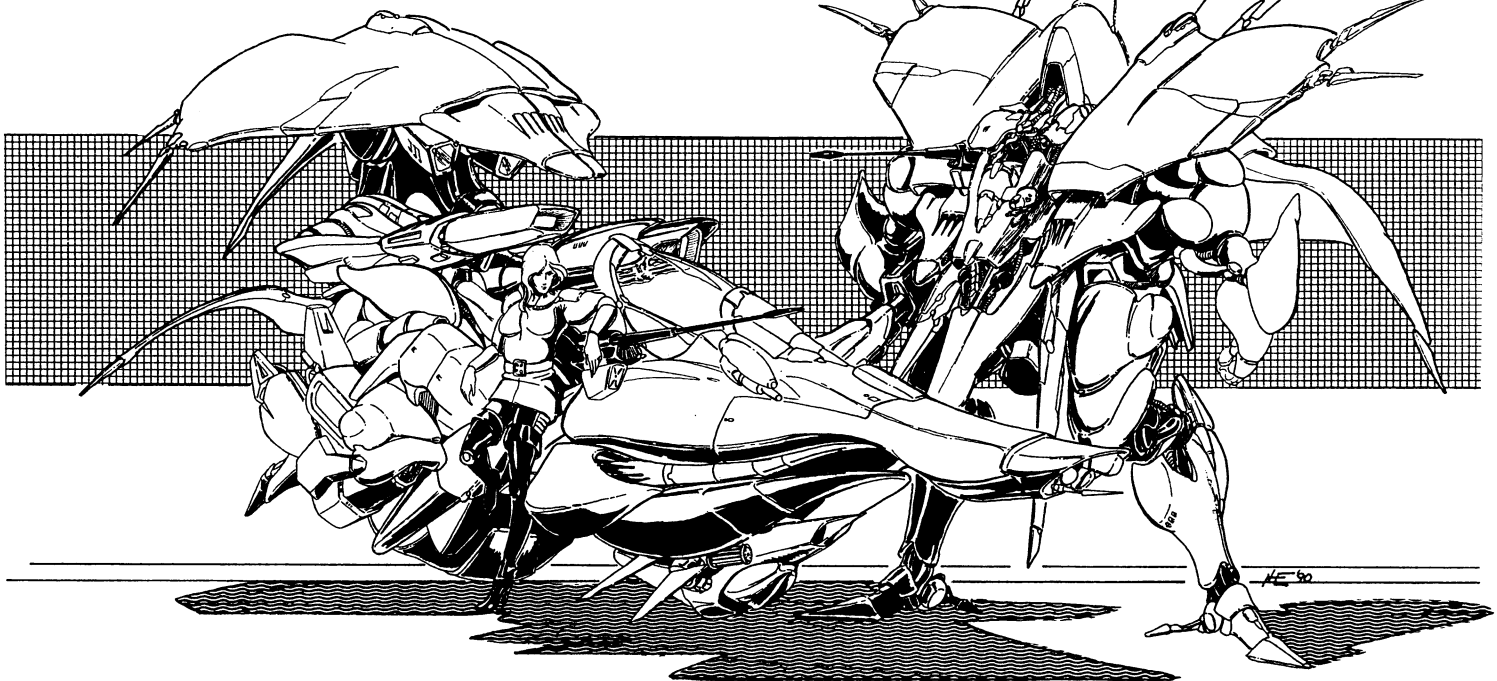
Main Jet Thrusters (2) — 100 each

*Directional Thrusters (4) — 10 each

Pilot & Crew Compartment — 50

** Main Body — 200

* The single asterisk denotes tiny targets that are difficult to hit. The attacker must make a *called shot* to hit them and even then, is -3 to strike.



**Depleting the M.D.C. of the main body destroys the vehicle.

Speed

Running: 40 mph (64 km) maximum. Fairly well suited for most terrains.

Leaping: 10 feet (3 m) or hover. High speed ramp jumping in vehicle mode is 200 feet (61 m) long and 40 feet (12 m) high.

Flying: Hover stationary or fly at speeds up to 570 mph (912 km). Minimum hover height is two feet, maximum height is 100 feet.

Statistical Data

Height: 16 feet (4.8 m) standing on its legs, about half as tall when in hover vehicle form.

Width: 6 feet (1.8 m).

Length: 17 feet (5.2 m)

Weight: 7 tons

Physical Strength: Equal to a P.S. 22

Cargo: A small 3 × 3 foot (0.9 × 0.9 m) area.

Power System: Nuclear; average energy life is 6 years.

Market Price: 2.1 million credits. Good availability only at the city of Splynn and Kittani cities in Atlantis; scarce in Europe, unheard of anywhere else.

Weapon Systems

1. Light Laser Gun Mount (1): A single-barrelled, light laser built into the side of the vehicle, operated by the pilot. Point and shoot.

Primary Purpose: Defense

Mega-Damage: 2D6 per single blast.

Rate of Fire: Equal to the pilot's hand to hand.

Maximum Effective Range: 2000 feet (610 m)

Payload: 50 shots from a separate power canister.

2. Can use a borg or robot rail gun or other hand-held weapons (optional). The weapon can be stowed on the undercarriage when not in use. Likewise, as many as four mini-missiles can be attached to each wing.

3. Hand to Hand Combat: Rather than use a weapon, the operator of the vehicle can engage in mega-damage hand to hand combat.

Restrained Punch 2D6 S.D.C. damage

Full Strength Punch 1D4 M.D.

Power Punch 2D4 M.D., but counts as two attacks

Kick 1D6 M.D.

Leap Kick 2D6 M.D., but counts as two attacks

Body Block/Ram 3D6 M.D., plus a 1-50% likelihood of knocking one's opponent down (victim loses two melee attacks and initiative).

Counts as two attacks.

Combat Bonuses: One additional attack per melee, +2 to dodge.

All are in addition to the pilot's combat skills and attribute bonuses.

4. Sensor System Note: Basic vehicle and robot systems common to most robot vehicles.

Fan-Jet Land Skimmer

A popular hover vehicle among humanoids. Used for everything, including exploration, scouting, racing and recreation. Although it can attain great speeds, it cannot fly.

The K-GTV Hover Land Skimmer

Model Type: Kittani K-HV

Class: Hover Vehicle

Crew: One pilot and three passengers.

M.D.C. by Location:

Main Jet Thrusters (2) — 70 each

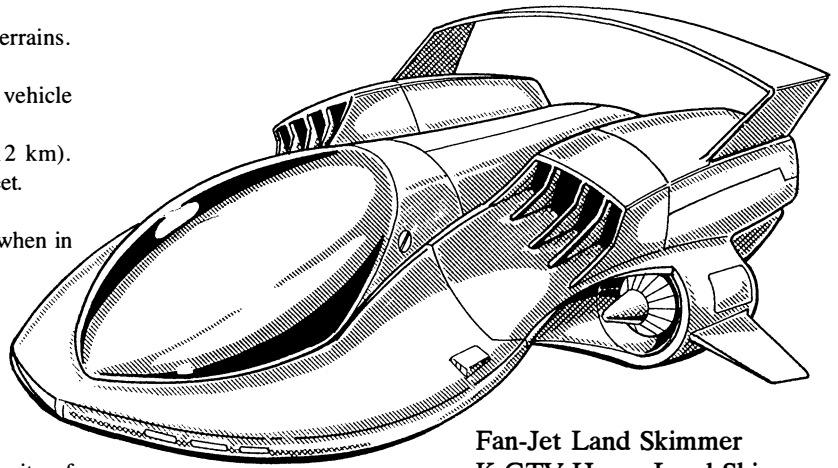
Pilot & Crew Compartment — 50

** Main Body — 100

**Depleting the M.D.C. of the main body destroys the vehicle.

Speed:

Hover Speed: Hovering stationary position or fly at speeds up to 300 mph (480 km). Minimum hover height is two feet, maximum height is 500 feet (152 m).



Fan-Jet Land Skimmer
K-GTV Hover Land Skimmer

Statistical Data:

Height: 6 feet (1.8 m)

Width: 6 feet (1.8 m).

Length: 16 feet (4.8 m)

Weight: 3 tons

Cargo: A small 3 × 3 foot (0.9 × 0.9 m) area.

Power System: Nuclear; average energy life is 6 years.

Market Price: 1.1 million credits. Good availability only at the city of Splynn and Kittani cities in Atlantis; scarce anywhere else.

Fan-Jet Hydrofoil Skimmer

A popular hover vehicle among the Kittani and other humanoids. Used for exploration, boating, racing and recreation, it can attain great speeds, but cannot fly.

The K-ATV Hover Land & Water Skimmer

Model Type: Kittani K-HVH

Class: Hover Vehicle

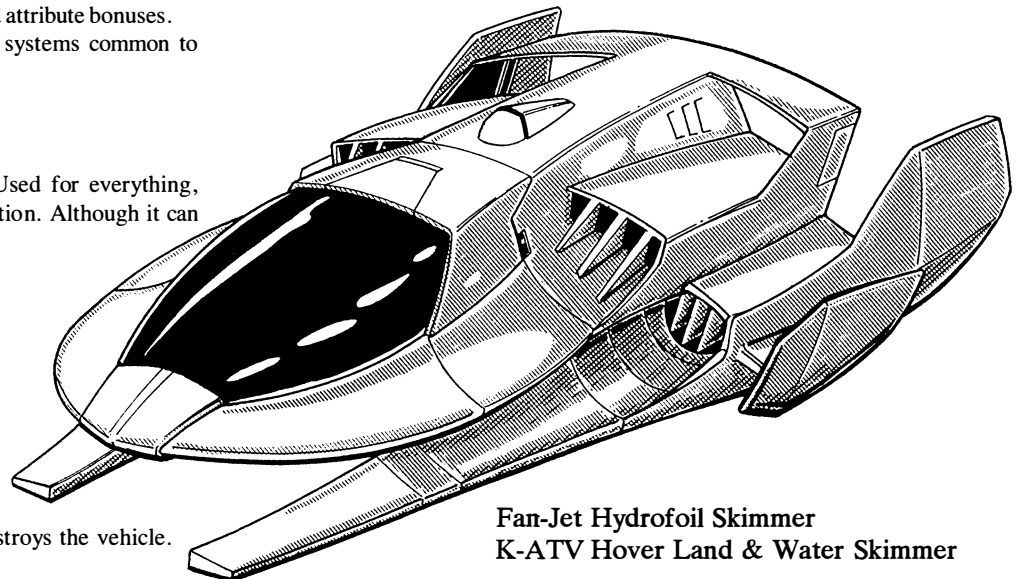
Crew: One pilot and three passengers.

M.D.C. by Location:

Main Jet Thrusters (2) — 75 each

Pilot & Crew Compartment — 50 (and water tight)

** Main Body — 120



Fan-Jet Hydrofoil Skimmer
K-ATV Hover Land & Water Skimmer

**Depleting the M.D.C. of the main body destroys the vehicle.

Speed:

Hover Speed: Hover in a stationary position or fly at speeds up to 260 mph (416 km) on both land and water. Minimum hover height is two feet, maximum height is 400 feet (122 m).

Statistical Data:

Height: 6 feet (1.8 m) standing on its legs, about half as tall as a hover vehicle.

Width: 6 feet (1.8 m).

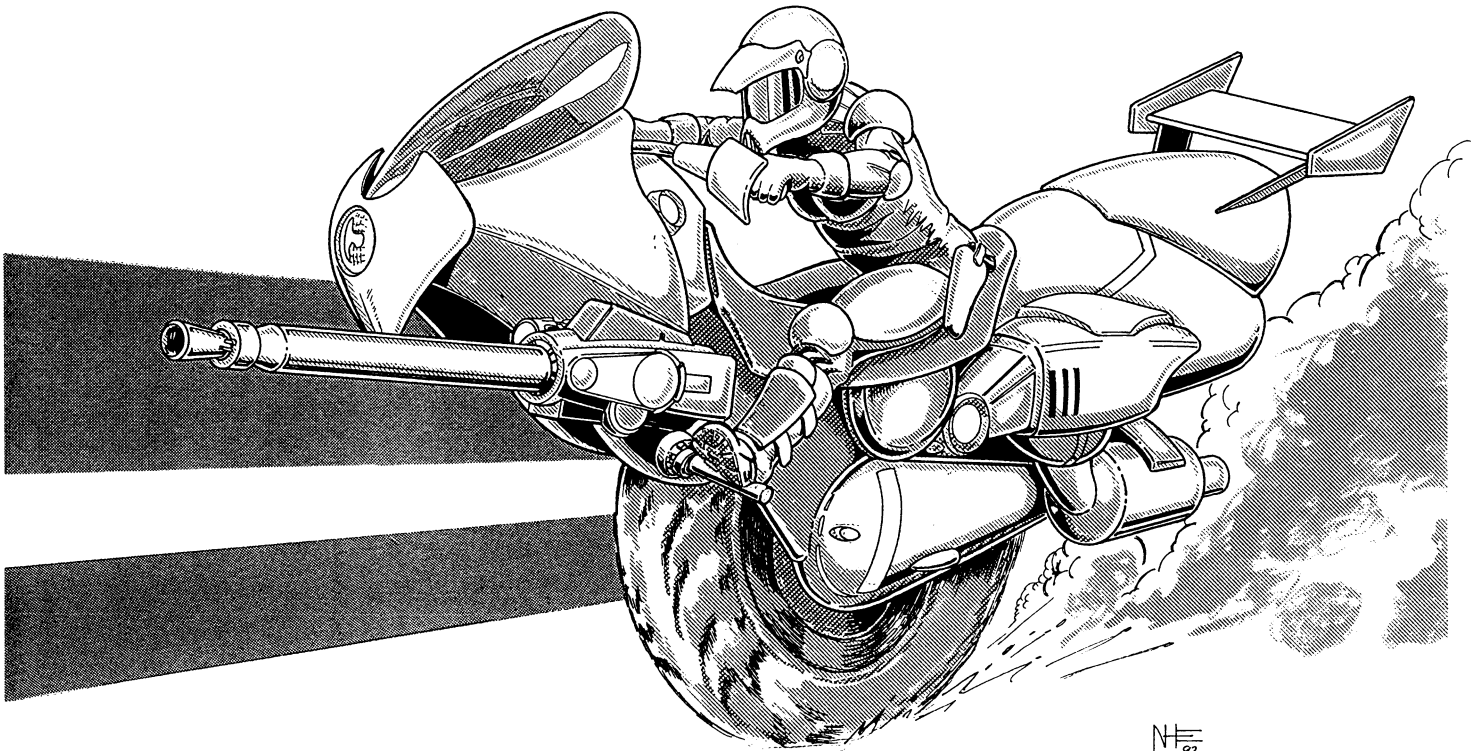
Length: 16 feet (4.8 m)

Weight: 3 tons

Cargo: A small 3 × 3 foot (0.9 × 0.9 m) area.

Power System: Nuclear; average energy life is 6 years.

Market Price: 1.4 million credits. Good availability at the city of Splynn and Kittani cities in Atlantis, scarce anywhere else.



KM-700 Uni-Motorcycle

A popular land vehicle among humanoids. Used for exploration, scouting, racing and recreation. Although it can attain great speed it cannot fly.

The K-GTV Motorcycle

Model Type: Kittani KM-700

Class: Motorcycle

Crew: One pilot and one passenger.

M.D.C. by Location:

Wheel (1) — 35

Main Jet Thruster (1) — 75

Laser Cannon (1) — 30

** Main Body — 100

**Depleting the M.D.C. of the main body destroys the vehicle.

Speed: 220 mph (352 km)

Statistical Data:

Height: 5 feet (1.5 m).

Width: 2.7 feet (0.82 m).

Length: 8 feet (2.4 m)

Weight: 800 lbs (360 kg)

Cargo: Small briefcase size area.

Power System: Nuclear; average energy life is 6 years.

Weapon System: Laser cannon: 3D6 M.D. per shot, rate of fire is equal to the pilot's number of melee actions, range: 1600 ft (488 m). Payload is effectively unlimited.

Market Price: One million credits. Good availability at the city of Splynn and Kittani cities in Atlantis, scarce anywhere else.

Explore the Palladium Megaverse®

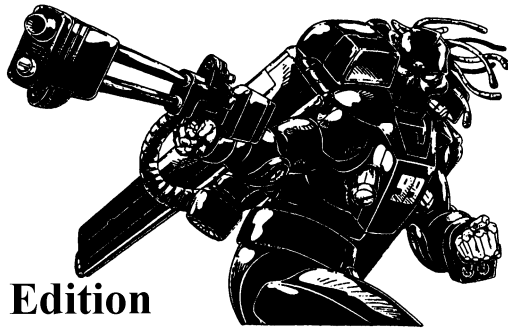
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