

Palladium Books® Presents:

THE

RIFTER®

Your Guide to the Megaverse®



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Angels in Hades

The City of Filly for After the Bomb®

Rifts® Tolkeen Adventure Conclusion

Creating Three-Dimensional Characters

The Hammer of the Forge™

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• EVANS 07 •

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The Rifter® Number 41

Your guide to the Palladium Megaverse®!

First Printing – January, 2008

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The Rifter® #41 RPG sourcebook series is published by Palladium Books Inc., 12455 Universal Drive, Taylor, MI 48180. Printed in the USA.

Palladium Books® Presents:

THE RIFTER #41

Sourcebook and Guide to the Palladium Megaverse®

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Special Thanks to all our contributors, writers and artists – and a special welcome on board to the artists and writers making their debut in this issue. Our apologies to anybody who got accidentally left out or their name misspelled.

– *Kevin Siembieda, 2008*

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Page 6 – From the Desk of Kevin Siembieda

As we work on this issue, Christmas is only a week away and we've been wrapping presents, attending parties and shipping hundreds and hundreds of *Palladium's Christmas Surprise Packages* (also known as our Christmas "Grab Bags"). They are Palladium's way of giving back to its dedicated fan community and putting smiles on the faces of good little (and not so little) boys and girls of all ages. That means THOUSANDS of signed books and special treats shipped out every year.

When placing a Grab Bag order online, there is a place where people can make comments. Most are brief tales of how that individual person discovered Palladium Books, how much he or she has enjoyed our games, well wishes and season's greetings, among others. While a few make us cringe, the vast majority are kind and caring. They make us smile or laugh, and some send our spirits soaring.

This year, Kevin Siembieda thought it might be nice to select a tiny handful from the multitude of comments and share them with you. They appear in this issue's **From the Desk of Kevin Siembieda**. We hope you enjoy them as much as we did.

Kevin also talks a bit about plans for the coming year. Keep your fingers crossed, spread the word about Palladium's many game lines, and maybe 2008 will be our big breakout year.

Page 8 – News & Coming Attractions

Have you heard that Bruckheimer Films has hired a writer to work on the **Rifts®** movie screenplay? He's a **Rifts®** fan, too. Read all about it right here.

Ever wonder what Kevin Siembieda, Wayne Smith, Carl Gleba and other Palladium creators sound like? Then check out the online **podcasts**. Some are live, all are downloadable.

Palladium Books 2009 Open House. Hey, it's never too soon to start planning for fun events like that. Are you coming?

2008, a New Year of Promise, takes a look at new books waiting for final production and release, new projects in development and more. Hmm. Too bad there's no info on our secret projects. Oh, wait, then they wouldn't be secret, would they?

Product descriptions of recent and upcoming RPG releases round out this section.

Page 14 – The Rifter® Special Subscription Offer

This special offer only happens ONCE a year and the time is NOW. Save money, get a free gift and have **The Rifter®** delivered right to your doorstep!

Page 15 - For all game systems

Characters with Character (personality, that is)

Todd V. Ehrenfels & Craig Hatler present a variety of character archetypes and subsets within those types to help you create unique and interesting characters. This article is applicable for *players* and *Game Masters* alike. It uses classical and modern film, TV and literary examples to help drive home their point. Of course, that point is having fun role-playing.

Artwork by the indomitable *Mark Dudley*.

Page 21 – After the Bomb® RPG

By Hook and By Crook – The City of Filly

Erin Lindsey presents a tour de force of information, detail, adventure ideas, new mutant animals and fun with this source material about the Rodent Cartel and Filly Proper. It is packed with nifty ideas and artwork that will make you want to dust off your copy of **Teenage Mutant Ninja Turtles® RPG**, or **After the Bomb®**, or **Heroes Unlimited™** and play mutant animals in any setting. Fun stuff.

The map of Filly is found on page 28.

New Apprenticeships (and skills) start on page 33.

New mutant animals start on page 35.

Non-Player Characters (NPCs) start on page 40.

The map and illustrations are by the lady who can do it all, *Erin Lindsey*.

Page 45 – Rifts® Adventure, Part Two

The Spoils of War

Ed Emmer's epic adventure takes place just after the fall of Tolkeen. The sweeping tale comes to a pulse-pounding conclusion that introduces the UAR-2 Subjugator and all manner of menaces, twists and turns. Fun to read, even more fun to play.

Chapter Eight: Crossing the Mississippi – page 45.

Chapter Chapter Nine: The Ruins of Tolkeen – page 49.

UAR-2 Subjugator Robot – page 52.

Chapter 10: The Pyramid Place – page 57.

Splugorth Magic Hunter Squad – page 58.

Map of The Pyramid Place – page 64.

Chapter 11: Galidor Marik's Secret Lab 68.

Map – page 68

Chapter 12: The Dragon Juggernaut – page 75.

Map – page 75

The Dragon Juggernaut – page 77.

Full Conversion TW Cyborg – page 81.

Epilogue: Home at last – 86.

Artwork (on rare-as-gold Duo-Shade board) by *Kent Burles* for the first half of the adventure. Art by *Brian and Allen Manning* in the second half. Maps by Ed Emmer.

Page 87 – The Hammer of the Forge™

Chapter 41: Our heroes get a chance to catch their breath and get a little R & R. But things aren't all fun and games. Written by *James M.G. Cannon*. Read and enjoy.

Artwork by Apollo Okamura.

Page 91 – For Rifts®, Palladium Fantasy® & HU2™

Hades, Pits of Hell – Source material

The Order of Light

Outtakes from *Carl Gleba's Dimension Book 10: Hades, Pits of Hell*. Angels in Hades?! Yes, an entire secret underground organization working to undermine the Lords of Hades.

Artwork by Nick Bradshaw.

The Theme for Issue 41

The theme for this issue seems to be exotic realms and strange beings, from mutant animals and unique characters, to Rifts® adventures, Cosmo-Knights and Angels in Hell! But ultimately, it's another example of imaginations unleashed by Palladium fans. When are YOU going to submit an article, adventure, place or characters to The Rifter®?

Another fun-filled issue designed to provoke your imagination, and inspire and motivate players and Game Masters alike to try new ideas and expand their gaming Megaverse®. When are you submitting your ideas?

The Cover

The cover depicts an angel attacking a stone golem somewhere in the pits of Hades. The art is by sensation, Mark Evans.

Optional and Unofficial Rules & Source Material

Please note that most of the material presented in **The Rifter®** is "unofficial" or "optional" rules and source material.

They are alternative ideas, homespun adventures and material mostly created by fellow gamers and fans like you, the reader. Things one can *elect* to include in one's own campaign or simply enjoy reading about. They are not "official" to the main games or world settings.

As for optional tables and adventures, if they sound cool or fun, use them. If they sound funky, too high-powered or inappropriate for your game, modify them or ignore them completely.

All the material in **The Rifter®** has been included for two reasons: One, because we thought it was imaginative and fun, and two, we thought it would stimulate your imagination with fun ideas and concepts that you can use (if you want to), or which might inspire you to create your own wonders.

The Rifter® #42

- Material for *Heroes Unlimited™*.
- Material for *Rifts®*.
- Material for *Palladium Fantasy RPG®*.
- News and other developments.
- The next, epic chapter of *The Hammer of the Forge™*.
- Source material for the entire *Palladium Megaverse®*.
- The latest on upcoming *Robotech®* RPG sourcebooks.
- The latest news and coming attractions. And maybe a big announcement. Please join us.



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From the Desk of Kevin Siembieda

Rather than my usual comments on the year past and hype about things to come, I thought I'd keep those comments brief and let you read some of the things Palladium fans had to say this year.

The following are statements (pretty much word for word, minimal editing other than spelling and grammar) from just a few of the multitude of Palladium fans who ordered *2007 Christmas Surprise Packages*. They are indicative of comments, well wishes and heartfelt sentiments made by hundreds and hundreds of people ordering the Christmas Grab Bags. I thought you'd enjoy reading just a few. We loved them all.

I hope those we quote don't mind. I have only printed initials rather than the entire name (you know who you are) to protect everyone's privacy. As I think most of you know, I personally read each and every Christmas Surprise Package order, and select what gets sent. The many warm regards put a smile on our faces and helped make our Christmas that much brighter. Thank you everyone, I hope your holiday season was full of love, joy, and fun.

S.V.A. in New York

Dear Mr. Kevin Santa :) I have been ordering the Christmas Surprise for a few years now and it continues to be one of my favorite things to open on Christmas morning; my wife makes me wait till then. Last year, I was lucky enough to get a hard-cover *Rifts® Ultimate Edition*. I have gone from playing with my friends and acquaintances at a friend's house to playing with my wife and kids at the kitchen table. Thank you for the many years of playing.

P.S. in North Carolina

Keep up the great work guys! I've been playing Palladium games on and off for about 11 years now and I love what you guys do for the Roleplaying community. I hope to see a movie in a few years; that would be fantastic beyond mere words, but most important is that you guys stay around, and keep putting out the fantastic games I have come to know and love. Palladium is, by far, the *most human company* I have ever dealt with. And I think that's pretty great. Merry Christmas guys.

T.H. in Texas

A note of heartfelt thanks. 1983 I was 13 and picked up (The Mechanoid Invasion® Book 3:) *Homeworld* and a couple months later *The Palladium Fantasy Role-Playing Game®* (PRRPG)... so it begins.

1988, in the Navy, running PFRPG 1-3 times a week for shipmates and friends, I stumbled into a Star Trek Convention in Virginia Beach, and won one of the first copies of *Beyond the Supernatural* as a door prize – I guess it was fated.

1990, preparing to be deployed to *Desert Shield/Storm*, my players bought me the brand new *Rifts® RPG*, which accompanied me through that conflict and subsequent cleanup of 18 months. During that time, dozens of friends and shipmates enjoyed your fine works through the stress and chaos of those times.

1993, met my wife running a PFRPG campaign, of which she was my favorite player . . . and still is. :)

2002, my son is now old enough to join our family campaigns, soon to be followed by adding *Nightbane®* to the mix, as a great adjunct to my BTS games.

2007, Son now beginning first forays into running Palladium games (only system he wants to run :D). Starting off rather well (he's 16).

Bottom-line: Palladium Books has been involved in and helped me through and/or aided in every major event in my life, led me to the woman I love, brought me close together as a family, interested my son enough to become an avid reader, and I fully intend to continue that tradition unto the next generation. With humble thanks, T.H.

M.M. in Oklahoma

I have been gaming for 8 years and just got my first Palladium second edition. I am the proud mother of a 7 year old likely protege, as his whole family are gamers and he loves it. But I can't afford to pass this Surprise Package deal up, because I hardly have time to get online to order them. So here I am, and here is my wish, to become a new G.M., so any of these books will help me on my journey. Thank you.

J.F. in New Jersey

MERRY CHRISTMAS ONE AND ALL! Keep up the WONDERFUL WORK. This family is very proud to support Palladium, especially during the Christmas season. My husband has purchased a grab bag almost every year since its inception . . . except this time. I'm getting it for him as a Christmas present. :) You guys, ROCK!

B.P. in Maryland

We might be going to your next *Open House* and actually be able to meet you guys. But hey, Merry X-Mas Kevin and Palladium staff, and have a happy New Year. :D Thanks from Frederic, Remi, Archer, Nathan. P.S. You guys are geniuses. Oh and if you get Monster Khaos cans and look on the back, they say "Get Juiced" so, yeah, we drink them now.

M.K. in Pennsylvania

These Grab Gags are habit forming! You buy one and it's never enough. Every time the X-Mas season rolls around and Palladium busts out the grab bags my RPG group gets more and more excited about *the Megaverse®*. We play through seemingly every system/setting under the sun, but we always come back to the *Palladium Megaverse®*. It's nothing but a testament to how imaginative and well crafted your books are. Thank you.

K.W. in New York

I have a nephew that is special. Really. I know you hear this all the time, but he has Aspergers and typical of that condition, he is BIG time into Science and Math, and is a fantasy nut. His mother gave him a couple of her old *Palladium Fantasy* books and he is hooked. He is only 11 and I am still a "cool aunt" in

his eyes. Must keep it that way! I am absolutely ordering through here because the autographs will be the coolest thing to this kid! I can't wait to see him open this! How very wonderful of you to offer this to your customers! There really is a Santa Claus. Thanks a bunch Santa Kevin. You make me smile!

K.M. in Utah

I have got all **Nightbane**, **AtB**, **Macross** . . . well, I've got most. This is my third Grab Bag and I am running out of excuses for the wife to keep buying them (Sweetest Day, our anniversary, and Christmas). Besides the holes in my collection getting filled up, thanks. Looking forward to **Robotech**®, **Mechanoid Space** and the rest of the *Minion War*. Keep up the good work.

J.C.P. in Quebec, Canada

Anyway, every time the Siembieda name is on a book, quality is warranted (and I'm not easily impressed, I own many other rpg games from D&D to the really unknown). But I must admit, I never found a guy with so many ideas and constancy! Keep going! We are many who anticipate to see the unexpected and surprisingly good stuff you bring form your hat every year!

J.M. in North Dakota

Keep up the good work in making games for Gamers.

R.T. in Texas

I got into **Rifts**® when I was younger, but I didn't get a lot of opportunities to play. Now that I'm older, I found a group of friends who are interested in starting up again.

H.H. in Oklahoma

I want to wish you all the best in the New Year and tell you guys to keep your heads high, and be proud of everything you have done this year. Have a Merry Christmas. Tell Kevin to get some rest.

A.J. in Indiana

Thanks for all the wonderful books over the years. I know Palladium will be around for decades to come. Merry Christmas.

J.F. in Georgia

Dear Santa Kev, I've been playing Palladium games for . . . jeez, almost two decades now. I started in elementary school with **TMNT** and quickly moved up to **Heroes Unlimited**. Keep up the great work and have a healthy, happy, successful New Year!

J.O. in Utah

You guys are amazing to have weathered such a huge storm, I hope to god to see you guys make it through it all. It would be a tragedy to lose you. Keep going with the books.

N.L. in California

You guys are an inspiration. Keep up the good work and don't let challenges get you down. Just remember, you guys are living the dream of millions of people, including myself.

2008 is full of excitement

As of this writing, the RPG industry continues to suffer through a *transitional time*. Long-time and/or quality gaming publications such as **Dragon Magazine**, **Dungeon Magazine**, **Knucklebones** and **Comic and Games Retailer** (the latter being one of the very best trade magazines in the business) have all ceased publication. One of the top three gaming distributors has changed hands and belongs to a new owner, and one of the smaller, but great distributors, **RPV**, is closing its doors (good luck Paul, wherever the future may carry you).

These are weird, if not outright scary, times.

At Palladium Books we continue to feel the repercussions of the *Crisis of Treachery*, and we still have a pile of debt to pay off. Our big struggle of 2007 was releasing new product. We hope to resolve that problem in 2008.

That having been said, Palladium's distributor sales have risen a bit and online sales remain strong and steady. We've hired Jason Marker to help us edit, rework and finish new products.

Furthermore, we are glad to report that the number one request from our fans, for all Palladium game lines across the board, was "give us more product, please."

You want more? Okay, we're happy to give it to you. **Robotech**® **The Shadow Chronicles**® RPG should be available by February. At least *four* **Robotech**® sourcebooks should follow (maybe more) throughout the year, as well as a special, deluxe 8½ x 11 edition of **Robotech**® **The Shadow Chronicles**®.

We have 14 finished manuscripts sitting on our shelves right now, including *Rifts*® *Dimensional Outbreak*™ (*Minion War*™), *Armageddon Unlimited*™ (*Minion War*™), *Fleets of the Three Galaxies*™, *Rifts*® *Lemuria*, *Rifts*® *Delta Blues*, *Rifts*® *Dark Woods*™, *Rifts*® *Voodoo*, *Rifts*® *Shemarrian Nation*™, *Mysteries of Magic*™ (*Fantasy*), *Monsters & Magic* (*Fantasy*), *Atorian Empire*™ (*HU2*), and *Nightbane*® *Survival Guide*. Then there is Palladium's zombie RPG, **Dead Reign**™, and our modern combat game, **Warpath: Urban Jungle**™, both slated for 2008 release, and we have more books for **Rifts**®, **Nightbane**® **Heroes Unlimited**™, **Palladium Fantasy**® and other RPGs in the works.

Meanwhile, we are working on numerous other projects and surprises that, if they come to fruition, will knock your socks off.

We are excited about Palladium's future and confident that role-playing games and Palladium Books are here to stay. With your continued support we believe Palladium can only grow stronger and make a complete recovery from the *Crisis of Treachery*. We certainly hope to be around for years to come.

— Kevin Siembieda, Publisher, December 2007

News & Coming Attractions

By Kevin Siembieda, the Guy Who Should Know

Rifts® Movie News

Before the film industry writers' strike, **Rawson Marshall Thurber** was approached to write the **Rifts®** movie. That means Disney will be *renewing* the movie option next month for one more year, and when the strike is over, Mr. Thurber will get to work on a treatment and screenplay.

Palladium staffer, Alex Marciniszyn, found an online interview with Rawson Marshall Thurber that really got people excited at the Palladium offices. It turns out Rawson Marshall Thurber, age 32, is a FAN of RIFTS®!

When the interviewer closed the discussion with the question: "*Do you have a dream project? Is there another novel out there you'd really like to adapt?*"

Rawson said: "I guess, in terms of *dream projects*, there's a property that Jerry Bruckheimer has that I've *loved for a long time*. It's a role-playing game called **Rifts®** that I used to play a lot in junior high school with my friends - that's okay to admit, right? Ladies, line up. Anyhow, it's sort of a post-apocalyptic sci-fi thing that I'd love to get my meat hooks into. We'll see what happens."

From what we can tell, Rawson Marshall Thurber is a budding, new force in Hollywood. The fact he knows **Rifts®** as a gamer can only help him capture the look, feel and fun of the RPG. His *breakout movie* was the comedy, **Dodgeball, an Underdog's Tale**. His current film, in post production, is **The Mysteries of Pittsburgh** (an adaptation of a novel), he's been tapped by Universal to write and direct the film adaptation of **Magnum P.I.**, is doing a comedy for Dreamworks, and will be working on the **Rifts®** movie script after the Hollywood writers' strike is resolved.

You'll know more when we know more. Just pray that the writers' strike ends soon!

Palladium Podcasts

The **Gateway to the Megaverse®** is a "live" podcast hosted by *Matthew Daye*. It takes place every Monday evening at 6:00 PM Eastern Standard Time. Our online press releases usually have a link to the website and announce who is the next guest. I - Kevin Siembieda - am a regular guest (typically twice per month) and there have been (and will continue to be) interviews with other Palladium creators such as *Wayne Smith, Carl Gleba, Carmen Bellaire, Brandon Aten*, and others.

Subjects have included the latest news and events at Palladium Books, questions and answers, gaming, the Defilers, submitting your ideas and writing to Palladium, how to write, creating books and interviews with various Palladium personalities.

It is all great fun, and if you want to listen to any previous podcasts and interviews, you can by *downloading them at no cost*.

A lot of people have said they are happy to be able to put voices to the many faces of Palladium Books. We have gotten nothing but positive feedback about the shows and the inter-

views. I love doing them and I'm delighted everyone is enjoying them so much. *Matthew Daye* is the mastermind behind the program and does a fantastic job.

A second podcast show - **Echos from the Rifts®** - should be starting up soon. It is hosted by *Chris Perrin* and will feature 15-25 minute interviews with various Palladium creators including *Erick Wujcik, Jason Richards, Brian Manning, and me* (Kevin Siembieda), among many others.

Echos from the Rifts® will launch in January and will offer more fun and insight about Palladium Books, its creators and products.

2009 Palladium Open House

You may have heard or read about the **2006** and **2007 Palladium Open House**. Two awesome gaming events held at Palladium Books' very own office and warehouse. Event where the Palladium staff and I, and 40+ Palladium creators (artists and writers), run games, sign books, chat with fans, host panel discussions and have an amazing amount of fun. Best of all, the experience is unlike anything other "conventions" can offer.

The Palladium Open House is dedicated exclusively to role-playing, and *Palladium role-playing games* at that! People hosting the event are gamer geeks like you, only they have their names on the games and sourcebooks you love. The sense of friendship, family and community is nothing short of amazing, the guests are constantly available and truly happy to talk with you . . . gosh, words fall short at describing it. Check out the comments on the Palladium website from the people who were there and maybe you'll see what we mean.

The **first Palladium Open House** was supposed to be a *one-shot event*, but we had sooooo much fun that everyone in attendance demanded we do it again, even before the first event was over! So we held a second one in 2007. It had more people and more fun.

We cannot hold an **Open House in 2008**, because there is too much going on. First and foremost, Palladium will be moving to a new location in April and May (we usually hold the event the first weekend in May), so our moving to new digs the last two weeks of April will prevent us from hosting an Open House. After the move and unpacking, we'll be hustling to get back on schedule.

Our answer to no Open House in 2008?

It is to start planning the **2009 Palladium Open House** now, so it can be twice as special and fun in 2009!!

Planning a 2009 Palladium Open House now is perfect, because it gives YOU almost a year and half to plan for it, arrange vacation time, and save up your cash. Besides, a year and a half is *not* that far away! It will be here in no time.

We plan to make the 2009 Open House a celebration of survival, unity, role-playing, friendship, fun and a bold, new future.

We'll offer more gaming events, loads of guests, a dealers' area and tons of fun. And you'll get to see our *new* offices and warehouse.

If our plans for 2008 pan out, 2009 might be a bigger, more surprising event than you can imagine. So start preparing for it NOW!

2009 Palladium Books Open House - May 1-3, 2009 - at the "new" Palladium Offices. More details to come online and in the pages of *The Rifter®*.



2008 a New Year of Promise

We started 2007 off with a bang, with a lot of new products coming out quickly in the first half, and a dynamite Palladium Open House. The second half was a lot quieter, but we were just as busy behind the scenes.

The last half of 2007 turned into a year of transition and planning for the future. Simply put, we've been busy putting the following in place to make 2008 a stellar New Year for Palladium Books.

1. Palladium reacquired the Robotech® license and put the first book of a new Robotech series in development. It took longer than expected and there were some unexpected costs, but this license is going to be huge for Palladium.

Robotech® The Shadow Chronicles® RPG, the first book in the new role-playing game series, will be available in February. We are excited about doing Robotech® again, and have big plans for the return of Robotech®, including four or more sourcebooks released throughout the year, plus a deluxe edition. The first new RPG is just the tip of the iceberg when it comes to what we have planned for Robotech®.

2. New office and warehouse for Palladium Books®. We have spent time looking for a new, somewhat smaller and less expensive base of operation than our current home. The Palladium office and warehouse is like a home for us, so we're sad to leave, but it is good for us. The move will save Palladium money and make us more flexible.

3. Palladium has been building and positioning our talent pool. Palladium has gathered some of the most imaginative and creative writers, artists and helpers in its history. It took time to gather these evil geniuses and creative masterminds, but all that coordination and time is *going to pay off* in spades as they unleash a host of fantastic new books in 2008. In fact, we hope to release at least one new product a month.

4. More than one dozen books are in the pipeline. That's 12+ manuscripts actually sitting on the shelf in my office. They all need editing and some rewriting and artwork to be assigned, and some need more work than others, but they are done and waiting. What are they? I probably shouldn't list them, but here goes. They are presented in no particular order.

- Rifts® Dimensional Outbreak™ (Minion War™)
- Armageddon Unlimited™ (Minion War™)
- Fleets of the Three Galaxies™
- Rifts® Lemuria
- Rifts® Delta Blues™
- Rifts® Dark Woods™
- Rifts® Voodoo
- Rifts® Shemarrian Nation™
- Mysteries of Magic™ (Fantasy)
- Monsters & Magic™ (Fantasy)
- Atorian Empire™ (HU2)
- Nightbane® Survival Guide (Nightbane®) and a few others, as well as a Chaos Earth™ novel.

5. More books are in development. The above are *finished* manuscripts. The following are just some of the other projects in development.

- Robotech® RPG and sourcebooks for the Macross Saga, Southern Cross and New Generation/Invid, and more!
- Heroes of the Megaverse® (Minion War™)
- Megaverse® in Flames™ (Minion War final chapter)
- Dead Reign™ RPG (Palladium's zombie apocalypse RPG)
- Warpath: Urban Jungle (modern combat)
- Triax™ 2
- Chaos Earth™ First Responders (sourcebook)
- Sourcebooks for Nightbane®, Heroes Unlimited™, Palladium Fantasy® and other Palladium game lines are in the works.
- Plus we are working on a Rifts® Chi-Town 'Burbs anthology book (a collection of short stories).

6. And that's not all! We've been quietly working behind the scenes on a number of projects, large and small, that we think will put smiles on your faces and make you hungry for role-playing games and more great products from Palladium Books. A couple (if we can pull 'em off) might even knock your socks off. Downloadable adventures, source material and G.M. aids; therifter.com, and a second podcast program are just the tip of the iceberg for what we hope to unleash next year.

All of this has been conceived, developed, and gotten rolling in 2007. Most of it in the last six months, which is why books were delayed and rescheduled. No excuses for not getting out product, I just wanted you to know that we have not been resting on our laurels (though we could all use a rest).

2008 is the year we need to implement our big comeback with great product on a regular basis. I hope all of the above gets you as excited about Palladium's future as it does us. Keep the faith and keep those imaginations burning.

2008 Publishing Schedule

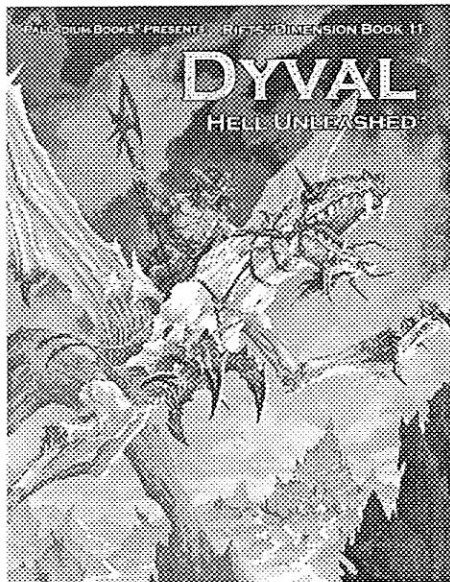
- The Rifter® #41 – You're looking at it!
- Rifts® Dimension Book 11: Dyval™, Hell Unleashed – January 21, 2008. In final production.
- Robotech®: The Shadow Chronicles® RPG – February 2008. In production.
- Rifts® Dimension Book 12: Dimensional Outbreak™ – February, 2008. In production.

- **Heroes of the Megaverse®** – March 2008.
- **A new Robotech® sourcebook** (tentative) – March 2008.
- **The Rifter® #42** – April, 2008.
- **Dead Reign™ RPG** (tentative) – April or May 2008.
- **Warpath: Urban Jungle** – Summer, 2008.
- **Deluxe Robotech® Shadow Chronicles RPG** – Summer, 2008.

- Artwork by Nick Bradshaw, Mike Wilson, Mike Mumah, and others.
- Cover painting by John Zeleznik.
- Written by Carl Gleba and Kevin Siembieda.
- 192 pages – Cat. No. 873 – \$22.95 retail.
- Ships January 21, 2008.

Back in print and available now

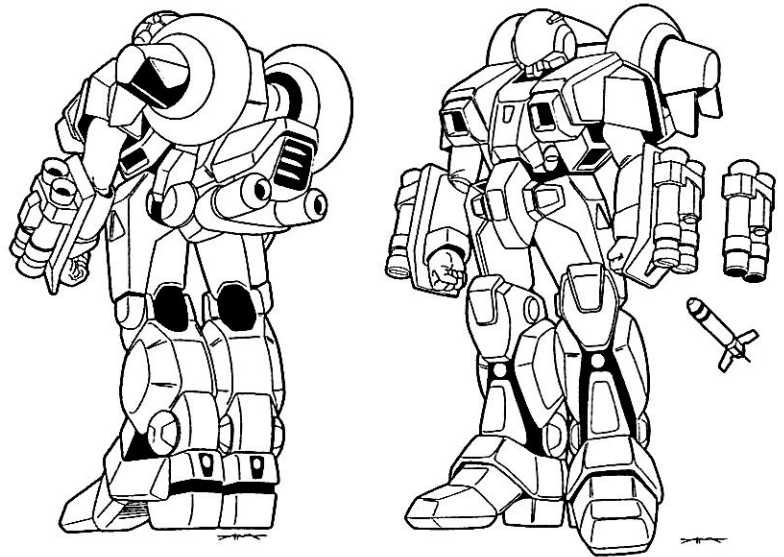
- **Rifts® World Book 10: Juicer Uprising™**
- **Coalition Wars® Book 4: Cyber-Knights™**
- **Rifts® Dimension Book 8: Naruni™ Wave 2**
- **Rifts® China One**
- **Wolfen Empire™** – January 2008.



Rifts® Dimension Book™ 11: Dyval™, Hell Unleashed – January, 2008

Dyval™ is another dimension of Hell, the next book in the **Minion War™** series, and is every bit as fantastic as **Hades**. Deevils as you have never imagined them before. A hellish dimension different from **Hades**, but just as horrible. The **Deevil Host**, evil monsters and minions, **Deevil society**, monstrous **War Steeds**, magic and more. Much, much more. Should go to the printer soon. Maybe we'll toss out a teaser online in the next week or two.

- The hellish dimension of **Dyval** mapped and described.
- New Lesser and Greater **Deevils** along with all your old faves.
- Inhuman minions who serve as the **Host**.
- Magic weapons and horrific war beasts.
- World information and adventure ideas.
- A stand-alone **Dimension Book** that is also the second step in an epic, five book adventure that spills across the **Palladium Megaverse®**.
- Companion to **Hades** and the next chapter in the **Minion War™**.



Robotech® The Shadow Chronicles® RPG – February 2008

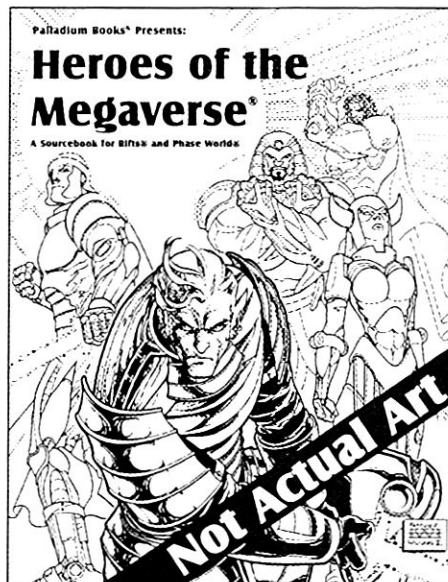
By the time you read this, the artwork and cover will be done, and the writing well underway!

Our apologies for not being able to get this new RPG out in time for Christmas, but it **WILL** be released in February, 2008. It is looking fantastic.

The role-playing game picks up where the DVD movie begins. The return of the **Robotech Expeditionary Force**, the separation of the **SDF-3** from the rest of the fleet, and everything else that is part of **Robotech® The Shadow Chronicles®**.

- Mecha pilots and other fleet personnel **O.C.C.s**.
- Key **REF Mecha** statted out and illustrated.
- **Invid** statted out and illustrated.
- Select spacecraft statted out and illustrated.
- Other info and details (depending on space).
- Fast playing **RPG rules**. **Mega-Damage** setting.
- Earth post-**Invid** occupation, adventure ideas, new character sheets and more.
- Cover by **Apollo Okamura**. Great art throughout.
- Written by **Kevin Siembieda**.
- **Manga size**; easy portability.
- 224 pages – \$16.95 retail – Cat. No. 550.

Note: An 8½ x 11 deluxe edition *may* follow in the Summer of 2008. Additional **Robotech** sourcebooks to quickly follow.



Rifts® Dimension Book 12:

Dimensional Outbreak™ – February

The Minion War™ spills into Phase World®, the city of Center and the Three Galaxies™. The epic scale of the Minion War just got bigger and even the Worlds of Warlock, the Splugorth and Naruni are involved.

- Phase World's *Center* described and mapped. Four new levels, including the Gateland, Central Station, the Spaceport, Repo-Yards, Free Trade Zone, Warlock Market, notable merchants and places of business, and much more.
- Demon Knights, Star Slayers, demonic legions and more.
- Demonic spaceships, magic weapons and new horrors.
- Deevil fortifications and defenses.
- Space spell magic (new).
- Spaceships, power armor and other gear.
- The plot for conquering the Three Galaxies.
- A stand-alone Dimension Book that is also the third step in an epic, five book crossover that spills across the Palladium Megaverse®.
- Artwork by Apollo Okamura, Mike Mumah, and others.
- John Zeleznik cover painting.
- Written by Carl Gleba.
- 192 pages – Cat. No. 875 – \$22.95 retail. February or March, 2008.

Rifts®/Phase World® Sourcebook:

Heroes of the Megaverse®

War factions from the Hells, Hades and Dyval, have discovered the existence of a great mystic artifact that has been hidden and protected by the Cosmo-Knights of the Three Galaxies. And both sides want it.

The artifact is an ancient Rune Book that contains the names of the 2000 greatest heroes the Megaverse® has ever known. But it is more than an historical document, it is a magic item of unparalleled power.

According to legend, the tome has many great powers. One such power is that reading the name of any one person in-

scribed, while evoking the proper magic, will give the reader the knowledge and power of that great hero. And many are the powers of the 2000.

The artifact also has its dangers. It is said if the *List of Heroes*™ is wrested from the Cosmo-Knights and kept locked in the pits of Hell, then the Knights and all heroes of the Three Galaxies will lose hope and flounder. If the book is destroyed, it is said, the Cosmo-Knights will cease to exist within a generation and the forces of Chaos shall reign. Needless to say, the Lords of Hell, the Splugorth and many others who serve Chaos would do anything to get their hands on the *List of Heroes*.

Rumor also suggests that the artifact may hold clues to the location of the Cosmic Forge, perhaps in some sort of code or the memories of the heroes who can be evoked. And there are many other tales of cosmic power, healing and knowledge all associated with the book and the ghosts of the heroes named on its pages.

As circumstance would have it, the *List of Heroes* has fallen into the possession of the Player Characters. The question is, can they keep it safe from the forces of two Hells until it can be returned to the safekeeping of the Cosmo-Knights? Or will they misuse it for their own, personal gain? How will this scenario unfold? Who is on that list? Buy a copy, play out the scenario and find out.

Note: This is the Adventure Sourcebook that prints the names of everyone who purchased the *A Megaverse United*™ limited edition print. It is also likely to include the names of some winners from the *Heroes of the Megaverse*® character contest as fully statted out characters (heroes and villains).

- Minion War tie-in adventure sourcebook.
- Written by Kevin Siembieda.
- Illustrated by various Palladium heroes.
- 96 pages – Cat. No. 877 – \$14.95 retail.
- March 2008 (tentative).

Armageddon Unlimited™

The Minion War™ in the *Heroes Unlimited*™ setting

The Minion War has rolled into countless dimensions with a roar, but not on *Heroes Unlimited*™ Earth. Here, the monsters of Dyval are working covertly behind the scenes, causing chaos and mayhem, and have brought Earth to the brink of global war. However, the demons' dimensional incursions have alerted super-heroes around the globe to their sinister presence and the heroes are mounting their own response. Can the heroes of Earth stop the demons' plans to plunge our world into Armageddon?!

- Superheroes vs demons!
- New Powers and Super Abilities.
- New Super Classes like the Heroic Hellion and the Demon Hunter, and variations on old classes like the Mystically Bestowed, Enchanted Weapon and Enchanted Object, only with a demonic twist!
- Notable Magic Guilds and their knowledge of the Minion War.
- The Deevils' plans to cause global Armageddon and create their own hellish version of Rifts Earth under their control.
- Notable Deevils, Anarchy Teams, and their henchmen.
- The Devil Super Fortress mapped out and described, and the hellish minions who guard it.
- The Demons' response and their rival incursion into Earth.
- The Heroes' response – specific heroes locked in the greatest battle against evil the world has ever known.
- An optional, detailed time-line of events that have brought Earth to the brink of global annihilation. Game Masters can use the time-line to weave a long-term campaign or use it as background in their current games.
- The first Heroes of the Megaverse will make their grand appearance in the battle to save Earth!
- Written by the Head Minion, Carl Gleba.
- 160 pages – Cat. No. 527 – \$18.95 retail. April, 2008.



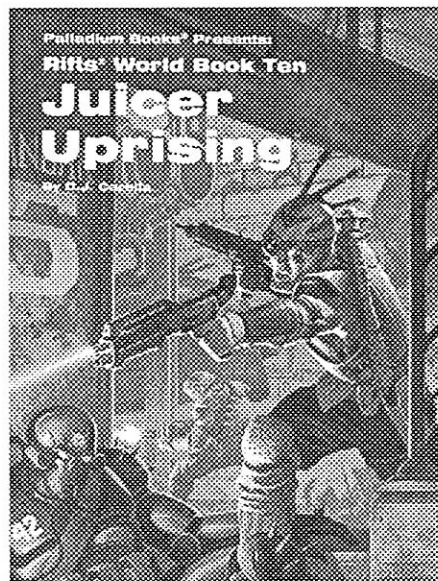
Dead Reign™ RPG

– Zombies coming to Palladium in Spring, 2008

You got your first look taste of *Dead Reign* in *The Rifter* #40 – that's only a glimpse of what's to come. Bear in mind that this article was just a look at *part* of the proposed story and setting, with suggestions for using existing rules to play now. The final RPG will provide a rich, detailed, post-apocalyptic world and the heroes who have managed to survive.

Dead Reign™ is a game of survival, rescue and revenge. Player characters are both the *hunted* and the *hunters* as they battle the creeping doom and pray for salvation.

- S.D.C. setting.
- Zombies have taken over the world.
- Zombies control the cities. Humans hide in remote wilderness areas.
- Zombies capture, keep and breed humans in food pens.
- Player Characters are ordinary people fighting for their very existence or bent on revenge.
- Humankind fights to rescue those they can, and destroy as many of the zombie abominations as they can.
- Is this the end of the world as we know it? Pick up a copy of *Dead Reign*™ and find out.
- Written by Josh Hilden and Joshua Sanford. Additional text, rules and ideas by Kevin Siembieda
- Coming Spring 2008.

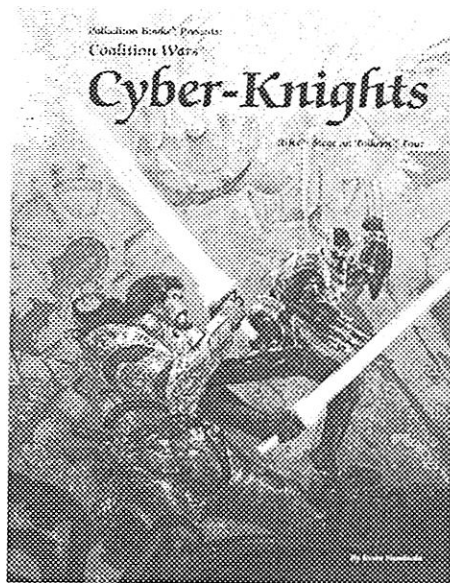
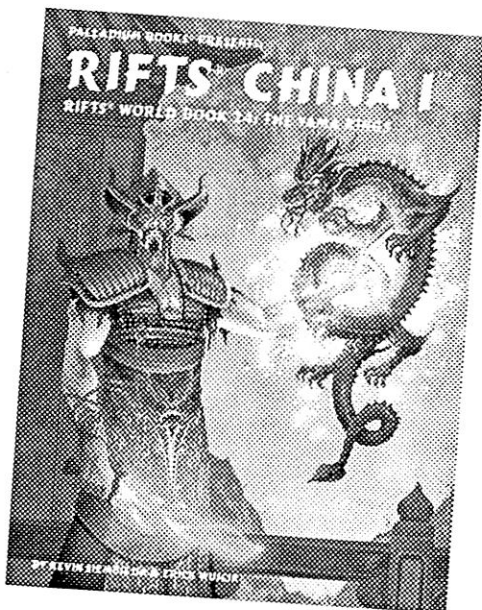


Rifts® World Book 10: Juicer Uprising™

– Available now – back in print

One of the most popular and requested Rifts® World Books, *Juicer Uprising*™ has been updated to be 100% compatible with RUE.

- 10 different types of Juicers, and different abilities.
- Juicer O.C.C.s and Wannabes.
- Juicer culture, Juicer sports, and organizations.
- Juicer special weapons, armor, vehicles and equipment.
- Juicer detox and death/Last Call.
- Juicer groups and Julian the First.
- Fort El Dorado, Los Alamo and Kingsdale described.
- Full adventure about the Juicer Uprising.
- Coalition conspiracies, aliens, treachery and adventure galore.
- Written by C.J. Carella, additional text by Siembieda.
- Updated to be 100% compatible with Rifts® Ultimate Edition.
- Ideal for any campaign set in North America.
- \$18.95 – 160 pages – Cat. No. 820. Available as a special, limited run printing directly from Palladium Books. Available now.



Rifts® World Book 24: China One

– Available now – Back in print

An overview of China and the Hells of the Yama Kings brought to Rifts Earth, tons of Chinese demons, ghosts and spirits, adventure ideas and fun.

- 22 Lesser Demons including the Fox Spirit, Monkey-Wolf, Pig Demon, Water Devils, Living Statues and more!
- 11 Greater Demons, including the Naga, Red Child, White Monkey and others.
- 20 curses and the Terra Cotta Warriors.
- The Yama Kings and their domains in China.
- The eleven Hells on Earth, plus conflicts and people.
- Written by Erick Wujcik and Kevin Siembieda.
- Updated to be 100% compatible with **Rifts® Ultimate Edition**.
- A perfect companion to the *Minion War series*.
- \$18.95 – 160 pages – Cat. No. 857. Available as a special, limited run printing directly from Palladium Books. Available now.

Coalition Wars® Book 4:

Cyber-Knights™

– Available now – Back in print

The secrets of the Cyber-Knights revealed: Summon Psi-Sword, Psionic Powers, Cyber-Armor, Cyber-Knight Zen Combat, Dream Visions, Squires and Mentoring, their Code of Chivalry, variant Knights, and more. Also learn about the fractured fellowship – the schism within the knighthood caused by the Coalition's Siege on Tolkeen, as well as Fallen Knights. More detailed information, background and equipment than what is touched upon in **Rifts® Ultimate Edition**.

- The Cyber-Knight O.C.C. and new abilities explored in detail.
- In-depth examination of the Code of Chivalry.
- Cyber-Knight factions and rules of conduct.
- Fallen Cyber-Knights, Robber Knights and Despoilers.
- The Cyber-Knights' role at Tolkeen.
- Lord Coake and stats for other key Cyber-Knights.

- Adventure outlines and ideas.
- Written by Kevin Siembieda and Bill Coffin.
- Updated to be 100% compatible with **Rifts® Ultimate Edition**.
- \$14.95 – 112 pages – Cat. No. 842. Available as a special, limited run printing directly from Palladium Books.
- Available now.

Rifts® Dimension Book 8:

Naruni™ Wave 2

– Available now – Back in print

Naruni Enterprises is a famous, trans-dimensional weapons dealer from the Three Galaxies. Despite their weapons, armor and vehicles being blacklisted by the CS, and Naruni Arms Dealers being the target of CS bounties and assassins, Naruni Enterprises has returned to Rifts Earth.

This time it's personal, as the Naruni are looking to stick it to the Coalition States, Northern Gun and others who helped the CS oust them from the planet before the Siege on Tolkeen. And they're doing it by selling weapons and armor to all of the Coalition's enemies.

- A sourcebook filled with alien, high-tech weapons, body armor, power armor, robots, and vehicles.
- More than 20 new weapons – pistols, rifles, rail guns, and more.
- Six new types of body armor, and seven new power armors – some with innovations that will blow you away.
- Five different robots, plus hovercycles, tanks and aircraft.
- Thermo-Kinetic Armor, Ripper Vibro-Swords, robot combat drones, the Sun Chariot and much more, are part of this dynamic sourcebook.
- More background on the Naruni.
- Written by Siembieda, Bellaire and others.
- Updated to be 100% compatible with **Rifts® Ultimate Edition**.
- A perfect companion to the *Rifts® mercenaries sourcebooks*.
- \$14.95 – 96 pages – Cat. No. 860. Available now as a special, limited run printing directly from Palladium Books.

The Rifter®

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The Rifter® is a quarterly sourcebook series for the entire Palladium Megaverse®. It is written by fans and up and coming writers, for fans. Some, like #4, #8, #21, #22, #23, #24, #25, #26, #29, #30, #32 and #34, have even become coveted collector's items that command big bucks! (For a while, people were reportedly paying as much as \$70 online for #21.)

Each issue of The Rifter® presents official and unofficial adventures, characters, powers, weapons, equipment and fiction for *Rifts*®, *Heroes Unlimited*™, *Palladium Fantasy RPG*®, *Chaos Earth*™, *Splicers*®, *Nightbane*®, *Beyond the Supernatural*™, and/or any variety of other Palladium games and world settings. It's also a place to get the latest news, product release info, and see new games, like *Dead Reign*™ (Palladium's Zombie RPG), showcased.

The Rifter® is more than a magazine or sourcebook, it is a forum for *new talent*. Imaginative "fan" and semi-professional writers and artists submit their work for consideration and see their creations brought to life and shared with thousands of other Palladium fans. (And get paid for it too!) Palladium uses The Rifter® to try new talent with an eye toward future, bigger projects. *Carl Gleba, Todd Yoho, Jason Richards, Brandon Aten, Jason Marker, Apollo Okamura, Brian Manning* and others all got their start in the pages of The Rifter®.

In short, if you're into one or more of Palladium's role-playing games and like to explore new realms of possibility, then The Rifter® is for you.

Super-Subscription Offer

The cover price of The Rifter® is \$10.95 – a steal for 96 pages of RPG source material and adventures – but a subscription gets you The Rifter® delivered to your doorstep, plus you get a *free gift worth \$15-\$23* (available only during this special offer, for the cost of shipping and handling). All prices are in U.S. dollars.

● **\$35.80 – USA.** That's only **\$8.95 each**, a savings of \$8.00, and Palladium pays the shipping! Plus you get to select a FREE subscriber's gift worth \$15-\$23 (please include \$5.00 to cover shipping and handling). That's **\$40.80 total** including the

gift. **Note:** This rate is *limited* to subscribers in the USA only. Sorry.

● **\$59.80 – Canada.** That's **\$14.95** for each issue of The Rifter®, plus you get to select a FREE subscriber's gift (please include \$7.00 to cover shipping and handling). That's **\$66.80** including the gift item. That's still not a bad price for a 96 page sourcebook. Our apologies on the higher cost, but Palladium Books can no longer cover the increased cost of postage to other countries. We hope you understand.

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Note: Please indicate if the gift item is NOT wanted.

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You pay only the cost of shipping and handling.

Gift choice #1: Rifts® and the Megaverse®, The Art of John Zeleznik (\$22.95 value; soft cover edition, signed by Kevin Siembieda). We will randomly substitute the soft cover edition with a \$50 hardcover edition, signed by Kevin Siembieda and John Zeleznik, approximately once every 20 orders that request the art book.

Gift choice #2: After the Bomb® Sourcebook Package: The original, out of print, *After the Bomb*® sourcebook (\$7.95), *Road Hogs*™ (\$7.95), and *Mutants Down Under*™ (\$7.95) for a total value of \$23.85; suitable for use with the *After the Bomb*® RPG and *Heroes Unlimited*.

Gift choice #3: Splicers® RPG (\$23.95 value).

Gift choice #4: The Rifter® #11 and #12 (\$22.00 value; sold at conventions as "out of print" collectibles for \$11.00 each). Available only while supply lasts.

Gift choice #5: The Rifter® #15 and #16. (\$15.90 value).

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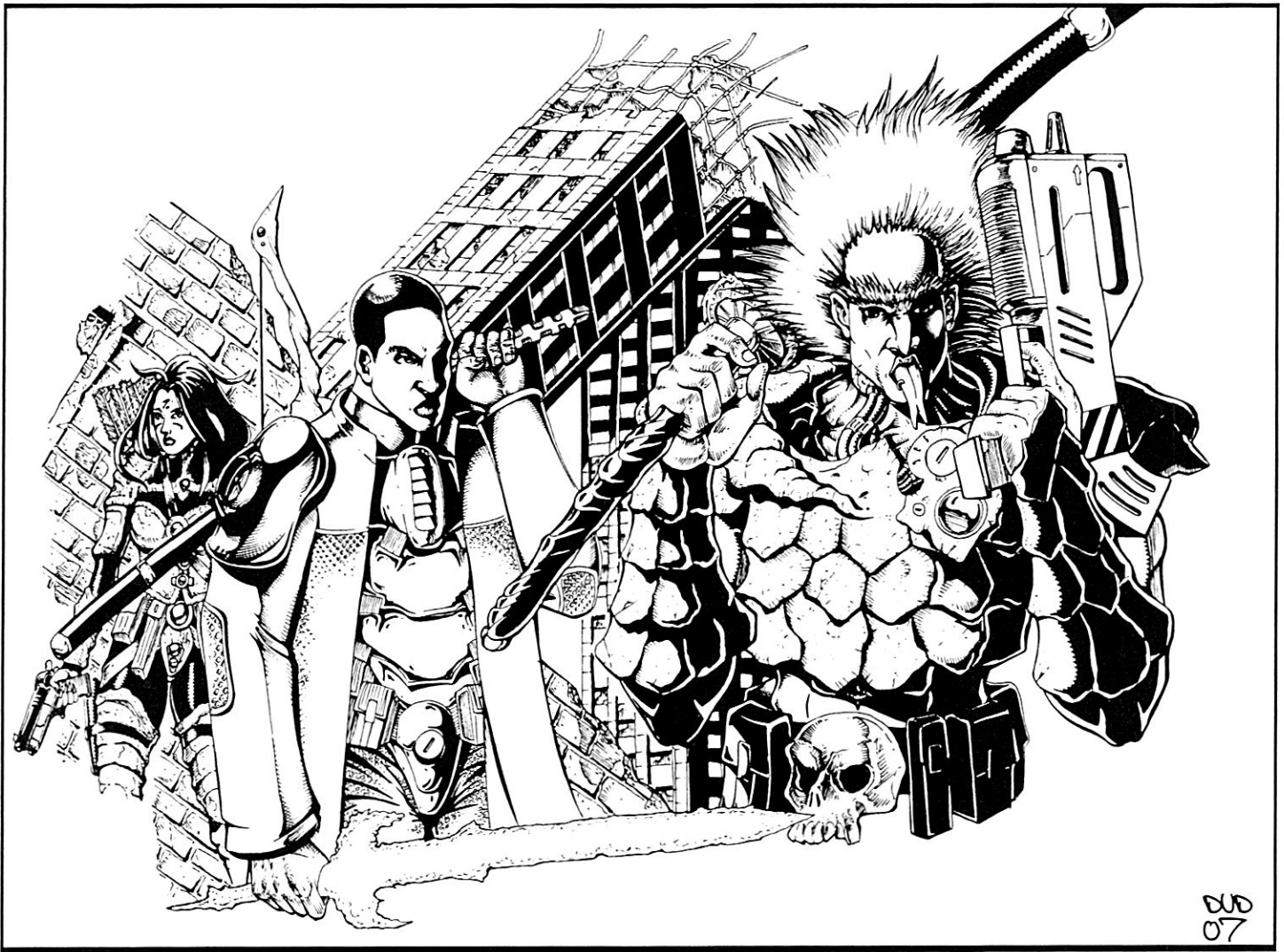
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Characters with Character

How to Create a Three-Dimensional Character

By Todd V. Ehrenfels & Craig Hatler

The concept of character development is not a new one. From playwrights in ancient Greece to the film directors of today, fully realized and believable characters have been the backbone of any good story. In ancient times, characters were based on mythological and semi-historical persons. The stories told were mainly morality plays and re-enactments of the staple myths of their civilization. The richer the stories and the characters were, the better it was for the writer and the audience. Thusly, many characters found themselves developing, and more and more varied myths and stories were composed about them. Characters like Heracles went from being strong heroes to near demigods, and became archetypes for many other characters in the future.

As writing has evolved, so too have the archetypes upon which characters are based. The first, simple archetypes were

heroes and gods, and that was enough for a time. Eventually though, writers sought to open new lands for exploration. New character types came into being and new personalities were investigated. Archetypes began to develop into subsets and writers began to refine and distill what a character was.

Like those ancient playwrights, we in the RPG community make characters, and use those characters to spin fantastic and exciting stories. The question is, how does one make a character more like a real person and less a collection of statistics and rules-related jargon? Well, the first step is developing a persona for the character. The easiest, and most reliable way to do this is by using the idea of archetypes. As mentioned before, archetypes have traditionally been a way for writers to create characters that would be easily understandable without resorting to lengthy descriptions of back-story.

In the following pages we will be exploring a few basic archetypes, each broken into a number of sub-archetypes. These sub-archetypes are various personality types that have evolved over millennia of story telling, and should be recognizable to anyone who has ever opened a book or watched a movie.

Brute

Sheer strength alone does little justice to the concept of the Brute archetype. Though often far from mindless, the Brute

tends to be simplistic. Brutes tend towards direct methods and actions, usually involving the application of their great physical strength. Poor planners, characters with the Brute personality generally require a fair amount of leadership and direction. Don't let that fool you however, sometimes a Brute will surprise you and show they also possess great intellect or insight. Remember, still waters run deep. A Brute's life isn't only about smashing stuff and lifting heavy objects though, and it is important to give the character some depth. The seminal embodiment of the Brute is the character Mongo from the film *Blazing Saddles*.

Bravo: Bravos are often loud-mouthed, obnoxious bullies who use their superior strength to intimidate smaller and weaker folks. Though most Bravos enjoy picking fights with weaker opponents, many Bravos simply delight in the thrill of a barroom brawl, and never feel as alive as when they are in the middle of a fight. Tyler Durden from *Fight Club* is a great example of the concept of the Bravo.

Gentle Giant: Strong as an ox and twice as thick, these Brutes tend to be more calmly disposed than the average. They tend to be kind, affable and slow to anger. Gentle Giants are often portrayed as childlike, possessing an innocence that belies their massive strength. They tend not to know their own strength, and have been known to maim or kill by accident, especially when defending themselves or loved ones. Two fine examples of the Gentle Giant are John Coffey from Stephen King's *The Green Mile*, and the mysterious John from the Jimmy Dean song "Big, Bad John."

Strongman: A born entertainer, the Strongman delights in showing off his brute strength to impress a crowd. Though they are Brutes, the Strongman shares some of the sensibilities of the Showman, and uses his great strength as if it were a musical instrument or a paintbrush. Professional wrestlers, Tough Man competitors and circus strongmen all fall within this archetype. Strongmen can be hard to play, as they tend to stick with their specialty and prefer to perform. The greatest example of the Strongman as an adventuring character is Ron Perlman's portrayal of the circus performer One from Jean-Pierre Jeunet's *Cite des Enfants Perdus (City of Lost Children)*. Another slightly less well known example is Jinborov Karnovski, the fire-spitting Strongman from the arcade game *Karnov*.

Thug: While most people mistake the Thug for simply another Bravo, there are some subtle differences not always apparent to the unbiased observer. While the Bravo loves to fight for the sake of fighting, the Thug fights for pay or advancement. Often considered to be hired muscle, the Thug operates in the shady realm of leg-breakers and goons who are commonly associated with the lowest echelons of organized crime. A great example of a common Thug is Pauley Walnuts, from the HBO drama series *The Sopranos*.

Champion

Perhaps the most well-known heroic archetype, the Champion is a character who is truly dedicated to a cause. Whether the character is a super-powered hero, a knight, or a Coalition soldier, Champions are apt to be narrow of focus and defined solely by their goal or ideal. To characters of this personality type, all things not directly involved with their stated mission

are of secondary importance. Often, a Champion will take on a philosophical ideal that they wish to advance, and their zealotry in promulgating that cause is without peer or parallel. That having been said, one must be careful not to let their Champion become too fixated, because even the most focused Crusader has to step back and take time to smell the roses from time to time.

Champions can be a handful at the table, and the introduction of a Champion personality to a mix of characters may prove a great headache for many involved. It should be pointed out, however, that a party can benefit from one of these dauntless allies in nearly any situation. When playing a Champion, you must keep your ideal in the front of your mind at all times and remember to question how the party's actions fit in with the overall ideal that you have espoused. Note that the term Champion does not necessarily make a character a good guy. Many have championed evil causes, and the annals of history are littered with the bones of those who have stood in their way. In this sense, the term Champion denotes someone who, for good or ill, is single-mindedly dedicated to a cause. Some notable Champions in literature and film have been King Arthur, Lieutenant Ellen Ripley (*Alien* series), and Auric Goldfinger, and their single-mindedness has shown us the true outlines of what a Champion should be.

Avenger: The Avenger personality lives for one purpose: revenge upon those who have done them wrong. Every moment of every day is a study in what the character is doing to right the wrong or make the perpetrator pay for their crimes. Avengers feel that the system has failed them, be it government, police, or clan, and they need to take matters into their own hands. They hold to their own ideals, and tend to dole out heaping helpings of their own personal brand of justice. Authorities see them as dangerous vigilantes and rabble-rousers, and do their best to put a stop to the Avenger's activities. Some of the best known Avengers are characters like Batman, the Punisher, and Mad Max.

Crusader: Nobly going forth to do their appointed work, the Crusader is a juggernaut of personal ideals that will steamroll over anything in their path. While they are truly dedicated to their vision of right, they tend to lose sight of the people caught in the crossfire. Well-meaning zealots, Crusaders will often justify their actions with circular reasoning that often leads back to their original motivating ideal as the real impetus of any action (or lack of action) they deem appropriate. Senator Joseph McCarthy and Elliot Ness are two examples of the Crusader archetype.

Defender: Preserving people, usually from Crusader and Destroyer type personalities, is the hallmark of the Defender. This Champion fights for a cause, but that cause is usually the defense of the people around him from forces that are larger than life. Their defense of the weak and helpless resonates with people, and some of the most potent Champions in books, movies, and theater have been Defenders. Some great examples of Defenders are Chris and Vin (Yul Brynner and Steve McQueen) from *The Magnificent Seven* and Sheriff Bell from Cormack McCarthy's *No Country for Old Men*.

Rebel: Bucking authority and fighting against those in power are the bread and butter of the Rebel. Generally well-meaning rogues, these Champions adhere to a code of conduct that places them in opposition to powerful rulers and petty bureaucrats.

While similar to the Avenger, the Rebel fights not for revenge, but to change the system. They see their fight as a way to lift themselves and others out of oppression. One of the world's most famous modern Rebels, Nelson Mandela, had this to say about rebellion: "*I had no epiphany, no singular revelation, no moment of truth, but a steady accumulation of a thousand slights, a thousand indignities and a thousand unremembered moments produced in me an anger, a rebelliousness, a desire to fight the system that imprisoned my people. There was no particular day on which I said, Henceforth, I will devote myself to the liberation of my people; instead, I simply found myself doing so, and could not do otherwise.*"

Reluctant Hero: The most interesting character from the pantheon of the Champion archetype is the Reluctant Hero. By definition, the Reluctant Hero does not want to be involved in the events that he or she is being forced into. They rarely, if ever, stop lamenting the fact that they are stuck in such an untenable position. A Champion by accident or necessity instead of desire, the Reluctant Hero is no less capable, or less demanding, than the other Champions. Well known examples of this archetype include Detective Rick Deckard from *Blade Runner*, Bilbo Baggins from *The Hobbit* and, of course, Han Solo from *Star Wars*.

Destroyer

Blowing stuff up in Technicolor is fun! Just ask the Destroyer personality if you do not believe me. The Destroyer is about more than mayhem and widespread destruction, though. OK, let's be honest, it is mostly about mayhem and widespread destruction, but there is usually a purpose behind the devastation. Byzantine plans, terrifying powers, and dizzying heights of madness mark the Destroyer, and their penchant for apocalyptic actions enhances these frightening aspects all the more. Many of history's mad scientists and evil megalomaniacs have come from the ranks of Destroyers. Some great examples of Destroyer archetypes are Rasputin from *Hellboy* and Ernst Stavro Blofeld, long time nemesis of James Bond.

Entropian: These archetypal Destroyers look around themselves and they see the rot and decay of universal entropy as a primal thing that they can master. Once mastered, Entropians attempt to use this entropy to forge the world in their image. Entropians embody chaos and death in mortal form, and are often among the most dangerous of sociopathic menaces. Jack the Ripper is a great example of an Entropian Destroyer, as are characters like Dr. Doom and Apocalypse.

Extropian: Subtle and cunning are the ways of the Extropian. They seek to better the lot of those around them through destruction. The Extropian concept is a fairly new one, but the idea of betterment through suffering and pain (usually in others) has been the stock in trade of characters from the Grand Inquisitor Torquemada to Dr. Moreau, to Curt Stromberg (of *The Spy Who Loved Me*).

Diplomat

Wealthy courtesans, politicians, union negotiators, and crime bosses count themselves among the ranks of the Diplomat archetype. Diplomats tend to be charismatic, natural leaders

whose personalities are focused on bringing people together in synthesis. Conflict is something to be avoided, or, if unavoidable, at least minimized as much as possible. Most Diplomats look to form positive and functional relations with others. However, a notable portion of this archetype concentrates on looking out for number one and getting what they can out of any deal. Highly dramatic and insightful, Diplomats favor finesse over the brawn preferred by Brutes and Champions. The most widely recognized Diplomat personality is Gandalf the Grey from J.R.R. Tolkien's *Lord of the Rings*.

Counselor: Every group has a leader, and every leader needs advice. Counselors act as confessors, advisors and moral compasses to those in power. They tend to be wise and compassionate, and temper the more forceful personalities around them. Counselors don't always have the best interests of those they counsel in mind, however. Many have used their position as confessor and confidant to further their own goals, or those of another master. Tom Hagen, *consigliere* to the Corleone family in the *Godfather* movies, is a good example of a benevolent Counselor. Malevolent Counselors are men like Wormtongue from the *Lord of the Rings* trilogy, and Grigori Yefimovich Rasputin, adviser to Tsar Nicholas II.

Healer: There are many people who confuse the Healer archetype with the Nurturer or the Counselor, and while there is a great degree of overlap between the three, they are very distinct. Unlike the Counselor and the Nurturer, the Healer cares less about feelings and motivations and more about fixing the problems. Healers tend, obviously, to be men of medicine and science, as opposed to counselors and psychologists. The doctors of the 4077th Mobile Army Surgical Hospital from Robert Altman's *MASH* are great examples of the Healer in action.

Negotiator: Wherever there are two or more groups or ideas in conflict, a Negotiator will always try to find the middle path. Sometimes the scenario can be as drastic as a hostage negotiation or a workers' strike, but often Negotiator personalities find themselves embroiled in keeping the peace among disparate characters in a single party. This, of course, requires as much patience as it requires aspirin. Detective Keith Frazier from the film *Inside Man* is a great one.

Nurturer: Encouraging others and fostering a sense of family is what Nurturers do. Combining the troubleshooting skills of the Healer, the diplomatic skills of the Negotiator, and the empathy and wisdom of the Counselor, the Nurturer wants things to go a certain way, and is manipulating all around him or her to get to that desired state. Usually, Nurturers have lofty goals in mind when they seek to manipulate those around them and coax them into their proper places, but that is not always the case. The character Oma Dasalla from *Stargate SG-1* is a great example of a Nurturer personality, and her enemies, the Ori, embody (or disembody as the case may be) all that can go wrong with a Nurturer of foul motives.

Leader

Some people are just destined to be in charge. This archetype is referred to as the Leader. Leaders are rarely born, but are forged by circumstance. Whether it be in war or peace, the Leader rises to all occasions and brings those around him to his purposes with a will that defies comparison. Loved, hated, ad-

mired, or feared, the Leader uses the tools of his personality to forge a group and point them to their goals. Among the ranks of the legendary Leaders are men like Tsar Peter the Great, Julius Caesar, and Horatio Hornblower.

Inspiring Captain: Shining like a beacon to those beneath him is the Inspiring Captain, leading by example. In any engagement, these characters lead from the front, showing the strength of their resolve to all who follow. The Inspiring Captain is the type of Leader whose men often use phrases like "I would follow him into the gates of hell," and they mean it. King Henry V as portrayed by Shakespeare is probably one of the best known Inspiring Captains.

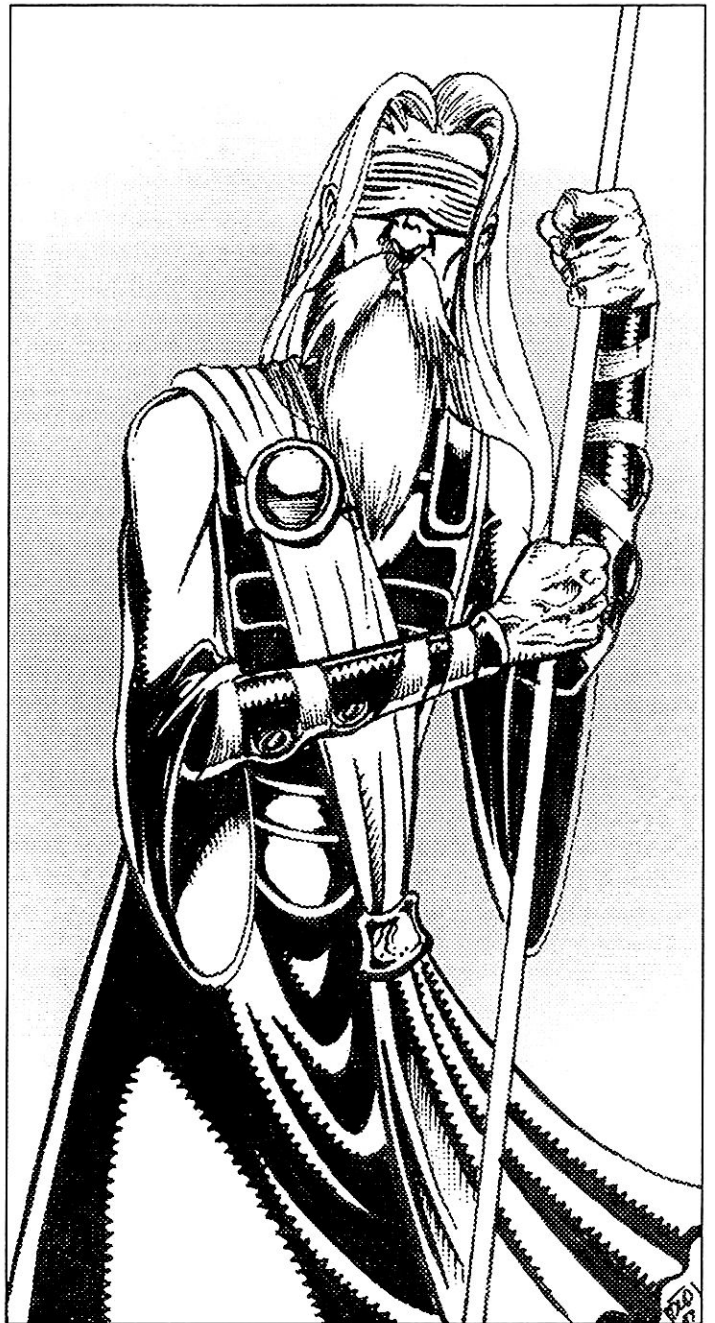
Martinet: Rule through fear and intimidation is the writ of the Martinet. Often cruel and dispassionate, the Martinet whips his men into shape and leads them through rigid discipline. Adherence to rules and order marks the Martinet, and they are never followed from admiration or desire, but solely from a recognition of the consequences of disobedience. Gunnery Sergeant Hartman from Stanley Kubrick's *Full Metal Jacket* is a shining example of the Martinet.

Noble Lord: Seated on a throne or at the head of a boardroom table, the Noble Lord rules with wisdom and forethought. Unlike the Inspiring Captain, the Noble Lord does not lead from the front, but rather delegates leadership to the best and brightest beneath him. He reserves his time and ability only for those rare instances where it is required. Characters of this archetype tend to be sagacious and slow to action, but when moved to it, they are formidable opponents. When one thinks of the Noble Lord, one cannot help but picture Professor Charles Xavier from the *X-Men*.

Scholar

Know-it-alls and savants form the bulk of the scholarly-inclined personality. Information is power, and those who know the most can be among the richest and most diverse characters in any game. There is a tipping point though, when a character goes beyond simply seeking new knowledge and actively obsesses over the acquisition of such. This devotion to even the most obscure facets of knowledge sets the Scholar apart from a character who just happens to be very knowledgeable. There is a certain amount of perspicacity that goes along with this archetype, as well as a specialization that most folks consider strange, but when you ask a Scholar character about a subject which he or she knows well, figure you are going to be listening to the response for a while.

Explorer: To go where none have gone before is the creed of the Explorer personality. Naturally curious and eager to experience new and different things, the Explorer seeks experience for many reasons. Chief among these reasons is the attainment of knowledge, however, many times the Explorer simply enjoys the thrill of discovery. Where there are empty places on a map, there will be Explorers to seek them out and define them, but it is not only the physical knowledge that Explorers seek. Many Explorer personalities are dedicated to thrill seeking, and others simply explore the boundaries of their own personal abilities. Indiana Jones, Admiral Robert Peary, Dr. David Livingstone and Sir Henry Morton Stanley are examples of great Explorers, both fictional and real.



Inquisitive: Every hard-boiled detective and seamy private investigator from Sam Spade to Philip Marlowe to Detective Lenny Briscoe has had an Inquisitive personality. Information is the stock in trade of the Inquisitive, and their keen eyes and quick wits make good use of that information. Akin to the Explorer personality in their drive to learn and seek new information, the Inquisitive does not do so out of a desire to learn, but out of a need to solve a problem. One of the most famous examples of the Inquisitive personality is Sherlock Holmes.

Observer: As the name implies, the Observer is an organized character, usually specializing in attaining knowledge and information. Cold and calculating, the Observer persona tends to be a strict logician who analyzes all available data. Observer based characters tend not to take leading roles, and prefer support and counseling to decision-making. The hallmark of the Observer is the ability to think through and present multiple options to a group leader that they can choose from, as well as providing opinions based on fact to refute or reinforce the ideas of their

companions. While it is challenging to play an Observer type of personality, many parties need such characters to provide balance, and it can be fun to be the 'powerful advisor' to the group leader. The background story for characters with the Observer personality type usually centers upon learning and observational studies, and this personality tends to be favored by any characters with Occupational Character Classes that have a more scholarly bent. Star Trek's Mr. Spock may be the most famous Observer.

Teacher: Mentor to all who seek knowledge, the Teacher persona delights in passing on what he or she knows to all who seek enlightenment or training. Master swordsman or venerable sage, the Teacher embodies the best that his occupation can aspire to. The main task of the Teacher personality, however, is not the demonstration of their prowess, but the passing on of their secrets to those who they deem worthy. The Jedi Masters, Obi-Wan Kenobi and Yoda are key examples of the Teacher archetype.

Trickster

Deception is the art of the Trickster, and nothing is ever as it appears when these strange characters walk into a story. Most Tricksters present a convivial front, but treat their mark and their game with deadly seriousness. It takes a special mind to create the often Byzantine machinations of the Trickster, and the skills of their trade sharpen their wits like no other. There is never a simple answer to any question when the Trickster is involved, and one often suspects that no matter what action you take in response to the events that the Trickster has set in motion, they have already calculated it into their plans. Attempting to out-plan a Trickster is an exercise in futility. Though he would deny it, Keyser Soze of *The Usual Suspects* is the best example of the Trickster archetype that one could hope to find (assuming you could find him).

Bon Vivant: Good natured and genial, the Bon Vivant disarms with a smile and attacks with rapier wit where others might resort to violence. Unflappable, it takes a lot to pierce the cheerful exterior of lively optimism that surrounds the Bon Vivant. The vibrancy of his or her life sometimes overshadows common sense, however, as the Bon Vivant seeks first and foremost to enjoy him- or herself like the dedicated sybarite he or she is. Playboys and celebrities count themselves among the ranks of the Bon Vivant. Perhaps the most widely recognized Bon Vivant of all time is Dorian Grey, from Oscar Wilde's *The Portrait of Dorian Grey*.

Confidence Man: The Confidence Man was born with a silver tongue, an honest face, a lie in his heart, and a gift for convincing others that even the most ludicrous stories are completely believable. These characters can be the best allies you can find, you just don't want to buy anything from them. "Boy, have I got a deal for you," is the siren call of the Confidence Man. From Robin Williams' character of Joey O'Brien (*Cadillac Man*) to Nicholas Cage's portrayal of Roy Waller (*Matchstick Men*), Con Men always have the best deals, the cleanest games and the most exciting opportunities. Remember when dealing with Con Men that a fool and his money are soon parted. The song *Stanley Joe* by the Bluegrass band The Meat Purveyors is a great homage to the Confidence Man.

Showman: The play is the thing, and the Showman is just the type of person to put it on for you. From a concert pianist to a great actor to a circus ringmaster, the Showman knows how to put on a good performance. Regardless of motivation, the Showman takes great pride in his ability to dazzle and awe an audience, and regards a hurried or rushed recital to be the greatest of all sins. One of the greatest Showmen of all times may be the unbelievable Baron Munchausen from Terry Gilliam's *The Adventures of Baron Munchausen*.

Thief: Possibly the most reviled of the Tricksters, the Thief seeks to take what he can by any means necessary. While the Confidence Man uses his personality to swindle, the Thief uses dexterous abilities and acrobatics to take what he wants. Sometimes handsome and dashing, sometimes shadow lurking thugs, they are all amoral in the extreme. Archetypal Thieves range from characters like the Artful Dodger to Thomas Crowne.

Youth

Inexperienced, naive, gullible, or easily frightened, these are the traits of the Youth archetype. Despite the implication of its name, the Youth can be of any age and background, it is simply enough that they be innocent of the nature of the world around them. Childishness does not mean stupidity, though, and sometimes characters of this archetype are very knowledgeable, though they are at a loss as to how or why that might be important to others. Youths often seek to please the more experienced characters around them, and often seek out teachers to help them correct their deficits in understanding. Any character with the Youth archetype will eventually evolve into another character persona given enough time and experience "out in the world," so the characterization of this archetype is transitory at best.

Callow Youth: The inexperience of younger characters tends to take on a life of its own when embodied by the Callow Youth. These characters tend to fall into situations that might otherwise be avoided by older, more experienced characters. While this can prove irritating for other characters, often times the Callow Youth's blunders open up new avenues of information and provide unlooked-for insight into a problem. Most characters who start with this archetype eventually evolve into another archetype. One of the most easily recognized Callow Youths is the character of Taran from the novels by Lloyd Alexander.

Coward: One might wonder at the characterization of the Coward as being related to the Youth archetype. The fact of the matter is that the Coward allows emotion (notably fear) and nothing else to rule his actions. Cowards lack the experience to cope with major problems mainly because they do not ever confront those problems. Beni Gabor, the cowardly deserter from the movie *The Mummy*, is a prime example of the worst that the Coward has to offer.

Eternal Child: This is one of the characters that is the least likely to ever evolve from the Youth archetype (though it does happen). The Eternal Child is light of heart, never taking anything seriously, and constantly treating life as a game, or an amusing adventure story he or she happens to be involved in. One hardly needs look farther than Peter Pan to see the Eternal Child, but there are many characters out there who never let the weight of their years catch up with their personality.

Wise Child: Strangely knowledgeable yet completely naive, the Wise Child occupies a precarious position. Characters of this type often contain a lot of knowledge, usually book knowledge or taught knowledge, but have no practical experience with which to apply that knowledge. Oblivious to the workings of the world around them, and sheltered from some of the most rudimentary aspects of society, Wise Children often come from secluded backgrounds. The character of Norville Barnes from *The Hudsucker Proxy* is a great example of an adult with the Wise Child character archetype.

Mechanics and Character Personalities

It should be noted here that mechanics will go a long way to refining your character's persona. The archetypes that we have just explored, while useful, are limited in what they can portray. An archetype is a template, not a full-fledged personality. In order to make the archetype distinct, one must make use of the rules to determine what skill sets and capabilities the character has.

In the examples provided, we have shown one or two different versions of each archetype and subset. These differences make the characters unique. For example, although they are both Avenger-type personas, I think it is fairly easy to see the difference between the Punisher and Batman. Some of this is bound to be a result of back-story, but much of it will be addressed in the mechanical aspects of how you set the character up.

One must be careful not to let the mechanics have too much sway, as mentioned earlier, but one should be equally conscious of not paying them enough heed either. A Scholar with no skills at research or knowledge of the world is a poorly designed character, just as a Coward who specializes in brawling is an equally badly thought out concept (unless the Coward is attempting to face his or her fears, in which case the Reluctant Hero character is probably a better fit). Remember, the character must be internally consistent and heuristically sound in order to work correctly and operate in the game world.

Going Against Type

A man has to know his limitations. Knowing your limitations as a player will help you develop and design memorable characters. If you, as a player, have a rebellious streak a mile wide, then playing a character dedicated to law, order, and the establishment is probably not a good idea. You will find yourself constantly at odds with your own character, and your enjoyment of the game will be limited by this factor. This is not to say that you cannot, or should not, play a character that is against type, simply that you should be careful when doing so. Depending on the game, you are going to be stuck with that character for a while.

That being said, it should be noted that you do not have to restrict yourself to a single archetype when creating the persona for your character. It is possible to combine archetypes to form a blend of different personalities that are more unique. One should be careful about blending some types of psychologies, though, as antithetical memes may cause you difficulty in portraying the character.

Bringing It Together

Once you have a personality and a general mechanical concept married, it is just a matter of creating a back-story. As we discussed in "The Art of Role-Playing" (from *The Rifter* #38), a character's back-story is important for role-playing, and will help the G.M. create specific story elements that more directly involve your character. For the most part, the archetype will suggest a certain type of background, but you should always feel free to delve deeper and try to find what suits your concept best for a background.

Although it almost goes without saying, a character's background should be a consensus between player and G.M. However, it should go one step further beyond simply having a character's background approved by the Game Master — both player and G.M. should challenge each other to provide plenty of resources to best define the character. Often times, players will leave room in their backgrounds for the G.M. to incorporate elements that fit best with events or NPCs that the G.M. wants to put into play. A character might have a mortal enemy, but the player chooses to let the G.M. decide the details of that enemy if the G.M. wants to give a recurring antagonist a closer connection to the party.

One step towards determining a character's back-story is to determine just how much information the G.M. wants to have before beginning the campaign. In order to facilitate this, the G.M. should come up with a list of questions he wants a player to be able to answer about his character. There are many examples of this out there on the Internet, and they can range from the simplistic to the highly intricate. If the G.M. doesn't have anything specific in mind, then he can leave it up to the player to provide whatever information the player thinks is pertinent to start the campaign. The player should realize, however, that if he provides a vague, poorly-conceived back-story, then the character may not get the kind of spotlight that the player is looking for. Once the campaign has started, however, the G.M. shouldn't be averse to incorporating elements into a character's back-story, so long as there is agreement between player and G.M.

Tolkien said of *Lord of the Rings* that "the tale grew in the telling." Some players may choose to come up with very little in the way of back-story in the beginning of a campaign, but give the G.M. a wide berth when it comes to throwing NPCs, important heirlooms, and/or events into a character's background throughout the course of the campaign. Provided that there is consensus, then a more improvisational approach to back-story can be an equally rewarding experience to the more detailed approach described above.

Hopefully, these archetypes and guidelines have opened your eyes to ways to more fully develop a character. Both players making characters, and G.M.s looking to populate their world with memorable NPCs, can benefit from three-dimensional characters. These archetypes, as well as the notes on background stories from *The Art of Role-Playing*, will help you make characters that are memorable and rewarding to play. Good luck, and game on.



By Hook and By Crook

The Rodent Cartel and Filly Proper

Optional Source Material for *After the Bomb*®

By Erin Lindsey

"I know this price is twice what we quoted you last week, but what can I do? Supply is short all of a sudden, and I got a family to feed. But for your trouble, hows about I make you a deal on this new shipment I just got in from Steel Town? We copacetic?"

Historians say that even before the Crash, Filly was a city to behold; a crossroads where great men did great things. A thriving center of economic and cultural trade. The sort of place

where the clever, or the scheming, could grow very wealthy, or lose everything. Not much has changed since the end of the world.

Filly is a unique city in the world of *After the Bomb*®. It lies atop one of the richest sources of pre-Crash artifacts known, is situated between Cardania, the Empire of Humanity, and the Plains of Free Cattle, and is run by a trading cartel that puts all others to shame. Within the city's vibrant Market Street, a thousand adventures await, ranging from bold rescue missions, shady investigations, and guard work, to daring robberies, political backstabbing, and even assassinations, with clients and targets from any of the surrounding nations.

The Rodent Cartel's Families have worked hard to maintain Filly's neutrality, turning it into a sort of modern-day Casa-

blanca, where lines of loyalty blur, and sometimes disappear altogether. A favorite Cartel contact may disappear one day, re-assigned after a bout of Family politics (or worse), the human at the end of the bar may be an Imperial slaver on leave, and the muggers you stop from rolling him may turn out to be Free Cattle teamsters blowing off a little steam on the first human they see. If you've got an ear to the ground and a good sense for who's in good, then you can make a fortune in Filly. If not, well... every caravan needs a guard... or at least something to distract the Stalker Spiders.

Beyond the city proper lies the Wild Philly, the vast sprawl of intact city inhabited by barbarians, mutants, and monsters, concealing forgotten treasures from a century ago.

They say anything, or anyone, can be found in Filly; for the right price.

The City of Filly

Population: 55,000; an additional 2D6x1,000 transients and traders will be present at any given time.

Language: English and Filly (a combination of English and Italian, mixed with slang).

Predominant Species: Mutant rats, mice, and various rodents; almost any species can be found among Filly's population, but only rodents are ever seriously considered for citizenship.

Government: Council of the Families (trade guilds).

Currency: Any; the Cartel deals in Cardanian bucks or hard gold most commonly, but some merchants will accept Empire Credits.

Military Forces:

Elite Militia: The Cartel can muster an impressive force of elite militia; roughly 6,000 well-trained and well-equipped soldiers, or Enforcers, to respond to attacks when necessary. At any given time, approximately three-quarters of these forces are on reserve, ready to defend the city, while the remaining 25% are either patrolling the Wild Philly borders or conducting clandestine 'peacekeeping' missions.

Navy: Being in possession of a respectable harbor, and having easy access to the Atlantic Ocean, Filly sports a respectable sea presence to defend its ocean-going shipping interests. Some 50 ships, mostly under the control of House Meccanico, defend the city and escort merchant fleets to and from the city. Rumors abound that House Meccanico also possess a 'Ghost Fleet' of invisible ships it has been using to deter the Empire of Humanity's aggressive naval practices.

Air Force: A small force of private planes and helicopters, scavenged from the remnants of the US Naval Aviation Depot and Philidelphia International Airport, are mostly used for reconnaissance work over Wild Philly and the trade roads. Most are controlled directly by House Transportatore, and only five helicopters have any sort of mounted weaponry.

Mercenaries: More so than any other nation, Filly has access to the networks and finances to raise an enormous mercenary army on short notice. Within a matter of weeks, the Cartel could easily raise tens of thousands of troops to face an oncoming threat.

Filly, the Rodent Cartel, and the World

"I hope you plan on gettin' a job here, fella. Last thing Filly needs is another dewdropper."

Filly is a city that, unlike most, weathered the Crash with virtually no damage. Some virulent biological weapon wiped out the human population, leaving the city, and all its technology and valuables, bare to the world. The Rodent Cartel itself moved in fairly early in the city's post-Death history, laying claim to the most obvious wealth and equipment and instantly cementing themselves as a powerhouse on the east coast.

Currently, the Rodent Cartel trades directly with Cardania, New Kennel, the Plains of Free Cattle, and numerous city-states further south, and works through intermediaries to trade with the Empire of Humanity, the Prairie Dog Imperium, Imperial Mexico, and a host of other nations across the continent. Rumors even persist that the Cartel has access to a host of pre-Crash nautical charts and makes occasional voyages to Europe, Africa, and South America. Normally, such a disparate group would never consider allying with the same city, but the Cartel's wealth and social positioning has made them indispensable to any of their regular clients. While Filly could never hope to invade and conquer another nation, likewise no nation is foolish enough to assault the source of most of their trade revenue.

Which is not to say that Filly or the Cartel itself are perfectly safe. The Families are all too aware that if Cardania and the Empire declare open war, they sit in the middle of no-man's land. Likewise, the Cartel's Families are constantly vying for power and control, bickering between themselves and half a dozen other, smaller groups within the city. And there's always the threat from the barbarian gangs and feral mutants that stalk the Wild Philly, mere miles from the city's population centers and vibrant Market Street. Because of all these threats, Filly, more than anywhere else, needs a strong leader to maintain the peace and ensure the profits keep flowing. Any scent of weakness can trigger a wave of political or military coups, assassination attempts, or barbarian assaults.

Cardania, with its current economic boom, sees Filly as an opportunity, using its recent wealth to import exotic goods from the barbarian territories to the north and medicines and technological goods from New Kennel and the Empire, all through the Cartel. Over the past five years, the country has financed an increasing number of scavenging expeditions to the city's abandoned half. Their presence has been high enough that the Cartel has established a Cardanian Embassy in South Filly, in order to ease tensions with other visiting nations who aren't as heavily represented.

The Empire of Humanity sees the Cartel as an abomination; a criminal empire feigning legitimacy and stealing anything left unattended too long (such as the city of Filly). Despite this, they also rely on several of the Cartel's services, specifically, discreet shipping and information. Lacking a strong espionage arm, the Empire must 'hire out' most of its intelligence within the mutant animal communities. They keep their own mutant dog forces within Filly itself, keeping tabs on the comings and goings of all

the city's visitors and the Families themselves. Watching the watchmen, as it were.

The Plains of Free Cattle, being less a nation and more a collection of tribes and small towns, has no official ties to Filly or the Cartel itself. Many tribes and towns, however, rely on Cartel trade caravans for their prosperity, buying the goods they produce and bringing in items they'd otherwise have no access to. By and large, when Free Cattle children dream of running away to the big city, Filly is just that city.

The amazing variety of visitors, residents, and tradesmen in the city give it a unique feel. Some parts of the city have been refurbished and rebuilt, looking almost as good as they might have before the Death, while others have rotted or collapsed entirely, having been rebuilt into hovels with whatever scavenged materials might be at hand. The social elite reside in Epicurean luxury, high above in the standing, pre-Crash towers, surrounded by guards, beautiful hangers-on, and a wealth of ancient luxuries and art. By contrast, Filly has a higher homeless population and crime rate than any other developed city. Politicking between the families is intense, often times drawing in willing or unwilling minions from outside the Cartel itself.

As a major crossroads, Filly is also home to an incredible variety of food, music, and culture, and the nightlife in the city is second to none. The city has always had a rich tradition of blues and jazz, which continues to this day, and swing and big band music is just starting to be re-discovered in the ritzier clubs. A visitor to the city may just as readily scavenge a meal out of the gutter, buy a brew out of an old-style pub, or dine in the lap of luxury. Filly is the one city where everything is available and, according to the Cartel, you can live the life our forebears lived.

Filly's general technology level is equal to the United States in the late 1930s and late 1940s, complete with its own, limited manufacturing capabilities. The Rodent Cartel has access to cutting-edge pre-Death technology, which it doles out cautiously.

History

The history of Filly before the Crash is one of religious struggle, innovation, bold leadership, race riots, and technological innovation, but that doesn't matter to many these days. Since the Crash, the only aspect of Filly's history anyone worries about is the Rodent Cartel.

According to the rodents themselves, Filly is theirs by right of inheritance. They were the original inhabitants; the rats and pests that breed beneath every city, who survived the disaster that wiped out the humans, and were elevated by it. The binding philosophy behind the Rodent Cartel is "to the survivor go the spoils," lending some credence to their account of history.

The Empire of Humanity's records tell a different story. According to their historians, a plague spread down from the north not long after the Crash: a devouring horde of vermin, wiping out everything in their path. When they finally reached a struggling human colony trying to re-establish Filly, the result was unspeakable. With the city's remains for a rich hunting ground, the horde never left, eventually evolving into the cutthroat trading Cartel the world knows today.

The truth of the Cartel's past remains uncertain, but their activities over the past half-century are well documented. A short

series of tribal wars pacified all the major trade routes between Filly and the developing Empire of Humanity, Cardania, and the vast Plains of Free Cattle, and cleared the area for grateful farmers. Since the Rolling War, the Families have only raised arms in self-defense (externally, at least), instead focusing on building up the remains of their city into a trading hub rivaled by none, and ensuring that theirs are the only caravans anyone trusts to move supplies into or out of it.

In recent years, Filly is still trying to find its feet after years of internal strife. A long-standing feud between the Cartel's Families has resulted in a transfer of power and a new High Don of the city, High Don Franklin. The aging mouse claims he intends to reform the city and bring an end to the political fighting, but few members of the Cartel support him openly. An all-out war between the Families may be brewing on the horizon if he can't consolidate his power.

Government

On the surface, the Cartel runs Filly with an iron fist. The Cartel's five Families, the trade guilds of Filly, each control specific aspects of governance, trade services, and vice. The Dons of the five families meet in a monthly council overseen by the High Don to resolve disputes, hear complaints, set broad goals for the Cartel, and manage the City's collective economy. Each Don gets three votes, with the High Don receiving five, as well as the option to break any ties. The system may seem complicated, but it allows for each Don to throw their weight behind an option or abstain without alienating anyone. The smoothly-running nature of the Cartel's rulership is largely credited for the city's prosperity.

In actuality, the running of the city and the Cartel never goes smoothly. Accomplishing anything at a monthly council meeting requires bribes, threats, backroom deals, blackmail, secret alliances, and occasionally, outright violence. A wise High Don cultivates this competition between the Families like a precious garden, keeping too many of his rivals from uniting against him. The city runs on money, and those parts of town that can afford electricity, fresh water, police protection, and sewage live like it's the twentieth century. Those who can't, wallow in the Middle Ages or pirate off of 'responsible taxpayers.'

Filly lacks any formal police force. House Guerriero sells 'protection' services to homes and businesses, and a host of mercenaries, guards, and killers are available for hire, to provide security or 'conflict resolution.' There are few official laws beyond well-defined trade protocols, and even murder isn't technically illegal. Then again, neither is revenge. Not surprisingly, private investigators are in high demand. The only laws Player Characters will usually have to worry about are obstructing a street, damage to Cartel property, smuggling, and disturbing the commerce.

Getting anything done in Filly requires a good sense for local politics. Formal complaints, requests for city services, construction requests, and so forth, can be applied for directly at Cartel Hall, downtown. A more expedient way to get anything done is to approach the right family directly with your request and an appropriate bribe. The fastest way to get anything done is to simply know the right people within the family, and have deep, deep pockets.

The Families

No discussion of Filly or the Cartel would be complete without discussing the Families.

The Cartel's particular brand of parliamentary procedure and organization seem to be unique in the world of **After the Bomb®**, though some claim it has origins in some pre-Crash fraternal organizations.

The Families operate much like the trade guilds in any major city. Each has a focus that it builds its business model around, setting itself up as a monopoly in its given field. The only real change is that in Filly, the guilds themselves govern the city, with each Family or House also taking over one or more civil services.

Each Family controls a distinct territory in Filly, as indicated on the map. While their business interests are universal across the city, each Family has free rein to levy taxes, seize property, coordinate construction, and enforce the law within their own territory, much like barons of old. On occasion, a Family's trade will cross interests with a different Family's local law or taxes, leading to all sorts of illicit doings. Resolution of such conflicts consumes most of the time at monthly council meetings.

Despite the name, 'Family' doesn't imply a blood relation any more than calling a priest 'father' would. Employees come from many different broods, and even species. However, the Rodent Cartel is overwhelmingly rodent, with mice and rats being the most common. Non-rodents can't expect to be promoted beyond the rank of Lieutenant.

The Banchiere Family

"The other Families make the jack. Then they give it to us."

Record-keeping is the art that has helped humanity evolve beyond animals, and it is the skill that has allowed the Branchiere Family to evolve animals above humans. The family developed from the original rodent survivors of Filly who devoted themselves to recording all the findings their comrades pulled from the ruined city. In time, it developed into a sophisticated banking and accounting powerhouse. All major financial transactions, investments, and stock exchanges are handled through this family, as well as the minutes from council meetings and court reporting (on the few occasions when it is necessary). They also administer (and charge handsomely for use of) what's left of the city libraries.

With so much temptation, in the form of Filly's collective wealth, House Banchiere has worked hard to cultivate a reputation for honesty. Enforcers are quick to discipline any employee who plays fast and loose with someone else's money. They are the most straightforward and honest in all their dealings out of any Family, and are universally considered to be everyone's best friend.

Banchiere controls Downtown Filly, the trade and financial center of the city, but also manages Filly's three major Waystations: the small towns at the edges of Cartel territory dedicated to inspecting and declaring all incoming and outgoing shipments. This essentially makes them Filly's customs house as well. This role often leads them into conflict with the Transportatore Family's own inspectors.

A happy side effect of Banchiere's fanatical attention to record-keeping is that they have amassed a huge collection of seemingly unrelated information; information others will happily pay for. In recent years, Banchiere has branched out from merely collecting and trading in information to actively investigating. Filly's reputable spy ring can be traced directly back to Banchiere's banks and offices.

Twilight Cola, a middle-aged, half-pint mouse, is the Family's current Don. She advanced to her current position through a combination of cool intellect and heavy application of her Telepathic Listening psionic ability, a power that she has yet to reveal even to her lover. Twilight appreciates fine food and music, and owns a nightclub, the Blue Bunny, near Market Street. She has a reserved table and can be found there every Tuesday and Friday night, like clockwork, with her security escorts in tow.

The Guirriero Family

"Every Family plays at brokering power, but the real McCoys wield a strong right arm."

Every government has its army, and the Cartel is no different. Descended from a long tradition of proud warrior rats, the Guirriero Family is the Cartel's sword arm. They work to protect both Filly and Cartel caravans from danger. Within the city itself, Guirriero is the closest thing to a police force, and those who can afford it are well advised to pay for their 'protection.'

Because a Guirriero team of Enforcers accompanies every Cartel caravan leaving the city, the Family works very closely with House Transportatore. Any time relations between the two Families cool, profits drop dramatically, so any Don who agitates the other tends to suffer unfortunate health problems before long.

Guirriero rules over the Camden district as if it were a fortified military outpost. Given the amount of feral and barbarian activity on the east side of the Delphi River, there's little wonder why. Almost everyone who lives in the area works for a Guirriero weapon or munitions factory, or maintains the facilities. Work is always available, but not under the best conditions or pay.

The head of the family is Guido Arcturo, a rat of incredible size with few human features and considerable strategic brilliance. Most find his presence unsettling. Unlike most of the Families, Guirriero's line of succession is based on capability in battle, making Guido the foremost warrior of the Family. He takes little personal time, but does make occasional foray to The Pit to watch the fights. It's not unheard of for a particularly gifted fighter to catch Guido's eyes and get hired for a ludicrously profitable assignment.

The Meccanico Family

"Let 'em squall and fight and bluster all they like, but in the end, it's us that keeps this city clickin' along. And how."

Water, power, sewers, streets... every city needs these things, but the knowledge to provide them is constantly fading away into the dust of the past. Out of the entire Cartel, only the Meccanico Family values the basics of civilization enough to maintain them so dutifully. The Meccanico are masters of civil,

mechanical, and electrical engineering, responsible for maintaining the Cartel's vast pool of vehicles, not to mention the city of Filly itself. They're far from the most appreciated Family in the Cartel, and every few years there's a debate about dissolving the House and distributing its resources between the remaining four, but ultimately, no one wants responsibility for maintaining the city's messier utilities.

Meccanico trains their own mechanics and engineers from a young age, and jealously guards their trove of engineering knowledge. Defectors are dealt with swiftly and severely, and engineers from outside the city are watched carefully.

Thanks to an arrangement with House Transportatore two decades ago, the Meccanico Family also manages the city's booming prostitution industry. The heaviest focus is around the Hub, which the Family oversees along with the rest of South Filly, but every district has its own brothels and cat houses that are either owned directly by Meccanico or paying them a heavy licensing fee. Not a single Pleasure Bunny makes a move in Filly without House Meccanico knowing about it.

The Meccanico Family is not well regarded by any other family, but their mastery of the city's infrastructure and the Cartel's navy buys them a certain amount of grudging respect. They regularly trade security improvements for information with the Banchiere Family, but have been on poor terms with both Guirriero and Transportatore for years. The fact that High Don Franklin comes from House Meccanico and has given them a certain amount of preferential treatment doesn't endear them to anyone.

This humble but powerful family is run by Don Grigorie Patos, an overweight and aging mouse who muscled his way to the top by stepping on anyone who got in his way. Patos enjoys the fact that everyone overlooks his Family, as it makes it easier to get away with the political subterfuge he loves so much. Patos resents High Don Franklin a good deal more than even the High Don realizes, and is slowly working his way into position to become the next High Don, should Franklin suffer an unfortunate accident.

The Parasita Family

"Why work so hard for your fortune when some rube has left one just lyin' around in the dirt?"

At its heart, the Rodent Cartel is every bit as much Rodent as Cartel, and no Family embodies this as much as House Parasita. Responsible for scouring the Wild Philly region for anything worthwhile and licensing travelers to do the same, Parasita sticks to the techniques that made the Rodent Cartel so rich to begin with.

All the obvious wealth of Wild Philly has long since been stripped away, meaning the Parasita Family these days is mainly concerned with the bureaucracy of licensing scavengers, inspecting and documenting whatever they bring out, and being the first to collect any reports or tips on prime salvage. Despite this apparently sedentary lifestyle, Parasita still controls the Cartel's second-largest force of trained soldiers, both to patrol the edges of the wild city and to enter Wild Philly itself, pursuing any solid leads for rich, new salvage sites.

Because of the extensive shared border, the Parasita Family claims control over most of West Filly, the most residential of

Filly's districts. The wealth they manage to import from the wild city makes Parasita's taxes and bribes the least demanding, making their territory more appealing to families, small businesses, and craftsmen.

Using their well-established licensing apparatus, the Parasita Family naturally stepped in to manage Filly's extensive gambling houses. While the Family manages few casinos themselves, no business within the city dares allow any sort of gambling without paying House Parasita a respectable fee for their gambling license. Those who try to skirt the law soon learn a costly lesson from the Family's Enforcers, second only to House Guirriero's. Since properly-licensed casinos rarely need to worry about security, they tend not to pay protection money to the Guirriero Family, causing a certain amount of strife between the two. Parasita is the closest thing the Meccanico Family has to a clear ally; both are reliant on the other to maintain, repair, and resupply their technology.

In a break from Cartel tradition, House Parasita's Don is actually a squirrel. Don Sam Slotti rarely meets with anyone he does not trust implicitly, his fear of assassins and ambitious rivals is so great. His home is a fortress, and his monthly motorcade to Cartel Hall for council meetings has become something of a West Filly parade. Despite his (justifiable) paranoia, Don Slotti is a brilliant leader, and came close to seizing control of the entire Cartel several years ago. He bears High Don Franklin no ill will, and is probably the sovereign's closest ally.

The Transportatore Family

"We can get it there."

Of all the Families, House Transportatore is the least interested in the city of Filly itself. That is because House Transportatore's business is the open road, with Filly little more than a truck stop along the way. When anyone outside of Filly proper deals with the Cartel, it is this Family they meet. Transportatore's strong-backed teamsters, cunning drivers, and shrewd traders have helped make the Rodent Cartel a household name even in areas that still have yet to hear about Cardania.

Transportatore's profits are the most impressive of any family by far. In an age without reliable telephones, internet, or even postal service, anyone who can keep a caravan moving along the road can make money. Unfortunately, in an age with giant insects, feral mutants, and carnivorous plants, keeping a caravan moving along the road is both dangerous and expensive. The Family controls the knowledge of the remaining intact roads from before the Crash, as well as records of newly forged roads and trails the survivors have eked out since. Their cartographers and navigators are some of the best on the continent, and the House makes a handsome side profit hiring out guides and selling maps.

The Family doesn't so much 'run' Gastown as operate out of it. Laws are fast and loose, and with the constant coming and going of caravans and people, the area is a favorite place for clandestine meetings. Transportatore doesn't seem to care, so long as no damage comes to their facilities.

No trade caravan sets out from Filly without a respectable armed escort, courtesy of the Guirriero Family. The two have been close allies since the Cartel's first inception. Transportatore is also somewhat reliant on the Meccanico Family, some-

thing that chafes them deeply, and the Family is constantly on the lookout for a different way to maintain their large motor pool and fuel refinery.

Since the very beginning of the Cartel, the Transportatore Family has been headed by the same Don; an aging rat woman everyone simply refers to as Nonna. Don Nonna claims to have memories of Filly before the Crash, but it's much more likely that she was born in the biochemical chaos of the Crash itself. Still, no one dares to call her on this fact. The old woman didn't survive six decades as head of a Family because she was well loved. She finds most of the current Dons insufferable, and uses her advanced age as an excuse to sleep through most of the council meetings.

Cartel Structure

The Cartel uses a unique naming scheme for their various managerial levels, but are otherwise similar to guilds or even pre-Crash corporations.

High Don: The supreme leader of the Rodent Cartel, elected (usually through bribery, threats, and blackmail) by the council whenever the previous High Don retires or dies. Essentially, the Cartel's CEO or president.

Don: The unquestioned head of each Family. The Don appoints all of his or her own Bosses and sets the direction for the House.

Boss: Those who hold genuine control over the day-to-day running of each Family, with each Boss controlling either a specific division of the House's activities or the House's territory itself. Every Family has anywhere from three to eight Bosses, depending on how varied are the House's activities.

Underboss: The true middle-management rank of the Cartel. Underbosses answer directly to Bosses, issue orders to Capos and Lieutenants, handle most of the hiring of outside agents, and deal heavily with paperwork.

Capo: The Capo is essentially on-site management, controlling large groups of peons directly, or several Lieutenants and their accompanying personnel. This level of management may be a caravan leader, a casino manager, a warehouse manager, or a platoon leader.

Lieutenant: Lieutenants are essentially group leaders who manage small packs of Enforcers or laborers. The rank of Lieutenant is also bestowed on talented specialists who operate alone, such as skilled scavengers, famed hit men, lone couriers or insightful brokers.

Caravans

"Bushwa! We make that trip to Harper twice a year. I don't care what they said."

The basic economic unit of the Rodent Cartel is the trading caravan, a collection of wagons, pack insects, gasoline vehicles, porters, guards, traders, drivers, and teamsters that runs with the efficiency of a military unit. Every caravan has a specific route, and some caravan leaders are so well known in specific towns along their route that they're greeted as old friends. Other settlements flee to the hills and bar their doors when the shrewd kings of trade pull into town.

Every caravan is specifically designed to best suit the terrain it will follow. Caravan leaders (usually a Capo) are obsessively protective of their personnel and equipment and the secrets behind their route (especially shortcuts, danger zones, and particularly welcoming towns). The typical caravan consists of 2D6 beetle-drawn wagons, 1D6 gasoline or ethanol-powered vehicles, at least four beetles per wagon (two to draw each wagon, and two additional as pack or riding animals), 2D4 mounted scouts (on either motorcycles, horses, or grasshoppers), two drivers per wagon or truck, 4D6 porters and teamsters, 3D6 guards, and 1D6 expert traders, in addition to the expedition's Capo, head guard, and navigator. At least one vehicle (normally a jeep or similar vehicle) is mounted with a machine gun, and every member of the expedition, guard or not, is armed. Caravans making runs to major cities, such as Smoke Town or Steeltown, may be two or even three times this size. Use the Quick Roll Mutant Animal table (**After the Bomb® RPG**, page 188) to determine the details on any given NPC, or refer to the NPC section of this article below for typical caravan drivers and guards. Motorized caravans, made up entirely of powered vehicles, exist, but are far more rare because of how much they cost to run.

Most caravans, with the majority of their personnel walking, only manage about 25 miles (40 km) per day (one-half to one-third that over rough terrain, or when traveling through the hills). Motorized caravans, the sort that usually make the trip to Smoketown or Steel Town, can cross up to 100 miles (160 km) a day.

A caravan returns to any given town once every 2D4 months (roll once to determine the caravan's set schedule).

Cartel Services

"This baby grand here is Mongo. Mongo will be your security for dis evenin'."

In a city like Filly, just about any item or service is available if you've got the cash. The Cartel controls close to half the businesses throughout the city, either directly or indirectly, meaning that the Cartel effectively offers any service that you could find in a good-sized city.

For those outside of Filly, the Rodent Cartel offers very specific services associated with their trade caravans and their nearly limitless wealth.

Sales: Between their scavenging operation, extensive trade networks, and limited manufacturing capability, the Cartel can offer nearly any product a buyer could want. In Filly itself, the Cartel can locate just about anything, even bulk orders, in exchange for a reasonable finder's fee (usually 5-10%). A caravan can't carry the same kind of supply, but is 80% likely to have any commonly-available item, part, or product, 40% likely to have any given rare or functional pre-Crash item, and 10% likely to have a hard-to-find or specific item.

Shipping: It may come as a surprise to many, but a good chunk of what every Cartel caravan carries isn't their own merchandise. A tidy profit can be made by safely transporting a client's produce, bulk steel, or assault weapons from one city to another. The Cartel charges steeply for shipping, but they're also the largest and most secure shipping provider anywhere on

the continent. They're also one of the few outfits with reliable access to powered vehicles, allowing for high-speed transportation for the right price. Shipping is based on weight, usually costing one Bit per two pounds (.9 kg) per mile (1.6 km). Additional security, dangerous goods, and hazardous terrain all increase this price, while larger shipments may qualify for a bulk discount.

Postal Service: In a world without the telephone or a central government, keeping in touch with friends and family usually involves a very long walk to visit them in person. While some trade caravans and scouts are willing to transport mail, the Rodent Cartel is the only reliable postal service on the east coast. A typical caravan charges two Bits to transport a letter or small package (not more than half a pound) anywhere along its route. If the letter has to go all the way back to Filly and be transferred to a new caravan to finally arrive at its destination, the price is six Bits. Sending a letter to Filly itself, or from anywhere in Filly to anywhere else along a caravan route, is three Bits.

Travel: There's safety in numbers, especially on the road. A lone traveler or small group is much more likely to be picked out by bandits or stalked by predators than a large, well equipped group. Those who don't make their living by the sword are well advised to travel with a caravan, and the Cartel's are, by far, the most secure. A standard caravan travels about 25 miles a day. Cartel caravans charge hangers-on who wish to travel with them a reasonable one Buck a day each, though this price assumes the travelers walk (or provide their own riding beasts), feed themselves, and supplies their own shelter at night. For two Bucks a day, the caravan also provides the traveler two meals a day. Five Bucks a day ensures hot meals and use of the caravan's tents and wagons for shelter at night or in severe weather. Big spenders can actually *ride* on a Cartel wagon or beetle for ten Bucks a day, and are treated well, fed as well as the caravan's Lieutenant, and have a warm, dry coach to sleep in.

Security: It's no secret that the Rodent Cartel doesn't take crap from anyone. For a reasonable price, a caravan is more than willing to use its guards to ensure a client doesn't need to take any either. It's important to note that, while the Cartel's soldiers are well trained and well equipped, they are far from mercenaries, only hiring themselves out (on the road, at least) to act as bodyguards and defensive forces. Security teams vary widely in price, usually averaging five Bucks per experience level per day for each Enforcer hired. First and foremost, even before turning a profit, is the concern over whether or not a given job will seem to break the Cartel's carefully-maintained neutrality. If a caravan leader decides a conflict may strain their alliances, they'll quickly refuse the job.

Banking: A lesser-known aspect of the Rodent Cartel's caravans is that they act as travelling banks, happily accepting Filly checks (should a backwater burg actually have an account with the Banchiere Family back home), offering investment opportunities (usually in whatever business venture the caravan is usually transporting), and making loans. Loans are only offered to those who can demonstrate non-movable collateral (such as a farm or home), and 10% monthly interest is charged, usually to be collected on the caravan's next visit to that town. Since any given caravan only passes through a town every 2D4 months, an individual's interest may end up adding up even after they have

the funds to pay off their debt, waiting for the bank to return. Woe be unto the man who defaults on his loan to the Rodent Cartel.

The City

"That gin-joint's the Blue Bunny. You're gonna need some mazuma to get in there. You probably want the Rathole on eighth if all you're looking for is some cheap panther sweat."

Approaching from the south or the west, a traveler gets a view most don't enjoy in the world of After the Bomb: a skyline. From a distance, Filly looks like a collection of gleaming towers, standing proud against a field of green and gray. On closer inspection, the standing skyscrapers aren't as heavenly as they first seemed, and the lively canvas is, in fact, the plant-en-shrouded, crumbling remains of the northern half of the old city: the Wild Philly. Both halves are equally responsible for the city's fame and its wealth.

Filly itself is a thriving urban center – quite possibly the largest left on the continent. With so much of the pre-Crash city left intact, many businesses and homes are over a century old and built using technology that is all but lost in the modern age. The skyscrapers in Downtown are home to thousands, with accommodations ranging from one-room hovels to handsomely appointed, mansion-like suites. Filly is one of the few places in the post-Crash world where as many or more people live in apartments rather than homes.

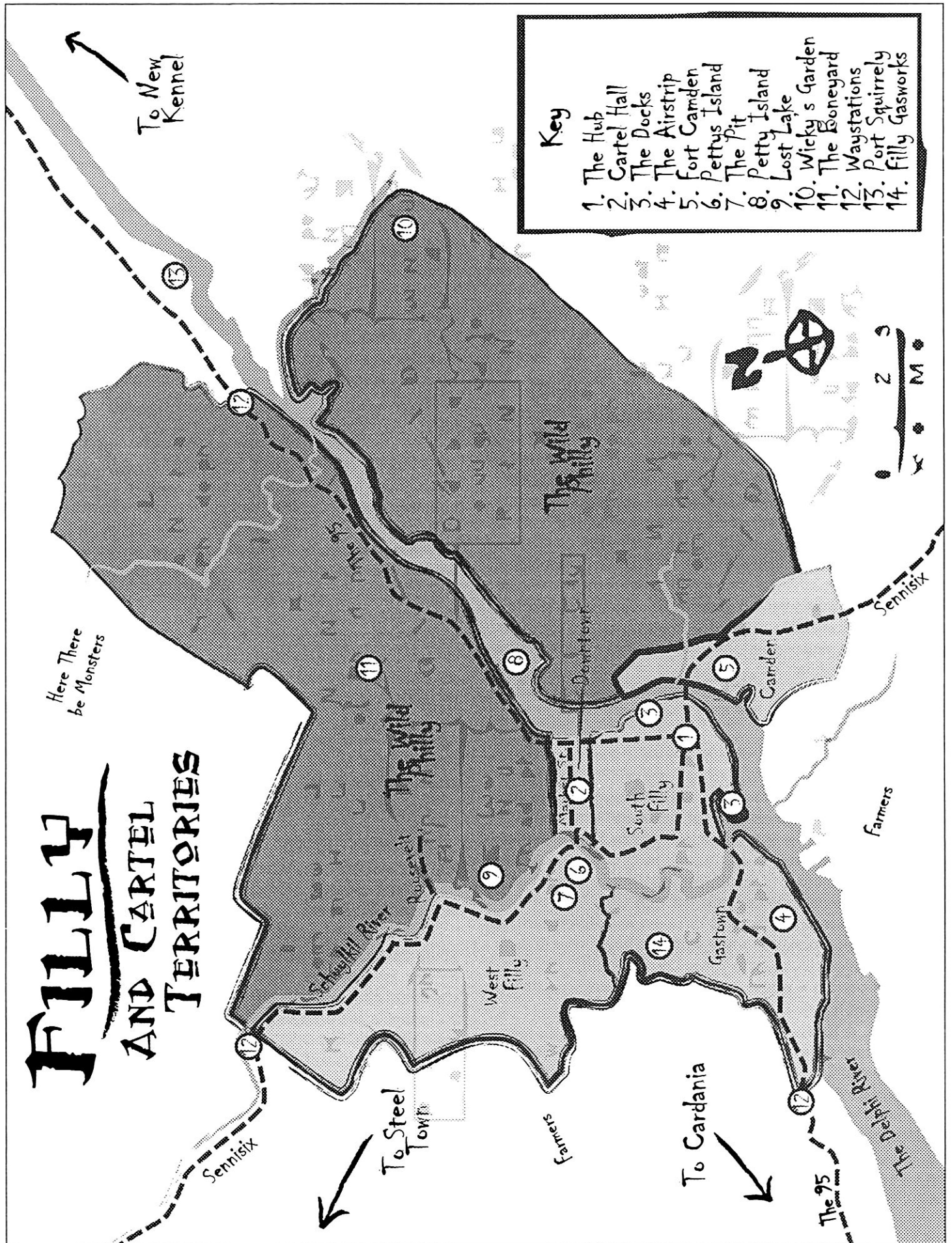
Due to the dedicated efforts of house Meccanico, most of the streets throughout Downtown and South Filly are well maintained. Few pre-Crash streets survive, but most have been re-paved with cobblestones and, in heavily-traveled areas, asphalt. The city's sewer system, originally built in the 19th century, still functions for its intended purpose, and is kept surprisingly free of squatters and drifters by the presence of predatory Razor Rats.

Because of Filly's roving troops of tamarins, the pigeon population is practically non-existent. These small monkeys escaped from the zoo during the Crash and through exposure to rampant mutagens, managed to adapt to the cold environment. Today, they are the city's primary urban pest, having edged out both rats and pigeons.

Modern Filly consists of the old City Core, Society Hill, South Philadelphia, and all points west of the Schuylkil River, as well as a sizeable chunk of Gloucester City, New Jersey, which lies directly across the Delaware River. The remainder of Philadelphia and most southwestern portions of New Jersey remain unattended as a wild zone. The border between the two consists of a high wall and fortified front designed to protect the Cartel's vastly profitable trade center from wandering feral mutants, tribes of barbarians, and monsters.

By Land: Two main roads serve Filly's trade empire, both former U.S. interstates. The 95 runs southwest into Cardanian territories and Northeast towards New Kennel. It is by far the most heavily patrolled road the Cartel controls, specifically because it passes directly through the Wild Philly to the north. The Sennisix runs east to the coast and west out to Haresburg, Steel Town and the Plains of Free Cattle. There are dozens of other

Filly AND CARTEL TERRITORIES



Key

1. The Hub
2. Cartel Hall
3. The Docks
4. The Airstrip
5. Fort Camden
6. Pettys Island
7. The Pit
8. Petty Island
9. Lost Lake
10. Wicky's Garden
11. The Boneyard
12. Waystations
13. Port Squirrelly
14. Filly Gasworks

roads leading into and out of the city, but none are as well maintained or well guarded, and they are mostly used by local farmers carrying produce into and out of the city. The Cartel chooses to leave these roads under-protected to force serious traders to take the main routes and pay their tolls. Smuggling isn't nearly as big a concern, since the Cartel has a stranglehold on all of the area's warehouses and teamsters.

By Sea: With two major rivers feeding through the city (the Delphi and the Schuykil), Filly's docks are almost always busy. The Cartel claims control over both rivers, and charges hefty 'safety inspection fees' to any vessels who wish to use either river to make it to or from the open ocean. Far to the east of the city lies Port Squirrelly, which is little more than a haven for river pirates looking to sell their questionable goods to the Cartel.

By Air: By hook and by crook, House Transportore has seized and maintained control over the old Philadelphia International Airport. While none of the old jets still function, they have access to several older prop planes and a handful of helicopters. Transportore manages to keep their air force running on their own, which causes some tension with the Meccanico Family. The planes are normally used to provide reconnaissance along the major roads, but for the right price, a client can hire a plane to air-lift their cargo. In recent months, the Filly Airport has actually received a handful of planes, landing from parts unknown. Who they are or what they're carrying, the Transportore Family hasn't admitted yet, and security at the airstrip has tripled in the last three months.

The Districts

Filly is comprised of five districts or territories, each controlled by one Family and each with its own flavor.

Downtown

"Ab-so-lute-ly. You can find that down at Selma's booth."

The smallest, but also the richest district, Downtown occupies half of old downtown Philadelphia. This is what most outsiders think of when they think of Filly: the towering pre-Crash skyscrapers, teeming hordes, vibrant nightlife, and the always-busy Market Street. Downtown is the final goal for most visitors to Filly. The northernmost border consists of the Vine Wall, which separates the district from the Wild Philly to the north.

The heart of Downtown is Market Street, a three-mile long, open-air market that runs the length of the district. This is where the Cartel first got its start, buying and trading whatever it managed to fish out of the ruins. Over the decades, it has expanded to sell everything from seafood and produce to pre-Crash technology and weapons. With enough time, anything can be found on Market Street. The base price of anything a character may wish to buy on Market Street is 75% of its normal cost, plus 5D10% (this means characters may find great deals, or be forced to pay over market value for rarer commodities). Permits for a Market Street stall run 2 Bucks a day, or 40 Bucks a month, and would-be entrepreneurs would be wise to pay the Guirriero Family for protection, as thievery is rampant along Market Street (but strangely, only from stalls that are 'uninsured').

Located in the very center of Market Street is the former city hall, now Cartel Hall. Anyone not affiliated with the Cartel isn't permitted inside this ancient building which serves both as the Cartel's center of state and the High Don's home.

Just north of Market Street lies the Vine Wall, named partially because it's built atop the remains of the old Vine Street Expressway, and partially because the entire wall is overgrown with Firethorn Vines, which add to the security. There is one major gate in the wall, allowing scavengers and scouts in and out of Wild Philly (and where Cartel representatives closely inspect and tax anything explorers bring out).

The District is also home to Filly's most active nightlife, housing many of its clubs and dance halls. The most noteworthy, the Blue Bunny, is owned and operated by House Banchiere's Don, Twilight Cola, and is *the* place to be seen. The club hires the hottest musical talent, and getting in requires knowing the right people and having the right look. Crashers are dealt with quickly and harshly by security, usually to the amusement of guests.

South Filly

"Sure, we can help you with your problem, but we gotta ensure this deal is equitable."

Everything that lies between the two rivers and south of Downtown is the purview of the Meccanico Family. A very cosmopolitan area, South Filly includes additional business districts, much like Downtown, as well as industrial zones and heavily residential areas.

South Filly's most iconic locale is the Hub, the area surrounding the intersection of the 95 and Sennisix. The area is awash with stables, garages, flophouses, warehouses, fuel stations, cheap brothels, bars, and every other low-rent service the discerning traveler demands. Most travelers come to Filly looking for Market Street, but most spend their first night in the Hub. The least fortunate never leave.

The district's other noteworthy feature is its two docks, built at the city's pre-Crash dockyard as well as the old Naval Center. Filly's docks are managed by the Meccanico Family, though they share the territory with Banchiore's bureaucrats and Transportore's teamsters, making the area an unofficial neutral zone between the Families and a blind spot in the Cartel's otherwise impeccable city intelligence.

A good amount of South Filly consists of warehouses, many of them having been built recently to accommodate the district's constant flux of trade from the Hub and the docks. The Cartel directly controls all warehouses within the city, requiring anyone who wants to do any serious trading within Filly to rely on them (which gives them a quick insight into anything that comes through town). This technique also cuts down dramatically on smuggling, since smuggled goods are harder to store before being sold off.

Gastown

"Look, I don't care where they go, but if you don't get these stinkin' cattle out of my beetle pen, they're gonna have an accident."

The transportation and industrial center of Filly, Gastown is built on the remnants of Southwest Philadelphia and its accompanying airport. The area primarily serves to support the Cartel's caravans, and is managed by the Transportore Family. Most of the territory is dominated by warehouses, garages, and beetle stables, and a thin haze of smoke usually hangs over the district. Gastown is also home to Filly's few factories (primarily lightbulbs and canned goods).

The Filly Gasworks is one of the most significant sites in South Filly. Of the half dozen or so refineries that once dotted the area, only one remains, and the Cartel works hard as a joint effort to keep it running. The gasworks is one of the most secure sites in the entire city; security has a strict 'shoot first; maybe ask questions later' policy.

To the south, abutting the river, are the remains of the old international airport, usually just called the Airstrip by Filly natives. Most of the site is now used for storage and maintenance for the Cartel's motor pool, but about a quarter of it still remains a functional airport, serving Transportore's small fleet of aircraft.

Gastown's homeless and poor population is incredibly high. Most hope to find work with an outgoing caravan, but since the Cartel rarely recruits outside help for its caravans, few make it. Luckily (depending on your point of view), the district also has a problem with Razor Rats, which helps keep the homeless population under control.

West Filly

"Well, you gotta understand a few things before you're really gonna fit in here, y'know?"

Loosely controlled by the Parasita Family, West Filly is the closest thing the city has to a comfortable suburb. A more accurate description would be 'urban sprawl.' The further west one travels away from the Schuylkil River, the less advanced the community and the less preserved the buildings, until the district eventually peters out into clusters of family farms and wild forest. Those who actually manage to succeed in Filly, or at least move beyond bare survival, usually end up in West Filly before long.

To the north, along the Sennisix, lies the Roosevelt Path, the remains of the old Roosevelt Expressway. This is the main path into the Wild Philly from West Filly, and as such, is well secured and comes complete with a secure Family fortress at the bridge crossing the river. Parasita is careful to inspect the credentials of anyone crossing into or out of their territory along the bridge, and a proper license is just as crucial to escaping from the wild city as getting into it. The river itself serves as an effective barrier against most of the dangerous creatures and mutants in the old city, but security along the waterfront is still high.

Closer to Downtown lies the Institute, a school run out of the old University of Pennsylvania campus by the Parasita and Meccanico Families jointly. The Institute teaches basic mechanics, electronics, and general science, but focuses primarily on attracting thinkers to help them understand and reproduce pre-Crash technology that comes into the Cartel's hands.

Just northwest of the Institute lies the Pit, Filly's premiere arena. A variety of sports are played within, but the two most

popular are baseball and pit fighting. Each Family owns one or two baseball teams, and along with three independent teams from across the area, Filly boasts a good-sized league and regular games. The Banchiere Barracudas are the current front-runners, but the Parasita Ragpickers and the Eastville Farmers are easily the fan favorites. The pit fights are equally popular, and have made more than a few celebrities who've gone on to become regulars at the Blue Bunny and other social hotspots. As with baseball, every Family has its own stable of fighters, though independents are welcome as well (nothing draws a crowd like fresh blood). Either event offers general seating for only a Buck, or front-row seating for five Bucks. Several of the old stadium's boxes and suites are still intact and available to groups and parties, starting at 1,000 Bucks per event.



Camden

"Drop your heaters and present identification!"

An area of Wild Philly reclaimed about fifteen years ago by House Guirriero, Camden is named after the pre-Crash county it was carved back out of. The district is still heavily militarized, as the only thing separating Camden from eastern Wild Philly is a makeshift Jersey Barricade and several thousand feet of barbed wire. Still, the area holds vital munitions factories and a small refinery, so the Family dares not budge an inch.

Ironically, Camden plays host to Filly's largest percentage of visitors from New Kennel. The dogs simply feel more comfortable within the strict hierarchy and military precision that Camden is run by, and are the most readily tolerated by Guirriero Enforcers, as they respect the chain of command.

Aside from the munitions plants, the only noteworthy feature in Camden is Fort Camden. Guirriero's seat of power, Fort Camden is essentially a medieval castle assembled from stones and cinder blocks quarried from pre-Crash buildings. The Fort is considered impregnable, and for anyone outside of the Family, there's only one way in (and no way out). More than a few Banchiere spies have disappeared forever behind Fort Camden's terrifying façade.

The Wild Philly

"Lock and load, boy-os!"

In the end, Filly wasn't made famous because of what it once was, it was made famous because of what survived. The Rodent Cartel managed to settle and properly claim a third of the old city before the barbarian hordes and savage mutants moved in, halting most future expansion. And while all the obvious wealth of the wild portions has been scavenged already by older scouts or the Cartel itself, hidden caches are still scattered throughout the area, waiting for anyone willing to turn over a few rocks.

The job is complicated by the presence of dangerous, feral mutants, predatory insects, carnivorous plants, and small tribes of wild barbarians. With all these threats packed into one place, Wild Philly is even more dangerous than the 'civilized' town across the wall. Unprepared scavengers are easy prey, and even well trained, well equipped groups have been lost to the things that stalk Wild Philly's overgrown streets.

The entire area runs rampant with the strange and mysterious. Scouts have claimed to have seen intelligent colonies of plants, underwater tribes, self-aware machines, and the ever-popular Jersey Devils. Very few of the rumors that come out of the scavenger zones are considered completely unbelievable.

One of the better-known sites of Wild Filly is the former reservoir, Lost Lake. Once a popular site to scavenge for mechanical and plumbing equipment, the site has been largely avoided for years ever since something began attacking teams and dragging them underwater to their deaths. Competing theories include an aquatic barbarian tribe, an engineered giant octopus, rampant plague, and a nest of Jersey Devils. Lost Lake is said to also be the final resting place of an Army transport plane that crashed during the Big Death, along with its top secret cargo.

Somewhere deep within the untamed wilds, according to rumors, lies what's left of the U.S. Naval Aviation Depot. Called 'the Boneyard' by hopeful scavengers, the site is said to be a repository of hundreds of different aircraft, not to mention a wealth of equipment, weaponry, and fuel. The tallest tales even hint at the old government's prototypes for various models of spaceplanes. Sadly, the location of the Boneyard is completely unknown, and those who look for it either spend a lifetime lost, or never return.

Perhaps the most unique threat within the Wild Philly is said to be Wicky's Garden, named after the Cardanian naturalist who discovered it. A large region of the wilderness that had overgrown the original boundaries of a city park, Wicky's Garden is a mysterious region of the Wild Philly where no animals or insects live, only a rich cornucopia of plant life (many of which seem to be tropical, or completely new species). While there are a few breeds of aggressive or carnivorous plants in the Garden, there certainly aren't enough to explain the complete lack of an-

imal life. A veritable fortune in exotic plants and fruits can be found here, but groups that spend the night within Wicky's Garden are never heard from again, and the region has gained a reputation for being haunted.

Other Power Groups

Just because the Rodent Cartel is the biggest game in town doesn't mean there aren't other players. With all the different cultures and people that call the city home, it's only natural that a thousand different power groups would form to carve out their own niche from the city's fat underbelly.

The Loyalists: A secret alliance of mutant animals who believe that Filly, its wealth, and its strategic position should belong to Cardania. Some are Cardania loyalists, while others are simply pragmatic. With the coming war with the Empire of Humanity, there will be no room for fence sitters, especially not situated in between the two superpowers. Thus far, the group hasn't made any overt moves, but focus heavily on intelligence, which they report back to a rogue faction within Cardania's government. Surprisingly, the Loyalists are led by a Cartel member: Donna Swanson, a Guinea Pig Capo in the Banchiere family.

The Goldfingers: Filly's primary thieves' guild remains a thorn in the Cartel's side, despite the swift and brutal punishment meted out to captured members. They operate primarily in South Filly, usually dodging the heavy Enforcer presence in Downtown. Still, enterprising thieves can make themselves legends (rich legends) by pulling a successful job in one of Downtown's posh penthouses. Most of the Goldfingers' membership are mice and squirrels, but their entry requirements aren't nearly as restricted as the Cartel's, and all skilled thieves are welcome. The guild is run by a mysterious figure whose name and species remain unknown, simply referring to himself as Shadow.

The Citizens' Board: This informal group of Filly's middle and lower-class citizens bands together to try and force governmental and civic reforms. Founded by a mutant cocker spaniel named Tory Honda, their ultimate goal is to make the city more livable for those who aren't Cartel members or wealthy, and they focus on petitions and protests for improved roads, electricity, and water service. Up to now, the group has been largely ignored, but they've recently received some impressive financial backing, allowing the Citizens' Board to pay for radio commercials, print a weekly newspaper, and make all the appropriate bribes to actually make themselves heard.

The Black Hand: The Black Hand is actually a secret society within the Rodent Cartel itself, dedicated to maintaining neutrality and profitably at the expense of all else. Members from each family are counted amongst their numbers, and absolute loyalty to the Hand above even House or blood ties is demanded. Cartel members who become too big a liability are quickly dispatched without the muss and fuss of the usual Family politicking. In the past, the Black Hand has also been directly responsible for foreign assassination of the Cartel's rivals, the elimination of troublesome groups of citizens, and directing terror campaigns against those who've refused to deal with the Cartel.

The White Knights: With Filly's somewhat lawless nature, the more sedentary residents of West Filly demand more in the

way of security than they can afford from the Guirriero Family. Enter White Knight security, a young company intent on providing the extra security West Filly residents demand. Of course, competing directly with a powerhouse like Guirriero is pointless (not to mention dangerous), so instead, the White Knights have obtained a license from the Cartel to incarcerate, making them Filly's unofficial prison board. Unofficially, White Knight also works as a police force, charging an additional fee for 'on-site pick-up' of detainees.

The Mange: Not a Filly power group itself, but still a well known name, the Mange is the fiercest of the Wild Philly tribes. They are composed entirely of mutant felines, making them the stuff of rodent nightmares on a deep, instinctual level. Mange tribesmen fight with crazed fury and then disappear into the ruins of the wild city. Their favored targets are usually Cartel scavengers, but they don't seem to consider anyone, even fellow barbarians, to be allies.

Surrounding Area

"Oh... Well, ya can't get there from here..."

The area surrounding Filly holds just as many secrets and potential for adventure as the city itself. As part of the Northeastern Seaboard, the remains of old Pennsylvania and New Jersey were one of the most densely populated centers on the continent. Small cities and towns, devastated by weapons and time, lie scattered beneath the area's rich, vibrant forests. Mining was an incredibly profitable pre-Crash industry across Pennsylvania, leaving extensive networks of underground tunnels that make ideal homes for mutant animal colonies (especially moles, badgers, and other subterranean species), ready-made insect colonies, or even makeshift bunkers for pre-Crash communities of humans. Many new towns throughout the area have also discovered the earth's bounty, continuing the old human mines or creating their own. The hilly and mountainous terrain is covered in thick forests, making ideal habitats and fueling many towns' economies via logging.

Immediately to the west and south of Filly lie numerous small farms, bug ranches, and rural communities. Most feel safe so close to a major city, and the Cartel and its caravans provide a constant market for anything a farm can produce. The largest of these is Eastville (ironically located west of Filly), a small farming town populated primarily by mutant horses and dogs. Eastville provides nearly 50% of the produce processed in Gastown's canneries.

The Iron Sanctuary: Rumors speak of a vast underground bunker, built long before the Crash and hidden somewhere in the Pocono Mountains, to house all the world's knowledge. Scholars theorize that the Iron Sanctuary was constructed for exactly the situation the world is now in: To ensure that humanity's collective knowledge was never lost should disaster strike. Sadly, the site was so well hidden that it only seems to have been uncovered by one group: The Brotherhood of the Iron Book. The cult worships knowledge for knowledge's sake, and are fiercely protective of their subterranean city, seeing it as their own 'Kingdom of Heaven.' Scholars who can actually find the Sanctuary are welcome to stay, but those who enter the Iron Sanctuary are never permitted to leave.

Haresburg: Less of a city and more of a trading post, Haresburg is the only real, central location any of the farms or isolated families in this region of the wilderness have. The ruins are tended by a colony of skittish rabbits, numbering just under four hundred, but during the monthly trade meets (held the three days of the full moon), the quiet collection of ruins transforms into a roaring party town of over ten thousand people. Most of the market is held in the remains of the old Harrisburg Mall, but the spillover covers much of the otherwise peaceful ruins. Needless to say, the Rodent Cartel always has a strong presence at these monthly meets.

Steel Town: Located far to the east, Steel Town is built round the ruins of several pre-Crash foundries and ironworks. Thanks to an influx of raw ore from nearby mines, as well as recycled steel and iron from scavengers, the town has built up an impressive metalworking industry and, over the last thirty years, has grown in size to nearly twenty thousand residents. Filly and Steel Town have a symbiotic relationship: Filly relies heavily on their steel and iron to keep their vehicles running and buildings standing, while Steel Town's prosperity depends on Filly and the Cartel's caravans to sell most of its steel. Mayor Joss Summer (an aging, wingless pigeon) is uncomfortable with Steel Town's reliance on the Cartel, and is secretly working to develop his own caravan network.

Dirt Farm: Not far from Filly, but unknown to most travelers, lies the bustling town of Dirt Farm. This community of mutant moles is almost entirely underground, and contains its own water and power systems, giving all of its citizens a high standard of living compared to surfacers. Most of Dirt Farm's prosperity comes from their contract with the Cartel, for constructing vast networks of underground research centers and storage bays near Filly, as well as networks of underground roads all over the area (especially leading into New Kennel).

Campaign Options

"Know your onions before ya get started in this biz."

Filly can be a quick stopover in an existing campaign, or the focus for the length of it. The city's dualistic nature, and the presence of the Cartel, make for a nearly unlimited well of stories and adventures. A few options for Filly-based campaigns include:

One of the Family: The obvious route for a Filly campaign is to make all the Player Characters agents of the Rodent Cartel, giving them a ready-made excuse to work together. The Cartel is willing to recruit non-rodents, especially for its lower ranks, meaning players who aren't interested in being rodents can still get in on the action.

Each of the Families is tailor-made for a different kind of adventure. Branchiere agents will focus on espionage, subterfuge, and information-gathering. Guirriero campaigns are similar to military campaigns, with Player Characters fighting against encroaching barbarian tribes or keeping the peace in Filly. Adventures for House Meccanico can be as simple as finding parts or as daring as clearing out a nest of dangerous mutants in order to repair Downtown sewers. Working for the Parasita Family will usually involve following up on tips to uncover new and valuable salvage deep within the Wild Philly, but can also include

all the danger and intrigue of running a major Cartel casino. Finally, working for the Transportatore Family will be the most similar to other *After the Bomb* campaigns, with characters travelling across the known world and beyond, fighting exotic creatures and meeting new people. Regardless of who they work with, players can expect a good amount of political subterfuge and inside espionage as each Family vies for power and control within the city and the Cartel.

Here's Looking at You, Kid: Without an actual police force, those who can afford it rely on private investigators to find out who's responsible for what, making the entire city a booming environment for gumshoes. Even the Cartel tends to rely on freelancers over Guirriero for investigation work. Private eye adventures may include tracking down mundane criminals, stopping dangerous mutants, or protecting wealthy clients, and enemies may be independent criminals, members of the Gold-fingers, opposing Cartel Families, mysterious creatures, and foreign agents.

For the Motherland: Filly is essentially a post-apocalyptic Casablanca, with representatives from several opposing nations all crowded into one area. The Player Characters may well be agents of Cardania, the Plains of Free Cattle, or any of the other east coast kingdoms, using Filly as the backdrop to fight a covert war against their enemies. Most such adventures would focus around espionage and sabotage, complete with high-action sword fights and gun battles with New Kennel troops, mercenaries, or enemy agents. The ultimate goal of the campaign may be to swing the Cartel's financial power into backing the Player Characters' homeland, or to seize control of Filly itself to use as the front lines for a war on the Empire of Humanity (or keep the Empire from accomplishing the same).

Beyond the Wall: An interesting twist on the Filly campaign is to start a game where everyone is a barbarian tribesman, wandering the wastes of the Wild Philly, defending themselves from more vicious mutants and scraping enough food together to survive. Since the Cartel defends its border with Wild Philly militantly, getting into civilization from the unoccupied half of the city may involve daring raids over the river or the wall, after which the characters will stand out as strangers in a strange land, and may ultimately find the wilderness of the lost city safer than the Cartel's territory.

Filly Animals

If creating characters for a Filly-specific campaign, use the following table in place of the *Animal Character Type* table on page 13 of *After the Bomb*®, 2nd Edition.

- 01-10% Rat.
- 11-20% Mouse.
- 21-25% Squirrel.
- 26-30% Mole.
- 31-34% Muskrat.
- 35-37% Hamster.
- 38-40% Guinea Pig.
- 41-65% *Urban* Animals of North America.
- 66-80% *Rural* Animals of North America.
- 81-95% *Wild* Animals of North America.
- 96-100% Purebreeds.



New Apprenticeships

Several careers are found in Filly that are otherwise uncommon in the *After the Bomb* setting. Characters hailing originally from Filly may select any of these apprenticeships freely, but characters from other environs may need some special back story to explain their unusual training.

Bureaucrat Apprenticeship

You've spent at least ten years under the tutelage of an experienced accountant, historian, civic employee, or bookkeeper, learning the ins and outs of proper paperwork, documentation, and how to make the system work.

Though the character likely doesn't work for a specific bureaucracy anymore, he or she understands the rules and what needs to be done to make everything run smoothly. By knowing who to talk to, what to fill out, and how to make everyone else's job a little easier, the character can cut the amount of time spent waiting for paperwork to go through in half, making him or her invaluable to any organization looking for licensing or that needs to deal regularly with the Cartel's inspectors and tax men. In less 'civilized' lands, an experienced bookkeeper can still prove valuable; by helping to organize resources and schedules, an experienced Bureaucrat can increase the yield from a farm, mine, or scavenging operation by 5% (with an additional 2% for each doubling in the number of bureaucrats).

Main Skill: Bookkeeping: (Exclusive to this Apprenticeship) A bureaucrat does one thing better than anyone else: keep records. With a successful use of this skill, a character can organize orderly reports, push paperwork through a bureaucracy to where it needs to go, and otherwise milk the most he or she can from large, lumbering machinations. This skill also allows a trained character to review other bureaucrats' notes and paperwork, looking for anything unusual or picking up on patterns in a tenth of the time it would take anyone else.

Base Bookkeeping Skill: 66%, plus 3% per level of experience.

Core Skills: Basic and Advanced Math, Literacy, Language (choose two), Writing, Computer Operation, Cryptography, Forgery; all are professional quality and receive a +15% bonus.

Domestic Skills: Two of choice. No bonus.

Pilot Skills: One of choice. No Bonus.

Technical Skills: Two of choice, +5% bonus.

Courtesan Apprenticeship

(Special! A character must have a P.B. attribute of 17 or higher to select this apprenticeship.)

Companionship is something everyone desires, even after the end of the world. This apprenticeship assumes you've spent at least six years under the close supervision of a master of sensual arts and culture, learning to be the perfect companion for anyone who can afford it. Far more than mere prostitutes, a courtesan must be knowledgeable in the arts, culture, history, literature, science, and current events in order to ensure he or she can meet the needs and expectations of a client. A trained courtesan is the ideal companion, able to pick up on a person's subtle cues and cater to their wants before they even realize they have them.

A courtesan's relationship with his or her client is not just sexual. They need to be able to dance, provide conversation, and seem to display interests in nearly any subject. A professional relationship may be for a night, or may be long-term and exclusive, but the courtesan who actually falls for a client is rare; love is a luxury they cannot afford.

In other cultures, a courtesan may also be known as a geisha, a moll, or a companion.

Main Skill: Charm/Impress: A courtesan's stock in trade is her ability to impress others with her presence and make a given person feel like the most important being in the world. With the right application of words, glances, and subtle physical contact, a courtesan can capture a target's attention and hold it hostage, pry out information, or simply make a good impression. With a successful skill roll, a character can hold an individual's undivided attention for one minute (outside of combat). As an alternative, a character may use a successful roll to pry one piece of information out of the target (with a -5% to -50% penalty, depending on how closely guarded that information is).

Base Charm/Impress Skill: Base skill is based on the character's starting P.B. (refer to the chart on page 12 of the *After the Bomb® RPG*), plus 4% per level of experience.

Core Skills: Dance, Language (select two), Literacy, Musical Instrument (select one, or substitute Sing), Disguise, History, and Art: Drawing and Painting. These skills receive a +10% apprenticeship bonus.

Domestic Skills: Two of choice, +10%.

Rogue & Thief Skills: One of choice, +5%.

Scientific & Scholastic Skills: One of choice. No bonus.

Investigator Apprenticeship

This apprenticeship indicates that you have spent at least six years under the wing of an experienced private investigator or Cartel inspector, learning how to spot subtle clues, pick apart lies, and generally uncover what others have tried very hard to conceal.

The core of an investigator's training is noticing details. A keen eye can pick up on things no one would notice, including a guilty party. To some, a trash-lined street is simply a mess, but to a trained investigator, it's an open storybook of the city. A cigarette butt or a cracked shipping crate may tell more than an eyewitness. In addition to a keen eye, a good investigator knows all the right places to hide in the city, and who might be hiding in those places.

This apprenticeship is equally handy for inspectors, using a keen eye and sixth sense, honed over the years, to pick apart smuggling holds, falsely declared goods, and hidden caches.

Main Skill: Investigate: This skill allows a character to pick up on minor details that most people overlook, as well as a keen sixth sense that helps him or her tell clues apart from random trash. With a successful roll, a Player Character notices at least one worthwhile clue that would normally go overlooked, though determining why it's important and where it may lead involves a certain amount of mental work on the part of the player (or possibly requires additional skill uses, such as Intelligence or Streetwise). Alternatively, the character can use this skill to notice hidden compartments and secret doors; Investigate is a blanket skill for uncovering what people prefer to keep hidden.

Base Investigate Skill: 60%, +2% per level of experience.

Core Skills: General Repair and Maintenance, Tracking, Intelligence, Prowl, Detect Concealment and Traps, and Streetwise. These skills are professional quality and receive a +15% bonus.

Rogue Skills: Select three; +10% bonus.

Pilot Skills: Select one of the following: Automobile, Motorcycle, Navigation, Teamster/Wagoner, or Truck.

W.P. Skills: Select any two.

Merchant Apprenticeship

After a decade working under a master of trade, you have graduated to being an independent trader on your own. In the world of *After the Bomb*, many traders are little more than wandering vagabonds with a pack stuffed full of interesting trinkets, artifacts, and tools. As simple a life as it is, it's still more than enough to support a character with a good sense for what people need. An awareness of danger, sturdy legs, and some self-defense training don't hurt either.

With a standard cargo pack filled with various odds and ends (about 60 pounds/27kg fully loaded, not including a character's own equipment), a character can wheel and deal well enough that he can usually make a profit of 3D6 Bucks a week. By upgrading to a horse, beetle, motorcycle or car-carried pack/saddle for 75 Bucks plus the cost of the mount (carrying about 150 pounds/67.5kg and the pack doesn't allow for a rider over size level 3), they can expand their inventory and sales potential, drawing in 6D6 Bucks a week with a successful skill roll. Eventually, enterprising merchants will want to upgrade their own trade wagon or truck, costing 250 Bucks plus the cost of the vehicle. So equipped, their profit margin expands to 1D6x10 Bucks per week.

Main Skill: Tradesman (as described above): Tradesman can be used by a well-outfitted character to make a weekly profit whenever he is in a populated area (anything from a small farm to a major city). In order to make a roll, a character must

spend at least 15 hours over the course of the week making sales and trades. A failed roll doesn't necessarily mean a lack of business, just no well-defined profit. At the Game Master's discretion, some areas may rely on barter rather than hard cash, meaning a character's weekly profit is in the form of equipment (usually the player's choice, within reason).

Base Tradesman Skill: 60%, +4% per level of experience.

Core Skills: Haggle (new skill, see below), General Repair and Maintenance, Language (pick one), Wilderness Survival, Land Navigation, Antiquarian, Basic Math, Public Speaking, and Rope Works. These skills are all considered professional quality and receive a +15% bonus.

Military Skills: Recognize Weapon Quality, +5% bonus.

Physical and Pilot Skills: Three of choice, +10% bonus.

New Skill: Haggle (Domestic and Rogue)

Haggling is the fine art of getting what you want for as little as possible. It is an essential skill for merchants and traders, and handy for just about anyone who needs to get by on more than their own two hands. To use, a character trying to buy an item makes a roll; success indicates the Player Character can buy the item at a discount of 3D6%. When selling, a successful roll indicates the character can sell it for 3D6% over the base price. If Haggling with someone persuasive, subtract that person's Trust/Intimidate percentage (from M.A.) or Charm/Impress percentage (from P.B.) from the character's Haggle percentage. If haggling against someone else with the Haggle skill, impose a -10% penalty. If haggling with someone with the Merchant Apprenticeship program, impose a -20% penalty instead. **Base Skill:** 50%, +4% per level of experience (Haggle can be selected as a Secondary Skill).



Looks: None. The body is thick and shaggy, with short, thin limbs and fat neck. The head is large, with the nose and mouth dominating the face.

5 BIO-E for Partial. Roughly human, but with a thick, shaggy body, thick neck, and small limbs. Head is large, with pronounced muzzle.

10 BIO-E for Full. Human, though thickly-bodied. The mouth and nose dominate the face.

Natural Weapons:

5 BIO-E for 1D6 damage Claws.

10 BIO-E for 2D4 damage Razor Fingernails.

5 BIO-E for 1D6 damage Foreteeth.

10 BIO-E for Rodent Gnawing Teeth (see the *Rodent* entry in *After the Bomb®*, page 130).

Mutant Animal Powers:

5 BIO-E for Advanced Vision (otherwise color-blind).

5 BIO-E for Advanced Hearing.

10 BIO-E for Advanced Smell.

10 BIO-E for Extra Mental Endurance.

5 BIO-E for Brute Strength.

15 BIO-E for Bestly Strength.

5 BIO-E for Hold Breath.

Swimming must be learned as a skill.

Vestigial Disadvantages:

-5 BIO-E for Nearsightedness.

-5 BIO-E for Diet: Herbivore.

-5 BIO-E for Vestigial Musk Glands.

-10 BIO-E for Webbed Hands and Feet.

-10 BIO-E for Reptile Brain: Prey.

New Animal Descriptions

Capybara

Description: Although a native of South America, these giant rodents were introduced to Central America, Mexico, and Florida well before the Crash. Despite being largely aquatic and herbivorous, they are also rodents, which is all the Cartel cares about. Many work in and around Filly, especially at the docks or working on the Cartel's merchant fleet. The fact that the Cartel makes occasional trading trips to Central America has helped to swell the city's capybara population in recent years.

Size Level: 8

Length: 45 to 55 inches (1.1 to 1.4 m).

Weight: 100 to 130 pounds (45 to 59 kg).

Build: Short.

Mutant Changes and Costs

Total BIO-E: 50

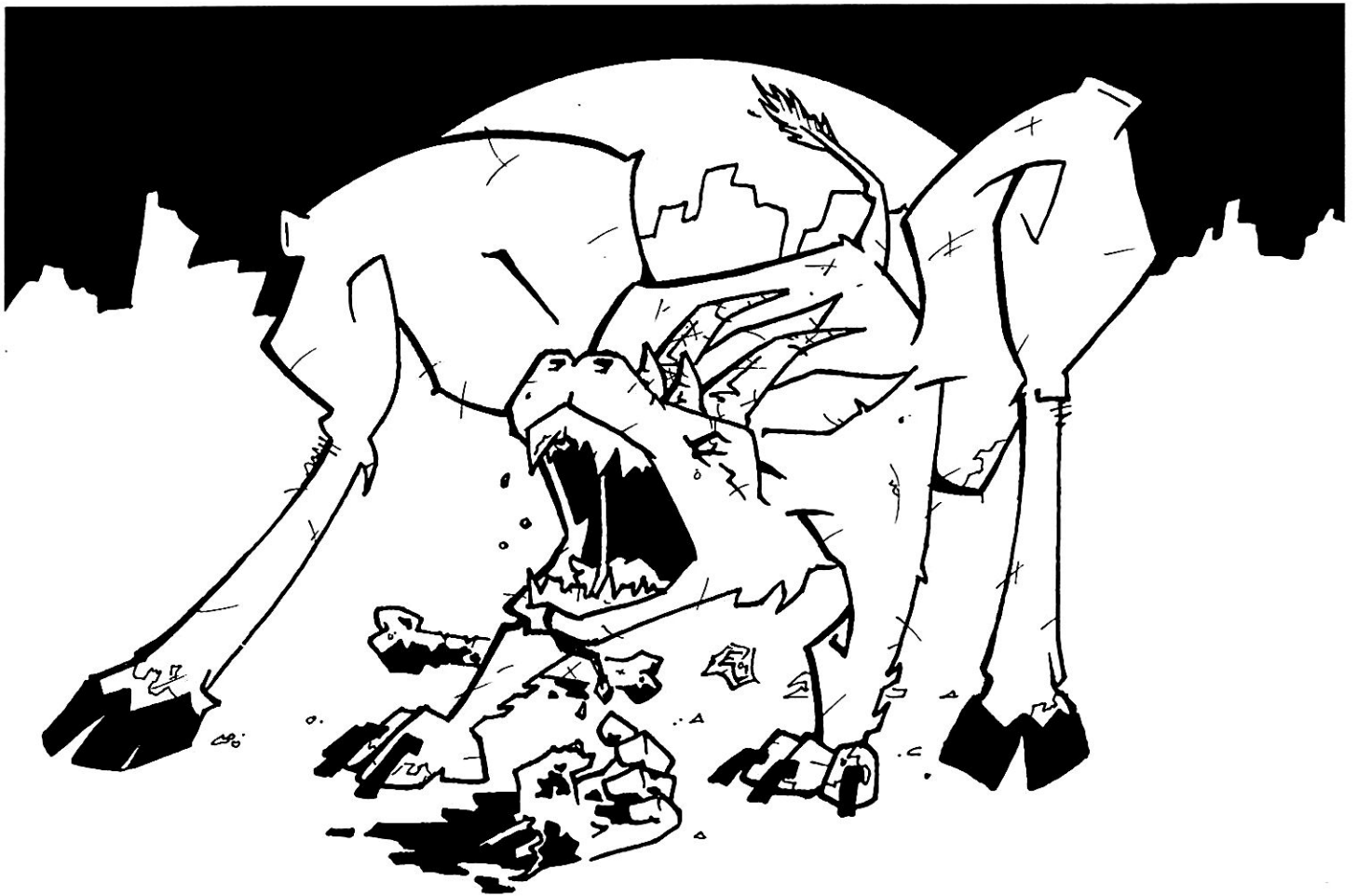
Attribute Bonuses: +2 M.E., +2 P.S., and +3 P.E.

Human Features

Hands: 5 BIO-E for Partial, 10 BIO-E for Full.

Biped: 5 BIO-E for Partial, 10 BIO-E for Full.

Speech: 5 BIO-E for Partial, 10 BIO-E for Full.



Rabbit: Jersey Devil (Chimera)

Description: A strange, predatory combination of rabbit and goat, Jersey Devils were originally named for a local legend, but they have since earned the name a hundred times over. They are common threats in Wild Philly, and throughout Jersey territory. Though the vast majority of these pack hunters are animalistic predators, a small minority still possess actively mutating genes and can bear intelligent offspring.

Size Level: 7 (minimum 6, maximum 10).

Length: 3.5 to 4.5 feet (1 to 1.4 m).

Weight: About 90 pounds (40 kg).

Build: Medium.

Mutant Changes and Costs

Total BIO-E: 30

Attribute Bonuses: +2 M.E., +3 P.P., and +1D6 Spd.

Attribute Penalties: -2 I.Q.

Human Features

Hands: 5 BIO-E for Partial, 10 BIO-E for Full.

Biped: Partial Automatically, Full Unavailable.

Speech: 5 BIO-E for Partial, Full Unavailable.

Looks: None. A muscular, rabbit-like body, elongated skull with horns and long ears, and short tail. Hind legs are grossly exaggerated and end in sharp hooves. Eyes are red.

10 BIO-E for Partial. Humanoid with large, powerful legs, hairy body, and small tail. Face has a slight muzzle and the ears are long and thin. Eyes have a pink tint.

Natural Weapons:

Automatically gets 2D4 damage Horns.

10 BIO-E for a Double Row of 2D6 damage Horns.

5 BIO-E for 2D4 damage Bite.

5 BIO-E for 1D6 damage Hooves (hind legs only).

10 BIO-E for 2D6 damage Hooves (hind legs only).

Mutant Animal Powers:

Automatically gets Advanced Hearing and Leaping: Rodent.

10 BIO-E for Projectile Charge: The Jersey Devil's preferred hunting method is to propel itself at ludicrous speeds, often killing with a single blow. Using two of its attacks in a melee, a Jersey Devil may hurl itself up to 25 feet (7.6 m) at an opponent, gaining +2 to Strike and doubling the damage from its Horns.

5 BIO-E for Leaping: Feline.

5 BIO-E for Advanced Smell.

10 BIO-E for Brute Strength.

20 BIO-E for Bestly Strength.

10 BIO-E for Extraordinary Speed.

5 BIO-E for Predator Burst.

10 BIO-E for Righting Reflex.

Vestigial Disadvantages:

Automatically gets Reptile Brain: Predator.

- 5 BIO-E for Vestigial Ears.
- 5 for Vestigial Hooves.
- 10 BIO-E for Diet: Carnivore.
- 10 BIO-E for Prey Eyes.

- 5 BIO-E for Vestigial Tail.
- 10 BIO-E for Reptile Brain: Prey.

Beasts of Filly

Firethorn Vines

Firethorn Vines are actually genetic creations from before the Crash – a gene-enhanced flowering vine created for security. The broad leaves and beautiful red blossoms conceal inch-long thorns, each with a small venom sack at its base. Falling against the vines causes 2D4 damage and the character must save vs Poison (14 or better) or take a –6 penalty to all combat rolls for the next six hours, due to the burning pain. Attempting to climb the vines (or a wall covered with them) inflicts 2D6 damage for every ten feet and still requires a save vs Poison to resist the pain. More than two failed saves causes a character to fall.

Firethorn Vines grow wild at many ruins, and are generally considered weeds. Some towns still use them for their intended purpose, though, cultivating them to grow on security walls.

Glowbugs

A common fixture in most east coast villages is the Glowbug, or mutant firefly. Like beetles and grasshoppers, they are bred by many mutant families, but aren't used for their meat. Instead, these softball-sized insects are used to light homes and businesses in areas without electricity. A single bug can softly illuminate a small room, and two to four of them can adequately light most homes. Glowbugs are usually kept in small wire or wicker cages and eat smaller insects and snails; females have no wings while males can fly for nearly 50 feet (15.2 m) before needing to stop and rest. A single Glowbug and cage costs 6 Bucks and lives for two months if fed regularly. The Rodent Cartel sells their own breed of 'Flashbugs' for 12 Bucks, which can brightly illuminate a small room, or softly illuminate a medium-sized one, but they are careful to only sell the males (females are kept solely for breeding in a secret Filly location).

Jersey Devils

One of the most vicious predators to claw its way out of the Crash, Jersey Devils are among the primary threats scavengers around Filly face. The monstrous pack hunters are renowned for their leaping ability, and attack primarily by launching themselves at prey with their overdeveloped hind legs, causing severe damage with one to two pairs of goat-like horns growing from their foreheads. The creatures have a pack structure similar to that of wolves, with the largest male leading a hunting pack of four to nine other Devils.

The creatures appear to be some demonic crossbreed of rabbits and goats, with powerful, oversized hind legs ending in hooves, small and weak forelegs, a powerful body, and a rabbit-like head, twisted in rage and sprouting goat horns. Jersey Devils range in color from light brown to black, and occasionally white, and all possess bright red eyes. Despite their appearance, the beasts are clearly carnivores, with an apparent preference for mutant flesh.

Tamarin

Description: Primarily considered a street pest across the city, escaped tamarins are surprisingly common in Filly, and less so in the south and southwest. The mutagens of the Big Death have made them into the ultimate survivors. Intelligent and (further) mutated tamarins are rare, but not completely unknown. In Filly, intelligent tamarins are looked down on even more so than cats. Several species of tamarin exist, including Golden Lion, Emperor, Cotton Top, and Black Face, but all have roughly similar stats.

Size Level: 2

Length: 10 to 12 inches (25-30 cm), plus tail.

Weight: 1 to 2 pounds (0.4 to 0.9 kg).

Build: Long.

Mutant Changes and Costs

Total BIO-E: 55

Attribute Bonuses: +1 I.Q., +2 M.A., +3 P.P., and +4 Spd.

Human Features

Hands: Automatically Partial, 5 BIO-E for Full.

Biped: 5 BIO-E for Partial, 10 BIO-E for Full.

Speech: 5 BIO-E for Partial, 10 BIO-E for Full.

Looks: None. Looks like a small monkey with a luxurious coat and a tail 1½ to 2 times the body length. Body is very light, and the face has a wide muzzle and large eyes.

5 BIO-E for Partial: Humanoid, but in covered thin patches of thick, long hair and an impossibly thin frame.

10 BIO-E for Full: Indistinguishable from an ordinary human, with thick hair and a thin frame.

Natural Weapons:

5 BIO-E for 1D6 damage Climbing Claws.

10 BIO-E for 2D4 damage Razor Fingernails.

5 BIO-E for 1D6 damage Bite.

Mutant Animal Powers:

5 BIO-E for Advanced Vision.

10 BIO-E for Nightvision.

10 BIO-E for Advanced Touch.

10 BIO-E for Advanced Smell.

5 BIO-E for Prehensile Feet.

15 BIO-E for Extra Limb: Prehensile Tail; use as a Partial Limb.

5 BIO-E for Extra Mental Affinity.

10 BIO-E for Extra Physical Prowess.

5 BIO-E for Extra Physical Beauty.

10 BIO-E for Extraordinary Speed.

5 BIO-E for Leaping: Rodent.

10 BIO-E for Leaping: Feline.

10 BIO-E for Righting Reflex.

Vestigial Disadvantages:

The name 'Jersey Devil' comes from an old local legend; they aren't specifically indigenous to the old Jersey territories.

Attributes: I.Q. 2, M.E. 12, M.A. 6, P.S. 17, P.P. 18, P.E. 16, P.B. 9, Spd 44.

Size Level: 7

Weight: 80 to 90 pounds (36 to 40 kg).

A.R.: 6

S.D.C.: 50

Attacks per Melee: 4

Damage: Horns: 2D6+2, Hoof Kick: 1D8+2, Bite: 1D6.

Bonuses: +2 to Initiative, +4 to Strike, +4 to Parry, +6 to Dodge, +1 to save vs Poison or Disease.

Natural Abilities: Advanced Smell and Advanced Hearing, Leap 15 feet (4.5 m).

Projectile Charge: The Jersey Devil's preferred hunting method is to propel itself at ludicrous speeds, often killing with a single blow. Using two of its melee attacks, a Jersey Devil may hurl itself up to 25 feet (7.6 m) at an opponent, gaining +2 to Strike and doubling the damage from its Horns.

Psionics: Alpha Males develop the Bio-Manipulation: Blind ability, which is used more often in mating than in combat.

Skills of Note: Prowl (88%), Tracking (70%), Imitate Animal or Insect Sounds (54%), Wilderness Survival (65%).

Speed: Jersey Devils can maintain speeds of 30 mph (48 km) for several minutes at a time.

Average Life Span: Six years. A female gives birth to a litter of 1D6+1 twice a year, of which one or two will grow to maturity in three months.

Value: The Cartel offers a measly bounty of two Bucks per skull for getting rid of the pests, but a properly prepared fur can be sold for five Bucks.

Habitat: Jersey Devils are most numerous in Wild Philly and throughout the old Jersey territories to the east of the Delphi River. They are beginning to spread westward as well, and small packs have recently been sighted as far west as Steel Town.

The Mange

There is one barbarian tribe that strikes fear into the hearts of even Guirriero Family Enforcers. One pack of hunters brutal enough to face down modern arms with nothing but spears and claws. The Mange. What no one knows is that the Mange is much, much more than a mere tribe. It is literally, a plague; a sentient virus.

The Mange can only infect mutated felines, and initially causes hot flashes and aggression. In time, the victim's brain becomes too heavily infected to think on its own and is supplanted by a neural network the virus builds telepathically. The larger the infected group within close proximity to each other, the more intelligent the collective becomes. Four or five are no more clever than any other animal predator, but with several dozen in a close space, such as spread across the Wild Philly, each infected member becomes a brilliant military strategist. Eventually, the virus completely destroys the host, but this takes upwards of five years, and in the meantime, a Mange warrior can infect countless others.



The Mange causes an increase in strength, speed, and endurance and fills a victim's mind with bloodlust. Ultimately, the virus only wants what any other lifeform wants: To spread. Currently, the collective is intelligent enough to realize that it will never grow very quickly while isolated in the Wild Philly, but a mass migration of the tribe will surely attract a heavy military force from the Cartel, and dividing up the tribe means dramatically reducing its intelligence.

Infection causes a character to gain 1 point of P.S., P.P., and P.E. per week for four weeks, at which point the disease attacks the brain and turns the infected subject into another tribe member. Once the virus takes over, the subject's bite can transmit the virus to other felines, requiring a save vs Disease (14) to fight off. As with other forms of rabies, treatment is possible after infection, but not after the virus has completely replaced the brain.

Typical Mange-Infected Cat

Attributes: I.Q. 14, M.E. 10, M.A. 6, P.S. 19, P.P. 18, P.E. 16, P.B. 8, Spd 22.

Size Level: Usually 9; from 6 to 12.

S.D.C.: 55

Attacks per Melee: 5

Damage: Usually 2D6+4 Claws and/or 2D4 damage Teeth and/or Spear (2D6+2).

Bonuses: +1 to Initiative, +4 to Strike, +6 to Parry and Dodge, +3 to Pull Punch, +5 to Roll with Punch/Fall/Impact, +1 to Save vs Poison, Immune to Disease, +4 to Save vs Psionics.

Human Features: Varies widely; usually one trait is None, two are Partial, and one is Full.

Natural Abilities: Nightvision, Predatory Burst, and Leaping: Rodent.

Psionics: All Mange infectees are in telepathic contact with all other infectees within a 2 mile (3.2 km) range; if one is aware of something, all are.

Skills of Note: Prowl (85%), Tracking (65%), Wilderness Survival (65%), Camouflage (60%), Land Navigation (44%), W.P. Knife (+1 to Strike, +2 to Parry), W.P. Spear (+2 to Strike and Parry).

Average Life Span: The Mange kills its host after three to five years.

Value: None.

Habitat: For now, the disease seems to be isolated to the Wild Philly and can only survive inside felines. If it could swell its numbers (and consequently, intelligence) to twice the current level, it may be capable of modifying itself to infect any mammal.



Razor Rats

The most common and most despised wild mutant in the Filly area and beyond, Razor Rats are large, feral rodents capable of eating everything from garbage and stored goods to bodies and building materials. No two Razor Rats are exactly the same, sprouting quill-like spines and cancerous nodules from different areas of their bodies, but all share intense hunger and fierce territoriality. A given pack will devour everything even remotely edible in an area before eventually turning on each other, paring their numbers down to a mere handful before breeding and starting the entire cycle all over again.

In Filly, Razor Rats dominate the sewers, where they are the Meccanico Family's primary secret for disposing of the city's waste (not to mention anything else that needs to disappear). Their armed repair crews work hard to rapidly repair any damage the rats cause to the sewer itself, while their Enforcers try to

keep the animals herded into specific areas. Still, Razor Rats manage to get loose into various areas of the surface city, causing thousands of Bucks worth of damage and often carrying away small or helpless mutants.

Attributes: I.Q. 2, M.E. 12, M.A. 5, P.S. 12, P.P. 14, P.E. 22, P.B. 4, Spd 18.

Size Level: 4

Weight: 15 pounds (7 kg).

A.R.: 7

S.D.C.: 20

Attacks per Melee: 2

Damage: 1D6 damage Bite.

Bonuses: +1 to Initiative, +2 to Dodge.

Natural Abilities: Nightvision, Rodent Gnawing Teeth (see the Rodent entry in *After the Bomb*® 2nd Edition, page 130), Tunneling, Advanced Smell, Immune to Disease and Poison.

Spine Armor: The spines on a Razor Rat's body provide a certain amount of makeshift armor. Any attacks that roll a 7 or lower accidentally connect with one of the clusters of spines, inflicting 1D6 damage to the attacker unless a weapon is used.

Psionics: None.

Skills of Note: Wilderness Survival (90%), Escape Artist (40%).

Average Life Span: 2 to 3 years.

Value: The Cartel used to offer a bounty of 2 Bits per tail, but that led to people breeding the pests in captivity and has since been cancelled. The nodules that grow on a Razor Rat contain various chemicals and poisons it can't digest and can be used in medicine and manufacturing, fetching 10 Bucks per Rat's worth of tumors.

Habitat: Dark and/or moist environments, including the ruins of various cities across North America.

Tamarins

Tamarins have made a dramatic shift, from highly endangered jungle animal to common urban pest. Originally having escaped from the Philadelphia Zoo during the Crash, the creatures have since adapted to become the ultimate survivors. Their natural intelligence has allowed them to push out both pigeons and mundane rats as Filly's primary pest. Like rats, some people keep the cute little creatures as pets, but most every business or home in the city has at least a few tamarin traps set up to help manage the little beasts.

Tamarins travel in troops of 6 to 18, though they are timid and usually run from larger creatures. They scavenge nearly anything edible from garbage cans, dumpsters, storage bins, and untended restaurant tables, as well as begging for scraps from intelligent animals. In lean times, they get more bold, sneaking into homes and businesses, and occasionally attacking smaller mutants (no larger than size level four, and only if they outnumber their prey four or more to one).

Various species of tamarin run loose throughout the city, including Golden Lion, Cottontop, Emperor, and Black Face, but all have roughly similar stats.

Attributes: I.Q. 4, M.E. 10, M.A. 14, P.S. 3, P.P. 18, P.E. 13, P.B. 15, Spd 22.

Size Level: 2
Weight: Up to one pound (.5 kg).
S.D.C.: 10
Attacks per Melee: 1
Damage: 1D4 damage Bite.
Bonuses: +4 to Dodge.
Natural Abilities: Advanced Vision, Prehensile Feet and Tail.
Skills of Note: Climbing (95%), Wilderness Survival (75%), Prowl (50%).
Psionics: None.
Average Life Span: 10 to 15 years in the wild.
Value: Well bred pets can be valuable, especially in other cities, fetching 30 to 100 Bucks for handsome, well-trained animals. The tiny furs are worth about 2 Bucks each if clean.
Habitat: Tamarins have mutated to survive perfectly in urban environments, and also fare well in forests. They are primarily arboreal, rarely coming down to ground level except to search (or beg) for food.

Sample NPCs

Filly is crawling with interesting characters from all walks of life, from the educated elite to backwoods scavengers stopping overnight to sell their wares. Below are a few NPCs who may make interesting contacts or adversaries for a group of heroes.

High Don Franklin

Name: Boston Franklin.
Alignment: Unprincipled.
Attributes: I.Q. 19, M.E. 16, M.A. 21, P.S. 11, P.P. 12, P.E. 13, P.B. 9, Spd 15.
Age: 39.
Sex: Male.
Size Level: 7.
Weight: 85 pounds (38 kg).
Height: 5 feet, 2 inches (1.6 m).
Species: Mouse.
Hit Points: 38.
S.D.C.: 50.
Disposition: High Don Franklin is keenly aware of when sweet-talk and promises will net him more than threats, though he doesn't write off violence or threats as an option. He tends to present exactly the right combination of each to make a person respect him. The High Don rarely shows weakness or any strong emotions. Franklin is dedicated to the Cartel and maintaining the peace above all else, and will do whatever he feels is necessary to protect both.
Human Features: Partial Human Hands, Full Biped and Speech, Partial Looks.
Animal Powers: Advanced Hearing, Nearsighted.
Psionics: Animal Speech, Mind Block, and Telepathic Transmission.
Level of Experience: 9th
Level of Education: Effectively 'Raised by Bandits.'
Occupation: Leader of the Rodent Cartel.

Skills of Note: Card Shark (65%), Concealment (61%), Forgery (70%), Intelligence (73%), Surveillance Systems (90%), Hand to Hand: Basic, Athletics.

Secondary Skills of Note: Language: Italian (90%), Language: Spanish (90%), Literacy (98%), W.P. Revolver.

Attacks per Melee: 6

Bonuses: +1 to Initiative, +1 to Strike, +3 to Parry and Dodge, +2 to Pull Punch, +3 to Roll with Punch/Fall/Impact, +2 to Damage, Kick Attack does 1D6 damage, Critical Hit on a Natural 19 or 20, Judo Throw does 1D6 damage.

Special Weapons: High Don Franklin usually carries a concealed .38 revolver (3D6 damage), as well as a pre-Crash experimental psionic device he jokingly calls 'The Evil Eye'; the monocular eyepiece can amplify a mutant's Telepathic Transmission power to a range of 1,500 feet (457 m). While not useful as a weapon, it allows Franklin to contact his bodyguards from an incredible distance, thus ensuring that 'something bad' happens soon.

Armor: Anytime he is outside of Cartel Hall, or meeting with someone he's unfamiliar with, High Don Franklin wears a concealed bullet-proof vest. **A.R.:** 12, **S.D.C.:** 120.

Personality: Born the youngest child of two low-level Cartel associates, Boston Franklin worked his way quietly up the ranks of the Meccanico Family until finally settling in comfortably to a quiet position as Underboss in Filly's power plant. It came as a complete surprise to everyone when Franklin swooped in, seemingly from nowhere, to seize control of the Rodent Cartel after the death of former High Don Caruso. Having quietly spent a decade using his mouse messengers and influential utility to collect favors and intelligence, Franklin managed to muscle out his own Don, Grigori Patos, for leadership of the entire Cartel.

High Lord Franklin is currently trying to consolidate his power after the recent struggle; just because he proved to be more popular with the other Dons than Patos doesn't mean he's especially respected. And in the Cartel, lack of respect can turn into a death sentence. Franklin is currently pursuing several new potential enterprises to attract support, including expanding the Cartel's network of smuggling tunnels underneath New Kennel and the Empire of Humanity, making trade contact with a government said to be forming on the mythic 'West Coast,' and a top-secret project simply referred to in the books as 'Project: Philadelphia.' Should none of these routes pan out soon, or unless Franklin finds another means of gaining universal support, the Cartel is likely to break apart into several warring factions that may devastate Filly in the process.

Franklin uses his psionics to devastating effect, shutting most everything out of his mind unless specifically using a different power, and using his Telepathic Transmission to hide double meanings inside otherwise-mundane speeches and meetings. He takes advantage of Filly's mundane rodent population as a secret network of spies and messengers.

Though never married, the High Don does have a secret relationship with a 'human' woman working in the Banchiere Family, Raquel Cartier. Until his position of power is solidified, he dares not reveal their relationship and expose her to danger.

The Palladium Sisters

Note: The three Palladium Sisters are virtually identical, save for their attributes.

Name: Ivy, Rose, and Orchid Palladium.

Alignment: Scrupulous.

Attributes: I.Q. 14*, M.E. 12*, M.A. 19, P.S. 12, P.P. 16, P.E. 9*, P.B. 22, Spd 16.

*Ivy's I.Q. is 16, and Orchid's M.E. and P.E. are both two points higher.

Age: 22.

Sex: Female.

Size Level: 8.

Weight: 130 pounds (58 kg).

Height: 5 feet, 9 inches (1.7 m).

Species: Mink.

Hit Points: 17.

S.D.C.: 45.

Disposition: The sisters are bright-eyed and optimistic, even in the heart of Filly. They're all thrilled to have made it in 'The Big City.' Ivy is the more practical one, Rose is the trio's heart, and Orchid is the most creative of the three.

Human Features: Full Hands, Biped, and Speech, Partial Looks.

Animal Powers: Extraordinary Mental Affinity, Extraordinary Physical Beauty, Vestigial Tail, and Nocturnal.

Psionics: None.

Level of Experience: 3rd

Level of Education: Raised on the Frontier.

Occupation: Singers/Entertainers.

Skills of Note: Sing (90%), Dance (65%), Trust/Intimidate (55%), Charm/Impress (60%), Gymnastics, Barbering (79%), Disguise (40%); Ivy also has Literacy (47%) and Writing (52%), Rose has First Aid (60%) and Herbal Medicine (45%/35%), and Orchid has Art: Drawing and Painting (52%) and History (52%).

Secondary Skills of Note: Musical Instrument (50%).

Attacks per Melee: 2

Bonuses: +1 to Strike and Parry, +2 to Dodge, +2 to Roll with Punch/Fall/Impact.

Special Weapons: The sisters aren't trained in combat, but since coming to the city, Ivy has begun carrying a small revolver (2D6 damage).

Armor: None.

Personality: The Palladium Sisters are the current rising stars of Downtown's thriving nightlife. Originally transplants from a small farming community to the west, Ivy, Rose, and Orchid managed to impress a small-time club owner with their singing shortly after arriving in Filly, and have continued to gain in popularity ever since. In the past year, they've gone from virtual unknowns to headlining at various high-brow Downtown nightclubs, even performing at the Blue Bunny on a regular basis. The sisters always draw a crowd, and have made enough from their singing skills to afford a high-end suite at the Guinea Arms Hotel, one of the Cartel's poshest residences. While not officially part of the Cartel, the girls

have made many friends within the Families, especially Banchiere, and have escaped being drawn into House politics only by luck.

Inspector Carone

Name: Alicia Carone.

Alignment: Scrupulous.

Attributes: I.Q. 17, M.E. 12, M.A. 11, P.S. 14, P.P. 12, P.E. 13, P.B. 14, Spd 14.

Age: 28.

Sex: Female.

Size Level: 6.

Weight: 70 pounds (31.5 kg).

Height: 4 feet, 3 inches (1.3 m).

Species: Brown Bat.

Hit Points: 19.

S.D.C.: 30.

Disposition: Inspector Carone is very professional, but normally seems entirely disinterested in her work or the people around her. She perks up whenever someone starts sharing tales of adventure or daring do, and happily starts up a conversation with anyone who can distract her from the day-to-day grind of her duties.

Human Features: Full Hands, Biped, and Speech, No Looks.

Animal Powers: Sonar, Extraordinary Intelligence Quotient, Ultrasonic Contents Detection.

Psionics: None.

Level of Experience: 2nd

Level of Education: Townie (Investigator Apprenticeship).

Occupation: Cartel Cargo Inspector.

Skills of Note: Investigate (68%), Detect Concealment (49%), Pick Locks (54%), Safecracking (42%), Hand to Hand: Basic, W.P. Pistol.

Secondary Skills of Note: Literacy (44%), Language: Spanish (54%), Antiquarian (54%), Recognize Weapon Quality (39%).

Attacks per Melee: 4

Bonuses: +2 to Parry, Dodge, Pull Punch, and Roll with Punch/Fall/Impact.

Special Weapons: Like all Banchiere Inspectors, Alicia carries a 9mm pistol (3D6 damage) for self-defense.

Armor: None.

Personality: Inspector Carone is just one of many cargo inspectors for the Banchiere Family's west-bound Waystation, as are most of her brothers and sisters. Her family has loyally served the Cartel for decades, their advanced echolocation proving invaluable for cargo inspection. Alicia, however, finds her job and her life incredibly dull and often daydreams of a life of adventure and excitement exploring the world beyond the Cartel's control.

Always quick to spot travelers who are more than simple traders, Alicia lives for stories about adventures in the world beyond. Her friendship is easy enough to come by for scouts and adventurers who pass through her Waystation often, and can provide an invaluable source of information about the comings and goings of traders. Like most of her fellow in-

spectors, she is easily bribed, though she by far prefers pre-Crash memorabilia to cash.

Despite her dissatisfaction with her life, Alicia is very unlikely to ever leave her post. She has no idea how to survive in the wild and frankly, the real world scares her more than a little.

Kytte

Name: Vernon Edward Kytte.

Alignment: Anarchist.

Attributes: I.Q. 13, M.E. 12, M.A. 11, P.S. 16, P.P. 12, P.E. 13, P.B. 11, Spd 8.

Age: 37.

Sex: Male.

Size Level: 10.

Weight: 205 pounds (92 kg).

Height: 5 feet, 8 inches (1.7 m).

Species: Human.

Hit Points: 23.

S.D.C.: 51.

Disposition: Short-tempered, quiet, and often intoxicated. Kytte walks with a pronounced limp.

Human Features: All Full.

Animal Powers: None.

Psionics: None.

Level of Experience: 3rd

Level of Education: Empire Military Training.

Occupation: Informant.

Skills of Note: Intelligence (44%), Interrogation (55%), Surveillance Systems (55%), Streetwise (32%), Tailing (45%), Hand to Hand: Expert, W.P. Energy Pistol, W.P. Pistol, W.P. Blunt.

Secondary Skills of Note: Prowl (40%), Basic Electronics (55%), Computer Operation (55%), Card Shark (36%), Pick Pockets (40%), Palming (35%).

Attacks per Melee: 4

Bonuses: +2 to Strike, +3 to Parry and Dodge, +1 to Damage, +2 to Pull Punch, +2 to Roll with Punch/Fall/Impact.

Special Weapons: Kytte still carries his old G-9B Energy Pistol (3D6 damage, +1 to Strike), but more commonly uses a 9mm Pistol (3D6 damage) in a shoulder holster.

Armor: None.

Personality: A former scout for the Empire of Humanity, Vernon "V-man" Kytte was drummed out of the service after a crippling leg injury. The Empire simply decided his value as a soldier wasn't worth the price of a cyber-leg. Things quickly went from bad to worse, and Kytte eventually ended up on the lam and fleeing the Empire altogether. He eventually settled down in Filly, where no one asked about his past, and crawled into the bottom of the bottle.

These days, Kytte spends most of his time in 'his seat' at the bar of Crystal's Dive. He makes a living by listening to everything that goes on around him, and selling it to anyone interested, including the Banchiere Family. On occasion, he can be talked into actually leaving the bar and actively tracking down information for a client, but it takes a good amount

of persuasion. Kytte is often willing to go the extra mile for his friends, and considers a 'friend' anyone who will cover his tab for a night or two.

On the other hand, Kytte knows enough people, both in the Families and out, that he can make a lot of trouble for anyone who really gets on his bad side.



Cartel Enforcer/Caravan Guard

Alignment: Usually Unprincipled, Anarchist, or Aberrant.

Attributes: I.Q. 11, M.E. 12, M.A. 10, P.S. 18, P.P. 13, P.E. 16, P.B. 10, Spd 17.

Age: Varies.

Sex: Usually male.

Size Level: Usually 11.

Weight: 250 lbs (about 112 kg).

Height: 6 feet to 6 feet, 8 inches (1.8 to 2 m).

Hit Points: 27.

S.D.C.: 55.

Species: Mostly rats and mice; about 20% are other rodents (squirrels, muskrats, capybaras, guinea pigs), and another 10% are other assorted animals or humans.

Human Features: Almost always Full Hands and Partial or Full Biped; Looks and Speech vary from None to Full.

Animal Powers: Most have Advanced Hearing (01-45%), Advanced Vision (46-70%), Advanced Smell (71-95%), or any two of the three (96-100%); most have Vestigial Tails and/or Musk Glands.

Psionics: About one in ten have a minor power (usually Telepathic Transmission or Danger Sense).

Level of Experience: 3rd

Level of Education: Para-Military Training.

Skills of Note: Hand to Hand: Expert, General Repair and Maintenance (50%), Interrogation (55%), Weapon Proficiencies appropriate to their gear.

Secondary Skills of Note: Wilderness Survival (45%), Baseball (72%), Pilot: Automobile (82%), Tailing (45%).

Attacks per Melee: 4

Bonuses: +2 to Strike, +3 to Parry and Dodge, +4 to Pull Punch, +4 to Roll with Punch/Fall/Impact, +3 to Damage.

Special Weapons: All Enforcers carry a revolver or pistol (4D6 damage). One in three will carry a shotgun packed with buckshot (3D6 damage). When escorting a caravan, one in three will also carry an assault rifle (5D6 damage); most will also carry a melee weapon, usually a knife, sword, or chain.

Armor: Usually Leather, unless the Cartel is expecting trouble. **A.R.:** 9, **S.D.C.:** 20.

Personality: The Cartel's muscle tend to be friendly fellows, though quiet. They are stone cold serious when it comes to work. Most Enforcers have somewhat eccentric personalities, but so long as you do right by the Cartel and show respect, they're as good a people as you'd want in your life.

Note: Caravans heading into dangerous or less-settled areas are likely to travel with higher-level guards (see Elite Enforcers, below) and will likely be more heavily armed.

Elite Enforcer

Alignment: Almost always Unprincipled or Aberrant.

Attributes: I.Q. 12, M.E. 13, M.A. 11, P.S. 20, P.P. 17, P.E. 16, P.B. 14, Spd 21.

Age: Varies.

Sex: Usually male.

Size Level: Usually 11.

Weight: 250 lbs (about 112 kg).

Height: 6 feet to 6 feet, 8 inches (1.8 to 2 m).

Hit Points: 41.

S.D.C.: 65.

Species: Mostly rats and mice; about 30% are other rodents (squirrels, moles, hamsters, guinea pigs), and another 15% are other assorted animals or humans.

Human Features: Almost always Full Hands and Partial or Full Biped; Looks and Speech vary from None to Full.

Animal Powers: Most have Advanced Hearing (01-45%), Advanced Vision (46-70%), Advanced Smell (71-95%), or any two of the three (96-100%); most have Vestigial Tails and/or Musk Glands.

Psionics: About one in four have a minor power (usually Telepathic Listening or Danger Sense); one in ten have a major power, such as Bio-Manipulation.

Level of Experience: 7th

Level of Education: Para-Military Training.

Skills of Note: Hand to Hand: Expert, Boxing, Prowl (80%), General Repair and Maintenance (70%), Interrogation (75%), Weapon Proficiencies appropriate to their gear.

Secondary Skills of Note: Wilderness Survival (65%), Baseball (88%), Pilot: Automobile (96%), Tailing (65%).

Attacks per Melee: 6

Bonuses: +3 to Strike, +6 to Parry and Dodge, +4 to Pull Punch, +4 to Roll with Punch/Fall/Impact, +5 to Damage, Kick Attack does 1D6 damage, Critical Hit on a Natural 18, 19, or 20, Automatic Knockout on a Natural 20, Paired Weapons.

Special Weapons: All Enforcers carry a cutting-edge revolver or pistol (4D6 damage). Most Elite Enforcers carry their own signature weapon of some sort (swords and rifles seem to be the favorites).

Armor: Elite Enforcers have access to the Cartel's small stockpile of bulletproof vests. **A.R.:** 12, **S.D.C.:** 120.

Personality: Elite Enforcers are those members of the Cartel's militia who excel at their duty. They tend to be less friendly than their younger counterparts, but far more effective. They serve as elite guards for important Cartel members, or as Lieutenants or Capos over other Enforcers.

Cartel Driver

Alignment: Typically Unprincipled, sometimes Scrupulous or Anarchist.

Attributes: I.Q. 14, M.E. 13, M.A. 10, P.S. 14, P.P. 12, P.E. 17, P.B. 10, Spd 18.

Age: Varies.

Sex: Evenly distributed between male and female.

Size Level: 8.

Weight: 130 lbs (about 59 kg).

Height: 5 feet to 5 feet, 6 inches (1.5 to 1.7 m).

Hit Points: 23.

S.D.C.: 40.

Species: Mostly rats and mice; about 20% are other rodents (squirrels, moles, hamsters, guinea pigs), and another 15% are other assorted animals or humans.

Human Features: Usually Full Hands, Partial or Full Biped, and any level of Human Looks.

Animal Powers: Almost all have Advanced Vision (01-45%) or Advanced Hearing (46-90%).

Psionics: One in five possess Communicate with Mutant Insects.

Level of Experience: 2nd

Level of Education: Cartel Training.

Skills of Note: Breed and Control Insects (70%/50%), Pilot: Automobile (88%), Pilot: Truck (88%), Teamster/Wagoner (75%), Land Navigation (58%), Automotive Mechanics (60%).

Secondary Skills of Note: Hand to Hand: Basic, Carpentry (40%), W.P. Pistol or Revolver, W.P. Knife.

Attacks per Melee: 4

Bonuses: +2 to Parry and Dodge, +2 to Pull Punch, +2 to Roll with Punch/Fall/Impact.

Personality: Cartel drivers tend to be friendly sorts, and much more talkative than the caravan guards. They likewise tend to be less disciplined, but nonetheless loyal to the Cartel.

Filly Adventures

The following are a small sampling of the kinds of adventures one can find in and around Filly.

Search and Rescue

Hook: A friend or contact of a Player Character has gone missing while on a mission for the Parasita Family somewhere in the Wild Philly. The Family wants an artifact the team was retrieving, and hires the players to find the first team's remains and retrieve the lost item.

Line: When the Player Characters make it to the first team's last known position, they find signs of a struggle, but no bodies or artifacts.

Sinker: The team isn't dead at all. They were captured to set a trap for another Parasita Family recovery team, and their captors are rather put out when a completely different group tracks them to their hideout in a gutted fast food restaurant. As to the captors' identities, they may be a rival scavenger team, a barbarian tribe the Family has been putting pressure on lately, an Empire scout team testing the Cartel's response forces, or a Mange pack looking to infect the one Cartel scavenging team to actually have a feline member.

Dream Girls

Hook: A rash of robberies has been plaguing wealthy patrons of the brothels around Downtown, leading to demands of security and protection from House Meccanico.

Line: The Player Characters are brought in as independent investigators (or, alternatively, they may be friends with an owner or prostitute), as the increased demand for security has Meccanico's own Enforcers stretched thin. All anyone knows is that each patron is robbed while in a private room, and always by a different, beautiful woman.

Sinker: The robberies are the brainchild of Wanda Watt, the plan-Jane daughter of Meccanico Underboss Tommy Watt. The rebellious, young mutant hamster has been sneaking into the brothels disguised as a boy and using her Mind Trap power on wealthy-looking individuals as soon as they're alone. She traps them in a vision of being robbed at gunpoint by a beautiful woman. While the subject is trapped within the fantasy, she casually takes anything of value and slips back out of the room.

The Fugitives

Hook: The Player Characters are hired to deliver a harmless package to an address Downtown; business papers for a Banchiere Family Capo named Mr. Wheskin.

Line: Upon arrival, the players discover that Mr. Wheskin has been murdered. Within moments, Guirriero Enforcers arrive on the scene as well, and immediately assume the players to be responsible. Unlike modern America, the players are assumed guilty and will be taken down by force unless they can escape.

Sinker: The murder was actually a hit by a rogue faction of the Guirriero Family; Wheskin had accidentally stumbled across

an embezzling deal between his office and a Guirriero Capo by the name of Prestor Cain. The Player Characters were simply hired as convenient patsies. The players will have to evade the Enforcers and track down evidence of both the embezzling and the frame-up in order to clear their names.

Cold Steel and Hot Dames

Hook: The Palladium Sisters (see above) have been asked to perform for a complement of visiting New Kennel dignitaries and troops in Camden. While House Guirriero will provide security for the show, the sisters themselves are hiring freelancers for their own, personal security, eventually choosing the Player Characters after a crowded 'audition.'

Line: During the performance, several New Kennel soldiers will sneak backstage, eventually taking several shots at the Sisters before running out through the back of the performance hall and into the streets. If the original shooters don't at least wound one of the sisters, a sniper hidden in the lighting booth will fire at one of them before likewise running. Thee visiting New Kennel dignitaries claim to have no knowledge of the attackers.

Sinker: The dogs aren't with New Kennel at all; they are actually Loyalist agents who hope to polarize sentiment towards New Kennel and the Empire in Filly by wounding or killing some of their most-beloved celebrities. If the Player Characters can't stop the attackers, or provide evidence that they aren't affiliated with New Kennel, then public opinion will turn violently against New Kennel and the Cartel with have its hands full maintaining neutrality and putting down riots.

All Wet

Hook: (This adventure only works if the group has one or more aquatic members or experienced SCUBA divers.) The Meccanico Family has recently discovered the sunken remains of a pre-Crash battleship in a deep portion of the Delphi river, just south of Filly, and is hiring divers and aquatic mutants to scavenge the old weapons and electronics from the craft.

Line: Meccanico has set up a camp across several old barges anchored above the wreck and has been turning a generous profit from the well-preserved materials being brought up. People in the know, however, know that workers keep disappearing from the raft camp and someone is stealing some of the equipment being brought up. The Family is afraid their hired divers will be frightened away and is working to keep everything quiet.

Sinker: The murders are being caused by the sunken battleship itself. Its repair robots (the reason it has remained so well preserved) have been swimming to the surface in teams of five to recover the salvaged components, and simply kill anyone who tries to stop them. They can be fought individually, but the ship has a complement of two hundred. Attacking the ship's maintenance A.I. deep within the engineering section is the only way to stop them all.



The Spoils of War!

A Rifts® Aftermath Adventure, 109 P.A.

By Ed Emmer

Chapter Eight: Crossing the Mighty Mississippi

"Fools! Poor deluded fools. You will only bring destruction down upon yourselves if you follow my path."

- King Robert Creed

The players will emerge from the Rift followed by their mysterious benefactor at almost the exact spot that they first encountered the refugees whose children had been abducted by the Xiticix. The refugee parents will be overjoyed to have their children back while the warriors will be amazed at the players' tale of how they made it in and out of the hive. The entire time, the Ley Line Walker who whisked them away will be quietly standing in the shadows of a nearby tree, trying hard not to be noticed.

When one of the players or NPCs expresses an interest in who saved them at the end, the person will, in a quiet voice,

simply say that he was doing his part to save as many lives as he could. One of the Tolkeen refugees will sit up, look at the man, and in a tentative voice, address him cautiously as, "Robert?" Others will slowly turn to look at the newcomer. Then one will lower himself to his knees and address the stranger as "Your Highness."

King Robert Creed, the ruler of the Kingdom of Tolkeen for over 20 years, was last seen leaving the King's Tower after his now famous speech in which he begged the remaining survivors of Tolkeen to flee before the Coalition Army overwhelmed every last avenue of escape. Some believed that he, too, sought to make good his escape. Others, those who saw him when he experienced his epiphany in those critical moments, knew that he left the security of his tower to help as many people as possible flee the CS advance. What became of him, no one knew.

To the refugees the players just helped, King Creed is something of a god-like figure. As these refugees are from some of the high ranking families in the kingdom, many of them knew Robert Creed personally. To see him now standing before them not as their undisputed ruler who commanded the failed armies of the kingdom but as the man who just personally helped save their children is something of a shock to them. Neither those who secretly blamed him for the carnage that his obsession unleashed by provoking the Coalition at so many turns, nor those who felt betrayed when King Creed publicly called for a mass retreat in the face of the enemy's advance, could help but be moved by the actions of their fallen king.

Neither acknowledging nor dismissing the words of his former subjects, the former King Creed will turn to the players and ask them directly why they are here. Anything short of the truth will earn the King's scorn (he will be using the Words of Truth invocation). When the players ultimately tell him the truth about what they are after, the King will sadly shake his head, muttering something about the "mad fools who should learn from his own failed lessons instead of repeating his mistakes." Nevertheless, he will tell the players that he never knew where Galidor Marik kept his private workshop, though he has often suspected that the Techno-Wizard had another laboratory aside from his official workshop. During the war, he didn't care where the diabolic inventor worked as long as he continued to produce more effective weapons of war to be used against the Coalition. He can tell them that Marik was officially a project manager at the Pyramid Place, a college-like institute where many of Tolkeen's best and brightest researched new applications of magic and technology. Not just Techno-Wizardry, the Pyramid Place also researched Summoning, Shifting, and trans-dimensional/Temporal magic. If there is a way to find Galidor Marik's private laboratory, the search will need to begin there.

King Creed will take one last moment to warn the players that Coalition soldiers are shooting any non-CS personnel on sight. However, he will add that many do this not out of hatred or malice but out of fear and ignorance. He also suspects (rightly so) that agents from the Federation of Magic and the Splugorth have already begun to loot the magic items left behind in the mad dash to escape the city. Finally, he will warn them of Corin Scard's insanity and his suspicions that the mad warlord is targeting not only Coalition military units for reprisal, but anyone he sees as a betrayer of Tolkeen (including those representing the Cyber-Knights, Free Quebec, Lazlo, and New Lazlo). To this end, he fears that Scard has inspired a number of retribution squads who stalk the ruined streets of Tolkeen searching for looters who now seek to take advantage of the kingdom's demise to steal her secrets.

The refugees will beg the King to stay with them and lead them east towards Lazlo or New Lazlo. Even the players may attempt to persuade the ruler to join the forces of New Lazlo and give the city his leadership and experience in anticipation of an inevitable CS invasion. Or they might ask him to join them in their attempt to infiltrate the CS occupied city. Shaking his head, King Creed will decline any efforts to persuade him to join either party, saying that there are still too many others who need to be guided out of the city to safety. Without another word, the King will turn and leave amid the protests of his former subjects.

Game Master Note: If in your campaign, King Robert Creed was killed in the Siege on Tolkeen, then you may want to alter this encounter with some other key figure from Tolkeen's inner circle (perhaps the Techno-Wizard, Malik Savant and his friend, the ancient dragon Baartk Krror, or some other key figure of good alignment). Another possibility would be that King Creed came into possession of the Spell of Legend, Doppelganger (Superior) and created a copy of himself in order to literally spread his resources to help more people escape (in this case, perhaps it was the Doppelganger that was slain while the true King Creed escaped to continue his mission to help the innocent escape Tolkeen).

With King Creed gone, the refugees will have no one else to lavish their thanks upon but the players. Though they cannot offer them money in exchange for saving their children, they will help them in any way they can, chiefly by giving them suits of armor and weapons to replace those damaged or lost in their attempt to save the children from the Xiticix. These items include:

- Four (4) suits of Generic M.D.C. body armor (Crusader, Fury Beetle Chitin, Urban Warrior, etc.).
- Five (5) Light M.D. Energy Pistols (select from Coalition, Northern Gun, Wilk's, or Naruni weapons in the *Rifts*® *Game Master Guide*, average damage is 2D6 to 3D6 M.D.) with 12 energy clips total.
- Three (3) Heavy M.D. Energy Rifles (select from Coalition, Northern Gun, Wilk's, or Naruni weapons in the *Rifts*® *Game Master Guide*, average damage is 3D6 to 4D6 M.D.) with 6 energy clips total.
- One (1) Naruni NE-50 Particle Beam Rifle: 1D4x10 M.D. per blast, 8 blasts per clip, 1200 feet (365 m) range with 4 energy clips.
- One (1) TW Lightning Axe: 2D6 M.D. per strike or 2D6 M.D. per electric blast (double damage if used against machines plus a 45% chance of frying some critical component), duration is one melee round per level of the person who activates it and costs 12 P.P.E. or 21 I.S.P. to recharge.
- Two (2) TW Flaming Swords: 4D6 M.D. per strike, duration is 8 melee rounds per level of the person who activates it and costs 7 P.P.E. or 15 I.S.P. to recharge.
- One (1) TW Shard Pistol: 3D4 M.D. single shard or 4D6 M.D. burst (3 shards), payload is 12 shards and it operates on standard Magic Energy Cells with 10 P.P.E. Energy Cells.
- One (1) TW Fireburst Rifle: 3D6+6 M.D. single mini-fireball, 3D6+6x2 for a 3 mini-fireball burst, 3D6+6x3 for a five mini-fireball burst, payload is 20 mini-fireballs and costs 18 P.P.E. or 36 I.S.P. to recharge 10 fireballs.
- One (1) TW Storm Rifle: 5D6 M.D. per single bolt of lightning or the effect of a 3rd level Wind Rush spell, payload is 6 shots (either effect) and costs 20 P.P.E. or 40 I.S.P. to recharge.
- One (1) suit of TW enhanced Body Armor: possesses the spell abilities of Superhuman Strength (10 P.P.E. or 20 I.S.P.), Superhuman Speed (10 P.P.E. or 20 I.S.P.) and Armor of Ithan (10 P.P.E. or 20 I.S.P.). Spell Strength is at the level of the person wearing the armor. Main Body M.D.C. of the armor is 65. All TW enhancements operate at 6th level with regards to duration and effect.
- The following spell invocation scrolls (all written in American) at 6th level strength: Invisibility (simple), Befuddle, Magic Net, and Frequency Jamming.

Game Masters: this is basically a means to re-arm and equip the players before they enter the ruins of Tolkeen. This is not meant to be a grab-bag of cool stuff but rather a last chance to ready themselves for the final phase of the adventure. While this may sound a bit generous, the players did, after all, rescue the refugees' children from certain death against insurmountable odds. If you feel this is too generous or a bit unrealistic, then feel free to modify the list accordingly. Remember, though, that while this is a group of refugees, they represent some of the more affluent members of Tolkeen society and would have had access to a variety of arms and armor when they made their escape.

Finally, Zanchavex will bid the players farewell. He had made it known when they first hired him that he had no plans to enter CS occupied Tolkeen and would only guide them as far as the Mississippi River. Instead, he has now agreed to escort this particular group of refugees back east towards the Landing and ultimately transport them across Lake Michigan to New Lazlo or Lazlo.

Before they go their separate ways, the refugees will be able to warn the players about what little they know of the distribution of the Coalition forces in the city. The bulk of the Coalition forces, they will report, are still south and east of the tri-city area fighting entrenched resistance. The western edge of the city was initially the most open and free of the bulk of the CS invading force, though they are not sure if it still remains that way. The northern part of the city was so devastated by the initial onslaught that there is little resistance in that quarter. They believe that the CS occupation commander, rumored to somehow be General Holmes (who most believed had perished during the "Sorcerers' Revenge," when his entire army was driven into the Hivelands), has now set up his headquarters somewhere in the northern quadrant, making this area the most heavily patrolled part of the city. However, while the surprise attack that crippled the city came from the north originally, and though the northern neighborhoods are now almost completely under CS control, there are far fewer CS units in the wilderness north of the city, as this region is still relatively close to the Hivelands. Therefore, they recommend that the "safest" approach to the city would be to skirt around the city to the north and attempt to approach it from the west. With this final piece of intelligence, the refugees wish the Player Characters good luck and follow Zanchavex east into the Wisconsin wilderness.

Shortly after they part ways, but still before they reach the Mississippi River, the players will receive a message via a Magic Pigeon spell. The bird will fly out of nowhere and land on the shoulder of the party leader. It will quietly speak into the person's ear and then, having delivered its message, it will vanish. The message is as follows:

"You should be warned that Galidor Marik has escaped New Lazlo custody. His whereabouts are unknown, but it is believed that he was aided by agents of the Federation of Magic."

Should the players also have a TW Holo-vid, they will be able to tune in and hear a news report about the escape of the war criminal, though there will be no details given as to how he escaped or if he had any aid.

Exactly how easy or difficult the approach to Tolkeen is should be up to the Game Master. Zanchavex has led the players north of the Barrens and the bulk of the CS army still engaged with Tolkeen resistance fighters, so they are already northeast of the tri-city area. Still, they will need to cross the Mississippi River, sneak past CS patrols, and break through the CS lines north of Tolkeen to enter the city. Game Masters who want to have the players engage some Coalition forces may use the Quick Stats for typical CS soldiers presented in Chapter Five.

Crossing the Mississippi River should also prove challenging, as the Tolkeen Warlords dispatched all manner of aquatic menaces to hamper the CS invasion efforts. Now, without their Shifter and Warlock summoners, many of the monsters who still inhabit the river's waters are free to attack whoever they want, CS or not. In the original play test, the party was attacked by a CS Patrol Boat and support units as they tried to cross.

CSS Monitor (Quick Stats)

Class: Mark I Barracuda Patrol Boat.

Crew: 22: pilot/commander, co-pilot/sensors operator, 4 gunners, 6 enlisted sailors, 6 CS Dead Boy Grunts, and 4 PA-10A Sea SAMAS.

Main Body M.D.C.: 300

Maximum Speed: 55 mph (88 km).

Maximum Range: Unlimited.

Bonuses: None.

Torpedo Tubes (2): Mega-Damage: 2D4x10. Rate of Fire: Single shot or volleys of two. Range: 5 miles (8 km). Payload: 40 torpedoes.

C-40R Rail Gun Turrets (3): Mega-Damage: 1D4 single shot, 1D4x10 burst (40 rounds). Range: 4000 feet (1219 m). Payload: 10,000 rounds (250 bursts).

CTT-P40 Particle Beam Cannon Turret (1): Mega-Damage: 1D6x10 burst. Range: 2000 feet (610 m). Payload: Unlimited.

PA-10A Sea SAMAS (4): (Quick Stats)

Pilot: One (1) 4th level CS RPA Elite/SAMAS Pilot O.C.C.

Main Body M.D.C.: 295

Physical Strength: Equivalent to Augmented P.S. of 36.

Speed: Running: 60 mph (96 km). Leaping: 15 feet (4.6 m); jet assist to 100 feet (30.5 m) high and 200 feet (61 m) across. Flying: Hover up to 200 feet (61 m) or fly up to 150 mph (240 km). Underwater: 55 mph (88 km). Maximum Depth: One mile (1.6 km).

Maximum Range: 2 hours of top speed flight before overheating.

Attacks per melee: 8 (the pilot possesses 6 attacks per melee round outside of his power armor).

Bonuses (including pilot's Hand to Hand, W.P. and attribute bonuses): +3 on initiative, +4 to strike hand to hand, +4 to strike with energy weapons, +8 to parry, +7 to dodge, +9 to dodge underwater, +5 to pull punch, +6 to roll with punch.

CSN-Variable Beam Laser Cannon: Mega-Damage: 5D6 per shot. Range: 2000 feet (610 m) underwater, double on land. Payload: Unlimited.

Rail/Ion Gun: Mega-Damage: 6D6 ion gun, 4D6 rail gun. Range: 1000 feet (305 m) ion gun and 2000 feet (610 m) rail gun underwater, 3000 feet (914 m) on land. Payload: Unlimited (ion gun) and 1000 round/50 bursts (rail gun).

Other Weapons: CM-4 Shoulder Mounted Mini-Missile Launchers (1D4x10 M.D.), Leg Mounted Mini-Torpedo Launchers (1D4x10 M.D.), Forearm Vibro-Blades (2D6 M.D.).

However, just as the battle begins, an Immolator Daemonix attacks the CS units, seemingly giving the players the chance to escape. Yet, as the party crosses the river, they are ambushed by a Sea Viper Iron Juggernaut. With no true masters anymore, the Daemonix and Sea Viper have teamed up and claimed this stretch of the Mississippi River as their stomping, er, splashing grounds.

Immolator Daemonix:

Sub-Demon formerly in service to Tolkeen.

Alignment: Diabolic.

Attributes: I.Q. 13, M.E. 15, M.A. 7, P.S. 45 on land/56 underwater (Supernatural), P.P. 20, P.E. 27, P.B. 1, Spd 21 running, 42 underwater.

Size: 23 feet (7 m) tall; 18 tons.

M.D.C.: 810 on land/1012 underwater.

P.P.E.: 602

I.S.P.: 60

Horror Factor: 15

Attacks per Melee: 10 physical or 3 by TW Weapon Magic.

Bonuses: +4 on initiative, +8 to strike, +6 to parry, +5 to dodge, +3 to roll with punch, +1 to pull punch, +6 to save versus poison, +6 to save versus magic, +8 to save versus Horror Factor. +2 on all bonuses except Horror Factor when underwater.

Damage and Weapons: Bite: 1D6x10 M.D., Punch: 6D6 M.D., Power Punch: 2D4x10 M.D. (counts as two attacks), Right TW Weapon Arm: Wand casts a lightning bolt: 4D6 M.D., costs 5 P.P.E. per blast, Left TW Weapon Arm: Blunt strike: 1D6x10 M.D. or Stab strike: 2D4x10 M.D.

Natural Abilities and R.C.C. Skills of Note: Camouflage (50%), Detect Ambush (70%), Detect Concealment (80%), Land Navigation (90%/95% underwater), Intelligence (50%), breathe underwater, Track Humanoids (60%), Nightvision: one mile (1.6 km), impervious to cold, disease, and possession, half damage from fire and heat (including magical).

Magic Knowledge: Normally none, however the TW bionic arms gifted to the Daemonix when they were employed by Tolkeen give them considerable magical power. Right TW Weapon Arm can cast the following spells: Wind Rush (20), Wind Blast (40; 2D4x10+30 M.D.), Extinguish Fire (4), Magic Net (7), and Float in Air (5). Left TW Weapon Arm can cast the following spells: Energy Disruption (12), Paralysis: Lesser (5), Fear (5), Dispel Magic Barriers (20), Negate Magic (30) and can be used to reveal shape-shifters and dispel illusions. Rods of Power protruding from either side of the head can cast the following spells: Aura of Power (4), Armor Bizarre (15; adds 75 M.D.C. and raises Horror Factor by +2), Sorcerous Fury (75; casts 2D4x10 lightning bolts for 5 minutes), Wall of Wind (40), Summon Storm (300), and Desiccate the Supernatural (50). All spells draw on the Daemonix's natural P.P.E. reserve and are cast at 5th level strength.

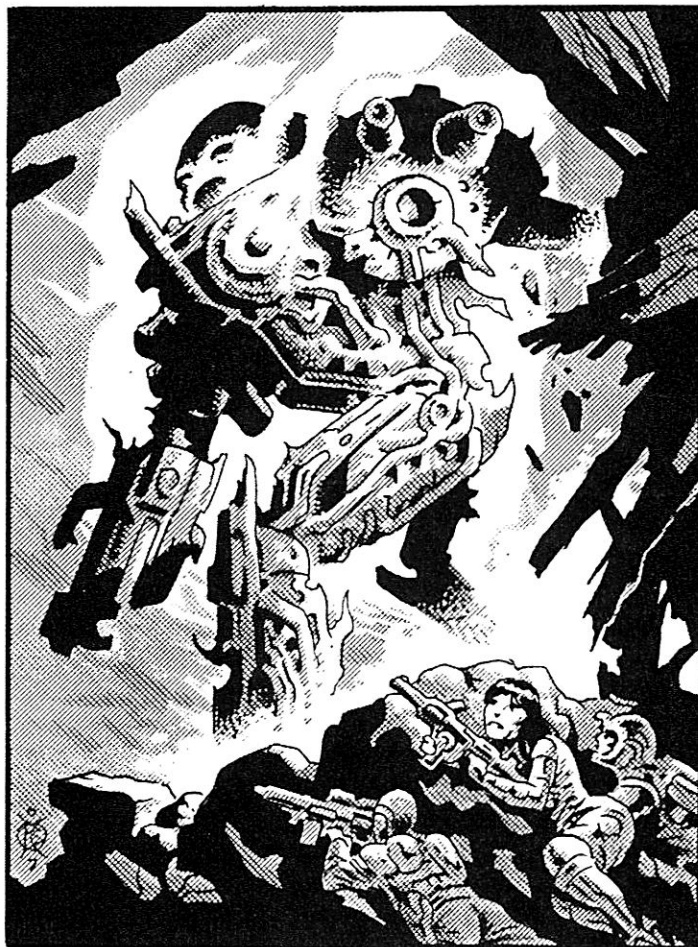
Psionic Abilities: Considered a Major Psychic with the following abilities: Ectoplasm (6 or 12), Telekinesis (varies), Telekinetic Push (4), Detect Psionics (6), Sense Magic (3), See the Invisible (4), Presence Sense (4), and Mind Block (4).

Equipment: None.

Appearance: This giant Sub-Demon's head resembles that of a giant whale, though its gaping maw is lined with hundreds of sharp teeth. Massively powerful arms are capped with bizarre Techno-Wizardry appendages and its legs end in webbed feet. Its skin is light bluish-gray with purple veins and a light violet underbelly.

Sea Viper Iron Juggernaut: (Quick Stats)

Pilot: Unknown, though possibly a human and one or two Elementals or primal forces.



Main Body M.D.C.: 690

Physical Strength: Equivalent to Supernatural P.S. of 24.

Speed: Running: 35 mph (56 km). Leaping: 20 feet (6.1 m) high and 60 feet (18.3 m) across (double when swimming at top speed and double again on a ley line). Underwater: 100 mph (160 km) (double on a ley line). Maximum Depth: 3 miles (4.8 km).

Maximum Range: Unlimited.

Attacks per Melee: 8 physical.

Bonuses: +4 on initiative, +10 to strike hand to hand, +8 to parry, +6 to automatic dodge, +6 to pull punch, +2 to roll with punch, +4 to disarm, +10 to save versus Horror Factor, +6 to save versus mind control. Reduce all bonuses by half when out of the water.

Damage: Blade Hands (2): 4D6 M.D. slash or 6D6 M.D. for spinning blade attack.

Blade Feet (2): 5D6 M.D.

Special Abilities: Can see up to two miles (3.2 km), 280 degree field of vision, Nightvision: 6000 feet (1829 m), see through smoke, see the invisible, magically understands all languages, bio-regenerates 3D6 M.D.C. per melee round, impervious to possession, disease, gases, toxins, pollutions, and ordinary cold, navigate underwater (96%), sonic echo-location.

Vulnerabilities: Electricity, cold, sonic, explosives, and water attack inflict half damage. Magic and M.D.C. fire, plasma, and nuclear fire inflict double damage.

Magic Spells: Turn Dead (6), Negate Magic (30), Energy Bolt (15), Magic Net (7), Escape (8), Summon Fog (140), Summon Rain (200), Summon Storm (300), Cleanse (6), Orb of Cold (6),

Wave of Frost (6), Frost Blade (15), Create Water (15), and all Water Elemental spells levels 1-3. All spells are cast at 6th level strength. 375 P.P.E. available for spells.

Appearance: This Iron Juggernaut resembles an armored fish-man with a tail, webbed feet and hands (actually, they are M.D.C. blades), made of dull gray-green brushed metal.

Exactly who wins the battle between the CS patrol boat and the Daemonix is up to the Game Master, though the superior magical power of the Sub-Demon will give it a distinct advantage. If the CS unit survives for more than 1D4 rounds, they will call for reinforcements that will arrive in another 2D6 minutes (a platoon of SAMAS and Rocket Bikes) that will drive off the Daemonix and Sea Viper. The Sea Viper will fight the players until either its Daemonix ally requires its assistance against the CS boat or the players do it considerable harm. Neither will fight to the death.

Chapter Nine: The Ruins of Tolkeen

"There's... there's... nothing left..."

- William Sansburn

Navigating the region north of Tolkeen without encountering wandering bands of freedom fighters, supernatural fighters, or CS patrols will prove difficult, though if the party is small and avoids conflict, they should make it around the northwest corner of Tolkeen and approach the western perimeter wall of the city after a few days. Though this wall once stood over 40 feet (12.2 m) tall, it is mostly rubble now, little more than occasional ram-parts broken up by huge, debris-lined gaps where armor and artillery have blown the wall to bits. Beyond this wall, the players will see countless ruined homes and neighborhoods. This is still the outskirts of Tolkeen and there is nothing of strategic significance in these suburbs. CS patrols are light, mainly consisting of Dog Boy and Psi-Stalker led units searching for hiding Tolkeenites to eliminate or the occasional injured CS soldier to rescue. Skelebots also patrol the area in groups of 4-8, sometimes with an accompanying Dead Boy unit and sometimes without supervision. These patrols do not expect trouble in these outlying areas and should be easy enough to avoid unless the players do something to draw attention to themselves.

After a few hours of navigating the destroyed suburbs, the players will approach the newer defensive wall. Originally 200 feet (61 m) tall, 50+ feet (12.2 m) wide, and lined with sentry towers, gun emplacements, barracks, and defenders, this wall encircled the inner city with its towering buildings, pyramids, and the ley lines that make up the mini-power triad in which Tolkeen, Freehold, and Magestock reside. Now, the walls are broken, with massive gaps blasted between the few intact sections. Tolkeen defenders no longer stand on these walls. Instead, only CS patrols walk the remaining perimeter. These patrols mainly consist of 2 SAMAS (old style) with 2D4 CS Dead Boy Grunts accompanied by 6-12 Skelebots. Unlike the original defenders of the wall, these guards only occasionally look outwards towards an invading force; they mostly train their sights inward, where the majority of the resistance fighters are still battling.

As General Holmes already devastated the northern quadrant of Tolkeen, there is little heavy fighting taking place in this area and the CS holds mainly strategic locations and checkpoints while the bulk of their occupation force continues to search for and battle with insurgents deeper in the heart of the city. This makes the northern quarter of the city, once home to upscale residential neighborhoods, shops, and various universities and schools, the calmest but also the most heavily patrolled by CS units.

Nearly two weeks after the "official fall" of Tolkeen, the heaviest fighting still rages in the heart of the city, near the eastern quarter around the giant King's Tower. Even with the top five stories of this once 1100 foot (335.3 m) tall structure blown apart, this edifice still dominates the Tolkeen skyline. Smaller, yet still towering buildings once surrounded this grand tower, though now most of these have either been reduced to rubble or are so heavily damaged that they are, at best, only half of their former height (once 600-800 feet/183-244 m tall) and visibly crumbling.

The southern quarter of the city was mainly residential, with various bio-dome habitats housing self-contained alien environments for the city's many D-Bee visitors and residents. The Tolkeen Zoo also resided in this district. As a result, there is little of strategic value in this region and, much like the outer suburbs, the only real threat is from roaming CS patrols looking for refugees, occasional resistance fighters, and injured CS soldiers in need of rescue. The bio-domes, however, are sites of some localized fighting as many aliens have fled to the relative sanctuary of these exotic terrains in an effort to hide, hoping that the CS occupation will pass them by. Molded by magic and technology, these domes are often dimensionally distorted such that the inside of the dome is much larger than the outside.

The western quarter was once the site of the bulk of Tolkeen's industry and, as such, was targeted heavily in General Holmes' initial invasion. Most of the larger buildings and pyramids have been reduced to rubble, with most of the adjacent neighborhoods suffering mainly from collateral damage. There is little resistance in this area, making it relatively easy to navigate without encountering too much opposition unless the players do something to call attention to themselves.

Game Master Note: While the majority of the CS occupation is still battling isolated but strong pockets of resistance in the eastern quarter of the city, leaving the other three districts relatively quiet, the players cannot simply walk with impunity down the streets. CS patrols are everywhere, hunting looters, refugees, resistance fighters and magic items, as well as searching for their own downed units to rescue. The players will need to be very careful not to draw the attention of the Coalition army to their presence.

The sounds of explosions and occasional peal of gun fire can be heard, mainly coming from the eastern part of the city, though scattered sounds of combat echo throughout the entirety of Tolkeen. Cries for help, shouts of anger, mournful wailing, distant and nearby explosions, the high-pitched whine of energy weapons, the crackle of magical energy, the growl of some supernatural menace – these are all sounds that can be heard as the players carefully navigate the ruins. The sights of ruined buildings, smashed armor, toppled towers, piles of rubble and debris, blankets of covering dust, the occasional body or body part partially picked clean by scavengers, furtive movements in the

shadows, flights of aircraft overhead, flashes of light, crackling blue discharges of magical energy – these are all sights that can be seen as the players work their way through the devastation. Choking smoke, lingering ozone, clouds of dust, engine exhaust, human and D-Bee refuse, garbage, unknown (alien) odors, blood, decay, and death – the smells and tastes of destruction linger in the air and on the tongues of the Player Characters. To O.C.C.s not familiar with war (scholars, some explorers, and the less militant varieties of magic users), the overall devastation generates a Horror Factor of 14+ even with no immediate threat. To O.C.C.s more accustomed to conflict and death (men of arms, soldiers, warriors, Cyber-Knights, etc.), the overall scene is still more than most are accustomed to and generates a Horror Factor of 10+. Those accustomed to death and decay (Necromancers, evil practitioners of magic, and the more diabolic D-Bees and supernatural fiends) are not affected by the scene, except perhaps to soak it in with a kind of perverse pleasure. Game Masters with access to **The Rifter® #30** may want to use the optional rules for “The Fog of War” on page 46, given the general sense of confusion and chaos created by the occupation.

Ley Line Note about Tolkeen: Tolkeen, Freehold, and Magestock stood at the three points of a rare land-locked mini-power triad. This was one of the chief sources of power for the kingdom’s capital and made the city all but impenetrable; that is until General Holmes’ forces destroyed the city’s ley line containment systems and pyramids. Though the ley lines surged out of control for over a week during the CS assault on the city, now, several weeks later, the lines of mystic energy have calmed down to their normal state. Since the majority of the city lies within the power triad and so close to the northwestern nexus of the triangle, practitioners of magic and, to a lesser degree, psychics will be able to draw upon the additional P.P.E. of the ley line no matter where in the city they are (10 for most magic O.C.C.s and 20 for Ley Line Walkers and Rifters). Furthermore, they will find their powers augmented as per being on or near a ley line.

If the players followed the advice of the refugees, they will have approached the city from the west and should not meet any real dangers or resistance until they approach the inner defensive wall. Even this will be relatively easy to penetrate (though they cannot simply walk right in) if the players are clever in their use of cunning, magic, illusion, and subterfuge. Once inside, there are a number of potential dangers and encounters that the players might face as they navigate towards the location of the Pyramid Place. These can include, though are not limited to:

- A random, isolated Ley Line Storm that lasts 3D4 minutes (although the ley lines have calmed down since the initial invasion, there are still sporadic, small scale storms and dimensional disruptions that occur randomly throughout the parts of the city adjacent to the blue lines as a result of the constant supply of P.P.E. every time a battle takes place, a building housing refugees crumbles, or any time several deaths pump more P.P.E. into the lines).
- A patrol of 4 Dead Boy Grunts crossing nearby (basic 80 M.D.C. armor and standard issue weapons: 2D6 M.D. single shot or 6D6 M.D. triple burst). If the players remain hidden, they will be missed or if they strike fast and hard (killing or subduing them within 2 melee rounds) the soldiers will not have time to radio their position for reinforcements.

- The players enter what at first seems to be a randomly arranged avenue of debris. Soon, it seems that collapsed sections of buildings are blocking off routes. However, as the players backtrack, they realize that their retreat no longer exists and they seem to be blocked in. This is a maze created by a Lesser Earth Elemental who is under orders to entrap and attack any CS units. Being an Elemental, however, the being does not easily distinguish between CS forces and the players.

Lesser Earth Elemental Quick Stats: 600 M.D.C., 500 P.P.E. Impervious to normal weapons, poison, chemicals, drugs, heat, and cold. Bio-regenerates 1D4x10 M.D.C. per minute. Can travel through mud and earth at will. Five attacks per melee, +5 to strike, +5 to parry, +2 to pull punch, +3 to roll with punch, +5 to save versus magic, +4 to save versus psionics, impervious to Horror Factor, +14 to save versus possession. Punch: 4D6 M.D., Power Punch: 1D4x10 M.D. (counts as two attacks). All level 1-4 Earth Warlock spells (Spell Strength is 14). Looks like a crudely-shaped statue formed of earth, stones, and dirt. 12 feet (3.6 m) tall and 1500 pounds (675 kg).

- The players feel a rush of wind as a Dust Devil swirls before them. A successful Lore: Demons and Monsters will correctly identify this as a Lesser Air Elemental. The entity, however, does not attack and, seeing the players, rushes forward bearing a tattered piece of paper, blood-stained and burned, bearing a plea for help from a group of refugees trapped beneath a collapsed building. The note gives the location of the building as being within three blocks but was dated 2 days ago (they may have already run out of air).
- A rampaging Daemonix smashes through a nearby building while battling a squad of CS armor units (robots and SAMAS as well as commandos). If the players stay put, they will go unnoticed. If they join either side, they can turn the tide, but the winner will quickly turn on them after the battle.
- Three small D-Bee children approach the players cautiously, asking them for help in finding their parents.
- The players come across a truly grotesque scene: A site of recent carnage (a battlefield, the ruins of a collapsed building, etc.) is being made all the worse by an infestation of 2D6+6 Gravediggers (undead beast-men who feed on the flesh of the recently dead). While these gruesome creatures will not attack the living, they will fight to protect their “feast” if disturbed.

Gravedigger Quick Stats: 46 Hit Points, 80 S.D.C., 50 P.P.E. Impervious to normal weapons, poison, chemicals, drugs, heat, and cold. Vulnerable to magic and psychic energy attacks and weapons made of wood or silver (treat M.D. as S.D.C. damage for the undead). Nightvision: 1000 feet (305 m). Can dig three times faster than a strong human. Track dead by scent (90%). Four attacks per melee, +1 to strike, +1 to parry, +3 to save versus Horror Factor. Punch: 2D6 M.D., Power Punch: 4D6 M.D. (counts as two attacks), Bite: 2D6 M.D. Looks like a vaguely simian beast man with a fur covered, skeletal face and hook-like shovels instead of hands. 8 feet (2.4 m) tall and 800 pounds (360 kg). See *Rifts® Dark Conversions™* for more information on this and numerous other undead and supernatural evils.

- Directly in front of the players in what looks like an empty crater, an entire pyramid suddenly appears out of nowhere, completely undamaged and crackling with blue magical lightning. This pyramid houses several battle-ready squads of Tolkeen defenders, Iron Juggernauts, and supernatural allies. Just before they could enter the fight, the out-of-control ley lines caused the structure to vanish into a pocket dimension. While only five minutes have passed for the Tolkeen defenders, they have been gone for nearly three weeks. They will be shocked at the devastation of the city they thought impregnable but will be spoiling for a fight. They will regard the players with suspicion, though fast talking on their part could prevent them from being attacked by the vengeful Tolkeenites. This could be a valuable resource for the players to rearm and equip but they should not linger long. While the sudden reappearance of the building will catch the nearby CS units off guard, as soon as reports of the undamaged pyramid reach General Holmes' command post, he will order an aerial bombardment that will utterly destroy the structure. The players will have less than half an hour to get out before the entire building is turned into a genuine crater this time.
- As the players approach the wreckage of a recently downed CS Death's Head transport (still smoking and partially intact, possibly loaded with undiscovered ammunition and armor) they will be suddenly surrounded by ghosts (Haunting Entities) of... CS soldiers! These die-hard, magic-hating human supremacists will not accept that they are dead and will attempt to attack the players. The ghosts' belief that they are still alive is so strong that their weapons will actually cause some harm as a result of the emotion-fueled telekinetic powers of the spirits (inflict 1D6 M.D. psychic/telekinetic damage regardless of what the weapon might have been in life). The spirits will cause such a commotion that within 2D6 minutes, others will come to investigate (Game Master's discretion as to who or what comes to investigate, as well as if anything of value can be salvaged from the transport).
- An invisible Lesser Air Elemental approaches the players with a letter seemingly from another group of refugees begging to be rescued from a nearby building (Game Masters: adjust this accordingly if the players have already encountered the previous call for help from buried refugees). However, this time it is from a group of Tolkeen resistance fighters who have ordered the Elemental to find the nearest CS patrol and guide them into an ambush. The Elemental, not knowing how to easily differentiate between Coalition troops and the armored players, delivered the note to them. The Tolkeen ambush consists of 3 Mercenary Soldiers, a Dragon Hatchling, an Air Warlock, a Ley Line Walker, and an armed-to-the-hilt Techno-Wizard (all mid-level). Even though they can tell that the players are not CS units, they will attack nonetheless, suspecting them to be either CS-hired mercenaries or looters.
- A single shot strikes the player at the head of the party (4D6 damage, 50% chance of it striking the helmet or head). A sniper sitting atop a distant building has targeted the players (50% CS Commando, 50% bitter Tolkeen defender) and will continue to take shots at them either until they locate his position and counterattack (requires a successful Detect Concealment, Detect Ambush or Surveillance skill roll; if the character searching also possesses the Sniper Espionage skill,

make these skill rolls at +20%), or until the players find suitable cover and move out of range (must successfully navigate another 100 yards/91.4 m away from the direction of the attacks with the sniper firing twice per melee round at a +5 to strike aimed shot). If the sniper realizes his position has been made, he will continue to fire for another 4 rounds or until the players approach his position, before retreating.

- If the players search a burned out building nearby, they will discover a locked, steel trap door. This hatch, buried beneath a collapsed roof, leads to a small cache of TW weapons hidden away by a city defender. However, before the owner could come claim his arms, he was killed in the initial CS onslaught. The weapons remain undiscovered, though not unprotected. A Shifter has bound a Tectonic Entity to the cache with orders to attack anyone entering unless accompanied by the weapons' owner. Game Master's discretion on what TW weapons and items are discovered - don't be too generous.

Tectonic Entity Quick Stats: 200 M.D.C., 10 P.P.E. plus what it absorbs from others. Natural form is that of an energy being that can inhabit and animate inorganic material. Natural form is impervious to physical and energy attacks. Mega-Damage weapons inflict only half damage to the animated construct. Four attacks per melee, +1 on initiative, +2 to strike, +2 to parry, +2 to dodge, +2 to pull punch, +2 to save versus magic, +1 to save versus psionics, +10 to save versus Horror Factor. Punch: 5D6 M.D., Power Punch: 1D6x10 M.D. (counts as two attacks). Psionic Abilities include Empathy (4), Mind Block (4), Presences Sense (4), See the Invisible (4), See Aura (6), Sixth Sense (2), and Telekinesis (varies). Base I.S.P. is 20 but it can absorb P.P.E. from others and convert 1 P.P.E. to 4 I.S.P. for use. Looks like a crudely-shaped humanoid form constructed from M.D.C. material that was once part of the building. 12 feet (3.6 m) tall and 1000 pounds (450 kg).

- The players are ambushed by a CS patrol looking for resistance fighters and looters. Units include 3 Dog Boys, 1 Psi-Stalker, 2 Dead Boy Grunts (use generic stats), and a UAR-2 Subjugator Robot (new model Urban Assault Robot designed specifically for Tolkeen post-war occupation duties). Stats for the **UAR-2 Subjugator Robot** are presented at the end of this chapter.
- A battle rages in front of the players' very eyes. A lone Cyber-Knight Champion battles a squad of Dead Boys along with 2 Smiling Jack SAMAS. With extreme skill, the Knight easily outmaneuvers the CS forces, cutting them down one at a time, almost as if he were playing with them. However, one of the players spies a lone CS Commando hiding atop a nearby building with rifle aimed squarely at the Cyber-Knight, just waiting for a clean shot. If the players do not intervene, the Knight will be taken out with a well placed laser shot to the head. Once the battle is over, if he survives, the Cyber-Knight, Sir Arnos, may elect to travel with the players for a while or may decide to continue to pursue his personal quest for vengeance against the occupying Coalition army.

Sir Arnos Quick Stats: 9th level human Cyber-Knight. Alignment was Scrupulous but has slipped to Unprincipled since the war. Will continue to decline to Aberrant if something does not happen to redeem him. I.Q. 19, M.E. 14, M.A. 15, P.S. 22, P.P. 18, P.E. 24, P.B. 13, Spd 27, 56 Hit Points, 66 S.D.C., 21 P.P.E., 67 I.S.P. Possesses all standard Cyber-

Knight skills and weapon proficiencies. Psi-Sword: 4D6 M.D. Wears Crusader EBA Body Armor: 95 M.D.C. Cyber Armor: 62 M.D.C. and A.R. 17. Armed with a Wilk's 457 Laser Pulse Rifer (3D6+6 M.D. single shot, 1D6x10 M.D. triple burst), a TW Firebolt Pistol (4D6 M.D. per blast), a TW Hellfire Shotgun (6D6 M.D. per single shot), and a TW Snare Gun (fires a Magic Net). Seven attacks per melee round, +4 on initiative (+7 against high-tech opponents), +4 to strike (+7 against high-tech opponents), +5 to parry (+8 against high-tech opponents), +5 to dodge (+6 against high-tech opponents), +4 to automatic dodge against high-tech opponents, +5 to pull punch, +4 to roll with punch, +4 to disarm, +3 to save versus Horror Factor. Zen Combat negates modern weapon bonuses, clouds sensors, and clouds targeting systems. Critical Strike on a Natural 18-20. Minor Psionic with the following abilities: Sixth Sense (2), Empathy (4), Summon Inner Strength (4), Psi-Shield (15), and Meditation (0).

- A CS Search and Rescue patrol is actively trying to free trapped comrades from a collapsed bunker. Their efforts are being hampered by half a dozen (6) Gargoyles (use Gargoyle Quick Stats from Chapter Two). The CS team consists of 2 Medical Technicians, 3 Dog Boys, 6 Dead Boy Grunts, and pair of SAMAS. They are clearly losing the battle. Any player monitoring CS radio frequencies will pick up the distress calls from the buried soldiers - they are rapidly losing air and severely wounded. This is a real dilemma for the players: help the Gargoyles who may very well turn on the players next, help the CS who may also turn on the players next, or do nothing and watch humans get slaughtered while listening to the pleas of dying men? If the players help the CS team, they will be surprised to find that their commander is one of those rare breed of CS soldiers who respects worthy efforts, even from the enemy. He will thank the group curtly then warn them to leave before his reinforcements arrive.
- 4 Brodkil Sub-Demons looting what looks like a smashed shop in the ruins of a strip mall. They will give the players one warning to "push off" before they attack.

Brodkil (4) Quick Stats: 250 M.D.C. Turn invisible at will, impervious to normal fire and cold. Partial Construction 'Borg with Amplified Hearing, Gyro-Compass, one extra arm with forearm Vibro-Blades (3D6 M.D.), and a forearm energy weapon (plasma ejector 4D6 M.D. or particle beam 6D6+6 M.D.). Five attacks per melee, +5 on initiative, +6 to strike, +9 to parry, +10 to dodge, +2 to pull punch, +2 to roll with punch, +4 to save versus magic, +2 to save versus psionics. Punch: 3D6 M.D., Power Punch: 6D6 M.D. (counts as two attacks). Armed with NE-600 Pulse Pistols (4D6 M.D. single shot, 1D6x10 M.D. triple burst), and NE-10 Plasma Cartridge Rifle (1D4x10 M.D.). 9 feet (2.7 m) tall and 350 pounds (158 kg).

- A squad of 6 Dead Boy Grunts accompanied by 12 Skelebots is chasing a crowd of about 50 unarmed D-Bee refugees, laughing as they pick off stragglers one by one. They would be easy pickings for the players to surprise, but if they do not overwhelm them within 4 melee rounds, the squad will radio for help.
- City of the Living Dead: A bizarre ley line surge has suddenly raised the corpses of about 200 dead D-Bees, Humans, and Coalition soldiers in the immediate vicinity. The magical

energy surge that empowered the dead was so powerful that it transformed their lifeless bodies into minor M.D.C. beings: 3D6 M.D.C. each. Their animated limbs inflict 1D4 M.D. These animated dead are still rather slow (Spd 6, 2 attacks per round, no bonuses), but there are so many of them that the players will soon find themselves overwhelmed. The phenomenon will last 3D4 minutes before the P.P.E. power surge subsides and the corpses fall, lifeless once more, to the ground.

- A bizarre sight awaits the players around the next corner. A small squad of CS troops is actually allowing a family of D-Bees to flee the area unharmed. Having seen too much death and destruction, these troops see no value in slaying a half-starved family of innocent people, even if they are non-human. If the players intervene, the troops will turn on them in a heartbeat even as they let the D-Bees flee.
- This encounter will force the players (at least those of good alignment) to make a terrible choice. As they approach a nearby burned out building, a group of about 40 tattered, bruised, burned, and half-starved refugees will emerge from the shadows, begging the players to safely escort them out of the city and to safety. They have heard rumors from the one working radio that they still have that there are lines of refugees marching west into the wilderness of the New West and that if they can only reach beyond the immediate devastation of Tolkeen that there will be others (Cyber-Knights, Juicers, Lyn-Srial, Larsen's Brigade, etc.) who will help protect them until they are beyond the reach of the Coalition. It is evident to the players that these refugees, mainly D-Bees with a couple of humans, are in no shape to defend themselves and that they will most likely not survive another night as such a large group will surely attract the attention of the next CS patrol that wanders their way. Will the players abandon their mission to recover the secret Dragon Juggernaut in order to save this group and escort them beyond the Minnesota borders where others might help them from there (a long trek fraught with danger the entire way), or will they abandon these refugees in order that they might honor their original contract with New Lazlo and hopefully find a weapon that could save thousands of lives more in a future war with the Coalition? If Sir Arnos is with the party, he will see this as a sign of a higher calling to set aside his rage-filled plans for revenge and once again assume the noble mantle of the Cyber-Knight he once was (he will also add his voice to the refugees, arguing that their chances of survival will be much better if heroes such as themselves join them).

How many of these encounters the players are challenged with is up to the Game Master. However, ultimately, William Sansburn, who had been to Tolkeen before the outbreak of the Coalition War, will be able to guide the players to the north-south running ley line upon which the Pyramid Place lies (even for someone who has been to the city of Tolkeen before, finding the location will be difficult as the city has been literally transformed by the destruction of the war).

Coalition UAR-2 Subjugator Robot

The UAR-2 Subjugator Robot is a new generation model Urban Assault Robot designed specifically for the anticipated urban occupation duties in both Tolkeen and Free Quebec.



Although the war with Free Quebec ended without the Coalition conquering any territory, the Siege of Tolkeen has presented the UAR-2 with the opportunity to prove its effectiveness. Its predecessor, the UAR-1 Enforcer Robot, is a famous piece of CS military legend. This effective model, though now over 30 years old, is still used to pacify riots, patrol city streets, and battle supernatural menaces in the 'Burbs as well patrol the lower levels of the Chi-Town city fortress. Despite the UAR-1's successful history, however, the CS military brass wanted a newer model of Urban Assault Robot to handle the more powerful supernatural problems anticipated with the occupation of the cities of the Kingdom of Tolkeen.

In order to effectively combat dangers in tight quarters, the designers of this new model outfitted it with a variety of sensors and weapons specifically designed to take advantage of the urban setting. The Subjugator is equipped with heightened sensors designed to penetrate M.D.C. urban structures (buildings, streets, etc.) in order to detect hiding enemy forces and avoid potential ambushes. Its size is also significantly smaller than most CS robots of comparable armor and firepower. This makes it a more difficult target against the backdrop of larger buildings and structures common in modern cities. The UAR-2 is also equipped with a variety of close-combat weaponry for both ranged and melee combat. Furthermore, the weapons of the robot are designed to both incapacitate and kill human-sized and giant opponents. The greatest shortcoming of the new UAR model is its lack of long-range weaponry; however, as the unit is not designed for infantry units, commanders know not to use the robot in open field operations where it could be blasted to pieces by opposing long-range fire well before the enemy was in range of its own formidable arsenal. Another minor inconvenience of this model is that in order to take advantage of the more sophisticated sensor systems, a dedicated sensor/communications technical officer is required. When not actively using the sensors to search for prey, the sensor tech doubles as a co-pilot/gunner, helping to operate some of the Subjugator's many weapons. The small size of the unit, however, makes cramming two pilots into the reinforced crew compartment a bit snug.

In addition to the features described above, the Subjugator has been outfitted with two new innovations that are designed specifically with urban combat and pacification in mind. One is the inclusion of four remote drones designed to fly either under the sensor tech's control or as independent robot scouts. Not suited for combat, these drones are outfitted with complete sensor suites in order to expand the UAR-2's capabilities and allow it to search areas ordinarily inaccessible to the large 'bot. So far, this addition has been well received by the pilots of these new model UARs. Subjugator supported patrols in the city have been able to use the scout pods to successfully flush out ambushes before they threatened the CS units as well as to aid in search and rescue missions where the drones were used to find trapped soldiers. As these robot drones are relatively inexpensive, when one or more is destroyed in the act of ferreting out insurgents, they are easily replaced at little cost to the CS.

Another experimental design being field tested in the UAR-2 has not been as successful. Working under the theory that intense Ley Line Storms create a strong electromagnetic (EM) disruption powerful enough to interfere with communications and sensors, CS scientists have developed an experimental sensor designed to pinpoint what the scientists hoped would be a

unique EM signature common to strong P.P.E. sources. After many years of trial and error, the technicians felt that they had finally found the exact EM frequency of magical emanations. Code named "Blue Sensors" (a reference to the distinct color of ley lines and magical discharges), the sensors were able to detect a faint but distinct energy signal that somehow was always present in organisms and objects that possessed large amount of P.P.E. in the lab. It was hoped that the Coalition now had a tool that would allow any soldier to locate magic users and powerful supernatural beings without having to rely on Psi-Stalkers, Dog Boys, or CS psychics.

In the field, however, the practical application of the Blue Sensors was less than a success. Outside of the sterile lab, the greater amounts of ambient P.P.E. energy created such a strong background P.P.E. signature that the sensors were all but neutralized. With additional training, skilled technicians can still use the sensors to home in on the general location of a very strong source of P.P.E. (250+ points) but even then, it requires fine tuning the sensors constantly to keep up with the natural fluctuations in magical energy (imposes a -30% penalty on Sensory Equipment skill rolls to detect strong P.P.E. sources). Furthermore, in magic-rich zones, such as the tri-city area with its three intersecting ley lines, the sensors are virtually useless as there is so much background P.P.E. clouding the sensors (increase penalty to -50%). As a result, the Blue Sensors (frequently referred to as "BS" sensors by the frustrated sensor techs) are seldom used in the ruins of Tolkeen.

Model Type: UAR-2

Class: Urban Assault Robot.

Crew: Two; pilot and sensor tech.

M.D.C. by Location:

- Head Mounted Laser Turret - 75
- Right Forearm Rail Gun - 75
- Left Forearm Variable Laser Cannon - 50
- Forearm Vibro-Blades (2) - 100 each
- Right Shoulder Mounted Mini-Missile Launcher - 100
- Left Shoulder Electro-Shock Launcher - 125
- Chest Mounted S.D.C. Machine Guns (2) - 50 each
- Chest Mounted S.D.C. Flame Thrower - 60
- Right Leg Mounted Smoke/Gas Dispenser - 50
- Chest Spotlight - 35
- Rear Shoulder Spotlight - 35
- Video Cameras (6) - 20 each
- *Sensor Web - 60
- **Head - 125
- Heavy Upper Weapon Arms (2) - 200 each
- Upper Arm Hands (2) - 100 each
- Lower Arms (2) - 125 each
- Lower Arm Hands (2) - 75 each
- Legs (2) - 250 each
- ***Main Body - 520
- Reinforced Pilot's Compartment - 150

* Destroying the back-mounted Sensor Web will negate the majority of the UAR-2's advanced sensor systems and eliminate the special combat bonuses (see below). However, a basic backup sensor package is housed in the robot's head,

providing the common suite of standard robot sensors. Although the sensor web protrudes slightly above the robot's shoulders, it is a small target, requiring a *Called Shot* to strike it, with an additional penalty of -2 to strike.

** Destroying the head of the robot will have no real effect on the combat capabilities of the unit unless the Sensor Web has already been destroyed, in which case the robot will have no sensors whatsoever and the pilot will need to rely on his own vision.

*** Depleting the M.D.C. of the Main Body of the robot effectively destroys the unit, shutting it down entirely. However, as long as the reinforced pilot's compartment is not breached, the crew will be relatively safe with an independent air supply and shielding, but no functioning systems.

Speed:

Running: 75 mph (120 km) maximum.

Leaping: 20 feet (6.1 m) high and across. Add 10 feet (3 m) with a running start.

Statistical Data:

Height: 18 feet, 9 inches (5.7 m).

Width: 10 feet (3 m).

Length: 6 feet, 6 inches (2 m).

Weight: 18 tons fully loaded.

Physical Strength: Robotic P.S. of 45.

Cargo: Minimal space behind the pilots' seats providing room for personal gear, a rifle, a side arm, and two weeks rations. Nothing else.

Black Market Cost: 37 million credits if one were to ever become available. So far, however, this unit is so new that none have yet shown up on the Black Market.

Weapon Systems:

1. CR-60 Subjugator Rail Gun (1): Mounted on the forearm of the larger upper right arm, this rail gun is a modified version of the standard CS robot rail guns. As the UAR-2 is not designed for open field combat, the technicians sacrificed range for firepower in order to increase the punch of the gun.

Primary Purpose: Assault and Defense.

Mega-Damage: A burst of 100 rounds inflicts 1D8x10 M.D. One round inflicts 1D8 M.D.

Rate of Fire: Each burst counts as one of the pilot's combined hand to hand attacks per melee.

Maximum Effective Range: 2500 feet (762 m).

Payload: 20,000 round drum mounted on the back of the upper arm behind the rail gun. Reloading the Subjugator's rail gun takes specialized equipment or another giant-sized robot. It takes approximately 15 minutes to reload for an untrained technician, but only five minutes for someone trained in the process.

2. CV-415 Variable Frequency Laser Cannon (1): Anticipating occupation duties in Free Quebec, the UAR-2 was designed with a variable frequency laser weapon specifically designed to counter the laser resistant armor of Free Quebec's Glitter Boy legions. Although the occupation of the former CS ally never came to pass, the laser cannon was still added to the arsenal. Like the variable laser rifles used by the CS Skelebots, after one melee round of use, a computer chip in the robot will have analyzed the reflective frequency of the

opponent's armor and altered the wavelength of the laser energy to counter the reflective surface (meaning the laser will inflict full damage to the Glitter Boy's reflective armor).

Primary Purpose: Anti-Glitter Boy Assault and Defense.

Mega-Damage: Two settings: 4D6 M.D. or 6D6 M.D.

Rate of Fire: Each blast counts as one of the pilot's combined hand to hand attacks per melee.

Maximum Effective Range: 2000 feet (610 m).

Payload: Unlimited.

3. Forearm Vibro-Blades (2): Concealed in each of the forearms of the lower set of arms is a 36 inch (0.9 m) extendable Vibro-Blade designed for close combat. Because these arms seldom carry additional weapons, the Subjugator can engage in hand to hand combat with the blades while still utilizing its other weapons housed on the upper forearms.

Primary Purpose: Hand to Hand Combat and Defense.

Mega-Damage: 3D6 M.D.

Rate of Fire: Equal to the pilot's combined hand to hand attacks per melee.

Maximum Effective Range: Extends the lower arm's reach by 3 feet (0.9 m) to a distance of 8.5 feet (2.6 m).

Payload: Not Applicable.

4. CR-32 Mini-Missile Launcher (1): The oversized right shoulder of the UAR-2 houses a Mini-Missile launcher.

Primary Purpose: Anti-Aircraft and Defense.

Mega-Damage: Depends on missile type, typically Armor Piercing (1D4x10 M.D.) or Plasma (1D6x10 M.D.) to maximize damage while minimizing blast radius and collateral damage.

Rate of Fire: Single missile or volleys of two, four, six, or eight at a time. Each volley, regardless of size, counts as one of the pilot's hand to hand attacks per melee.

Maximum Effective Range: Typically one mile (1.6 km).

Payload: 32 Mini-Missiles.

5. CXES-01 Electro-Shock Launcher (1): Another experimental design incorporated into the Subjugator is a heavy-duty electro-shock weapon designed to incapacitate giant and supernatural opponents with non-lethal force as well as potentially knock out a robotic opponent's systems with a massive EM jolt. The weapon, which resembles a stubby cannon mounted over the left shoulder, is mounted in a fixed forward firing position, although it can be raised or lowered by as much as 30 degrees. To aim left or right, the pilot must rotate the robot's entire body.

Primary Purpose: Antipersonnel or Anti-Robot.

Mega-Damage: 1D8 M.D. plus giant and supernatural targets as well as individuals in EBA armor must make a saving throw of 16+ or suffer the following penalties: -5 to strike, parry, and dodge, and reduce attacks per melee by 2 for 1D4 melee rounds. Human-sized, non-supernatural targets not protected by full environmental armor are automatically knocked unconscious for 2D6 minutes (no saving throw). Against robotic, power armor, and cyborg opponents, there is a 25% chance that a random system will be knocked offline for 1D4 melee rounds (use the Optional Robot Combat Damage Tables on page 353 and 354 of **Rifts® Ultimate Edition**).

Rate of Fire: Limited to two shots per melee round.

Maximum Effective Range: 50 feet (15.2 m).

Payload: Unlimited, though the high energy requirements of the weapon limit the number of shots per melee round.

6. CMG-50 Machine Guns (2): Two fixed forward S.D.C. machine guns are mounted in the lower chest of the UAR-2. The two machine guns are linked and cannot fire separately. If one is disabled, the other will not fire. To aim, the pilot must maneuver the entire robot.

Primary Purpose: Antipersonnel.

Damage: A dual burst of 20 rounds per gun (40 round total) inflicts 3D6x10 S.D.C. One round inflicts 7D6 S.D.C.

Rate of Fire: Each burst counts as one of the pilot's combined hand to hand attacks per melee.

Maximum Effective Range: 5000 feet (1524 m).

Payload: 10,000 rounds for a total of 250 dual bursts.

7. CF-10 Flame Thrower (1): Mounted directly beneath the twin machine guns is an S.D.C. flame thrower. Also mounted in a fixed forward position, this weapon is designed primarily to flush out opponents hiding in ruins.

Primary Purpose: Antipersonnel.

Damage: A burst of flame inflicts 6D6 S.D.C. and has a 75% chance of igniting combustibles.

Rate of Fire: Each burst counts as one of the pilot's combined hand to hand attacks per melee.

Maximum Effective Range: 60 feet (18.3 m).

Payload: 150 bursts.

8. CL-2 Head Mounted Lasers (2): These dual mounted lasers are linked and fire in tandem. Although the lasers can rotate up 90 degrees, they are fixed forward on the head, forcing the pilot to rotate the head in order to swivel the weapons.

Primary Purpose: Anti-Aircraft and Defense.

Mega-Damage: 2D6 M.D. per dual blast.

Rate of Fire: Each blast counts as one of the pilot's combined hand to hand attacks per melee.

Maximum Effective Range: 4000 feet (1219.2 m).

Payload: Unlimited.

9. Smoke Dispenser (1): Virtually identical to the one mounted on the UAR-1 Enforcer, this smoke dispenser is housed within the leg rather than on an external mount. It can fire a canister up to 100 feet (31 m) that creates a cloud of smoke that covers an 80 foot (24.4 m) area. It can also contain tear gas canisters. Payload is 10 canisters, typically six smoke and four tear gas.

10. Hand to Hand Combat: Designed for one-on-one fighting in the tight urban setting, the UAR-2 has been engineered with enhanced Robotic Strength to help it engage in hand to hand combat with both supernatural menaces and armored opponents.

Restrained Punch: 1D6 M.D.

Upper Arm Punch: 3D6 M.D.

Upper Arm Power Punch: 6D6 M.D. (counts as two attacks per melee).

Tear/Pry with Hand: 1D6 M.D.

Lower Arm Punch: 1D6 M.D.

Lower Arm Power Punch: 2D6 M.D. (counts as two attacks per melee).

Kick: 5D8 M.D.

Leap Kick: 1D8x10 M.D. (counts as two attacks per melee).

Body Block: 3D6 M.D.

Power Block: 6D6 M.D. (counts as two attacks per melee) plus 01-85% chance of knocking an opponent of equal or lesser size off its feet, losing initiative and two actions per melee.

Stomp: 1D6 M.D. Only effective against opponents less than 7 feet (2.1 m) tall.

11. Advanced Sensors: In addition to the standard CS robot sensors common to all robot vehicles, the Subjugator is equipped with advanced sensors designed specifically to aid in hunting insurgents hiding in the maze of streets common to an urban setting as well as to help in search and rescue missions. These enhanced sensors include:

Nightvision: Amplified nightvision can see up to a distance of 6000 feet (1829 m) with minimal light.

Thermo-Imaging: This thermal sensor enables the pilot to see heat emanations even in smoke, fog, or total darkness. Range 1000 feet (305 m).

Infrared: Like its predecessor, the UAR-1 Enforcer, the eyes of the UAR-2 are actually two small infrared spotlights designed to send out an invisible beam of light that allows the pilot to see in the dark in addition to the ability to see other infrared beams.

Chest Spotlight: The chest spotlight emits a beam of visible light than can be focused into a narrow, intense beam that illuminates up to 2000 feet (610 m) or a more diffuse arc of light capable of illuminating a 130 degree arc in front of the 'bot up to 500 feet (152.4 m) away. Housed next to the primary spotlight is a smaller, ultraviolet light that is invisible to the naked eye but can also enable the pilot to see in the dark.

Blue Sensors: These experimental P.P.E. sensors can be used to attempt to detect high amounts of P.P.E. (250+), though they are hardly reliable (-30% to Sensory Equipment skill rolls, -50% in P.P.E. rich areas like ley lines, a nexus, or Tolkeen). Their range is limited to 50 feet (15.2 m) and can only give the general direction (north, southeast, etc.) and range (close or far) of the P.P.E. source, not an exact location.

Video Cameras (6): Six concealed video cameras are located around the robot's main body in order to capture a 360 degree field of view record of everything the Subjugator encounters. Though equipped with only basic optics, these cameras are used not only to allow a unit commander to monitor everything the UAR-2 sees from a safe distance (5 miles/8 km), but to allow tactical analysis of encounters in order to help CS tacticians to formulate future strategies. Although this transmission is encoded, it can still be intercepted and decoded by a successful Electronic Countermeasures skill roll made at -30%.

Advanced Targeting Laser: +2 to strike with ranged weapons only (does not include hand to hand).

Sensor Drones: As stated earlier, the Subjugator is equipped with four small, remote sensor drones capable of both directed and independent flight. The drones (Main Body M.D.C. 50) have a range of 5000 feet (1524 m) from the UAR-2 before signal contact is lost and travel at a speed of 45 mph (72 km). Each drone is equipped with the same suite of sensors as the Subjugator (except the Blue Sensors), only

the range is limited to 200 feet (61 m). VTOL Flight is accomplished by a fairly silent propeller fan (equal to a Prowl skill of 45%). One potential weakness in the drones is that the sensor information is sent back to the UAR-2 via a scrambled radio signal. While heavily encoded, the signals can be intercepted and decoded with the proper skill (-30% penalty to Electronic Countermeasures skill roll).

Chapter Ten: The Pyramid Place

"When we needed you, you weren't here. And now that we have fallen, you come to loot our graves. I don't think so!"

- Archan Nerroon

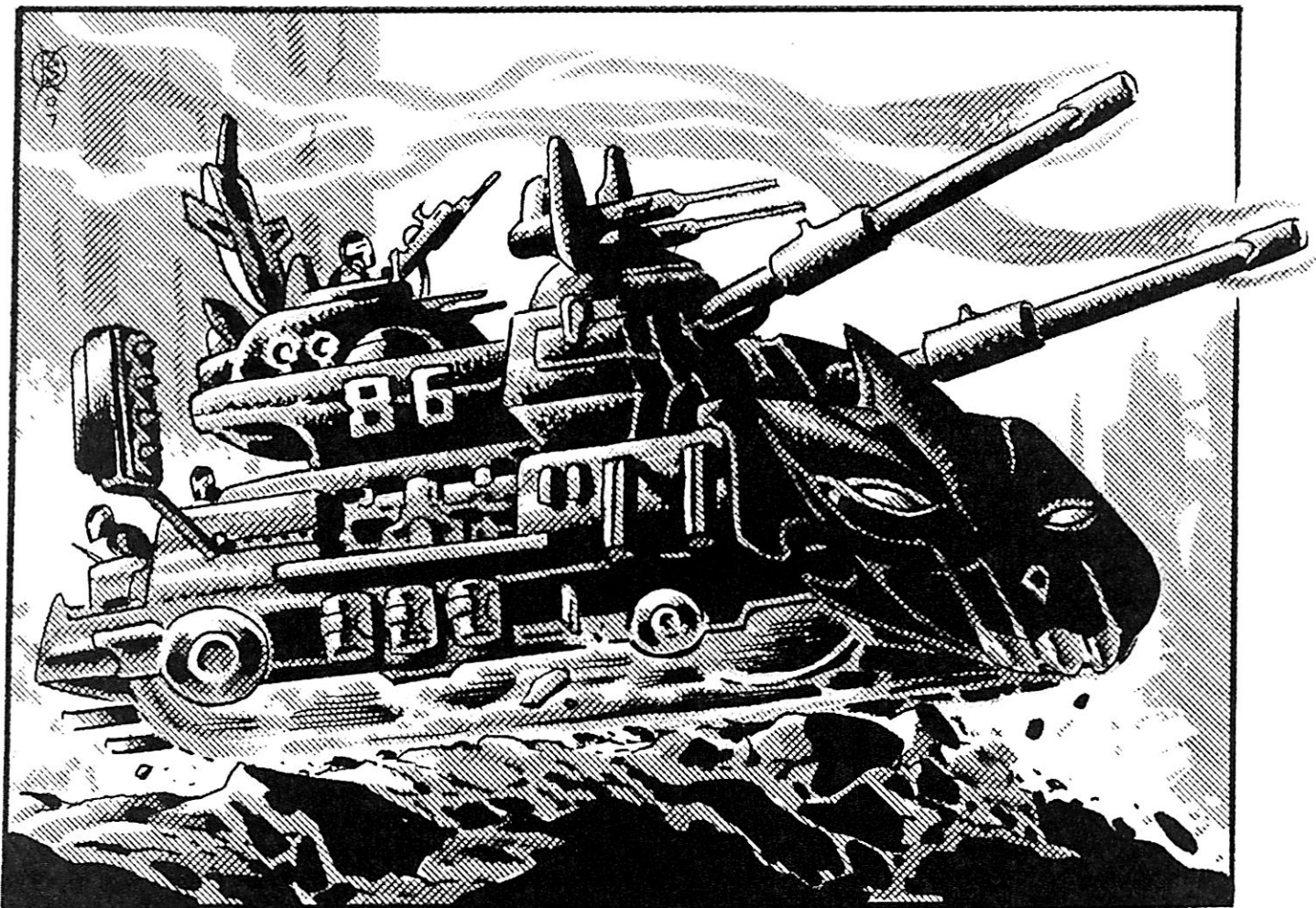
Once a sprawling complex centered around a magnificent pyramid situated along the north-south running ley line of the Tri-city area, the Pyramid Place has been all but obliterated as a result of General Holmes' sneak attack. However, while the initial air strikes did considerable damage to the central pyramid, blowing the top third of the massive structure clear off, most of the damage inflicted upon the site was the result of a massive Ley Line Storm that was unleashed when the P.P.E. containment systems inside the complex failed. The freak storm formed directly over the pyramid and inflicted more damage to the research center than the Coalition could ever hope to. Furthermore, as the magic containment systems began to fail, many

"things" kept under constant supervision and studied by the researches of the Pyramid Place were set free. Add to this the random Rifts created by the storm itself that unleashed many more "things," and the location became a site of pure chaos. General Holmes has ordered a large platoon of troops to watch the place to ensure that nothing gets out and causes more trouble for the occupation. Even now, two weeks after the "official" end of the war, freak Ley Line Storms appear without warning over the Pyramid Place (there is a 01-20% chance of a Ley Line Storm happening at any given moment while the players are within the complex; typical effects, though only lasting 3D4 minutes).

As the players approach the scene of devastation, they will first have to find a way to avoid the CS perimeter that still encircles the site in case any of the "things" within try to come out. The Coalition platoon consists of 30 standard CS Dead Boy Grunts commanded by a CS Military Specialist (4th level Lieutenant). Support for the unit consists of two UAR-2 Subjugators (see Chapter Nine), two IAR-5 Hellfires (see Chapter Five), four PA-07A Smiling Jack SAMAS (see Chapter Five), and one CTX-20 Grinning Skull Tank. However, these troops are so intent on watching the pyramid for anything coming out that they are not paying much attention to what might try to sneak in. Still, it will require clever planning and tactics to create a wide enough breach in the perimeter to allow the players to sneak in (large distraction nearby to draw enemy attention and fire).

CTX-20 Grinning Skull Tank (1): (Quick Stats)

Crew: Six (6): pilot, co-pilot, communications officer, and 3 gunners.



Main Body M.D.C.: 500 **Speed:** 90 mph (144 km).
Maximum Range: Nuclear (unlimited). **Bonuses:** None.

C-144 Cannons (2): Mega-Damage: 2D4x10 single blast, 4D4x10 double blast. Range: 6000 feet (1828 m). Payload: 60 shells total.

CR-4T Laser Turret: Mega-Damage: 6D6. Range: 2000 feet (610 m). Payload: Unlimited.

C-2T Dual Laser Turret: Mega-Damage: 4D6. Range: 400 feet (122 m). Payload: Unlimited.

Other Weapons: CR-10S Side-Mounted Mini-Missile Launchers (2).

In the time it takes for the Coalition to realize that the disturbance is not genuine, the players will be able to make it to the nearest section of the pyramid where several missile strikes have blasted large holes in the superstructure of the building. Looking for a different entrance will take too long and will result in the party being discovered and attacked by the CS troops.

The entire pyramid is vast, rising several stories into the sky (even with the top third gone) and covering an area equal to about 100,000 square feet (9,290 square meters). Such a massive structure would take days to search thoroughly even under the best of circumstances, and with the random dimensional anomalies occurring throughout and the creatures wandering the place, these are hardly the best of circumstances. However, despite the vast size of the complex, the players will soon learn that the area they find themselves in is relatively confined, both as a result of the damage sustained in the initial air assault as well as the dimensional disruptions that occurred afterwards.

The players have entered a portion of the pyramid that was once primarily dedicated to the study of dimensional Rifts and Temporal Magic. However, part of the section also overlaps with the Techno-Wizardry labs, where Rogue Scientists and Techno-Wizards were studying alien artifacts in the hopes of reverse engineering them for mass production in the war with the Coalition. The remaining labs and offices in the pyramid are either too damaged to enter (nothing but collapsed rooms), blocked off by rubble, making them impossible to approach from the section the players occupy, or no longer technically located on Rifts Earth, having been torn away in some dimensional warping.

In addition to the various encounters detailed below, there are three wandering groups that the players might encounter. One is a small squad of Splugorth minions who also snuck in past the CS platoon about a day before the players arrived. These monsters are looking for anything of value that they might loot and take back with them to Atlantis. The second group is a CS Magic Recovery Squad that entered the Pyramid Place over a week ago. Since contact was lost, the team has been declared missing in action, presumed dead. In reality, the squad became locked in a temporal anomaly that just recently released them. They think that only two days have passed since they first entered the pyramid and are still looking for obvious magic items to recover for the CS before their enemies find them.

The third group wandering the halls is a Retribution Squad. Put together by Warlord Scard himself, this squad has been actively wandering the ruins of Tolkeen looking for small groups of CS soldiers to inflict their revenge upon. They are also searching for looters who have come to prey upon the demise of the fallen kingdom. Anyone from Lazlo, New Lazlo, or the

Cyber-Knights will be looked upon with exceptional hatred as Warlord Scard and his followers hold them especially responsible for the fall of Tolkeen as they were unwilling to join in the war against the CS. This group had been following the players for some time throughout the ruins and had figured out where they were headed. Marking them for looters, they were just about to attack when the players arrived at the Pyramid Place. Not wanting to engage the players so close to a large Coalition force, they waited and watched. Shortly after the players entered the pyramid, the Retribution Squad followed. Though they were not close enough to see where the players immediately went, they know they are in the pyramid and they are the only group actively looking for them.

Exactly which groups the players encounter and how the encounters play out depend both upon how the Game Master wants the groups to react as well as how the players respond. The Splugorth group will not want to get into a long, drawn out battle with the party as they are not terribly large and are really just searching for magic items. They will most likely attempt to withdraw from any direct fight and, if they encounter the party again, would ambush them in an attempt to separate the players and pick off any stragglers. The Coalition group will also not want to engage the players in a direct conflict, preferring to fall back and follow them until the players find what they are looking for. Then the CS unit will attack with the intent of killing the players and taking what they found back to General Holmes. Although these two groups are not looking for conflict, they will not surrender and will fight without mercy. The Retribution Squad, on the other hand, has only one thing in mind. They want to find and punish (i.e. kill slowly) the players as an example to all who they consider blood traitors to Tolkeen. It is only a matter of time before they find and attack the players somewhere within the Pyramid Place.

Ley Line P.P.E. Note: The Pyramid Place complex literally straddles the north-south running ley line that makes up the western edge of the tri-city region. As such, practitioners of magic will be able to draw upon the additional power while in the ruins (10 for most magic O.C.C.s and 20 for Ley Line Walkers and Rifters). Ley Line Walkers as well as those with special ley line related powers can use any of them while in the Pyramid Complex.

Splugorth Magic Hunter Squad

Made up of four Splugorth special operatives, this squad will only attack the players if they see an opportunity to do so without getting caught in a firefight, such as an ambush or a sniper trying to pick off a straggler. Remember, these minions are only interested in finding powerful magical artifacts and not battling the players (unless one or more of the players display any obviously powerful magical items).

Grunshell: 5th level Kydian Overlord R.C.C. and commander of the Magic Hunter Squad.

Alignment: Aberrant.

Age: 21

Attributes: I.Q. 11, M.E. 13, M.A. 16, P.S. 34 (Supernatural), P.P. 17, P.E. 16, P.B. 7, Spd 12.

Size: 10 feet (3 m) tall; 750 pounds (337.5 kg).

Hit Points: 58 **S.D.C.:** 91 **P.P.E.:** 40

Attacks per Melee: 7

Bonuses: +5 to strike, +8 to parry, +8 to dodge, +2 to disarm, +6 to roll with punch, +5 to pull punch, +1 to save versus disease, +1 to save versus magic, +2 to save versus Horror Factor.

Weapons: Punch: 4D6 M.D., Power Punch: 1D4x10 M.D. (counts as two attacks), Staff of Pacification: 6D6 M.D. plus the following magic powers can be used up to three times per melee: fires energy bolts (2D6 M.D., 4 P.P.E.), Agony (20), Blind (6), Mute (50), Paralysis: Lesser (5), Domination (10), Trance (10), Befuddle (6), Magic Net (7), reserve of 80 P.P.E., Spell Strength of 13. Forearm Plasma Blaster: 5D6 M.D. per blast, 20 blast payload, requires 70 P.P.E. to recharge.

Armor: Kydian Overlord Power Armor (230 M.D.C.). Can cast the following spells as often as twice per melee round: Fly as an Eagle (25), Swim as a Fish (12), Breathe without Air (5), Superhuman Speed (10), Escape (8), Shadow Meld (10), Invisibility: Superior (20), Charismatic Aura (10), Impervious to Energy (20), Energy Field (10), See the Invisible (4), Sense Magic (4), Tongues (12), Heal Wounds (10), Negate Poison (5). Reserve of 180 P.P.E., Spell Strength of 13.

Skills of Note/Natural Abilities: Nightvision 120 feet (36 m), see infrared and ultraviolet, Track Humanoids (50%), Intelligence (57%), Interrogation (55%), Prowl (55%), W.P. Energy Pistol (+3 to strike), W.P. Energy Rifle (+2 to strike), W.P. Blunt (+2 to strike and parry).

Magic Knowledge: None.

Psionic Abilities: None.

Appearance: A large, muscular, grey-skinned humanoid in heavy, ornate armor, Grunshell is a highly disciplined, honorable warrior who will not allow himself to be easily distracted from his goal: finding more magical wealth for his Splugorth masters.

Agnos: 8th level Sunaj Stone Master O.C.C.

Alignment: Miscreant.

Age: 120

Attributes: I.Q. 15, M.E. 18, M.A. 15, P.S. 15, P.P. 10, P.E. 19, P.B. 18, Spd 21.

Size: 6 feet, 9 inches (2.05 m) tall; 170 pounds (76.5 kg).

Hit Points: 49 **S.D.C.:** 70

P.P.E.: 138 (plus 10 P.P.E. per melee round from the ley line)

Attacks per Melee: 5 physical, or by magic.

Bonuses: +1 to strike, +2 to parry, +2 to dodge, +1 to disarm, +2 to roll with punch, +2 to pull punch, +2 to save versus psionics, +2 to save versus insanity, +2 to save versus disease, +4 to save versus magic, +6 to save versus Horror Factor, Critical Strike on a Natural 19-20.

Weapons: Entity Kinetic Staff: 2D6 M.D. plus TK Bolts (1D4 M.D., cost 2 I.S.P.), TK Superior (10 I.S.P. per 100 pounds/45 kg), and TK Force Field (30 I.S.P.), reserve of 60 I.S.P., Entity TK Rifle: 4D6 per TK bolt, 25 bolt payload, costs 1 P.P.E. or 4 I.S.P. to recharge two shots, +1 to strike on aimed shot only.

Armor: TW Talisman of Power (100 M.D.C. as per Armor of Ithan spell) can be used 3 times per day (recharges every 24 hours) for 10 minutes per use.

Magic Knowledge: Operate Dimensional Pyramids (75%), Ley Line Phasing, Mold Stone (20; 60%), Push Stone (1), carry 15,000 pounds/6750 kg of stone (1), Mentally Move Stone (2), Telekinetic Stone Movement (4), Sense Water (70%), Sense Supernatural Beings under ground (4; 65%), Locate Secret Passages in stone (55%), Gem Shaping (64%), plus has the following gems to call powers from: small Agate (Heal Wounds; 10), large Diamond (Fly as an Eagle or Invulnerability; 20), two small Sulfur crystals (Cloud of Smoke; 5), six small Rubies (Fire Ball; 20), large Star Sapphire (Bio-manipulation; 20), four small pieces of Amber (Detect Concealment; 10), two small Sapphires (Empathic Transfer; 20), small Zircon (Impervious to Energy; 10), and small Emerald (Invisibility; Superior; 20). Small gems can be used three times and large gems can be used six times before crumbling to dust. As a True Atlantean, Agnos also bears the two Marks of Heritage magic tattoos on his wrists: a heart impaled by a stake (Protection from Undead; 15) and a flaming sword (creates a magic sword that inflicts 2D6 M.D.; 10).

Psionic Abilities: None.

Appearance: Agnos is an attractive, dark-haired male who looks to be of Mediterranean heritage. Like all Sunaj Atlanteans, Agnos is obsessed with gaining more power in order to exact revenge against the other True Atlantis clans.

Oo'homat: 4th level Kittani Scientist O.C.C.

Alignment: Aberrant.

Age: 38

Attributes: I.Q. 23, M.E. 20, M.A. 16, P.S. 20, P.P. 12, P.E. 15, P.B. 9, Spd 15.

Size: 5 feet (1.5 m) tall; 200 pounds (90 kg).

Hit Points: 33 **S.D.C.:** 50 **P.P.E.:** 3 **I.S.P.:** 96

Attacks per Melee: 6

Bonuses: +3 to strike, +4 to parry, +4 to dodge, +2 to disarm, +3 to roll with punch, +4 to pull punch, +3 to save versus psionics, +3 to save versus insanity, +2 to save versus Horror Factor, +40% to invoke trust or intimidate.

Weapons: K-4 Laser Pulse Rifle: 4D6 M.D. single shot, 1D6x10+6 M.D. triple burst, 30 shot long clip (Oo'homat has 10 extra clips), +1 to strike single shot only. KEP Energy Pump Pistol: 5D6 M.D. single shot only, 20 shot long clip (Oo'homat has 5 extra clips). Plasma Sword: 2D6 per strike or 4D6 per plasma blast. Energy charge lasts 60 minutes; each plasma blast drains 10 minutes of charge (Oo'homat has 5 extra clips).

Armor: Kittani Explorer Armor EBA (85 M.D.C.).

Skills of Note/Natural Abilities: Electrical Engineer (69%), Robot Mechanics (59%), Mechanical Engineer (59%), Robot Electronics (64%), Computer Operation (74%), Computer Repair (64%), Computer Hacking (59%), Lore: Magic (49%), Lore: Demons and Monsters (49%), W.P. Energy Rifle (+2 to strike), W.P. Energy Pistol (+2 to strike), W.P. Sword (+2 to strike and parry).

Magic Knowledge: None.

Psionic Abilities: Mind Block (4), Sixth Sense (2), Speed Reading (2), Total Recall (4), Object Read (6), Telemechanics (10).

Appearance: Oo'homat looks like a large humanoid ape with an overly large head. She is rather bored with this mission as she is a scientific technician and not an expert on magic.

Tralaks: 3rd level Ogre Maxi-man.

Alignment: Miscreant.

Age: 24

Attributes: I.Q. 9, M.E. 15, M.A. 10, P.S. 29, P.P. 14, P.E. 21, P.B. 10, Spd 32.

Size: 7 feet, 3 inches (2.2 m) tall; 250 pounds (112.5 kg).

M.D.C.: 180

P.P.E.: 219 (plus 10 P.P.E. per melee round from the ley line)

Attacks per Melee: 6

Bonuses: +1 on initiative, +2 to strike, +2 to parry, +2 to dodge, +5 to roll with punch, +3 to pull punch, +6 to save versus magic, +3 to save versus poison, +8 to save versus Horror Factor.

Weapons: KEP Energy Pump Pistol: 5D6 M.D. single shot only, 20 shot long clip (Tralaks has 5 extra clips).

Armor: None other than any granted through the use of magic tattoos.

Skills of Note/Natural Abilities: Nightvision 40 feet (12.2 m), Intelligence (50%), Tracking (45%), Prowl (45%), Gymnastics (all skills +5%), W.P. Paired Weapons, W.P. Blunt (+2 to strike and parry), W.P. Knife (+1 to strike, +2 to parry, +2 to throw), W.P. Sword (+2 to strike, +1 to parry), W.P. Staff (+2 to strike, +1 to parry), W.P. Energy Rifle (+1 to strike), W.P. Energy Pistol (+2 to strike).

Magic Knowledge: Has the following Magic Tattoos: Simple Weapon: Katana (2; 3D6+ 14 S.D.C.), Simple Weapon: Staff (2; 2D6+14 S.D.C.), Magic Weapon: Flaming Staff (15; 2D6 M.D.), Magic Weapon: Flaming Katana (15; 3D6 M.D.), Magic Weapon: Two Staves Crossed (5; +1 to strike, +2 to parry), Magic Weapon: Two Swords Crossed (5; +1 to strike, +2 to parry), Animal Tattoo: Falcon (15), Animal Tattoo: Grizzly Bear (30), Monster: Beast Dragon (100 P.P.E.; 360 M.D.C., Nine attacks, see *Rifts® Conversion Book One*), Monster: Dragondactyl (100; 240 M.D.C., Four attacks, see *Rifts® Conversion Book One*), Monster: Yll-Tree Climber (100; 460 M.D.C., Six attacks, see *Rifts® World Book Two: Atlantis*), Monster: Clap-Mouth Dragon Fly (100; 450 M.D.C., Four attacks, see *Rifts® World Book Three: England*), Monster: Fire Worm (60; 24 M.D.C., Three attacks, see *Rifts® Conversion Book One*), Power: Black Sun (40; Nightvision, Shadow Meld, Cloak of Darkness), Power: Broken Chain (30; Supernatural P.S. of 35, 4D6 M.D. Punch), Power: Eye of Knowledge (15; all Languages 96%, all Literacy 82%), Power: Eye of Mystic Knowledge (20; Recognize magic symbols and scripts), Power: Three Eyes (20; Nightvision, See the Invisible, See Aura, +1 to strike, +1 on initiative), Power: Knight in Armor (25; 60 M.D.C. protection), Power: Skull Coiled with Thorns (40; 1D6 direct to Hit Points or 3D6 M.D. per punch, will penetrate body armor). In combat, Tralaks typically activates on one of his Monster Tattoos followed by the Supernatural Strength Tattoo, before directly attacking his opponents.

Psionic Abilities: None.

Appearance: Tralaks looks like a swarthy-skinned, muscular Ogre with long, greasy black hair and red eyes. The Ogre

prides himself in wearing only a pair of pants and boots unless the climate dictates heavier clothing. Never wears armor and seldom uses his side arm. Tralaks will be the one most likely to want to engage the players directly and may sneak off from his squad under the pretense of "scouting ahead" in order to double back and attack the players (or the CS Magic Retrieval Squad). Though reckless, he will not fight to the death. He fights for the thrill.

Coalition Magic Retrieval Squad

The CS Magic Retrieval Squad initially had a dozen members led by a RCSG Field Scientist and consisting of one CS Ranger, one CS Commando, two CS Psi-Stalkers, two CS Dog Boys, two CS Juicers, a CS Cyborg Strike Trooper, and a pair of Strike SAMAS. When they spot the players, they will remain at a discreet distance, using their Dog Boys and Ranger to prowl and conduct surveillance of the party. They will not engage the enemy and will retreat if drawn into a battle. Their plan is to pursue the players until they have found whatever it is they are looking for then ambush and destroy them and take the magic back to the Coalition for study and disposal. Stats are not provided as this party will avoid a direct confrontation at all costs. These are not raw recruits and grunt level, gung-ho D-Bee killing CS troops who can be easily goaded into a fight. They are highly disciplined special ops soldiers who will exercise restraint. If encountered by the players they will lay down suppressing fire with the SAMAS and Cyborg Strike Trooper before withdrawing. Use the CS Soldier Quick Stats provided in Chapter Five if necessary.

Game Master Note: The CS Magic Retrieval Squad will ultimately be ambushed and destroyed by Galidor Marik and crew before they ever get a chance to carry out their plans. To heighten the tension of the moment, sometime after the players have had one or two run-ins with the CS squad, they might hear the tell-tale sounds of rail gun and particle beam fire in another part of the Pyramid along with muffled shouts and cries. If they investigate, they will only find the entire CS unit utterly destroyed.

Tolkeen Retribution Squad

Game Masters: Don't forget that unlike the other two wandering parties in the Pyramid Place, the Retribution Squad is actively trying to find and attack the players. They will not back down and are so consumed with hate and revenge that they will fight to the death.

Archan Nerroon: 7th level Ley Line Rifter O.C.C.

Alignment: Miscreant. **Age:** 37

Attributes: I.Q. 15, M.E. 10, M.A. 7, P.S. 10, P.P. 11, P.E. 20, P.B. 9, Spd 10.

Size: 6 feet (1.8 m) tall; 156 pounds (70.2 kg).

Hit Points: 48 **S.D.C.:** 17

P.P.E.: 217 (plus 20 P.P.E. per melee round from the ley line).

Attacks per Melee: 5

Bonuses: +1 to strike, +2 to parry, +2 to dodge, +1 to disarm, +2 to roll with punch, +2 to pull punch, +3 to save versus poison, +5 to save versus magic, +3 to save versus possession, +2 to save versus mind control, +5 to save versus Horror Factor, +2 to Spell Strength, Critical Strike on a Natural 19-20.



Weapons: Draining Blade: 4D6 M.D. plus those who fail to save versus magic suffer the effects of a 7th level *Life Drain* spell, costs 5 P.P.E. or 10 I.S.P. to recharge, NE-4 Plasma Cartridge Pistol: 1D4x10 per cartridge, 10 shot magazine (Archan has 7 fully loaded magazines).

Armor: Wears a suit of TW Mage Armor (55 M.D.C.) with the following abilities: Armor of Ithan (10; adds 70 M.D.C. protection), and Shadow Meld (10).

Skills of Note/Natural Abilities: Astronomy (70%), Lore: Demons and Monsters (70%), Coalition Tactics (35%/25%), W.P. Energy Pistol (+4 to strike), W.P. Sword (+3 to strike and parry).

Magic Knowledge: Sense Ley Line and Magic Energy, Read Ley Lines, Ley Line Transmission, Ley Line Phasing, Line Drifting, Ley Line Rejuvenation, Ley Line Observation Ball, Ley Line Force Field (20; 34 M.D.C.), plus the following spells: See the Invisible (4), Blinding Flash (1), Cloud of Smoke (2), Befuddle (6), Mystic Alarm (5), Chameleon (6), Ley Line Tendril Bolts (13; 5D6 M.D. to four targets per attack), Ley Line Fade (10), Ley Line Phantom (20), Ley Line Storm Defense (90), Summon Ley Line Storm (250), Rift to Limbo (80), Ley Line Time Flux (40), Swallowing Rift (150), Dimensional Portal (2000), Rift Triangular Defense System (420), Dispel Magic Barriers (8), Negate Magic (10), Reality Flux (36), Time Slip (10), Energy Disruption (6), Mystic Portal (20), Teleport: Superior (150), Call Lightning (5; 7D6 M.D.).

Psionic Abilities: None.

Appearance: Like most Ley Line Rifters, Archan is decked out from head to toe in various shades of blue (mostly dark blue and deep purple). His pale face is hidden behind the trademark air filter and his black eyes are masked by a pair of tinted goggles. Archan lost everything when Tolkeen fell a few weeks ago and is consumed with revenge. He is blinded by rage and will fight to the death.

Fildor Gilmane:

5th level Dwarf (!) Fire/Earth Warlock O.C.C.

Alignment: Anarchist. **Age:** 43

Attributes: I.Q. 13, M.E. 14, M.A. 4, P.S. 18, P.P. 12, P.E. 18, P.B. 7, Spd 5.

Size: 3 feet, 6 inches (1.1 m) tall; 195 pounds (87.8 kg).

Hit Points: 30 **S.D.C.:** 36

P.P.E.: 148 (plus 10 P.P.E. per melee round from the ley line).

Attacks per Melee: 5

Bonuses: +1 to strike, +2 to parry, +2 to dodge, +1 to disarm, +2 to roll with punch, +2 to pull punch, +2 to save versus poison, +3 to save versus magic, +1 to save versus possession, +2 to save versus Horror Factor, +1 to Spell Strength.

Weapons: Earthshaker War Hammer: 1D4x10 M.D. plus knock down as per *Shockwave* spell, costs 35 P.P.E. or 70 I.S.P. to recharge. TW Flaming Axe: 5D6 M.D., costs 10 P.P.E. or 20 I.S.P. to recharge (basically a slightly more powerful version of the classic TW Flaming Sword). Fildor NEVER uses modern weapons, even TW versions. Unknown to any of his partners, Fildor has three (!) books on magic lore (grants a one

time bonus of +10% to one's Lore: Magic skill for *each* book studied). Furthermore, each of these books contains a number of spell invocations: Tome of Power: Superhuman Strength, Sub-Particle Acceleration, and Speed Weapon. Tome of Light: Globe of Daylight, Blinding Flash, and Life Blast; Tome of Shadows: Wisps of Confusion, Thunderclap, Chameleon, and Carpet of Adhesion. Despite this, Fildor has still never managed to learn even one simple invocation. If Archan knew he possessed these tomes, he would gladly kill the Dwarf for them.

Armor: Fildor's Warlock Cloak is enchanted with 75 M.D.C. plus Impervious to Fire (no damage even from M.D. or magic fire).

Skills of Note/Natural Abilities: Nightvision 90 feet (27.4 m), Lore: Demons and Monsters (55%), Coalition Tactics (35%/25%), Wilderness Survival (60%), Land Navigation (62%), Lore: Faerie Folk (50%), Lore: Magic (90%; higher than normal for his level, but he has studied it for years as part of his obsession), W.P. Paired Weapons, W.P. Axe (+3 to strike and parry), W.P. Blunt (+3 to strike and parry). Both of these are considered two levels higher than normal as a result of rigorous training and practice.

Magic Knowledge: Speak Elemental (98%), Sense Elementals (45%), Sense Life Sign: Earth and Fire, Holistic Medicine (50%), Identify Plants and Fruits (65%), impervious to normal fire (half damage from M.D. and magic fire), Summon Fire and/or Earth Lesser Elementals (25%/35% on a ley line), plus the following spells: Dust Storm (5), Track (6), Wall of Stone (15), Quick Sand (15), Chasm (25), Cloud of Smoke (2), Swirling Lights (8), Fire Ball (10; 5D6 M.D.), Flame Friend (20), Screaming Wall of Flame (30; 4D6 M.D. plus a Horror Factor of 16).

Psionic Abilities: None.

Appearance: Fildor looks like something from the pages of a history book on the Great Elf/Dwarf War since that is about the last time any Dwarf ever wore the robes of a magic user. Dressed in a cloak of brown with highlights of red, this Dwarf has bright orange hair, a long beard, and green eyes. To say that Fildor is something of an oddity is a bit of an understatement. Growing up on Rifts Earth, the young (by his race's standards) Dwarf has been fascinated with the pursuit of the magic arts. Forced into exile by his own community in the New West, he traveled east hoping to find someone willing to teach him some mystic lore. Failing at this (no one wanted to teach a Dwarf anything about magic), the youth ultimately found an aged Warlock willing to take the idealistic Fildor under his tutelage. Deciding that Elemental magic was better than none at all, he trained to become a Warlock. Unfortunately, life exiled in the wilderness also drove the Dwarf insane. He now suffers from a number of psychological issues, chief amongst them being a Hysterical Aggressive Reaction to being insulted (which happens often to a Dwarf who most think is only play-acting at being a Warlock; he will forget to cast spells and attack with melee weapons and fists in a blind rage). Obsessed with learning magic (even though as a Warlock, he cannot learn spells in the traditional sense), and has a Phobia of open wilderness spaces (having spent too much time wandering in exile in the New West).

Madam Nightshade: 5th level Witchling R.C.C.

Alignment: Diabolic.

Age: 327

Attributes: I.Q. 15, M.E. 22, M.A. 21, P.S. 12, P.P. 11, P.E. 12, P.B. 1, Spd 27 (flying only).

Size: 5 feet (1.5 m) tall; 150 pounds (67.5 kg).

M.D.C.: 200

P.P.E.: 127 (plus 10 P.P.E. per melee round from the ley line).

Horror Factor: 14

Attacks per Melee: 3

Bonuses: +2 on initiative, +2 to strike, +4 to parry, +4 to dodge, +3 to save versus possession, +7 to save versus psionics, +5 to save versus insanity, +5 to save versus magic, Impervious to Horror Factor.

Weapons: **Punch:** 1D6 M.D. **Whip of Pain:** 3D4 S.D.C. damage or the effects of the *Agony* spell against both mortal and Mega-Damage beings, costs 20 P.P.E. or 40 I.S.P. to recharge.

Armor: None other than magic.

Skills of Note/Natural Abilities: Flight, impervious to poison, disease, drugs, normal fire, and normal cold. Turn invisible (adds 10% to Prowl), Prowl (85%), W.P. Whip (+2 to strike and entangle).

Magic Knowledge: Death Trance (1), Sense Magic (4), See Aura (6), Charismatic Aura (10), Manipulate Objects (2+), Concealment (6), Detect Concealment (6), Mask of Deceit (15), Reduce Self to Six Inches (20), Mystic Alarm (5), Ley Line Transmission (30), Heal Wounds (10), Cloud of Smoke (2), Befuddle (6), Energy Bolt (5; 4D6 S.D.C.), Fire Bolt (7; 4D6 M.D.), Carpet of Adhesion (10), Wind Rush (20), Sleep (10), Minor Curse (35), Sickness (50), Spoil (30), Armor of Ithan (10; 50 M.D.C.), Aura of Power (4), Fear (5), Deflect (10), Fool's Gold (10), Multiple Image (7), Domination (10), Charm (12).

Psionic Abilities: None.

Appearance: Madam Nightshade looks hideous even for a Witchling: an evil female form with a malformed face and upper body but no lower torso and extremities. Madam Nightshade has decided to stick with the Tolkeen defenders even though she herself could care less about driving off the Coalition or exacting revenge against those who refused to side with Tolkeen. She simply enjoys the lust for bloodshed and revenge that the conflict has fueled. As such, she will not fight to the death and will turn invisible and attempt to flee if things begin to go poorly for her comrades.

Screw Ball (a.k.a. Jamus Trenton):

4th level Crazy O.C.C.

Alignment: Anarchist.

Age: 23

Attributes: I.Q. 9, M.E. 11, M.A. 11, P.S. 28 (Augmented), P.P. 30, P.E. 20, P.B. 10, Spd 36.

Size: 5 feet, 5 inches (1.7 m) tall; 154 pounds (69.3 kg).

Hit Points: 51 **S.D.C.:** 195 **P.P.E.:** 15

I.S.P.: 45 (considered a Minor Psionic).

Attacks per Melee: 7

Bonuses: +3 on initiative, +10 to strike, +14 to parry, +14 to dodge, +11 to automatic dodge, +1 to disarm, +13 to roll with punch, +4 to pull punch, +7 to save versus poison, +3 to save versus magic, +2 to save versus psionics, +6 to save versus mind control, +2 to save versus possession. All hand strikes and foot strikes.

Weapons: Power Punch: 1D6 M.D. (counts as two attacks), Vibro-Sword: 2D6 M.D., Vibro-Axe: 3D6 M.D., Vibro-Knives (4): 1D6 M.D. each, NG-P7 Particle Beam Rifle: 2D4x10 M.D. per blast, 6 shots per clip (Screw Ball has 4 clips, but he only uses this weapon against tough robot or supernatural targets and then only to soften them up), CP-40 Laser Pulse Rifle: 2D6 M.D. single shot, 6D6 M.D. triple burst, 30 shot long clip (Screw Ball has 10 spare clips), Q1-02 Stopper Ion Pistol: 4D6+4 M.D. per blast, 12 shots per clip (Screw Ball has 12 spare clips).

Armor: Gladiator Armor EBA (70 M.D.C.) with a -5% to Prowl, Gymnastics, and Acrobatics skills.

Skills of Note/Natural Abilities: Body Building, Boxing, Acrobatics (all skills +10%), Gymnastics (all skills +20%), Athletics (General), Aerobic Athletics, Running, Kick Boxing, Prowl (70%), Climb (95%/85%), W.P. Paired Weapons, W.P. Quick Draw (+3 on initiative when drawing a weapon), W.P. Axe (+1 to strike and parry), W.P. Sword (+2 to strike and parry), W.P. Knife (+2 to strike, parry, and throw), W.P. Energy Pistol (+2 to strike), W.P. Energy Rifle (+2 to strike), W.P. Energy Heavy (+2 to strike).

Magic Knowledge: None.

Psionic Abilities: Knows the following abilities: Sixth Sense (2), Intuitive Combat (10), and Speed Reading (2).

Appearance: Screw Ball is fairly diminutive and thin, though sinewy might be a better description. Having shaved his hair and painted the metallic studs on his head a variety of different colors, he also goes by the name "Rainbow Top." Screw Ball joined the Tolkeen Defense Force because it seemed like a fun thing to do. He was not particularly thrilled about working with demonic forces but it was still kind of fun to battle CS forces in a full scale war. Even after Tolkeen fell, he stuck around to see if it still proved fun. So far, he has not been too happy (which is a big deal for a Crazy) about fighting non-CS forces more often even when it does prove a challenge. If the battle against the players goes bad or if it seems like it will end too quickly, then he will get bored and give up, abandoning his colleagues in search of more fun. In fact, this battle may be just the thing that convinces him to move on to greener pastures. In combat, he will rely more on his vibro melee weapons, using axe and sword as paired weapons before resorting to his heavier energy weapons. Screw Ball suffers from the following insanities: Hyperactive to the extreme (cannot sit still for more than a few minutes), Phobia (spiders), and Power by Association (he has a rainbow-colored lucky rabbit's foot that he wears on a chain around his neck).

Shoren Hansforth:

4th level Full Conversion Combat Cyborg O.C.C.

Alignment: Diabolic. **Age:** 35

Attributes: I.Q. 10, M.E. 14, M.A. 7, P.S. 32 (Robot), P.P. 24, P.E. N/A, P.B. N/A, Spd 145.

Size: 8 feet, 6 inches (2.6 m) tall; 1000 pounds (450 kg).

M.D.C.: 240 **P.P.E.:** 2

Attacks per Melee: 5

Bonuses: +3 on initiative, +7 to strike, +11 to parry, +12 to dodge, +2 to disarm, +3 to roll with punch, +3 to pull punch, +3 to save versus magic, +5 to save versus possession. Impervious to Bio-manipulation, Telemechancis, See Aura, and any attacks that do damage direct to Hit Points. These bonuses take into account Shoren's cybernetic enhancements.

Weapons: Punch: 2D4 M.D., Power Punch: 4D4 M.D. (counts as two attacks), C-29 Hellfire Plasma Cannon: 1D6x10 M.D. per blast, 16 shots per clip (Shoren has 12 clips). Although Shoren possesses skills in other modern weapons, he seldom uses anything less than a heavy M.D. energy weapon or his own cybernetic weapons.

Armor: MI-B2 Medium Infantry Armor (230 M.D.C.).

Skills of Note/Natural Abilities: Boxing, W.P. Paired Weapons, W.P. Sword (+2 to strike, +1 to parry), W.P. Energy Pistol (+2 to strike), W.P. Energy Rifle (+1 to strike), W.P. Energy Heavy (+1 to strike).

Magic Knowledge: None.

Psionic Abilities: None.

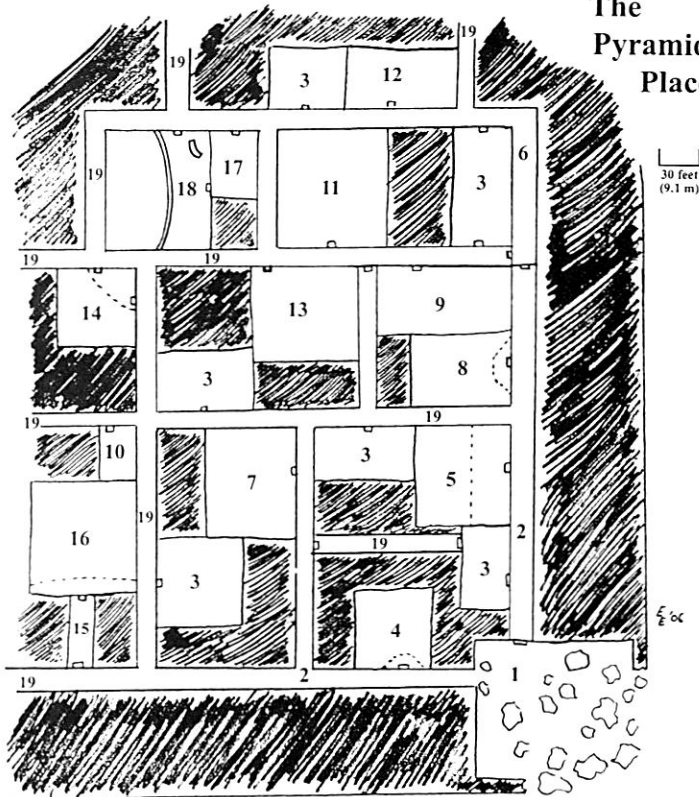
Cybernetics: Eyes: Multi-optics Eye (+1 to strike on modern weapons). Ears: Amplified Hearing, Radio Ear, Sound Filtration System. Head: Language Translator, Clock Calendar, Gyro-Compass, Modulating Voice Synthesizer, Universal Head Jack. Mouth: Loudspeaker, Radio Transmitter/Receiver. Chest: Bionic Lung with Gas Filter and Oxygen Storage (2 hour capacity), two (2) Secret Compartments (holds 4 high explosive grenades, 4D6 M.D. each, in one and 2 extra E-clips for his Plasma Cannon in the other). Body: Shoulder-mounted Mini-Missile Launcher (1D4x10, 3 missile payload) Arms: Motion Detector, Right Forearm Particle Beam (6D6+6 M.D., unlimited payload, linked to 'Borg power supply), Left Forearm Vibro-Blades (2D6 M.D.), Precision Mining Drill (4D6 S.D.C. or 2D4 M.D.; used for torture more often than combat). Legs: Two (2) Secret Compartments each (stores additional E-Clips as well as an extra 6 Armor Piercing Mini-Missiles).

Appearance: Being a Full Conversion Cyborg, Shoren looks completely like a robot with stylized red and black paint job and customized face plate. Shoren is as serious as Screw Ball is silly. He has a pathological hatred for the Coalition (they are responsible for the deaths of his wife and three children as well as the crippling of his original body) and has transferred that rage to all perceived enemies of Tolkeen, which is why he will gladly fight to the death as a member of the Retribution Squad.

In addition to the three wandering parties, the section of the Pyramid Place the players find themselves in is a maze of collapsed corridors, ruined labs, and dimensional anomalies. And don't forget there is a 20% chance that while the players are in the complex, a micro Ley Line Storm will erupt overhead, lasting 3D4 minutes and adding to the overall confusion of the place.

1. "Entry Hall": The chamber the players enter was once a storage room on one corner of the pyramid. The outer wall has

The Pyramid Place



partially collapsed, creating a gaping hole large enough to all but the largest robots to enter. A side effect of the weird dimensional anomalies plaguing the complex is that anyone in the room will be invisible to those outside. This means that once the players enter the complex, they will not be able to be spotted by the returning CS units. The hall has nothing of value in it as most of the equipment was buried under tons of rubble. The only exposed door opens into a large hallway.

2. Hallways: All of the hallways and most of the chambers in the Pyramid Place complex, unless otherwise noted, are 15 feet (4.6 m) wide and 25 feet (7.6 m) high. Since Tolkeen was home to not just humans but many D-Bees and supernatural creatures, the complex was designed to accommodate larger creatures. Most corridors are littered with debris, making traversing them quickly and quietly a difficult task at best. Unless otherwise noted, the pyramid's floors, walls, and ceilings are composed of stone.

3. Ruined Chamber: Whatever this room once was it is now rubble. There is nothing of value in this room, though a search might reveal 1D6 crushed bodies. It is possible that the players will come across one of the other wandering parties while in this room.

4. Plane Shift: Elemental Planes: This room was once a Dimensional Chamber (D-Chamber) used to connect with the Elemental Planes for the purpose of summoning and containing the elemental powers used in the construction of the infamous Iron Juggernauts. If the room were intact, the secrets it holds could be used to help others construct their own versions of Tolkeen's powerful TW defenders. However, when the P.P.E. power systems began to fail, the entire containment chamber has become a gateway to the Elemental Planes. Not just one of them, all of them. The room is constantly shifting between the four planes every 2D6 minutes. (01-25% Fire, 26-50% Water, 51-75% Earth, or 76-00% Air). A character making a successful skill roll

under Lore: Dimensions or Lore: Demons and Monsters (-20%) will recognize these dimensions. The Elemental Plane of Fire looks like a volcanic field constantly spurting bursts of lava with an atmosphere that is a toxic mix of CO₂ gas and sulfur fumes where fire storms (4D6 M.D. per melee round) rage across the surface. The Elemental Plane of Water is nothing but an endless expanse of ocean water. The Elemental Plane of Earth will look like a solid wall of stone shimmering here and there with precious metals and gems. The Elemental Plane of Air is an endless expanse of yellow and blue sky with clouds of various hues blowing as if in a gale force wind. In all four cases, the effects of the different planes end at the threshold of the room and are somehow magically contained from spreading to the rest of the complex. In addition to the obvious environmental hazards for each of the Elemental Planes, both Lesser and Greater Elementals inhabit the realms, though there is only a 01-05% chance of an Elemental leaving its plane and entering the Pyramid Place complex. Should any players enter one of these realms, they will only have a short time before the plane shift occurs and they find themselves stranded (unless they happen to have a Shifter or Ley Line Rifter or possess some other dimension traveling powers). Even if the current Elemental Plane is rolled again, the dimensional portal will open to another location, leaving the player(s) stranded.

5. Temporal Bubble: Stand Still: Half of this room is littered with debris, smashed machinery, and the rubble of what was once part of the ceiling. The other half of the room, however, at first glance does not appear to be damaged. The room is well lit, seemingly intact, and even occupied. As the players approach, however, it becomes apparent that the room is trapped in time even as the ceiling begins to collapse. The people, frozen in mid-panic, appear to be Tolkeen scientists trying to flee the crumbling ceiling that is already dropping in massive blocks from above. Characters making a successful Perception Roll of 16+ will notice that what at first appeared to be frozen time is, in fact, simply moving very slowly. In the weeks since General Holmes' attack, only a few seconds have passed for the scientists. If any of the players attempt to enter the other half of the room, they will have only one melee action's worth of time before the ceiling collapses on them, most likely killing them (1D4x100 M.D.). However, from the point of view of those remaining outside the temporal bubble, once their comrade steps in, he will appear to freeze along with the rest trapped in the scene. If the players attempt to use spells, or psionics or fire weapons into the bubble, such attempts will also appear to freeze the instant they enter the other half of the room. However, if a player(s) enters prepared with some magic or psionic ability that can stop the falling ceiling or at least protect the occupants (players included), then they might survive. However, if they then exit back to the normal flow of time, they will find that another few weeks have passed and Galidor Marik has come and gone, having retrieved the Dragon Juggernaut along with most of his other unique TW items (see Chapter 11 and 12).

6. Time Vortex: As the players round the corner into this corridor, they will see a swirling vortex of dark violet energy speeding directly towards them (Spd 55). The vortex blocks the entire hallway and can only be avoided by turning around and trying to find another way to pass. However, if there are any dimensional practitioners of magic in the party (Temporal Magic

user, Ley Line Rifter, Shifter, etc.), then the vortex will be drawn to that player like a magnet. A successful Lore: Dimensions or Lore: Magic (-30%) skill roll will warn the players that this is a Time Vortex and that it can cause intense temporal distortions. When the mini-storm engulfs the players, they will be subjected to all manner of temporal anomalies. It will seem to them that they will spend 6D6+12 minutes in the storm while only 1D4 melee rounds pass in the corridor. People around them will appear to move in slow motion one second then speed up to super speed the next. Additionally, roll on the following table for each player.

01-20%: Conventional energy cells (including batteries and E-Clips) are drained of half of their power as if their charges had worn down (E-Clips will lose half of their remaining charges). Will not affect nuclear or magical power sources.

21-40%: Hair and nails grow at an accelerated rate as if none of the players had groomed and trimmed themselves for weeks (more of an inconvenience though a painful one for toenails and fingernails in confined in boots and gloves or hair, both head and facial, in a helmet or behind a face plate).

41-60%: Practitioners of Magic and Psychics will suddenly find themselves fully restored as if they had meditated for the duration required to regain all of their spent P.P.E. or I.S.P. Furthermore, supernatural creatures with the power of bio-regeneration will find all of their M.D.C. (or S.D.C. and Hit Points) fully recovered. Everyone will also feel fully rested as if they had just had their best night's sleep in weeks.

61-80%: The player must roll to save versus magic (14 or higher) or find himself regressed in age by 2D6 years. While the player will still possess his skills, knowledge, and experience, physical stats may need to be altered if he now finds himself the equivalent of a teenager or younger. For a Juicer, this may be a godsend, giving him additional years of life before his body burns out (effectively resetting his "clock" back to the start).

Game Master's Option: For races with a longer life span (such as Elves and Dwarves), you may want to regress them by 1D6x10 years.

81-00%: The player must roll to save versus magic (14 or higher) or find himself aged by 1D6 years. Victims will not gain any knowledge of experience from this event, only years. This may be mildly inconvenient for most, though a Juicer may find himself with his mortality far closer than he original thought!

Game Master's Option: For races with a longer life span (such as Elves and Dwarves), you may want to age them by 1D6x10 years.

Any attempt to use Temporal or dimensional magic within the Time Vortex (including Teleport) will result in the effects described under the Time Maelstrom spell. (See Temporal Magic on page 80 of *Rifts® World Book Three: England*.)

7. Techno-Wizard Weapons Cache: Though now partially buried under rubble, the purpose of the lab can be readily identified by anyone making a successful Techno-Wizardry Construction or Weapons Engineer skill roll. This lab was being used by Tolkeen Techno-Wizards and Scientists to attempt to reverse engineer several captured Splugorth TW items. Though most of the items were taken when the engineers fled at the first sign of the CS assault, a few treasures still remain hidden in the rubble of the room. Unfortunately, as a security measure, the room is under the guard of a Lesser Air Elemental who is under orders to attack any unauthorized personnel entering the lab.

Lesser Air Elemental Quick Stats: 400 M.D.C., 300 P.P.E. Impervious to normal weapons, poison, chemicals, drugs, heat, cold and kinetic attacks (even from Mega-Damage weapons and impacts). Bio-regenerates 1D4x10 M.D.C. per minute. Intangible, turn invisible, see the invisible, Prowl (70%). Six attacks per melee, +3 on initiative, +6 to strike, +6 to parry, +6 to dodge, +3 to pull punch, +5 to save versus magic, +4 to save versus psionics, +14 to save versus Horror Factor, +14 to save versus possession. Punch: 3D6 M.D., Power Punch: 1D4x10 M.D. (counts as two attacks), Wind Blast: 4D6 M.D. (400 feet/122 m range). All level 1-4 Air Warlock spells (Spell Strength is 14). Appears as a yellow vapor with one large, sparkling blue eye. 12 feet (3.6 m) tall and only 50 pounds (22.5 kg).

Should the players defeat the Elemental, and search the lab, they will be able to find the following magic items:

Two (2) unattached Eyes of Eylor.

One (1) Eylor Shield of Invincibility.

One (1) Slaver's Staff.

One (1) Telepathic Thought Projector.

Two (2) Forearm Plasma Blasters.

Two (2) TW Talismans of Armor.

One (1) Millennium Tree Staff of the Wind (!) (*Rifts® World Book Three: England*).

This represents a small fortune in TW items and should only come after about an hour of searching the rubble, during which time it is likely that one of the other wandering parties will discover them. For full details on the above described items, consult the *Rifts® Book of Magic* or *Rifts® World Book Two: Atlantis*.

8. Plane Shift: Astral Plane: Whatever was in this room is now lost as a semi-permanent connection to the Astral Plane now exists in this chamber (recognizable to anyone who makes a successful Lore: Dimensions or Lore: Psychics and Psionics skill roll as well as anyone who has traveled there before). Players who enter this room may become hopelessly lost in the Astral Plane (as their entire body enters the Astral Plane so there is no Silver Astral Cord to connect them to their material bodies). Shifters and Ley Line Rifiers will not have a difficult time getting back home, while any psychic who possesses the Astral Projection ability will have a 01-30% chance of finding the portal back to the Pyramid Place before they are blown too far away by the shifting Astral winds (may make three attempts to find their way home before becoming too far lost). For the time being, this segment of the Astral Plane is currently uninhabited, though if the players wander off, they might come across a region controlled by some powerful Astral Entity.

9. Temporal Bubble: Sneak-Peek: Players will be stunned as they look into the next chamber and see what looks like themselves engaged in a losing battle against some extremely powerful demonic entity (**Game Masters:** Describe the most potent, devastating demonic foe you can imagine). The battle will last 2D4 minutes, but in the end, the players see themselves utterly destroyed and consumed by the Greater Demon. Seconds after the defeat, the scene will vanish, replaced by an empty room recognizable as the one in which the players just saw themselves slain. Anyone skilled in Temporal Magic may recognize this as a Flash Forward (Perception Roll 14+), in which they just witnessed an event that has yet to happen. In this case,

as long as the players do not enter the room, they will avoid this fate. If they do enter...

10. Weapons Storage Locker: Behind this locked security door with an M.D.C. of 350 (requires a successful Locksmith skill roll made at -30% given the TW nature of the door), the players will find an assortment of conventional (non-TW) light arms: 2D6 Energy Pistols (2D4 M.D.) and 1D8 Light Energy Rifles (2D6 M.D.). There is also a collection of 1D4x10 standard energy clips, 3D6 suits of basic M.D.C. body armor (EBA armor with a Main Body of 40 to 60 M.D.C.), and 1D6 suits of heavy M.D.C. body armor (EBA armor with a Main Body of 75-90 M.D.C.). In the confused panic created by the CS bombardment and subsequent Ley Line Storm that engulfed the Pyramid Place, these light weapons were forgotten as most of the researchers who survived the first wave of dimensional anomalies fled the complex.

11. Null Rift: This lab appears to have suffered relatively minor damage. Most of the chamber is intact, though the computers and analysis equipment have been damaged beyond immediate use (requires 1D4 hours of work and the appropriate skill rolls in Mechanical Engineering, Electric Engineering, Computer Repair, and Sensory Equipment modified by -30% for working with Techno-Wizard equipment to get them working again). Otherwise, the players would be able to use them to identify what this room was used for. Sitting in the exact center of what looks like a containment platform is a small, oval-shaped portal about three feet (0.9 m) across. Inside the oval the players can see only impenetrable blackness. Beside the portal, a single working LED readout displays the following message: *Warning - Dimensional Containment Field Power Levels at Critical. Failure Imminent.* Anyone stepping within one foot (0.3 m) of the portal will feel a steady pull towards the blackness, though it will be impossible to pass through the containment field (actually a TW containment field created by a modified Impenetrable Wall of Force spell). If the players do not gain access to the computers to learn what the lab was for or what the portal leads to, then only a successful Astronomy skill roll will reveal what the source of the blackness is.

The dimensional scientists in this lab were studying what they hoped would be an inexhaustible power source: a Black Hole. Should the players figure this out, they should realize that if the containment barrier fails, then it is very likely that this tiny Rift could spell doom for the entire planet as it begins to suck the Earth through it, a piece at a time. (What the players do not know is that a backup failsafe is still functioning that will shut the Rift down, severing the connection with the black hole the microsecond before containment fails.)

Should the players attempt to destroy the barrier via Negate Magic or Dispel Magic Barriers, then any psychic with Sixth Sense will receive a warning before it happens. If the players should proceed, then the barrier will be able to save on a 14 or higher. If the barrier is brought down, there will be one melee round in which the Rift will remain connected to the black hole before the backup failsafe system shuts it down. During the round, everyone will need to make a Maintain Balance skill roll at -20% to resist the pull of gravity or be drawn rapidly towards the portal. Players who fail their first roll may attempt additional rolls (as many attempts as they have melee actions) before being drawn through the portal to their death. The quick use of certain magic spells or psionics may also be used to prevent being sucked into the collapsed star.

Any player attempting to teleport or dimensionally travel to the other side of the portal will die instantly as their bodies are torn apart by the intense gravitational tidal forces of the black hole. An attempt to use Astral Travel to see what is beyond the portal will result in the Astral Body being drawn away from the portal by an irresistible force. They will be unable to return to their body until the duration of the psionic ability expires, at which point the Astral Traveler will be flung back to his body with such "psychic force" that he will be unconscious for 1D4 hours. Unless a successful saving throw versus insanity is made, the player is also likely to develop an intense phobia of total darkness.

12. Temporal Bubble: Sanctuary: This storeroom, which contains mundane supplies as well as a small amount of rations, is trapped in a time bubble that makes time pass much faster within the chamber (roughly one hour inside the room for every minute in the rest of the Pyramid Place complex). Furthermore, the room is unoccupied. This could provide the players with a temporary sanctuary in which they can rest, heal, make minor repairs to equipment, meditate, and recover I.S.P. or P.P.E. while the rest of the world seems to stand still. Even if they remain for a day, a little less than half an hour will have passed in the rest of the complex. While it may be tempting to remain here longer, there will be an increasing chance (+15% per day spent in the Time Bubble) that one of the other wandering parties will discover the chamber as well.

13. The "Thing": The sounds of smashing coming from this room as the players approach will warn them that something large and strong is busy within. Preoccupied with smashing the chamber in which the "Thing" found itself, the monster will not notice the players at first. However, if the party remains for more than 2 melee rounds before retreating, then the creature will spot them and attack. Summoned by Tolkeen Shifters in the latter days of the Siege, this "Thing" was being studied for possible use in the war. The hope was that a horde of such powerful demons might be unleashed upon the advancing CS troops. However, when the CS air bombardment of Tolkeen began and the power systems were knocked offline, the Shifters studying the "Thing" fled. Although the containment system continued to function for some time after, it has just recently failed and the freed monster has spent the past few minutes unleashing its wrath on the chamber it was confined to for so long. After another five minutes, the "Thing" will leave the room and look for a way out or someone else to vent its rage upon. If the players are present, they will be attacked first.

The "Thing" Quick Stats: M.D.C. 850, P.P.E. 276. Half damage from kinetic blasts, even Mega-Damage attacks. Double damage from fire (normal fires inflicts M.D. to the "Thing"). Impervious to cold and electrical attacks. Bio-regenerates 4D6 M.D.C. per melee. Seven attacks per melee, +4 on initiative, +4 to strike, +6 to parry, +6 to dodge, +3 to pull punch, +4 to save versus magic, +6 to save versus psionics, impervious to Horror Factor, +10 to save versus possession or mind control. Punch: 5D6 M.D., Power Punch: 1D6x10 M.D. (counts as two attacks), Bite: 3D6 M.D. Knows all Necromancy magic (as described in *Rifts® Book of Magic*). Spell Strength is 14. Appears as a massive half humanoid, half predatory beast with rotting flesh hanging from thick, yellowing bones (despite its appearance, it is considered a Greater Demon and not an undead or animated dead). Horror Factor: 16. 18 feet (5.5 m) tall and 1.5 tons.

14. Plane Shift: Shadow Plane: Half of this room is a smashed lab, the function of which is no longer evident. The other half of the room looks like a shadowy landscape with a dark purple sky, crimson sun, and black clouds. A successful Lore: Dimensions or Lore: Magic (-20%) will reveal that this is a gateway to the Plane of Shadows (home of the dreaded Shadow Beasts). So far, four (4) Shadow Beasts have already come through and it is only a matter of time before more arrive (or perhaps something worse; Game Masters, if you have *The Rifter*® #20, this would be a great time to introduce some of the other more exotic denizens of that realm. Simply convert S.D.C. to M.D.C.).

Shadow Beast Quick Stats: 75 M.D.C., 45 P.P.E. Barely visible in the shadowy room connected to the Plane of Shadows, impervious to cold, heat, drugs, disease, and poison, bio-regenerates 2D6 M.D. per melee round, Prowl (90%). Six attacks per melee, +2 on initiative, +3 to strike, +4 to parry, +4 to dodge, +4 to disarm, +8 to save versus Horror Factor. Punch: 3D6 M.D., Power Punch: 6D6 M.D. (counts as two attacks), Slashing or Stabbing with Claws: 4D6+2 M.D., Bite: 3D6+3 M.D. Appears as a large, dark, fanged predator. Horror Factor: 12. 12 feet (3.6 m) tall.

15. Automated TW Defense System: The entry chamber to the next chamber (#16) is defended by a series of automated Techno-Wizard defense systems. Each melee round, the following spells will be triggered in sequence as long as the players are in the room (even if they are invisible):

- A. Mystic Alarm (triggered as soon as the room is entered).
- B. Fear.
- C. Globe of Silence.
- D. Wisps of Confusion.
- E. Apparition.
- F. Wall of Wind (set up as a wind tunnel to blow intruders back out of the room).
- G. World Bizarre.
- H. 4 TW Rail Guns (5D6 M.D. per burst, 3 bursts per melee round, selects targets randomly, 10 burst payload per rail gun). Each gun has an M.D.C. of 35 and can only be struck with a Called Shot made at -2.

Each spell attack (except the TW Rail Guns) is at 5th level experience in terms of duration and effects. Spell Strength is 13. Once all eight defenses have been triggered, the hall will be clear to enter safely, though they will automatically reset themselves after 30 minutes (recharging from the ambient P.P.E. of the ley line). The defenses are only triggered when the players enter from the hallway, not from the adjacent room (#16).

16. Plane Shift: Outer Space: Once the players fight their way past the TW automated defense systems in #15, they will find themselves faced with a locked door. To bypass it without blowing it to smithereens (M.D.C.: 200) will require a successful Locksmith skill roll made at -30% given the TW nature of the door. Once inside they will find that 90% of the room is gone, replaced by what looks like an outer space vista. Looking out over a massive, ringed gas giant planet (not in our solar system), the players will see a vast array of stars, a few moons orbiting the planet, and a nebula in the distance. As long as the players do not step beyond the edge of the floor, they will be safe. However, if any should cross the threshold of the dimen-

sional barrier, they will find themselves in an entirely different galaxy (perhaps the Three Galaxies of the **Phase World**® setting or some other space setting RPG like **Mechanoids**® Space, etc.). While those in EBA suits (environmental body armor) will not be in any immediate danger, at least until their oxygen supply runs out, the trip is a one way trip. Those without EBA protection will die a painful and disgusting death by explosive decompression. Only characters from the other end (still inside the Pyramid Place) can retrieve those lost in space via Telekinesis or some other magical or psionic power. Game Masters may want to have the players play witness to a *Star Wars* style epic space battle as they watch from their end of the room.

17. Computer Control Room: One of the few functioning TW computer control rooms in the Pyramid Place, this chamber can be accessed by anyone with the Computer Operation skill (made at -30% unless the player is also a Techno-Wizard) to determine how to gain access to Galidor Marik's private lab. However, before the players get the chance, they will be attacked by a Greater Shadow Beast (adapted from *Palladium Fantasy RPG*® Book Three: *Adventures on the High Seas*, 2nd Ed.). Using the computers, the players can learn that Marik's lab may be reached by an adjacent Teleport Station (#18). Furthermore, they will discover the access code needed to set the coordinates to the desired location.

Greater Shadow Beast Quick Stats: 150 M.D.C., 90 P.P.E. Barely visible in the shadowy room connected to the Plane of Shadows, impervious to cold, heat, drugs, disease, and poison, bio-regenerates 4D6 M.D. per melee round, Prowl (90%). Eight attacks per melee, +3 on initiative, +4 to strike, +6 to parry, +6 to dodge, +4 to disarm, +12 to save versus Horror Factor. Punch: 5D6 M.D., Power Punch: 1D6x10 M.D. (counts as two attacks), Slashing or Stabbing with Claws: 6D6+6 M.D., Bite: 4D6+4 M.D. Appears as a slightly more menacing Shadow Beast. Horror Factor: 14. 15 feet (4.6 m) tall. (**Game Masters:** If you have access to the list of **Shadow Magic** spells presented in *The Library of Bletherad*™, *PFRPG Book 12*, and *The Rifter*® issues #20 and #28, you may elect to allow the Greater Shadow Beast to know 4D6 of these spells, especially if the players are particularly powerful.)

18. Teleport Station: One of the few functioning Teleport Stations left in the ruins of Tolkeen, this oval-shaped chamber has a console on one end studded with crystals and copper rods as well as sporting a fairly high-tech computer display (though part of it is cracked, with a distorted image). On the other side of the room, there is a raised stone platform lined with numerous mystic symbols. Currently, there are four (4) Gremlins busily working on tearing apart the console. The players will need to dispatch these annoying creatures before they do any real damage to the mechanism. However, the Gremlins will not leave the immediate vicinity of the console, forcing the players to take great care in removing them lest they do more harm to the Teleport Station controls than the Gremlins have already done.

Gremlins Quick Stats: 45 M.D.C., 5 P.P.E. Mechanical and Electrical Engineering (50%), impervious to toxins, gases, poisons and electricity, does not breathe air. Four attacks per melee, +2 to dodge, +6 to save versus Horror Factor. Punch: 1D6 M.D., Bite: 1D6 M.D. Psionics: Levitation (varies), Electrokinetics (varies), Object Read (6), Telemechanics (10), Telemechanic Mental Operation (12), Telemechanic Paralysis (20). 50 I.S.P.

Short, potbellied demons with hairy limbs, pointed ears, slanted red eyes, and a sneering mouth with jagged teeth. Horror Factor: 10. 2 feet (0.6 m) tall.

Once the Gremlins are eliminated, the players will need to assess how much damage was inflicted upon the device (either by the Gremlins or the players or both). Game Masters may want to require the necessary skill rolls (Mechanical Engineering, Electrical Engineering, Telemechanic Construction, etc.) in order to diagnose any damage and repair the device. Once repaired, the console is fairly easy to figure out how to use, at least for a Techno-Wizard or someone who successfully employs the psionic powers of Object Read or Telemechanics. For the rest, it will require a successful Sensory Equipment skill roll made at -30% to figure out how to activate the console. Entering the code sequence is easy enough. However, the readout will not show the entered sequence or confirm the destination as that information is normally detailed on what is now the damaged portion of the display. This should cause at least a little worry for the players as the only other known functioning Teleport Stations in Tolkeen are located in the King's Tower (one under constant CS watch with orders to shoot anything that comes through) and Tolkeen University, which is currently General Holmes' mobile command headquarters. Game Masters who wish to heighten the suspense may point out that there is no way to confirm the code entered and require the player entering the number to make a Perception Roll of 10+ to make sure they remember entering the right one. Once entered, there will be one melee round (15 seconds) before the raised stone platform is bathed in a soft blue light. The platform is large enough to accommodate the entire party, including any giant-sized characters or robots. Everything in the platform will vanish and be instantly transported to the site of Galidor Marik's Secret Lab (Chapter 11).

19. Inaccessible Corridor: Most of the corridors leading out of this immediate section of the Pyramid Place are blocked off by one obstacle or another. Use the following table to indicate what obstruction blocks the players' path:

01-20%: Tons of rock and rubble. It will take time to move, even with the aid of an Earth Elemental, during which one of the other wandering parties may attack.

21-40%: An Impenetrable Wall of Force containment system, automatically triggered when the pyramid came under attack, is blocking the passage. Negate Magic or Dispel Magic Barriers (the barrier saves on a roll of 14+) will effectively knock it out for one melee before backup systems reactivate the barrier. Then, fifteen feet (4.6 m) later, there is another force field barrier that was previously undetected, and another, and another...

41-60%: A stationary vortex of magical energy that seems to be sucking in anything that comes within one foot (0.3 m) of it. Any player caught in it will suffer 2D6 damage direct to Hit Points, be drained of 4D6 P.P.E. and be hurled back 30 feet (9.1 m) the way they came from.

61-80%: The rest of the hall is now in some other extremely hostile dimension: Fire, Lava, Lightning, Storms, Tornadoes, Earthquakes, etc., basically the kind of place that says "Go ahead, bring it on! I eat heroes like you for lunch. And just wait until you see what actually lives here too!" **Game Masters:** Make sure you describe this place as the most hostile place

imaginable; the kind of place that would make even Lord Coake want to find an easier way around.

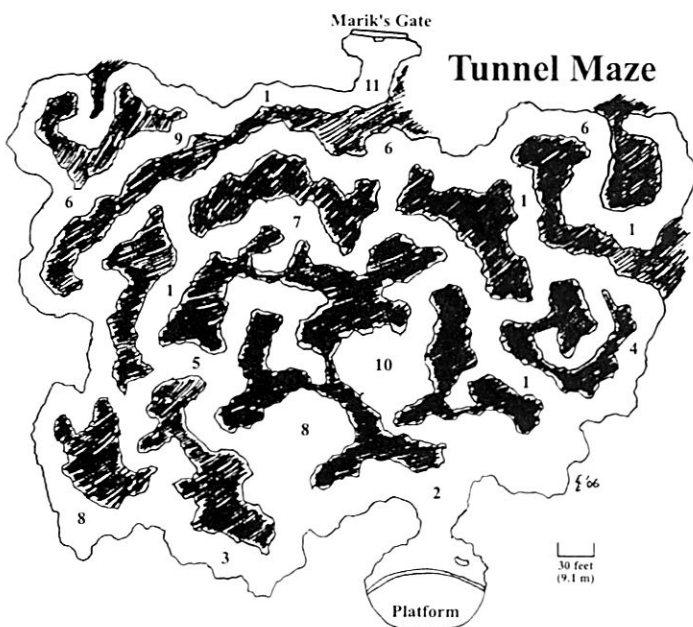
81-00%: A wall of impenetrable darkness exists beyond this point. Nothing can illuminate beyond it. Characters that possess any degree of psionics will sense an extremely powerful feeling of malice and evil radiating from it. If a person with Sixth Sense tries to enter the darkness, they will get one warning. Anyone who does enter the wall will not return (roll up a new character).

Ultimately, it is up to the Game Master to determine what lies beyond the obstacles if the players prove to be too persistent in their attempts to gain access to other parts of the pyramid.

Chapter Eleven: Galidor Marik's Secret Lab

"I must thank you for clearing a path for me and my associates. Now, if you will kindly stand aside, I will take what is mine."

- Galidor Marik



Galidor Marik's lab is located in a subterranean complex situated directly beneath the ley line nexus of the city of Magestock. Now little more than rubble patrolled by CS Skelebots, Dead Boys, and UAR Robots, Magestock was once one of the three cities of the tri-city ley line network. It was also the first of the three to fall. What no one in Tolkeen knew, however, was that directly beneath the city's nexus, Galidor Marik had built his secret Techno-Wizard lab. Utilizing the enhanced power of the ley line nexus, Galidor was able to create all manner of powerful and experimental TW creations, as well as indulge his other, less known occupation: Summoning. What very few in Tolkeen ever learned (and most who found out seldom lived to tell others) was that Warlord Marik was not only an accomplished Techno-Wizard, but also a skilled Shifter.

Ley Line Nexus Note: Since Marik's lair is located directly beneath the ley line nexus at the ruins of MageStock, the entire time the players are in the maze as well as in his laboratory, they

will be able to draw on the additional P.P.E. available to Practitioners of Magic (20 for most magic O.C.C.s and 40 for Ley Line Walkers and Rifters) as well as have their psychic and magic powers augmented accordingly.

When the players are transported from the Teleport Station in the Pyramid Place, they will find themselves in a completely lightless cavern. Their arrival will trigger a silent Mystic Alarm set to warn Marik that someone has entered his lair. The cave system is a series of maze-like passages that are designed to delay any intruders long enough for Marik to arrive and prepare for his unwanted guests. Now, with Marik behind them and not waiting in his lair, no supernatural predator will be unleashed to hunt down the players. However, being a skilled Techno-Wizard, Galidor has also scattered a series of automated TW defense systems throughout the caverns not unlike those guarding room #15, though far more lethal. These traps include:

1. A Pair of Energy Fields (180 M.D.C.) triggered when the players are between them.

2. Magic Net triggered to ensnare the first two players in the party.

3. Blinding Flash followed by Quicksand: Victims sink at a rate of two feet/0.6 m per melee and will drown in four minutes unless they can hold their breath, have an independent air supply (EBA armor) or are rescued.

4. Shockwave: 5D4 damage to everyone in the corridor plus 01-88% chance of being knocked down and hurled back 3D4 yards/meters (heavier creatures and robots/power armor only have a 01-50% chance of being knocked back 1D4 yards/meters).

5. Life Drain: Reduces S.D.C., Hit Points, and speed by half, skills by -10%, and attacks per melee by one.

6. Two (2) TW Rail Guns: identical to #15 in Chapter 10.

7. Havoc: Inflicts 1D6 points of damage direct to Hit Points or 2D6 M.D. to Mega-Damage creatures per melee round as well as the following penalties: -3 on initiative, -3 to strike and parry, -6 to dodge and roll with punch, -6 to save versus Horror Factor, reduce attacks per melee and skills by half and has no sense of time or direction.

8. TW Enemy "Mine": A TW proximity mine of Galidor's invention that casts a sort of modified Charm spell on the players that will turn them against each other for 1D4 melee rounds.

9. TW Pit Trap: Cloak of Darkness followed by Bottomless Pit - any victim stepping into the pit will seemingly fall for ten (10) minutes through eternal blackness (actually a dimensional pocket from which they cannot escape until the spell expires or they possess some form of dimensional portal magic or ability). Even those who can fly will be trapped, though they will not feel as if they were falling. When it wears off, the victim will be spit out of the pit in the exact spot he started.

10. TW Maze Trap: In this large subterranean chamber, the players will encounter an elaborate maze of rock walls. It will take at least 30 minutes to successfully navigate the maze, which seems to radiate a palpable sense of dread and fear. Furthermore, the players will get the suspicion that the walls of the maze are subtly shifting as they attempt to backtrack and find their original path blocked. And finally, the players will begin to become confused while in the maze, losing their sense of direction and even time. In actuality, the maze is an elaborate TW illusion trap designed to stall an advancing enemy. Players are

required to make three separate saving throws as they enter the maze. First is a saving throw versus Horror Factor (16+). The second is a saving throw versus magic (14+) against a Befuddle spell. Finally, the players will need to save versus the overall illusion itself (18+). If one or more of the players see through the illusion, then the others may be given the chance to save versus the illusion again (this time at 16+). However, if they fail a second time, no amount of convincing will make them believe that the rock walls are anything but the genuine article.

11. TW Fire Trap: Once the players are in the middle of this corridor, the trap will be triggered, igniting an eruption of magical fire. This is a combination of the Circle of Flame and Fire Globe spells enhanced with Sub-Particle Acceleration. Damage is 5D6 M.D. per melee caught in the inferno which lasts for 5 melee rounds.

All traps and spells function at 5th level experience with regards to effects and duration and only affect the immediate area in which they are set. Retreating from the area will, in most cases, free the players from the influence of the spells. However, like the TW defenses in room #15 of the Pyramid Place (Chapter 10), Marik's traps will recharge themselves from the ambient P.P.E. of the nexus (though the recharge time is only 15 minutes instead of 30 due to the greater power of the nexus).

This booby-trapped maze is all part of Galidor Marik's defense system. It forces any intruder to expend valuable energy, waste precious time, and perhaps suffer some damage while he either escapes or prepares for his unwelcome guests. **Note:** All of the traps are designed to recognize Marik and will not affect him or those under his protection, including his summoned minions. The most obvious flaw in Marik's design is that for the TW spell traps that are inherently deadly, anyone with the Psionic Sixth Sense ability will receive at least some form of warning before entering a trapped corridor.

Once the players reach the end of the cavern, they will find themselves standing before a large metal door. There is no obvious locking mechanism and only an inscription in Dragonese that reads "Only through sacrifice and blood shall you pass." In order to gain entrance to the doors, someone will need to spill their blood on the door. Furthermore, a sacrifice of 50 P.P.E. must be spent from that person in order to trigger the locking mechanism and open the door. The design of this spell is such that the P.P.E. must come from the person's personal reserve and cannot be P.P.E. stored in a magical device or drawn from the ambient energy radiating from the nexus. This is yet another part of Marik's design to whittle the power of his opponents down before they reach him. Ideally, he will have a great deal of time to prepare for his arrivals while they battle through the maze. In the past, what few intruders found their way to his lair either gave up and abandoned their attempts to enter the lab or by the time they entered, they found a fully prepared Warlord Marik ready for them with his entourage of summoned demons and TW devices. None ever returned to report on the warlord's secret activities.

At present, however, there is no one waiting for them on the other side of the door, though moments after they enter, Marik and his party will arrive behind them.

Beyond the door, which closes right after the players enter, they will find themselves in what looks like a lavish reception area (designed for those few the warlord ever allowed this deep

into his lair). Exquisite furnishings and magical works of art adorn the hall. There are two exits: One smaller, carved wooden door that leads to Marik's private dwellings; and one larger, metal double door - 30 feet (9.1 m) wide and 20 feet (6.1 m) tall - that leads to the Techno-Wizard's laboratory. Shortly after the players enter the room, the door behind them will open again, admitting Galidor Marik and his party.

The Warlord will compliment the players on making it this far and give them a choice: they may submit to his will and become his minions (requiring a signing of a pact with their true names), or he will destroy them. He will explain that his goals are the same as theirs: to secure weapons and power to one day defeat Chi-Town and the dreaded Coalition States. Their efforts will not have been in vain for in clearing the way for him, he will have the power to guide them all past the Coalition defenses still occupying the city above his lab and on to the Magic Zone and the Federation of Magic. He will point out that without his aid, they will find themselves in the midst of the Coalition army at Magestock and that although the Dragon Juggernaut is indeed a formidable war machine and will no doubt hurt the enemy greatly, without the skill to properly control it, they will ultimately fall to the CS forces surrounding the area.

If reminded of the fact that they serve New Lazlo and not the Federation of Magic, Galidor will laugh and say that the rulers of New Lazlo are weak-minded fools with no stomach for the true nature of war. They would never be able to defend themselves from a Coalition invasion and will surely squander such precious resources as his inventions, for not only does the Dragon Juggernaut lie within the lab, but also many other devices, some of which the players have already experienced firsthand. The Federation of Magic, on the other hand, would be more than up to the challenge of defeating the already weakened CS forces at Chi-Town. Furthermore, for helping to deliver the Dragon Juggernaut to Lord Dunscon, they will be heralded as heroes and granted riches beyond their wildest dreams. They need only agree to his terms and sign his pact with their True Names. (Galidor will use Mind Block throughout his entire offer to prevent anyone from determining his true intentions: to make them his slaves and ultimately use them as components in some future Techo-Wizardry/Bio-Wizardry experiment).

Should the players refuse, Galidor will shrug and warn them that while they have been weakened, he and his followers are still strong and that the players will be defeated easily. He will give them one last chance to reconsider, then, if the players still refuse, he and his companions will attack.

**Galidor Marik: 8th level Shifter O.C.C.
and 10th level Techno-Wizard O.C.C.**

Alignment: Diabolic.

Age: 319

Attributes: I.Q. 24, M.E. 12, M.A. 22, P.S. 15 (Supernatural), P.P. 17, P.E. 21, P.B. 16, Spd 13.

Size: 6 feet, 7 inches (2 m) tall; 183 pounds (82.4 kg).

Hit Points: 62 **S.D.C.:** 56

P.P.E.: 284 (plus 20 per melee round from the nexus and 600 from three TW Energy Sphere Batteries).

I.S.P.: 64 (considered a Minor Psionic).

Attacks per Melee: 6

Bonuses: +2 to strike, +3 to parry, +3 to dodge, +1 to disarm, +4 to roll with punch, +4 to pull punch, +3 to save versus poison, +8 to save versus magic, +2 to save versus insanity, +2 to save versus psionics, +4 to save versus possession and mind control, +8 to save versus Horror Factor, +2 to Spell Strength (both Shifter and TW spells), Critical Strike on a Natural 19-20, Judo-style body flip (victim loses one attack and initiative), 70% to invoke trust and intimidate, 30% to charm and impress.

Weapons: Punch: 4D6+2 S.D.C., Power Punch: 1D4 M.D., Corrupt Serpent-Slayer Millennium Trident: 4D6 M.D.; double damage to dragons and other serpentine-creatures and stunned and loses 2 melee attacks on a Natural 20; if a dragon is impaled, inhibits teleportation. Bearer is impervious to dragon breath attacks. Call Staff Greatest Rune Weapon: 5D6 M.D. plus casts the following spells three times per day each: Calling, Commune with Spirits, Magic Pigeon, Compulsion, Control and Enslave Entities, Repel Animals, and Turn Dead; also can cast *all* summoning spells but each can only be cast once every 48 hours; the bladed tip can detach and fly like a guided missile (+5 to strike, 1D4x10 M.D., can only be fired twice per melee, returns automatically), plus the typical Rune Weapon bonuses and abilities.

Armor: Wears a suit of TW Dragon-scale armor: 140 M.D. Empowered with the following spells: Armor Bizarre (15; 150 M.D.C. plus Horror Factor of 14), Impervious to Energy (20), and Target Deflection (15; +4 to parry; a 14+ will redirect the attack back at the attacker).



Skills of Note/Natural Abilities: Typical Techno-Wizard and Shifter skills at the respective levels of 10 and 8, Lore: Demons and Monsters (90%), Lore: Dimensions (80%), Lore: Magic (85%), Techno-Wizardry Construction (98%). Nightvision 300 feet (91.4 m), see in total darkness, bio-re-generate 1D6 Hit Points per melee, impervious to cold, W.P. Staff (+4 to strike, +3 to parry), W.P. Forked Weapons (+4 to strike and parry).

Magic Knowledge: Shifter Magic Knowledge (8th level strength): Calling (8), Call Lightning (15; 8D6 M.D.), Compulsion (20), Constrain Being (20), Dimensional Portal (1000), Energy Bolt (5; 4D6 S.D.C.), Energy Field (10; 60 M.D.C., tripled at the nexus), Exorcism (30), Repel Animals (7), Re-Open Gateway (180), Sense Evil (2), Sense Magic (4), Trance (10), Shadow Meld (10), Summon and Control Canines (50), Summon and Control Rodents (70), Sustain (12), Time Slip (20), Turn Dead (6) Tongues (10), Domination (10), Energy Disruption (12), Dispel Magic Barriers (20), Control and Enslave Entity (80), Charm (12), Rift Teleportation (200), Energy Sphere (120), Summon Greater Familiar (80), Summon Shadow Beast (140), Summon Fog (140), Swallowing Rift (150), Summon Ley Line Storms (250), Summon Lesser Being (425), Fear (5), Magic Shield (6), Magic Net (7), Negate Magic (30), Armor Bizarre (15), Horrific Illusion (10), Power Bolt (20; 5D6+16 M.D.), Invisibility: Superior (20), Wisps of Confusion (40); Dimension Sense (80%), Dimensional Travel (125), Communication Rift (50), Dimensional Teleport Home (75), Sense Rifts (190 miles/304 km), Link to Supernatural (a God of Darkness: Animate and Control Dead three times a day).

Techno-Wizard Magic Knowledge (10th level strength): Armor of Ithan (10; 100 M.D.C.), Blinding Flash (1), Breathe Without Air (5), Call Lightning (15; 10D6 M.D.), Cloak of Darkness (6), Deflect (10), Electric Arc (8; 2D6 M.D.), Energy Bolt (5; 4D6 S.D.C.), Energy Field (10; 60 M.D.C.; tripled at the nexus), Fire Ball (10; 10D4 M.D.), Fire Bolt (7; 4D6 M.D.), Fuel Flame (5), Fly (15), Forcebonds (25), Globe of Daylight (2), Ignite Fire (6), Impervious to Energy (20), Impervious to Fire (5), Magic Net (7), Magic Shield (6), See the Invisible (4), Sense Magic (4), Shadow Meld (10), Superhuman Strength (10), Telekinesis (8), Mystic Alarm (5), Invisibility: Simple (6), Target Deflection (15), Apparition (20), Frequency Jamming (15), Fly as an Eagle (25), Globe of Silence (20), Fire Globe (40), Winged Flight (35), Featherlight (10), Lightblade (20), Sub-Particle Acceleration (20; 1D6x10+10), Bottomless Pit (100), Illusory Terrain (55-120), Illusion Booster (15), Illusion Manipulation (25-60), Circle of Flame (10). Like all Techno-Wizards, Galidor can only cast these spells at full strength when focusing his power through some mechanical device; otherwise, all spells function at half strength. Does not count towards spells and abilities from his career as a Shifter.

Techno-Wizard Devices: Galidor Marik currently has a pair of goggles that allow him to See the Invisible (4) and See Aura (6), a cape empowered with Winged Flight (35), a shoulder satchel empowered with the Temporal Magic spell Dimensional Pocket in which he holds an assortment of objects through which he can focus his TW spells, and three small battery packs on his belt empowered with the Energy Sphere spell (each contains 200 P.P.E.). He will always reserve one

for escape and use the other two to augment his own P.P.E. in combat. In addition, Galidor Marik also has a number of devices in his enchanted TW satchel that he uses to channel his various TW spells in order to cast them at full strength; e.g. an empty particle beam pistol for Sub-Particle Acceleration, a flashlight for Light Blade, etc. (Game Master's discretion).

Psionic Abilities: Galidor possesses the following psionic abilities at 10th level strength: Machine Ghost (12), Mind Block (4), Object Read (6), Speed Reading (2), Telemechanics (10), and Total Recall (2).

Appearance and Disposition: Galidor's physical appearance is described in detail in Chapter 1. Warlord Marik uses his natural charisma and charm to influence those around him though this is all a ruse. He has no true loyalties whatsoever and is only interested in gaining more magical power and dominion over others. Galidor comes from a rare race of D-Bee related to Elves, though with a slightly greater affinity towards magic. Galidor began his magical career as a Shifter from an alien dimension, traveling the Megaverse, learning many secrets of magic. At some point, he made a pact with a God of Darkness known as Yerja the Dragon Slayer to gain even more power and from whom he acquired his pathological hatred for dragon-kind. Ultimately, his travels brought him to Rifts Earth, where he became fascinated with the newly invented art of Techno-Wizardry. Believing that this form of magic might hold the key to unlocking the secrets of Bio-Wizardry (something he also became fascinated with on a visit to Atlantis), he became a Techno-Wizard of unrivaled skill. Unlike most Techno-Wizards who seem to be fascinated with merely making magical versions of conventional devices and weapons, Galidor began experimenting with new and sinister applications of this magic-science. While many of his inventions would be used in the war with the Coalition, his true contribution to the war effort was in helping unlock the secrets of capturing and merging an Elemental essence with a technological construct. This allowed other Techno-Wizards to ultimately create the famous Iron Juggernauts. As others refined his work, he moved on, still struggling to unlock the ultimate Bio-Wizardry secret: Rune Magic. He has correctly guessed that Rune Magic involves the capturing of a powerful supernatural essence and using it to empower a device. Though he is still a far way off, his experiments ultimately led to the construction of the Dragon Juggernaut as well as the Full Conversion TW Cyborg, secrets he would have sold to Tolkeen if the Coalition had not crippled the city with its surprise attack. Now he plans to sell them to the Federation of Magic instead. In addition to Marik's obvious contacts in high places within the True Federation of Magic, he has a few contacts in Atlantis. He also still counts the more diabolic Tolkeen warlords and leaders, such as Warlord Scard, as allies (at least those who survived the siege). If the battle goes poorly for Warlord Marik and his companions, he will use his reserve P.P.E. from one of his TW Energy Spheres to Dimension Travel (63 P.P.E.) to the Magic Zone (he will abandon any surviving members of his party) and begin plotting his ultimate revenge against the players. If he does escape, he will become a terrible enemy who will hound the players until either one or the other is destroyed.

Thorm Ar'tal – 7th level Temporal Warrior O.C.C. representing the Federation of Magic.

Alignment: Aberrant.

Age: 37

Attributes: I.Q. 14, M.E. 16, M.A. 6, P.S. 23, P.P. 13, P.E. 20, P.B. 7, Spd 41.

Size: 5 feet, 11 inches (1.8 m) tall; 196 pounds (88.2 kg).

Hit Points: 45

S.D.C.: 99

P.P.E.: 167 (plus 20 per melee round from the nexus and 200 from a TW Energy Sphere Battery).

Attacks per Melee: 8 physical or 1 by magic.

Bonuses: +4 on initiative, +3 to strike, +7 to parry, +6 to dodge, +1 to automatic dodge, +2 to disarm, +2 to entangle, +10 to roll with punch, +6 to pull punch, +3 to save versus poison, +3 to save versus magic, +1 to save versus insanity, +1 to save versus psionics, +4 to save versus possession, +2 to save versus illusion and mind control, +6 to save versus Horror Factor, Critical Strike on a Natural 18-20, Judo-style body flip (victim loses one attack and initiative), all hand strikes, kick attacks, and leap attacks (+8 S.D.C. damage).

Weapons: NG-E4 Plasma Ejector: 6D6 M.D. per blast, 12 shots per long clip (Thorm has 10 clips), Two (2) C-20 Laser Pistols: 2D6 M.D. per blast, 30 shots per long clip (Thorm has 18 clips), TX-11 Sniper Laser Rifle: 3D6 M.D. per blast, 10 shots per clip, +1 to strike (Thorm has 5 clips), TW Phantom Blade: 3D6+8 S.D.C. damage (penetrates M.D. armor and power armor) or 3D6 M.D. to Mega-Damage beings, victims must save versus magic (12+) or suffer the numbing cold effects of Orb of Cold, costs 15 P.P.E. or 30 I.S.P. to charge for 10 minutes.

Armor: TW Enhanced Mage Armor (75 M.D.C.) empowered with Superhuman Endurance (12) and Armor of Ithan (10; 70 M.D.C.).

Skills of Note/Natural Abilities: Intelligence (66%), Military Etiquette (75%), Military Fortifications (65%), Boxing, Gymnastics (+5% to all related skills), Running, Athletics, Sniper (+2 to strike on an aimed shot), W.P. Sword (+3 to strike and parry), W.P. Staff (+3 to strike, +2 to parry), W.P. Blunt (+3 to strike and parry), W.P. Energy Pistol (+4 to strike), W.P. Energy Rifle (+3 to strike), W.P. Heavy Energy (+3 to strike).

Magic Knowledge: Temporal Magic Spells (see *Rifts® World Book 3: England* or *Rifts® Book of Magic*): D-Phase (20), D-Shift Two Dimensions (25), Wink Out (20), Dimensional Pockets (20-140), See Dimensional Anomaly (30), Time Warp: Fast Forward (70), Time Warp: Slow Motion (45+), Sensory Deprivation (50), Temporal Deprivation (20), Retro-Viewing (30), Time Warp: Age (45), Time Barrier (100), Temporary Time Hole (100), Time Maelstrom (55), D-Shift Phantom (20), Attune Object to Owner (30). Automatically sense the opening, closing, and location of Rifts within a 20 mile (32 km) area.

Invocation Spells: Globe of Daylight (1), Tongues (12), See the Invisible (4), Sense Magic (4), Detect Concealment (6), Fool's Gold (10), Chameleon (6), Escape (8), Time Slip (20), Shadow Meld (10), Befuddle (6), Armor of Ithan (10; 70 M.D.C.), Superhuman Strength (10).

Techno-Wizard Devices: In addition to his weapons, Thorm has one of Marik's P.P.E. battery packs on his belt empowered with the Energy Sphere spell (contains 200 P.P.E.).

Psionic Abilities: None.

Appearance: Thorm Ar'tal's pale, shaved scalp reveals only some of the numerous scars that crisscross his body. His eyes are a deep violet (a side effect of prolonged use of Temporal Magic) and his face is drawn and thin. When not anticipating combat, he dresses in gray and blue robes (and is often mistaken for a Ley Line Rifter). However, in combat, he dresses in traditional Temporal Warrior armor designed to look like a Temporal Raider. Thorm is a skilled military tactician who sees himself one day becoming a powerful general and leader in the True Federation of Magic. He has no illusions about supplanting Alistair Dunscon and only wants to faithfully serve the great wizard. His primary mission is to aid Galidor Marik in the acquisition of the Dragon Juggernaut and his other TW prototypes and plans. He does not entirely trust the insane Techno-Wizard/Shifter although he recognizes the man's genius and skill. While he clearly would love to get his hands on the warlord's TW items to use in a future war with Chi-Town, he will not sacrifice himself for the insane warlord. Like Galidor, Thorm will not fight to the death and will seek to escape. He, too, will want revenge on the players for upsetting his plans, but being a man of honor, he will regard them as worthy foes.

Reaper: 6th level Mystic Knight O.C.C. and agent of the Federation of Magic.

Alignment: Miscreant.

Age: 24

Attributes: I.Q. 14, M.E. 11, M.A. 8, P.S. 23, P.P. 16, P.E. 21, P.B. 7, Spd 29.

Size: 6 feet, 3 inches (1.9 m) tall; 206 pounds (92.7 kg).

Hit Points: 44 **S.D.C.:** 52

P.P.E.: 97 (plus 40 per melee round from the nexus).

I.S.P.: 52 (considered a Major Psionic).

Attacks per Melee: 8

Bonuses: +6 on initiative, +2 to strike, +5 to parry, +5 to dodge, +3 to disarm, +4 to entangle, +4 to roll with punch, +9 to pull punch, +4 to save versus poison, +2 to save versus magic, all kick strikes.

Weapons: TW Fireburst Rifle: 3D6+6 single shot, (x2 triple burst, x3 five round burst), 20 fireball payload per P.P.E. clip (Reaper has 12 P.P.E. clips), TW Starfire Pistol: 3D6 M.D. per single blue-white energy bolt, 12 shot payload per P.P.E. clip (Reaper has 10 P.P.E. clips), Battle Fury Sword: 6D6 M.D. or 2D4x10 when Battle Fury is engaged (costs 40 P.P.E.): Battle Fury lasts 12 melee rounds; in addition to the extra damage, the attacked gets two strikes per melee attack and the defender is -5 to parry the unexpected second attack. Furthermore, Battle Fury surrounds the Reaper with a 100 M.D.C. force field.

Armor: Mystic Knight Armor (70 M.D.C.) plus spell magic and the 100 M.D.C. from the TW Battle Fury sword.

Skills of Note/Natural Abilities: Hand to Hand: Assassin, Running, Boxing, Kick Boxing, Acrobatics, W.P. Sword (+3 to strike, +2 to parry), W.P. Energy Pistol (+3 to strike), W.P. Energy Rifle (+3 to strike).

Magic Knowledge: P.P.E. Channeling (can recharge power sources with his P.P.E.), Fire Energy Bolts (5; 5D6 M.D.), Steal and Redirect Ley Line Energy (can prevent others from drawing on P.P.E. from the nexus if he knows they are attempting to use it and use the P.P.E. himself), Impervious to Energy, Sense Ley Lines and Magic Energy, Ley Line Phasing, Ley Line Rejuvenation, and the following spells: Magic Shield (6; 60 M.D.C.), Armor of Ithan (10; 60 M.D.C.), Aura of Death (12), Tongues (12), Energize Spell (12+), Fists of Fury (10-50; 2D6 M.D. Punch, 4D6 M.D. Power Punch), Power Weapon (35), Befuddle (6), Chameleon (6), Invisibility: Simple (6), Paralysis: Lesser (5), Magic Net (7), Carpet of Adhesion (10), Fire Ball (10; 6D4 M.D.), Ice (15), Power Bolt (20; 5D6+12 M.D.), Fear (5).

Psionic Abilities: See the Invisible (4), Sixth Sense (2), Resist Fatigue (4), Mind Block (4), Intuitive Combat (10), Empathy (4), Mask P.P.E. (4), See Aura (6), Telekinetic Leap (8), Telekinesis (varies), Telepathy (4), Alter Aura (2), Bio-Manipulation (10).

Appearance: Exactly what the Reaper looks like beneath his Mystic Knight Demon-Ram Helmet and armor is anyone's guess. His voice is deep and gravelly (distorted by the helm) and his eyes are black. Like Thorm, the Reaper also has aspirations of one day becoming a powerful force with the Federation of Magic. The clear difference is that the Reaper is not a patient person. He lacks the tactical skill his superior possesses and charges headlong into battle, confident in his abilities as a Mystic Knight to earn him victory. He also secretly harbors the desire to one day rule the Federation of Magic and hopes to supplant Lord Dunscon eventually. Though he will not intentionally fight to the death, his arrogance and confidence in his abilities may result in his failing to retreat in time if the battle goes against Warlord Marik.

Agnak: 4th level Thornhead Demon (bound to Galidor Marik).

Alignment: Diabolic.

Attributes: I.Q. 9, M.E. 7, M.A. 4, P.S. 21 (Supernatural), P.P. 17, P.E. 22, P.B. 1, Spd 28.

Size: 12 feet (3.6 m) tall; 850 pounds (382.5 kg).

M.D.C.: 580

P.P.E.: 70 (plus 20 per melee round from the nexus).

Horror Factor: 14

Attacks per Melee: 6 (4 for the demon and 1 for each tentacle).

Bonuses: +2 on initiative, +5 to strike, +5 to parry, +5 to dodge, +4 to roll with punch, +4 to pull punch, +4 to save versus poison, +9 to save versus magic, +6 to save versus psionics, +6 to save versus Horror Factor, Critical Strike on a Natural 18-20.

Weapons: Punch: 2D6 M.D., Power Punch: 4D6 M.D. (counts as two melee attacks), Claw Strike: 4D6 M.D., Head Butt: 1D6 M.D., Antler Strike: 4D6 M.D. (counts as two melee attacks), Bite: 2D4 M.D., Kick: 1D8 M.D., Leap Kick: 2D8 M.D. (counts as two melee attacks).

Skills of Note/Natural Abilities: Nightvision 120 feet (36.6 m), See the Invisible, Climb (80%/70%), impervious to normal fire and cold, Metamorphosis: Insect at will (no P.P.E. cost), bio-regeneration 3D6 M.D.C. per 8 melee rounds (two min-

utes). Each tentacle has the following abilities: Independent Awareness (I.Q. 6), the same sense of vision as the demon as well as see infrared light and heat, each bite can inflict one of the following spells once per melee: Befuddle, Blind, Compulsion, Energy Disruption, Words of Truth, Paralysis: Lesser, Sleep, and Petrification (this last spell can only be attempted once every eight hours).

Magic Knowledge: Chameleon (6), Escape (8), Float in Air (5), Levitate (5), Breathe without Air (5), Concealment (6), Fool's Gold (10), Tongues (12), Fear (5), Energy Bolt (5), Extinguish Fires (4), Ignite Fires (6), Fuel Flame (5), Circle of Flame (10), Fire Bolt (7; 4D6 M.D.), Fire Ball (10; 4D4 M.D.), Domination (10), Spoil Food (30), Animate and Control Dead (20), Turn Dead (6), Exorcism (30), and Dispel Magic Barriers (20). Spells are cast at 4th level strength.

Psionic Abilities: None.

Appearance: Like all Thornhead Demons, Agnak has two large antlers protruding from either side of his head. In addition to its own gaping, tooth-lined maw and blank white eyes, it also has a pair of tentacles, each ending with a mouth and single eye. Agnak is one of Warlord Marik's more loyal minions and even if the Shifter should die, he will not abandon the battle, fighting on to avenge his master.

Jortrex: 4th level Dybbuk Demon (bound to Galidor Marik).

Alignment: Miscreant.

Attributes: I.Q. 12, M.E. 14, M.A. 10, P.S. 22 (Supernatural), P.P. 12, P.E. 17, P.B. 2, Spd 11.

Size: 7 feet (2.1 m) tall; 655 pounds (294.8 kg).

M.D.C.: 150 **P.P.E.:** 22

Horror Factor: 14

Attacks per Melee: 6

Bonuses: +1 on initiative, +1 to strike, +1 to parry, +1 to dodge, +4 to pull punch, +1 to save versus poison, +5 to save versus magic, +4 to save versus Horror Factor.

Weapons: Punch: 2D6 M.D., Power Punch: 4D6 M.D. (counts as two melee attacks), Giant Claw Strike: 5D6 M.D., Small Arm Claw Strike: 1D4+2D6 M.D., Bite: 2D4 M.D., Power Bite: 4D4 M.D. (counts as two melee attacks).

Skills of Note/Natural Abilities: Track by smell (85%), night-vision 600 feet (183 m), blinded by sunlight (-10 to strike, parry, and dodge), dig at a rate of six feet (1.8 m) per minute, bio-regeneration 1D6 M.D.C. per melee round, impervious to fire and cold (half damage from magical fire and cold), Inhabit the Dead (can inhabit the body of the recently deceased), resistant to poison (20% normal damage).

Magic Knowledge: None. **Psionic Abilities:** None.

Appearance: Jortrex is a typical Dybbuk with a barrel chest, two massive upper arms and two spindly lower arms. Unlike Agnak the Thornhead Demon, Jortrex feels no loyalty to Marik and will abandon the battle if Galidor Marik is slain.

Thrasher: 6th level Gargoyle R.C.C. (bound to Galidor Marik).

Alignment: Miscreant.

Attributes: I.Q. 7, M.E. 15, M.A. 9, P.S. 23, P.P. 23, P.E. 23, P.B. 8, Spd 15 (running)/60 (flying).

Size: 15 feet (4.6 m) tall; 1400 pounds (630 kg).

M.D.C.: 400 **P.P.E.:** 12

I.S.P.: 20 (considered a Major Psionic).

Horror Factor: 16

Attacks per Melee: 5

Bonuses: +2 on initiative, +5 to strike, +5 to parry, +5 to dodge, +8 to dodge in flight, +1 to save versus psionics, +4 to save versus magic, +4 to save versus poison, +10 to save versus Horror Factor.

Damage: Claws do 4D6+8 S.D.C. restrained punch, 3D6 M.D. full strength punch or kick, and 6D6 power punch or kick but counts as two attacks. Kick does 5D6 M.D. Tail strike does 2D6 M.D. Bite does 2D6 M.D.

Weapons: TW Nova Rifle: 1D4x10 M.D. per single shot, 8 shots per P.P.E. clip (Thrasher has 10 P.P.E. clips), TW Chainsaw: 1D4x10 per strike, 12 melee round duration, 20 P.P.E. or 40 I.S.P. to recharge (any missed hit has a 25% chance of accidentally hitting the user or someone/something else nearby).

Skills of Note/Natural Abilities: Flight, superior night vision (can see in one tenth the amount of light that a human needs) and superior, hawk-like day vision: able to see a one foot (0.3 m) object up to 2 miles away (3.2 km), leap 40 feet (12 m), bio-regenerate 4D6 M.D. every hour. Detect Ambush (65%), W.P. Energy Rifle (+3 to strike), W.P. Heavy Energy (+3 to strike), W.P. Sword (+3 to strike, +2 to parry).

Magic: None.

Psionics: Considered a Major Psychic with the following powers: Meditation (0), Mind Block (4), Presence Sense (4), Sense Magic (3), Telepathy (4), Resist Hunger (2), Resist Fatigue (4), and Resist Thirst (6). Equivalent to 6th level experience.

Appearance: A giant, gray-skinned, winged demon with a muscular tail. Like Jortrex, Thrasher has no great love of being bound to a mortal summoner; however, he does enjoy the free hand Galidor gives him in causing death and destruction. He will not, however, fight to the death if the Warlord is slain.

Hellfire: 5th level Burster R.C.C.

Alignment: Diabolic.

Attributes: I.Q. 13, M.E. 22, M.A. 9, P.S. 21, P.P. 14, P.E. 13, P.B. 11, Spd 20.

Size: 5 feet, 3 inches (1.6 m) tall; 140 pounds (63 kg).

Hit Points: 36 **S.D.C.:** 41 **P.P.E.:** 12

I.S.P.: 142 (considered a Master Psionic).

Attacks per Melee: 6

Bonuses: +2 on initiative, +3 to strike, +6 to parry, +6 to dodge, +5 to pull punch, +8 to roll with punch, +2 to disarm, +4 to save versus psionics, +5 versus insanity, +3 to save versus Horror Factor.

Weapons: TW Flame Thrower: 3D6 M.D. per single shot (5D6 M.D. at the ley line nexus) or 2D4x10 M.D. for a full melee round concentrated burst, 15 shots per 10 P.P.E. or 20 I.S.P., TW Flame Gauntlets: Increase Hellfire's P.S. to Supernatural (adds 2D6 M.D. to his flame punches), can fire 2D6 M.D. bolts of fire (or adds 2D6 M.D. to Hellfire's own fire bolts), 20 melee round duration, 15 P.P.E. or 30 I.S.P. to recharge.

Skills of Note/Natural Abilities: Impervious to Fire (no damage from normal or magical/M.D. heat, plasma, napalm, dragon's fire, nuclear, etc., half damage from M.D. electricity); Extinguish Fires: 400 foot (121.9 m) radius up to 280 feet (85.3 m) away (4); Flame Burst (self): 20 minutes, 12D6 S.D.C. damage per touch, Flame Burst Protective Aura: 108 M.D.C. at the ley line nexus, renews 3D6 M.D.C. per round (4); Mega-Flame Burst: 10 melee rounds, 3D6 M.D. per punch on the nexus (counts as two attacks), Protective Aura (same as above) (12); Fire Bolt: from 4D6 S.D.C. up to 12D6 S.D.C., or 4D6 M.D. (2 for S.D.C. bolts or 4 for M.D. bolts), +4 to strike; Fire Eruption: 180 feet (54.9 m) range, affects an 80 foot (24.4 m) area, lasts up to 20 minutes, 68% chance to strike a specific target, from 2D4 S.D.C. for a tiny fire to 4D4x10 to ignite the entire room or 4D6 M.D. to 12D6 M.D. (large fires only), must maintain concentration (reduce melee actions by half and cannot engage in combat) or the fire will disappear (10 for S.D.C. fires or 20 for M.D. fires, costs 1 to maintain after 20 minutes); Sense Fire: 1200 feet (365.8 m) (2); Super Fuel Flame: 500 feet (152.4 m), can increase the size and damage of any fire from double to 10 times its original size (8). The influence of the ley line nexus on duration, damage, and range is already taken into account. Gymnastics, Boxing, W.P. Energy Rifle (+2 to strike), W.P. Energy Pistol (+3 to strike), W.P. Sword (+2 to strike, +2 to parry), W.P. Knife (+2 to strike, +2 to parry, +4 to throw), W.P. Targeting.

Magic: None.

Psionics: Considered a Master Psychic with the following powers: Psychic Body Force Field (100 M.D.C. at the ley line nexus; 30), Suppress Fear (8), Mind Block (4).

Appearance: Hellfire (he himself does not remember his original name) has flaming red hair and pale skin covered in multiple flame tattoos of various colors (never wears any armor that might hide his exposed upper body; relies on TW protection and his own psychic powers for protection). This psychic is a diabolical murderer who delights in torture and torment. Though psychotic, he is not suicidal and will not fight to the death if things seem to go against his companions.

Larsen Oodmere:

4th level Full Conversion TW 'Borg (former 3rd level Ley Line Walker O.C.C.).

Alignment: Miscreant.

Attributes: I.Q. 7, M.E. 20, M.A. 7, P.S. 24 (Robotic), P.P. 18, P.E. N/A, P.B. N/A, Spd 132.

Size: 8 feet, 10 inches (2.7 m) tall; 800 pounds (360 kg).

M.D.C.: 415 (280 Main Body plus 135 from LE-B1 'Borg Armor).

P.P.E.: Personal P.P.E. is 3. Can only draw on the 400 P.P.E. from two TW Energy Sphere Batteries to empower any of his TW Bionic features.

Horror Factor: 12 (armor is designed with a demonic visage).

Attacks per Melee: 6

Bonuses: +2 on initiative, +2 to strike, +4 to parry, +4 to dodge, +3 to pull punch, +3 to roll with punch, +2 to disarm, +3 to save versus magic, +5 to save versus possession, +3 to save versus psionics, +3 to save versus insanity, +1 to save versus

Horror Factor, impervious to Bio-Manipulation, all Telemechanics, See Aura, and any attacks that do damage direct to Hit Points. Still vulnerable to psionics and magic that affect the mind.

Weapons: Punch: 3D6 M.D., Power Punch: 6D6 M.D. (counts as two melee attacks), TW Rail Gun: 5D6 M.D. per burst, 10 bursts per 20 P.P.E. or 40 I.S.P., NG-57 Heavy Duty Ion Pistol: 2D4 or 3D6 M.D. single shot, 18 shot long clip (Larsen has 10 spare clips). See also TW Bionics below.

Skills of Note/Natural Abilities: Boxing, W.P. Energy Pistol (+2 to strike), W.P. Energy Rifle (+2 to strike), W. P. Heavy Energy (+2 to strike), W.P. Sword (+2 to strike, +2 to parry), Military Etiquette (60%), Field Armorer and Munitions Expert (65%), Demolitions (79%), Military Fortification (55%), Trap and Mine Detection (45%). See also TW Bionics below.

Magic Knowledge: Being a TW 'Borg, Larsen can still draw upon the P.P.E. from his internal power packs to cast spells. However, the high metallic alloy content of his 'Borg body forces Larsen to spend twice the ordinary P.P.E. as well as suffering the usual side effects for casting spells while wearing armor (see page 188 of *Rifts® Ultimate Edition*). Furthermore, he cannot use any of the other abilities he once possessed as a Ley Line Walker. His original spell knowledge included: Blinding Flash (2), Globe of Daylight (4), See the Invisible (no longer works on Larsen's bionic eyes), Aura of Power (8), Befuddle (12), Fear (10), Throwing Stones (10), Magic Shield (60 M.D.C., 12), Invisibility: Simple (no longer works on Larsen's bionic body), Mystic Fulcrum (10), Impervious to Fire (no longer works on Larsen's bionic body), Blind (12), Fire Bolt (4D6 M.D., 14), Multiple Image (14). All of his spells are permanently frozen at 3rd level of experience (he was a 3rd level Ley Line Walker originally) and he is incapable of learning new ones. Spells that affect his body and/or organs no longer work as the bulk of his original body has been replaced.

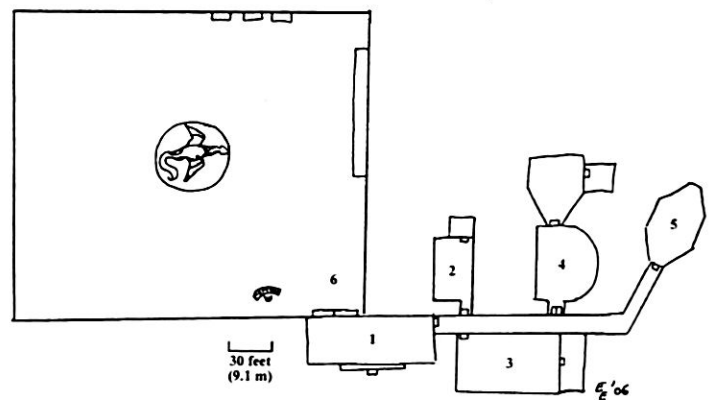
Psionic Abilities: None.

Techno-Wizard Bionic Systems: Head: TW Wilderness Optics (15), TW Language Translator (9), TW Invisibility Detector (5), TW Targeting (6). Arms: TW Bionic Strength (8). Legs: TW Bionic Reflexes (8). Body: Two (2) TW Energy Sphere Batteries (each contains 200 P.P.E. that can be drawn upon to empower the other Techno-Wizard devices), TW Bionic Power Source (antimatter encapsulated in a 500 M.D.C. Null Sphere). Weapons: TW Retractable Blades (4D6 M.D., 10), TW Electric Blaster (33), TW Immobilizer (9), TW Net Gun (18). Defense Systems: TW Self Repair System (18), TW Escape System (7), TW Armor Shielding (50 M.D.C., 10), TW Enhanced Range Defense System (15). All TW bionic abilities are described in detail in Chapter 12.

Appearance: Larsen Oodmere looks like a demonic Full Conversion Cyborg, though close examination will reveal the many small and large crystals and mystic symbols all across his structure. Larsen was Galidor Marik's first successful attempt at creating a Full Conversion Techno-Wizard Cyborg (many numerous and disastrous attempts were made before this success). Larsen was a young Ley Line Walker in the service of the Kingdom of Tolkeen who fell in battle against the Coalition army and was brought back critically injured and not expected to live. Marik saw the opportunity to use the young man's seething hatred and lust for revenge, not to

mention his exceptionally strong sense of purpose and will-power (high M.E.) as a means to overcome the problems plaguing his TW 'Borg design. Promising the shattered mage the chance to become a powerhouse yet not sacrifice his magical abilities in the process, Marik oversaw the conversion of the wizard into a Full Conversion 'Borg. He then replaced the conventional power sources and devices with his TW inventions. When Larsen returned to consciousness, he was encased in a metal body, yet still felt that he could tap his magical energies (though with some difficulty). Earning the wizard's eternal loyalty, Marik took him into his inner circle as a personal guard. Oodmere will gladly sacrifice his life to fulfill the will of his new master and will fight to the death even if Marik falls or flees. For full details on the TW 'Borg, see Chapter Twelve.

Galidor Marik's Sanctuary



Chapter Twelve: The Dragon Juggernaut

"Would you look at the size of that thing!"

- William Sansburn

Marik's lair is divided into three main sections: The warlord's private chambers, his summoning sanctuary, and his Techno-Wizard workshops. Not expecting anyone to make it this far into his personal domain, Galidor never bothered to trap his own quarters. Once they have defeated or driven off Marik and his crew, they will have free rein to search the area for anything the warlord may have left behind.

1. Entry Hall: This chamber is the room in which the players fought Galidor Marik and his companions. By the time the battle is over, there will be little of value in the chamber as the once lavish furnishings Marik used to entertain his guests would have been blasted to ash. There is a small chance (01-05%) that one of the magical works of art may have survived relatively unscathed (perhaps a moving magical sculpture in the corner or an illusory painting on the far wall). If so, it would be worth 95,000 to 150,000 credits to the right dealer in a place with a market for such magical creations (any of the wealthier citizens of the Federation of Magic, Lazlo, New Lazlo, Atlantis, etc.). As noted before, there are two exits to this room in addition to the entrance to the cavern maze: one small and wooden and the other large and metallic.

2. Kitchen: Never trusting others to prepare his own food, Marik had a personal cook bound by his True Name to serve him. Enjoying the finer things, Marik equipped his kitchen with the best gear. While most of the food and all of the expensive service sets (silver, crystal, etc.) have been taken (Marik had taken a bit of a liking to the chef and as such, the chef was offered the chance to flee with the Warlord when he abandoned Tolkeen to the Coalition Invasion. The chef currently resides in the City of Brass waiting for his master's return), the kitchen is still outfitted with a fortune of high quality cooking equipment (a successful Cooking skill roll will indicate that the net worth of the kitchen equipment is well over 500,000 credits). Unfortunately, most of the equipment is extremely large and impractical to loot. The room itself resembles what one would expect to find in the kitchens of the most exclusive private resorts. The chef lived a relatively Spartan life in a small residence attached to the kitchen. There is nothing of value in this small side-chamber.

3. Servants' Quarters: Other than his chef, Galidor had no permanent staff of slaves (he trusted no one). Still, when he expected to entertain some of his few close associates, he would hire or summon a small number of servants (they never had any idea where they were and knew enough not to ask). When these servants were needed for more than a single event or meal, he would house them in a small dorm-style hall. As this room was empty most of the time, there is nothing of value in it. It resembles a military style barracks complete with bunks, side tables, and a small restroom and shower at the far end.

4. Marik's Private Living Suite: Resembling something out of a lavish apartment complex or 5-star hotel suite, Galidor Marik's private residence contains both examples of high-tech modern luxuries and classical old-world elegance. Add to this an assortment of magical devices and artwork and you have the warlord's private quarters. Divided into a living area, a sleeping room, and a master bathroom, the room looks almost untouched. A search of the room will net about 500,000 credits worth of various small magical artwork and TW devices (mainly for entertainment purposes; illusory holographic projectors, etc.) but nothing of real strategic value. Marik's more powerful personal magic items and treasures were spirited away with him when he first fled during General Holmes' initial assault.

5. Summoning Sanctum: Set aside from Marik's private residence is a small chamber designed for using the power of the nexus in order to summon supernatural creatures. The chamber includes several unique features of Galidor's own design and invention. As a result of his decades of wandering the Megaverse in the quest for power and magical knowledge, Marik learned a great deal about the nature of summoning. When coupled with his knowledge of Techno-Wizardry, he was able to create a chamber that both amplified the raw P.P.E. generated from the ley line nexus (doubling the amount that can be drawn upon per melee but only for the purposes of summoning) as well as draining the power of any creature summoned in the chamber (reducing P.P.E., attacks and bonuses by half). It would take a Techno-Wizard and Shifter (or Summoner) months of study to replicate his design, but doing so would be worth millions to magic-wielding nations.

6. Techno-Wizardry Workshop: Resembling a cross between a wizard's study and a high-tech garage, Galidor Marik's workshop is enormous. The ceiling is over 80 feet (24.4 m) high and the room is about the size of a football field. There are nu-

merous wires, gantries, hoses, pipes, and grabbers hanging from the ceiling. The walls are lined with tool and equipment lockers, parts bins, and more elevated walkways and stairs. In one small corner, there is a large computer bank with numerous screens, each devoted to the mechanical and magical components and technical specs of Galidor's TW constructs. While most of the files were erased by the warlord when he first fled, some were in secondary drives and locations and were overlooked in his haste. These include the specs for the items described below. To break into the encrypted files and copy them to another computer, however, will require successful skill rolls in the following skills: Computer Operation, Computer Hacking, Cryptography, and Literacy: Dragonese.

Dominating the center of the chamber is what looks like a massive metallic sculpture of a dragon - the Dragon Juggernaut! (See description below.) Surrounding the massive Juggernaut is a glimmering globe of pale blue energy. Practitioners of magic capable to sensing temporal or dimensional anomalies will sense that the field is some form of Temporal Magic. Anything entering the field will freeze as soon as it penetrates the shimmering globe (including players). The globe is a TW field using the Temporal Magic Spell Time Warp: Slow Motion. Time has been slowed within the globe to a crawl (for all intents and purposes, time is at a standstill within the globe). This is a containment system designed by Marik not only to keep subjects incapacitated while he studies them (as the creator of the field, he can come and go through it without ill effect) but also to prevent the Dragon Juggernaut from asserting its independence before he found a way to overcome that design flaw. To deactivate the field, the players will need to crack the code controlling it at Marik's computer (requires successful skill rolls under Computer Operation and Computer Hacking).

Once the players have deactivated the stasis globe, they will have 1D4+4 minutes before the Dragon Juggernaut regains its wits enough to take action on its own. Without a successful Techno-Wizard Construction skill roll or the use of Telemechanics (or a similar skill or psionic power), the players will not be able to figure out how to work the Juggernaut before it either attacks them or attempts to escape on its own. Once one of the players gains control of it and figures out how to pilot the Juggernaut, it will reluctantly regard that player as its controller, at least until it gains its own independence (though the Dragon Juggernaut will not be forthcoming in revealing what its capabilities are).

In addition to the Dragon Juggernaut, one of the lockers contains a fortune in TW gems (thousands of credits worth of every variety listed in *Rifts® Ultimate Edition*, pages 133-134.). Another series of lockers hold various other TW items, most of them mundane, but one locker will also contain prototypes of some of the unique TW traps and devices described in the previous chapter. To successfully bypass these locks without damaging the contents (i.e. blowing the locker open with M.D. weapons) will require a successful Pick Locks or Locksmith skill roll.

Techno-Wizard Items Invented by Galidor Marik:

While an accomplished Techno-Wizard who invented a variety of weapons and traps (some of which are described in the previous chapter), Galidor's two greatest accomplishments to date are the successful creation of a Techno-Wizard Full Con-

version Cyborg and the invention of the Dragon Juggernaut. To successfully duplicate the creation of a TW Cyborg will require months of study as well as the combined efforts of not only a highly skilled (8th level or higher) Techno-Wizard but also a proficient Cyber-Doc. It will be virtually impossible to duplicate the creation of the Dragon Juggernaut (especially for the Player Characters) and would require the skills of a very advanced Techno-Wizard (10th level or higher) and a skilled Shifter, both of whom must be willing to trust one another. Furthermore, without months of studying Marik's encrypted notes, it will be impossible as the Dragon Juggernaut is not conventional Techno-Wizardry and borders on Bio-Wizardry. Without the actual prototype, it will be years before New Lazlo could attempt to create their own Dragon Juggernaut, though Marik's notes will provide them with other very useful innovations that they will be able to incorporate, making New Lazlo one of the top producers of Techno-Wizardry items and weapons in the world. The only places capable of mustering the necessary skills and genius would be New Lazlo, Lazlo, certain members of the Federation of Magic (Stormspire, Dweomer, and the City of Brass are the only members with the skills and resources to attempt it), or Atlantis (even Lord Splynnryth would find duplicating the device a difficult one). For all intents and purposes, the Dragon Juggernaut should be considered a unique magical item of tremendous power.

Game Master's Note: If the presence of the Dragon Juggernaut seriously overbalances future game play for the Player Characters, then simply have it missing when they arrive. They might still be able to retrieve the plans from Marik's computer files and fulfill their contract. Another alternative would be to have the prototype unfinished and incapable of flight or escape. Providing their employers in New Lazlo with the location of it along with the plans will still net the players a handsome reward. Also, it is possible that the Dragon Juggernaut will gain full independence (described below) and escape on its own once the players discover it. Finally, remember that the players are under contract to deliver the Juggernaut to New Lazlo. If the players do not and decide to keep it for themselves, their employers will put a large contract out on their heads and it will only be a matter of time before a group of powerful bounty hunters catches up to them.

The Dragon Juggernaut

At first glance, the towering Dragon Juggernaut resembles the other Iron Juggernauts made famous (or infamous) during the war between Tolkeen and the Coalition. It has the standard retro-look common to all Iron Juggernauts (brushed metal armor with massive bolts seemingly holding the seams together). When active, its eyes glow with an intense light and four tube vents protruding along its spine belch out clouds of steam, further adding to the illusion that this is merely the latest in the run of Tolkeen's Iron Juggernauts. A pair of cannons also rest on its back between its large metal wings and its tail ends in a large scorpion-type hook. The forelimbs each bear different cannons and the talons of all four limbs can extend to form deadly sword-length weapons. The leading edge of the wings is also razor sharp and capable to slashing through M.D.C. material with ease. The chest plate of the creation opens wide to reveal a pair of Mini-Missile launchers while another four medium-range missiles are housed in protruding missile pods on either hind

limb. However, the resemblance to an ordinary Iron Juggernaut ends at the surface.

The current theory about the Iron Juggernauts is that they are Techno-Wizardry creations that border on Bio-Wizardry by melding a human pilot (usually one who is old or crippled but still possessing a high base P.P.E.) with one or more major Elemental entities or forces. Lending credence to this idea is that fact that when destroyed, a maelstrom of Elemental fury erupts from the broken machine, vanishing in a whirlwind and leaving behind a comatose human (or sometimes D-Bee) body lying within a hollow shell of steel and wires. Therefore, it is logical to assume that Marik's latest invention is just another variant of this design.

Galidor Marik despises dragons (something no one in the Circle of Twelve knew anything about) and has always been wary of Tolkeen's alliance with the Dragon Kings of Freehold. Therefore, it was with smug satisfaction that he watched from a distance as the Dragon Kings and Princes abandoned their human allies just when they needed them the most. Had any of the Circle of Twelve been with him, he might have even smugly said "I told you so." Of course, he never told anyone, knowing how close the ties between King Creed and the Dragon Kings were. Still, anticipating an ultimate betrayal, he devoted much of his energies to finding a way to overcome Tolkeen's dependence upon the power of the dragons. His hope for the Dragon Juggernaut was to create a powerful new weapon that would allow the kingdom to control the powers of a dragon without having to deal with the "holier than thou" attitude most dragons possess. The fact that the Dragon Juggernaut required the merging of an adult dragon to empower the war machine in addition to melding a Greater Elemental being with his creation did not bother him in the slightest. While not possessing the range of



Elemental powers common to most Iron Juggernauts, the Dragon Juggernaut wields a wider range of abilities reminiscent of adult dragons (though still a far cry less powerful).

Another difference between his creation and the rest of the Iron Juggernauts is that the Dragon Juggernaut can accommodate a mortal pilot to direct its actions. Though throughout the war the Iron Juggernauts exceeded the expectations of their designers, Marik still disliked relying on an intelligence that was not entirely human anymore. As a Shifter, Galidor prefers to control supernatural forces, not cooperate with or succumb to them. Though his invention can function without a pilot, its true capabilities are only fully realized when the vast array of mystical powers of the war machine are controlled by a Techno-Wizard or (to a lesser degree) other practitioner of magic.

Dragon Juggernaut

Classification: Iron Juggernaut variant TW combat robot prototype.

Crew: Capable of holding one human or D-Bee pilot (must possess a high base P.P.E. and be capable to using Techno-Wizard devices).

M.D.C. by Location:

Head - 450*

Neck - 220**

Main Steam Vents (4; along the spine) - 100 each*

Wings (2) - 650 each***

Wing Blades (2) - 100 each*

Wing Mounted Missile Pods (4) - 150 each

Jet Thrusters (4; lower back on either side of the spine vents) - 310 each

Tail - 360

Scorpion Tail Hook - 245*

Dorsal Mounted Cannons (2; upper back between the wings) - 310 each

Chest Mounted Mini-Missile Launchers (2) - 240 each

Forelimbs (2) - 325 each

Claws/Talons (4) - 110*

Forearm Cannons (2) - 175 each

Legs (2) - 485 each

Leg Mounted Medium-Range Missile Pods (2) - 250 each

Main Body - 2500****

Reinforced Pilot's Compartment - 250

* All of these items are considered small targets, requiring a *Called Shot* to strike made at -3.

** Destroying the neck of the Dragon Juggernaut will sever the head, effectively destroying the optical senses and reducing the amount of P.P.E. by 1D6x100 points!

*** Depleting the M.D.C. of the wings will not prevent flight, but will reduce the maximum speed by 50% and eliminate the in-flight dodge bonus.

**** Depleting the M.D.C. of the main body of the Juggernaut will destroy the construct entirely, releasing a vortex of wind and fire and revealing within the Juggernaut an ancient and shriveled dragon corpse curled up inside the hollow shell (note that none of the dragon's body parts are of any use or value as they have been completely drained of power by

the Dragon Juggernaut). Directly above the desiccated body is a small, metal, egg-shaped pod (the reinforced pilot's compartment).

Speed:

Note: While the Dragon Juggernaut itself can operate indefinitely without need of food, water, or rest, the pilot requires the ordinary amount of rest, food and water for his species (human or D-Bee). The act of running does not tire out the pilot.

Running: 75 mph (120 km) maximum at a full gallop (using all four limbs to run); half if attempting to run on its hind legs only. Double when running along a ley line.

Leaping: Without jet assistance, 100 feet (30.5 m) high and 150 feet (45.7 m) across. Double along a ley line.

Flying: 750 mph (1200 km) with all four jet thrusters. Double along a ley line; half without the wings; only 100 mph (160 km) gliding with wings only. Maximum altitude is 24,000 feet (7315.2 m).

Underwater Capabilities: The Dragon Juggernaut is capable of functioning underwater indefinitely, though it is not designed for that environment. Speed is a mere 50 mph (80 km) with a maximum depth of 2000 feet (610 m).

Statistical Data:

Height: 20 feet (6.1 m) at the shoulder when standing on all four legs.

Width: 15 feet (4.6 m) from shoulder to shoulder with a 100 feet (30.5 m) wingspan.

Length: 30 feet (9.1 m) from shoulders to hips with a 50 foot (15.2 m) long tail and a 20 foot (6.1 m) long neck.

Weight: 50 tons.

Color: Some metallic shade reflecting the nature of the dragon whose essence empowers the Juggernaut.

Power System: Magical and Elemental. Like all Iron Juggernauts, Marik utilized the captured essence of one or more Elementals, in this case, a Major Air Elemental and a Minor Fire Elemental. This is further augmented by the captured essence of an adult dragon, all of which together provide a constantly renewing and limitless source of power and P.P.E.

Physical Strength: Supernatural P.S. of 50.

Cargo: Minimal space behind the pilot's seat providing room for personal gear, a rifle, a side arm, and two weeks rations. Nothing else. The Dragon Juggernaut itself, however, can carry tons as a result of its Supernatural P.S.

Black Market Cost: Easily 50 million credits if not more, if someone had the power and resources to manufacture them on even a small scale.

Weapon Systems:

1. Laser Eye Beams (2): The eyes of the Dragon Juggernaut can fire laser-like energy either as a single shot or with both firing in tandem.

Primary Purpose: Assault and Defense.

Mega-Damage: 2D6 M.D. per beam (4D6 M.D. if both fire at the same target).

Rate of Fire: Each blast counts as one of the pilot's combined hand to hand attacks per melee.

Maximum Effective Range: 4000 feet (1219.2 m).

Payload: Effectively unlimited.

2. Dorsal Plasma Cannons (2): These massive cannons are mounted on the upper back of the Dragon Juggernaut. The cannons cannot rotate and are fixed so that they can only fire directly forward when the Juggernaut is in flight or on all four limbs. The cannons can also be elevated up to 30 degrees above the back. They can fire independently or in tandem.

Primary Purpose: Assault and Anti-Aircraft.

Mega-Damage: 2D4x10+10 M.D. per single burst or 4D4x10+20 M.D. when fired in tandem at the same target.

Rate of Fire: Each burst counts as one of the pilot's combined hand to hand attacks per melee.

Maximum Effective Range: 2000 feet (610 m).

Payload: Effectively unlimited.

3. Concealed Chest Mounted Mini-Missile Launchers (2): Within the upper chest of the Juggernaut are a pair of Mini-Missile launchers that are revealed when the massive armored chest plates retract.

Primary Purpose: Assault and Defense.

Mega-Damage: Depends on missile type but standard issue missiles are armor piercing (1D4x10 M.D.) or plasma (1D6x10 M.D.).

Rate of Fire: One at a time or in volleys of 2, 4, 6, 8, or 10. Each volley, regardless of size, counts as one of the pilot's hand to hand attacks per melee.

Maximum Effective Range: Typically one mile (1.6 km).

Payload: 40 missiles total.

4. Right Forearm Heavy TW Rail Gun: The double-barreled cannon mounted on the right forearm is actually a dual mounted, heavy Techno-Wizard rail gun (for details, see below).

Primary Purpose: Antipersonnel and Assault.

Mega-Damage: 2D4x10 M.D. per double burst (cannot fire independently).

Rate of Fire: Each burst counts as one of the pilot's combined hand to hand attacks per melee.

Maximum Effective Range: Typically 2000 (610 m).

Payload: 10 double bursts per 54 P.P.E. spent.

5. Left Forearm Particle Beam: The cannon on the left forearm is a heavy ion cannon that fires electrically charge bolts of energy.

Primary Purpose: Antipersonnel.

Mega-Damage: 6D6 M.D.

Rate of Fire: Each blast counts as one of the pilot's combined hand to hand attacks per melee.

Maximum Effective Range: 3000 feet (914 m).

Payload: Effectively unlimited.

6. Wing Mounted Short-Range Missile Launchers (4): Beneath each massive wing is a pair of missile pods. Used only when the wings are extended in flight, the pods retract out of sight when not in use.

Primary Purpose: Anti-Aircraft and Assault.

Damage: Depends on missile type but standard issue missiles are high explosive (medium) (2D6x10 M.D.) or armor piercing (2D6x10 M.D.).

Rate of Fire: One at a time or in volleys of 2, 3 or 5. Each vol-

ley, regardless of size, counts as one of the pilot's hand to hand attacks per melee.

Maximum Effective Range: Five miles (8 km).

Payload: 5 missiles per pod (20 total).

7. Lower Leg Medium-Range Missile Pods (2): The outer calf of each hind limb is a concealed missile pod, each containing four (4) medium-range missiles. They can be fired both in flight and while on the ground, though not while running.

Primary Purpose: Anti-Armor and Anti-Aircraft.

Damage: Depends on missile type but standard issue missiles are high explosive (heavy) (3D6x10 M.D.), plasma (4D6x10 M.D.), or multi-warhead (5D6x10 M.D.).

Rate of Fire: One at a time or in volleys of 2 or 4. Each volley, regardless of size, counts as one of the pilot's hand to hand attacks per melee.

Maximum Effective Range: Between 40 and 80 miles (64 to 128 km).

Payload: 4 missiles per pod (8 total).

8. Hand to Hand Combat: Rather than use any of its weapons, the Dragon Juggernaut can engage in hand to hand combat with not only its four powerful limbs but also its tail and armored wings.

Attributes of Note: Supernatural P.S. of 50, a P.P. of 22, and I.Q. of between 10 and 12 (the usual genius I.Q. of an adult dragon is dramatically subdued by the conversion and imprisonment process). Without a humanoid pilot, the Dragon Juggernaut can only speak in short phrases or single words, usually sounding like a low, loud growl.

Attacks per Melee Round (without a pilot): Five physical (hand to hand or weapon use) or two by magic. When not controlled by a pilot, the Dragon Juggernaut is less likely to use any of its weapons and will prefer to use hand to hand combat, magic, or its special powers (described below).

Attacks per Melee Round (with a pilot): Combine Techno-Wizard's Hand to Hand attacks and bonuses with those of the Dragon Juggernaut (yes, that means that in the hands of a Techno-Wizard, the Juggernaut could have as many as 9 or 10 attacks per melee round). When controlled by someone other than a Techno-Wizard, combine the Juggernaut's attacks per melee round with half of the pilot's, round down (usually seven total).

Bonuses: +2 to initiative, +6 to strike, +3 to strike with ranged weapons, +8 to parry, +6 to dodge, +9 to dodge in flight, +2 to roll with punch, +3 to pull punch, +2 to entangle, +2 to disarm, +8 versus Horror Factor, +6 to save versus mind control, impervious to possession, does not need rest, drink, food, or water. When piloted by a Techno-Wizard, combine all appropriate physical bonuses only. When piloted by a non-Techno-Wizard, only add P.P. bonuses (if any), not Hand to Hand bonuses.

Special Abilities: Keen, hawk-like vision, can see up to 4 miles (6.4 km) away, nightvision: 2000 feet (609 m), see the invisible, see through smoke and clouds as well as see in the infrared and ultraviolet spectrums, magically understands all languages, armor regeneration 4D6 M.D. per melee round. Impervious to toxins, disease, gases, cold and ordinary heat. M.D. heat, fire, plasma, magic fire, nuclear fire, electricity, and sonic attacks do half damage.

Vulnerabilities: Cold and water based magic and magic weapons inflict double damage. Also, unlike the conventional Iron Juggernauts with their willing human pilots, the captured dragon is constantly struggling to free its will. As a result, there is a small chance when not controlled by a pilot that the Dragon Juggernaut will act totally independent of any orders given to it by a human, even a Techno-Wizard. Base chance when not controlled by a human pilot of regaining independence for 1D4 minutes is 15%. If being ordered by a Techno-Wizard, the base chance is a mere 5%. If being ordered to do something potentially self-destructive, the chance jumps to 25%. If in any case a 01-02% is rolled, the will of the captured dragon asserts permanent control and cannot be commanded or piloted again. When being piloted by a Techno-Wizard, there is no chance that it will regain control. However, if the pilot is not a Techno-Wizard, there is a 5% chance of the dragon gaining temporary (1D4 melee rounds) control. While the pilot will remain safe inside the crew compartment, he cannot control the Juggernaut's actions until the dragon loses control again 1D4 rounds later. This is a design flaw that Galidor Marik was still trying to overcome when he was forced to abandon his lab and flee Tolkeen.

Damage: Possesses the following special attacks: Bite, Bite and Grip, Punch, Kick, Claw Swipe, Tail Slap, Tail Slap Power Strike, Tail Sweep, Tail Parry, Wing Attack: Basic, Wing Attack: Advanced, Wing Sweep, Wing Gliding Sweep Attack, Grappling Hold, and Crush. Inflicts double damage to creatures vulnerable to magic. Special dragon attacks are described on pages 349 and 350 of *Rifts® Ultimate Edition*.

- Restrained Punch: 1D6x10 S.D.C.
- Punch: 6D6 M.D.
- Claws: 1D4x10 M.D.
- Power Punch: 2D4x10 M.D. (counts as two attacks per melee).
- Kick: 6D6 M.D.
- Leap Kick: 2D4x10 M.D. (counts as two attacks per melee).
- Body Block: 4D6 M.D.
- Power Block: 1D4x10 M.D. (counts as two attacks per melee) plus 01-85% chance of knocking an opponent of equal or lesser size off its feet, losing initiative and two actions per melee.
- Flying Power Block: 1D6x10+10 (counts as three attacks per melee) plus 01-90% chance of knocking an opponent of equal or lesser size off its feet, losing initiative and two actions per melee.
- Stomp: 2D4 M.D. but only effective against opponents less than 7 feet (2.1 m) tall.
- Restrained Tail Slap: 1D4x10 S.D.C.
- Full Strength Tail Slap: 6D6 M.D.
- Power Tail Slap: 2D4x10 M.D. (counts as two attacks per melee).
- Scorpion Jab: 1D4x10 M.D.
- Wing Slash: 1D4x10 M.D.
- Bite: 2D6 M.D.

9. **Magic Spells:** All Air Warlock Spells (described in *Rifts® Conversion Book: One or the Rifts Book of Magic*) levels 1

through 4 plus the following invocations: Blinding Flash (1), See Aura (6), Sense Evil (2), Sense Magic (4), Befuddle (6), Fire Blast (8), Multiple Image (7), Energy Field (10; 60 M.D.C. force field), Energy Disruption (12; useful for knocking out an incoming missile), Implosion Neutralizer (12), Fire Ball (10), Frequency Jamming (15), Time Slip (20), Ballistic Fire (25), Ley Line Fade (20), Sonic Blast (25), Ley Line Tendril Bolts (26), Shockwave (45; also useful for knocking out incoming missiles), Wall of Wind (40; useful for deflecting incoming missiles and attackers), and Wisps of Confusion. All spells function at 6th level of experience with regards to range, duration, and damage. Available P.P.E. for spell casting is 2D4x100+250.

10. **Special Dragon Powers:** In addition to its formidable magic spells, being empowered by an adult dragon instills the Dragon Juggernaut with a small number of abilities not possessed by any other Iron Juggernaut. These include:

- **Horror Factor:** 14. In addition to the fearsome appearance of the Juggernaut itself, the essence of the trapped dragon within radiates its own aura of power that heightens the overall sense of dread at facing such a powerful foe.
- **Breath Attack:** The Dragon Juggernaut can breathe a blast of magical fire that inflicts 6D6 M.D. and can target as many as 3 human-sized targets if huddled together. Range: 100 feet (30.5 m).
- **Sense Ley Line Energy:** Identical to a Ley Line Walker's ability, the Dragon Juggernaut can sense the location of nearby Ley Lines, Ley Line Nexus, and the opening and closing of dimensional Rifts or portals. Range: 5 miles (8 km).
- **Turn Invisible:** The Dragon Juggernaut can turn invisible (as per *Invisibility: Simple*) for up to 8 minutes. This power can only be used once every two hours. Because of the tremendous amount of heat given off by the Juggernaut, however, attempts to locate it using infrared sensors or thermographic make skill rolls at +20%.
- **Ley Line Phasing:** Identical to a Ley Line Walker's ability, the Dragon Juggernaut can teleport along the full length of a ley line (and connecting ley lines if joined by a nexus). This can only be done 4 times per 24 hours.
- **Teleport:** Perhaps the most impressive power of the Dragon Juggernaut is that the entire construct can teleport just like most normal dragons. The base chance of a successful teleportation is 45% +2% per level of the pilot. This is further augmented depending upon who is piloting it. Ley Line Walkers: +10%; Ley Line Rifiers and Shifters: +15%; Temporal Wizards and Warriors: +20%; Techno-Wizards: +25%. All other O.C.C.s: +5%. The range of the teleportation is only five miles (8 km), +1 mile (1.6 km) per level of experience of the pilot and must be line of sight. An unsuccessful teleportation merely means that the Dragon Juggernaut does not transport and remains at its current location. Teleportation can only be attempted two times per 24 hours. Dimensional Teleport is not possible. Galidor Marik envisioned a platoon of these powerful Juggernauts teleporting into the midst of a Coalition army, unleashing unimaginable devastation upon them while invisible, and teleporting out again before the CS even knew what hit them. Given the power of the Dragon Juggernaut, even a small platoon could have devastated much of the advancing CS armies had it not been for the surprise attack that destroyed Tolkeen's defenses before Marik had a chance to make more of these creations.



Full Conversion Techno-Wizard 'Borg

Utilizing a variety of spells, Marik has found a way to overcome the most obvious problems dealing with the use of magic and cybernetics in tandem: the lack of P.P.E. Since the implantation of more than two bionic or cybernetic enhancements dramatically reduces one's P.P.E. (eliminates 90% of available P.P.E.) as well as destroying any inherent magical abilities, there is no magical energy to empower spells or Techno-Wizardry devices. Marik reasoned, therefore, that if what remains of the body cannot generate the necessary P.P.E. to cast spells and use TW instruments, then an alternative power source would need to be used. It took years to come up with, but Galidor ultimately figured out how to create a system that would allow the cyborg to tap into a P.P.E. battery and channel the energy to activate not only the Techno-Wizardry components of the armor but also any latent spell knowledge known to the person before becoming a TW 'Borg.

Procedure: The basic procedure involves the creation of a standard Full Conversion Cyborg with basic bionic enhancements (replacement of the majority of the body, including all four limbs and the addition of basic cybernetic features). After the 'Borg has been created, Marik replaces the power supply with two TW inventions of his own devising. First, the nuclear power cell is replaced with a TW Bionic Power Source, basically a Null Sphere encapsulating a portion of antimatter. This is accomplished through the use of the Annihilate and Null Sphere invocations. This becomes the conventional power source that empowers the basic mechanical body parts and keeps the biological components alive. A second power source is then added to give the necessary P.P.E. required to activate the various TW

enhancements. This is a pair of Marik's TW Energy Sphere Batteries, each containing 200 P.P.E. After these units are installed, the rest of the process involves the standard TW conversion of technological components to Techno-Wizardry devices with one additional step: each device must be wired directly to the TW Energy Spheres to draw the necessary P.P.E.

Benefits: Being a Full Conversion Cyborg, the character gets all of the benefits and bonuses standard for that O.C.C. (see page 47 of *Rifts® Ultimate Edition*). Furthermore, Marik has linked the TW Energy Spheres to the cyborg's brain, enabling the character to draw upon the stored P.P.E. in order to cast any spells he might have known prior to being converted into a 'Borg.

Limitations: In addition to the standard penalties for a Full Conversion Cyborg, the character can no longer use any of the special O.C.C. or racial abilities he may once have possessed (e.g. the Ley Line Walker's special Ley Line related powers). Furthermore, spell knowledge and experience are frozen at the current level and can never increase. This means that a magic user who is converted into a TW 'Borg cannot learn new spells nor can he gain further experience as a magic user. He is also incapable of drawing upon P.P.E. from sources other than his own internal TW Energy Sphere Batteries (including Ley Lines, Nexus, other creatures, blood sacrifice, magic items, etc.). He starts a new career as a 1st level TW 'Borg O.C.C. (same Experience Table as a Full Conversion Combat Cyborg). Finally, as the power source of the 'Borg is an enclosed piece of antimatter, there is a chance that if the main body of the unit is destroyed, enough damage might be unleashed to rupture the Null Sphere and create a massive explosion (2D4x100 M.D. to the body and 4D6x10 M.D. to everything within a 10 foot/3 m radius) that leaves only a smoking crater. Fortunately, the Null Sphere has an M.D.C. of 500. It is worth noting that being a TW creation, the 'Borg is susceptible to the effects of the Anti-Magic Cloud spell. Not only will this spell negate the abilities of any of the cyborg's TW enhancements, it will also drain both P.P.E. from the TW Energy Spheres and M.D.C. from the Null Sphere at a rate of 1D4x10 per melee round.

Perhaps the greatest limitation, however, is that once the P.P.E. of the two TW Energy Sphere Batteries is depleted, it can only be recharged by a Techno-Wizard. Marik will obviously know how to do this (this drawback was a deliberate design flaw that ensured his TW 'Borg creation would be loyal to him) while other Techno-Wizards will need to study the device before attempting to recharge the batteries (requires a successful TW Construction skill roll made with the appropriate modifiers described on pages 134-135 of *Rifts® Ultimate Edition*). The batteries can be recharged at a much slower rate at a ley line or nexus at a rate of 5 P.P.E. per hour of inaction at a ley line or 10 P.P.E. per hour of inaction at a nexus.

Basic TW Full Conversion Cyborg Abilities:

1. Size and Shape: Same as ordinary Full Conversion Cyborg (see pages 46-47 of *Rifts® Ultimate Edition*).

2. M.D.C. by Location: Same as ordinary Full Conversion Cyborg (see pages 46-47 of *Rifts® Ultimate Edition*). As Galidor Marik intended for his magical enhancements to be superior to the ordinary cyborg, his few experimental TW 'Borgs had only the most basic bionic enhancements and base level M.D.C. and stats. This means that Marik's 'Borgs will not have

numerous cybernetic enhancements or features (such as sensors, optics, hearing, etc.).

3. Arms and Hands: Same as ordinary Full Conversion Cyborg (see pages 46-47 of *Rifts® Ultimate Edition*).

4. Legs and Locomotion: Same as ordinary Full Conversion Cyborg (see pages 46-47 of *Rifts® Ultimate Edition*).

5. Available Cyborg Armor Types: Same as ordinary Full Conversion Cyborg (see pages 46-47 of *Rifts® Ultimate Edition*).

6. Number of Additional Options and Features: Same as ordinary Full Conversion Cyborg (see pages 46-47 of *Rifts® Ultimate Edition*). However, while basic systems function as normal (locomotion, limbs, robotic P.S., P.P., and Spd), the more advanced systems (sensors, advanced optics, advanced hearing, communications) will only function sporadically as a result of interference from the TW power sources. (In game terms, this means that no bionic features, accessories, and weapons will function beyond the basic Full Conversion body. All special features and weapons must be Techno-Wizardry devices.)

7. Penalties: Same as ordinary Full Conversion Cyborg (see pages 46-47 of *Rifts® Ultimate Edition*) plus those described above.

8. Cyborgs, Psionics and Magic: Being a Full Conversion 'Borg, any former psionics are destroyed. However, Marik's design wires the brain directly to the TW P.P.E. Energy Sphere Batteries, enabling the cyborg to draw upon the P.P.E. reserves to cast spells. Still, the high metallic alloy content of the cybernetics forces a magic user to spend twice the ordinary P.P.E. as well as suffer the usual side effects for casting spells while wearing armor (see page 188 of *Rifts® Ultimate Edition*). Furthermore, a spell caster cannot use any of the other abilities inherent to his former O.C.C. (such as a Ley Line Walker's ley line abilities or a Shifter's dimensional abilities). These penalties do not, however, effect the TW Bionic devices described below.

TW Combat 'Borg O.C.C. Stats

Alignment: Any.

Attribute Requirements: M.E. of 12 or higher is *required* to prevent the 'Borg's mind from rejecting the alien nature of the conversion and committing suicide.

Attribute Note: Same as ordinary Full Conversion Cyborg (see pages 47-48 of *Rifts® Ultimate Edition*).

Race Limitations: Same as ordinary Full Conversion Cyborg (see pages 47-48 of *Rifts® Ultimate Edition*). Although the cybernetic creation is powered by magic, creatures of magic with bio-regeneration will still reject the artificial implants.

Skills: Same as ordinary Full Conversion Cyborg (see pages 47-48 of *Rifts® Ultimate Edition*). For characters who were a previous O.C.C. prior to TW bionic conversion, they will retain the original skill and spell knowledge (if any) of their former occupation. However, they will not automatically gain the new O.C.C. Skills without additional training. In cases where Game Masters wish to allow this type of multiple O.C.C. cyborg, after a suitable training time of 1D4+1 months, the character will have learned all of the O.C.C. Skills, and half of the O.C.C. Related Skills, but none of the Secondary Skills. Additional O.C.C. Related Skills can also be learned as the player advances in experience at the appro-

priate levels (as per an ordinary cyborg). Duplicate skills will be frozen at their current level until the cyborg surpasses his original level of experience, at which time they will advance as usual. The change to a Full Conversion TW Cyborg is permanent and a new Multiple O.C.C. is not allowed.

Bionics and Cybernetics: Typically, a TW Cyborg will start with the following TW enhancements at level one:

Cyborg-Armor: Typically LE-B1 Light Espionage Armor (+135 M.D.C.) or LI-B1 Light Infantry Armor (+150 M.D.C.).

Sensory Systems: TW Wilderness Optics, TW Invisibility Detector and two other TW sensor systems of choice.

TW Bionic Weapons and Enhancements: TW Bionic Strength, TW Bionic Reflexes and four of choice.

TW Bionic Features and Accessories: Two (2) TW Energy Sphere Batteries, TW Bionic Power Source and four others to start with.

TW Upgrade Fund: has 4D6x10,000 +15,000 credits to spend on additional TW enhancements only. This cannot be used to purchase conventional bionic upgrades.

Standard Equipment: Same as ordinary Full Conversion Cyborg (see pages 47-48 of *Rifts® Ultimate Edition*).

Weapons: Same as ordinary Full Conversion Cyborg (see pages 47-48 of *Rifts® Ultimate Edition*). Although a creation of Techno-Wizardry, the TW 'Borg cannot use other magic items or Techno-Wizard devices that are not hardwired into its systems.

Money: Same as ordinary Full Conversion Cyborg (see pages 47-48 of *Rifts® Ultimate Edition*).

TW Bionic Features and Weapons

Unless otherwise noted, these enhancements mimic the spells for which they are named and function at 5th level strength with regards to damage, duration, range, and effect. Unlike the bionics of an ordinary Full Conversion Cyborg which can remain active indefinitely, TW enhancements last for a limited duration before requiring additional P.P.E. The cost for each implant factors in not only the TW conversion and gems but also the cybernetic or bionic component that is being modified. This cost reflects the bare minimum construction cost and will most likely be anywhere from 100% to 2000% greater depending upon the Techno-Wizard performing the conversion. Any of these TW Bionic Systems could be designed as a stand alone TW weapon or device at approximately 10,000 credits less than the listed price (not including mark-up prices).

(Design Note: The following TW bionic systems were all designed using the new Techno-Wizard design rules published in *Rifts® Ultimate Edition*, pages 129-135).

TW Bionic Sensors:

TW Wilderness Optics Sensors: Implanted into Cybernetic Eyes. Range: 60 feet (18.3 m). Includes: Nightvision, See the Invisible (75%), Identify Plants and Fruits (70%), Identify Tracks (85%), Track (50%) and Recognize Poison (65%). Spells: Eyes of the Wolf and Energy Bolt. P.P.E. Cost to Create: 300. Gems Used: Red Zircon and Alexandrite. P.P.E. Cost to Activate: 15. Duration: 25 minutes. Cost: 52,000 credits per eye.

TW Literacy Translator: Implanted into Cybernetic Eyes. Range: Self. Translates all written languages (modern and an-

cient, including runes and magic symbols!). Spells: Eyes of Thoth and Energy Bolt. P.P.E. Cost to Create: 130. Gems Used: Red Zircon and Fire Agate. P.P.E. Cost to Activate: 7. Duration: 50 minutes. Cost: 31,500 credits.

TW Targeting: Implanted into Cybernetic Eyes. Range to "light" a target: 10 feet (3 m). Target now radiates a bright light that can be seen as long as target is in line of sight. Provides a +2 to strike to the TW 'Borg only. Spells: Light Target and Energy Bolt. P.P.E. Cost to Create: 110. Gems Used: Red Zircon and Clear Quartz. P.P.E. Cost to Activate: 6. Duration: 10 minutes. Cost: 27,800 credits.

TW Threat Assessor: Implanted into Cybernetic Eyes. Range: 100 feet (30 m). Confers standard information about a target through the See Aura invocation. Spells: See Aura and Energy Bolt. P.P.E. Cost to Create: 110. Gems Used: Red Zircon and Tiger Eye. P.P.E. Cost to Activate: 6. Duration: One melee round. Cost: 42,500 credits.

TW Invisibility Detector: Implanted into Cybernetic Eyes. Range: 200 feet (61 m). Replicates the See the Invisible invocation. Spells: See the Invisible and Energy Bolt. P.P.E. Cost to Create: 90. Gems Used: Red Zircon and Tiger Eye. P.P.E. Cost to Activate: 5. Duration: 5 minutes. Cost: 41,500 credits.

TW Supernatural Detector: Three implantation options: Bionic Motion Detector, Cybernetic Eyes or Sensor Hand. Range: Radar: 90 feet (27.4 m) radius; Optics: 60 feet (18.3 m); Sensor Hand: 3 feet (0.9 m). As radar, it acts exactly like the standard Sense Evil invocation. As optics, it will indicate a specific direction and relative range but not an exact target. As a sensor hand, it will reveal an exact target. Spells: Sense Evil and Energy Bolt. P.P.E. Cost to Create: 70. Gems Used: Red Zircon and Fire Agate. P.P.E. Cost to Activate: 4. Cost: Radar: 23,500 credits; Optics Implant: 18,500 credits; Sensor Hand: 38,500 credits.

TW Magic Detector: Three implantation options: Bionic Motion Detector, Cybernetic Eyes or Sensor Hand. Range: Radar: 90 foot (27.4 m) radius; Optics: 60 feet (18.3 m); Sensor Hand: 3 feet (0.9 m). As radar, it acts exactly like the standard Sense Magic invocation. As optics, it will indicate a specific direction and relative range but not an exact target. As a sensor hand, it will reveal an exact target. Spells: Sense Magic and Energy Bolt. P.P.E. Cost to Create: 90. Gems Used: Red Zircon and Fire Agate. P.P.E. Cost to Activate: 5. Cost: Radar: 24,500 credits; Optics Implant: 19,500 credits; Sensor Hand: 39,500 credits.

TW Language Translator: Implanted into Cybernetic Ear and Throat. Range: Self. Enables the 'Borg to understand and speak all languages at 98%. Does not confer literacy, however. Spells: Tongues and Energy Bolt. P.P.E. Cost to Create: 170. Gems Used: Red Zircon and Fire Agate. P.P.E. Cost to Activate: 9. Duration: 15 minutes. Cost: 39,500 credits.

TW Intruder Detector: Implanted into the Bionic Motion Detector. Range: 30 foot (9.1 m) radius centered around the 'Borg. Instantly alerts the 'Borg of any hostile intruder who enters the radius and fails to make a successful saving throw versus magic at -5. Does not indicate direction, nature of the intruder, or Astral Travelers but does reveal all other intruders, including robots, predatory animals, humanoids, and supernatural creatures (invisible or not). Spells: Watchguard and Energy Field. P.P.E. Cost to Create: 200. Gems Used: Ruby Quartz and Fire Opal. P.P.E. Cost to Activate: 10. Duration: 5 hours. Cost: 27,600 credits.

TW Bionic Features and Accessories:

TW Intimidation Enhancement: Implanted into the Bionic Face Plate. Range: Self. Basically mimics the effects of Aura of Power. Spells: Aura of Power and Energy Bolt. P.P.E. Cost to Create: 150. Gems Used: Red Zircon and Emerald. P.P.E. Cost to Activate: 8. Duration: 5 minutes. Cost: 69,500 credits.

TW Camouflage: Implanted into the Bionic Main Body. Range: Self. Basically mimics the effects of Chameleon. Spells: Chameleon and Energy Bolt. P.P.E. Cost to Create: 110. Gems Used: Red Zircon and Turquoise. P.P.E. Cost to Activate: 6. Duration: 22.5 minutes (90 melee rounds). Cost: 25,700 credits.

TW Secret Compartments: Implanted into the Bionic Main Body or Legs. Range: Self. Mimics the effects of the Concealment invocation on any internal secret compartments housed in the 'Borg's main body or legs. Spells: Concealment and Energy Bolt. P.P.E. Cost to Create: 110. Gems Used: Red Zircon and Turquoise. P.P.E. Cost to Activate: 6. Duration: 25 minutes. Cost: 19,700 for small, 21,200 for medium, and 22,700 for large.

TW Armor Shielding: Implanted into the Bionic Main Body. Range: Self. Creates an invisible, form fitting energy field with 50 M.D.C. around the 'Borg's body identical to the Armor of Ithan invocation. Spells: Armor of Ithan and Energy Field. P.P.E. Cost to Create: 333. Gems Used: Ruby Quartz and Diamond. P.P.E. Cost to Activate: 10. Duration: 5 minutes. Cost: 67,300 credits.

TW Air Filter and Oxygen Storage Cells: Implanted into Cybernetic Lungs. Allows the 'Borg to function without air (underwater and in a vacuum) and renders him immune to *non-magical* toxins and gases. Spells: Breathe Without Air and Energy Bolt. P.P.E. Cost to Create: 100. Gems Used: Red Zircon and Clear Zircon. P.P.E. Cost to Activate: 5. Duration: 25 minutes. Cost: 84,500 credits.

TW Fire Resistance: Implanted into the Bionic Main Body. Range: Self. Basically identical to the Impervious to Fire invocation. Spells: Impervious to Fire and Energy Field. P.P.E. Cost to Create: 150. Gems Used: Ruby Quartz and Smoky Quartz. P.P.E. Cost to Activate: 8. Duration: 15 minutes. Cost: 20,550 credits.

TW Melee Shield: Implanted into a Bionic Forearm. Range: Self. Creates a round disk of energy the size of a large shield on the arm with 60 M.D.C. that provides a +1 to parry. Spells: Magic Shield and Energy Bolt. P.P.E. Cost to Create: 110. Gems Used: Red Zircon and Amethyst. P.P.E. Cost to Activate: 6. Duration: 10 minutes. Cost: 39,500 credits.

TW Range Defense System: Implanted into a Bionic Forearm. Range: Self. Creates a small energy shield on the arm that allows the 'Borg to parry incoming ranged attacks at a +4 to parry in addition to P.P. bonuses only. Not considered an automatic parry and the 'Borg must use an action to attempt to parry. Spells: Deflect and Energy Bolt. P.P.E. Cost to Create: 150. Gems Used: Red Zircon and Opal. P.P.E. Cost to Activate: 8. Duration: 5 melee actions (with each attempt to parry counting as one action). Cost: 35,000 credits.

TW Enhanced Range Defense System: Implanted into a Bionic Forearm. Range: Self. Creates a small energy shield on the arm that allows the 'Borg to parry incoming ranged attacks at a +3 to parry in addition to P.P. bonuses only. Is considered an automatic parry and if the parry roll is above a 13 for incom-

ing energy attacks, the attack can be redirected back towards the 'Borg's opponent (kinetic blasts can be parried, but not redirected). Spells: Target Deflection, Superhuman Speed and Energy Bolt. P.P.E. Cost to Create: 300. Gems Used: Red Zircon, Black Pearl and Opal. P.P.E. Cost to Activate: 15. Duration: 5 melee rounds. Cost: 42,500 credits.

TW Escape System: Implanted into a Laser Utility Finger. Range: Self. Functions as per the Escape invocation. Spells: Escape and Energy Bolt. P.P.E. Cost to Create: 130. Gems Used: Red Zircon and Jade. P.P.E. Cost to Activate: 7 per individual restraint. Duration: instant. Cost: 28,500 credits.

TW Short-Range Communicator: Implanted into a Cybernetic Ear. Range: 20 miles (32 km). Functions as per the Distant Voice invocation with the following modifications: range is greatly increased and line of sight is not required if the recipient is known to the 'Borg. Spells: Distant Voice and Sub-Particle Acceleration. P.P.E. Cost to Create: 300. Gems Used: Garnet and Red Zircon. P.P.E. Cost to Activate: 15. Duration: 25 minutes. Cost: 54,000 credits.

TW Bionic Strength: Implanted into Bionic Arms. Range: Self. Instills the 'Borg with a Supernatural P.S. of 30. Spells: Superhuman Strength and Energy Bolt. P.P.E. Cost to Create: 150. Gems Used: Red Zircon and Black Pearl. P.P.E. Cost to Activate: 8. Duration: 10 melee rounds. Cost: 61,500 credits.

TW Bionic Reflexes: Implanted into Bionic Legs. Range: Self. Instills the 'Borg with superhuman quickness (+2 to initiative, +2 to parry and +6 to dodge). Spells: Superhuman Speed and Energy Bolt. P.P.E. Cost to Create: 150. Gems Used: Red Zircon and Black Pearl. P.P.E. Cost to Activate: 8. Duration: 5 minutes. Cost: 61,500 credits.

TW Underwater System: Implanted into Cybernetic Lungs. Range: Self. Basically mimics the Swim as a Fish (Superior) invocation. Spells: Swim as a Fish (Superior) and Energy Bolt. P.P.E. Cost to Create: 170. Gems Used: Red Zircon and Aquamarine. P.P.E. Cost to Activate: 9. Duration: 50 minutes. Cost: 80,500 credits.

TW Endurance: Implanted into a Cybernetic Heart. Basically mimics the Sustain invocation. Spells: Sustain and Energy Field. P.P.E. Cost to Create: 220. Gems Used: Ruby Quartz and Amber. P.P.E. Cost to Activate: 11. Duration: 5 days. Cost: 94,300 credits.

TW Energy Resistance Field: Implanted into the Bionic Main Body. Range: Self. Renders the 'Borg impervious to all energy attacks (normal, magical and Mega-Damage). Kinetic attacks still cause full damage. Spells: Impervious to Energy and Energy Field. P.P.E. Cost to Create: 300. Gems Used: Ruby Quartz and Red Zircon. P.P.E. Cost to Activate: 15. Duration: 10 minutes. Cost: 40,300 credits.

TW Stealth System: Implanted into the Bionic Legs. Range: Self. Negates the ordinary penalties to Prowl and adds a +40% to Prowl. However, the 'Borg cannot speak although he can still hear. Spells: Globe of Silence and Energy Field. P.P.E. Cost to Create: 300. Gems Used: Ruby Quartz and Garnet. P.P.E. Cost to Activate: 15. Duration: 30 melee rounds. Cost: 53,800 credits.

TW Flight Jets: Implanted into Bionic Booster Jets. Range: Self. Mimics the Fly as an Eagle invocation. Spells: Fly as an Eagle and Energy Bolt. P.P.E. Cost to Create: 300. Gems Used: Red Zircon and Diamond. P.P.E. Cost to Activate: 15. Duration: 100 minutes. Cost: 122,000 credits.

TW Spotlights: Implanted into a Laser Utility Finger. Range: 150 feet (45.7 m). Creates a focused beam of light that can be aimed like a flashlight or spotlight. Intensity can be varied from candle strength to the strength of a spotlight. Can also be used to repel vampires and other supernatural creatures harmed by sunlight. Spells: Globe of Daylight and Energy Bolt. P.P.E. Cost to Create: 70. Gems Used: Red Zircon and Clear Quartz. P.P.E. Cost to Activate: 4. Duration: 15 minutes. Cost: 20,800 credits.

TW Climbing Spikes: Implanted into Retractable Finger Blades. Range: Self. Endows the 'Borg with the Climb skill at 98% (60% to scale difficult surfaces and 90% to rappel). Spells: Climb and Energy Bolt. P.P.E. Cost to Create: 80. Gems Used: Red Zircon and Jade. P.P.E. Cost to Activate: 4. Duration: 25 minutes. Cost: 33,000 credits.

TW Holographic Projector: Implanted into a mounted Searchlight. Range: Self. Basically mimics the Multiple Image invocation. Spells: Multiple Image, Illusion Booster and Energy Bolt. P.P.E. Cost to Create: 270. Gems Used: Gold Zircon and Red Zircon. P.P.E. Cost to Activate: 14. Duration: 5 minutes. Cost: 28,300 credits.

TW Self Repair System: Implanted into the Bionic Main Body. Range: Self. Allows the 'Borg to regenerate 1D6 M.D. of armor per use. Spells: Mend Metal and Energy Bolt. P.P.E. Cost to Create: 350. Gems Used: Red Zircon and Garnet. P.P.E. Cost to Activate: 18. Duration: Instant. Cost: 36,500 credits.

TW Energy Sphere Batteries: Implanted into the Bionic Main Body. Range: Self. Provides 200 P.P.E. to empower any built-in TW Bionic system. Spells: Energy Sphere and Sub-Particle Acceleration. P.P.E. Cost to Create: 3400. Gems Used: Red Zircon, Ruby Quartz and Diamond. P.P.E. Cost to Activate: 0. Duration: Until depleted. Cost: 343,500 credits.

TW Bionic Power Source: Implanted into the Bionic Main Body. Range: Self. Replaces a conventional micro-fusion nuclear power source. Spells: Null Sphere, Sub-Particle Acceleration and Annihilate. P.P.E. Cost to Create: 8400. Gems Used: Red Zircon, Black Sapphire and Lapis Lazuli. P.P.E. Cost to Activate: 0. Duration: 10 years. Cost: 877,000 credits.

TW Bionic Weapons:

TW Forearm Light Laser: Implanted into a Forearm Light Laser. Mega-Damage: 2D6 M.D. per single blast. Range: 2000 feet (609 m). Rate of Fire: Once per melee action. Payload: 20 blasts per charge. Spells: Energy Bolt, Circle of Flame and Globe of Daylight. P.P.E. Cost to Create: 150. Gems Used: Red Zircon, Red Ruby, and Clear Quartz. P.P.E. Cost to Charge: 8. Cost: 71,560 credits.

TW Forearm Medium Laser: Implanted into a Forearm Medium Laser. Mega-Damage: 4D6 M.D. per single blast. Range: 2000 feet (609 m). Rate of Fire: Once per melee action. Payload: 15 blasts per charge. Spells: Power Bolt, Fire Blossom and Globe of Daylight. P.P.E. Cost to Create: 420. Gems Used: Turquoise, Smoky Quartz and Clear Quartz. P.P.E. Cost to Charge: 21. Cost: 73,210 credits.

TW Forearm Heavy Laser: Implanted into a Forearm Heavy Laser. Mega-Damage: 6D6 M.D. per single blast. Range: 2000 feet (609 m). Rate of Fire: Once per melee action. Payload: 10 blasts per charge. Spells: Power Bolt, Fire Globe and Globe of Daylight. P.P.E. Cost to Create: 620. Gems Used: Turquoise, Smoky Quartz and Clear Quartz. P.P.E. Cost to Charge: 31. Cost: 91,210 credits.

TW Forearm Ion Blaster: Implanted into a Forearm Ion Blaster. Mega-Damage: 3D6 M.D. per single blast. Range: 1200 feet (366 m). Rate of Fire: Once per melee action. Payload: 10 blasts per charge. Spells: Call Lightning, Power Bolt, and Electric Arc. P.P.E. Cost to Create: 430. Gems Used: Turquoise and Red Zircon. P.P.E. Cost to Charge: 22. Cost: 65,500 credits.

TW Forearm Electric Blaster: Implanted into a Forearm Ion Blaster. Mega-Damage: 5D6 M.D. per single blast. Range: 100 feet (30.5 m). Rate of Fire: Once per melee action. Payload: 10 blasts per charge. Spells: Call Lightning, Power Bolt, Impervious to Energy and Lightning Arc. P.P.E. Cost to Create: 650. Gems Used: Red Zircon and Turquoise. P.P.E. Cost to Charge: 33. Cost: 76,500 credits.

TW Forearm Light Rail Gun: Implanted into a Forearm Mini-Machine-Gun. Mega-Damage: 6D6 M.D. per burst. Range: 2000 feet (609 m). Rate of Fire: Once per melee action. Payload: 15 bursts. Spells: Telekinesis, Barrage, and Sub-Particle Acceleration. P.P.E. Cost to Create: 430. Gems Used: Red Zircon and Opal. P.P.E. Cost to Charge: 22. Cost: 56,500 credits.

TW Forearm Heavy Rail Gun: Implanted into a Forearm Mini-Machine-Gun. Mega-Damage: 1D4x10 M.D. per burst. Range: 2000 feet (609 m). Rate of Fire: Once per melee action. Payload: 10 bursts. Spells: Telekinesis, Ballistic Fire, and Sub-Particle Acceleration. P.P.E. Cost to Create: 530. Gems Used: Red Zircon and Opal. P.P.E. Cost to Charge: 27. Cost: 174,000 credits.

TW Forearm Plasma Ejector: Implanted into a Forearm Plasma Ejector. Mega-Damage: 5D6 M.D. per single blast. Range: 1000 feet (305 m). Rate of Fire: Once per melee action. Payload: 10 bursts. Spells: Fire Ball, Impervious to Fire and Fire Gout. P.P.E. Cost to Create: 350. Gems Used: Red Ruby and Smoky Quartz. P.P.E. Cost to Charge: 18. Cost: 181,650 credits.

TW Forearm Plasma Grenade Launcher: Implanted into a Forearm or Shoulder-mounted Mini-Missile Launcher. Mega-Damage: 6D6 M.D. to a 10 foot (3 m) radius per grenade generated by the weapon or can fire any other TW Grenade (see *Rifts® Book of Magic*, page 328 and 329). Range: 100 feet (30.5 m). Rate of Fire: Once per melee action. Payload: 3 grenades per charge or can be manually loaded with TW grenades (about one action per grenade). Spells: Telekinesis, Energy Bolt, Fire Gout and Barrage. P.P.E. Cost to Create: 480. Gems Used: Red Zircon, Opal, and Red Ruby. P.P.E. Cost to Charge: 24 per three self generated grenades (half to charge the weapon to fire manually loaded grenades). Cost: 159,000 credits.

TW Forearm Particle Beam: Implanted into a Forearm Particle Beam. Mega-Damage: 6D6+6 M.D. per single blast. Range: 1000 feet (305 m). Rate of Fire: Once per melee action. Payload: 10 blasts. Spells: Call Lightning, Impervious to Energy, and Sub-Particle Acceleration. P.P.E. Cost to Create: 550. Gems Used: Red Zircon. P.P.E. Cost to Charge: 28. Cost: 114,500 credits.

TW Net Gun: Implanted into a Grapnel Launcher. Mega-Damage: As per Magic Net invocation. Range: 100 feet (30.5 m). Rate of Fire: Once per melee round. Payload: 5 nets. Duration: 10 melee rounds. Spells: Magic Net, Power Bolt and Telekinesis. P.P.E. Cost to Create: 350. Gems Used: Turquoise, Amethyst and Opal. P.P.E. Cost to Charge: 18. Cost: 37,000 credits.

TW Intimidator: Implanted into Radio Transmitter. Mega-Damage: The 'Borg radiates a Horror Factor of 16 as per the Horror invocation. Range: 25 foot (7.6 m) radius around the 'Borg. Rate of Fire: Once ever other melee round. Payload: One use per charge. Duration: 25 minutes. Spells: Horror and Energy Field. P.P.E. Cost to Create: 200. Gems Used: Ruby Quartz and Sapphire. P.P.E. Cost to Charge: 10. Cost: 112,000 credits.

TW Mental Interference Generator: Implanted into a Radio Transmitter with a Scrambler. Mega-Damage: Penalties as per the Befuddle invocation. Range: 100 feet (30.5 m). Rate of Fire: Once per melee round. Payload: 5 per charge. Duration: 10 minutes. Spells: Befuddle, Energy Field and Energy Bolt. P.P.E. Cost to Create: 210. Gems Used: Red Zircon, Ruby Quartz and Blue Ruby. P.P.E. Cost to Charge: 11. Cost: 144,800 credits.

TW Immobilizer: Implanted into a Finger Laser Blaster. Mega-Damage: As per the Paralysis: Lesser invocation. Range: 60 feet (18.3 m). Rate of Fire: Twice per melee round. Payload: 5 shots per charge. Duration: 5 minutes. Spells: Paralysis: Lesser, Electric Arc and Energy Bolt. P.P.E. Cost to Create: 180. Gems Used: Amethyst and Red Zircon. P.P.E. Cost to Charge: 9. Cost: 45,000.

TW Tactical Delay Generator: Implanted into a Wrist Needle Dispenser. Mega-Damage: As per Carpet of Adhesion invocation. Range: 30 feet (9.1 m). Rate of Fire: Once per melee round. Payload: 5 uses per charge. Duration: 12.5 minutes. Spells: Carpet of Adhesion, Energy Bolt and Power Bolt. P.P.E. Cost to Create: 350. Gems Used: Red Zircon, Turquoise, and Amethyst. P.P.E. Cost to Charge: 18. Cost: 34740 credits.

TW Drug Dispenser: Implanted into a Wrist Needle Dispenser. Mega-Damage: As per invocation being mimicked (described below). Range: Touch. Rate of Fire: Once per melee round. Payload: 5 injections per charge. Duration: See below. Spells: Energy Bolt, Power Bolt, plus the invocation being mimicked. The system is only designed to inject one of the following "drugs." Multiple effects require multiple systems be installed though they can all be dispensed from the same needle. Gems Used: Red Zircon, Turquoise and the primary gem necessary for the specific invocation.

Paralysis: Lesser: Duration: 5 minutes. P.P.E. Cost to Create: 300. Gem: Amethyst. P.P.E. Cost to Charge: 15. Cost: 32,240.

Words of Truth: Duration: 5 minutes. P.P.E. Cost to Create: 400. Gem: Fire Agate. P.P.E. Cost to Charge: 20. Cost: 38,240.

Sleep: Duration: 50 minutes. P.P.E. Cost to Create: 350. Gem: Andnodite. P.P.E. Cost to Charge: 18. Cost: 35,240.

Heal Wounds: Duration: instant. P.P.E. Cost to Create: 350. Gem: Red Agate. P.P.E. Cost to Charge: 18. Cost: 32,800.

Cure Minor Disorders: Duration: instant. P.P.E. Cost to Create: 350. Gem: Rose Quartz. P.P.E. Cost to Charge: 18. Cost: 33,490.

Cure Illness: Duration: instant. P.P.E. Cost to Create: 400. Gem: Rose Quartz. P.P.E. Cost to Charge: 20. Cost: 35,990.

Negate Poisons: Duration: instant. P.P.E. Cost to Create: 300. Gem: Yellow Topaz. P.P.E. Cost to Charge: 15. Cost: 31,240.

Blind: Duration: 5 minutes. P.P.E. Cost to Create: 310. Gem: Tiger Eye. P.P.E. Cost to Charge: 16. Cost: 45,740.

Domination: Duration: 75 minutes. P.P.E. Cost to Create: 350. Gem: Blue Ruby. P.P.E. Cost to Charge: 18. Cost: 122,740.

TW Retractable Blades: Implanted into a Retractable Vibro-Blade. Mega-Damage: 4D6 M.D. (6D6 M.D. to fire creatures and 8D6 M.D. to creatures harmed by cold). Range: Self. Duration: 5 minutes. Spells: Frostblade and Energy Bolt. P.P.E. Cost to Create: 200. Gems Used: Red Zircon and Garnet. P.P.E. Cost to Charge: 10. Cost: 37,000 credits.

TW Energy Sword: Implanted into a Retractable Vibro-Blade. Mega-Damage: 1D4x10+5 M.D. (double damage to creatures harmed by light). Range: Self. Duration: 5 minutes. Spells: Lightblade, Impervious to Energy and Power Bolt. P.P.E. Cost to Create: 600. Gems Used: Turquoise, Red Zircon and Clear Quartz. P.P.E. Cost to Charge: 30. Cost: 52,540 credits.

TW Forearm Jackhammer: Implanted into a Hand and Forearm Jackhammer Attachment. Mega-Damage: 5D6 M.D. Range: Self. Duration: 5 minutes. Spells: Telekinesis, Power Bolt, Superhuman Strength and Crushing Fist. P.P.E. Cost to Create: 500. Gems Used: Turquoise, Black Pearl, Opal and Diamond. P.P.E. Cost to Charge: 25. Cost: 140,740 credits.

TW Forearm Drill: Implanted into a Hand and Forearm Drill Attachment. Mega-Damage: 3D6 M.D. Range: Self. Duration: 5 melee rounds. Spells: Telekinesis, Power Bolt, Spinning Blades. P.P.E. Cost to Create: 480. Gems Used: Turquoise and Opal. P.P.E. Cost to Charge: 24. Cost: 103,240 credits.

TW Air Cannon: Implanted into a Forearm or Shoulder-Mounted Mini-Missile Launcher. Mega-Damage: As per the Wind Rush invocation. Range: 120 feet (36.6 m). Rate of Fire: Once per melee round. Payload: 10 blasts per charge. Spells: Wind Rush and Power Bolt. P.P.E. Cost to Create: 400. Gems Used: Clear Zircon and Turquoise. P.P.E. Cost to Charge: 20. Cost: 87,740 credits.

Epilogue: Home at Last

"That was fun! Now what?"

- Tanis Lightwing

Now what, indeed? The players have achieved their goal: The Dragon Juggernaut is now in their possession (or at least Galidor Marik's plans for its design). And as a bonus, they have also managed to download his designs for a successful Full Conversion Techno-Wizard Combat Cyborg. They can even attest to its effectiveness firsthand, having just fought one. Added to this the wealth of gems, equipment, and magic/TW items they have acquired along the way, they should be well on their way to an early retirement, especially after what New Lazlo will be willing to pay for the Dragon Juggernaut prototype and TW 'Borg design plans. Now there is just the little matter of getting back to New Lazlo.

Galidor Marik's lab is located directly beneath a demolished pyramid in the heart of the ruins of Magestock. What little of that city is still standing (remember, Magestock fell even before General Jericho Holmes' surprise attack crippled Tolkeen and Freehold) is overrun with Coalition armor units, robots, troops, and thousands of Skelebots. While the Dragon Juggernaut does have a fully functioning teleportation feature built into its systems, it will not get them far even if they do figure out how to make it work. They will still find themselves stranded deep in

Coalition occupied territory. The ceiling of the TW lab is rigged to open to allow the Juggernaut to simply fly out, but CS ground and air forces would respond with overwhelming force in 1D4 melee rounds (fortunately, the players can use Marik's computers to access hidden monitors that show what is going on at the surface and should be forewarned).

Should the players somehow make it out of the lab and evade the most immediate CS patrols, they will still need to cross hundreds of miles of monster-inhabited wilderness. With dozens of Splugorth raiding squads combing the region for abandoned magic, one or more are sure to spot the Dragon Juggernaut if the players are not careful. Any Tolkeen Retribution Squad who even glimpses the thing will instantly recognize it as a hitherto unknown variety of Juggernaut and pursue it with the intent of claiming it for themselves, slaying those who dare steal from Tolkeen.

If they do manage to make it back to New Lazlo, Cyrus will pay them 1.5 million each for both the plans to the Juggernaut and the designs for the TW 'Borg (yes, this is more than originally bargained for, but once Cyrus has a chance to see for himself what the players have brought, he will be more than willing to pay handsomely for it). If they return with the intact and functioning prototype, their reward will be at least 20 million (total, not each) in cash but five times that if they are willing to accept trade goods (including TW and conventional technology and weapons). Ultimately, it is unlikely that New Lazlo will ever duplicate the Dragon Juggernaut on a massive scale if for no other reason than the fact that it imprisons a live dragon (Lord Dunscon, however, will not see any problems with this and would gladly see the device put into mass production to engage the Coalition and ultimately, the rest of North America).

William Sansburn will most likely elect to remain in New Lazlo to help study Marik's plans and designs in the hopes of developing new technologies that can be used to defend against the anticipated Coalition invasion. The Dragon Hatchling Tanis Lightwing, however, will quickly grow bored with New Lazlo and will be anxious to join the players on whatever adventure they undertake next, whether they want him to or not.

However, if the players are foolish enough to go back on their word and keep the Dragon Juggernaut for themselves (or seek to sell it to a higher bidder - such as the Federation of Magic or the Splugorth), then Cyrus will not rest until they are all caught and executed. Being a powerful figure in his own right, he will be in the position to hire a unit of highly qualified (6th level and higher) bounty hunters to track the players to the ends of the Earth (and beyond if the players decide to hop dimensions).

And finally, there is the matter of Warlord Galidor Marik and any of his companions who might have survived. Unless the players are extremely lucky, it is unlikely that they will manage to kill Marik before he escapes via dimensional magic. The same holds true for Thorm Ar'tal. While Thorm will not actively pursue the players (he is a man of honor and will recognize them as having skillfully beaten him), should their paths ever cross, he will show no mercy in exacting revenge. Marik, on the other hand, will become obsessed with the destruction of the players and as soon as he establishes a new base of operations (well within the Magic Zone and in close proximity to the members of the Federation of Magic), he will begin planning a slow and painful death for all those involved in his defeat.

The Hammer of the Forge™

Chapter Forty-One

The Weather Outside Is Frightful

By James M.G. Cannon

Ten days previous, Caleb Vulcan's life was a blur of violence and loss.

A Kreeghor superweapon, a black hole projector, had sent Caleb through a dimensional Rift to a strange, frightening version of his homeworld, Earth. Beset by monsters from a million random Rifts, this Earth's only hope appeared to be a nation of jackbooted fascists called the Coalition. The world existed in a kind of nightmare fugue, and Caleb hoped fervently that it had not been his own Earth that he had visited.

He had escaped that Earth by stumbling across his old friends, Doctor Abbot and Kassiopaea Acherean, in the pan-dimensional marketplace of Atlantis. They were attempting to rescue villagers from an agricultural planet in the Consortium of Civilized Worlds, kidnaped by the Splugorth that ruled Atlantis because of an obscure prophecy regarding the Cosmic Forge. With Caleb's help, Kassy and her allies held off Atlantis' armies long enough for Abbot to whisk them all away, straight to the world of Alexandria, deep within the United Worlds of Warlock, and the last stronghold of Clan Acherean of fabled Atlantis.

But that was ten days ago. The villagers, of a religious sect called Ludmerites, had been loaded onto a ship and sent back to Adumar. Shell-shocked and weary, but still whole, the villagers had thanked Kassy and her Atlantean warriors profusely before boarding the craft to take them home. The Atlantean warriors themselves, all Undead Slayers like Kassy, had settled into rooms in the sprawling mansion owned by Kassy's parents in Hymaeria, Alexandria's largest spaceport. Abbot and his protégé, the Celestial Monk Arwen Griffin, were invited to stay as well. And so was Caleb.

Caleb decided he could use the vacation.

It had been a rough few months banging around the Three Galaxies and other dimensions. Even Cosmo-Knights couldn't be expected to perform good deeds twenty-four hours a day, seven days a week. Or, in the case of Alexandria's solar cycle, thirty-four hours a day, ten days a week. Caleb smiled ruefully at the thought, remembering his first visit to Alexandria when he tried to play superhero. But now he deserved a little rest and relaxation, particularly after the harrowing adventure on that parallel Earth.

Kassy and her troops had faced a difficult time of their own. With Abbot's help, they tracked the villagers across a dozen dangerous dimensions before finally alighting on Atlantis, their ancestral home, usurped by a megalomaniacal squid from space called Splynnryth. Caleb knew only too well how they felt. His home, the planet on which he had been born, had been transformed almost beyond recognition by the Rifts and the conflicts

they had wrought. Atlantis was just the tip of the iceberg; the rest of North America had been a nightmare landscape of monsters, desperation, and pain. Caleb doubted that the rest of the planet was much better off. Super science and savage sorcery had all but destroyed the Earth.

Just thinking about it made him feel depressed. There was nothing he could do about the state of affairs. The entire planet was infected with Rifts-borne madness, but even with all his Forge-granted power, he was but one being. He couldn't save the Earth. Even when it needed him to do so.

So Caleb decided he would enjoy himself for a little bit. He was going to drink to excess, chase pretty girls, and not worry about the Three Galaxies or Earth or Atlantis going to hell. For a little while.

Of course, that was the theory. The truth was that Caleb was just too straight-arrowed to really cut loose. The Atlantean Undead Slayers in Kassy's squad had no such trouble. They tucked into debauchery like seasoned campaigners. Caleb was mildly embarrassed that he wasn't able to keep up with them, but he was even more embarrassed at just what they were doing. The Atlanteans were a long-lived race, and also ancient. Some of the activities they considered normal were well outside Caleb's comfort zone.

Caleb ended up spending most of his time with Abbot and Arwen. Kassy went missing for the first few days, looking after the horribly wounded Joriel, but as the Celestine's self-repair systems and the best care Atlantean science could afford put Joriel back to rights, Kassy returned to play hostess. She did so in time to catch the opening events of the Atlantean festival, Dionsyia, which celebrated the end of the year and the beginning of the next.

"To friendship," Kassy said now, raising her glass of wine. Abbot and Caleb followed suit. Arwen had a glass of grape juice, but she mimicked the movement. Everyone drank after echoing Kassy's sentiment.

The wine was good. Caleb wasn't much of a drinker, but even he could tell the drink was exquisite. It was an Acherean vintage, grown in the very vineyards owned by Hiram and Kornelia, Kassy's parents. Caleb suspected the grape juice came from the same place, too.

The four of them stood in the largest atrium of Kassy's home, with a high ceiling and huge windows that allowed in a great deal of natural light. Outside it was cold, with the scent of snow on the air, but inside with a blazing fire and the mansion's ovens stoked, it felt very warm and comfortable. The atrium, indeed the entire mansion, was decorated for the festival. Grapes and grape leaves hung from the rafters, vines twined around columns, and there were goats or images of goats nearly everywhere. Two huge skins of wine hung from the ceiling in the main atrium, shifting and groaning, and Caleb wondered what might happen if they fell – or even if that would be the capper to the week long festival. Musicians played a variety of instruments and medleys throughout the mansion, and poets recited epic tales of heroism and adventure. Huge tuns of wine were scattered throughout the mansion, and the guests, employees,

and friends of the Achereans filled the huge building. There were at least four hundred rooms, Kassy had once told him, including an Olympic sized swimming pool, stables, and a docking bay large enough to service a dreadnought.

Most of the guests were human, or at least near-human, with an unsurprising preponderance of Atlanteans. They were a colorful lot, the Atlanteans; tall, long-limbed and beautiful like Greek statuary come to life, they were dark haired and dark skinned, and decorated with colorful magical tattoos in every shade and design imaginable. Kassy and her parents favored blue and white patterns, although Kornelia had a number of violet and red designs from before she married Hiram. Other Atlanteans favored other shades. A broad-shouldered bald fellow named Odin, one of Kassy's fellow Undead Slayers, had green and black tattoos, while another, Jocasta, wore red and orange. Some of the older Atlanteans, although actual ages were difficult for Caleb to determine, sported multicolor tattoos like the ones Caleb used to see on Earth. They weren't quite as artistic or striking, but they were just as magical.

Other beings filled out the rest of the guest list. Caleb saw several Noro, a number of Elves and a contingent of Dwarves. There were numerous Wolfen, including the fattest Wolfen Caleb had ever seen, a bombastic merchant prince named Hardradi, as well as a handful of Durosk, Iborians, Corrandians, and even a Zebuloid all the way from the Golgan Republik. But as far as he knew, he was the only Cosmo-Knight in attendance, just as Doctor Abbot was the only shadowbeing, and young Arwen was the only representative of her species. To be fair, as far as anyone knew, Abbot and Arwen were unique in the Three Galaxies.

"It's good to have everyone together," Kassy was saying, bringing Caleb back to the moment. "Especially at this time of year. It's important to have your loved ones together."

"Indeed," Abbot said. "I do enjoy Atlantean holidays a great deal. All the wine, I think." His orange eyes, the only feature in his shadowy face, twinkled with humor.

Caleb felt a slight pang. He missed his father, left behind years ago on Earth when the Cosmic Forge called him to service. It would be Christmas time in Arizona, he thought wistfully. Holly and mistletoe, a big fake tree in the living room, poorly wrapped presents, eggnog and carols. Caleb even missed carols, which was really pathetic.

"There he goes again," Kassy said. She nudged Caleb's elbow, drawing his attention back to her. "You keep spacing out, Caleb. You okay?"

"Yeah, I'm fine," he said. "We have our own traditions back where I come from. I was just thinking about them. I miss my dad. We didn't really get along at all. In fact, I think I hated him a little bit, but I still miss him. I wonder how he's doing sometimes."

Kassy looped her arm through Caleb's and leaned into him. "I'm sure he misses you too, Caleb. You'll see him again."

Caleb thought of the post-apocalyptic Earth he had just left behind. "I don't know about that."

"Nonsense," Abbot said. "I have traveled the Megaverse for a long, long time, Caleb, and the one thing I have learned through it all is that all things are possible."

Caleb nodded. "Thanks, Doc. Thanks, Kassy. I don't mean to be such a downer." He sighed. "This is a party, isn't it?"

Arwen looked into her glass and frowned at the juice. "Not if you ask me," she said.

"In another few years," Abbot said, "you can try alcohol."

"It is a festival," said Kassy, "a little bit wouldn't hurt."

Abbot's eyes darkened slightly. "I appreciate the sentiment, my dear, but the Celestial Brotherhood put Arwen in my care, and I think she requires a good deal more socialization and maturation before she's ready to handle more, shall we say, 'adult' activities."

Arwen frowned. "You never let me have any fun."

"There are some kind of athletic contests tomorrow and the next day," Caleb said. "I'm entering a few. You should give it a shot."

Arwen looked up. "That would be cool. But I bet ol' Doctor Responsible here won't let me. He knows I'll win everything."

"Really?" Abbot said, his voice rising and eyes twinkling. "As it happens, young lady, you will be competing against Atlantean athletes, some of the best in the UWW if not the entire Three Galaxies. I heartily endorse your entrance in the lists, if only to wound that horrible hubris of yours."

The girl grinned fiercely. "Thanks! They won't know what hit them!"

"I have created a monster," Abbot said.

Kassy laughed. "No, the monks created a monster. You've just unleashed it on civilization."

Hiram and Kornelia Acherean took that moment to approach the group. Hiram was closer to seven feet than six, with a full beard that was now oiled and coifed precisely, and a mane of midnight hair that spilled most of the way down his back. He wore white robes edged in purple, cut to accent the whirling tattoos that covered his body. Kornelia was not much shorter than her husband, and looked more like Kassy's older sister than her mother. Her glossy black hair was piled up in an elaborate design, and her robes showed a good deal more tattooed skin than Caleb thought proper. She smiled warmly at Caleb as they approached, her blue eyes dancing with amusement.

"I'm so glad to have you all here at this time of year," Kornelia said. She half embraced Kassy and Caleb as she spoke, nearly spilling her glass of wine on her daughter.

"We do seldom see Kassiopaea these days," Hiram said in agreement. "When was the last Dionysia you attended?" he asked his daughter.

"Ten years, maybe," she said, wrinkling her forehead. "They all seem to run together after a while. Especially when I'm hopping from planet to planet and season to season. And don't get me started on those poor worlds that only have one climate! How do they tell the seasons at all?"

"A decade," Hiram said, ignoring Kassy's attempt at humor. "That is too long." He smiled then, and said, "But you make up for it by bringing such excellent companions. Doctor Abbot, you and your protégé are always welcome in our home. I do not know if I have ever thanked you for the friendship you have shared with my daughter, with my house, or the many times you have acted selflessly in the protection of Alexandria, the clan, or the Three Galaxies, but I thank you now." He raised his glass.

Abbot's orange eyes grew pale, and his shadowy features darkened slightly. Caleb wasn't sure, but he thought the enig-

matic wizard might have been blushing. "I am honored," he said simply, and raised his own glass to Hiram.

"And Caleb," Kornelia said, tightening her grip on his arm, "Hiram and I have never met a Cosmo-Knight of your like. Lothar used to visit on occasion, with Abbot or Kassy, but he was always so formal and proper."

"I hope I haven't offended anyone," Caleb started to say, but Kornelia cut him off.

"Don't even consider it. You have managed to retain your humanity, when so many Cosmo-Knights grow cold and distant from the people they protect. The Forge chose wisely when it picked you. Hiram and I want to extend our thanks and our fellowship to you as well. So long as an Acherean exists on Alexandria, you will have a home here."

"I... I... thank you," Caleb said. He didn't know what else to say. The Achereans had bestowed upon him a singular honor, and although he had matured as a Cosmo-Knight, in most of the ways that counted, Caleb was still an awkward kid from Arizona.

Hiram smiled. "You are welcome."

Kassy looked from one parent to the other. "Just how much have you two been drinking, anyway?" Kornelia giggled in a manner that was distinctly undignified for a woman of her age and social standing.

* * *

In a remote sector of CCW space, orbiting an aging star, lies the planet Hala. Little more than a ball of ice and rock suspended in space, Hala boasts no indigenous life forms, very little atmosphere, and a heavier than standard gravity. The Consortium of Civilized Worlds uses Hala as one of its prison worlds. Nearly a hundred thousand of the worst criminals in the CCW are confined to a facility on Hala's equator, guarded by robots and almost entirely cut off from the rest of the Three Galaxies, they suffer through their sentences year after year.

One of the most dangerous denizens of the prison was an Elf.

Born within the Transgalactic Empire, the Elf was conscripted into the Imperial Navy as a marine, but eventually proved ruthless, cruel, and loyal enough to be promoted to the Invincible Guard. He served as a Guardsman for several years before abandoning his duty and his post to go into business for himself. He was very good at his job, too. Until he met Caleb Vulcan.

Now he rotted in a tiny cell at the center of the Halan complex. When he arrived at the prison, an elaborate harness consisting of torc, belt, bracers, and greaves was required to dampen his prodigious Invincible abilities, but slowly, piece by piece, the harness had been rendered unnecessary as the "screws," as the robot guards were called by the inmates, pumped him full of drugs and nanites to inhibit his powers. Now only the torc remained, a cold iron collar around his throat, keeping him in check. The collar was also designed to send electric pulses through his body should he fail to respond to a screw's command.

This was not the way it was supposed to end for Elias Harkonnen. He did not belong in that cold prison. He was meant for better things. Greater things.

And he knew they would be coming. Freedom was all but assured. While Hala was locked up tight and well guarded, supposedly escape proof, Harkonnen knew he would find a way.

While recruiting for the very job that landed him in prison, Harkonnen had met a time traveler from the future, a Fallen Knight with dark hair and a metallic blue longsword. The madman had referred to Harkonnen's first visit to Center – while Harkonnen had been on the only visit to Center he'd ever taken – and mentioned that he had not lost an eye yet. While he wasn't looking forward to becoming monocular, it was clear he would return to Center at some point, and he couldn't do that unless he escaped Hala first.

So Harkonnen bided his time. He kept his eyes and ears open. He made allies amongst the intergalactic scum and villains that populated the prison. He looked for weaknesses, some way to gain an advantage, to find some means of escape. Years passed. His body betrayed him, became used to the treatments, began to reverse the transformation that Kreeghor Bio-Wizardry had wrought upon him. Still, no angle, no avenue, no trick presented itself. Harkonnen began to despair.

He began to wonder if the time traveler had been merely insane. He only assumed the time traveler to be telling the truth because Harkonnen had taken a magical artifact from his cooling corpse that a powerful wizard, Quajinn Huo, claimed to be a time traveling device. But then Huo had abandoned Harkonnen when the authorities arrived. Harkonnen took little satisfaction when he learned that Caleb Vulcan had killed Huo eventually; Harkonnen had wanted that pleasure for himself.

But then, about ten days before, a new prisoner had been transferred to Hala. Blue Bennie was a four-dimensional being, and he needed to be transported and kept in a Fortean Box. He was powerful enough to scramble every system in the prison if he was freed, and the guards took no chances with him. Blue Bennie had 'round the clock babysitters, huge, mechanized bruisers loaded with quantum foam and mobius nets. There was no way that Elias Harkonnen or any of the thugs he had gathered together into a gang could hope to get near Blue Bennie.

But they might not need to.

Within Harkonnen's crew was a Doisse named Quirliakiup. Although the emanations from the prison's central core played havoc with Quirliakiup's extra senses, he had, with practice, been able to refine his species' natural cosmic awareness and found a way to determine Hala's secret location within the greater CCW. Two former Gun Brothers named Dwill and Zue carried through the next part of the plan: getting that information out of Hala, to someone who might be able to do something with it. Harkonnen had put the plan together months before Blue Bennie's arrival, but neither he nor any in his crew knew anyone worth contacting. When Blue Bennie arrived, though, Harkonnen saw their opportunity. Dwill and Zue, working covertly, were able to send a brief message to a former informant of Harkonnen's, a Monro-Tet named Squiddy. Squiddy, in turn, contacted Blue Bennie's gang.

The rest was a waiting game. The rumor mill assured Harkonnen that Blue Bennie and his crew were tight, that they would come for him, but as each day passed and the normal prison routine remained unbroken, Harkonnen began to doubt again. His crew began to grow impatient as well. Starkad, a Wulfen, and definitely the most dangerous member of the group

next to Elias himself, began to question Harkonnen's leadership. Again. But Harkonnen resisted the urge to kill Starkad. He didn't want to be in solitary when Blue Bennie's people came to get him.

As it happened, Harkonnen, Quirliakiup, and Starkad were in the cafeteria when it all went down. Starkad was snarling something pithy about the screws while Quirliakiup rested his big, ungainly head on the table and sipped his malk from a straw. Harkonnen pretended to be amused by Starkad while he surveyed the room. Around one hundred prisoners filled this caf every half hour, rotated in from their work details to grab sustenance before heading back out again. A dozen android screws patrolled the floor, mechanical eyes noting every movement, while on a catwalk above the caf, another dozen 'bots stood with heavy blaster rifles, ready to use them at the merest suggestion of impropriety.

Harkonnen was watching when all twenty-four 'bots suddenly froze at once, for just about a second, and then began to move again. His white eyes narrowed. Starkad trailed off, noting Harkonnen's attention. "What is it? Is it on?"

"Shut up," Harkonnen said with a hiss. He watched as the 'bots on the floor began to get prisoners on their feet, seven minutes before the meal period was officially over. The prisoners made the usual sounds of protest, and looked on the verge of violence, but a well aimed warning shot from the catwalk served to make even the loudest protestor quiet down. Harkonnen seethed inwardly, but cooperated as the screw approached his table and ordered them to pick up and head out.

Quirliakiup, who had not been paying attention, moved slowly and grumbled as he rose. His huge head wobbled as his mouths opened up and he complained. "But I haven't finished my midday meal yet." The screw, unamused, gave Quirliakiup a shove that knocked the ungainly Doisse off his feet. He crashed to the ground hard. Harkonnen saw the huge head bounce and flinched involuntarily as Quirliakiup screeched with shock and pain. Starkad suddenly loomed on the other side of the screw, eyes bright and teeth bared, but at a gesture from Harkonnen backed down.

The screw turned its attention to them. "Get moving, meat, unless you'd rather eat floor."

Harkonnen gritted his teeth, biting back homicidal rage, and began to comply.

Suddenly, the whole room shook. The overhead lights flickered.

Interesting, Harkonnen thought. *The caf is nearly a mile underground. For it to show any signs of stress...*

The screw shoving him brought his mind back to more immediate concerns. In a moment, he would be electrocuted. Quickly, Harkonnen moved into line, stepping over Quirliakiup as the Doisse tried to find his feet. The room shook again, and this time when the lights flickered off they did not immediately come back up.

When the emergency lights did kick in, the screws had a full scale riot on their hands. Starkad knocked the nearest screw over Quirliakiup's back. Unbalanced, the 'bot crashed to the ground. Harkonnen pounced and managed to get the screw's power baton out of its hand. While the thing was struggling to its feet and reciting regulations, Harkonnen crushed its skull with its own

weapon. Then the lights came up and the shooting started. Harkonnen and Starkad ducked under a table, but Quirliakiup wasn't quite fast enough. He took a stun blast in his enormous forehead and fell once more to the floor.

The room shook once more, more violently this time, and one of the screws toppled from the catwalk, landing on the caf floor with a metallic clang. A dozen prisoners jumped on top of it, but were quickly shaken off. Harkonnen made it to the 'bot's side by the time it was free, and swung the power baton with all his strength. The 'bot's head folded and the gun tumbled from no longer working limbs. Harkonnen grinned savagely.

A panel in the ceiling detached and fell, crushing a table and two prisoners. Harkonnen realized that a loud siren had begun at some point, and that the doors out of the room were sealed. The shooting stopped as the 'bots above retreated, or were redeployed to deal with the external threat. Perhaps they thought it was enough to box the prisoners inside the caf and leave them alone until the situation was righted. They would learn the error of their assumptions.

Harkonnen picked up the rifle at his feet and tossed the power baton to Starkad. The Wolfen took it with a feral grin. In another second, Harkonnen disabled the safety mechanism on the rifle and flipped it off the stun setting. It took another sixty-seven seconds to disable the remaining screws. Then Starkad, Harkonnen, and a Kisent with a shaved head who knew his way around electronics systems used the power cores from the 'bot bodies to blow the doors. The prisoners surged into the halls, armed and angry, with Harkonnen and his rifle in the lead.

While the rest of the prisoners raged brutally and randomly through the prison hallways, looking to settle old scores with screws or enemies, Harkonnen and Starkad broke off and went to find one of the guards' stations. It was empty, luckily, and Harkonnen guessed that the CCW androids were all busy dealing with Blue Bennie's friends. Or possibly Blue Bennie himself. Once he was out of that Fortean Box, literally anything could happen. The rumor mill claimed that Bennie had killed a half dozen Cosmo-Knights and an entire squad of Wulfen Quatoria before they brought him down. And even then, the lawbeings couldn't kill him. Nobody knew how.

With that thought warming his heart, Harkonnen smashed open drawers and cabinets. But it was Starkad who found what they were looking for: the electronic key to a control collar. Starkad looked at Harkonnen for a moment, longer than he should have, before handing it over. Harkonnen's hand actually shook as he took the key and slotted it into the collar around his neck. There was a sharp click, a sparkle of light, and the thing was free. It tumbled to the ground, landing with a thump.

Harkonnen felt strength flood through him once more. The drugs and the nanites were still in his system, keeping him from attaining his full power, but they would be flushed in time. He flexed his free hand into a fist, then slammed it into the wall. The megasteel dented inward, but didn't shred. He also felt a dull pain across his knuckles. No, he wasn't at full power, not yet, but it was coming back.

Harkonnen crushed the collar beneath his foot. "Let's go find Bennie," he said. Starkad nodded. Finally, Harkonnen saw a glint of fear in the Wulfen's face. He enjoyed that.



The Order of Light

Optional Material for Rifts® Hades and the Minion War™

By Carl Gleba

Fear, despair, pain and suffering permeate the dark lands of Hades. Demons are in absolute control. They are beings of immense power and mere mortals can't possibly hope to throw off the reins of slavery or oppression. Evil is everywhere and all the slaves ever see is that might makes right. It's an atmosphere of every man or woman for him or herself. Few slaves ever work together, and do so only when ordered to. The demons offer little in the way of sustenance for slaves, and instead of feeding them in an orderly fashion, food is tossed on the ground and slaves scramble to eat as much as they can. Typically, only the strongest get to eat, drink what limited water is available, or even get a choice of a mate. Demons could care less if a slave kills another slave, and it just works in the demons' favor. It's this kind of atmosphere of chaos that the demons thrive on and one that has continued for eons.

It would seem in an atmosphere such as this that there is no hope and no light. But although Hades is a land in perpetual shadow, for once in its history, a force of light is slowly growing and spreading hope. They are the Order of Light, a group of rebellious mortals who are daring to challenge the rulers of Hades.

The Order of Light has been a thorn in Modeus' side for the last ten years. They are a small, ragtag band of rebels led by a *Seraph Angel*. She mostly concerns herself with hitting slave caravans and liberating the multitudes of slaves that are traded on a daily basis in Shek'Ra. Trying to overthrow Modeus is not even on her agenda. Hades will probably always have slaves, and it is her job (or so she believes) to free as many as possible.

Few are even willing to follow or align themselves with the Order of Light. This is because the majority of the non-demon populations are broken and subdued. They fear what their demon oppressors might do. It's not uncommon for demons to wipe out hundreds if not thousands of slaves to set an example. This makes gaining support from the populace nearly impossible, which is why the Order of Light tries to stay away from any major population areas and keeps its recruitment to a minimum.

Not only are the majority of the slave populations too fearful to act, most just don't know about the Order. So far, the demons have done a thorough job of stopping the spread of insurrection. This is relatively easy given the size of the Order of Light. They only number several hundred at any given time. Their numbers rose once to over a thousand, but attrition keeps them from really gaining any substantial numbers.

Modeus will also not let them rest. He has troops constantly on the lookout for the small band of rebels. This keeps them constantly on the move, with no place to set up a permanent base. Plus the demons have far more endurance and tolerance for the environment of Hades than most mortals. The Order loses just as many rebels to the hazards of Hades as they do to demon attacks.

In overall command of the Order is General Salaya, and she has several key rebels in her own cell. Each cell in the Order of Light consists of between 20 and 60 members with two dozen or so cells scattered around Hades. No one cell knows more than two other cells' locations. This is primarily due to a lack of communication, but also acts as a good security measure.

Salaya tries to recruit more powerful beings to her cause and has succeeded on a few fronts, but for the most part, they laugh at her and simply walk away. To date she has managed to recruit a Godling, a pair of Demigods, three Dragon Hatchlings, and one adult Great Horned Dragon. Of her mortal troops, she has a few Warlocks and Summoners who are able to call on more powerful creatures to aid them, such as Elementals and sometimes even other demonic creatures. She tries to scatter her resources around and balance out her cells to give them a fighting chance, but that is often difficult.

Her other choice of recruitment is finding those in other dimensions. However, of those she contacts in other dimensions, few are willing to go to Hades, and most consider Salaya's request ludicrous. So the Order will probably always remain small, but so long as it retains a strong leader and manages to evade the forces of Hades, it will endure.

O.C.C.s within the Order

The Order of Light is a ragtag group of individuals not just from Hades, but from around the Megaverse, so O.C.C.s and R.C.C.s are many and diverse. The majority of the Order's members are slaves brought to Hades from another dimension, who then escaped, though some are also slaves born and raised in Hell. Demons bring heroes, warriors and champions with great fighting skill or superhuman abilities to Hades for sport in the gladiatorial arena, or with the hope of corrupting the hero and turning him into a formidable henchman. Whatever the case, there is no one O.C.C. that is in the majority within the Order of Light, nor is there any type of basic training given to its members.

Members of the Order of Light are volunteers who do what they can to help the Order and other people and slaves. The Order is basically a group of resistance fighters with a common goal of thwarting evil and undermining schemes of the Demon Lords. This makes them loose cannons who can, sometimes, tip the scales in favor of justice and goodness. What combat skills, strategies, tactics and even weapons one might gather are acquired from direct experience and seat-of-the-pants action. The lucky ones may be taken under the wing of a hero as an apprentice or squire and given fundamental fighting training (equivalent of a Mercenary Warrior from the **Palladium Fantasy RPG®**, while those with advanced tech training could be the equivalent of a **Rifts®** Mercenary Soldier, Headhunter or Coalition Grunt). Obviously, cybernetics would not be common in Hades, but a character brought from another dimension might have bionics, and additional cybernetics are occasionally available (illegally) from select merchants, and of course outside of Hades.

Notable Cells in the Order of Light

All cells in the Order of Light have coined their own call signs. This helps in identifying each particular cell as well as to coordinate attacks, information exchange, and to confuse the enemy. While they are collectively known as the Order of Light, each cell operates independently of the others and this can give the appearance of numerous resistance organizations instead of just one. This may be one of the reasons why the Order has survived for so long. The demons are not used to this kind of revolt. Most uprisings have been isolated and in single groups. For the most part, they tried to operate as an army, which ultimately led to their downfall. Demons can mass into the millions very quickly in Hades, and this has resulted in many revolts being defeated in only a matter of weeks. But with the various cells of the Order operating around Hades, demons are constantly on the move trying to locate and pin them down. Listed below are a few notable cells and individuals from those cells.

Angels in Hades

Salaya's cell has been affectionately dubbed the Hades Angels. This name was originally conceived in the early days and when there was only a single resistance cell. With Salaya's change to a mortal form, the name of the organization was

changed to the Order of Light. However, the name of her cell remained. In all, there are approximately 30 members in the Hades Angels. By and large, the Order consists mostly of mortal beings, but Salaya's cell seems to have the most in the way of supernatural beings, some known, and others not so well known. For as much as Salaya has tried to balance out her cells, most seem to gravitate towards her cell, and because they operate within the Infernal Crown near Shek'Ra, they seem to always pick up new recruits.

General Salaya

General Salaya is the stoic leader of the Order of Light, and has been in the Order since its inception. Several key members in the organization have come and gone, but she has been the pillar that all look to for support. Her fighting ability is unsurpassed and her knowledge of demons and their tactics is equally impressive. Her drive and determination are as much a part of her leadership abilities as her friendly and likeable personality. However, few people have actually warmed up to her. It seems that she tries to avoid personal relationships. Just when she seems ready to laugh, or a discussion turn toward her, she suddenly clams up. She is very reluctant to talk about herself or her past. She has become good at changing the subject, which usually involves the Order in some way. Over time, it became clear that General Salaya is holding on to some secret, but not just any old secret, something that is haunting her and constantly on her mind.

Only a few key members know the truth about Salaya. While she appears as an angelic and athletic blond woman, with the deepest blue eyes, she is something far more, she is a Seraph Angel! For the longest time she assumed her normal Angel guise, but given the nature of Hades and its demonic masters, the majority of the Order's members felt uncomfortable, like they were trading one supernatural master for another. She found it easier to recruit new members in her human form than in her natural one. Salaya has been in her human guise for over eight years now and the chances of her returning to her true form are slim. Like many other slaves who have joined the Order, Salaya too was once the slave of a Demon Lord. She won't say how this came to be, but she was beaten and brutalized on many occasions by her former master, and rumors are that she was once the prize of the Demon Lord Andras. This lasted for several decades and she was the subject of many experiments. It seems the demons kept her alive only to use her Angel feathers in gruesome experiments in dark magicks. Resentment over this treatment has become one of her driving forces to fight the demons, which has become a form of atonement for having unwillingly helped the demons in any way. She has seen thousands suffer and is determined to help as many as possible.

Real Name: Unknown.

Alignment: Unprincipled (was Scrupulous, but her time on Hades has made her more cynical and a little self-centered because of her experiences).

Attributes: I.Q. 22, M.E. 29, M.A. 35, P.S. 42, P.P. 26, P.E. 30, P.B. 48 (20 in her human form), Spd 40 and 150 flying.

M.D.C.: 500 (In S.D.C. worlds, Salaya has 300 Hit Points, 150 S.D.C., and a Natural A.R. of 11.)

Weight: 50 pounds (22.5 kg), regardless of the form she is in.

Height: 7 feet, (2.1 m).

Age: Unknown.

P.P.E.: 430

I.S.P.: 200

Disposition: She used to be kind, caring and motherly, but her time on Hades has made her more cynical and a little more introverted than she used to be. She is a strong leader and has taken that responsibility to heart, and is very charismatic.

Experience Level: Equal to a 12th level Knight.

Horror Factor/Awe Factor: None in human form save her impressive beauty. If revealed to be a Seraph, then 15.

Natural Abilities: Fly, exceptional vision, nightvision 200 feet (61.5 m), see the invisible, turn invisible at will, Metamorphosis: Human, turn 2D6 dead, bio-regenerates 4D6 S.D.C./Hit Points every four melees/one minute, impervious to fire (includes magic and Mega-Damage fire) and magically understands all languages. Special: She can create a flaming sword that does 4D6 to mortals, and 8D6 to supernatural evil (such as Demons) and creatures of magic. The sword can be created at will and costs no P.P.E., however it can only be used by Salaya and can't be handed off.

Psionics: All Physical powers, plus Healing Touch (6), Lust for Life (15), Attack Disease (12), Pyrokinesis (varies), Mind Bolt (varies), Psi-Shield (30) and Psi-Sword (30).

Magic Knowledge: All Fire Elemental spells levels 1-6, plus Fire Sponge (50) and Plasma Bolt (60).

Attacks per Melee: Eight hand to hand or psionic, or three by magic.

Bonuses (includes attribute bonuses): +10 to initiative, strike, parry, dodge, and pull punch. +4 to roll with fall/impact, +10 to save vs Horror Factor, +10 vs magic, and +9 vs psionics. For all other saves, she is +2.

Skills of Note: Lore: Demons and Monsters, Lore: Hades, Strategy and Tactics, Literacy in Dragonese and American, Basic and Advanced Math, all at 98%. All Military skills at 96%, plus Detect Ambush 80%, Detect Concealment 60%, and Prowl at 50%.

Weapon Proficiencies: Sword: +15 to strike, +14 to parry. Shield: +13 to strike, +15 to parry.

Vulnerabilities/Penalties: Obsession with paying for "her crimes." If Salaya is guilty of anything, it's being at the wrong place at the wrong time and getting captured and not killed by the forces of Hades. Since her body parts can be used in a variety of demonic rituals she is convinced that much evil has come as a part of her so-called "participation." She is determined to fight back and atone for what she considers her crime, and there's no end in sight for her penance. Normal weapons do one half damage, however psionics and magic do full damage. Weapons made of ice or water do double damage.

Alliances and Allies: Currently the Order of Light. Also other Angels are allies, and would likely assist her, if only temporarily.

Enemies: She considers all demons and demon-like creatures as her enemies.

Weapons and Armor: She owns a magic suit of plate and chain. The armor has extra S.D.C./M.D.C. and regenerates. Also, it is form fitting, and will alter to suit Salaya's Angel form, even allowing for her wings to come out the back. The

armor is silver with blue highlights, and has 300 M.D.C. (A.R. 15 and 150 S.D.C. in S.D.C. environments).

Money: She carries very little on herself, but has access to all the resources that the Order of Light possesses.

Description: Salaya has an almost angelic appearance. She has porcelain features, fair skin, blue eyes, and long blond hair that could go past her waist, but she usually keeps it in a braid, or tied back.

Kendal

Kendal is one of the more mysterious members of Salaya's cell. Having been in for over a year, he is clearly some type of supernatural being and has some amazing powers. On a personal level, he mostly keeps to himself, or disappears for several weeks at a time. Salaya has found his insights into fighting demons most helpful, and they have had more success in the last year than in the previous five. He is also a competent fighter and is fearless when facing demons.

Kendal serves mostly as an advisor with regards to espionage and intelligence gathering missions. He excels in obtaining information, which usually involves staying one step ahead of the Brass Guard, as well as other demons who are hunting the Order of Light. How Kendal is able to obtain this information so easily makes other members of Salaya's cell suspicious of him, yet he has saved them time and time again. So long as he has Salaya's ear, he will hold a top position in the organization.

Of course, if the truth were ever learned that Kendal is really a Devilkin, it might end his career in the Order of Light really fast. He could care less about freeing slaves and must control his basic instinct not to speak poorly of them and denigrate the slaves who have been freed. Kendal has found the perfect position in which to cause grief for the Lords of Hades. Not only that, but he can gather intelligence on them as well, especially the inner workings of Hades. For the first time ever, the Deevils are getting a true glimpse of the might of the Hades Demons and the power they wield. They have an untold number of worshipers in their own realm that greatly outnumbers those presently in Dyval. Kendal's reports have shaken the Deevil leaders to the core and as a result, they are taking drastic measures to ensure their survival.

In the meantime, Kendal plays the role he has been given. In order to indulge his more combative instincts, he is helping Salaya to formulate new strategies and fighting techniques. He is trying to build them up to do some major damage, like in the slave markets of Shek'Ra, where a host of dimensional travelers come to sell slaves. He'd really like to hit one of the Demon Lord cities, or just get in one to gather even more intelligence for his masters. For now, he bides his time, content to do the damage the Order is continuing to do in Hades.

Real Name: K'Denal.

Alignment: Aberrant.

Attributes: I.Q. 18, M.E. 16, M.A. 18, P.S. 22, P.P. 24, P.E. 20, P.B. 18, Spd 18.

M.D.C.: 130 (In S.D.C. worlds, Kendal has 22 S.D.C., 60 Hit Points, and a Natural A.R. of 12.)

Weight: 200 (90 kg). **Height:** 6 feet (1.8 m).

Age: As the human Kendal, he looks to be in his early forties. He is actually several thousand years old.

P.P.E.: 140

Disposition: In the Order of Light he plays the quiet one. Rarely speaks unless spoken to, more a man of action than words. There are times when he is ready to explode, because Kendal is arrogant in the extreme and would like to rip some of the mortal members in the Order to pieces, literally and figuratively. For now, he vents in battle, and brags to no end to his superiors of how valuable he is, and how he has these idiots completely fooled and eating out of his hands.

Experience Level: Considered an 8th level Spy.

Horror Factor: None in human form, but if revealed as a Devilkin, it's 12.

Natural Abilities: Nightvision 90 feet (27.4 m and can see in total darkness), see the invisible, turn to mist, Metamorphosis: Human or Animal, dimensional teleport 66%, fire and cold resistant, bio-regenerates 3D6 M.D. (S.D.C./Hit Points), per minute, magically knows all languages, and can leap up to 30 feet (9.1 m).

Psionic Powers: None.

Magic Knowledge: All level 1-3 Fire Elemental spells, all level 1 and 2 invocations, plus the following: Armor of Ithan (10), Energy Bolt (5), Orb of Cold (6), Carpet of Adhesion (10), Shadow Meld (10), Domination (10), Magic Pigeon (20), Power Bolt (20), Ballistic Fire (25), Wind Rush (20), Lightning Arc (30), Desiccate the Supernatural (50), Mystic Portal (60), and Anti-Magic Cloud (140).

Attacks per Melee: Four physical or two by magic.

Bonuses: +1 on initiative, +7 to strike, parry, and dodge, +3 to pull punch, and roll with punch or fall. Kendal is also +5 to save vs magic, +2 to save vs psionics, and +6 to save vs Horror Factor.

Skills of Note: All Rogue skills at 65%, Sing and Dance 98%, Forgery 65%, Intelligence 80%, Interrogation 85%, Surveillance 85%, Land Navigation 79%, Swimming 90%, Climb 80/70%, Lore: Demons and Monsters 90%, Lore: Dimensions 40%, Lore: Hades 45%, and Literacy: Dragonese, American, Demongogian, Dwarven, and Splugorth at 85%.

Weapon Proficiencies (includes attribute bonuses): Knife: +10 to Strike and Parry, and +11 to Throw. Blunt: +10 to Strike and Parry. Sword: +10 to Strike and Parry, and Paired Weapons. Energy Pistol: +5 to Strike on an Aimed Shot and +3 on a Burst.

Vulnerabilities/Penalties: Having to work with mortals has tested Kendal, but he is becoming use to it. His temper is often short and this has caused him to hold in a lot, so he often has to go on a murderous binge and cut loose from time to time. He'll often vent on the first group he comes across, whether it be a roving band of demons, or a group of unarmed slaves.

Alliances and Allies: None in Hades that Kendal knows of. The Order is only a temporary means of obtaining information and he will drop it in a heartbeat if it suits his purposes.

Enemies: All demons and the forces of light. The Order of Light is a temporary ally to be used and then discarded when their usefulness has expired.

Weapons and Armor: Kendal is equipped with a Cloak of Armor (150 M.D.C., or A.R. of 14 and 150 S.D.C.). The Cloak has been enchanted to be resistant to fire and cold and takes

half damage from such attacks. Within the cloak is also a D-Pocket. Kendal uses a TW Shard Pistol (3D4 on a single shot and 4D6 on a short burst, range 700 feet/213 m, with a payload of 12 shots). In order to recharge his P.P.E. clip he uses a Faerie P.P.E. Battery which has 61 P.P.E. and regenerates 2D6 P.P.E. per hour (and he is very careful never to let his teammates see it). His melee weapon of choice is a mace and chain that have been enchanted with Infectious Wounds and Surefingers.

Money: Due to his current assignment and spying in Hades, he has very little and has only obtained about 400 Modeus coins.

Description: Kendal has taken the form of a nondescript human male with brown hair, brown eyes. He dresses and plays the part of a mage who has had a bit of combat training and if asked, he usually says he is a "warrior mage."

Other Key Members in the Hades Angels

Gnarl Blackpaw, 7th level Wolfen Water Warlock; Alyssa Blackwood, 5th level Elven Long Bowmen; Greggor Ironback, 6th level Dwarven Priest of Light; Melvin Langer, 8th level human Shifter; and William Hacklock, 5th level Earth/Air Warlock.

Tactics of the Hades Angels

Salaya and company often employ the use of the old "mud puddle trick," as it has become called. Typically Gnarl will summon a Water Elemental and have it lie in the path of any oncoming caravan. This tactic works more in the south than in the desert. William will then create several mounds for the party to use as cover. When the caravan is halfway over the puddle, a Water Elemental attacks right in the middle of the column. This usually creates panic and confusion, and then the Angels attack. Magic is always used to some degree in their ambushes and often with devastating effects.

The Light Riders

The Order of Light had been successful for several years, but their luck was running short with the Brass Guard hot on their trail. Defeat of Salaya's cell seemed imminent. That is, until Sir Dooley and his Light Riders arrived on the scene to turn the tide. With over forty Knights and a dozen Paladins, the contingent of Brass Guard were sent packing with their tails between their legs. The Order of Light had survived another day and an alliance with the Light Riders was quickly struck.

The Light Riders had been on a great quest on their native world of Palladium. Led by Sir Dooley, they dared to enter the Land of the Damned. As fate would have it, or perhaps destiny, the whole order was swept up by a Rift and brought to Hades. Seeing a damsel in distress and her cohorts being attack by demons, Sir Dooley and his men did what they do best. They formed into their cavalry units and swept through the demons' ranks. The rest, as they say, is history.

Sir Dooley

Sir Dooley was the youngest of three brothers. His family wanted him to go into a scholarly profession. At the age of 12 he had already learned three languages, was versed in history and excelled in mathematics. His parents had secured an ap-

pointment to a prestigious college in the Timro Kingdom and it was on that trip that Sir Dooley felt his calling. On the trip south his carriage had come across a village being sacked by a group of Orcs. His small entourage tried to assist but was no match. Even the young man destined for a life of scholarly pursuits tried to help but he was quickly overcome and knocked unconscious.

When he awoke, his wounds were tended and he was on horseback. That's when he learned who had saved him. It was a Paladin of Rurga. The man had tried to save as many lives as possible, but it was only the young scholar he was able to rescue. The young Sir Dooley had seen evil that day and felt in his heart that it was his duty to help fight that evil, and pledged his life to the Paladin. Against his parents' wishes, he became a squire and worked side by side with his mentor until he was finally knighted and granted the title of Paladin.

Dedicating his life to the gods of light, Sir Dooley quickly made a name for himself, especially in the disputed lands of the Eastern Territory. He was known as a fair and just man trusted by both human and Wolfen. He spent years in the Eastern Territory on adventures and even the occasional quest. Over the years he had made many contacts and allies. Throughout the East, he and his companions were called the Light Riders, for wherever they traveled, evil was vanquished and the light restored. In their last adventure, they were searching out a Witch who had caused much death and destruction and was rumored to have summoned demonic allies. This was the final test for Sir Dooley. The night after defeating the Witch and her Baal-Rog allies, Sir Dooley received a vision. He was to travel to the West and enter the Land of the Damned. There he would find his destiny. And so Sir Dooley ended up in Hades. With a cause he feels is just and right, he has allied himself to Salaya and the Order of Light. To what ends he doesn't know, but the day Sir Dooley arrived would have been the end of the Order if not for him and the Light Riders.

Alignment: Principled.

Attributes: I.Q. 19, M.E. 15, M.A. 17, P.S. 17, P.P. 13, P.E. 18, P.B. 14, Spd 23.

S.D.C.: 480 Hit Points: 46.

Weight: 220 (99 kg). **Height:** 6 feet, 2 inches (1.9 m).

Age: 52

P.P.E.: 30

O.C.C. Abilities: The Way of the Horse, The Way of the Lance, Demon Death Blow.

Skills of Note: In addition to the O.C.C. Skills, Sir Dooley knows the following from his family background of Scholar/Teacher/Historian: Advanced Math 90%, Anthropology (Humans) 65%, History 75%.

O.C.C. skills: Public Speaking 75%, Writing 65%, Horsemanship: Exotic 70%/60%, First Aid 65%, Falconry 75%, Boxing, Wrestling, Wilderness Survival 60%, and Lore: Demons and Monsters 50%.

Secondary Skills: Body Building and Weightlifting, Running, Lore: Religion 65%, and Carpentry 60%.

Vulnerabilities/Penalties: If Sir Dooley has any vulnerability, it's his kind heart. Many times he has been fooled by a disguised demon, or even a slave who was willing to help him. This has not stopped Sir Dooley and even after being in

Hades for two years now, he shows no signs of the effects of cynicism.

Experience Level: 7th Level Paladin.

Magic Knowledge: Only Lore.

Attacks per Melee: 6

Bonuses (includes attribute bonuses): +2 on initiative, +2 to strike, +5 to parry and dodge, +5 to roll with fall or impact and +4 to pull punch. +5 to save vs Horror factor and vs magic. (The additional +3 to save vs magic is from a magic medallion.)

Weapon Proficiencies (includes all bonuses): Sword & Blunt: +5 to Strike, +8 to Parry. Shield: +4 to Strike, +8 to Parry, Battle Axe: +4 to Strike, +7 to Parry, +3 to Throw and +1D6 to damage.

Alliances and Allies: Sir Dooley is currently in charge of his own cell that contains a cadre of Knights and warriors from the Palladium World.

Enemies: All demons and their allies are Sir Dooley's enemies.

Weapons and Armor: Sir Dooley owns a magic claymore that was handed down from his grandfather. It has the following properties: Turn Holder Fire Resistant 3 times per day for 10 minutes at a time, is a Demon/Deevil Slayer and does double damage to these creatures, and Foebane. Sir Dooley also owns a full suit of plate mail armor which he only wears when he is expecting battle.

Money: Back in the Eastern Territory, Sir Dooley inherited a small estate and lands. As far as ready capital, he would often have 100 to 400 gold pieces, giving the rest out to those in need as well as a monthly tithe to the church.

Description: A tall, strongly built man with white hair and blue eyes. He has a compassionate look that makes most trust him instantly.

Disposition: Sir Dooley is a kind and compassionate man who never raises his voice. His stern look is usually enough for anyone to know that he is either angered or concerned. He gives without thought and is generous to a fault.

Grace Glider and Sky Talon

Several months after Sir Dooley had arrived, resources started to run low. That is when it was decided that the various demon caravans could provide what was needed to survive. In addition, they could free any slaves and slay some demons in the process. One such caravan contained several rare and exotic animals that were probably brought in from the Splynn Dimensional Market. Three of the carts contained over a dozen creatures that were freed that day. Two of the creatures remained to become a part of Sir Dooley's resistance cell.

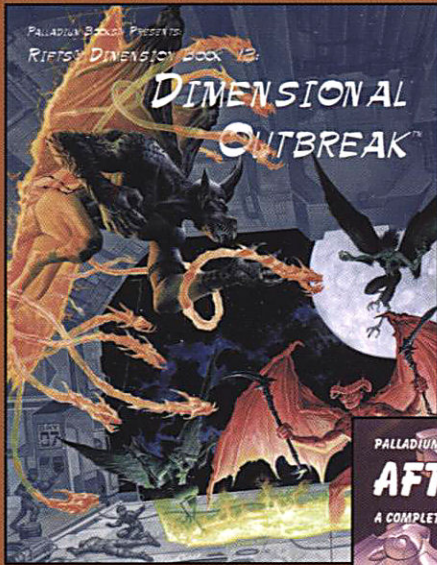
One of the creatures was a wounded Pegasus. The majestic creature was bound with various leather straps that kept her hobbled. Her wings were nearly clipped and overall she was in a sorry state. The other creature was a Drakin who was nearing starvation. Having pity on these two creatures, Sir Dooley nursed them back to health. It was a difficult task, especially in Hades. Often Sir Dooley would use his own rations of water or food to feed them. And when the creatures had been returned to health, Sir Dooley was intent on freeing them. Perhaps sensing a kindred spirit, the two beasts stayed and have been with Sir Dooley for several years now. Grace Glider has become Sir

Dooley's mount and the two often charge together, with Sir Dooley often fighting on the Pegasus' back. Sky Talon scouts for the party and often provides aerial support. They have become an integral part of the party and are often seen as mascots as well as good luck charms.

Tactics of the Light Riders

Unlike some of the other cells, the Light Riders do not use much in the way of stealth or subtlety. In this job it would seem to be required, but Knights and Paladins are not much for sneaking around. No, the Light Riders become familiar with a particular location, usually one that has a distinct tactical advantage. As caravans approach, they are assessed for their value and number of slaves that can be freed. If the caravan is extremely well guarded or there are particularly powerful demons, it is allowed to pass. Intelligence will be gathered if possible and any notable weakness noted. When a caravan is spotted that the Light Riders feel they can hit, they usually hit it within a canyon or valley where they can approach from two directions. The attack is usually swift and devastating. All demons are usually slain, however there are the occasional demons who will play the Knights' code against them and surrender. The Light Riders have become wise to this strategy and will either escort the losers away from the caravan to a location that the Knights can easily set them loose, or tell the demons to flee, usually with some kind of message of their activity.

The Light Riders will only use a location two or three times before moving on. They also hit different trade routes as well. They're primarily located in the eastern part of the Desert of Taut. The Infernal Crown is often used by the Light Riders as a place to rest, at least temporarily, from the demons. Since they are regularly on the move, they have been as far south as the Sulfur Pits and as far east as the Fire Planes. They rarely venture any further north than Allvice, and they try to avoid the city altogether.



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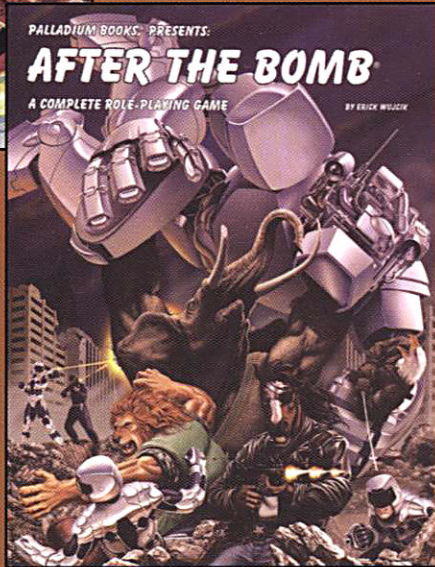
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ISBN-10: 1-57457-132-X

ISBN-13: 978-1-57457-132-5

