

Palladium Books® Presents:

THE

RIFTER®

Your Guide to the Megaverse®



Inside this Issue...

Rifts® Brodkil War Machinist™

Rifts® Coalition War Machines

Rifts® Triax™ NGR Anthropologist

Beyond the Supernatural™ Monsters

Palladium Fantasy® Monsters & Animals

For all settings: Dimensional Pockets

News, coming attractions, surprises & more

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Violence and the Supernatural

The fictional worlds of Palladium Books® are violent, deadly and filled with supernatural monsters. Other-dimensional beings, often referred to as “demons,” torment, stalk and prey on humans. Other alien life forms, monsters, gods and demigods, as well as magic, insanity, and war are all elements in these books.

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

Please note that none of us at Palladium Books® condone or encourage the occult, the practice of magic, the use of drugs, or violence.



The Rifter® Number 57

Your guide to the Palladium Megaverse®!

First Printing – January 2012

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Palladium Books® Presents:

THE RIFTER® #57

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Sourcebook and Guide to the Palladium Megaverse®

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concepts and Megaverse® created by **Kevin Siembieda**.

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

– *Kevin Siembieda, 2012*

Contents – The Rifter® #57 – January, 2012

Page 6 – From the Desk of Kevin Siembieda

The Publisher talks about where Palladium has been, where we're at and where we are headed. Times have been tough, yet through it all, we have managed to persevere. Now, with the support and help of our fans, Palladium has assembled an impressive group of talented artists, writers and gamers bent on making 2012 Palladium's best year in a long time. In just the first six months alone, Palladium has one hotly anticipated release after another, starting with **Rifts® Lemuria**. But we'll need you to buy product and spread the word to help Palladium promote its exciting releases and reach its goals.

Page 7 – News

There is a lot of news this issue as Palladium starts the new year off with one new release after another. But that's not all. There are now video game reviews of Palladium products on YouTube, a stronger presence on Facebook, plans for Kevin to do video chats about gaming, plans for comic books based on Palladium I.P.s and other things.

Kevin and the crew will also be attending more conventions and gaming events this year. Kevin is the *Gaming Guest of Honor* at **VisionCon** in Springfield, Missouri, he's working with the **Public Library in Westland**, Michigan, our very own **Palladium Open House** is coming up fast (May 3-6, 2012 and if YOU can make it, you should join the fun), plus there is Gen Con Indy in August and who knows what other events coming up. Read all about it right here.

Page 10 – Coming Attractions

Palladium is about to unleash a dozen new titles from now to June, starting with **The Rifter® #57** you now hold in your hands. **Rifts® Lemuria** comes next and it is going to surprise and thrill gamers. It will be quickly followed by **Dead Reign™ Sourcebook 3: Endless Dead**, **Rifts® Vampires Sourcebook**, **Rifts® Black Market**, **Robotech® Genesis Pits™ Sourcebook**, **Rifts® Northern Gun 1 & 2**, and **Rifts® Megaverse® in Flames™**, among other titles. Plus we'll be bringing out-of-print titles back in print as we go along. Read the descriptions of all the new books and their tentative schedule of release.

Page 16 – Palladium Open House – May 4-6, 2012

Here is more information about the **Palladium Open House** – May 4-6, 2012. (May 3 is VIP day – the last of those tickets go on sale February 1st; costs \$75 per person. Mail in your reservation now!)

There are gaming conventions and then there is the **Palladium Open House**. Yes, there is gaming, but the atmosphere is that of a giant four day party or big four day family reunion. YOU are the *welcomed guests* in our home, the Palladium warehouse and offices. You are treated like friends and together we celebrate role-playing with non-stop gaming, panel talks, intimate chats with artists and writers, a live auction and costume contest. Kevin Siembieda, the Palladium staff and most of the Palladium creators in attendance are at your disposal the ENTIRE event, not just for an hour here or there.

Those who have attended in the past rave about it. Word of mouth has gamers coming from Japan, Australia, Germany, England, Canada and coast to coast. Consider this your invitation to join the fun. Order your admissions soon and run games, bring books to be signed and have a blast with us at the Palladium Books warehouse and office.

Page 17 – The Rifter® Super-Subscription Offer

Page 18 – Palladium Books wants YOU – A call for Megaversal Ambassadors

Being an MA (Megaversal Ambassador) is not for everyone, but if you enjoy running games or conducting demos at conventions, game shops and special events, then this program to promote Palladium's role-playing games might be right up your alley. Here are all the details.

Page 20 – The Rifter® Creature Feature – Optional material for Beyond the Supernatural™

Steven Dawes is back with more supernatural monsters and disgusting creatures. Steven is one of the guys who chases ghosts in real life and whose ideas and conversations inspire Kevin Siembieda, so enjoy.

Page 20 – Grave Larva

Page 22 – Brawling Joe

Page 26 – Kroguar

Page 28 – Hafoot

Page 31 – Geode Golem

Artwork by superhuman *Nick Bradshaw*. Somehow, the text for these creatures never made it to the artist. We discovered this as the book was about to go into final layout! Bradshaw came to the rescue and drew them up in less than 24 hours. Thanks, Nick.

Page 34 – Weapons & Tech of the Coalition States™ – Optional source material for Rifts®

Matt Olfson presents a few new vehicles and weapons developed by the *CS Military Research and Development Department*. Game Masters are going to love them. Players, beware.

Page 34 – CS Spider-Skull Dragon-Wasp

Page 39 – CS Bullet Train “Death’s Head Express”

Page 46 – C-28 “Triple Iron” Assault Rifle

Page 47 – CTT-R60 Heavy Rail Gun

Page 48 – Northern Gun Vehicles

Artwork by *Allen Manning* and *Brian Manning*.

Page 50 – Fantastic Creatures – Optional material for Palladium Fantasy RPG®

Glen Evans presents a delightfully wicked array of monsters and exotic creatures from the Palladium World – but also with **Rifts®** stat conversions.

Page 50 – Barasaurus

Page 51 – Batter Horn

Page 52 – Beach Slayer

Page 53 – Black Hounds

Page 55 – Gumberoo

Page 56 – Hodag

Page 57 – Horn Worm

Page 58 – Kulili

Page 60 – Lindorm

Page 61 – Lumerpa

Page 62 – Makara

Page 64 – Murrisk

Page 65 – Nemean Lions Page 69 – Sisiutl Sea Serpent
Page 66 – Pit Walker Page 70 – Skoffin
Page 67 – Safat Page 72 – Terrorex
Page 68 – Serra Page 74 – Wivre

Artwork by *Nick Bradshaw, Kent Burtles and Mike Mumah.*

Page 76 – The NGR Anthropological Field Operative – Optional source material for Rifts®

Michael Lord gives us a new NGR O.C.C. that studies alien life forms and their customs.

Artwork by *Michael Mumah.*

Page 79 – The Brodkil™ War Machinist – Optional source material for Rifts®

Michael Lord gives us a unique look at an O.C.C. within the Brodkil sub-demons, a sort of demon mechanic.

Artwork by *Michael Wilson.*

Page 82 – Spacia’s Bottles – Optional source material for Rifts® & other games

N.D.T. Lyons gives us a fascinating study on Dimensional Pocket Worlds and the tiny containers that can conceal them. Not to mention the dragon who specializes in such things, Spacia, Mistress of Dimensions.

Artwork by *Michael Mumah.*

Page 93 – Rifts® Lemuria Sneak Preview

Written by Greg Diaczyk and Kevin Siembieda. ‘Nuff said.

The Theme for Issue 57

The focus of this issue of **The Rifter®** is monsters, the supernatural and the bizarre. Thus, there is page after page of strange and exotic animals, monsters and demons for **Palladium Fantasy®** and **Beyond the Supernatural™** plus a whacked out Brodkil O.C.C. for **Rifts®** and a bunch of other good stuff. REMEMBER, monsters are easy to convert to any game setting, so even though the beasties may be designed with *Palladium Fantasy®* or *BTS™* in mind, any capable Game Master can easily adapt them to **Rifts®**, **Chaos Earth™**, **Phase World®**, **Nightbane®**, **Heroes Unlimited™** and other settings. The articles contain plenty of bold ideas that should present you with compelling source material to fill your campaigns with adventure, unique settings, menaces, monsters, and weirdness. We hope you enjoy these contributions from fans like you, and that they inspire new avenues of adventure.

The Rifter® Wants You

We are always looking for new writers and artists to contribute to **The Rifter®**. You don’t need to be a professional writer to contribute. This publication is like a “fanzine” written by fans for fans. A forum in which gamers just like *you* can submit articles, G.M. advice, player tips, house rules, adventures, new magic, new psionics, new super abilities, monsters, villains, high-tech weapons, vehicles, power armor, short works of fiction and more. So think

about writing up something short (even something as small as 4–6 pages). Newcomers and regular contributors are always welcomed.

The Rifter® needs new material, especially when it comes to adventures and source material, for *all* of our game lines, especially **Rifts®**, **Chaos Earth™**, **Palladium Fantasy RPG®**, **Heroes Unlimited™**, **Ninjas and Superspies™**, **Beyond the Supernatural™**, **Dead Reign™**, **Splicers®** and **Nightbane®**.

Pay is lousy, fame is dubious, but you get to share your ideas and adventures with fellow gamers and get four free copies to show to your friends and family.

The Cover

The cover is by artist **Charles Walton** and depict the three-headed monstrosity know as the Makara. A valiant Elven sorceress and her unicorn dare try to stop the horror before it can lay siege to a small village of humans and Elves beyond the woods. This is just one of many monsters for **The Palladium Fantasy Role-Playing Game®** written by Glen 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.

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The Rifter® #58

The Rifter® #58 in April is sure to contain more thrills and adventure to help you ring in the New Year.

- **Source material for Rifts®.**
- **Source material for Nightbane®.**
- **Source material for Palladium Fantasy®.**
- **Source material for numerous settings.**
- **News, coming attractions and much more.**
- **And maybe YOUR submission. Send us something and see if you get published.**

Palladium Books® – 31 years of creating role-playing game worlds, memorable characters and epic adventure limited only by your imagination™

A bright new era of Palladium Books begins here.



From the Desk of Kevin Siembieda

The start of a new year is full of promise.

Events like the Crisis of Treachery, death, illness and global economic collapse have made the last decade a struggle for Palladium Books. We've managed to survive it all, but it has not been easy and we have never fully recovered.

As we enter the New Year, we again find ourselves swelling with optimism and hope. Will this finally be Palladium's breakout year? The year we finally shed the shackles of financial uncertainty and soar again?

If we can release all the new titles we've been working on these past six months in the first six months of 2012, I believe the answer is a resounding, "Yes!"

Gamers are hungry for the types of games and sourcebooks Palladium has to offer. Role-playing games with an emphasis on strong characters, storytelling and stunning world settings. They want games that challenge their imaginations. And we can provide that in spades. On that front, Palladium Editor, *Alex Marciniszyn*, had this to say:

"World building is what Palladium does best. And nobody does it better than Kevin. I mean, **Blizzard** – the king of MMOs with *World of Warcraft* and other games – flew him in to their campus to talk about world building. What does that tell you?"

Thanks for the kind words, Alex. I'd like to think that world building is one of my areas of specialty. Been doing it for 31 years now.

What's really exciting to me is that we may quite possibly have the most incredible team of creators working at Palladium Books of any time in our history. And they are brimming with

a million mind-boggling ideas for books and projects that will make your mouths water.

The Palladium crew and I are hellbent on getting books finished and in your hands fast. I'm shooting for 1-3 new releases *every single month* of 2012. And I really think we can do it. We have never had so many high concept books in the pipeline at any one time. Nor so many so close to completion. And every last one of them brimming with pulse-pounding ideas, info and source material that is sure to ignite your imaginations.

On top of that, I want to start producing many more sourcebooks for **Palladium Fantasy**®, **Chaos Earth**™, **Splicers**® and the long awaited **Beyond the Supernatural**™ sourcebooks.

We can do this! But we can't do it alone

That's where YOU come in.

We need your support now more than ever. I've talked about this a lot online. We need you to buy our books – new and old – and to talk them up. To start a grass roots *promotional campaign*.

Did you know there are gamers who think Palladium Books went out of business in 2006? I was surprised, too. We need to make some noise and we need sales to cover the cost of all these exciting new books.

We need you to help make 2012 Palladium's triumphant banner year. Our fate is in your hands.

We need you and new people to discover Palladium Books through word of mouth, online and at conventions, so we can soar again. Buy Palladium. Play Palladium. Talk about Palladium and the new releases, game lines and settings.

We're pulling out all the stops and we need you to do the same.

Making books happen

I know I give a rousing spiel this time every year. We always seem to have big plans and then something goes awry. Well this year is going to be different. Don't take my word for it. The proof will be in the new releases. And fantastic releases they shall be.

Rifts® World Book 32: Lemuria is truly epic and shaping up to be part **Rifts® Triax**, part **Rifts® Atlantis**, and **all fun**. The name and cover of the book might have you thinking **Rifts® Lemuria** is all about underwater civilization, but that's not true.

You see, Lemurians started off as *humans* who have tweaked their genetic make-up via *Biomancy Gene Mages*, making themselves *amphibious*. That means they function equally well on *dry land* and in the water. It also means the weapons, armor, vehicles, monstrous riding animals and magic in **Rifts® Lemuria** can be used in the surface world as well as below the waves. That's right, you can use the new weapons, living power armor, stone vehicles, new Biomancy and Ocean Magic spells, new Symbiotes, exotic creatures, sea dragons and monsters in ANY land based campaign. And it is all wrapped in an exotic history that is sure to surprise and please. You are going to love this book.

By the time you read this, **Rifts® Lemuria** should be heading for store shelves; end of January or early February.

Dead Reign™ Sourcebook 3: Endless Dead™ – February release. This book is another one of those epic new releases coming soon. It presents zombies like you have never quite seen before, 7 new types of them, 5 new survivor O.C.C.s including the Wheelman and Zombie Hunter, vehicle armor rules, many encounter tables, adventure tables, what the military is doing and more. And the artwork: Wow. A February release.

Rifts® Vampires Sourcebook – February or March release. It immediately follows *Endless Dead* and should make **Rifts®** players howl with delight loud enough to wake the dead and send chills up and down the undead. A February or March release.

Rifts® World Book: The Black Market – March release. Matthew is done with the final draft. I need to start assigning the artwork.

Rifts® World Book: Northern Gun™ One – March release. Matthew Clements tells me he thinks **NG One** and **Two** are pretty much done, though he still wants to add a few details and give them a final look. *Chuck Walton* has already started working on the robot and vehicle designs. Nick Bradshaw is working on the gladiatorial robot combatants. March release.

Robotech® Genesis Pits™ Sourcebook – March or April release. Irvin Jackson is putting the finishing touches on this sourcebook.

Rifts®/Minion War™: Megaverse® in Flames™ – April release. This is the final chapter in the *Minion War* . . . or is it? It will set certain things in motion on *Rifts Earth* that will have lasting consequences and give you new avenues of adventure.

The Rifter® #58 – April release. Another issue packed with ideas and source material for your gaming enjoyment.

Rifts® World Book: Northern Gun™ Two – April or May release. Author Matthew Clements has been writing the two books simultaneously.

All of the above are just the books we have slated for release in the first 4-5 months. I want to support all of our world settings with sourcebooks for . . .

Palladium Fantasy RPG® – we have three sourcebooks in the works.

Splicers® – there are 2-3 sourcebooks in the works.

Beyond the Supernatural™ – I want the two long-awaited sourcebooks **Tome Grotesque** and **Beyond Arcanum** done by the Fall.

Chaos Earth™ – we have two sourcebooks in the pipeline and in final prep for publication. We just don't have a release date yet.

Plus books for **Heroes Unlimited™**, **Dead Reign™** and more.

Exciting, isn't it? And there's more.

I'm the Gaming Guest of Honor at **VisionCon – Springfield, Missouri – February 17-19, 2012**. Come on over and join the fun. Go to <http://www.visioncon.net> for more information about VisionCon.

I'm becoming involved with gaming events and seminars at the **Westland Public Library**. The first role-playing event will be sometime the end of February.

The Palladium Open House gaming event is May 3-6, 2012. It is amazing fun and unlike anything you've ever attended. Seriously, think about coming to this very special event. Read more details elsewhere in this issue.

Gen Con Indy in August.

And there's more goings-on in the News and Coming Attractions section of this issue.

Keep those imaginations burning bright and join the Palladium revolution.

– Kevin Siembieda, Publisher

Palladium News

By Kevin Siembieda, the guy who should know

Palladium goes YouTube

Palladium freelance writer and pal, Carmen Bellaire and his buddy, William Johnson, have started posting video reviews of Palladium product.

The first three went up on YouTube the first week of January, with plans of doing 1-3 more every week or so. Production quality is excellent. Carmen is a little stiff in the first few, but as he and Will do more they are relaxing and loosening up. Check them out by going to: youtube.com/user/Maloquinn/videos

Carmen and Will's video reviews are completely *volunteer* and something they are doing on their own, independent of Palladium. Thanks, guys! We see it as part of our united push to make some noise about Palladium Books and win back past gamers and attract new ones!

We invite Palladium fans to join the fun.

Kevin Siembieda video interviews coming soon. I plan on doing video chats and interviews about role-playing games, game design, Palladium Books, writing, drawing and playing role-play-

ing games. Not sure when these will start to appear. Probably in February sometime and probably on YouTube. Hopefully, they'll be fun and informative.

Palladium building a stronger online presence

As promised, I'm posting much more often (like I used to) on the Palladium website via **Murmurs From the Megaverse®** and on the **Palladium Facebook Page**. As of January 14, I've already posted seven Murmurs this month and have made dozens of comments to Facebook posts. I have also been encouraging the rest of the Palladium crew to be more vocal on Facebook.

I try to make the **Murmurs From the Megaverse®** fun and interesting. Some are hype and inside information about product, others are personal thoughts and emotions about writing, creativity, product, life, health, love, business, dreams and, well, *everything*. Some may be just plain silly. I think of the Murmurs as a sort of blog, and direct line to me and what's going on at Palladium Books. Once in a while, Alex or Wayne post too. I have some thoughts about some new, fun and goofy subject matter for the future. Drop by and enjoy the musings of an RPG Publisher and game designer.

We want to keep the Palladium website improving. That means changes, additions and experimentation from time to time. Let us know what you like and don't like and what you'd like to see.

Kevin's Online Toy & Collectibles Store

My online store is an excellent resource to get Palladium collectibles, signed out of print books, rare Gold Editions, proof-reader copies of books, original artwork, limited edition prints, and other Palladium collectibles that are either from the Palladium archives or my personal collection. That includes toys and action figures I used to collect, but decided to slowly sell off. All items are generally in very good to mint condition – and priced to sell. We'll keep adding Palladium Collectibles and toys a few times a week, so keep checking. <http://stores.ebay.com/kevin-stoys-artandcollectibles>

Sneak Previews of books to appear on DriveThruRPG.com

We started posting sneak previews of books last year, posting them for FREE on **DriveThruRPG.com**, and we plan to continue the practice throughout 2012. *The Rifts® Lemuria sneak preview* should be available by the time you read this.

We are also offering some PDF only products. The **Rifts® Game Master Kit** is one such product for only \$5. Fans have gone wild over it, so more G.M. Kits are in the works. The next one will be for the **Palladium Fantasy RPG®**.

There are **90+ backstock titles** including back issues of **The Rifter®**, first edition rule books, other sneak previews and the **Rifts® Game Master Kit** all available as PDF downloads at reasonable prices.

Kevin Siembieda to be Gaming Guest of Honor at VisionCon

VisionCon – Springfield, Missouri – February 17-19, 2012.

I have the honor and privilege of being the Gaming Guest of Honor at VisionCon. **Jolly** and **Barbara Blackburn** (*Knights of the Dinner Table* and my old pals), among many other notable guests, will also be there for the weekend. **VisionCon** is in Springfield, Missouri, February 17-19, and will be my first time in the heart of the Midwest. I'm hoping to see gamers from throughout Missouri as well as neighboring Kansas, Oklahoma and Arkansas.

I'll be available the entire convention to chat and sign autographs, as well as participate in panel discussions. I imagine I'll run a game or two over the weekend as well. I'll also bring some prints and a few books to sign and sell. Don't know when I'll be back this way again, so please come on down and join the fun.

Go to <http://www.visioncon.net> for more information about VisionCon.

Palladium Gaming events at Westland Library – February 26, 2012

The City of Westland, Michigan, offers a number of community events, including a Game Club. I don't think the exact date is firmly set yet, but I think Julius and I, and a couple other Palladium Game Masters will be running **Rifts®** and **Palladium Fantasy®** gaming events from 1-4 PM at the Westland Public Library, Sunday, February 26, 2012. If it goes well, there will another event in March. I donated several dozen RPG books and some core rule books and may host a couple of writing seminars later in the year.

Palladium Open House – May 4, 5 & 6 (VIP Night, May 3)

Get your admission tickets sooner than later, because I plan to make the Open House even more spectacular than past years. **Palladium Open House – May 4, 5 & 6 - VIP Night** is Thursday, May 3, 2012. The last of the VIP tickets will go on sale February 1, 2012.

We already know we have gamers coming to the 2012 Palladium Open House from across the USA and Canada and as far away as Australia, Japan, Germany, and England. YOU need to join the fun, come in costume and enter the Palladium Costume Contest, win prizes, meet 30-40 Palladium creators, get autographs galore, help us celebrate 31 years of Palladium Books, and game, game, game. Please come.

See the more detailed description elsewhere in this issue.

Game Masters Needed. If you are planning to come to the Open House and you like to run games, please consider being a Game Master at the Open House. G.M.s who run THREE or more Palladium games get a 25% discount on product and a G.M. T-shirt. Contact us as soon as possible to be on our schedule. Thank you!

Palladium Open House Hotel Information

\$69.95 per night – Reserve your room early

It helps us if you reserve your room as SOON as possible. There is NO risk and no cost to you now. Your card is not charged until May, and you can *cancel* up to a few days before the event. This guarantees your room at the special price. Great price and location – five minutes from the Palladium office.

Open House Hotel information:

- \$69.95 plus tax per Double or King room.
- Two double beds or a single king-size bed.
- Free “hot” or continental breakfast from 5:30 A.M. to 9:30 A.M.
- Exercise room open 24 hours.
- Executive meeting room for all-night gaming; provided a Palladium agent is present in the room.
- Large meeting room with tables and chairs for six additional games for all-night gaming.
- **TO MAKE A RESERVATION** at the \$69.95 price you *MUST* tell them you want a room in the *Block Reserved for Palladium Books*. 734-455-8100 tel.

Comfort Inn Plymouth Clock Tower

40455 Ann Arbor Road (right off of I-275)

Plymouth, MI 48170

Call 734-455-8100 to make hotel reservations.

Dates: May 3 V.I.P. Night, Palladium Open House - May 4, 5 & 6, 2012 for the entire weekend.

Gen Con Indy – August, 2012

If you can't make it to the Palladium Open House, May 3-6, 2012, then make sure you stop by our booth at Gen Con Indy, this August. *Kevin Siembieda, Wayne Smith, Brandon Aten, Nick Bradshaw*, and other Palladium madmen will be there to chat, sign autographs, and sell you games.

The Rifter® Super-Subscription Drive

– now till February 20, 2012

A great way to support Palladium Books and get source material and gaming ideas at the same time is to subscribe to **The Rifter®**. Do so during our *Super-Subscription Offer* (now till February 20, 2012) and you get each issue at below cover price, free shipping to residents of the United States, and your choice of a *FREE gift* worth \$12.95-\$16.95 (there is a small cost for shipping and handling), and every issue of **The Rifter®** delivered to your door. See the complete details elsewhere in this issue.

Palladium Holds Line on Price

We have no intention of raising the cover price on most of our sourcebooks and World Books. However, we *may* increase the price of some core rule books, such as **Rifts®**, **Dead Reign™ RPG**, **Palladium Fantasy RPG®**, **Heroes Unlimited™**, and others by a few dollars as they go into new printings. In this tough economy, we want to continue to keep our prices low and the

entry level for Palladium's games the most affordable on the market. Spread the word.

Palladium Comic Books in Your Future

I haven't talked about them much, but we are still quietly developing comic books based on Palladium game worlds. The first one is likely to be **Rifts®: The Adventures of Erin Tarn as a Girl**. It is, in effect, Erin Tarn's never before revealed “origin story” and the Coalition States' rise to power. And it is looking great. Written by Jeff Lilly. Pencils by Noah Page. Inks by Ben Rodriguez. Coordinated and supervised by Mark Dudley and me.

We haven't yet decided how we are going to release this and other comic book titles, but we're leaning toward finding a Comic Book Publisher rather than publish it ourselves.

We have also toyed with releasing them as web comics. Ramon Perez keeps telling me that's the way to go, but we haven't decided yet.

Exploring a number of other options as well.

Alex's Good Health

If you don't follow Palladium online you may not know that Palladium editor and my best friend, Alex Marciniszyn, was seriously ill. He was diagnosed with rare and life-threatening blood disease.

Yes, life-threatening. As in could drop dead at any moment. The doctor gave us a timetable: if they could get Alex's condition under control over the next 3-5 months, he should be okay and his illness brought to a manageable level. **HOWEVER**, during that 3-5 month window there was a good chance Alex could die. Here is my layman's description of the situation: Alex's blood was thick as mud. That could lead to any number of sudden problems, most notably a blood clot, heart attack and death, or blood clot, stroke and death, along with several equally scary and deadly scenarios. Alex was at such a great risk that the doctor insisted we go directly from his office, down the hall so Alex could get his first treatment. The rest of the day was spent running to the pharmacy, taking pills, adjusting to the news and tackling the situation head on. Being told you are deathly ill is not an easy thing to take. It made a powerful impact on Alex and I. With Erick Wujcik's sudden illness and death six months later in 2008, and all too many deaths in recent years – my Dad, Erick, Keith, Uncle Skip, Aunt Lottie, Kathy's sister – it was an emotional blow that hung heavy on us both. I was determined to do everything I could to avoid losing my other oldest and dearest of best friends.

I didn't share this with you at the time, because Palladium Books has gone through so much tragedy, trouble and loss these past several years, I didn't want Palladium fans to despair or give up on us. Also, because Alex had a positive fighting outlook and I didn't want to see chatter online speculating about his possible demise diminish that fighting spirit. Alex had enough on his plate and I thought it best to keep things quiet for his sake.

I am delighted to report, that Alex's condition has been brought completely under control. It is something he'll have to live with for the rest of his life, but for now, it is under control with medicine and Alex is doing well. It's a good way to start the year. Let's hope everyone stays healthy. We want 2012 to be a year without disaster – only good news.

Christmas Surprise Package Brings Another Year of Holiday Cheer

As you know, Palladium has been offering the Christmas Surprise Package for something like 15-16 years now. It's a way for us to show Palladium fans our appreciation and put a smile on the faces of gamers around the world. The 2011 Surprise Package was another resounding success. All of us at Palladium want to thank the many of you who sent us warm words of support, encouragement and praise. It is gratifying to know we have touched so many people with our work and that we too, are appreciated by the greatest fans in the world. May the new year bring all of us good health, prosperity and lots of fun gaming with our friends and loved ones. Keep those imaginations burning bright.

Coming Attractions

Palladium's 2012 Release Checklist

At this point, dates for 2012 releases are pretty tight. All books are in some stage of final production.

Palladium Books 2012 Product Release Schedule

January 2012 Releases

- **The Rifter® #57** – You're holding it in your hands.
- **Rifts® World Book 32: Lemuria** – New – in stores any day.

February 2012 Releases

- **Dead Reign™ Sourcebook Three: Endless Dead™** – New
- **Rifts® Vampires Sourcebook™** – New

March 2012 Releases

- **Rifts® World Book: The Black Market** – New
- **Rifts® World Book: Northern Gun™ One** – New (tentative)
- **Robotech® Genesis Pits™ Sourcebook** – New (tentative)

April 2012 Releases

- **The Rifter® #58** – New
- **Rifts®/Minion War™: Megaverse® in Flames™** – New (tentative)
- **Rifts® Northern Gun™ Two** – New

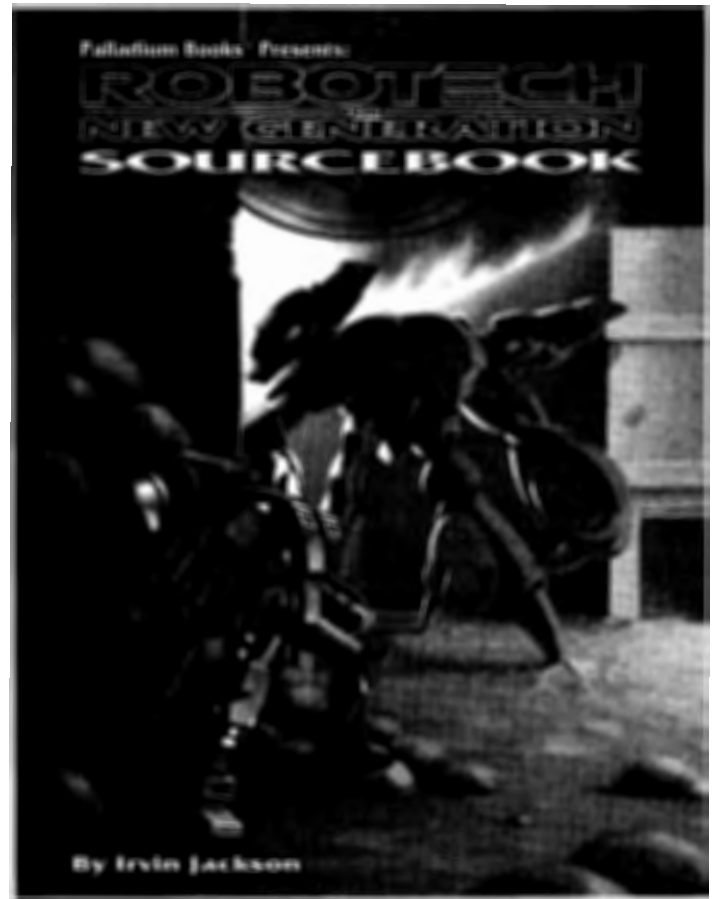
May 2012 Releases

- **Robotech® UEEF Marines Sourcebook (tentative)** – New
- Palladium Open House – May 3-6, 2012 – A gaming extravaganza*

All of Palladium's Core Game Lines to be Supported in 2012

The following are in development:

- **Robotech® Sourcebooks**
- **Rifts® Antarctica and other sourcebooks**
- **Splicers® Sourcebooks**
- **Heroes Unlimited™ Sourcebooks**
- **Chaos Earth™ Sourcebooks**
- **Palladium Fantasy®: Mysteries of Magic™ Two & Three**
- **Palladium Fantasy®: Land of the Damned™ Three**
- **Nightbane® Sourcebook**
- **Beyond the Supernatural™ Sourcebooks**
- **And other good stuff.**



Robotech®: The New Generation™ Sourcebook

Available now! Have you ordered yours?

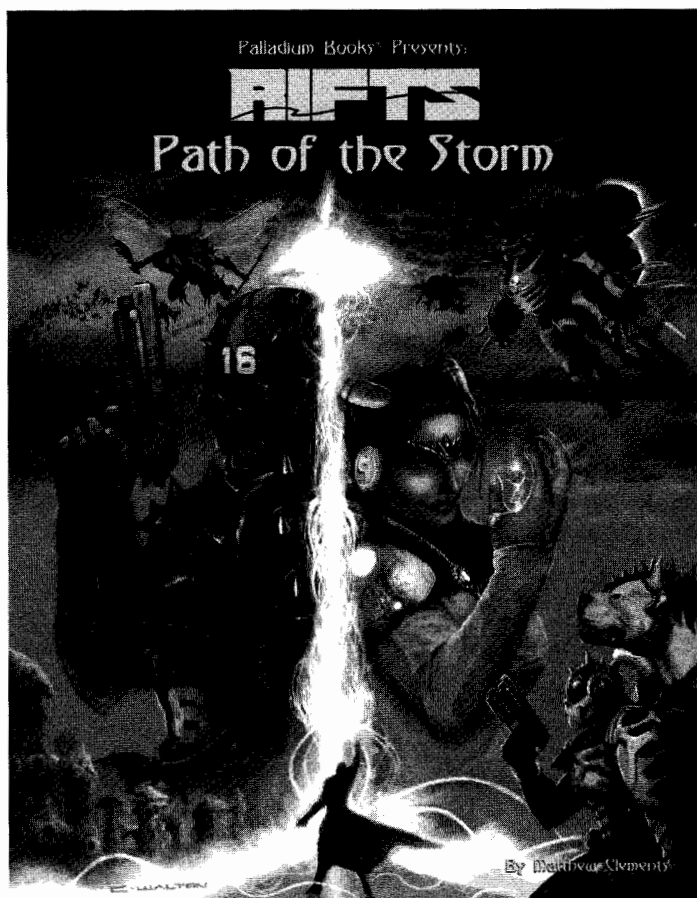
This sourcebook is epic in scope and opens up an entirely new range of game play by allowing mecha and O.C.C.s from *all eras* of Robotech® in one setting.

For the first time ever, Veritech Fighters, Destroids, Battloids, Hover Tanks, Cyclones, and something called "Frankenmecha" – giant mecha amalgamations that combine the limbs, weapons and body parts of two or more mecha. There are also rules for creating Frankenmecha, new weapons and vehicles, seven new resistance fighter character classes, Invid Hives, key characters from the TV show, world overview and more. 8½ x 11 book format (not manga size), 96 pages.

The battle for the liberation of Earth starts here. For the first time in its history, the Earth has been invaded and occupied by alien invaders – the Invid. The Invid think they have won, but Freedom Fighters, UEEF soldiers and other heroes continue to fight until they win.

- **7 new O.C.C.s** – including the Freedom Fighter, Patcher, Urchin, Wasteland Rider, Pathfinder, Invid Genetics Experiments, and Invid Cyborg Experiments, plus Invid Prince and Princess.
- **The resistance and how it operates in the New Generation setting.**
- **New weapons, vehicles and mecha.**
- **A setting where Battloids, Veritechs, power armor, technology and O.C.C.s from ALL eras of Robotech® come together.**

- “Frankenmecha” – kit-bashed mecha creations that combine the parts, weapons and limbs of two or more different mecha.
- Rules for jury-rigging and combining parts from different generations of Robotech® mecha to create “Frankenmecha.”
- Vehicle Combat Rules, Tactics and Maneuvers.
- Vehicle control penalties.
- Guidelines for survival and rules for exposure.
- Stats for notable New Generation characters like Rand and Rook.
- Invid Hives, world overview and adventure ideas galore.
- Written by Irvin Jackson. Additional text by Kevin Siembieda.
- Cover by Apollo Okamura.
- An 8½ x 11 inch sourcebook (not manga size).
- 96 pages – \$16.95 retail – Cat. No. 554. Available now.



Rifts® Path of the Storm™

– One writer’s vision for the Rifts® movie

– Available now

Everyone wants to know what’s going on with the Rifts® movie. Well, this book presents an insight and behind the scenes info on that front by Kevin Siembieda, plus an entire screenplay written on speculation by Matthew Clements as well as game stats and artwork for major characters in the script. Kevin was so impressed with the writer’s screenplay that he had Matthew make changes and improvements and sent the second draft to Jerry Bruckheimer Films for their consideration. Meanwhile, Matthew

and Kevin hit it off and the next thing he knew he became Palladium’s new staff writer.

We thought it would be fun to let Rifts® gamers and Palladium fans see the type of Rifts® movie we at Palladium Books would like to see made. So we are presenting Matthew’s screenplay as a proposed Rifts® movie script and Rifts® sourcebook. The screenplay is a fast, fun adventure story that is sure to please Rifts fans. To make it more fun, the author has statted out the key characters in the script and gamers can use the heroes, villains and story ideas in their own campaign should they choose to do so.

This is a unique product and a fun read that should appeal to all Palladium fans. After all, it lets the reader step behind the veil and see what goes on behind the scenes.

- A complete movie screenplay, with dialog.
- A story that captures the feel and attitude of Rifts®.
- Character stats for inclusion in your own games.
- Three new demons and other villains.
- Use the story and ideas in your own Rifts® campaign.
- Some concept art and character illustrations.
- A fun read and insight behind the scenes at Palladium.
- Cover and interior artwork by Charles Walton.
- Written by Matthew Clements. Additional notes by Kevin Siembieda.
- 96 pages – \$12.95 retail – Cat. No. 305. Available now!

10 things you need to know about Rifts® Lemuria

1. The “Fish-People” on the cover are not Lemurians. They are aquatic allies of the Lemurians known as *Merans*. The guy riding the manta ray isn’t a Lemurian either. He’s an adventurer from the surface visiting a Lemurian city.

2. Lemurians are, in effect, amphibious humanoids with legs, feet and look very much like humans. They function equally well on dry land as they do underwater.

3. The land and water nature of Lemurians means their weapons, armor and magic are geared for both land and water. This book is jam-packed with weapons, living Bio-Armor, riding animals, monsters, magic spells, vehicles and equipment that can be used in ANY campaign, even those completely *land-based*.

4. Lemurians are ancient humans who existed during the same time period as True Atlanteans about 15,000 years ago. When Atlantis disappeared, it created a global ripple-effect that had profound repercussions on Lemurians and caused their civilization to also vanish.

5. Lemurian **Biomancer Gene-Mages** have, over the centuries, “adjusted” their DNA to make Lemurians amphibious, stronger, faster and advanced humans. They see themselves as humans, but will you?

6. Lemurians use Stone Magic and Biomancy but in different and more advanced ways. That means stone vehicles, living power armor, living weapons, machine-like symbiotes, and strange herbs and plant-life.

7. Lemurian **Biomancer Gene-Mages** have “gene-tweaked” many animals, monsters and sea serpents to make them suitable as riding animals and pets.

8. Lemurians know many **new Biomancy and Ocean Magic** spells and they are presented in this book. Again, many are suitable for use on land.

9. Lemurians are the arch-enemy of the Lord of the Deep, the undead and all evil supernatural beings.

10. **Rifts® World Book 32: Lemuria** is filled with secrets about the Lemurians, their civilization, Atlanteans, Easter Island, Pre-Rifts Earth history and more. One of the biggest secrets is that Lemurian cities are . . . oops, that's one of the big reveals in the book, so we can't give it away here. Sorry.



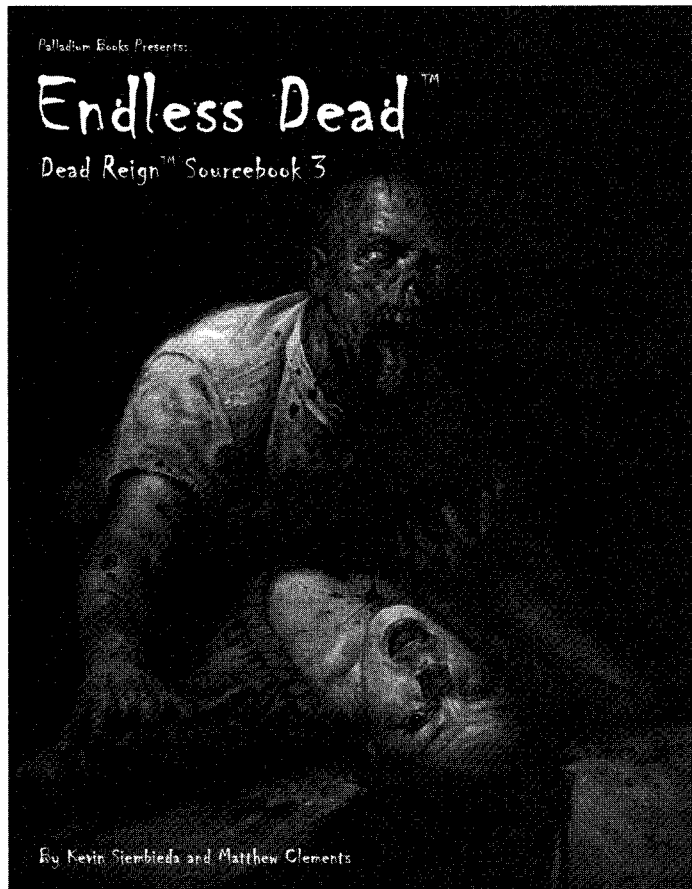
NEW! Rifts® World Book: Lemuria™

– Available now

“I think this book is going to amaze people.” – *Kevin Siembieda*

- The Lemurians, their race, history and society.
- 12 new O.C.C.s including the Serpent Hunter, Shriekers, Spouters, Oceanic Guardsman, Biomancer Gene-Mage, Birdmen and others.
- 20+ exotic animals sea serpents, Sea Dragons and riding animals.
- 50+ new Biomancy spells.
- Biomancer Gardens, herbs and magic.
- Nearly a dozen types of living Bio-Armor (Lemurian power armor).
- The Stone Guardians of Easter Island and other mysteries.
- Stone vehicles and weird weapons and devices.
- Symbiotic creatures and Biomancy constructs; some that enable air-breathers to survive underwater indefinitely.
- New dangers, new challenges, adventure ideas and more.
- Written by Greg Diaczyk with additional material by Matthew Clements and Kevin Siembieda.
- Cover by John Zeleznik.

- Interior art by Chuck Walton, Mike Mumah, Brian and Allen Manning, Kent Burles, Nick Bradshaw and Amy Ashbaugh.
- 160 pages – \$20.95 retail – Cat. No. 885. Final page count and price may be subject to expansion and increase. January release.



Dead Reign™ Sourcebook 3:

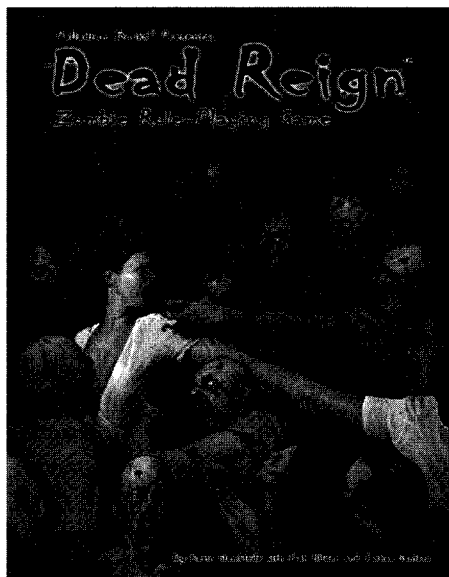
Endless Dead™ – Ships February

Endless Dead says it all. The zombie hordes grow in number and strangeness. Can humankind survive? Where is the military? What's next for the survivors of the zombie apocalypse?

This book contains horrifying new zombies to haunt your player characters along with new O.C.C.s and tons of tables for detailing Survivors' Hideouts, Safe Haven Communities, Death Cults and more. Survival is not enough. Now is the time for the war against the *Endless Dead*™. This book is epic.

- New types of zombies include the Fused Zombie, Multi-Zombie, Parasite Juggernaut and Walking Mass Grave.
- New O.C.C.s include the Wheelman, Zombie Hunter, Zombie Researcher, Survivalist and Watcher.
- Information on vehicles and tables for adding custom armor, weapons and anti-zombie defenses.
- Vehicle combat rules and zombie-fighting in vehicles.
- Random encounter tables for military bases, police stations, gun stores, buildings, suburbs, industrial parks, small towns, farmland and wilderness.
- Tables for creating Survivor caravans, hideouts, hermits, Safe Haven Communities and Death Cults.

- Timetable for setting campaigns during the Wave, the beginning of the Zombie Apocalypse, or months into the reign of the dead.
- Stats for some of North America's dangerous wildlife, a threat to survivors and zombies alike.
- Written by Kevin Siembieda and Matthew Clements.
- Cover by E.M. Gist. Interior art by Mumah, Bradshaw and others.
- 96 pages \$16.95 retail – Cat. No. 233. February release.



Dead Reign™ RPG

Available now

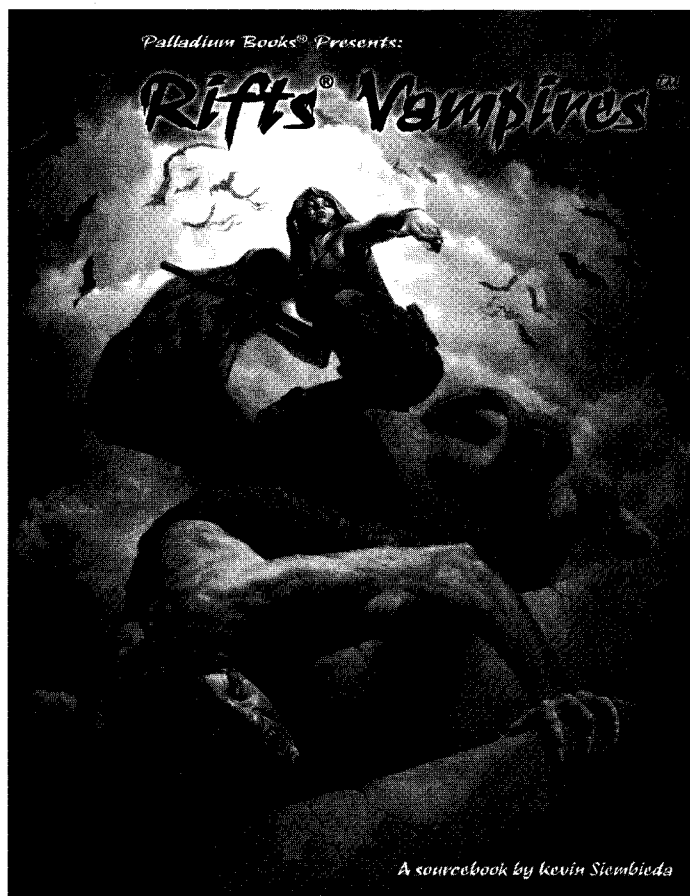
With zombies and horror all the rage in film and books, this RPG captures all the best aspects of the zombie genre. The setting is as much about survival in a post-apocalyptic world as it is about battling legions of walking dead. If tales of human survival, horror and zombies are of interest, you will love this fast-paced game and its sourcebooks.

- Six Apocalyptic Character Classes (O.C.C.s), and Ordinary People with 40+ occupations to choose from.
- Seven types of zombies plus the Half-Living.
- Secrets of the Dead and tips on fighting zombies.
- Point-blank zombie combat rules, vehicles and equipment.
- Death Cults, their Priests, power over zombies and goals.
- 101 Random Scenarios, Encounters and Settings.
- 100 Random Corpse Searches and other tables.
- Quick Roll Character Creation tables.
- A powerful setting and many adventure ideas.
- Complete stand-alone RPG with skills, weapons, game rules and guidelines for using other Palladium settings.
- Written by Kevin Siembieda, with Josh Hilden & Joshua Sanford.
- \$22.95 – 224 pages. Cat. No. 230. Available now!

Rifts® Vampires Sourcebook™

Ships February

Unknown to most humans, deep within Mexico the vampires have established entire kingdoms. There they live like tyrants and gods, dominating an underclass of cattle people used as slaves



and food stock. Learn more about the vampires, their rivals, allies and the humans who willingly serve their supernatural masters for a chance to join the undead. A must-have guide for those who wish to travel deeper into the Vampire Kingdoms or play as vampires and their human minions.

- More human kingdoms within Mexico like the Tampico Military Protectorate and Durango, the Silver City.
- Firefighting robots, hover firetrucks and more anti-vampire gear.
- Magic based Vampire Hunters and human strongholds.
- Techno-Wizard anti-vampire weapons and magical devices.
- Profiles for Doc Reid and Reid's Rangers, the world's most famous Vampire Hunters.
- Fort Reid, an entire city devoted to hunting the undead.
- The Bloodwatch, a secret vampire intelligence agency that tracks down and exterminates Vampire Hunters.
- The Yucatan Peninsula, a mysterious dimensional pocket overrun by strange demons known as Xibalbans.
- The return of the Mayan god Camazotz, Lord of Bats and Darkness.
- The werebeasts of Mexico and Central America; those who assist the vampires and those who fight against them.
- New O.C.C.s like the Bloodwatch Vampire Operative, Silver Swords Militia, Werejaguar Vampire Hunter and the Vampire 'Borg.
- Cover by Michael C. Hayes. Interior art by various artists.
- Written by Kevin Siembieda, Matthew Clements and Braden Campbell.
- \$16.95 – 128 pages. Cat. No. 884. February release.

Rifts® Black Market™

A Rifts® Sourcebook

On Rifts® Earth, the Black Market is the most prevalent trader in weapons, contraband and magic items outlawed by the Coalition. Explore the day-to-day business of the market along with its smuggling routes, practices, policies and nefarious products. Encounter the five major Black Market factions in North America and foreign groups like the Yakuza, Green Scarf Sect and the Underground Railroads of Atlantis and the Vampire Kingdoms.

- **New O.C.C.s like the Con Man, Coyote and Venture Criminal.**
- **Black Market services, products, practices and customers.**
- **Criminal jobs like the Enforcer, Hit Man and Defense Attorney.**
- **Major smuggling corridors and routes through Coalition territory.**
- **Smuggling methods, both magical and conventional.**
- **The Five Factions of North America and other Black Market groups.**
- **More equipment from Bandito Arms and specialized smuggling gear.**
- **Tables for creating Traveling Merchants, Caravans, Market Outlets, Market Towns, Clubs and Bars, Body-Chop-Shops and more!**
- **Information on the Coalition prison system and border security.**
- **Written by Matthew Clements and Taylor White with additional material by Kevin Siembieda and Alex Marciszyn.**
- **160 pages – \$20.95 retail – Cat. No. 886. March release.**

Rifts® World Book 33:

Northern Gun™ One

The largest independent manufacturer of weapons, robots and adventure gear in North America is *Northern Gun™*. Located in Michigan's Upper Peninsula, they have been the premier outfitter of mercenaries and adventurers for decades, and are a major hub for hiring military contractors. With a whole new product line to offer their customers, the future looks bright for Northern Gun™.

- **The arms giant Northern Gun profiled for the first time!**
- **The Kingdom of Ishpeming, a puppet-state propped up by NG.**
- **Full 109 P.A. catalog of Northern Gun products!**
- **New weapons, power armor, vehicles, robots and adventure gear.**
- **The Ishpeming military, essentially a framework for hiring mercenaries and privateers.**
- **The NG Bounty Board, the largest collection of bounties and mercenary contracts anywhere on Rifts® Earth.**
- **Hover trains, supply ships and sales outlets.**
- **Northern Gun's relationship with the Coalition States, Tri-ax Industries, the Black Market and others.**
- **Written by Matthew Clements.**
- **Interior Artwork by Nick Bradshaw, Chuck Walton and others.**
- **160 pages – \$20.95 retail – Cat. No. 887. March release.**

The Rifter® #58

– Ships April 2012

Looking for new ideas and material for your campaign? Then you want **The Rifter®**. The greatest value of **The Rifter®** is that every issue offers new and different ideas, and gets your imagination running in directions you might not have considered. It's an idea factory that will help you generate new ideas of your own, and it also presents valuable source material you can drop right into your games.

This is the perfect time to subscribe. See our Subscription Offer elsewhere in this issue. Every issue has material for **Rifts®** and at least two or three other Palladium game lines.

- **Rifts® and source material for 2-3 other game settings.**
- **News, coming attractions, and more.**
- **96 pages – still only \$11.95 retail – Cat. No. 158.**



Rifts® Megaverse® in Flames™

The Minion War spills across Rifts Earth, where demons and infernals hope to recruit allies and use the Rifts as gateways of destruction. Their influence shakes things up across the planet, especially at locations where demons and Deevils already have a strong presence. More details to follow, but for now, 'nuff said.

- **Soulmancer and Blood Magic.**
- **The Seven Deadly Plagues.**
- **The Demon Plagues across the globe.**
- **Battleground: Earth – as demons and infernals amass their legions.**
- **Rifts Calgary – also known as Hell's Pit; the kingdom described.**

- Ciudad de Diablo, Harpies' Island and other notable Hell holes on Earth.
- Lord Doom, Pain and other demonic leaders.
- Horune treachery, Dimension Stormers and other villains.
- Global chaos and the places most dramatically affected by the Demon Plagues.
- Notable demonic generals, mercenaries, people and places.
- Many adventure ideas.
- Written by Carl Gleba.
- 192 pages – \$24.95 retail – Cat. No. 876. April release.

Robotech®: Genesis Pits™ Sourcebook

An in-depth look at the Invid Genesis Pits, their purpose, function and the creatures they create.

- Secrets of the Invid.
- Different types of Genesis Pits.
- Written by Irvin Jackson. Additional text by Kevin Siembieda.
- An 8½ x 11 inch sourcebook (not manga size).
- 96 pages – \$16.95 retail – Cat. No. 555. March 2012 release.
- Available in the U.S. and Canada only.

Rifts® Chaos Earth™ Sourcebook:

First Responders

Data about the chaos and madness of the early days of the Great Cataclysm, and the brave men and women who tried to stem the tide of destruction and save lives, the First Responders.

- Apocalypse Plagues: Strange diseases, symbiotes and mutations that transform, torment, harm and kill Earth's survivors.
- First Responder O.C.C.s, skills and special equipment.
- Civilian O.C.C.s, skills and orientation.
- Notable rescue vehicles, robot drones, and technology.
- New weapons, vehicles, mecha and more.
- Character modification and enhancement rules.
- Creatures from the Rifts and adventure ideas galore.
- Written by Jason Richards & Kevin Siembieda.
- 96 to 128 pages – \$16.95 retail – Cat. No. 665. Spring or Summer 2012 Release.

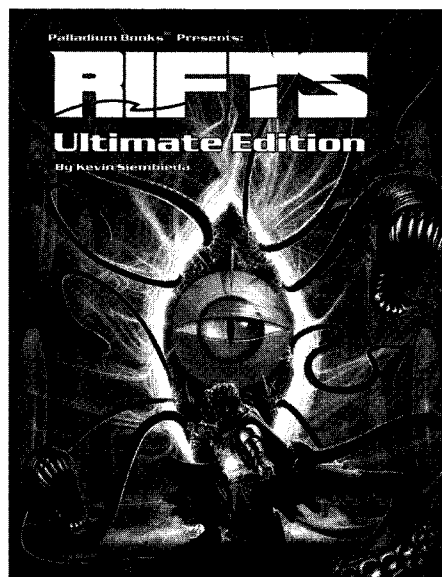
Rifts® Ultimate Edition

– Available now

Rifts® Ultimate Edition remains Palladium's most famous and popular role-playing game, and we thought we should remind you why. It is a beautiful, 376 page, hardcover role-playing game containing everything you need to start playing in the amazing Rifts® Earth setting except dice, friends and imagination.

Rifts® is the ultimate, multi-genre setting that combines *science fiction* and *fantasy* with *horror*, *adventure*, and *superheroes* in a plausible and compelling post-apocalyptic setting unlike anything else on the market. It provides avenues of adventure you've never imagined, challenges the imagination and is fun, fun, fun.

Magic and super-science coexist in a wild post-apocalyptic setting where humans and alien life forms clash, and magic and technology collide. Thus, dragons, demons and monsters walk alongside giant robots, cyborgs and augmented warriors. High-



tech warriors and tech-based mutants are pitted against (or working with) mages, creatures of magic, Faerie Folk, powerful psychics and alien beings from beyond the Rifts.

The Rifts are tears in the fabric of space and time that allow “things” from an infinite number of worlds to travel to Rifts Earth. This includes alien people and explorers, to mythical beings like dragons and Faeries, to dinosaurs, demons, ancient gods and unimaginable monstrosities. Those adventurers with the knowledge or the right connections can also travel through the Rifts to other places on Earth in the blink of an eye, as well as to an array of alien worlds and dimensions.

Any adventure conceivable is possible in Rifts®, where players are limited only by their imaginations.

- 30+ player characters including the Mind Melter, Juicer, Glitter Boy, Cyber-Knight, Crazyes, Burster, Dog Boy, Psi-Stalker, Dragon Hatchling (yes, a player can be a dragon!), and many others.
- Magic player characters include the Techno-Wizard, Ley Line Walker, Mystic, Ley Line Rifter, and others.
- The self-proclaimed “saviors of humanity” are the soldiers of the Coalition States, but are they heroes or an enemy as dangerous as any monster from the Rifts?
- Equipment varies with the player character and ranges from power armor and high-tech to magic items.
- Character creation system that builds memorable characters.
- Expansive section on psionic abilities.
- Expansive section on magic and skills.
- Expansive section on the Rifts Earth setting.
- Fun, fast combat system, adventure ideas and much more.
- Created and written by Kevin Siembieda. Cover by Scott Johnson.
- More than 80 supplements to expand your game and introduce new heroes.
- 376 pages, 24 pages of color, dynamic art throughout – \$39.95 retail – Cat. No. 800HC – available now.

Palladium Open House – May 4, 5 & 6, 2012

at Palladium's warehouse in Westland, Michigan

What is the Palladium "Open House?"

Three days of nonstop playing of Palladium role-playing games; four days for those who come to VIP Thursday (starting around 3:00 PM).

How is that any different from any other game convention?

It is different in so very many ways:

- **The event is hosted at the Palladium warehouse and office at 39074 Webb Court, Westland, MI 48185**, so you get to play at the very building where the games are made and see what the place looks like. You might even get a tour of the Palladium Offices.
- **More than 90 Palladium gaming events and open gaming.**
- **Game with Kevin Siembieda & other Palladium creators.** Many of the games are hosted by the very people who make them! *Kevin Siembieda, Julius Rosenstein, Carmen Bellaire, Greg Diaczyk, Carl Gleba, Irvin Jackson, Brandon Aten, Braden Campbell, Mark Oberle*, and many other Palladium creators run the games YOU play in. Other games are run by excellent Megaversal Ambassadors and G.M.s.
- **Meet many, many other Palladium staff members, writers, artists, and creators like Amy Ashbaugh, Carmen Bellaire, Nick Bradshaw, Kent Burles, Braden Campbell, Randi and Roger Cartier, Matthew Clements, Greg Diaczyk, Mark Dudley, Carl Gleba, Jeffry Scott Hansen, Michael Leonard, Allen and Brian Manning, Alex Marciniszyn, Mike Majestic, Mike Mumah, Mark Oberle, Apollo Okamura, Noah Page, Ben Rodriguez, Julius Rosenstein, Kevin Siembieda, Kathy Simmons, Wayne Smith, Taylor White, Charles Walton, and others!**
- Past Palladium Open Houses have had as many as 40+ creators and gaming personalities under one roof.
- **Total Access to Kevin Siembieda, Palladium staff & most creators – all day, every day** to sign books and chat with you.
- **Artists will be offering original art** and limited edition prints for sale, and some even do character sketches.
- **YOU are one of the elite** number of people (no more than 350 gamers) at this intimate event.
- **YOU are treated like a welcomed guest at Palladium's "home,"** not one of thousands of faceless, nameless attendees.
- **Everyone who attends for the entire weekend gets a FREE gift.**
- **Meet Palladium fans from around the world.** This year we know fans are coming from *Australia, England, Germany, Japan* and *Canada*, as well as from across the United States.
- **Enter the Open House Costume Contest and win "Palladium Bucks"** and an attractive award. Palladium Bucks and awards are given out for 1st, 2nd and 3rd Place in each of the three categories: **Rifts®/Science Fiction, Fantasy and Horror/Modern** (Nightbane®, BTS, Heroes Unlimited, etc.), plus Best of Show. Costume Contest is *Saturday evening*. We love to see people in costume as Palladium characters.
- **Live Auction – Saturday evening** – is your chance to acquire the rarest of the rare, collectibles, bargains and unique oddities.

- **Enjoy panel discussion with Kevin Siembieda and other creators.**
- **Get the newest books, back stock and specialty items.**
- **Get original art and out of print items.**
- **Get your books signed** by dozens of Palladium creators.
- **Get your photograph taken with Kevin Siembieda**, your favorite artists and writers, *zombies* (really), and a *Star Wars Storm Trooper*.
- **Game till you drop!** When we close our doors at the Palladium offices sometime after midnight, there are two gaming rooms at the *hotel*. And they are available for open gaming ALL night.

For a variety of reasons, we suspect this *may* be Palladium's LAST Open House, so please, come and join the fun even if it's for a day.

Price of Admission

Please place your orders in advance. It helps us plan for games, panel talks and accommodations.

\$40 for the Three Day Weekend – Friday, Saturday & Sunday. Walk-ins are welcomed, but the price is \$50 at the door and after March 31.

\$20 for Friday 9:00 AM till Closing (about midnight). Same price at the door, *if space is available*.

\$20 for Saturday 9:00 AM till Closing (about midnight). Same price at the door, *if space is available*.

\$10 for Sunday, 9:00 AM to 5:00 PM. Same price at the door. Worth it just to meet people, get autographs and pick up game books.

Placing Your Order: Please include your FULL address and apartment number. **Include** the NAME of EACH person you are ordering a ticket for, as well as your *telephone number* in case there is a problem and we need to contact you.

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Offer ends February 20, 2012

Palladium Books wants YOU

We're putting out a call for Megaversal Ambassadors

1. What is an MA (Megaversal Ambassador)?

Answer: The MAs (Megaversal Ambassadors) are a growing group of Palladium Game Masters who *volunteer* to run Palladium role-playing gaming events and/or demos at conventions, stores and other gatherings to introduce NEW PLAYERS to the Palladium Megaverse®. They are also active talking about Palladium products and the enjoyment and merits of role-playing, online and at events, to get new players interested in Palladium's games and to keep the enthusiasm alive among established gamers.

This makes YOU a volunteer who represents one of your favorite game companies. It also makes you an Ambassador of Goodwill. A sort of evangelist or "Johnny Appleseed" planting and spreading the word and the fun of playing RPGs in general. That means we need you to be a good-natured, friendly and patient, *true ambassador*, willing and able to teach new gamers how to play and have fun and introduce gamers of other RPGS not familiar with Palladium to our game system and worlds. It means showing people how and why Palladium RPGs are so much fun, making you a gateway to Palladium role-playing games for others.

Requirement: Run two or more Palladium gaming events at one or more public venues [conventions, store(s), library, school, etc.] during the year, and provide us with all the contact information we request (name, street address, email address, telephone number).

2) How do I join?

Answer: Send us an email at ambassadors@palladiumbooks.com with the following information:

- Forums user name.
- Email address.
- Your actual name (e.g. Thom Smith; not just your online moniker).
- Street mailing address.
- Telephone number.
- Where and when you plan to run Palladium gaming events.
- What else you may have in mind to help spread the word about Palladium Books and its role-playing games.
- Whether you are available to run Palladium RPG events at special events in your area or conventions you are planning to attend like Origins, Gen Con or the Palladium Open House.

3. How else can I help?

Answer: Post on Palladium's website and on the Palladium Facebook page when and where you'll be playing, and whether you are looking for players/gamers to attend.

If you are running at a public venue let us know the name, date and Palladium gaming events and we will plug the convention and let fans know about it, whether it's a local store or a convention, on our message boards. Likewise, YOU should make your own posts and announcements everywhere you deem appropriate.

Talk about the success and fun of the convention and especially our gaming events ONLINE – on the convention website, the Palladium website, the Palladium Facebook page, your own website and

elsewhere. Use these tools to promote your event and Palladium. Tell us how things went. Perhaps post a few photos.

Run games at the Palladium Open House, Gen Con, PAX and similar events across the country.

4. Does Palladium offer support material like pre-generated characters, character sheets, or convention prizes for its many game lines?

Answer: For the most part, you need to work up pre-generated characters and all the details of the game, tournament or demo you are running on your own. Sorry. However, you should not hesitate to run the same game/tournament, and especially demos, over and over again with different players. You'll be surprised how different and fun most sessions are with different players. Kevin Siembieda does this all the time and has a blast. Kevin says another trick is to use the same pre-generated characters over and over again in different adventures.

To help you, Palladium has recently put together what we call the **Rifts® Game Master Kit** with G.M. aides, character sheets, event sign-up sheets, event poster, and 20 or so pre-generated characters to give to players or use as NPCs. It is free to Megaversal Ambassadors and available for \$5 as a PDF download from DriveThruRPG.com. **The Palladium Fantasy RPG G.M. Kit** should be available sometime in January and we hope to offer more game line specific **G.M. Kits** in the future. Most of these are made possible through the efforts of Carl Gleba and Julius Rosenstein.

Convention Prizes for Players: If you are running "official" events at a convention, Palladium is happy to offer prizes and gifts for your games, such as the latest sourcebook or core rule book for the best player and copies of The Rifter® to the other participants. **Please Note:** You must *show proof* that you are running games at a *real and established convention, store or gaming event* by having your event listed on the convention website with YOU as the G.M. and a convention contact we can confirm and call or email to verify you are running at their event. (**Note:** We do the same for special, advertised store events coordinated with the owner or manager.)

We also would like to get a Convention After-Action Report from you. You can keep this short and simple, but the more info, the better. Ideally we want at least a list of the names and emails of your players (so we can add them to our online mailing list), the name of the game(s) you ran and a brief report of how it went (fun, slow, few players, many players, had to turn people away, etc.). It is also helpful to get a copy of the convention program book mailed to us, or sent as a PDF if they provide it that way.

If you can find the time, we'd also like to get *your overall opinion* and review of the convention. Did you think it was fun and well run, your estimate and the "official" attendance numbers, the general level of satisfaction from those who attended the con (i.e. did you hear grumbling and complaints or were people happy), how much role-playing was at the convention (i.e. was it a major part of the convention or a small part of it), news and observations, and whether or not you had fun and would run an event(s) there again. **This helps us** evaluate the success of your game(s), but more importantly, it gives us cues as to how much support (more or less) we should offer the convention in the future, whether Palladium should consider exhibiting at the event, and other valuable information. **In short,** you are not only our *goodwill ambassador* at the event, but you are also

our *eyes and ears*. **The report** can be posted on the Megaversal Ambassador forum, emailed to Palladium, or presented as a written and printed report mailed to us with the program book. We have a couple MAs who put together fun packages complete with photographs of their games along with notes, comments and other data.

Convention Support: If you are a member of the convention staff or know people who are, have them contact us to get other types of convention support such as a few signed books for a charity auction, flyers and/or catalogs, and even a few hundred copies of *The Rifter*® to give away to some or all of the attendees at the event. **Note:** We do the same for special, advertised store events coordinated with the owner or manager, just have them contact us via an email, help ticket or telephone call (734-721-2903).

5. What other resources are there for an MA?

Answer: These, with more coming in the future:

- **The Megaversal Ambassador Forum and Lounge.** The forum is there for open discussions and exchanges of ideas that everyone can see and participate in, from MAs to Joe Gamer.

The Ambassadors' Lounge is for the use of authorized MAs. Use it to talk amongst yourselves, make plans and coordinate with each other. You need to be a Megaversal Ambassador to access this MA (and Palladium staff) exclusive forum.

- **The Game Master Kits** help with pre-designed flyers, signs and sign-up sheets. They also give you ideas for making your own for your personal use and the promotion of Palladium at gaming events.
- **Think like a team and help each other.** You MAs should “talk,” “trade” and “share” pre-generated characters, villains, monsters and adventures for the various game settings. They can be posted in the MA forum and exchanged via emails. You should think of yourselves as a truly elite team of volunteers and Palladium's advance guard promoting Palladium RPGs and role-playing in general. **WORK TOGETHER AS A TEAM.** Share ideas and gaming materials, coordinate gaming events where more than one of you may be attending – especially events like the Palladium Open House, Gen Con, Origins and other large conventions – and so on. Don't forget about running games at local science fiction and (some) comic conventions as many offer gaming events.
- **You have a direct line to Palladium Books.** Let us know your ideas and suggestions. They give us ideas and if we can help, we will. However, we are often swamped with the running of the company and getting out product, so we need Megaversal Ambassadors who are motivated and able to run with things on their own.

6. As a Megaversal Ambassador I want to feel “official.” Do I get an official Palladium Megaversal Ambassador/G.M. card or something? Maybe post a list of Official Palladium G.M.s on your site somewhere?

Answer: We're sorry to say that as of January 14, 2012, we do NOT have such things in place, but below are things we *want to do* for you in the near future:

- Megaversal Ambassador I.D. Card – a business card style I.D. We're thinking full color and cool looking, with a space your name can be printed in.

- A darn T-shirt that identifies you as a Palladium Books Megaversal Ambassador. Probably black with white printing and some nice design. T-shirts are expensive to make, and we'd have to make a range of sizes to have on hand for new MAs as they came on board, so this is probably a few months down the road.
- A complete listing of Megaversal Ambassadors with their name, home town and email address (and other contact info?) on the MA forum. **Note:** Likewise, you should make sure Palladium has ALL your contact info, including a mailing address, cell phone number and your T-shirt size so we can send you “official MA” paraphernalia as we create it for you.

7. Is there a head Megaversal Ambassador who can help us or provide pointers or coordinate our involvement at conventions and events?

Answer: Yes and no. The founder of the MA program is **Zachary Houghton**. When Zach was busy in military service and building a family, **James Brown** took over as the Head MA. Both are active MAs involved in the MA program and available to help in what ways they can. **HOWEVER**, like you, they are volunteers and can only help so much depending on the pressures of work, family and life. Likewise, Palladium staffers *Wayne Smith* and *Alex Marcinişzyn* are available to help when they can.

Send emails to ambassadors@palladiumbooks.com and/or to Zachary Houghton, MA Founder and Main Coordinator – mail.rpg-blog@gmail.com. You can also reach Wayne and Alex via the Palladium Help Desk, or call the Palladium office (734-721-2903).

As noted earlier, we need MAs who are self-reliant, motivated and willing to work as a team with other MAs. Use the *MA forum* as a means to coordinate and work together as well as share ideas and G.M. tips and materials. The Palladium staff and others will help as they can.

8. Do I get paid?

Answer: As a *volunteer*, there is no pay. You are donating your time to further the role-playing game hobby and to help people learn about Palladium Books and our many RPG settings. Thankfully, you get to indulge your hobby and have fun gaming, as well as enjoy the satisfaction of spreading the word about the Palladium RPG Megaverse® and helping others discover the fun of role-playing. And of course, you have the gratitude of Kevin Siembieda, the Palladium staff and every gamer you meet for your efforts.

Over time, Palladium hopes to provide the MA I.D. card, MA T-shirt, and more gaming resources to our MAs for free. When Kevin knows someone is an MA ordering a Christmas Surprise Package, he usually tries to make that Surprise Package even more special. Game Masters who run three or more games at the Palladium Open House get a 30% discount on products purchased at the event. Other perks and rewards for MAs may come in the future. (Another reason to make sure we have your correct and current mailing address and other contact info.)

Remember, as an MA (Megaversal Ambassador) you become, in effect, a volunteer face of Palladium Books. We need that face to be pleasant, kind and helpful. An ambassador of goodwill who makes people want to learn more and play our games. Not an elitist, snob or insufferable jerk. Find that balance and make sure YOU have fun doing this.

The Rifter® Creature Feature

Optional Material for Beyond the Supernatural™

By Steven Dawes

Note: This article includes creatures which were mentioned previously in the *Tainted Martyr* article from **The Rifter® #56**.



Grave Larva

The Grave Larva is a minor supernatural creature that dates as far back as magical practices and alchemy have been recorded, and it has gone by many names. But despite its long history, the Grave Larva is still a complete enigma to this day as to how or why it functions the way it does. For example, it is almost always found in and around graves and burial sites, and yet they do not feed on dead flesh. It is believed that the Grave Larva dimensionally teleports itself from its home dimension, but why it chooses to appear inside of grave sites is a complete mystery to all who have studied them.

Even more bizarre and completely against its nature is that the Grave Larva is a P.P.E. sponge that is able to be used as both a P.P.E. and I.S.P. battery. It is this trait that has made it desirable to magic users, alchemists and the psychic community. It's also prized for being easily manageable as it is a small creature that resembles a maggot, and is roughly the size, consistency, coarseness and pale color of a bratwurst. It exhibits no real intelligence, has no recognizable mode of transportation, it hardly ever moves (at best it squirms or wiggles occasionally), and it puts up no defensive resistance when it is dug up, collected, relocated and eventually used for whatever purposes its captor has for it. It is this meek nature that causes many a magic user or psychic to disrespect and become rather cavalier in using Grave Larvae.

Of course, these individuals are playing with fire, as every Grave Larva is a death trap waiting to happen. The reason the Lazlo Society refers to them by their common name openly during discussion is to remind would-be users that it is in a literal *larva* stage; it's a juvenile in this form. The Grave Larva has an adult form that suddenly and drastically mutates (usually with-

out warning) into a giant, snake-like, yet still maggot-looking, creature that excels at constricting and swallowing unsuspecting human beings whole!

The scary part of this tactic is that it's so simple, yet effective. The magic user or psychic using it is usually too distracted with casting a spell or psychic ability to notice the sudden mutation of the Grave Larva until it's too late. Even more dangerous is the fact that the Grave Larva has to be close to the caster (within several feet) to be beneficial, allowing the little devil to mutate and immediately lash out, entangle and swallow its prey.

The adult Grave Larva is completely different from the juvenile; it moves quickly, aggressively and it has more than enough strength to entangle its prey long enough to swallow it, similar to how some snakes will trap, constrict and eat small animals whole. Once its prey has been swallowed, the Grave Larva will simply go lax and barely move or respond to stimuli (beyond containing the still-living prey inside it) for a few minutes before it literally vanishes into thin air! Parapsychologists believe that the creatures teleport back to their home dimension, perhaps to digest their food and then mate with other adult Grave Larvae and create more juveniles. It is unknown whether adult Grave Larvae teleport their young to various grave sites around the Earth, or the young do this themselves.

Secrets & Habits (known to characters with Lore: Demons & Monsters, Lore: Paranormal & Psionics, or Lore: Magic): Those who make regular use of Grave Larvae in their alchemy, magic rituals, spell castings or psionics generally do so with the idea that they can use the Grave Larva and then dispose of it before it can mutate to bite the hand that feeds it. And to a degree, this can be a somewhat safe way to use them (and in a pinch they can truly be life savers and worth the risk). But you're playing a game of Russian roulette as one can never truly know exactly when a Grave Larva will mutate.

You see, Grave Larvae constantly absorb the ambient P.P.E. around them, whether they are being used by someone or not. And once they've absorbed a certain amount of energy, they immediately mutate. One of their great secrets is that they not only absorb the ambient P.P.E. around them, they convert the P.P.E. and I.S.P. energy of their captor into a more efficient form of energy, keeping the majority of the raw energy for themselves while still providing enough strained energy to fuel the spells or psionics being cast. So it's always a possibility that if they're used in a random magic spell, involved in a battle or in an area that's seeing a lot of magic or psionic use, they can (and do) suddenly mutate without warning, attacking the nearest living being (usually the person who's using them).

Even more dangerous is to use multiple Grave Larvae, which has been known to happen in magic rituals or with especially greedy, stupid or desperate mages and psychics. This is done because each Grave Larva only provides a small amount of energy, so the more larvae used, the more energy that's available for use. However, another one of their great secrets is that all Grave Larvae in a fifty foot (15.2 m) radius collect and share energy as if it were a single Larva. What this means is that if a mage uses twenty Grave Larvae in a magic ritual, then once the collective group earn enough energy from the casting and ambient energy

around them, ALL TWENTY of them will suddenly mutate and attack the mage!

The last big secret to share is that they can momentarily become intangible when they are mutating. So if a captor puts them in a cage or an aquarium or otherwise entraps them in some way, he is not any safer from the sudden mutation. Those who think the larvae will crush themselves up while mutating by putting them inside a vault or a safe or similar prison will be very surprised to see the intangible larvae mutating to full size, completely ignoring the walls of their prison!

The Grave Larva

Also known as the Magic Maggot, Dead Bait and Martyr Fodder.

Alignment: Miscreant evil.

Attributes: I.Q. insect intelligence in juvenile form, instinctual animal intelligence in adult form, M.E. 1D6, M.A. 1D4, P.S. 1 as a juvenile and 2D6+10 Supernatural P.S. as an adult, P.P. 1D4 as a juvenile and 1D6+16 as an adult, P.E. 1 as a juvenile and 2D6+18 as an adult, P.B. 1D4, Spd 1 as a juvenile and 1D6+6 as an adult.

Hit Points: 1D4 as a juvenile and 6D6 + P.E. attribute number as an adult.

S.D.C.: 1D4 as a juvenile and 1D6x10 as an adult.

Armor Rating (A.R.): None as a juvenile, as an adult it acquires an A.R. of 12; any attack less than 13 does no damage.

Discorporation: As juveniles they merely turn into fleshy goo that evaporates away within one melee round. As an adult, their bodies break down into thousands of maggots that wiggle and squirm everywhere. Analysis of the maggots only reveal that they are common coffin fly, housefly and blowfly larvae, nothing unusual about them will be found otherwise.

Threat Level: x2 as a juvenile (no matter how many of them are present) and x4 as an adult. If more than six adults are within a fifty foot (15.2 m) radius together, the threat level is raised to x6.

Horror Factor: As juveniles, their Horror Factor is only 8 to those who know what they are (they're easy to stomp or kill before they mutate, and don't fight back when you do), and 0 to those who don't (they're big, fat, gross looking maggots, but not scary enough for a Horror Factor unless you have a fear of maggots). As an adult the Grave Larva is a giant, snake-like, maggot-like creature with a mouth that's nearly as wide as its whole body (with two mouth hooks to help push its victim inside of it) and has a Horror Factor of 13, 18 when one is constricting and about to swallow you whole!

Size: As a juvenile they are about 4 to 8 inches (10-20 cm) long. As an adult they are around 10 feet (3 m) in diameter and 12 feet (3.6 m) long!

Weight: As a juvenile they weigh around a pound (0.45 kg) each. As an adult they weigh around 800 lbs (360 kg) each!

Average Life Span: Unknown, possibly immortal. Some have been found in freshly filled graves in modern, local cemeteries while others have been found during excavations of grave sites found in ancient ruins. It's unknown if they hibernate until they are discovered or if they have a "shelf life" and must be found before they die. Those who go digging around grave sites (for whatever their reasons) have a 06% chance of finding them in a group of 1D6+4 within each grave that's dug up.

P.P.E.: 6+1D4 as a juvenile and 1D4x10 + P.E. attribute number as an adult.

Natural Abilities: Doesn't breathe air, can dimensional teleport (only able to travel to and from its home dimension), sees the invisible, and Nightvision 100 feet (30.5 m).

Special: P.P.E. Battery: For every Grave Larva kept nearby (less than 10 feet/3 m away), the caster may subtract 4 points of the P.P.E. cost of a spell or 1 I.S.P. point from the cost of a psionic ability. Multiple Grave Larvae provide cumulative subtractions, but the caster must spend at least 1 point of P.P.E. or I.S.P. regardless of how many are present.

Special: Absorb P.P.E./I.S.P.: In reality, the Grave Larva does not act like a battery as most people believe, it's actually altering the ambient energy around it to be more efficiently used, allowing it to keep the majority (75%) of the energy used by the spell caster or psychic. Once it has absorbed enough energy, it mutates into its adult form.

Note: This ability allows the Grave Larva to collect 3 out of every 4 points of either P.P.E. or I.S.P. it alters. The amount of energy it needs to mutate is 1D4x10+60, which includes the total amount of both P.P.E. and I.S.P. used. When exposed (not covered in dirt), the Grave Larva also collects the ambient P.P.E. energy around its environment at a rate of 4 points per hour (8 when near a ley line, nexus or place of power), but even if it has already collected enough ambient energy to mutate, it CANNOT mutate until it has converted the energy of a magic spell or psychic ability (conversion of energy is essential to its mutation process). This also means that the Grave Larva could be fully charged before its captor even uses it, causing it to mutate and attack him the moment he casts a spell or uses a psionic ability!

Special: Mutate into Adult Form: When a Grave Larva has absorbed/converted enough energy, it mutates into its adult form. This mutation is sudden and only takes one action to complete, attacking its victim on the next action. Its adult form looks similar to its juvenile stage, but it becomes large enough to swallow a human whole with a mouth that can expand to nearly the full diameter of its body. Its body also becomes more snake-like, allowing it to entangle and constrict its prey, giving it an easier method of swallowing its victim. Finally, it has two mouth hooks that are designed to help grab and shove its prey into its mouth.

Note: If a victim is swallowed whole, the Grave Larva's body immediately contracts and seals up (becoming airtight), which causes its victim to eventually suffocate if he can't escape or isn't rescued shortly after being swallowed. Generally, death comes from suffocation or by being crushed to death by the constriction of the Larva's body tightening up around him. Also note that the victim must be completely swallowed for the Grave Larva to teleport away with him. If it teleports in the middle of constricting its victim or he is only part of the way inside its mouth, it simply vanishes, leaving its prey behind.

Special: Dimension Teleport after Mutation: Once mutated, it's a race against the clock for the Grave Larva to find and swallow a victim before it automatically teleports back to its home dimension, which it does within 1D4 minutes after mutating. Due to the nature of its surprise attack and close proximity to its target, this is usually more than enough time to swallow a victim and then simply wait to dimensionally teleport.

Special: Momentary Intangibility While Mutating: This ability allows the Grave Larva to mutate into an adult form without crushing itself while growing. This means that no matter what cage or trapping is used to contain it, it will escape unharmed. If the object is small enough (like a small box or cage), the larva simply absorbs it into its body after it has grown, and if it's too big to absorb, the larva will move its body completely away from it before materializing.

Vulnerabilities: 1. As juveniles, Grave Larvae are completely defenseless. They have no A.R. and have little S.D.C. or Hit Points and are thus easy to destroy.

2. Even as adults, while they are tougher to destroy, they have no real defensive combat actions to protect themselves. Their best defense is in their A.R. and S.D.C./Hit Points, which might keep them alive long enough to teleport to safety.

3. Man-made weapons inflict full damage, as do magic, psionics and physical attacks.

P.C.C. Notes: Tainted Martyr: As stated in its description in **The Rifter® #56**, the Tainted Martyr does not physically change while in the presence of minor supernatural creatures. Instead, they lose all of their chronic pain and suffering when in close proximity. This has caused many Martyrs at some point or another to collect and keep Grave Larvae as pets. Some maintain "Larva farms," taking one from the farm for use when they desire relief for awhile. In theory, a Martyr will not trigger a mutation of the Grave Larva as they do not cast psionics or magic. But there are other ways.

First off, other psychics and mages casting spells close to the Martyr (within 10 feet/3 m) can trigger a mutation, which can really go badly for the Martyr when he's in the middle of fighting a supernatural being. Even worse, it could mutate while the Martyr is in his frail human form, making him very easy prey to the Grave Larva.

The other method that can allow it to mutate comes from the fact that the Grave Larva absorbs the ambient energy the Martyr gives off due to its symbiotic nature with the supernatural. A Martyr expends energy when he is fighting, and for every five points of damage the Martyr delivers, one point of energy is collected by the Grave Larva. If it collects enough energy to mutate, then it will do so immediately, bypassing the need to convert P.P.E. or I.S.P. energy.

Nega-Psychic: Nega-Psychics are the bane of Grave Larvae, as they are INCAPABLE of absorbing P.P.E. or I.S.P. energy when in the presence of his negative energy. On the other hand, the Grave Larva effectively shuts down and provides no energy benefits to spell casters, psychics or even the Tainted Martyr's relief until it is out of range of the Nega-Psychic's disruptive energy.

Psychic Diviner: Diviners have a talent for dowsing the location of Grave Larvae. Whether it's in a cemetery or near a known grave site, the Diviner can pinpoint the location of Grave Larvae by making a successful Divining roll (gets a +15% bonus to his roll).

Psychic Sensitive: Sensitives find Grave Larvae to be odd and creepy little things. They give off a very unique "vibe"; it feels as if they're filthy, sick children that are begging to be held by people. When in a cemetery or at a grave site, Sensitives sometimes swear that they can hear Grave Larvae whispering unintelligibly to them from under the ground.

R.C.C. Skills: None; its insect-like intelligence limits it to instinct alone.

Equivalent Level of Experience: 1D4

Attacks per Melee: None as a juvenile, four per round as an adult.

Damage: It has no ability to attack as a juvenile. As an adult, it obtains Supernatural Strength which helps it to constrict and swallow its victim. When sneak attacking, it only needs a Natural 8 or higher to entangle/coil around its unsuspecting target, but needs a Natural 16 or higher otherwise. It is able to squeeze/constrict its victim every action, doing 2D6 + P.S. bonus.

Using its mouth hooks to help pull its victim into its mouth does 1D6 + P.S. bonus. Being swallowed whole inside the Larva allows it to squeeze its victim for 1D6 + P.S. bonus with each action, creating an airtight seal around the victim, who will need to deal with suffocation rules if he isn't crushed to death first.

A victim trying to escape the Grave Larva's constriction needs to roll a twenty-sided die, adding his P.S. attribute number to the total, and the Grave Larva does the same. If the victim does not have Supernatural Strength, the Grave Larva gets an additional +10 to its total. The Grave Larva is strong, works fast and once its mouth hooks have hooked its victim, it only needs two successful tries (in a row) to swallow its prey whole!

Note: If it kills its prey accidentally before swallowing it, it abandons the body and tries to find another living human before it teleports back to its home dimension.

R.C.C. Bonuses: +5 to strike with its mouth hooks (but only when it is constricting its prey), and its prey will be hooked by them on a Natural 17-20 (meaning its prey will need to get loose from the mouth hooks before he can escape being constricted). +3 to roll with impact, +5 to save vs magic and psionics and immune to Horror Factor.

Magic: None.

Psionics: None.

Enemies: None per se, sees humans as food.

Allies: None per se, but tends to be used by greedy, foolish or desperate spell casters, psychics, Tainted Martyrs and Alchemists. On occasion, Grave Ghouls can be beneficial to them as they unintentionally dig the larvae up from time to time. Sometimes, magic users and psychics will use their talents while combating Grave Ghouls on cemetery grounds and will inadvertently provide the freshly dug up Grave Larvae with enough energy to mutate and attack them!

Habitat: Can be found anywhere graves or burial sites are to be found.

Brawling Joe

Amongst all the mountain of documentation found within the bowels of the Lazlo Agency, there exists pre-agency documentation of the first recorded encounter with a Brawling Joe. The incident took place on August 8th, 1929 in the back room of a speakeasy. It was rumored that Al Capone himself had a Brawling Joe in his service at some point during his time of running a crime syndicate. This documentation is said to be proof of this



creature, which was written by Police Officer and Ghost Hunter Phillip King.

Officer King detailed a bold story of besting this particular Brawling Joe in a fierce fight that lasted "at least a half hour." However, Phil had a reputation of telling big fish stories, and as there were no other reported eyewitnesses of this creature being amongst Capone's ranks (or of this "epic battle" between the Brawler and Phil), it is considered to be a well documented tall tale with some truth to it. What is fact however is that there have been plenty of documented reports of the Brawling Joe all over the globe since that day. One of the conclusions gathered by reviewing these reports is that the Brawling Joes are known to serve both demons and humans alike, and with equal delight.

No one is sure why they all call themselves "Brawling Joe," but they all demand to be called "Joe" or "Joey," even when working amongst a group of "Joes." They also always refer to their superior as "boss," no matter what his name or title is. Their mannerisms seem to suggest that they come from a dimension that thrives on combat, violence, threats and aggression; although a growing number of Parapsychologists believe that they may have been born out of humanity's own violent nature. Being as their first reported appearance (and many like it since) was in such a dangerous location during such violent and aggressive times (and to this day, they portray similar attitudes and mentalities of a 1930s gangster or thug), it is an easy theory to support.

The Brawling Joe is semi-human in appearance and can pass for a big human in dark alleys or under poor lighting. Most insist on wearing long coats or trench coats (with their sleeves rolled up to their elbows) over dark t-shirts and jeans with biker boots. However, there's a minority of Brawling Joes that dress in very sharp looking three-piece suits and ironed long coats, maintaining a very professional and well groomed image. They also seem to enjoy wearing hats, favoring baseball caps, cowboy hats, fedoras, hoodies, bandanas, do rags and stocking caps with a puff ball on top. They are all powerfully and broadly built brutes (even the

smallest Brawling Joe wears 3XL sized clothing) and they always seem to exude an aura of intimidation and danger.

In good lighting however, there's no mistaking that they're not human. The first thing you notice about their faces is that they're more ghoulish than human; they're pale and bald with no facial hair whatsoever. On closer observation, they are missing eyelids that would cover their yellowed, bloodshot eyes, and they lack a nose (and gooey green mucus frequently drips from their exposed nasal cavity) and lips, leaving their ugly, yellowed teeth fully exposed. These missing parts do not look grotesque as if they had fallen off; it's as if their skin simply didn't grow around these areas. What skin is on the face looks as if it's stretched thin across their skulls, leaving their faces sharp and angular. Another oddity of note includes thin, forked tongues that dart and flicker in and out between their teeth every so often.

But the most alien and intimidating features are their massive forearms and hands; they're at least twice the size they should be and seem to be made completely out of solid bone! They're not skeletal, per se; they have all the mass and structure of extremely muscular forearms and hands. But their off-white color, texture and attributes all give the impression that they're made of solid bone! When they make a fist, their knuckles become knotty and pronounced (almost like they're wearing brass knuckles), making an over-exaggerated sound of cracking one's knuckles. Their hands also click and clack when picking something up or when being used in general. Finally, their fingernails are jagged and unclean with a green or yellowish tint to them (with the exception of the well groomed Joes).

The Brawling Joe is fully aware of its inhuman appearance, and takes measures to not be seen when needed. When working with humans who are public figures (gangs, corrupted politicians, drug lords, crime bosses, etc.) they'll keep to the shadows, but will stay within eyesight of their boss while impatiently awaiting their next mission or opportunity to beat some poor schmoe to a bloody pulp. Otherwise, they tend stay close to their boss, ready for any excuse to pulverize anyone who disrespects him.

The Brawling Joe is pretty simple in manner and method in that they always seem to be doing some sort of menial physical labor or handling enforcer and bullying duties. It's not to say that they are stupid (they're reasonably smart and restrained when not brawling) but they love physical activity and do so without complaint or exhaustion. However, keeping them around strictly for menial labor is unwise as they grow bored from the lack of fighting, and a bored Brawling Joe is a combative and destructive one.

Their feeding habits tend to consist of small, live animals; squirrels, cats, dogs, birds, chickens, fish, raccoons, rats and anything else they can catch or have delivered to them. They are extremely sloppy, unsightly eaters and it's revolting to watch them eat something. Even after their meals are devoured, bits of fur and flesh will be stuck in their blood-stained teeth, and only the well groomed Joes will bother to clean themselves up (without a demand from the boss). Most Brawlers know that their human colleagues are disgusted by their flowing mucus issues and gross feeding habits, but they don't give a crap. They know most humans will never have the guts to say anything to their face about it, and those who do learn better quickly and violently. Coincidentally, any human who does put them in their place over their poor eating habits earns the Brawling Joe's respect and it will make a conscious effort to work on its grooming and hygiene. Finding Brawling Joes that are respectful of their bosses while

keeping good hygiene is a telltale sign that their boss is a formidable opponent.

Secrets and Habits: (known to characters with Lore: Demons & Monsters and Streetwise: Weird): The Brawling Joe thrives on physical challenges and confrontations. They will jump at any opportunity to bully and/or beat the snot out of anyone and never need a reason for it. Their black hearts love hand to hand combat more than anything, and will drop everything else for a good scrap with a worthy opponent. They're known to brawl with each other when bored, and their fights are fierce and brutal (which provides both amusement and a gambling opportunity for their human colleagues). If they're directly challenged by another Brawler (or player character), they'll stop whatever they're doing and WILL accept the challenge eagerly.

Most Brawling Joes tend to acquire their human bosses in a couple of ways. Some Joes are placed into servitude by a greater demon as bodyguards or enforcers to a worshipping human. Some Joes are summoned by magic users. Some end up relocated when they lose track of or become disenchanting with their last boss, latching onto some other human with a penchant for violence and bullying. Some of these would-be bosses fear and reject the Brawling Joe's desire to work for them, but they may still find it lurking in their shadow from time to time and might think they're being stalked.

In reality, the Brawler is lost without leadership and looks for violently inclined bosses like a lost puppy. If they don't find anyone to latch onto quickly or a greater demon doesn't find and claim them, they'll settle for hiding in alleys and dark places where gang members, muggers and other violent individuals can be found as they present an occasional challenge for them (of course, these brawls are usually one-sided). They also love alcohol (hard liquor is the nectar of the gods to the Brawling Joe) and will drink gluttonously when they can, which, in turn, makes them even more aggressive and brutal (if not sloppier) in combat. But no matter how inebriated they become, they are always dangerous fighters.

Brawling Joe

- Demonic Servant and Lesser Demon

Also known as the *Ghoulish Brute*, *Boney Knuckles*, *Scrappin' Joey*, or just *The Brawler*.

Alignment: Happily Miscreant evil.

Attributes: I.Q. 1D6+8, M.E. 1D6+5, M.A. 2D6+14 (any M.A. bonus will ALWAYS be to intimidate), P.S. 2D6+25, P.P. 2D6+12, P.E. 2D6+16, P.B. 1D6+4, Spd 1D6+12.

Hit Points: 2D6x10

S.D.C.: 1D6x10+120

Armor Rating (A.R.): 11; any attack less than 12 does no damage. Their hands and forearms, however, are nearly impervious to harm (see Vulnerabilities).

Discorporation: When a Brawling Joe dies, it immediately begins to fall apart into chunks and pieces of animal byproducts. If examined, these remaining parts will be the skin, muscle, sinew, fat, bones, organs and other various parts of livestock animals such as cows, pigs, chickens, turkeys, horses, etc.

Threat Level: x4; Demonic Servant and Lesser Demon.

Horror Factor: 8 or higher when in poor lighting and not recognized. 11 or higher when one can see their ghoulish face, brawny build and enormous knuckles. Those who make a suc-

cessful Lore: *Demons & Monsters* or *Streetwise: Weird* and know exactly what it is must roll a 14 or higher.

Size: 6 to 7 feet (1.8-2.1 m) tall.

Weight: 300 to 450 pounds (135-202 kg; purely from a solid and muscular build).

Average Life Span: Unknown. They could be immortal, but their aggressive, combative nature keeps most from living long life spans.

P.P.E.: 5D6+10

Natural Abilities: Leap 10 feet (3 m) high and 15 feet (4.6 m) across (increase by 50% with a running start), Supernatural Strength and Endurance, good nightvision (400 feet/122 m) with excellent regular vision, Bio-Regenerates 1D8+2 S.D.C. per melee round, impervious to normal heat and cold (psionic and magical fire and cold do full damage), and impervious to spoiled food and disease.

Special: Teleport Small Objects: Brawling Joes can teleport small objects from one place to another, up to about 40 feet away and within their line of sight. This ability is typically used to teleport weapons out of the hands of their enemies to either a spot that's out of easy reach or into their own hands (usually to smash and break them apart). This ability is typically used to take guns away from their opponents as they want to force them into melee combat. They cannot teleport objects heavier than 30 pounds (13.5 kg). The object disappears in a flash of bright green light and immediately flashes again wherever it reappears. (**G.M. Note:** Because of the flash, it's hard to hide where the item was teleported to, and it can be reclaimed.) The teleportation only takes one action to perform.

Special: Knuckle Buster Horror Factor: Brawling Joes make the most overzealous and unnerving crackling and bone crunching sounds when cracking their knuckles. But more importantly, doing this requires their opponents to make a save vs psionics. Those who fail their saving throw suffer the effects of a Horror Factor in response to these sounds.

Special: Brawny Climbing: As a Brawling Joe's hands are impervious to normal damage and have such immense Supernatural Strength at their disposal, most prefer to show off their power when climbing walls by driving their fingers into solid concrete and brick walls while climbing. When climbing up after someone or witnessing a Joe climbing up after someone, the witness must roll over the Brawling Joe's Mental Affinity "Intimidation Bonus" to not be intimidated by their display of raw power. Intimidated characters suffer a penalty of -3 to strike while gaining a +1 to parry and dodge for 1D4 melee rounds due to being put on the defensive.

Knows All Languages and Communicates Telepathically: Magically understands and reads all languages at 90%. While they lack the lips for articulate speech they still communicate via Telepathy. Their telepathic voices tend to be deep and gravelly as they believe it adds to their intimidation factor. When they talk, their mouths open and close while their skinny, forked tongue flickers in and out as if they really were talking.

Vulnerabilities: 1. The Brawling Joe absolutely hates the smell of freshly cut onions and will be held at bay by them (like a vampire to garlic) unless it is enraged at the person holding the onions.

2. They're extremely confident of their physical power and will blindly go into any area or situation, and therefore can easily fall for traps or into hazardous situations.

3. They are almost obsessive about fighting their opponents in melee combat and will NEVER use ranged weapons.

4. In another display of pride, overconfidence and always yearning for a good brawl, if at least one of the player characters amongst the group is a *Ghost Hunter*, *Tainted Martyr* or is recognized as a *Physical Psychic*, the Brawling Joe will always go after these characters first, ignoring other types of psychics. This reaction can also be exploited at times.

5. Brawling Joes are built so dense and solid that they sink like a rock in water and will most likely drown before being able to walk back to the surface.

6. Their hands and forearms are invulnerable to most normal types of damage (they only take half damage from magic weapons, and then only if specifically targeted; none from parrying). However, if honey is poured, thrown or splashed upon their forearms or hands, it's like a corrosive acid to them. Splashing/covering their forearms/hands with honey does 4D6+5 per melee round for 1D6 rounds. This is an excruciatingly painful and humiliating experience for them and has proven to cause them to reel back in pain or outright retreat till their limbs have stopped hurting.

P.C.C. Notes: Autistic Psychic Savant: The ability of *God's Wrath* inexplicably does double damage to Brawling Joes, bypassing their Armor Rating and the impervious nature of their forearms and hands.

Ghost Hunter: Like the Autistic Psychic Savant, both their *Spirit Fist* ability and their *Devil Sword* do double damage and bypass the Brawling Joe's Armor Rating (however, they can still be parried safely by the Brawling Joe's forearms and fists).

Physical Psychic: When in hand to hand range of a Brawling Joe, the Physical Psychic's *Summon Supernatural Strength* ability is automatically activated, and at no I.S.P. cost to them (the Brawling Joe's supernatural energies seem to empower this ability). The duration lasts as long as the Brawling Joe stays within 10 feet (3 m) of the psychic or until it's destroyed.

Psychic Sensitive: The radiating hostility and aggressive nature of Brawling Joes seems to burrow deep down into the Psychic Sensitive's core. When in the presence of a Brawling Joe, a Psychic Sensitive must make a save vs psionics to avoid being overwhelmed by the energy the Brawling Joes radiate, and must save again every five minutes as long as the Joe remains in his or her presence. Those who fail will suddenly fall into a mindless aggression and will begin lashing out at the individuals closest to them. If they're angry at another character, non-player character or supernatural being for some reason at the time, they will charge at him, her or it without thinking and lash out with all they've got. This mindless aggression will last for 1D4 minutes and will render the Sensitive exhausted for the next 1D6 minutes (all combat bonuses and skill percentages are halved while exhausted). While under this mindless aggression, the character is +1 to strike and -2 to parry and dodge.

R.C.C. Skills or Equivalents (do not improve with experience): Hand to Hand: Expert, W.P. Blunt, Disguise 40%, Tracking (People) 45%, Lore: Paranormal and Psionics 70%.

The rare professional-minded, well groomed Joes will also have *Wardrobe & Grooming* at 80%.

Equivalent Level of Experience: 1D6+4

Attacks per Melee: Five (includes the standard four attacks from *Hand to Hand: Expert*) plus any extra attacks gained by their level of experience.

Damage: As per their *Supernatural Strength* (see *Supernatural Strength and Damage Table*).

R.C.C. Bonuses: +3 to strike, parry and dodge, +2 to roll with punch, fall or impact, and +3 to disarm in addition to any additional bonuses from their *Hand to Hand* skill and Attributes.

Note: All Brawling Joes love to show off their toughness and may try to grab a melee weapon in mid-strike with their hands as they're impervious to the damage (unless they're vulnerable to the weapon in some way). This can be performed as either a disarm action or a strike (in which case they could grab onto and then pry the weapon out of their opponent's hands, or slug their opponent with the other hand).

Magic: None.

Psionics: None save for their special abilities.

Enemies: In their aggressive mind, anyone who can challenge and compete with them is an enemy. They've even been known to collect tokens from worthy opponents they've beaten to death to keep like a trophy collection. They see *Ghost Hunters*, *Physical Psychics* and *Fire Walkers* to be worthy challengers and cherish the opportunity to go toe to toe with them.

They have a particular grudge against *Tainted Martyrs*, if for no other reason than there's a similarity in their fighting prowess and their forearms and wrists. A few Parapsychologists speculate that perhaps some essence of the Brawling Joe is one of the secret ingredients of the *Snake Oil* the Martyrs ingest. But this is only speculation; the similarities are most likely purely coincidental. Either way, the Brawling Joes fight with even more determination against Martyrs, and it's an attitude the Martyrs return wholeheartedly.

Allies: Anyone who can give them direction and a directive to intimidate, bully and beat people up. However, anyone who calls for their alliance best keep them occupied as they get rambunctious and destructive when bored. When more than one is employed, they are known to brawl with each other (especially when bored) and their physical challenges can cause a lot of collateral property damage as their "playtime" gets out of hand quickly. They make for great bodyguards, henchmen and enforcers and are always willing to work whether summoned or placed into the servitude of human pawns by their demon masters.

Habitat: Anywhere, but the majority of them have been found in North America and Europe.

G.M. Eyes Only: The Brawling Joe was designed as a response to those players who want more action and combat opportunities in a modern horror game. Most aggressive, biped supernatural creatures tend to act in a solitary manner, and when attacked by the player characters as a group, they can be easily outmatched, while creatures that travel in packs tend to have a more instinctive and animalistic fighting style than hand to hand combat prowess. The Brawling Joe presents the best of both worlds.

They fight with impressive melee ability, they're tough enough to take on multiple opponents, and they love to work amongst humans and other Brawling Joes, giving more opportunity for "one

on one confrontations” with your more combative groups. And to help accentuate this is the fact that Brawlers LOVE physical combat and will be more than happy to oblige.

Attitude-wise, they typically either act like street thugs with bad attitudes in urban street wear, or will go the other extreme and keep a very professional demeanor, like a hit man in an expensive business suit. Either way, they all fight with an equally fierce and aggressive resolve. The Brawling Joe can be found as easily within the ranks of a cult or crime syndicate as much as they can in a street gang, a biker gang or a terrorist group; as long as violence is in plentiful opportunity, they gladly serve.



Kroguar

The Kroguar are strange creatures. First off, they live in the woods and forests of the world and never venture from them. Through extensive research and connecting the dots, the Lazlo Society has conclusive evidence which shows that the increase in Kroguar sightings over the last century has a direct correlation to deforestation and humans encroaching further into the wilderness. Furthermore, they're notorious for killing those who would encroach upon or destroy their wilderness lands. On the surface they might seem like protectors of the wilderness and guardians of nature.

That being said, all of the Lazlo Society's research on the Kroguar points out one basic fact, they not only protect their wilderness home, they eat humans who venture into it. It's probably no surprise that Kroguar hunting methods are well suited for the wilderness. All of their talents revolve around survival in the wilderness and even hiding in plain sight when needed.

The Kroguar resemble large grizzly bears when walking on all fours. But this is merely a facade, and when they stand up the differences are immediately obvious. First off, their arms are longer than a bear's front legs, and while their fingers resemble bear claws, they are actually prehensile and flexible like fingers. The drooling mouth displays a row of oversized, crooked and cruel

looking teeth which make it difficult to shut its mouth completely. At night their demonic nature becomes especially obvious as their eyes glow with a burning red intensity. Finally, the Kroguar has a musk that is indescribably atrocious, to the point that it's actually an effective defense mechanism against human attackers.

Secrets and Habits: (known to characters with Lore: Demons & Monsters and Lore: American Indian): It's not known where their common "Kroguar" name came from, but several Native American history scholars believe that it may be a title that came from a now extinct tribe's word for "Demon Bear." There are other names for the Kroguar amongst different Native American languages, all of which do effectively mean "Demon Bear" as well.

The Kroguar do not live in the wilderness merely by choice; they're anchored to it. This is one of their big secrets and an oddity amongst supernatural creatures. The Kroguar are inexplicably anchored to both the aspects and "energy" of the wilderness and therefore are incapable of leaving it. It's perhaps this limitation that causes the Kroguar to be so proactive against lumberjacks and those who cut into their territory; it's like cutting away at the very anchor (and home) that keeps them bound to Earth! To them, protecting their wilderness is protecting their very life force.

Of course, they can attack, kill and eat whatever humans they might come across. Campers, rangers, survivalists, hikers, almost anyone who wanders into their territory is potential fair game. However, the "almost" part refers to their surprising amount of tolerance of children. They've been documented as occasionally kidnaping children and dragging them back to their lair (which is usually a cave or gorge of some sort), but it's unknown as to why the Kroguar do not eat them. The common theory amongst Parapsychologists is that they only scare or kidnap children because they understand that this will bring adults into the forest, which seems to be their preferred meal.

Another strange aspect of the Kroguar is that while they seem to be solitary creatures, they all possess a sort of communication ability amongst themselves. There are several documented cases where Lazlo agents have gone into a wilderness area to deal with a lone Kroguar, only to find it somehow able to summon other Kroguar to help attack the agents as a group. There's one case where a group of agents had hunted down and killed a Kroguar, only to have to deal with a group of them, charging the agents as they were leaving the forest.

The Kroguar

- Supernatural Predator and Lesser Demon

Also known as the *Demon Bear*, the *Ursus Arctos Horrible* and the *Grizzly Demon*.

Alignment: Miscreant evil.

Attributes: I.Q. 1D6+4, M.E. 1D6+5, M.A. 1D8+14 (any M.A. bonuses will ALWAYS be to intimidate), Supernatural P.S. 2D6+18, P.P. 2D6+10, P.E. 2D6+16, P.B. 1D6+6, Spd 1D6+12.

Armor Rating (A.R.): 11; any attack less than 12 does no damage even if it hits.

Hit Points: 2D6x10

S.D.C.: 1D6x10+150

Discorporation: When slain, the body collapses and falls apart into various sticks, leaves, twigs, shrubbery and a variety of small, dead animals and live insects that are all common to the

wilderness area they are bound to. Analysis of any of the foliage, carrion or insects will reveal nothing unusual about them.

Threat Level: x4; Demonic Predator and Lesser Demon.

Horror Factor: 8 when it is imitating a grizzly bear (12 for those with a fear of bears), 14 in its natural form (18 for those with a fear of bears).

Size: 9-10 feet (2.7-3 m) tall.

Weight: 800-900 lbs (360-405 kg).

Average Life Span: 400-500 years.

P.P.E.: 5D6+1D4 per level of experience.

Natural Abilities: Supernatural P.S. and P.E.; never tires. Track by smell 70% (+15% to follow the smell of blood, decay and rotting flesh), excellent nightvision 600 feet (183 m) which causes their eyes to burn bright red, Bio-Regenerates at a rate of 1D6+1 per melee round and impervious to normal cold (magic and psychic cold attacks do half damage).

Special: Supernatural Musk: The Kroguar exudes a stench that is as indescribable as it is unbearable to humans. It's like rotting dead animals, raw sewage, a sulfur pit, wet garbage baking in the sun and noxious chemical fumes all rolled into one, only worse. This stench has a limited range of fifteen feet (4.6 m), giving little warning that it's sneaking up on someone. Anyone who comes within fifteen feet of the Kroguar without protection (air tank, gas mask, etc.) needs to make a save vs nonlethal poison.

Those who save are the lucky ones; they only have to deal with watery eyes, a gagging reflex and impaired respiration (causing -4 to strike, parry and dodge) for the next 2 melee rounds (30 seconds). Those who fail are unable to contain their gag reflex, will hunch over and begin involuntarily vomiting as their stomach heaves and lurches for 1D4 actions (unable to do anything else during these actions), and will suffer from cramping insides, weakness in the limbs, and vision and respiratory impairment (-8 to strike, parry and dodge and initiative) for the next 1D6 minutes!

Special: Communicate with Other Kroguar Through its Musk: Similar to some insects and animals, the Kroguar can send signals (if not outright messages) through its musk. While humans can't detect their musk beyond fifteen feet of it, another Kroguar can smell it up to twenty miles (32 km) away! A few Parapsychologists believe that the very wilderness they are anchored to somehow helps to carry their messages such long distances.

Signals include simple messages like "humans are in the woods," "I'm hunting in this area," "I'm being hunted by humans," "Man is cutting into our home!" or "I need help!" They can also let out a final signal when they die, alerting other Kroguar in the area that they've been slain. This, in turn, may cause a group of Kroguar to band together to track down and attack the hunters. It's not known if this response is out of revenge for their fallen or it's a response to protecting themselves and/or their territory.

Special: Wilderness Chameleon: This ability enables the Kroguar to alter the color and pattern of their body and grizzly fur to blend into their surroundings. Movement destroys the effectiveness of this ability. It takes one action to use this ability and it can be maintained indefinitely and cancelled at will.

90% undetectable if unmoving.

70% undetectable if moving 2 feet (0.6 m) per melee round or slower.

20% undetectable if moving 6 feet (1.8 m) per melee round.

Completely ineffective if moving any faster.

Special: Imitate Grizzly Bear: When a Kroguar is on all fours, it can shape change to look like a common grizzly bear. While this allows them to hide in plain sight, it also causes them to lose their supernatural abilities. They lose their supernatural musk, their Supernatural Strength, their chameleon ability, everything! This dampening of their abilities is beneficial in that they can't be detected by most psychics and magic users in this form, making them easy to overlook (only close scrutiny and a Perception Roll of 17 or better will allow someone to see past their trickery). It's also only in this form that they can venture out of their wilderness territory (for scouting purposes or to move to a new wilderness area to inhabit), but they are bound to this form until they are back in the wilderness.

Knows All Languages: Magically understands and reads all languages, but is incapable of speech due to the oversized teeth in its mouth. It can mumble out a few words at a time like "run," "hate you," "kill you," "protect my home," "child, don't cry," and the like, but is incapable of complex sentences.

Vulnerabilities: 1. The Kroguar are bound to the wilderness territory they inhabit and cannot leave it (unless imitating a grizzly bear). If one is somehow forced beyond the edge of its wilderness home while not in its grizzly bear guise, it will disincorporate immediately.

2. The smell of their wilderness home burning will send every Kroguar in the area to come running to the fire. They will be enraged and distracted when they do arrive, and will suffer -4 to all combat rolls and -30% to all skill rolls as they are torn between slaying those who started the fire and the urge to put out the fire (usually by stomping it out). If a *Fire Walker* started the fire, the Kroguar somehow sense this and will ALWAYS hunt down and attack the *Fire Walker*.

3. Vulnerable to all weapons, as well as magic and psionic attacks.

P.C.C. Notes: Autistic Psychic Savant: The Savant is not fooled by either the Kroguar ability to imitate a grizzly bear or its chameleon ability. They always see them as they truly are.

Psychic Diviner: Similar to the Savant, the Diviner can see the Kroguar in either its shape changing or chameleon abilities via his "See the Aura of the Supernatural" trait.

Nega-Psychic: Strangely, while the Nega-Psychic will find its musk as horrible as anyone else, his negative energy holds back the supernatural radiance of the musk and he will not need to make a save against it.

Psychic Healer: The Healer is also impervious to the effects of supernatural musk due to his natural resistance to supernatural illness and curses.

Psychic Medium: When a Medium uses his Olfactory Omen ability, he does not smell cat urine as is usually the case of lesser demons. Instead, he smells the musk of the Kroguar itself. The Medium need not make a saving throw for smelling the musk in this fashion (only when he gets within 15 feet/4.6 m of the demon itself).

Tainted Martyr: The Tainted Martyr, being supernatural himself, is immune to the Supernatural Musk when he's in his transformed state.

R.C.C. Skills or Equivalent (do not improve with experience): Climb 60%, Swim 50%, Impersonation (grizzly bear) 70%, Prowl 50% and Track Humans 50%.

Equivalent Level of Experience: 1D4+2

Attacks per Melee: Four in its demon form or two in grizzly bear form.

Bonuses: +2 on initiative, +3 to strike, +1 to parry, +2 to dodge, +4 to pull punch/bite, +3 to roll with impact, +2 to save vs Horror Factor and +2 to save vs magic.

Damage: As a grizzly bear, claws do 2D6+10 damage, bite does 2D4+4 damage, and a bear hug does 2D6+4 damage per melee round. In demon form, punches and kicks do damage as per Supernatural P.S., claw strikes do 3D6 + Supernatural P.S. damage, a bear hug does 1D4x10+10 damage per melee round, and their bite does 2D8+2 damage while a power bite does 4D8+4.

Magic: None.

Psionics: None.

Enemies: See humans as a food source and something to be hated as they regularly invade upon and destroy its territory. Especially hates psychics who can detect or see its demon form when it's in hiding.

Allies: Kroguar are only really useful to those who are residing, hiding in or when using their wilderness home as the Kroguar can't leave it in their demon form (their bear form, while still intimidating, isn't nearly as useful as another form might be). Even then, their solitary nature makes them ill-suited to working with others, requiring enslavement or mind control in some way to make the best use of them.

Habitat: Any geographic wilderness location. The larger the wilderness, the more hospitable it is to the Kroguar. And while the Kroguar don't mind sharing their territory with others, it's rare to find more than 1D8+7 in even the largest wilderness locations.



from their abundant eating of sweets over the years. Most of the Hafoot wear infant and toddler-sized clothing (pajamas and “onesies” are their favorite), which they steal from the human world.

In an odd twist when compared to other “Imp-Kin” (what they call their Impish ‘cousins’), the Hafoot are not the loners or solitary beings folklore typically makes Imps out to be. In fact, they have something of their own society in a shadowy realm that’s similar to the Astral Plane. They call this realm “Homelund,” and all Hafoot have the innate ability to travel to and from this kingdom at will. It was there, from a castle built to look like a spitting image of Neuschwanstein Castle in Bavaria, Germany (their poor construction skills left it looking like a dilapidated and crumbling mockery, but they’re proud of it anyway), that *Bogden*, the Hafoot King, summoned all of his subjects to his courtyard in the human year of 1900 A.D.

In a very spirited and passionate speech, King Bogden declared that this new human century would be theirs. In a hundred years time, mankind would finally come to know the “Hafoot,” and tremble in fear before their onslaught of pranks, tricks and practical jokes. At first it seemed that the “Hafoot Agenda” would be successful. Pranks and a variety of mischief increased all over the world, and King Bogden was proud of his kin and their relentless efforts. However, even after twenty years of increased activity and effort, mankind was still blaming their pranks on acts of other “Imp-Kin” as opposed to the Hafoot.

Frustrated, King Bogden went back to the drawing board with his advisors, yearning for a way to get themselves out from under the shadow of their Imp-Kin somehow. It was *Royal Advisor Knobnose* who came up with what King Bogden called “the most brilliant idea ever conceived in Homelund,” saying “Brilliant idea, Knobnose, I’m glad I thought of it!” The “King’s” brilliant idea was to separate themselves from their Imp-Kin by using a unique angle his ‘cousins’ hadn’t considered yet; namely humanity’s growing love of their “mechanical toys.” So after another

Hafoot

– Mischievous Impish Creature

Germanic folklore is full of Impish creatures that were more mischievous than evil. Their nature was said to be wild and care-free, seemingly existing only to play pranks on all of humankind for the sake of playing pranks. Goblins, Brownies, Boggarts, Pucks and the like, are all famous Imps of mythical legend. However, one of the least known Imp creatures is the “Hafoot.” The Hafoot have been around just as long as their fellow “Imp-Kind” and possess just as much of a penchant for mischief, trickery and pranks. However, history and folklore have somehow always overlooked the Hafoot, who are collectively unhappy about being ignored all these centuries while others of their kind are infamous. They yearn to do something about their obscurity.

The Hafoot stand around two feet (0.6 m) tall with long arms and long, fragile looking fingers, and are roughly humanoid in shape; they could be mistaken for a toddler in the dark. Their skin looks and feels like beef jerky while their eyes are large, glassy black orbs that look as if they’re about to pop out of their shriveled looking heads. Most also seem to have a permanent, lopsided grin that holds a mouthful of tiny but sharp and jagged teeth. Most of the older Hafoot have many cavity-ridden, rotting teeth

summons to all Hafoot and another impassioned speech about aiming their pranks and tricks on humankind's "mechanical playthings," the Hafoot gleefully set out to do as commanded by their king.

But human history would again overlook the Hafoot. It was at this same time that another then unknown Imp-Kind, the "Gremlins," would become the famous pranksters of aircraft (which was all the rage at the time). Somehow, the "Gremlin" name made its way around in the mechanical world, giving them all of the credit for every act of sabotage and trickery the Hafoot had orchestrated. King Bogden was furious when he'd caught wind that Gremlins had become the new "it" for Imp-Kind and were even being popularized in comic books and cartoons (for King Bogden loves comic books and cartoons). He once publicly declared in a fit of anger that "It should be 'Hafoot Harry' that's getting all the attention, not 'Gremlin Gus'!" With a pout, a huff and his arms crossed, King Bogden slumped back in his throne, upset and deflated that his kin continued to exist in obscurity while Gremlin-kind flourished throughout the 20th Century. The popular car model of the 1970s, the pair of movies in the 1980s and all other "human media" based on Gremlins were salt rubbed in the wounded pride of all Hafoot.

It wasn't until the turn of the 21st Century that King Bogden would come up with the next "most brilliant plan in the history of Homelund," this time from the courtesy of *Royal Advisor Slobsnake*. During one of Slobsnake's "research tours" of Earth, he'd caught wind of a fierce monster the humans called the "Why-Too-Kay Bug." Based on his research, this bug was somehow infecting all of these strange electronic toys the humans "loved to make strange clicking sounds with while staring at a glowing window" called a "compewter," or sometimes called a "Pee-See" (a name that makes every Hafoot giggle). But somehow, the humans found and killed this bug by the human year of 2000 and no one was afraid of it anymore. But Slobsnake's realization was that this "Pee-See" is slowly taking over the lives of the humans, and no other Imp seemed to be interested in using them as of yet. An opportunity was realized!

Yet again, a reinvigorated King Bogden summoned forth his fellow Hafoot and made yet another impassioned speech. This time, the Hafoot were to go forth into the human world and learn all they could about this "Pee-See" and use it as a new tool in pulling pranks and mischievous activity on humankind in the name of the Hafoot.

This campaign is finally granting the Hafoot some notoriety and separation from their Imp-Kin. Their methods of pranks range from the hardware (unplugging all the cords out of the back of a computer or simply unplugging the power cord while humans are using them for example), to the software (the Hafoot are learning to become quite adept at creating computer viruses and worms), to the social network (like setting up a date with an online dating service user who'll show up at the chosen destination, only to be let down when no one shows up).

However, this "compewter" age of humans is starting to create a rift in Hafoot society. The older Hafoot can't seem to understand the "Pee-See" and prefer to continue using their traditional methods (or what the younger Hafoot now call the "Oldskewl way") of playing pranks. The younger Hafoot of Homelund, however, have taken to modern technology like a duck to water. This, in turn, is building animosity with the older Hafoot as King Bogden is obviously favoring the "Teckheads" and "Neurds" (as

the "Pee-See" using Hafoot have taken to calling themselves). This resentment between the two age groups may spark the first civil war in the history of Homelund if events continue the way they're going.

In the meantime, the Hafoot are starting to make some noise on the Internet. The "Teckheads" have started the next phase of their "Hafoot Pee-See Plan" by throwing their kin name around on the Internet. One of them has gone as far as to create a website that's all about depicting past pranks and tricks of the Hafoot and has since developed a forum where people can complain about the prankish acts they've been a victim of. The moderators on this site are all Hafoot and are quick to place blame on their kin and "correct" other entries when someone blames another Imp-Kin for a prank inflicted on them (whether it was truthfully performed by a Hafoot or not).

Ironically, the Lazlo Society has plenty of documentation on the Hafoot and they are infamous in their own right amongst its members. However, their impact on humankind is minimal when compared to other supernatural creatures (as with most Impish creatures, they're more of a nuisance than a problem) and little attention has been given to them thus far. In most cases, the only circumstance when the Lazlo Society gets involved in dealing with the Hafoot is when their pranks become too big of an issue to ignore. Cases like this include when Hafoot infestations emerge in database centers and businesses that rely heavily on computers, networking and the Internet. However, their ability to jump in and out of shadows makes them hard to find and destroy, so you can completely clear them out of a building one week, only to have them all return the following week.

The Lazlo Society has also recently noted an alarming change in the methods of some of the Hafoot. It seems that the younger Hafoot who have taken the time to educate themselves via the Internet have caught on to the notion that humans respond better to drastic acts as opposed to small, harmless pranks. While the numbers of this group are small, their methods are growing in complexity and damage. These Hafoot call themselves "The Sabowtagers" and their "pranks" have escalated from harmless to meanspirited and are heading towards being outright evil.

Where the Hafoot were once content to ignite something on fire under a human's foot, the Sabowtagers have escalated their actions to "pranks" such as igniting the gas tank of a car while its owner is filling it with gas. All of the "Nooz reports" detailing the destruction of the gas station and injuries or deaths caused by their "prank" only fuels their belief that they're onto something big. The Sabowtagers have even begun to spray paint "Hafoot" or "Sabowtagers" on walls that are near the scene of their pranks in an effort to grow their kin name to an infamous level.

Hafoot – Pranksters and Minor Demons

Alignment: Most (96%) are a mischievous Miscreant evil; the remaining 4% are Diabolic, which includes the rare truly evil minded Hafoot and the "Sabowtagers."

Attributes: I.Q. 2D6+6, M.E. 2D6+3, M.A. 1D6+2, P.S. 1D8+2, P.P. 2D6+2, P.E. 1D4, P.B. 1D6+3, Spd 2D6+1.

Hit Points: 2D6 plus P.E. attribute number.

S.D.C.: 1D4x10

Armor Rating (A.R.): 9; any attack less than 10 does no damage even if it hits.

Discorporation: When slain, its body bursts into flames and turns to hot ash in a matter of seconds. Examining the ash re-

veals nothing out of the ordinary about it; its carbonized components will resemble fragments of an oak tree.

Threat Level: x2; a Minor Supernatural Demon.

Horror Factor: 8, 12 if being assaulted by more than eight of them (which is an absolute rarity).

Size: Around two feet tall (0.6 m).

Weight: Usually between 20-30 pounds (9 to 13.5 kg).

Average Life Span: 400-500 years.

P.P.E.: 2D6+1

Natural Abilities: Keen Nightvision 400 feet (122 m), can leap 6 feet (1.8 m) high and 10 feet (3 m) across (increase by 50% with a running start), impervious to normal fire (magic/psionic fire does half damage), can track sugar/candy/sweets by smell at 85% and Bio-Regenerates 1D4 S.D.C. or Hit Points per hour.

Special: Dimensional Travel via Shadows: As noted previously, all Hafoot have the ability to travel to and from their native "Homelund" at will. No known human being has ever set foot in "Homelund," but based on a description found on a Hafoot moderated website, "it's a shadowy world where the sky looks like a constant orange-red dusk, full of orange and brown mist and rolling grey clouds. There are lots of black trees that grow no leaves, and little vegetation to be found. And in the middle of it all is a kingdom made of gothic architecture." It's also stuck in some sort of eternal "medieval time period" technology-wise, where all their light comes from torches, bonfires, flashlights and other battery powered objects, or whatever combustible materials the Hafoot manage to find or steal on Earth and bring into Homelund. A Hafoot can hold onto and teleport items equal to his weight into Homelund. Interestingly, magical items and psi-devices cannot be brought into Homelund; if attempted, the items remain behind on Earth, either in or adjacent to the shadow the Hafoot used to teleport away.

Traveling to Earth is as easy as simply thinking about a place the Hafoot has seen before and it instantly pops out of a nearby shadow. To travel back to Homelund, however, requires finding a shadow that's large enough to fit their entire body (which thankfully for them, doesn't need to be very big). Once they jump into a shadow, they teleport to whatever location in Homelund they choose. Young Hafoot can begin dimensional traveling by the age of six months, but until they've seen some of the locations of Earth, they have to rely on traveling with older Hafoot (while holding hands) to dimensional hop to and from Homelund.

Note: It's usually up to the fathers to take young Hafoot on its first visit to Earth. The females take a traditional approach to raising their young and will only venture to Earth when their young are capable of handling themselves (most Hafoot reach maturity in about a year). This means the male is responsible for stealing sweets/candy and other goods for his family in the meantime.

Special: Spontaneous Combustion: Nearly exact in detail to the psionic power of the same name, all Hafoot can cause combustible materials to ignite. The differences from the psionic power (on page 97 of the main book) are as follows: Range is up to thirty feet away (9.1 m), only takes one action to perform, either by touch or range, and does not consume any P.P.E./I.S.P. to use.

Note: This ability is where they claim their kin name came from. However, as detailed above, the Hafoot are poor at spelling and the title "Hafoot" is really supposed to be "Hot Foot." This title comes from the belief that they were the first Imp-Kind to employ the prank of setting people's feet on fire, hence "The Hot Foot." By the time the Hafoot discovered their incorrect spelling, their version of the spelling was already too far ingrained in Hafoot society to recover. In fact, King Bogden and his advisors have considered using the term "Hafeet" when referring to their Imp-Kind as it seems to be proper terminology, but nothing has come of this as of yet and they'll probably always be known as the "Hafoot."

Knows All Languages: All Hafoot magically understand, speak, and read all languages at 90%. Oddly enough, while they can read efficiently enough, their ability to write in any given language is only at 40%, causing a lot of illegible scribbles and incorrect spelling in their scribes. A common forensic method of determining when Hafoot are involved in something online is to look for an abundance of incorrect spelling errors. Even more puzzling, their sentence structures and style of wording are usually correct, it's always in the spelling of the words where the Hafoot have issues.

Vulnerabilities: 1. Vulnerable to all weapons and physical attacks, as well as psionic attacks and magic.

2. The Hafoot are shameless cowards and will always try to flee or jump/escape into a shadow to their native Homelund rather than fight. Even a cornered Hafoot with no escape will resort to pleading for its life as opposed to fighting. It's also their nature to flee the scene after pulling a prank, which has ironically kept them from becoming the more popular Imps they'd like to be.

3. All Hafoot have a sweet tooth and can be lured to a location (or trap) with candy or soda; the more sugar the better. Those who have fallen into "sugar traps" and manage to escape never learn their lesson either. Many a Hafoot has fallen for the same kind of trap several times and will continue to do so. The younger, computer savvy Hafoot have also developed a taste for energy drinks and can be lured into traps with them. Hafoot just tend to get stupid around sweets.

P.C.C. Notes: Tainted Martyr: While the Tainted Martyr does not transform in the presence of a Hafoot, their physical debilitations, aches, pains and suffering caused by their Rebirth subside while in their presence, causing more unscrupulous Martyrs to capture Hafoot to keep as "pets" (more like enslavement, in reality) and close by for relief from their condition.

R.C.C. Skills or Equivalents (do not improve with experience):

Older Hafoot have the following skills: Basic Math 60%, Escape Artist 40%, Climb 80%/60%, Land Navigation 60%, Carpentry 40%, Leather Working 40%, Jury-Rig 50%, Wilderness Survival 40%, Brewing 50%, Cooking 50% and Prowl at 70%.

Younger Hafoot who have gotten involved in using "computerers" have the following skills: Basic Math 50%, Escape Artist 30%, Climb 70%/50%, Land Navigation 50%, Prowl at 50%. Basic Mechanics 45%, Basic Electronics 55%, Jury-Rig 60%, Computer Operation 90%, Computer Programming 85% and Computer Hacking 70%.

Equivalent Level of Experience: Younger Hafoot are 1D4+1, older Hafoot are 1D6+3.

Attacks per Melee: 3 physical attacks/actions per melee.

Damage: A punch or kick does 1D4, claw attacks do 1D6, a bite only does 1 point (and is more of a desperate method of escaping a captor), or by weapon, including guns (keep in mind that Hafoot will only fight as a last resort and usually only in self defense).

R.C.C. Bonuses: +2 on initiative (+6 when their intent is running away from someone), +6 to dodge, and impervious to drugs, poisons and gases.

Magic: None.

Psionics: None.

Enemies: For the most part, anyone who tries to kill or capture them. This makes Tainted Martyrs especially hated as they've been known to capture Hafoot and cage them. Alchemists and magic users also like to capture and collect them for easy P.P.E. harvesting as well. They've got a serious grudge against Gremlins, who stole their limelight back in the 1930s and 1940s. Whenever possible, the Hafoot enjoy playing pranks on Gremlins directly, and in some cases they escalate into more meanspirited and dangerous methods. The "Sabowtaggers" have outright killed many Gremlins with their dangerous pranks.

Allies: While as a whole, the majority of Hafoot prefer to stay amongst their own kind, the rare individual (or in some cases banished) Hafoot might join forces with other supernatural beings or practitioners of magic. Due to their generally harmless nature, these creatures are not commonly summoned or commanded by greater beings (they can find servants out there with more destructive or useful talents than the Hafoot, and who don't eat all of their candy).

Habitat: Can be found anywhere, but since the human year of 2000 A.D., they're most often found in places with an abundance of computer technology and people who use them.

G.M. Eyes Only: Perhaps not so very surprisingly, the younger Hafoot have really gotten to admire the Halloween holiday. The majority of them are the size of small children already, so most can put on shabby looking, homemade costumes or stolen ones from a store and go "trick-or-treating" for candy and sweets. Of course, seeing as it's in their nature, the Hafoot will play pranks and tricks on people while they're out and about, especially on those who don't give them candy.

The rare Hafoot who's braver than most will even try to partake in "bag snatching" children's bags of candy when opportunity permits. These brave Hafoot will even go as far as to fight to protect their own bag of candy (instead of fleeing) from other looters, and if they lose, they have been known to track, follow and locate where the looter lives, only to collect several of their Hafoot friends to raid the home for all the candy and sweets within it while setting up an extremely meanspirited prank on the looter. Most of these pranks put looters and/or their family members in the hospital; sometimes in the morgue. Any supernatural hunters out on Halloween may find themselves dealing with one or several Hafoot who are out trick-or-treating.



Geode Golem

The Geode Golem shares a lot of common traits with the *Scurry Scree* and the *Scurry Talus* (see **The Rifter® #46**). It is composed of a mix of rocks, pebbles and gravel, it's easily conjured (even by those with the most meager of magical ability), and it is loyal to its master to a fault. Some have speculated that the Geode Golem may have come from the same dimension as those other creatures, and may even be related to them. If it does indeed come from the same dimension and is somehow related, then the Geode Golem is the rich cousin of the three.

Geode Golems are large, tough, strong, and fairly intelligent, all while being subservient to its master without fail. Their bodies are gorilla-like; the legs are short while the arms are long (which consequently requires them to move about mostly by knuckle walking), and the forearms are exaggeratedly oversized to where they have "Popeye arms."

The Golem's skin is made of cryptocrystalline textured rocks and pebbles that look like black onyx and other chalcedony and silica, while a variety of sharp, jagged crystals and minerals jut out from its knuckles, forearms, shoulders, and upper back. Its head consists mostly of a large maw; the jaw is oversized and strangely resembles the bucket of a steam shovel, with crystal points protruding out as its teeth.

While its strength and durability make it ideal for performing the menial duties commonly given to minions, its intelligence, natural abilities and skills are enough that it can be commanded to help with or perform a variety of household functions, making them favored minions to those who can successfully conjure it. Their docile and submissive nature, black onyx skin, and the multitude of colorful crystals that protrude from it makes the Geode Golem more appealing to look at compared to most supernatural creatures, causing them to have become a staple of minion stock

to many aristocratic and high-class oriented masters. Its high amount of P.P.E. also makes it a favorite minion to keep on hand by various magic users.

Secrets and Habits: (known to characters with Lore: Demons & Monsters or Lore: Paranormal & Psionics): Geode Golems are not only favored by conjurers and summoner types, but they've also become a favored supernatural creature to hunt down and destroy by *Ghost Hunters*, *Psi-Mechanics* and other various psychics and magic users.

You see, in a rare feature for supernatural creatures, Geode Golems sometimes leave behind crystals with magical properties when they disincorporate. While these crystals feature no noticeable differences from other crystals scientifically, their magical properties can be used to enhance Psi-Mechanic weapons and equipment (see below).

While summoning a Geode Golem is fairly easy, it's all about location when one wants to do so. To summon a Geode Golem, one must travel to geographical regions that are rich in geode formations. Such known places include the United States (especially Indiana, Iowa, Missouri, Nebraska, Ohio, Kentucky and Utah), Mexico, Brazil, Namibia, and Spain. That being said, geode formations have periodically been discovered in patches all over the globe, so the conjurer may get lucky and not have to venture far. Performing some research on where and how geodes are formed can be extremely helpful here.

When trying to summon a Geode Golem, there's a chance that the summoning will fail even if the spell was successful, as there may not have been enough geode material locally to summon one. In geographical locations known to be geode rich, each attempt has a 75% chance of summoning a Golem. Geographical locations not known to be rich in geodes only provide a 20% chance of summoning a Golem. Successfully summoning a Geode Golem will result in one digging, clawing and climbing its way out of the earth, ready to obey and serve its new master.

The Geode Golem

– Demonic Servant and Lesser Demon

Also known as the *Crystalback Gorilla* and the *Amethyst Ape*.

Alignment: Always Aberrant. They are not cruel creatures by any means; in fact, they come off as rather docile and submissive. That being said, they are fiercely protective of their master and his home and belongings, and will protect them with savage fury. This nature makes them appealing to summoners and conjurers of selfish alignments and even good alignments at times.

Attributes: I.Q. 1D6+4, M.E. 2D6+4, M.A. 3D6+6, P.S. 2D6+12, P.P. 2D6+6, P.E. 4D6+10, P.B. 2D6+5 (strangely pleasing to look at due its variety of crystals, minerals and smooth, black onyx-like skin), Spd 1D6+10.

Hit Points: 2D6x10 + number of P.E. points.

S.D.C.: 1D6x10+150

Armor Rating (A.R.): 14, any attack less than 15 does no damage even if it hits.

Disincorporation (Special): When slain, its body crumbles down into a mound of rocks, pebbles and dust. If analyzed, nothing unusual about the debris will be found. However, there's a chance that these remains will contain some crystal fragments

that are valuable to psychics (especially Diviners, Psi-Mechanics, Ghost Hunters, and Healers), Alchemists and magic users. Types of crystals left behind can include Quartz (which is usually in the majority), Calcite, Pyrite, Kaolinite, Sphalerite, Millerite, Barite, Dolomite, Limonite and Smithsonite.

Threat Level: x4; Demonic Servant and Lesser Demon.

Horror Factor: 10 as a large, apelike brute, 13 when someone recognizes what it is or realizes that it's protecting something or someone the character has an ill will towards.

Size: 5 to 5.5 feet (1.5-1.67 m) tall.

Weight: 500 to 600 lbs (225-270 kg).

Average Life Span: 400-700 years.

P.P.E.: 1D4x10+100!

Natural Abilities: Supernatural P.S. and P.E.; never tires. Leap 10 feet (3 m) high and across (increase by 25% with a running start), has decent regular vision and 300 foot (91 m) Nightvision, does not require oxygen, impervious to normal fire (magic fire does half damage), and Bio-Regenerates 1D6+5 S.D.C. and Hit Points per hour.

Knows All Languages: Magically understands and speaks (via Telepathy) all languages at 90% while being able to read at 50%.

Shared Empathy for its Master's Most Treasured Possessions: The Geode Golem's Telepathic ability allows it to know what trappings and belongings are its master's most valuable items. In turn, the Geode Golem goes to great lengths to care for and protect these valuable items as if they were the master himself! More than one Geode Golem has been reported as fighting to the death to protect what seemed to be something as simple as a child's drawing, a framed photo or some random trinket that has a lot of sentimental value to its master.

Natural Housekeeper: In a trait that causes it to be mocked and ridiculed by many other supernatural creatures, the Geode Golem excels at keeping its master's dwelling as clean and as maintained as its master desires. While they look like large, clumsy brutes, the golem can be surprisingly careful and gentle with anything that belongs to its master while cleaning and maintaining his home. This trait has also caused would-be thieves and intruders to underestimate just how strong, tough and dangerous a Geode Golem can be when provoked or protecting its master, his home and/or belongings.

Vulnerabilities: 1. Vulnerable to all weapons (including magic and psionic attacks), but their cryptocrystalline hide makes it challenging to harm them (high A.R.).

2. Attacks that include rock salt will bypass the Golem's Armor Rating and inflict full damage. Submerging a Geode Golem in salt water does 1D6 damage per attack until it resurfaces. Note that a Geode Golem CANNOT swim (sinks like the rock construct that it is) and will need to walk out of the water.

3. While Geode Golems possess near average intelligence, they're not the brightest of creatures when it comes to tactics and strategy, tending to be up front and direct fighters. Consequently, they can be easily tricked, distracted, or confused.

4. Geode Golems are big, bulky brutes that rely heavily on their massive weight, strength, endurance and primal fury

when fighting. Their strength and durability make them especially prone to underestimating their opponents.

R.C.C. Skills or Equivalent (do not improve with experience): Basic Math 40%, Climb 80%/70%, Wrestling, Land Navigation 40%, Carpentry 70%, Masonry 70%, Housekeeping 90%, Herding 50%, Skin & Prepare Animal Hides 70%, Spelunking 80% and Gemology 90%.

Equivalent Level of Experience: 1D6+4

Attacks per Melee: Five.

R.C.C. Bonuses (in addition to likely attribute bonuses): +2 on initiative, +1 to Perception Rolls, +2 to strike and parry, +4 to disarm, +7 to pull punch/bite, +3 to save vs Horror Factor, and +5 to save vs magic.

Damage: Punches do 3D6 + P.S. damage bonus (due to both a solid swing and the sharp crystals on their knuckles) while being incapable of kicking due to their short legs. Their bite does 2D6+5 and can hold their opponents via bite with the strength that matches their Supernatural P.S. when needed. They can easily bite the limbs off of their opponents, but their high “pull bite” bonus makes them good at merely holding people and dragging them to their master if need be. Most will never resort to biting off limbs unless instructed to by their master.

Crystal clawed attacks do 2D6 + P.S. damage bonus, tackling does 1D6 + P.S. damage bonus, body blocks via the shoulders do 2D6 + P.S. damage bonus, pin/incapacitates on a Natural 15-20, and can perform a crush/squeeze attack that does 1D8 + P.S. damage bonus.

Magic: None.

Psionics: Considered a Minor Psychic requiring a 12 or higher to save vs psionic attack. I.S.P.: 40. Powers: Unlimited Telepathy (costs no I.S.P.), Empathy (4), Detect Psionics (6), Object Read (6), Telekinetic Push (4), Mind Bolt (Varies), Psychic Invisibility (12), Psychic Literacy (7), See the Invisible (4), and Thought-Reading (10).

Enemies: ANYONE who threatens the well-being or safety of its master and the master’s home or belongings.

Allies: It considers anyone who is allied to its master as its own ally. On a strange note, when more than one Geode Golem is employed by the same master, rivalries have been known to form between them in their efforts to please him. These rivalries can range from being harmless (the master’s home is always spotless and chores are always done immediately) to outright confrontational. Rival Golems have even been known to attack and destroy one another on rare occasion. This trait has been known to be exploited by the master’s enemies.

Habitat: Anywhere.

G.M. Eyes Only: When a Geode Golem disincorporates, there’s a 20% chance of it leaving behind 1D6 small crystals that are in good enough shape to install into Psi-Mechanical devices (increases to a 50% chance when a *Lucky Psychic* from **The Rifter**® #53 is present). While these crystals aren’t worth any more than common crystals in a regular market, they can be worth thousands of dollars or more apiece to Psi-Mechanics, Ghost Hunters, Diviners, Healers, Alchemists and various magic users.

Diviners and Sensitives can intuitively feel what trait each crystal is capable of performing, while Psi-Mechanics can test them individually to determine what each one can do via their “Recognize Magical Devices and Enchanted Objects” ability. Each Psi-Mechanic device can have up to three of these crystals installed into it, but they must each be a different type of crystal (a Ghost Gun cannot have two or three range enhancement crystals placed into it, for example).

Each Crystal Possesses One of the Following Properties (roll 1D10):

1. This crystal adds +5 damage to supernatural creatures, regardless of weapon type.

2. This crystal adds +2 to strike, parry, entangle, and disarm (where applicable) to the weapon it has been installed into.

3. This crystal adds an extra 100 feet (30.5 m) to ranged psi-weapons.

4. Equipment activated with this crystal installed costs half the required P.P.E. or I.S.P. to activate it (round up).

5. Weapons that use *Telekinetic Bullets*, *Steam Blast*, *Fire Bolt*, *Burst of Light*, *Electrical Discharge* (Electrokinesis) and/or *Water Spout* (Hydrokinesis) cost one less I.S.P. to fire (minimum of 1).

6. Allows other psychics to use this psi-device who wouldn’t normally be able to. The I.S.P. required to power the items comes out of the user’s available I.S.P. and the creator must explain to the holder what the item/weapon does before it can be used.

7. Doubles the duration time of the psionics replicated into the psi-device.

8. Adds a +5% bonus to the base rate of success of divining when attached to a *Divining Rod*. There’s an exception here to the rule above, as two of these crystals can be installed on one divining rod (one installed on each side of the “Y”).

9. This crystal heals an extra 10 points of damage when held by a Psychic Healer while performing his *Miracle Healing Trance*.

10. This coveted type of crystal allows its holder to cast psionics or magic with the benefit of subtracting two of the I.S.P. or P.P.E. cost required (minimum of 1 point required). This crystal cannot be installed into a psi-device, it must be held in the user’s hand while casting. Note that the crystals are small enough to be placed in jewelry such as a necklace or an earring, but the mage/psychic is still required to hold the crystal in his hand when casting.

All of the crystals above are fragile and can only take 2 direct points of damage before crumbling apart. And once a crystal has been installed in a device, it becomes a part of the device permanently. Removing it destroys the crystal (crumbles to dust). If the device is destroyed somehow, the crystal is also destroyed.

New Weapons & Technology of the Coalition States™

Optional Material for Rifts®

By Matt Olsson

Within the pages of *The Rifter* #37, #42, and #54, in the articles *Fort Laredo*, *Coalition Edge*, and *New Chillicothe* respectively, a number of vehicles and weapons were mentioned in passing that cannot be found in the regular material. The reason why this is, is simple. I made them up. As each of the items was made up, it wasn't just for the sake of doing so, but more out of a sense of a legitimate need for them to fill in some gap in the Coalition's capabilities. Even so, the vehicles' omission from the articles was not an oversight, but more of a cut on my part in an effort to shorten the already lengthy articles. And besides which, I see people complaining all the time on the message boards about some books containing too many "toys" and not enough substance, so I deemed them less essential to the works when self-edits had to be made. Maybe other things should have been snipped or shortened instead, maybe not. Either way, barring the incorporation of the articles into canon material by Kev da' Man and the opportunity to make alterations to them (and boy, would *that* make my day), what is, is.

Since the respective articles' publication, a number of people have contacted me asking if I could provide them with write-ups on these various vehicles. Others have made more general inquiries online asking where they could find them. Eventually, this sunk in sufficiently enough for me to think, "Gee, maybe some people would like a few more toys." With that in mind, this article focuses entirely on toys, *toys*, TOYS! If it's in one of my articles and nowhere else, there's a good chance you'll find it here today. So, without further delay, I give you both the terrifying and awesome toys of the Coalition States, coming soon to a battlefield near you.

Spider-Skull Dragon-Wasp

For years the NGR held the distinction of being among the very few powers on the globe to have a flying robot vehicle in their arsenal. Their Dragonwings have served them well for operations from the land, air, and sea with spectacular and devastating results against the Gargoyle Empire and their Brodkil allies. These successes and capabilities have not gone unnoticed nor unenvied by their allies across the ocean in the CS. The Coalition's Generals wanted one or something like it, and badly at that! For years Coalition officials have been asking Triax and the NGR to sell them the rights to produce Dragonwings and the plans required to do so. But every offer was turned down time after time no matter how generous. Officially, this was due to the war machine's avionics and propulsion systems being classified as high level military secrets. Truth be known though, that was never the

real reason. The NGR has been holding back marvels such as the Dragonwing from the CS, holding them out as bait or a reward in exchange for a more generous military mutual defense treaty; consequently, this has left the CS with nothing to lose by attempting to develop their own airborne robot vehicle.

Toying with the idea of making humanoid shaped 'bots, and some that were very similar to the Dragonwing, found little success. The prototypes were either too expensive or too ineffectual, some both. But the final and best design to make it past the experimental and trial stages was based on their tried and true arachnid platform like that of the venerable Spider-Skull Walker and newer Scout Spider-Skull. This platform gives the robot exceptional stability and acceptable aerodynamics, not to mention the capacity to carry a large array of armaments to sate the CS Army's multiple gun doctrine.

The result of the Coalition R&D's 14-year effort and 17-billion credit investment is one of their finest and proudest creations, the CR-010 Spider-Skull Dragon-Wasp. The CR-010 is a flying robot with heavy armor, potent weapons and capable of supersonic speeds in the air. Its flexibility means it can be put to use in any theatre of combat in a wide variety of roles, being equally suited to fighting on the ground as it is in the sky or underwater. Given this vast range of capabilities, requisition orders from the Army, Navy and Air Corps have been coming in faster than the robot vehicles can be made.

As far as the NGR is concerned, the unveiling of this new war machine is being received as a mixed blessing. With the Coalition having their own flying 'bot, the NGR can no longer use their Dragonwing as an incentive to further diplomatic relations. But on the up side, the Dragon-Wasp (as well as the Bone Raptor) represents another significant advance in CS technology that makes them all the more valued as an ally. Besides, the NGR still have other goodies of offer, like the Poseidon.

Appearance-wise, the Spider-Skull Dragon-Wasp has a bi-sectional body. The forwardmost section is what the eight legs (yes, finally a Spider-Skull with eight legs!) are connected to and where the cockpit and crew are located. At the front, resembling spider-like mandibles, are two heavy pincers. These pincers are actually a new non-lethal weapon made to combat demons and monsters. To the sides of the Death's Head motif are missile tubes with high-intensity laser turrets behind them. Of the eight legs, the shorter and forwardmost two are actually weapon arms that carry twin rail guns and can be used to walk on in an emergency. The other six legs have jet ports on their tips to assist in take off, landing, and aid maneuverability and stability in flight. On the back of the forward section, there are two variable geometry wings that automatically swing out for flight and adjust their angle of sweep accordingly to maximize performance depending on the flying 'bot's air speed (like those on an F-14 Tomcat). When not in use, the wings fold back into partial cowlings in the rear section for protection. The slightly larger rear section is all engine. Inside its massive housing are four powerful jets that can propel the CR-010 to supersonic speeds. Engine thrust



can be shunted off to nozzles below the 'bot and through the tips of its walking legs to facilitate the 'bot's VTOL capabilities and increased maneuverability.

Due to the Dragon-Wasp's versatility, it will find itself in a variety of roles. Predominately, it will be used for close air support for the troops on the ground as well as air-cavalry when heavy reinforcements are needed somewhere fast. Thanks to the engines' combined 33 tons of thrust, the aerial 'bot can also be used for logistical deployment of supplies up to ten tons in weight with heavy equipment like the GR-155 EM Howitzer suspended underneath it by cables. Another use for the robot vehicle will be search & rescue missions, as well as Special Forces insertions and extractions because of its moderate passenger compartment and rapid VTOL capabilities. And due to its speed, stealth, and heavy armaments, the flying Spider-Skull will most certainly be used to spearhead many attacks, both large and small.

The "Hell Fly" (as the CR-010 is sometimes called) is not an easy robot vehicle to pilot. In addition to needing the RPA Combat: Elite skill for the CS Spider-Skull Walker type of robots, the pilot also needs the Pilot skill Military: Jet Fighters, otherwise the war machine can't be utilized to its optimum capabilities. Without the jet piloting skill, the Wasp can still be used like any other ground-based robot vehicle, but that would be such a waste of its full potential.

Spider-Skull Dragon-Wasp

Nicknames: Sky Spider, Hell Fly, BUSTY (big ugly spider thingy), and Sky Widow.

Model Type: CR-010 Multi-Environmental Spider-Skull.

Class: Joint service attack robot vehicle.

Crew: Three; one pilot and two gunners. There's also room in the back for up to six passengers comfortably, or eight with cramped conditions. Small power armored units like a Smiling Jack Sam, Mauler or Striker Sam can be substituted in the place of two soldiers. Larger power armors like the Terror Trooper and Super Sam are far too large to fit in the hold.

M.D.C. by Location:

- * HI Laser Turrets (2) – 100 each
- * Electro-Mandibles – 75
- * Missile Banks (2) – 120 each
- ** Primary Legs (6) – 120 each
- ** Wings (2) – 150 each
- Wing Cowlings (2) – 80 each
- Forward Legs/Weapon Arms (2) – 100 each
- * Eye Lights (2) – 25 each
- * Sensor Clusters (6) – 25 each
- Concealed Egress Hatch (1, beneath, between legs) – 100
- Defensive Systems Pod – 65
- ** Armored Jet Bank (rear section) – 385
- *** Main Body – 750
- Reinforced Crew Compartment (Ejectable) – 150

* Every item marked by a single asterisk is a small and /or difficult target to strike. An attacker must make a "Called Shot" to hit and even then he is at a -3 to strike.

** The Dragon-Wasp can lose a leg on each side and still be able to run with no trouble with a weapon limb being used in its place. Should the robot be reduced to only two "active" legs on each side, then reduce running speed by 50%, and 75% if reduced

to a tripod of three legs. In the event one or both of the wings are lost, the 'bot can still engage the VTOL jets and land with a -10% to the pilot's skill roll. The Dragon-Wasp can fly without wings, but at speeds no faster than 250 mph (400 km) and for no longer than two hours at a time. Should the armored bank containing the four jet engines be destroyed, the Spider-Skull will lose all thrust. If airborne when this happens, the jet-bot plummets to the ground and will take 1D6x10 M.D. for every 100 feet (30.5 m) it drops, reaching terminal velocity in the first 1,000 feet (305 m) of free-fall. The legs can be used to cushion the fall (i.e., take the falling damage first before applying to the main body - equally distributed to each leg - also a successful "Roll with fall" maneuver by the pilot against an assumed attack roll of 16 can halve the crash damage, all bonuses applicable) and the wings can keep them right side up during this dead-stick descent. Gliding is not possible. And then again, ejecting the crew compartment is also an option, but most prefer not to lose the assets of the 'bot and dangle by the parachute's strings like a piñata as they float down to earth.

*** Depleting the M.D.C. of the main body will make the robot vehicle nonfunctional. If airborne at the time the pilot can eject the crew compartment and fly it to safety, assuming they aren't shot down again.

Speed:

Land: 80 mph (128 km) maximum.

Leaping: 10 feet (3 m) high or 20 feet (6.1 m) lengthwise.

Jet Assisted Leaps: 100 feet (30.5 m) high or lengthwise without actually attaining flight.

Underwater Capabilities: The 'bot can walk along the bottom at 25% its running speed (20 mph/32 km) or use its powerful jets to propel it to about 25% its flying speed (230 mph/368 km). Its blunt nose helps produce a supercavitating effect, eliminating a great deal of resistance from the water, allowing it to go as fast as it does under the waves. But since the 'bot is not buoyant, should the jets fail for whatever reason, it will sink like a rock to crush depth! However, the ejectable crew compartment is buoyant, allowing the crew to "punch out" and safely return to the surface to be rescued. Maximum Ocean Depth: 1 mile (1.6 km).

Flying: The Spider-Skull Dragon-Wasp is VTOL capable in the extreme and can spring in the air and take flight like the winged insect it resembles. It can hover stationary up to 6,000 feet (1,828 m) or rocket off like a fighter to great speeds and heights. If need be, the robot vehicle can go from a stationary position on the ground and accelerate to 500 mph (800 km) in a scant six seconds and to its maximum velocity of mach 1.25 (925 mph/1,480 km) in another four! Not quite as impressive as the Dragonwing's capabilities, but still an awe-inspiring sight to behold. Maximum Altitude: As high as 50,000 feet (15,240 km) or as low as just a few feet above the ground.

Range: The nuclear power supply enables the robot vehicle to fly indefinitely, but the jets will overheat after 12 hours of continuous use. Thereafter, an hour-long cool-down period is required. Flight time can be extended to 24 hours if the flying 'bot flies at or below its cruising speed of 500 mph (800 km). Should they be pushed beyond their limits though, there is a cumulative +10% chance the engines will burn out for every 20 minutes used beyond their limits. Attack speeds can range between 150 mph (240 km) and 300 mph (480 km) against ground targets (assuming the robot vehicle doesn't land to slug it out), and can go up to its utmost limits in aerial combat depending on the opponent. While

underwater, the passing liquid acts as a coolant, enabling the 'bot to travel beneath the surface for up to 48 hours non-stop. And while running on the bottom of a lake or dry land, the 'bot can maintain its momentum for any length of time.

Statistical Data:

Height: 16 feet (4.8 m).

Width: The body is only 9 feet (2.7 m) at its widest point in the rear. The legs extend out to a width of 27 feet (8.2 m) and the wingspan is 42 feet (12.8 m) when fully extended but is usually less due to their sweeping motion.

Length: The body of the spider is 22 feet (6.7 m) long, but the legs extend that to an overall length of 31 feet (9.4 m).

Weight: 22 tons fully loaded.

Physical Strength: 45

Cargo: Minimal storage space in the crew compartment including one week of rations and water for three people, a small weapons locker containing three CP-30s and four long E-Clips for each, three suits of CA-3 light body armor, two long-range field radios, and survival gear to keep them alive in case of an accident.

Color: Dull jet-black or camouflage white, gray & black.

Power System: Nuclear, average energy life is 20 years.

CS Cost: Top Secret, but is estimated to be 57 million credits. It is exclusive to the CS military and is not available on the black market.

Weapon Systems:

1. High-Intensity Laser Turrets (2): These small but potent laser turrets are located on the sides, just above the legs. Each turret has two compact but powerful laser cannons on it that can be fired one at a time or in a dual blast. The HI lasers are considered to be the Spider-Wasp's primary weapons due to their acceptable range, exceptional firepower, and limitless payload. They have a 360-degree rotation and 100-degrees of elevation (actually, horizontally to the sides). This gives them a wide arc of fire, but they can only be fired in tandem at the same target if it's in the 45-degree cone of coverage in front, above or somewhere in between, but not directly beneath or behind the 'bot. There is a blind spot in the turrets' arc of fire in a 60-degree cone directly behind the walking aircraft due to the bulbous shape of the rear section. Also, the lasers have a fail-safe mechanism that prevents them from accidentally damaging the wings above or the legs below when they are unintentionally in the way of fire.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Mega-Damage: 1D4x10M.D. from a single shot from one turret, 2D4x10 M.D. from a dual blast from one turret, or 4D4x10 M.D. from a synchronized, tandem dual blast from both turrets at the same target.

Rate of Fire: Equal to the combined number of attacks of the operating gunner or pilot.

Effective Range: 6,000 feet (1,829 m).

Payload: Effectively unlimited.

2. S-010 Gamma Burst Elector-Stunner: The mandible or fang-like protrusions in the front of the Death's Head jawline are actually a stunning weapon similar to that used on the IAR-4 Hellraiser. The difference between this weapon system and the older H-02 model is the S-010 is more so geared for combating monsters and demons. This is a potential war-winning weapon against the supernatural, but its limited range

requires the 'bot and crew to get dangerously close to the creature for it to work. The weapon fires a wildly spiraling arc of electricity which surrounds a conducting ionized energy beam of concentrated, hard-hitting gamma particle radiation. This one-two combo punch takes advantage of most supernatural creatures' vulnerability to radiation, as discovered in studies by the NGR and shared with the CS. The radioactive beam makes the supernatural more susceptible to the stunning effects of the attack (cumulative effects), and impedes their ability to regenerate should they survive the engagement. When struck, supernatural creatures with a current M.D.C. of 1,000 or less must make a save against non-lethal poison at a -4 penalty (20 or better to save, but remember, supernatural creatures often have a high P.E. attribute, which grants a bonus to save). Those with a current M.D.C. of 1,001 to 2,000 get a standard save (16 or better to save) and suffer only half the described penalties below. Creatures with a current M.D.C. in excess of 2,000 are immune to the stunning effects of the beam until their M.D.C. has been reduced to levels where they can be affected. Those that are not immune, but make a successful save, lose one melee action and the initiative due to shock, but are otherwise fine. Creatures that fail to save suffer penalties typically associated with the Neural Mace; *melee attacks and speed attribute by half, and are at -10 to strike, parry, and dodge* (penalties are not cumulative, but the 2D4 minute duration is). Should the creature's current M.D.C. be reduced to 750 or less, the electrified gamma burst also has a *cumulative 20% chance of rendering the creature unconscious for 2D4 minutes on the third and all subsequent hits* (cumulative duration as well). However, creatures that have *Supernatural Physical Endurance* are allowed to apply half of that attribute's save bonus to the percentage (e.g. a creature with Supernatural P.E. of 28 normally gets a +7 to save, with half of that being +4 rounded up, reduces the K.O. roll from 20% down to a cumulative 16%; e.g., 16%, 32%, 47%... instead of the normal 20%, 40%, 60%...). Those in environmental body armor and power armor *are* susceptible to this powerful weapon's effects, but cyborgs, people in force fields, robot vehicles, and environmentally sealed vehicles cannot be affected. Creatures that lack a nervous system, have immunities to electricity, or are undead, are unaffected by the weapon's stunning effects, but do take the regular damage as usual unless they're invulnerable to it as well (like vampires and werewolves). Also, the radioactive nature of the attack slows most supernatural creatures' ability to regenerate their wounds for 1D4 hours per hit. Roll the amount of M.D.C. or Hit Points the monster would normally regenerate, but apply only 10% of the amount rolled.

Primary Purpose: Anti-Monster Superiority.

Secondary Purpose: Non-Lethal Anti-Personnel.

Mega-Damage: 1D8x10+20 M.D. plus stunning effects.

Rate of Fire: The stunner takes a few seconds to power up, limiting it to three (3) blasts per melee round (once every 5 seconds, ideally on the gunner's or pilot's first, middle, and last attacks of the melee round, though this may vary depending on the character's number of attacks).

Effective Range: 100 feet (30.5 m).

Payload: Effectively unlimited.

3. C-40R2X Rail Guns (2): Attached to the end of each weapon limb is a pair of dual rail guns that fire simultaneously like

those on the Navy's Wave Demon. Each weapon arm can pivot a full 360 degrees at the elbow joint, enabling them to cover the fire arcs in front, around, below and even behind the Dragon, but not above. The rail guns and limbs are typically manipulated and fired by the pilot, but either of the gunners can take over. The weapon arms cannot be fired in tandem with each other but different users can operate them at the same time to attack the same or different targets.

Primary Purpose: Anti-Armor.

Secondary Purpose: Anti-Personnel.

Mega-Damage: 1D4x10+20 M.D. per burst of 80 rounds.

Rate of Fire: Equal to the combined number of attacks of the operating gunner or pilot.

Effective Range: 4,000 feet (1,219 m).

Payload: The weapons draw their payload from ammo drums in each arm that hold 4,000 rounds for a total of 100 bursts between them, or 50 for each weapon arm. A properly trained and equipped maintenance crew can reload the ammo drums in as little as 5 minutes each. Those without the proper training require 30 minutes each.

4. AIM-180A ASRAPMM Missile Launchers (2): Like the Shrike Interceptor, the Dragon-Wasp was designed to use these special missiles. The difference between the two launcher systems is the missiles themselves. Those used in the Dragon-Wasp are next generation AIM-180A missiles benefitting from enhanced targeting systems, secondary proximity-fuses, and have had their ordnance upgraded to make use of the more advanced explosives now in the CS inventory. After the medium-ranged Advanced Short-Range All-Purpose Multiple Missile travels halfway to the target or closes within three miles/4.8 km (whichever is shorter), the rocket breaks up into a volley of four short-range, fragmentation missiles that streak out to finish the job. This makes it much harder for the target to evade or counter the attack. The main missile uses an optical image recognition system that its sub-missiles use to home in on their target in addition to their thermal heat-seeking systems. Due to their side-scanning proximity-fuses, should the volley of sub-munition missiles miss the target (and not be destroyed by countermeasures), when they pass with a near-miss the missiles will explode doing half damage to the target. When the AIM-180A missile is in low supply, in a pinch, normal medium-range missiles can be loaded in their stead. Note: Because the primary medium-range missile rockets ahead at 1,200 mph (1,920 km), that velocity serves as the starting speed for the normally slower short-range missiles; consequently, the fragmentary missiles' ordinary 450 mph (720 km) speed is added to the base speed, meaning they streak to the target at a blazing 1,640 mph (2,640 km)!

Primary Purpose: Anti-Aircraft.

Secondary Purpose: Anti-Armor.

Mega-Damage: Each missile's sub-munitions of four short-range fragmentation missiles inflict 2D4x10 M.D. each, or 5D6x10+20 M.D. per volley of four with an explosive radius of 20 feet (6 m).

Rate of Fire: One AIM-180A (four SRMs) at a time, or in volleys of two (eight SRMs), three (twelve SRMs) or four (sixteen SRMs). Usually one or two is more than sufficient.

Effective Range: A slightly improved 25 miles (40 km).

Payload: Ten.

5. Sensor Systems: Has all the standard robot sensors and systems as well as the following:

Scout Sensor Package: Loaded with the some of the Scout Spider-Skull Walker's sensor systems allows the Dragon-Wasp to fly reconnaissance and aids the crew in piloting and target acquisition. These systems include sonar and radar, and the full array of optical enhancements listed under the IAR-2. The eyes are multi-optic cameras with light amplification and telescopic capabilities that the crew can see through on their monitors.

Ultra-Maneuverability: Given the robotic jet fighter's variable geometry wings, VTOL capabilities, thrust vectoring aided maneuvering and excellent weight to thrust ratio, the Dragon-Wasp can do things in the air that would ordinarily seem to be impossible. These amazing aerobatic feats include the ability to come to a dead stop in midair and hover or go into a tail slide, stand on its tail and accelerate straight up like a rocket, or spin on its vertical axis and shoot off in a completely different direction with little to no warning! While the 'bot is in good functioning condition, the pilot gets a +20% to all piloting skill rolls and receives a +6 to dodge.

Hardened Circuits & Avionics: The computer circuits used in the avionics systems have been hardened to withstand the effects of scramblers, electro-magnetic pulses and microwave weapons.

Crew Ejection System: In the event a Dragon-Wasp is shot down, the entire crew compartment can be ejected from the downed jet-bot. The escape module descends on an array of parachutes, but thrusters allow the crew to chose the direction they go. In the event of a water landing, these thrusters can propel the compartment on the surface at the leisurely speed of 5 mph (8 km) for up to eight hours. This limited mobility is intended only to facilitate the crew in making their way to a safe place to wait for rescue. A solar panel can supplement the emergency batteries in providing 72 hours of continuous lights and heating or air conditioning while the craft floats along or serves as a shelter. Emergency provisions include the contents of the cargo hold (see above). If all goes right, this should be plenty of time for the homing beacon to guide a rescue/extraction team to their location and take them home.

Stealth Systems: The Spider-Skull Dragon-Wasp's defenses include a stealth system that makes it invisible to both active and passive radar. Though *not* 100% effective like the NGR's Dragonwing, nor as stealthy as the Army Air Corps' Dagger Bomber or Talon, the electronic envelope and radar absorbent materials greatly aids in the evasion of enemy radar systems, imposing a -55% penalty to operators' *Sensory Equipment* skill rolls!

Conventional Anti-Air Defenses: Under the engine housing and behind the leg cluster is the defensive weapons dispenser. In the event that the radar lock warning system goes off or the combat computer senses an incoming missile(s) that will intercept with the flying 'bot (like with heat seeking, anti-radiation, or optically guided missiles), an alarm goes off warning the crew of it. From that point the pilot has two options beyond the norm; either one is activated by a push of a button or an auditory command to the computer.

Option One is that the dispenser can start kicking out flares and highly reflective and luminescent chaff. In this combination, the spectacularly hot flares obscure the 'bot's heat signature, the bright flares and highly reflective chaff break up the image and outline of the robot spider, aiding the Dragon-Wasp

in losing visual target locks. The energy refractive nature of the chaff messes with radar reception, making radar locks harder to maintain.

Option Two is that the dispenser can launch a computer guided fragmentation mini-missile at the incoming volley, detonating it right in front of the threatening missiles.

The chaff and flares give the Dragon-Wasp a 55% chance of evading a volley of missiles. The fragmentation mini-missile has a 65% chance of outright destroying the volley *if* its damage exceeds the missiles' M.D.C. Also, the frag's extended explosive radius is large enough to damage or destroy not one, but two of the missiles in the attacker's volley, even if it doesn't take the volley out entirely. The defensive pod has 6 frag mini-missiles and has 6 uses of the chaff and flares. This defense is only usable while the 'bot is airborne and not on the ground or underwater.

Enhanced Radar: The Dragon-Wasp inherited the radar system of the improved IAR-2 Abolisher, which is capable of tracking 96 targets simultaneously out to a range of 50 miles (80 km). Its ground search function can distinguish between threats and ground clutter. Unless the target is 100+ feet (30.5+ m) in the air or on open ground, there is a -10% penalty to the operator's *Sensory Equipment* skill roll.

CECS-7: The Combat Event Coordination System is the heart of the Coalition's digital battlefield. It gives the crew access to the sensor readings of their fellow units, greatly extending their sensor range and effectiveness. (See **The Rifter® #42** for further details on the Coalition's combat coordination and shared-information technology.)

Terra Nav-9: This state-of-the-art navigation system allows the crew to know exactly where they are and has their position displayed on a digital map. (See **The Rifter® #42** for further details on Coalition navigation technology.)

6. Hand to Hand Combat: The robot vehicle is not particularly designed for hand to hand type combat. However, it can strike with one or two of its legs equal to the hand to hand attacks of the pilot (particularly the front weapon arms), perform a head butt, and jet assisted ram or one with a running start.

Leg Strike: 2D6 M.D.

Stomp: 2D4 M.D.

Head Butt: 2D4 M.D.

Body Bock & Flying Ram: 1D6x10 M.D. for every 50 mph (80 km) the 'bot is going at the moment of impact, plus there is an 80% likelihood of knocking the victim off his feet if the opponent is the same size or smaller. Add +3% to that probability for every 50 mph the Dragon-Wasp is flying at in excess of 50 mph (e.g. +3% at 100 mph/160 km, up to a maximum of +18% at 350 mph/560 km). The target takes M.D. and is knocked off his feet, losing initiative and two melee actions. However, this maneuver is inadvisable since 25% of the damage is also applied to the Dragon-Wasp's own Main Body and 10% converted to S.D.C. (point for point, 1 M.D. to 1 S.D.C.) and applied to the crew inside. For example: A Dragon-Wasp rams an NG Mobile Gun while going 500 mph (800 km). The hit inflicts 350 M.D.C. (10D6x10 M.D.) to the NG Hunter Mobile Gun and has a 98% chance of knocking it over hard. But in return, the Dragon-Wasp takes 88 M.D.C. in collateral damage and each crew member inside the flying 'bot takes 35 S.D.C./Hit Points from the jolting impact.



CS Bullet Train “Death’s Head Express”

The Coalition States covers a vast amount of territory, but those wide-open expanses of land cannot be allowed to slow commerce or the CS war machine for even a second. Nor can the stretches of less-than-hospitable land be permitted to stop the citizens of the CS from traveling and moving to other regions and states. But since the only vehicle the CS had to fill this mass-transit role was the Death’s Head Transport (and later Death Bringer and Sky Lifter APC), the cost of increasing the Coalition’s ability to move people and supplies was more than they could afford to spend. Building a fleet of thousands of military transports was simply not a cost-effective option. Thus, a new form of transportation was needed.

In 102 P.A., the CS launched the first hover bullet train of many to come. The “Odessa Grand,” as it was christened, began the treacherous task of transporting troops and supplies to the base of Odessa once a week from Lone Star City. At first, the train was considered by the Pecos Bandits to be a moving treasure box waiting to be pilfered. But try as they did on many occasions, the bandits could never stop or even catch up to the lightning fast hover train. And once the Odessa Grand was given a small but deadly fighter escort of two Nightwings, even the Pecos Bandits learned that robbing a CS bullet train was either an act of futility or suicide. As the bandits changed their tactics, the security detail evolved to include an escort of Super Sams and Wind Jammer

Sky Cycles when the train was getting up to speed or slowing down in the first and last few miles of the trip (numbers vary from place to place and circumstances). Also, for security purposes, no train uses the exact same course twice. To do so would allow saboteurs and bandits to set up ambush sites and stand ready to use powerful magic barriers to try to stop the train.

The engine of the train is an extremely powerful hover vehicle that can pull up to 20 cars and a second engine at the rear (standard), or 29 cars of various types. Its massive plasma jet thrusters can propel the train to the blurring speed of 900 mph (1,440 km) with a standard complement of cars. Additional cars will reduce the train’s overall top speed by 15.5 mph (25 km) per car. And though most trains will never be loaded beyond their standard complement of 20 cars and a second engine, if the situation calls for it, CS bullet trains can span 58 cars in length and race across the sky at treetop level going 450 mph (720 km). Of course, the slower the train goes, the larger and more diverse its escort complement will be.

As fast as the hover train is, it is *not* a combat vehicle due to its slow acceleration and vast turning radius. The bullet train has a dismal acceleration rate of 2 (two) mph (3.2 km) per second. At that rate it takes the Odessa Grand *seven and a half minutes* to get up to speed. And once at speed, the bullet train’s turning radius is a woeful 5 miles (8 km), requiring a full thirty-two seconds just to make a 90 degree turn. If not for the hover train’s colossal speed and independence from any set tracks, these characteristics would make it an easy target for bandits and saboteurs, hence why it’s not listed as a combat vehicle in the CS inventory. When moving at taxiing speeds at and near its destination, lateral ma-

maneuvering jets make the train capable of precision maneuvering, albeit still very slow.

Frequently the bullet train has a second engine affixed to the trailing rear end. This is for several practical reasons. The most useful purpose for the second engine is for breaking. Alone, an engine's front air-intakes double as reverse thrust nozzles to slow the train to a stop, but at half of its acceleration rate, requiring 15 minutes for it to come to a complete halt. But when a second train is at the rear, it can add its main jets to the first's reverse jets, enabling the train to decelerate from 900 mph to zero in only five minutes. Or if the forward engine is disabled for whatever reason, the rear engine can slow the train to a stop in 7 1/2 minutes. Then the second engine can get the train back up to speed in the opposite direction, make a 180 degree turn and be back on track with only a 16 to 20 minute setback in the schedule. Also, at the end of a run, the second engine can enable the train to depart as fast as the loading and unloading process of people and cargo can be conducted, allowing the first train's jets to cool off en route to the next stop.

By 110 P.A., there will be a total of 74 engine units functioning in and around the Coalition States, usually comprising 37 complete bullet trains. This number will gradually increase over the next several years despite the inevitable losses to the fleet sure to come. Roughly a third of the bullet train fleet is used for logistical and medical purposes by the military, another third of them are used for civilian interstate mass-transports, while the rest are chiefly responsible for the needs of interstate commerce. In the role of civilian mass-transit, each train is usually transporting 1,000 to 3,000 people at any given time on their way to new cities, towns, and communities; some to their new homes, some to temporary/expatriate jobs, others on vacation or visiting friends and family. This configuration usually calls for 14 passenger cars, 3 cargo cars, and 3 gun cars. Trains configured to haul commercial goods to market or in for processing, frequently bring in 3,500 or more tons of commodities at a time using 14 to 17 cargo cars. In their military role, the Death's Head Express serves as hospitals for the injured and infirm; brings in new soldiers, and takes home those whose rotations are over; provides the troops already there with fresh food, munitions, new/refurbished body armor, weapons, and equipment; ships in war machines such as power armor and small robot vehicles; and occasionally, the trains bring in battalions of Skelebots at a time. And, of course, their most valued delivery to the soldiers in the field is mail from home, usually electronic audio cards the size and weight of a typical postcard which can record up to a 15 minute audio/video message (3 credits per card including postage, all recordings are permanent).

CS Mark I Bullet Train

Model Type: AFC-252

Nickname: Death's Head Express.

Class: Jet propelled hovercraft bullet train.

Crew: 5; one pilot, one co-pilot, one navigator, one mechanic/engineer, and one communications officer. Other cars have their own crews to perform their specific tasks.

M.D.C. by Location (Engine):

- * Forward Windshield – 200
- * Sliding Metal Windshield Covering (as needed) – 300
- * Triangular Side Windows (2) – 100 each
- * Sliding Side Window Metal Coverings (2; as needed) – 200 each

* Armored Optical Sensor Package (2; eyes) – 100 each

Hover Jet Banks (8; lower body) – 400 each

**Plasma Jet Thrusters (2; sides) – 500 each

*** Reinforced Ram Prow (death's head) – 600

**** Outer Access Hatch and Doors (3; underbelly and 2 in the interior's rear) – 140

**** Inner Access Hatch and Doors (3; underbelly and 2 in the interior's rear) – 80

Reinforced Crew Compartment – 200

***** Main Body – 1,200

* Every item marked by a single asterisk is a small and/or difficult target to strike. An attacker must make a Called Shot to hit and is at a -3 to strike.

** In the event one of the plasma jets is disabled, the train will still be able to blast along at half its speed, 450 mph (720 km). Should this happen while at full speed, the change to half speed is not instant due to the train's tremendous mass and inertia, instead slowing to its reduced pace over the following 15 minutes. If both plasma jet engines are seriously damaged, disabled, or destroyed, the train will eventually slow to a stop over the next 30 minutes. The hover system and maneuvering jets allow the pilots to maintain easy control, and in a pinch, the maneuvering jets can propel the train along at the sluggish pace of half a mile (0.8 km) an hour.

*** Every time the bullet train is forced to ram through something large, the ram prow takes a tenth (10%) of the damage it inflicts (see Weapon Systems for more on the Ram Prow), but never more than a tenth of the M.D.C. the target can resist with. For example: Should a powerful psychic erect a 10th level TK Force Field in the train's path with 250 M.D.C., when the train hits it the force field will take an average of 2,100 M.D.C. But the prow will only take 25 M.D.C. in collateral damage since the force field could only put up 250 M.D.C. of resistance (250/10=25). Conversely, man sized targets will only scratch up the prow's paint or just leave behind a smear, leaving the ram prow undamaged. When the ram prow is completely destroyed, the engine's radar sensors are exposed and vulnerable to attack and are disabled after taking 30 M.D., as well as the optics after taking 100 M.D. each. Also, if the train rams through another large target after the prow is gone, one tenth of the damage inflicted from the ram is transferred to the engine's structural integrity, damaging the Main Body.

**** The only hatch on the exterior of the engine is concealed under the train, between the side windows. This is a two-door, airlock-style hatch which enables the crew compartment to be fully self-contained and comfortable in all environments. When opened, a retractable ladder drops, enabling the crew to freely climb in and out. However, when the train is in flight, this hatch cannot be used, as it is surrounded by banks of hover jets, the thrust from which make approaching the hatch impossible. The other two hatches in the interior are on either end of a small corridor placed between the two massive plasma turbines in the back two thirds of the engine, allowing passage from the crew compartment to the adjoining car. They too are two-door airlocks. For security purposes, entering and exiting the engine through this passage is discouraged.

***** Depleting the M.D.C. of the main body causes the tremendous twin plasma turbines to have a chain reaction and explode, completely destroying the engine and inflicting 3D6x10 M.D. to the first neighboring car's main body.

Speed:

Flying: The CS Bullet Train can attain the astounding speed of 900 mph (1440 km), or roughly Mach 1.2, making it one of the first bullet trains that actually go as fast as a bullet from a .357 magnum! With a standard load of 20 cars and a second engine, the train can accelerate to maximum speed in 7 ½ minutes, and with the assistance from the second engine, it can come to a complete stop in 5 minutes. Flying altitude varies from as low as skimming 6 feet (1.8 m) over the plains or calm water to as high as 6,000 feet (1,829 m) above the surface.

Water: If the route calls for it, for whatever reasons, the bullet train can travel underwater at a maximum of 225 mph (360 km) and attain depths as deep as 500 feet (152 m). But should the engines cut out for whatever reason, the train will lose its momentum and may sink to crushing depths with no way for the crew or passengers to get out.

Range: The powerful plasma jets can blast away at full power for up to 12 continuous hours without pause. Thereafter, a 2 to 3 hour cool off period is required. Having two engines on each twenty-car train means that any given train can operate 24 hours a day, 7 days a week, for an indefinite period of time.

Statistical Data:

Height: 17 feet (5.2 m).

Width: 18 feet (5.5 m) across the body. The primary jet propulsion nozzles add 8 feet (2.4 m) to each side, making it a total of 34 feet (10.4 m) at its widest point.

Length: 122 feet (37.2 m).

Weight: 230 tons.

Cargo: The engine has a small cargo hold containing refrigerated food and drink for the crew for up to three days, enough room for a total of ten large suitcases full of clothes and personal effects, and a small weapons locker containing five CP-20s with sixteen long E-Clips for them, and three CP-40s with eight long E-Clips for the crew to repel boarders entering through the rear doors. All of this is located in the "rec. cabin" behind the crew compartment and six steps down, along with a double-wide bunk bed that sleeps two at a time, a comfy couch, a bench and table for two, and a lovely view out the triangular windows. All the furnishings are firmly bolted to the floor. This surprisingly large 14x12 foot (4x3.6 m) area is where the engine's crew relax when they aren't at their stations.

Color: Jet black. Many also have their names written on the side in gaudy script with some kind of corresponding picture, along with a three-digit I.D. number. For example, the Odessa Grand has a picture of the state of Lone Star with a star over where Fort Odessa is located, as well as its name written in cursive overlapping it, with the number 001 underneath the whole works. The trains' names are written in stylized, sloppy cursive because it is a font that is as good as extinct and unknown to all but a few, and thus not likely to promote literacy. This is because virtually all of the surviving records from the time before the Rifts were written in normal block letters, such as the fonts commonly found in books and computer files. Even most rogue scholars and the educated elite of Chi-Town are unfamiliar with the ancient writing form of cursive.

Power System: Nuclear. Average energy life is 20 years.

CS Cost: Each engine costs the CS 42 million credits. The cost is kept down due to the engine's straightforward design, and its lack of weaponry and sophisticated combat computer systems.

Weapon Systems:

1. Ram Prow: The bullet train's engine is completely unarmed. The designers originally hoped its fantastic speed would be enough to keep those who wished it harm away. In keeping with this, they designed the super hovercraft so it could ram its way through anything in its path and continue on its journey. Anything in the train's path, while going 900 mph (1,440 km), will be rammed for 6D6x100 M.D. and will be knocked clear of the train's path if it's not outright and completely destroyed. The damage from impacts at slower speeds are proportionate with the train's maximum attainable speed (e.g., a bullet train going only 38% of its maximum attainable speed will inflict 6D6x38 M.D.). This damage rating remains consistent regardless of the length of the train; though longer trains have more mass, they also go slower. Only things weighing more than the ramming train's force will be able to stand their ground and remain unmoved, but shy of mountains and such, such things are few and far between. At 900 mph while traveling *empty*, weighing in at 1,400 tons without cargo, a standard sized train hits with roughly 83.4 billion foot-pounds of force! Nothing shy of a magical, impenetrable and immovable barrier can stand up to that kind of raw power. Medium to man-sized obstacles, including even the largest of power armors (but not including unmovable magic or psychic barriers) are too small and light to fully absorb the energy of a ramming train, and thus take a fraction of the full damage as they are swatted away like a tennis ball on impact with the prow. They only take 1D6x100 M.D. and are flung 3D6x100 yards/meters! If the victim actually survives, the character is stunned and loses 4D4 minutes worth of actions.

If the train does hit something that does not give an inch of ground, all the occupants in every car will take 1D6+2x100 S.D.C. of impact damage even if protected by M.D.C. armor. Supernatural beings and loose M.D.C. constructs in cargo will take 1D6+2 M.D. All the cars will jackknife and the connections between them will snap like twigs, but the cars will remain intact. Should anyone survive, by whatever miracle, they will be unconscious due to shock and internal trauma for 3D20 hours. Standard protocol for train wrecks that happen with no visible cause is for the escorting fighters to immediately attack and scorch the earth around the site with their missiles and kill anything that moves. This is because the probable cause in these cases is magic, and the spell caster will probably be killed by the retaliatory barrage given the limited range of such magic spells (remember, even Impenetrable Wall of Force only has a 100 foot/30.5 m range). Thereafter, rescue crews will race to the site to look for survivors, followed by salvage crews to gather any goods that only suffered moderate damage and mop up the remains of all the people who perished.

2. Sensor Systems of Note: In order to make the hover trains economical some sensory equipment was not included in its design. Given that, all CS Bullet Trains have all the basic robot vehicle features with the following exceptions.

Radar: The engine's radar is in its nose and looks straight ahead up to 30 miles (48 km) in a 45-degree cone. That lets the pilots read the lay of the land, detect stationary obstacles a full two minutes ahead of time (in the air or on the ground), and adjust their course accordingly. Anything not in that cone is in the radar's blind spot.

Combat Computer: The engine doesn't have one. Their HUDs only display simple data like current speed, altitude above ground level, pounds of thrust from the jet, mechanical and fluid status, and collision impact warning lights.

Targeting Computer and Laser Targeting System: Doesn't have them. Instead the engine has a more simplified radar reflection I.D. system and several redundant laser range finders that help the auto-pilot avoid obstacles in the train's path.

External Audio Pickup: Doesn't have one. The crews of the engines are completely deaf as to what's happening outside of their cabin. In fact, the rear of the rec. cabin is soundproofed so the noise from the plasma turbines doesn't drown out communications or disturb their rest.

Terra Nav-9: This state-of-the-art navigation system allows the crew to know exactly where they are and has their position displayed on a digital map.

What the engine does have is an auto-pilot capable of staying on track but also able to adjust the train's course to avoid obstacles like trees, hills and other hazards (like magic/psychic barriers if there's time to react). In addition to that, the engine has a redundant optics packages, one in each eye of the Death's Head ram prow. This provides the crew with the ability to see in night-vision, infrared, ultraviolet and at times, 400 magnification. With these optics they can see up to 60,000 feet (18,288 m) ahead, where the train will be in 45 seconds, enough time for the pilots to visually recognize danger and make any maneuvers required. All optics are viewable through the HUD and several holographic monitors in the crew and rec. compartments.

Bullet Train Cars

So far, a total of six different kinds of cars have been developed for use in a Coalition hover train; Passenger Cars, Cargo Cars, Gun Cars, Statesmen Cars, Hospital Cars, and Galley Cars. Each is completely indistinguishable from one another at a distance so bandits and marauders wouldn't be able to easily know which trains carry passengers of any level of importance from those carrying routine supplies or special cargo.

Every car, regardless of designation, has a few common features. Each has its own independent environmental controls and is sealed off from the adjacent car. The only time any two cars are exposed to another's atmosphere is when both of the airlock doors separating them are opened in the connecting vestibule areas, which is normally considered a breach of security protocol to all except the onboard security personnel. The exception to this rule is in hospital trains where doctors, nurses and attendants are required to move about freely. Also, in every car, there are two lavatories (except in cargo cars), and a small kitchenette which contains drinks and snacks, which are distributed by attendants in passenger cars. For communications, each car has two intercom units that enable them to talk to one of the engines, any particular car (like one of the gun cars get permission to open a door from security), or all cars in the train for emergency announcements. And, at either end, there is a simple auxiliary control system that enables crews to pilot and ferry the car so it can easily be connected to a train or put in storage. These auxiliary controls are inoperable while the train is moving, and even if they weren't the maneuvering thrusters of each individual car is too insignificant to alter the train's course by more than a few inches per minute.

But of all the features, the most important is the redundant power systems for the hover jets. All cars have their own independent hover suspension system keeping them aloft, controlled by the leading engine. Should the power fail for any given reason (including having the M.D.C. of the car's Main Body depleted), a neighboring car will automatically shunt energy from it and fully power the crippled car's hover suspension, assuming the hover system is not malfunctioning as a whole or too badly damaged. This means that three neighboring cars must be disabled in order to make even one car dead weight. Enough disabled cars will create a droop in the train's line that slows it by 50 mph (80 km) per car in the droop due to decreased aerodynamics. This also forces the train to fly even higher to avoid having the lowered cars drag on the ground or scrape on any protrusions from below. But should the dead weight exceed the lifting power of the engines and remaining cars, the train will have to make an emergency landing.

The cars connect to each other and the engines through enclosed and environmentally sealed vestibules, allowing passage between the cars in the lower section or deck of each car. The connections only allow a 20-degree range of motion, which is inconsequential due to the train's vast turning radius. When the train is at a stop, the connections only require the work crew a minute to connect or disconnect on both ends, thus allowing them to swap out cars in a matter of minutes, making every train quick and easy to customize for any mission or run. **Note:** The vestibule is considered to be part of the main body of each car.

Passenger Cars

These cars have 72 well-padded benches arranged in three columns and 24 rows that face one another so there is no distinction from the front or rear of the car. Sometimes the backs of the benches are partitioned off so every two benches that face each other make up a small, more private cabin. The car is actually a double-decker with the passenger area on top and stairs leading to the lower deck on either end. The lower deck is reserved for cargo and is also where the exits are located, so passengers can check their luggage as they board and retrieve it when they disembark. All the windows on the top deck are made from one-way polyceramic glass that allows the people to look out, but is well-blended with the armored chaise, making it look like part of any car's smooth, but heavily armored exterior from the outside.

Crew: Four; two attendants and two baggage handlers.

Passenger Capacity: Its 16 foot (4.8 m) wide and 85 foot (26 m) long passenger deck can comfortably hold 144 people with two per bench, or 216 people maximum with three people to the bench, but seating conditions are a bit more snug.

Cargo Capacity: All luggage is checked and stored on the lower deck of the car. The cargo space has 7 foot (2.1 m) ceilings and roughly 1,360 square feet (126 sq. m) of space, giving even a full load better than 43 cubic feet of space per head, though luggage is usually limited to 25 cubic feet (0.7 cubic meters) per passenger to permit movement. If more space is needed by a passenger, space can be rented in one of the train's Cargo Cars, of which there are usually three.

M.D.C. by Location:

*Side Windows (20, 10 on each side) – 100 each

*Sliding Side Window Metal Coverings (20, 10 on each side; as needed) – 200 each

- **Hover Jet Banks (4; lower body) – 400 each
- *Side Entrances (2; one on each side) – 150 each
- Internal Connecting Doors (2; one at each end) – 100 each
- ***Main Body – 500

* Every item marked by a single asterisk is a small and /or difficult target to strike. An attacker must make a “Called Shot” to hit and even then he is at a -3 to strike. Destroying one of the windows or either of the side entrances will compromise the car’s environmental integrity and will allow small to man-sized aggressors to enter. If either happens silent alarms will notify security and the internal doors connecting the car to the rest of the train will automatically lock and can only be opened by the security personnel.

** Each bank of hover jets enables the car to carry up to 46 tons of mass, including the car itself. When the car’s suspension jets can no longer carry the load it begins to drag, reducing the train’s overall maximum attainable speed by 50 mph (80 km) if the two neighboring cars cannot carry the crippled car’s weight, cargo, and their own mass as well. The dead car’s mass is evenly divided between the two functional cars.

*** Depleting the M.D.C. of the Main Body disables the car’s power and ability to function on its own and the contents of the car are now vulnerable to attack. An additional 250 M.D. of damage is required to blow the car in half and bisecting the train.

Speed:

Flying: Being connected to the rest of the train, the car goes as fast as the Engine can pull it. Disconnected and on its own, the car can ferry into place going as fast as 8 mph (13 km). Movement in any direction is possible, including sideways, enabling any car to be swapped and exchanged in a matter of minutes. The four banks of hover jets provide the car with 184 tons of lifting power, giving it an average of 120 tons of extra thrust to compensate for the mass of a non-operable neighboring car should it lose power and thrust due to damage or malfunction.

Statistical Data:

Height: 17 feet (5.2 m).

Width: 18 feet (5.5 m).

Length: 88 feet (26.8 m).

Weight: 25 tons, not including any additional weight from passengers and cargo.

Cargo: Possibly as much as 133 tons with a full load of passengers, though the passengers’ luggage rarely exceeds 22 tons.

Color: Jet black.

Power System: Draws energy generated by one or both of the Engines’ turbines and nuclear power supplies, or power from a gun car not currently engaged in combat. For itself, the car has a backup battery system that can power its own hover system for up to 12 hours.

CS Cost: 1 million credits. Variants cost a bit more but their higher price tags are accepted due to their military applications.

Variant Passenger Cars

Statesmen Cars, Hospital Cars, and Galley Cars are all variations of the Passenger Car, with only their floor plans changed to fulfill their respective roles. All other features are as normal, including the M.D.C. by location and other stats. Other variants such as artillery platforms are being looked into for possible development.

Hospital Cars are designed to transform trains into mobile army surgical hospitals and triage units. The lower deck of each car is divided into three sections; a surgical O.R., a triage area to diagnose and prioritize the incoming wounded (assisted by medical scanning devices like those on pg.263 of Rifts Ultimate Edition, as well as other equipment like handheld high-resolution ultrasounds, t-rays and cat-scanners, and so forth), and a paramedic station to handle the less than life threatening cases. The operating room is capable of enabling surgeons to perform every form of life saving procedure known to the CS, including psychic surgery and the installation of bio-synthetics, cybernetics and bionics to any degree of augmentation. Implants are embraced by the military medical community mainly because they take up less room than external life-support equipment and the critically wounded will require replacement of destroyed organs anyways. Two or three Medical Dispensary Cars (repurposed Cargo Cars) full of these technological replacement parts, as well as any drugs, bandages and all sorts of medical supplies are always a part of any M.A.S.H. train. The second deck of the Hospital Car is occupied with 30 beds for the sick and those recovering from their surgeries and injuries. Orderlies attend to their medications and care, as well as get the patients their meals from the Galley Car. Some cars have beds on both decks, but due to the car’s layout, only the top deck has a view.

Hospital cars are not marked with any identifying symbols like a red cross or the like. This is because all previously marked trains and cars were attacked while the train was at a stop, ransacked for the lifesaving implants they carried. The bio-synthetics, cybernetics and bionics were taken off the shelves and ripped from the torsos of recuperating soldiers. The CS will not make their M.A.S.H. units targets for inhuman bandits again, nor let their fallen heroes be treated in such a manner. As a precaution, most M.A.S.H. trains (70%) are posted by the hub of a field army’s base camp, near the Fire Storm Mobile Fortress, awaiting wounded soldiers to be airlifted to them. This also enables the recovering wounded to be quickly moved in case the area’s security is compromised.

Galley Cars are mobile restaurants capable of catering to large amounts of people. The upper deck is a large kitchen capable of seeing the preparation of foods as fine as the best the world has to offer, or as simple as mass produced short-order meals, depending on who’s ordering and how many they have to cook for. The lower deck of the car is either a second kitchen (depending on the needs at hand) or an eating area filled with as many as 20 tables and seating for up to 120. This car is always used in conjunction with Hospital Cars, refrigerated Cargo Cars (food storage), and occasionally, Statesmen Cars. Trains with normal Passenger Cars do not require them because trips in the bullet train are never longer than three hours.

Statesmen Cars have two large cabins on each of the two decks. A hallway runs along one side of the two lower, slightly smaller cabins leading to a central stairwell that grants access to the top two, making the cabins on the bottom deck less coveted (they also lack the windows the upper two have). Each of the cabins are well-furnished, supplying the officer or VIP staying there with all they need to work hard and rest comfortably. For work, all cabins have a large work station/desk, high performance computer with holographic displays, a standard paper laser printer and filing cabinet, a robot-vehicle-quality multi-channel radio,

any specialty tools and equipment required, and a 3D RPA (resin/polymer/alloy) printer. The RPA printer “prints out” simple S.D.C. constructs like scale models and maps with moving parts at the rate of 8 cubic inches (131 cubic cm) per 15 seconds, or complex constructs like those with electronics and/or more hardened parts like tools or a gun at the rate of 8 cubic inches per 3 minutes. It cannot make M.D. substances or weapons. For rest and relaxation, each cabin comes standard with a queen-sized Murphy-bed, a three-seat couch and a full audio/visual interactive entertainment system which can double as a monitor for multi-media presentations and briefings. For security purposes, at the flip of a switch, every terabyte of information on the computer and entertainment center can be wiped clean without a trace, and the filing cabinet instantly combusts every shred of paper in it. The switch is hidden in the desk. The task can also be done remotely from one of the monitoring security stations in a nearby gun car. From either locale, it takes only a single melee action to deactivate the safety mechanism and flip the switch.

Cargo Cars

Cargo cars are basically large, empty boxes that can be filled with just about anything that will fit in their holds. The only feature of note is that the car has a variable geometry deck that either divides the car in two stories, each with eight-foot (2.4 m) ceilings, or the deck can be retracted up into the roof of the car, giving its interior a 15 foot (4.6 m) clearance. The floor divider can also be retracted all the way down to the first, making it easy to reach and load before being elevated so the lower level can be loaded up. The bay doors on either side drop down like ramps, each measuring 16 feet (4.9 m) high and 20 feet (6.1 m) wide to accommodate even the largest cargoes. Like the windows on the passenger car, the large doors blend in to the side, making one car indistinguishable from one another, even at a short distance.

Crew: None.

Cargo Capacity: The 85 foot (26 m) long by 16 foot (4.9 m) wide hold of the car can be filled with up to 250 tons of cargo with all six hover jets burning. For example: Four CTX-50 Line Backer hover tanks could be put in a single cargo car with 90 tons and five feet (1.5 m) of length to spare, or 36 Glitter Boy Killers running 178 tons light. With the second floor dropped from the roof, the car can haul 140 Mauler PA suits or 160 Skelebots (a full company!), but conditions would be very cramped. Cramped cars such as these are usually disconnected from the train at the end of the line and replaced with an empty so unloading it will not interfere with the train’s schedule.

M.D.C. by Location:

- * Bay Doors (2; one on each side) – 150 each
- **Hover Jet Banks (6; lower body) – 400 each
- Internal Connecting Doors (2; one at each end) – 100 each
- ***Main Body – 500

* Every item marked by a single asterisk is a small and/or difficult target to strike. An attacker must make a Called Shot to hit and even then he is at a -3 to strike. Destroying one of the bay doors will compromise the car’s environmental integrity and will allow free passage into the car. If either is forced open/destroyed silent alarms will notify security and the internal doors connecting the car to the rest of the train will automatically lock and can only be opened by the security personnel.

** Each bank of hover jets enables the car to carry up to 46 tons of mass, including the car itself. When the car’s suspension jets can no longer carry the load it begins to drag, reducing the train’s overall maximum attainable speed by 50 mph (80 km) if the two neighboring cars cannot carry the crippled car’s weight, cargo, and their own mass as well. The dead car’s mass is evenly divided between the two functional cars.

*** Depleting the M.D.C. of the Main Body disables the car’s power and ability to function on its own and the contents of the car are now vulnerable to attack. An additional 250 M.D. of damage is required to blow the car in half and bisecting the train.

Speed:

Flying: Being connected to the rest of the train, the car goes as fast as the Engine can pull it. Disconnected and on its own, the car can ferry into place going as fast as 8 mph (13 km). Movement in any direction is possible, including sideways, enabling any car to be swapped and exchanged in a matter of minutes. The six banks of hover jets provide the car with 276 tons of lifting power, giving it an average of 140 tons of extra thrust to compensate for the mass of a non-operable neighboring car should it lose power and thrust due to damage or malfunction.

Statistical Data:

Height: 17 feet (5.2 m).

Width: 18 feet (5.5 m).

Length: 88 feet (26.8 m).

Weight: 25 tons, not including any additional weight from cargo.

Cargo: Up to 250 tons of cargo, making them usually more limited by space than lifting power.

Color: Jet black.

Power System: Draws energy generated by one or both of the Engines’ turbines and nuclear power supplies, or power from a gun car not currently engaged in combat. For itself, the car has a back-up battery system that can power its own hover system for up to 8 hours.

CS Cost: 700,000 credits.

Gun Cars

The long and dangerous stretches between destinations require that any train have adequate defenses against attacks from bandits or those that count themselves as enemies of the CS. Aerial escorts, though helpful, are not enough to ensure that each and every bullet train makes it to its next stop. To give the trains the means to fend off those attempting to stop or outright destroy them, every train has two to three gun cars (twice as many gun cars for trains with special cargo or high-ranking officials). These bunkers of the air are highly armored pillboxes that have impressive arsenals capable of fending off assaults from the ground or sky above. Though the best placement of the cars are at the fore, center, and aft for even coverage, the CS likes to mix things up a bit (by a car or three) so bandits won’t know which cars are which from past experiences.

In keeping with the strategy of making the cars indistinguishable from one another, the weapons are hidden beneath large, shielded panels that can snap open in a moment’s notice (first melee action). All weapons can fire once the panels have snapped open, but the turrets located on the top and bottom won’t have their full fields of fire till the weapon platforms are raised and lowered into position (during the next melee action). The panels from the roof add to the armor of the gun car’s sides. The bot-

tom panels completely retract into the car, adding protection to the reinforced crew compartment, giving the crew more time to arm themselves and get to the relative safety of an adjoining car should theirs be disabled.

Also, this is where the security personnel are stationed and from where internal security of the train is conducted. Every gun car has a security station capable of monitoring every section of every car in the train, including the engines and the more private Statesmen Cars. Should any of the external doors or internal doors connecting one car to the next be opened or destroyed, an alarm will go off and the system will indicate where the potential security breach is.

Crew: 25: One commander, 12 gunners who operate the weapon systems remotely from a central station, and another 12 ISS Peacekeepers and/or Dog Boys who act as part of the train's security detail and take turns manning the security monitors in pairs.

M.D.C. by Location:

Main Guns: Twin Laser Turrets (2; one on top, one on the bottom) – 300 each

*Vertical Launched Missile Banks (2) – 150 each

Particle Beam Turrets (4; two on top, two on the bottom) – 150 each

*Side Ball Turret Lasers (6; three on each side) – 130 each

Roof Panels (2 halves; each half covers a side when retracted) – 100 each

Lower Panels (2 halves) – 100 each

*Sensor Blisters (4; one on each Particle Beam Turret) – 30 each

**Hover Jet Banks (6; lower body) – 400 each

Internal Connecting Doors (2; one at each end) – 100 each

Reinforced Crew Compartment – 200 (400 with Lower Panels retracted)

***Main Body – 900

* Every item marked by a single asterisk is a small and /or difficult target to strike. An attacker must make a "Called Shot" to hit and even then he is at a -3 to strike. Without the sensors to give the gunners radar telemetry, they must rely on the optics housed in each turret to sight and target the enemy.

** Each bank of hover jets enables the car to carry up to 46 tons of mass, including the car itself. When the car's suspension jets can no longer carry the load it begins to drag, reducing the train's overall, maximum attainable speed by 50 mph (80 km) if the two neighboring cars cannot carry the crippled car's weight, cargo, and their own mass as well. The dead car's mass is evenly divided between the two functional cars.

*** Depleting the M.D.C. of the Main Body disables the car's power and ability to function on its own and the contents of the car are now vulnerable to attack. An additional 450 M.D. of damage is required to blow the car in half and bisecting the train.

Speed:

Flying: Being connected to the rest of the train, the car goes as fast as the Engine can pull it. Disconnected and on its own, the car can ferry into place going as fast as 8 mph (13 km). Movement in any direction is possible, including sideways, enabling any car to be swapped and exchanged in a matter of minutes. The six banks of hover jets provide the car with 276 tons of lifting power, giving it an average of 195 tons of extra thrust to compensate for the mass of a non-operable neighboring car should it lose power and thrust due to damage or malfunction.

Statistical Data:

Height: 17 feet (5.2 m).

Width: 18 feet (5.5 m).

Length: 88 feet (26.8 m).

Weight: 81 tons.

Cargo: There is room for the crew's own luggage and a weapons locker containing eight CP-40s, eight CP-50s, twelve C-20s, four C-29s, two tripod mounted C-40R rail guns, sixty-four standard E-Clips for the rifles, 36 long E-Clips for the pistols, four 3,000-round rail gun drums, 144 micro-fusion grenades, eight Neural Maces, and two electro-stun spears. Space also allows for four bunk beds, a large eight-place table, two couches and an entertainment center in addition to the normal amenities in each car.

Color: Jet black.

Power System: Nuclear with an average energy life of 20 years. It also has a back-up battery system that can power its own hover system for up to 8 hours, or fire all weapons for ten minutes (forty melee rounds), thus enabling them to shunt electricity to other cars as needed and fight on battery power.

CS Cost: 16 million credits.

Weapon Systems:

1. Twin C-T60 High-Powered Laser Turrets (2): These are the primary weapons used for defending the train due to their versatility and exceptional damage. They have a full 360-degree range of rotation, and can elevate up 75 degrees and down 20 degrees. The bottom turret is the opposite, capable of elevating up 20 degrees and down 75 degrees. Unlike the C-T60s on other CS vehicles, the paired cannons on each turret are designed to fire in tandem at the same target. This is accomplished by giving each of the lasers the ability to move independently of each other, allowing the muzzles to be either parallel with each other or slightly slanted towards each other at varying degrees, depending on the range and size of their mutual target. Because of this feature, both beams from the laser cannons can intersect at any given range (determined by the combat computer via radar and laser ranging/targeting), and hit exactly the same pinpoint spot they're zeroed in at. If all four sensor blisters are knocked out, this feature is crippled and the gunner cannot hit targets with both cannons (only one) unless they are six feet (1.8 m) wide or greater.

Primary Purpose: Anti-Aircraft and Anti-Armor.

Secondary Purpose: Defense.

Mega-Damage: 1D6x10 M.D. per single blast or 2D6x10 M.D. per simultaneous double blast. Both count as a single melee action.

Rate of Fire: Equal to the number of combined hand to hand attacks of each gunner (usually 4-6, each turret).

Maximum Effective Range: 6,000 feet (1,829 m).

Payload: Effectively unlimited.

2. C-40PB Particle Beam Turrets (4): Based off of the handheld CTT-P40's used by those in power armor, these turrets use single-barreled particle beam cannons to fend off those who can actually get close to the 900 mph bullet train. They can also be used to strafe targets of opportunity the train passes by should they be deemed worthy (not common). These turrets have the same range of motion the Twin C-T60 Turrets have.

Primary Purpose: Close Quarters Defense.

Secondary Purpose: Assault.

Mega-Damage: 1D6x10 M.D. per single blast.

Rate of Fire: Equal to the number of combined hand to hand attacks of each gunner (usually 4-6, each turret).

Maximum Effective Range: 2,000 feet (610 m).

Payload: Effectively unlimited.

3. Vertical Launch Missile Tube Clusters (2): Primarily used to defend the hover train from missile attacks, this weapon system is considered by many to be the heart of the train's defenses. Whenever a volley of missiles numbering more than three is detected by the radar, the concealing roof panels automatically snap open and a plasma warhead missile is fired off to intercept them by the computer, all in the same melee action. In normal combat, the car's commander controls the missile systems.

Primary Purpose: Anti-Missile and Long-Range Anti-Aircraft.

Secondary Purpose: Counter-Assault.

Mega-Damage: Plasma and Armor Piercing medium-range missiles are exclusively used due to their high speeds. Plasma is usually for anti-missile defense due to its large blast radius, whereas Armor Piercing missiles are used to attack aircraft of all kinds.

Rate of Fire: One at a time, or in volleys of two or four.

Maximum Effective Range: Armor Piercing: 60 miles (96 km), and Plasma: 40 miles (64 km).

Payload: The forward cluster has 40 Armor Piercing missiles while the rear cluster has 40 Plasma missiles.

4. Laser Ball Turrets (6): These turrets are of the same design as those on the Death Bringer APC. They defend the sides of the train where the heavier weapons cannot reach and take out lesser targets. Each can cover a 180-degree half sphere with their wide arcs off fire only interrupted by the other ball turrets (their range of motion is intentionally limited so they cannot accidentally fire at each other).

Primary Purpose: Peripheral Defense.

Secondary Purpose: Anti-Personnel.

Mega-Damage: 3D6 M.D. per single blast or 6D6 M.D. per simultaneous double blast per turret. Note that the individual turrets are not keyed to fire in tandem, but each has a separate gunner.

Rate of Fire: Equal to the number of combined hand to hand attacks of each gunner (usually 4-6, each turret).

Maximum Effective Range: 4,000 feet (1,219 m).

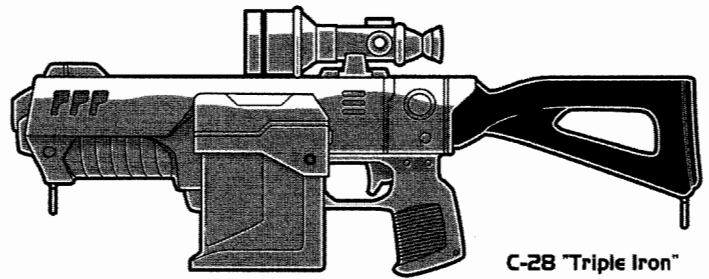
Payload: Effectively unlimited.

5. Sensor Systems of Note: Has all the standard robot sensors and systems as well as the following.

Ultraviolet & Thermo-Imaging Sights: Each of the turrets has their own optics systems that can be used to scan the areas in front of them and acquire targets. This can be used in conjunction with the radar data, which is shared with all the gunners, or as a back-up targeting system.

Enhanced Radar: Can identify and simultaneously target up to 96 different targets and has a 62 mile (99 km) range. As with other enhanced radar systems, the ground search function can differentiate between background items such as trees and rocks, and threats like tanks and power armor based on their distinctive radar cross-sections and signatures. This means unless the target is 100+ feet (30.5+ m) in the air or on open ground, there is a -10% penalty to the operator's Sensory Equipment skill roll. All sensor telemetry is shared with the other Gun Cars connected to the train and the CECS network, making them incredibly difficult to blind and defeat their automated anti-missile defense systems.

CECS-7: The Combat Event Coordination System is the heart of the Coalition's digital battlefield. It gives the crew access to the sensor readings of their fellow units, greatly extending their sensor range and effectiveness.



C-28 "Triple Iron"

This is the second version of the Triple Iron that the CS R&D has developed for the field. The first model utilized a trio of particle beams and was field-tested during the "Skeleton Raider" trials just prior to and during the Juicer Uprising. It was discovered that the prototype had a tendency to overheat and eventually melt down after only a hundred shots. This problem has been overcome by changing over to three heavy ion beams. Though the alteration came with a tradeoff of a 20% loss in power next to the particle beams' punch, the problem was fixed. The current model has proven itself to be completely reliable in even the most strenuous of combat conditions... thus far.

The hallmark characteristic of the Triple Iron is its energy gear-ratio settings. When the user switches to a lower number of beams to fire, the weapon also automatically trades off some of its intensity to further enhance the range of its beams. Looked at in the other direction, when damage is the greater priority, the weapon automatically sacrifices range to eke out more punch. As such, the C-28 is an extremely versatile rifle capable of anti-personnel sniper shots and anti-armor firepower.

CS Strike Troopers, Juicers, and those in CA-6EX armor will be issued the Triple Iron as a heavy infantry support and anti-armor weapon, supplementing the C-29 Hellfire in the field. It will also be made available as an optional weapon for the Coalition's many suits of power armor, Hellion Skelebots, and the occasional Kill Hound shock trooper. Others would have trouble wielding the bulky cannon due to its heft. Only those with a P.S. of 21 or better can carry the heavy rifle for prolonged periods of time. The heavy rifle comes equipped with an integrated, folding, telescoping bipod, good for steadying one's aim for long-range shots, or just taking a load off.

The weapon utilizes a new kind of E-Clip developed by the CS that is specifically designed to power demanding systems such as the Triple Iron. These XL E-Clips are six times the size of a long E-Clip, but maintain the same thickness, making their shape like that of a rectangular plate. This makes them easier to manage than one might think despite their size. A special backpack allows troops equipped with a Triple Iron to carry an additional eight XL E-Clips, requiring a full melee round (15 seconds) for the soldier to exchange magazines. If assisted by another or if the next magazine is already out and ready, a C-28 can be reloaded in a scant two melee actions.

Weight: 22 lbs (10 kg) loaded, while each spare XL E-Clip weighs another 2.2 lbs (1 kg).

Weapon's M.D.C.: 75

Mega-Damage: 3D6 M.D. from a single beam, 1D4x10 M.D. from a twin blast, or 1D6x10+10 M.D. from a triple ion beam onslaught.

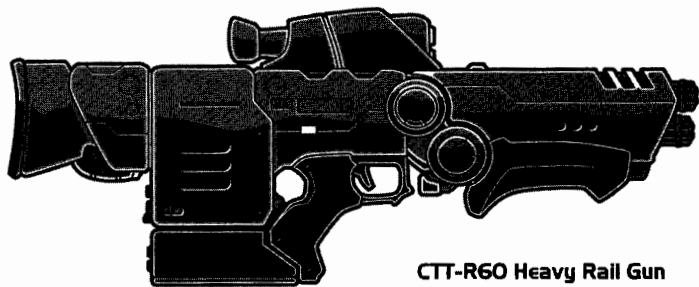
Rate of Fire: One shot uses a single melee action, be it a single, double, or triple blast.

Effective Range: Single beam attacks have a maximum effective range of 3,000 feet (914 m); 1,500 feet (457 m) for double beam attacks; 750 feet (229 m) for triple beam assaults.

Payload: The XL E-Clip can fire 80 single shots, 40 double blasts, or 26 triple blasts.

Laser Targeting: Add +1 to strike on an Aimed shot, and the scope can acquire targets as far out as one and a half miles (2.4 km) at 36 times magnification with I.R. or normal optics.

Black Market Cost: Not presently available! But the CS expects to knock them out for 105,000 credits per unit. On the Black Market it would go for 175,000 to 250,000 credits, the special LX E-Clips would cost 30,000 credits each, and 6,000 credits to recharge, requiring 1D4x10+60 minutes.



CTT-R60 Heavy Rail Gun

CTT-R60 Heavy Rail Gun

The recently perfected CTT-R60 was brought into development as a result of one of the many lessons learned from the Tolkeen conflict. In particular, that lesson was the CS was becoming too dependent on directed energy weapons. New innovations in the field of weaponry had a growing tendency to revolve around lasers, particle beams, and ion beams, as opposed to old-school kinetic energy delivery systems like hard-hitting bullets. Against other technologically-based forces, this wouldn't be a problem for the Coalition. But this wasn't always the case. Not by half. On the battlefield where one is facing a demon horde or an organized militia of magicians, directed energy weapons can quickly become useless with the simple mass casting of the spell *Impervious to Energy*. Other foes like lycanthropes and vampires require special projectiles to mow them down and are naturally immune to all beam weapons. But on the same token, directed energy still has its place against magic and the supernatural due to creatures like elementals being immune to kinetic attacks. As such, there is a need for kinetic and beam weapons in the Coalition Army, and this need is likely to continue to exist well into perpetuity.

The CTT-R60's look follows that of the other heavy weapons of the CTT family in its outward cosmetic appearance. It has a long, black, rectangular casing with a shoulder stock at the end and a large, passive nightvision laser targeting scope with 60x magnification. Just behind the pistol grip is a boxy 1,200-round detachable magazine. Behind the oversized magazine, protected

inside the stock, is the weapon's miniature nuclear power plant. Protruding from the front are the muzzles of two small, multi-barrel, Gatling-styled rail guns that can be fired one at a time or in conjunction with each other. The idea of the CTT-R60 was to have a heavy rail gun with all of its components crammed into one convenient package instead of having the weapon, ammo, and power plant all separate from one another connected by cables and belts like they are in many other rail gun designs (with the notable exception of the bulkier NG-404).

Either one of the CTT-R60's two small, Gatling-style rail guns can fire a 10-round short burst out to an effective range of over a mile and a half (2.4 km)! With a flip of the selector switch, either cannon can fire a standard 20-round burst with each squeeze of the trigger. On its third setting, the weapon fires both of its miniguns and produces a 40-round twin burst. The cyclic rate of the cannon's burst is very fast (12,000 rounds per minute per cannon!). Atypical of other rail guns, bursts from this weapon can be Aimed or used in a Called Shot, but only in single burst mode (short or standard), not with dual bursts.

Using the weight-saving methods and materials pioneered in the C-200 Dead Man's rail gun, this all-in-one weapon still weighs in at a hefty 329 pounds (148 kg) fully loaded! Though heavy and cumbersome, there is a plus to having a weapon that weighs this much. In conjunction with the standard recoil suppression system, all that weight soaks up much of the fusillade's kick. A single standard burst only has 20 foot-pounds of recoil and a 40 foot-pound kick for the twin burst, and half that if the shoulder stock is used. This makes the weapon even more manageable than a C-40R for those who possess the strength to use it.

The mass makes the CTT-R60 very unwieldy for individuals to use unless they have a robotic strength of 31 or better, handling the cannon with both hands (if P.S. 30 or less, there is a penalty of -3 to strike with single bursts and -5 with twin bursts). It is impossible to carry the weapon at all without a Robotic P.S. of at least 24. Some can use the cannon with only one hand, but that requires a Robotic P.S. of 36 or better; consequently, this huge gun is only usable in a practical sense by those in particularly strong power armors like the Mauler and Terror Trooper (hence the CTT designation). Some of the Coalition's super-strong cyborgs, Juicers, and mutant animals may be issued the weapon as well, but those lacking mechanical or supernatural endurance will quickly tire of lugging it around. Beings with a Supernatural P.S. of 22 can fire the weapon two-handed as well, and can shoot one-handed with a P.S. of 26 or better. Those with ordinary strength can use the big rail gun as a crew-serviced weapon from stationary positions on tripods, or from vehicles if on a turret like the back of a Command Car or the top of a Linebacker.

The chief advantage of the CTT-R60 is the rail gun's ability to hit harder using fewer rounds than other handheld models. This is due to three factors: weight, rate, and caliber. First of all, the cannon's own weight soaks up the vast majority of its recoil and thus makes it a more stable platform than other handheld weapons of this type. Greater stability translates into more of its rounds being on target and less wastage in burst-fire. Also, because the weapon is actually two rail guns in one and has a greater cyclic rate than that of previous generations', each fires off bursts of twenty rounds in 0.1 second, a quarter of the usual time of other rail guns for the same number of rounds. This blazing fast cyclic rate (fastest of any rail gun in North America, perhaps the world) further contributes to the torrent of tungsten's improved grouping

and reduced spread pattern. Thirdly, and not the least important, the CTT-R60 uses the larger, harder hitting, 13.5mm, 1D6 M.D. tungsten ballistic ball used by the Warbird's and Linebacker's rail guns, opposed to the normal 9.8mm 1D4 M.D. round used in the C-40R and C-200. While larger rounds transmit more kinetic energy on impact and lose less energy in flight, the downside is they take up better than twice the space in the cannon's magazine. But then again, that's why the weapon comes with detachable magazines. An empty magazine can be exchanged for a fresh one in a scant 8 seconds (half the pilot's melee attacks) with no outside help. Similarly, should the nuclear power unit need replacing, the unit can be swapped out by a certified mechanic or engineer in just five minutes.

Weight: 329 lbs (148 kg) total; 114 lbs (51 kg) for the stripped-down weapon, 70 lbs (32 kg) for the nuclear power unit, and the detachable magazine weighs 145 lbs (65 kg) fully loaded and 12 lbs (5 kg) empty.

Weapon's M.D.C.: 95

Mega-Damage: 5D6 M.D. when firing a 10-round short burst, 1D6x10 M.D. when firing a standard 20-round single burst, and 1D8x10+10 M.D. from a twin burst of 40 rounds.

Special Purpose Loads: When the occasion calls for them, the Coalition Army has developed two special anti-supernatural rounds intended for use against vampires, lycanthropes, and other beings with elemental susceptibilities. Like Wellington's 13mm silver bullets, the Coalition's special purpose 13.5mm rail gun rounds are sufficiently large enough to inflict double damage against vampires and were-beasts (factored in below). Using earth-based elemental materials to best exploit their vulnerability, the first round is for those susceptible against silver, while the second is made from oak with a metallic core for added mass. While the silver rounds have a tendency to zip straight through the fleshy target due to their high velocities, the oak rounds shatter and explode on impact, causing messy wounds that are difficult to extricate; consequently, neither one of these rounds is well suited for Called Shots against the heart of a vampire. Each special purpose round is capable of inflicting 1D6x10 Hit Point damage against susceptible supernatural beings. On a short burst of 10, these rounds do 5D6x10 H.P. (against normal targets – oak: 1 M.D./silver: 1D6 M.D.), or 1D6x10 H.P. to 1D4 victims when sprayed at a tight group accompanied by a 20% chance of hitting an innocent bystander or extra person. 20-round bursts hit for 1D6x100 H.P. (oak: 1D4 M.D./silver: 2D6 M.D.), or 2D6x10 H.P. to 1D6 victims when sprayed with a 50% chance of hitting 1D4 extras. And the 40-round twin burst inflicts 1D8x100+100 H.P. (oak: 2D4 M.D./silver: 4D6 M.D.), or 3D6x10 H.P. to 1D8 victims when sprayed which comes with a 70% chance of hitting 1D6 extra or unintentional victims. This makes the CTT-R60 the second best anti-vampire cannon, bested only by the Wellington 15mm Viper.

Spray Note: Like with the old rules on a spray, roll to strike once with a Wild Shot and then roll to determine how many were hit. All those shot may attempt to dodge as normal. Who is hit in a spray is entirely up to the G.M., though it will generally be those in front. Because of weapon's monster cyclic rate, its sprays of bullets are confined to a smaller area. This area is limited to tight group of prospective targets no more than 10 feet (3 m) across for every 100 feet (30 m) in the distance.

Rate of Fire: Each burst (short, standard, or twin) uses a single melee attack.

Effective Range: 8,000 feet (2,438 m)! Half the range when using either of the special purpose loads.

Payload: The single detachable magazine of 1,200 rounds feeds both gun-units of the weapon, permitting 120 short bursts, 60 full single bursts or 30 twin/dual bursts. The nuclear power unit has a one month energy life, translating into years of intermittent use.

Laser Targeting: Add +1 to strike on an Aimed shot, and the scope can acquire targets as far out as 9,000 feet (2.74 km) at 60 times magnification with I.R. or normal optics.

Black Market Cost: Not presently available! When they do start to enter the black market, they will go for nothing less than a million credits each. This will be compounded by the fact that 13.5mm-ball rail gun ammunition is hard to come by outside of the CS Army, making demand low for weapons chambered for it. Standard 13.5mm tungsten ammunition costs the Coalition one credit per 8 rounds produced. The cost-effective oak rounds are much preferred by the CS when dealing with vampires due to their manageable price tag of 1 credit per 20 to manufacture. The more pricey silver-plated rounds, on the other hand, can be manufactured for 50 credits per 1 round, making it another reason to be grateful lycanthropes are rare in Coalition territory.

Northern Gun Vehicles

The great arms makers of the North don't only make weapons, power armor, and robots. They also make more productive and less aggressive vehicles that are more useful to the common man. In keeping with the less-military-and-more-cost-effective needs of this demographic, these cars and trucks have low-end Mega-Damage frames and protective panels for safety against dangerous threats (good against a few shots from a moderately powerful weapon), little to no weapons, and only modest sensors. Also to keep prices down, the vehicles do not come with a nuclear power plant, but can as an optional upgrade. NG vehicles in this economic line use dependable, electric hub-mounted motors powered by a large, self-charging power cell that is much like the self-charging power backs they offer for their weapons (see **Rifts® Mercenaries**, page 99). The only difference is since the vehicles use power at a significantly slower rate, the vehicles' cells recharge their power reserves at a much more conservative rate, making them last a great deal longer before they burn out. So the owner of the vehicle won't be taken by surprise when a power cell nears the end of its useful life, all of NG's economic vehicles come with a power indicator that counts down the approximate number of miles, knots, or kilometers (owner's choice) left in its energy life. For emergency situations there is an E-Clip port in the dashboard, allowing the vehicle to travel 1/200th its normal listed range on a standard E-Clip, and 1/133rd of that range on a long E-Clip. Though this is a viable option, using E-Clips actually costs nearly 50 times as much per mile as it does to run on the regular NG vehicle power cell.

When the time comes to get a new cell, there are a great number of Northern Gun certified dealers all over the continent's "Domain of Man" willing to sell them a new power cell and install it at no additional cost. Those with a good credit history with Northern Gun can buy new NG power cells on a payment plan to cushion the impact of the 7,000-credit bill. The price seems a little steep at first until you factor in that gasoline prices range from 6 credits per gallon (1.5/liter) in the oil producing nations

and kingdoms, to as steep as 20 per gallon (5/liter) in the parts where gas has to be imported. Remember, in the world of Rifts there is no equivalent to OPEC, and North America is no longer the land of cheap gas. Compared to the cost of gasoline versus that of the power cell, gas costs almost four times as much as the power cell at its cheapest, and is better than twelve times the cost at its most expensive. Given these numbers, it is little wonder why many people are opting to give the new NG vehicles and power cells a try. Plus there's the added benefit of never having to stop for gas for years at a time.

Should sales continue to be as good as they have been, or improve, plans are in the works to produce a sports bike and cruiser motorcycle, respectively called the HC-2000 "Lazer" and HC-3400 "Davidson." The Lazer will be capable of going 200 mph (320 km) on good roads with a range of an amazing 576,000 miles (912,600 km), and the Davidson 432,000 miles (691,200 km) with a maximum speed of 140 mph (224 km), both on a single cell. Variants may include Jump Bikes like the Tarantula that's so popular in Juicer circles, quad-bikes that are quite useful on the farms and in town, and "runners" (glorified golf carts) that are popular in the Coalition's towns and fortress cities. Both the quads and runners will only have a top end of 30 mph (48 km), but will also be able to go a million miles (1.6 million km) on a single cell. Enough power to last a lifetime.

NG Power Cells for vehicles are a tenth the price of comparable NG Power Packs for weapons because they do not have to be made to withstand the rapid power drains of demanding energy weapons nor do they have to be able to recharge the cell anywhere near as quickly. A new replacement power cell costs 7,000 credits (averaging 0.0729 credits a mile), whereas a rebuilt one only costs 3,500 credits, but is sure to have problems down the road. Models with the optional nuclear power package run an extra 500,000 credits, but the option is considered to be more costly than it's worth by all but the rich.

NG SC-229 "Thresher": This sporty little two-seat coupe is popular among those who primarily live in urban areas and communities near cities and towns because it is economical and easy to park. The car is not very capable off-road. In fact, if a road of some kind is not available, this car is pretty much useless.

M.D.C. of Main Body: 30

Speed: On streets and paved roads this little honey has a top speed of 185 mph (296 km). On dirt roads, this drops to 90 mph (144 km), and off-road, the top speed is 20 mph (32 km) with a 30% chance of getting stuck in soft dirt, sand, mud, or on uneven ground every 1,000 yards/meters. The Thresher can go from 0-60 mph (0-96 km) in a whiplash-inducing 3.4 seconds, 60-120 mph (96-192 km) in another 4.6 seconds, and from 120 to its maximum speed of 185 mph (296 km) in another 5.2 seconds.

Range: With a new NG power cell this vehicle is good for 96,000 miles (153,600 km).

Cost: Brand new and unused, an SC-229 sports coupe costs 35,000 credits. The supercharged SC-229SX, which is 15% faster in every respect, costs 52,000 credits and has half the range.

NG GS-332 "Omega Sport": In the world of urban lifestyles, sometimes a more practical car is just more pragmatic than a little sports coupe like the SC-229. The GS-332 is a nice, sporty sedan that has seating for four to five, a useful and spacious trunk, and all-wheel drive for when the road becomes rough to handle. It can

tackle roads that are smooth as glass or bouncy paths that only vaguely pass as a road only because it leads somewhere. However, the Omega Sport cannot be taken completely off roads. Both two and four door models are available, as is a wagon variant.

M.D.C. of Main Body: 35

Speed: On streets and paved roads this car has a top speed of 145 mph (232 km). On dirt roads this drops to 95 mph (152 km), and off roads the top speed is 30 mph (48 km) with a 12% chance of getting stuck every 1,000 yards/meters.

Acceleration: The Omega can go from 0-60 mph (0-96 km) in a respectable 5.4 seconds, and 60-120 mph (96-192 km) in another 6.6 seconds. From there the 145 mph (232 km) cap can be reached in another 3 seconds.

Range: With a new NG power cell this vehicle is good for 50,800 miles (81,280 km).

Cost: Brand new and unused, a GS-332 sports sedan costs 42,000 credits. For an additional 18,000 credits, one can opt for the luxury package which comes with finely detailed wood trim everywhere inside, a superior stereo system, a tasteful amount of chrome appointments inside and out, and a sophisticated autopilot that can be programmed for multiple city layouts.

NG KC-1500 "Pack Master": This is your general pickup truck made for hauling medium-sized loads in its long bed and going beyond where the pavement ends. It travels well on roads and in town since it's not too large to navigate streets, but its full-time four-wheel-drive and high suspension makes the truck quite capable of off road movement. It comes in a variety of body types to fit an individual's needs, including regular cab models with long beds, crew cab four doors with both long and short beds, and SUVs that are more suited for transporting people than cargo. These vehicles are very popular among the farmers of Missouri and the citizens of Lone Star.

Main Body's M.D.C.: 70

Speed: On streets and paved roads, this rugged truck has a top speed of 110 mph (176 km). On dirt roads this drops to 100 mph (160 km), and off roads the top speed is 40 mph (64 km). The vehicle's full-time 4x4 wheel drive has special low-range gears that enable it to climb out of trouble, including deep ditches, thick snow patches, and over most obstacles, but at the slow speed of 2 to 5 miles an hour (3.2 to 8 km). The KC-1500 can go from 0-60 mph (0-96 km) in 8.7 seconds, and 60-110 mph (96-176 km) in another 6.3 seconds.

Range: With two new NG power cells, this vehicle is good for 66,000 miles (105,600 km). Not as good as the SC-229, but then again, it is a much larger and more powerful vehicle.

Cost: Brand new and unused, a KC-1500 Pack Master costs 45,000 for the work-oriented pickup versions, and 54,000 credits for the more amenity-filled SUVs.

FANTASTIC CREATURES

Optional Material for The Palladium Fantasy RPG®

By Glen Evans



Barasaurus

This aquatic dinosaur walks like a humanoid but swims like a shark. The creature hunts in a pack like a wolf. The animal is extremely territorial and has been known to attack ships that enter its hunting grounds. Even more problematic, it is not limited to the sea. Although the majority of its diet consist of aquatic life (fish and sea mammals), a Barasaurus will venture up to 10 miles (16 km) off shore to hunt for prey on land, which has, on occasion, included humanoids. Though slow and lumbering on land, the creature can expel a magical Cloud of Slumber that causes humanoids and land animals alike to collapse into unconsciousness, making them that much easier to catch and feast upon. The creature is such a menace that the Bizantium Kingdom has sworn to destroy every last one of them. Whether this can be done or not remains to be seen.

Alignment: Miscreant and Diabolic evil only.

Attributes: I.Q. 1D6, M.E. 2D6, M.A. 1D6, P.S. 4D6, P.P. 3D6,
P.E. 4D6, P.B. 2D6 Spd 2D6 (dry land), 6D6+6 (in water).

Hit Points: P.E. attribute +25.

S.D.C.: 1D6x10+20

Natural A.R.: 10

Horror Factor/Awe: 15

P.P.E.: 2D6

Magic: None.

Psionics: None.

Natural Abilities: Swim 100%, breathe underwater indefinitely, breathe on land, nightvision 300 feet (91.4 m), track by smell 90% (can smell blood from 1 mile/1.6 km away), and survive up to a 3,000 foot (914.4 m) depth tolerance.

Special Abilities: Cloud of Slumber, range: 30 feet (9.1 m), six foot radius (1.82 m), victims must make a saving throw vs magic (12) or fall into a deep slumber for 2D6 melee rounds.

Attacks per Melee: Four (Five in water).

Damage: Bite does 3D6 points of damage (does not include P.S. attribute score bonus), claws 2D6 points, and tail swipe does 3D6 points of damage.

Bonuses: +1 to strike, parry & dodge, +1 to save vs poison, and +4 to save vs Horror Factor. Underwater gets an additional +1 to strike, parry, dodge, and initiative.

Vulnerabilities: Can only survive on land for six hours before they start to develop life threatening dehydration and skin problems.

Average Life Span: 100 years.

Habitat: The Sea of Dread and Sea of Despair. It has been slowly moving south into the waters around the Western Empire and Yin-Sloth Jungles. There have been no sightings yet in the Inland Sea.

Enemies: Anything smaller than them is considered potential prey.

Allies: None.

Physical Appearance: They have bluish reptilian skin, the body of a muscular reptilian humanoid, though they are more animal than human. White claws on their toes and hands. Bright red eyes. A short dorsal fin protrudes just behind an elongated head filled with rows of sharp teeth.

Size: 15-16 feet (4.57-4.87 m) long. Standing up they are 6-7 feet (1.83-2.13 m).

Weight: 1,000-1,400 lbs (450-630 kg).

Rifts® Conversion Notes: Becomes an M.D.C. creature in Mega-Damage settings with P.E. attribute + 6D6 M.D.C. On Rifts Earth, they can be found just off the North American and European coastlines.

Note: These animals associate in packs of 2D6 members, but often hunt alone or in pairs.

Batter Horn

These odd looking creatures once dominated parts of the Eastern Territory until they started attacking settlers moving into the region. At one time, it was thought they might be extinct, but in the last twenty years, more than three dozen sightings have occurred. So far, no one has recorded any attacks, but that might be because no one has survived an encounter. Batter Horns have a lifestyle similar to a rhinoceros. They enjoy a solitary life, eating rodents, small reptiles, and birds. That being said, they will charge anything that ventures too close to them, which is at least 100 yards (91 m) from their position. They have superior eyesight, combined with their ability to immobilize their opponent (see below). A single Batter Horn can destroy a wagon and most of its occupants with a single spring-loaded charge. Why the Batter Horns are returning to the Eastern Territory is unknown. Perhaps they had migrated west to the Old Kingdom to escape the slaughter. Their slow return could be disastrous for settlers looking to call the Eastern Territory home.

Alignment: Miscreant only.

Attributes: I.Q. 1D6, M.E. 2D6, M.A. 1D4, P.S. 4D6, P.P. 3D6, P.E. 4D6, P.B. 1D6+2 (minimum of 16), Spd 8 (waddling), 18+6D6 (hopping).

Hit Points: P.E. attribute +20.



S.D.C.: 6D6+30
Natural A.R.: 8
Horror Factor/Awe: 12
P.P.E.: 2D6
Magic: None.
Psionics: None.

Natural Abilities: Superior eyesight (see a rabbit one mile/1.6 km away perfectly), nightvision 300 feet (91.4 m), leap 20 feet (6 m) high and 40 feet (12.1 m) across from a standing position (doubled while moving).

Special Abilities: Mesmerism; the gaze of a Batter Horn induces a hypnotic state that numbs the mind. Victims lose all sense of time and distance, and are slow to react. A saving throw vs magic (13 or better) is needed to resist. Penalties: -4 on initiative, strike, parry, dodge, and roll with punch. Reduce skill performance, attacks per melee and Spd attribute by half, Duration: 2D4 melees, Range: 60 feet (18.2 m). Note: Batter Horns are impervious to each other's gaze.

Attacks per Melee: Three.

Damage: Head-butt does 2D4 points of damage, claws do 1D6, charging horn attack does 5D6 points of damage (plus knock-down), and a full speed leap attack does 6D6+12 (plus knock-down) and uses up all attacks for the melee round.

Bonuses: +2 to strike & parry and +1 to dodge while hopping.

Average Life Span: 20-30 years.

Habitat: The Highback Plains of the Eastern Territory and Old Kingdom Lowlands.

Enemies: The only thing they don't attack is each other.

Allies: Same as above.

Physical Appearance: Their dark green skin has a toad-like appearance. They have short, thick legs like those of a rhino, huge, muscular arms that touch the ground, large yellow eyes the size of grapefruits, a small mouth with bright red lips, sharp teeth, a short, stocky muscular frame, and a foot (0.3 m) long, solid bony horn growing out of the top of the head.

Size: 4 feet (1.2 m) tall.

Weight: 900-1200 lbs (405-540 kg).

Rifts® Conversion Notes: Still an S.D.C. creature in Mega-Damage settings, but their attacks inflict Mega-Damage. In the Rifts Earth setting, they can be found throughout the former plains states of the United States and southern Canada.

Beach Slayer

These bipedal reptiles are related to the Sallan, except they are taller and quicker. They live underground by the shoreline waiting patiently to ambush anything that travels overhead. With their eight inch (20 cm) claws on their hands, they can cut through almost any natural substance, including plate and chain, without ever dulling. They have an appetite like piranha and the aggressiveness of a velociraptor. If prey doesn't come to them, they gather together in small groups of 4D6 members and raid farms, caravans, small villages, and campsites. They do not wander far from the beach, but if they have to, they will make their home along any sandy coastline. Beach Slayers are not shy or timid. Even all by its lonesome, a single individual has been known to take on half a dozen Ogres. Usually, they are encountered in pairs or small groups. If it's not meat, they have no use for it.

Alignment: Aberrant only.

Attributes: I.Q. 1D6 (animal intelligence), M.E. 1D6, M.A. 1D6, P.S. 3D6, P.P. 18+2D6, P.E. 3D6, P.B. 2D6, Spd 6D6 (running), 4D6 (digging).

Hit Points: P.E. attribute +20.

S.D.C.: 6D6

Natural A.R.: 8

Horror Factor/Awe: 12 single or 16 if encountering more than four.

P.P.E.: 2D4

Magic: None.

Psionics: None.

Natural Abilities: Natural diggers (can dig through ground leaving no passable tunnel), tunneling (leaves behind a tunnel to



be used by others, at half digging speed), nightvision 100 feet (30.4 m), leap 8 feet (2.4 m) high and 12 feet (3.6 m) across, superior agility and prowess, instinctual fighting, using paired weapon attacks and automatic parries.

Attacks per Melee: Four.

Damage: Bite does 1D6 points of damage. Claw slash does 3D6 (natural dice rolls of 18-20 inflict double damage).

Bonuses: +4 on initiative, +3 to strike & automatic parry, +4 to roll with punch/fall, and +5 to save vs Horror Factor. These are in addition to attribute bonuses.

Average Life Span: 30 years.

Value: Their claws can be used to make bone weapons.

Habitat: Sandy beaches along the shores of the Old Kingdom and Ophid's Grasslands. But they can inhabit any temperate climate as long as there is sand.

Enemies: If it walks on their beach, they are likely to attack it.

Allies: None.

Physical Appearance: Short, bipedal reptiles without spines or tails. They have dark blue, scaly skin with a green tint, red eyes, and bone white claws on their hands. Built for speed and quickness.

Size: 4 feet (1.21 m) standing.

Weight: 80-100 lbs (36-45 kg).

Rifts® Conversion Notes: Still an S.D.C. creature in Mega-Damage settings only their claws inflict M.D.C. damage. In the Rifts Earth setting, they can be found on any sandy coastline in the former United States, Australia, and Africa. They also exist in great numbers in the sand dunes around Lake Michigan.

Black Hounds

The Black Hound or Graveyard Dog is a mysterious supernatural creature that lives in and around places of interment (burial grounds, cemeteries, mausoleums, etc.). For whatever reason, these guardians of the dead protect all who have been laid to rest on specified hallowed grounds. This also includes protecting the valuables they've been buried with. The compelling force that makes them perform this task remains unknown, not even the Church of Light and Dark has an answer, and the gods themselves have not been forthcoming. For tens of thousands of years, Black Hounds have guarded Elf, Dwarf, and Gnome burial grounds. In the last 500 years, the dogs started appearing in places of interment for humans all over the Palladium World. The dogs refuse or are unable to appear where monster races bury their dead, although in the last 30 years, they've been seen on burial sites for Wolfen (not Coyles or Kankoran).

The dogs live in packs of 4D4. They show no loyalties or allegiance to anyone but the dead. Living beings are allowed to venture onto the grounds and do whatever they wish as long as they do not disturb the dead (i.e. dig up a grave or open tombs), deface headstones, or do anything to desecrate the holy ground. During daylight hours, the hounds exist in a coexistence Astral form, unable to physically interact with the material world. They possess all the normal attributes of Astral Beings, but cannot enter the Astral Plane or venture more than a mile (1.6 km) away from the burial site. However, the moment the sun's rays disappear, they become creatures of flesh and blood, fully capable of physically interacting with the material world. Should anyone perform any

of the deeds mentioned above, the dogs will attack and are no longer bound to the burial grounds. They will track down and kill the sinner, returning any stolen items, including the corpse if taken from the grave. There appears to be no place one can hide from the hounds. During the day they can move as Astral Beings, at night they run like a tireless wolf pack. Anyone declared a sinner in the eyes of a hound will be forever haunted until he or she is slain or the item/body is put back in the grave.

In their Astral form, they are impervious to all physical and energy attacks. Only psionics, specialized magic, and magic weapons can harm them. In their physical form, they remain impervious to normal weapons, can walk through barriers of wood and stone, and leave no physical evidence of their existence (footprints, feces, or hair samples). Their breath also smells like sulfur. The howl of these animals is quite devastating. It is mainly used to immobilize victims so other members of the pack can tear the sinner apart.

These dogs hate Ghouls and attack them on sight. They will also go after Entities, Necromancers, and followers of Death Cults, although during daylight hours, the living cannot be harmed, but if such individuals remain on the interment ground after nightfall they will be. Entities can be harmed at any time. The hounds can sense when death is near or if a person is going to die within 48 hours. Should that person come within one mile (1.6 km) of the burial grounds, Black Hounds venture out to find the person and become visible to them regardless of day or night. Once they find the individual, they sit and watch him for 2D4 minutes, doing nothing but staring at the person, before returning to their burial grounds. It is this reason why these dogs have become omens to those about to die or near death.

Alignment: Considered Aberrant, their loyalty is only for the dead.

Attributes: I.Q. 1D6+4 (high animal intelligence), M.E. 2D6+6, M.A. 1D6, P.S. 3D6, P.P. 3D6, P.E. 5D6, P.B. 2D6+4, Spd 1D4x10+10. As Astral Beings, Black Hounds fly at Mach one (670 mph/1,072 km).

Hit Points: 4D6+10

S.D.C.: 1D4x10

Natural A.R.: None.

Horror Factor: 12 for a single dog, 16 for more than four.

P.P.E.: 1D6x10

Magic: None; however, the moment someone steals a corpse, breaks into a tomb/grave or does any sort of vandalism within the cemetery that a Black Hound patrols, the dog gains the equivalent of a 20th level Locate ritual to track down the thief.

Psionics: Dispel Spirits, Exorcism, Object Read, Presence Sense, See Aura, Sense Evil, Sense Magic, and Total Recall. I.S.P. 90. Equal to a 5th level Major Psionic.

Natural Abilities: Exists in Astral form during daylight hours, live as a creature of flesh and blood during the evening. Impervious to normal weapons, fire, and cold, travel through stone and wood (same as Earth Elemental spell at 5th level; costs nothing), nightvision 400 feet (121.9 m), see the invisible, prowl 90%, track by smell 80%, track by sight 70%, swim 70%, leap 6 feet (1.8 m) up and 12 feet (3.6 m) across, double with a running start, does not fatigue, and sense the dying and near to death (one mile/1.6 km away).

Special Abilities: The Howl of Agony: Equal to a 5th level Agony spell and affects all living things who hear it within a 90 foot (27.4 m) radius unless a save vs magic (14) is made. The



howl lasts for one minute. While howling, no other attacks are possible, only defensive actions can be performed. **Note:** The physical attacks and the howl of these creatures will harm supernatural creatures, Entities, and the undead.

Attacks per Melee: Three.

Damage: Bite does 2D6+2 points of damage; claws do 1D6 damage.

Bonuses: +2 to initiative, +3 to strike & dodge, and +12 to save vs Horror Factor.

Vulnerability: Those who hold or wear a holy symbol can keep a dog at bay (just like a vampire), but this does not protect one from the Howl of Agony. Weapons of silver inflict double damage (magic silver weapons inflict double damage direct to Hit Points), and those who wear silver items will not be physically attacked. However, wearing silver does not protect one from the Howl of Agony. Hanging a holy symbol or an item of silver on a wall made of wood and/or stone makes it impossible for the dog to travel through it, but it only works for that particular wall and/or door. A Globe of Daylight (or True Daylight) will prevent them from physically attacking but offers no protection from the Howl.

Average Life Span: Unknown; maybe immortal.

Value: None.

Habitat: All Black Hounds are affected by a Bound curse to their particular burial ground/cemetery. They cannot venture one mile (1.6 km) beyond their burial ground/cemetery unless a thief has stolen a corpse, personal item from the grave of a

deceased person, or performed some sort of vandalism within the burial ground/cemetery. If this occurs, the hound can go anywhere and anywhere the thief travels, even across oceans.

Language: None.

Enemies: All undead (except vampires), and anybody who steals from the dead. The dog will attack Necromancers, Ghouls, Entities, and members of Death Cults.

Allies: None, although they are respectful of priests (as long as they don't worship death gods). They will not attack the animated dead. They have been known to befriend vampires.

Physical Appearance: A large coonhound with extremely shaggy fur. Their eyes are yellow, green, or red glowing. Though they are called Black Hounds, they have, on occasion, appeared white, green, brown, or yellow in color. Almost all dogs exude sulfur-smelling breath. A graveyard protected by the dogs is likely to be inundated with their foul, rotting-egg odor.

Size: Body 3-4½ feet (0.9 to 1.4 m); tail: 12-19 inches (30-48 cm).

Weight: Nothing during daylight hours, 50-80 lbs (23 to 36 kg) during evening.

Rifts® Conversion Notes: Becomes an M.D.C. creature in Mega-Damage settings with 1D4x10 M.D.C. On Rifts Earth, they only protect sanctified human burial sites that existed before the Coming of the Rifts. Arlington National Cemetery and Gettysburg, Pennsylvania, for example, would be places protected by these dogs. Their greatest concentration has always

been in the cemeteries of the New England region in the former United States.

Gumberoo

The Gumberoo is a voracious, bearlike forest creature. For centuries, if a Wolfen wanted to boast about his fighting prowess and survival skill he would display battles scars left from a Gumberoo. Even Bear Men do not rush into battle against one, but weigh the odds and their fighting skill. Gumberoo have an insatiable appetite and will attack and eat anything that bleeds and is larger than a squirrel. These solitary hunters will spend several sleepless days searching for food, devouring as much meat as possible before returning to their den to sleep for two weeks before foraging out again. They fear nothing alive and almost everything else in the forests avoids them. Some say the best way to hide from one is to climb a tree, but although they are terrible climbers, they are extremely patient, and willing to wait several days for their prey to die of dehydration and (with any luck) fall out of the tree.

The origin of the Gumberoo is a mystery. They are not creatures of magic but are born with an instinctual hatred toward Faerie Folk. Gumberoo attack Faerie Mounds, Rings, and Circles. Faerie Magic has little effect on them as do the majority of Faerie weapons. While the largest communities of Faerie Folk can withstand the assault of an entire humanoid army, a lone Gumberoo can force the entire population to flee. Some scholars speculate the Gumberoo is the creation of the Old Ones or a vengeful mage from the Time of a Thousand Magicks to seek out and destroy Faerie Folk.

When Gumberoo are not killing, they are sleeping in large dens in the base of large, dead trees. Though they are sound sleepers, the smell of blood quickly awakens them. A wide awake Gumberoo is always hungry. Females breed once every five years, and produce a litter of 1-4 young. Even Gumberoo cubs are strong enough to defend themselves from just about anything that lives in the forest.

Alignment: Considered Miscreant or Diabolic.

Attributes: I.Q. 1D4+2 (low animal intelligence), M.E. 1D6+6, M.A. 1D6, P.S. 2D6+30 (supernatural), P.P. 1D6+14, P.E. 2D6+14, P.B. 1D6+6, Spd 3D6+20.

Hit Points: P.E. attribute +50.

S.D.C.: 1D6x10+60

Natural Armor Rating: 13

Horror Factor: 14

P.P.E.: 6D6+10

Magic: None.

Psionics: None.

Natural Abilities: Supernatural Strength and Endurance, never tires, Bio-Regeneration 2D6 Hit Points/S.D.C. per melee round, nightvision 1000 feet (305 m), keen eyesight and hearing, heightened sense of smell, track by smell 65% (+20% if following a strong or blood scent, can be up to 48 hours old), can hold breath underwater for 10 minutes, swim 80%, climb trees 30%, prowl 20%, impervious to poison, disease, and cold (including magical), impervious to possession and mind control, resistant to Faerie Magic, even if the creatures fail to save against it, the duration, damage, penalty, and effects are reduced by 70%!

Special Abilities: Iron Skin: The skin is so strong, it only takes one-sixteenth the normal damage from S.D.C. projectiles, handheld thrown weapons, energy attacks (including magical ones) and modern ranged weapons if they penetrate the Natural Armor Rating (takes one-eighth normal damage from M.D.C. rail guns and energy weapons in M.D.C. settings). There is a 01-25% chance that high-powered S.D.C. projectiles (bullets), sling stones, arrows, bolts and energy attacks (including magical) will ricochet off their skin and hit anyone standing within a 20 foot (6 m) radius (01-50% chance if a rail gun or energy weapon). The ricochet is a straight, unmodified roll of the dice (the G.M. may add a +1 bonus or more for a closer proximity to the creature).

Attacks per Melee: Five physical attacks per melee round.

Damage: Supernatural P.S.; their claws do an extra 2D6 damage, bite inflicts full punch damage, and a bear hug does 3D6 +P.S. damage bonus per melee round.

Bonuses: +3 on initiative, +6 to strike, +5 to parry, +2 to roll with punch, +4 to save vs Faerie Magic, and +12 to save vs Horror Factor. These are in addition to attribute bonuses.

Vulnerability: Gumberoo are deathly afraid of fire. All fire inflicts double damage that cannot be healed by Bio-Regeneration. Magic fire inflicts double damage direct to Hit Points. Gumberoo can be held at bay with a simple torch, campfire, or circle of flame (magic or normal).

Value: Fur: 350-500 gold; meat (whole animal): 200-300 gold.

Average Life Span: 30-40 years.

Habitat: Great Northern Wilderness, Northern Mountains, and parts of the Northern Hinterlands (they can be found in the Disputed Region of the Eastern Territory).

Language: None.

Enemies: Anything that's humanoid will be killed and fed upon. They strike out against all Faerie Folk. Anything that's 50% taller than them (15 feet/4.6 m) is likely to be ignored, if it doesn't attack them first.

Allies: None.



Physical Appearance: A fat, hairless bear-looking creature with black, leathery skin. Their hind feet are twice the size of their front paws.

Size: 10 feet (3 m) standing on its hind legs.

Weight: 1,100 lbs (495 kg).

Rifts® Conversion Notes: Becomes an M.D.C. creature in Mega-Damage settings with P.E. x8. On Rifts Earth, they can be found throughout the Pacific Northwest and Central Canada.



Hodag

A ferocious monster with the huge grin on its face, the Hodag is a feared predator of the forests. It fears little and always seems to be hungry. It will attack anything smaller than itself on sight, but typically preys upon deer and wild boar, and has a special taste for horse, which is the main reason it attacks humanoid. While it does not actively hunt humanoids, it will kill and devour them given the opportunity. This ambush predator uses its ability to blend perfectly into its surroundings, usually by leaning up against a tree and waiting for unsuspecting prey to pass it by. Then with a quick strike of its hooked, dragon-like tail, the prey is struck down, momentarily stunned, and attacked with sharp teeth and powerful claws. Long before the Wolfen became a united society, young canines were taught to be wary of the Hodag. Many juveniles fell victim to its terrible tail. One of the first decisions to come down after the creation of the Wolfen Empire was the uni-

versal decision to eradicate this monster from the forest. For the last 50 years there hasn't been a single Hodag seen in the Great Northern Wilderness. They are, however, found throughout the disputed region of the Eastern Territory. Should that land fall to the empire, the Wolfen will continue their campaign of eradicating this creature. Although the Hodag is as dangerous to humans as it is to Wolfen, the hate/fear relationship does not exist. Of course, this might change if the Hodag is forced to move further south into more civilized forests of the Eastern Territory near the Great River Region, thus increasing the chance encounters with humans.

A Hodag is meanspirited, yet curiously enough, the creature is prone to uncontrollable weeping for several long minutes. Why it does this remains to be seen. Hodag are egg-laying creatures. Females build nests in the bowels of large trees and deposit clutches

of 2D6+8 eggs. These eggs hatch within a few weeks. Newborn Hodag are fully formed and capable of surviving without the aid of their mother. There are those who claim young Hodag are friendly and can be domesticated. Those who have tried didn't live long enough to explain why the juvenile eventually turned on its master.

Alignment: Miscreant only.

Attributes: I.Q. 1D6 (low animal), M.E. 2D6, M.A. 1D6, P.S. 4D6, P.P. 3D6, P.E. 3D6+6, P.B. 1D6, Spd 4D6.

Hit Points: P.E. attribute number +20.

S.D.C.: 1D4x10+20

Natural A.R.: 11

Horror Factor/Awe: 12

P.P.E.: 3D6

Magic: None.

Psionics: None.

Natural Abilities: Nightvision 30 feet (9 m), superior day vision: see a rabbit one mile (1.6 km) away, bulging eyes provide excellent peripheral vision, track by smell 70%, terrible swimmers 30%, but excellent climbers 80%.

Special Abilities: Chameleon (same as the spell; unlimited duration).

Attacks per Melee: Four.

Damage: Bite does 2D6 points of damage, front claws do 3D6 damage, and tail swipe does 6D6 points of damage, plus a 01-50% likelihood that the victim is knocked down (lose initiative and one melee attack).

Bonuses: +3 on initiative, +4 to strike, +4 to parry, +3 to dodge, +3 to roll with impact/fall, +4 to save vs disease and poison, and +8 to save vs Horror Factor.

Vulnerabilities: Lemon juice acts as a highly corrosive poison in contact with the creature's skin (no saving throw), causing 5D6 points of damage for 2D4 melee rounds. A few drops from a lemon will ward away even the most determined Hodag.

Value: Hodag tears instantly harden and crystallize, forming long jewels that resemble fine chunks of amber (same value as the stones).

Average Life Span: 80 years.

Habitat: Forests and swamps of the Eastern Territory and eastern half of the Timiro Kingdom.

Enemies: Humanoids are considered prey animals. Wolfen hate/fear the Hodag. The Ursa Rex and Iron Claw Wolfen tribes will attack a Hodag on sight.

Allies: They associate with nothing. Everything is to be considered potential food.

Physical Appearance: A somewhat reptilian mammal with thick, short legs set off by huge claws, large, bulging eyes, and a line of large sharp horns running down the ridge of its back and long tail.

Size: 12-15 feet (3.6-4.6 m) long from nose to tip of tail. Standing tall, the creature measures about 15 feet (4.6 m).

Weight: 1,600 lbs (720 kg) average.

Rifts® Conversion Notes: Becomes an M.D.C. creature in Mega-Damage settings with 2D6x10 M.D.C. In the Rifts Earth setting, can be found throughout the Midwest of the United States, particularly the former Great Lakes States and Canada. It avoids the most heavily patrolled regions of the Coalition States.

Horn Worm

There are two theories as to the origin of this monster. It is a distant cousin to dragons, whom it does share some common traits with, or it's an inhabitant of the Elemental Plane of Earth, and it arrived here by a dimensional portal. If the latter is true, then how did it get here since it lacks dimensional magic? Regardless how it arrived, the monster swims through earth and stone like water. Reaching lengths of nearly 120 feet (36.5 m) and weighing almost 100,000 lbs (45,000 kg), the Horn Worm will attack just about anything that walks on the surface, devouring everything moving or makes a sound. It has been known to simply rise up out of the ground and swallow a person whole or tear the leg off a Troll and swim away. The worms will even attack wagons, carriages, or any large, heavy object traveling over land. The best escape is to take to the air or find a way to stand motionless and noiseless. Once a worm sets its mind on a particular prey, it will hunt it down until it's eaten or escapes in such a way that the worm cannot obtain it, and even then the worm will wait patiently for several hours to see if the prey returns. However, all it takes is for something more tempting to come along and the worm will change its mind. Because the serpent can move limitless through earth and stone, thick woodlands or water are natural safe havens. Since it lives beneath the ground, it's almost impossible to know when a worm is about to strike. During the Elf-Dwarf War, both sides reported their armies being decimated by these monsters as they marched across what became the Old Kingdom. For those who live in its territory, nothing strikes more fear than seeing the horn of the worm cut through the ground like a shark heading straight toward them.

R.C.C.: Creature of Magic.

Alignment: Predators, considered Diabolic.

Attributes: I.Q. 1D6+2, M.E. 2D6+8, M.A. 1D6, P.S. 2D6+20, P.P. 2D6+10, P.E. 2D6+12, P.B. 3D6, Spd 4D6 (on land), 2D4x10+20 (underground). P.S. and P.E. are Supernatural.

Hit Points: 4D6x10 + P.E. attribute number.

S.D.C.: 1D6x100. Any internal damage done to the creature automatically affects its Hit Points, not its S.D.C.

Natural A.R.: 13; the inside of the stomach has a Natural A.R. of 16. To cut a 6 inch (15 cm) hole requires inflicting at least 30 points of damage.

Horror Factor/Awe: 16 or 18 if aware if one is underground.

P.P.E.: 3D6x10+20

Magic: None.

Psionics: I.S.P. is M.E. x3. Horn Worms use their natural psionic abilities to help them figure out what is on the surface without exposing themselves. Possesses seven sensitive psionics and see aura. Equal to a 5th level Major Psionic.

Natural Abilities: Nightvision 3,000 feet (914 m), feel vibrations in and above the ground like a living seismic sensor, cannot be snuck upon or surprised by nearby opponents approaching by ground, can track and locate prey by following the ground vibrations caused by movement (running or walking) 3000 feet (914 m) away (90%), feel the vibrations of an approaching ground vehicle, large humanoid taller than 9 feet (2.74 m), herd of mammals, giant animals, or an army on the march, up to six miles (9.6 km) away, does not need to breathe air, its eyes are very sensitive to sunlight or any bright light, so it rolls them back when it reaches the surface, but because

of its motion detection sense, it suffers no penalties for being blinded. Sense Elementals within a 1,200 foot (365 m) radius at 80%, sense dangers located in the earth 72%, sense direction underground 98%, and Bio-Regeneration 4D6 S.D.C./Hit Points per minute.

Special Abilities: Travel through earth and stone at will (costs nothing); same as elemental spell, but without limit, effectively swim through earth and rock (beneath the surface it has a 98% prowler, at the surface, if one does not see the horns on its back, it's an 80% prowler).

Attacks per Melee: Special. The Horn Worm will do a single surprise attack by rising beneath its prey or come up to the surface and circling its prey for 3 attacks/actions per melee before sinking back down for a minute or longer before trying again. If the surprise attack fails, the Horn Worm will descend and then come back within a minute or less to try its regular 3 attacks per melee round.

Damage: Supernatural P.S., a nipping bite does 4D6 points of damage. A full strength bite does 1D4x10 points of damage. If the Horn Worm rolls an unmodified 18-20 on its surprise attack and the prey is smaller than eight feet (2.43 m), it will be swallowed whole. After swallowing, the Horn Worm descends back into the earth (so even if one were to kill the animal by cutting out of its stomach, the victim is buried alive in a "coffin" deep beneath the surface). **Note:** Once prey is bitten and held in its jaws, the worm cannot travel through earth/stone unless it's swallowed first or parts are eaten before it descends back into the ground. The slashing tail does 4D6 + P.S. attribute damage, a head ram 2D6 damage, and body ram does 4D6 damage.

Swallowed: Thirty seconds after prey is swallowed, acid starts breaking it down, inflicting 3D6 points of damage every melee round. The stomach acid can dissolve both organic and inorganic materials, including wood, stone, iron and steel. Magic items will take three times as long to break down. The acrid air of the stomach is impossible to breathe and burns the eyes (no initiative, -9 to strike, parry, and dodge, and -30% to perform any skill). No damage is inflicted to characters if they are inside full environmental armor, however the acid will slowly dissolve this armor (including M.D.C. material in a Mega-Damage setting) within 5D6 minutes. Anyone remaining unprotected in the stomach can only survive for two minutes before being rendered unconscious from lack of air and the acrid vapors, and will likely be dissolved away in a matter of minutes.

Bonuses: +6 on initiative, +6 to strike on a surprise attack, +3 to strike on normal attack, +5 to save vs poison, drugs, and disease, and +12 to save vs Horror Factor. These are in addition to attribute bonuses.

Vulnerabilities: Blinded by daylight or any bright light. Its motion/vibration sensory system is how it finds and locates prey. It cannot "swim" through wood (large tree roots), metal barriers, or through a liquid medium.

Value: Skin: 800 gold per foot (.30 m), teeth: 100 gold for 1 tooth.

Average Life Span: 400-600 years.

Habitat: Old Kingdom Lowlands and Mountains, Baalgor Wastelands, the Giant Kingdom, and parts of the Timiro Kingdom bordering the Old Kingdom Mountains. Lives underground beneath plains, mountains, deserts, and any place where there

are few trees. It avoids wetlands and swamps. It particularly likes to patrol along roads or ruins frequently traveled on.

Language: Understands and speaks a guttural form of Dragonesse/Elf at 75% and speaks Elemental at 92% efficiency.

Enemies: Horn Worms are deathly afraid of true dragons. The sound of a true dragon requires them to make a -6 to the Horror Factor saving throw.

Allies: Everything is food, however they do observe the etiquette between Elemental forces and Warlocks, but this does little good for anyone else. The Warlock will find it difficult to convince the Horn Worm not to eat his friends. The best he can hope for is to keep it occupied by conversation while they try to escape.

Physical Appearance: A gigantic, legless reptilian-like serpent with rows upon rows of bony horns growing all over its body. Its head is crowned with 4-8 horns that grow 3-5 feet (.9 to 1.52 m) in height. It scaly skin is always brown in color with red-brown around the lips and eyes.

Size: Juveniles range from 30 to 50 feet (9.1 to 15.24 m), full-grown adults are 90 to 120 feet (27.4 to 36.5 m).

Weight: Juveniles weigh 12 to 13 tons; full-grown adults weigh 30-50 tons.

Rifts® Conversion Notes: Becomes an M.D.C. creature in Mega-Damage settings with 2D4x100 M.D.C. Increase their I.S.P. by 50% and add two additional sensitive psionics. On Rifts Earth, Horn Worms can be found throughout the world, especially in places frequented by humanoids or large groups of grazing herbivores.

Kulili

This two-headed monstrosity first appeared during the Time of a Thousand Magicks. No one is sure if the creature was brought from another dimension or it's the creation of some kind of mystical experiment. Regardless, it has become a nuisance throughout the world, hated by all humanoid races. The creature is found predominantly in swamps or where it has access to rivers and streams. It will eat just about anything that approaches the water's edge. Besides game animals, it's a notorious killer of livestock and humanoids. Once it finds an ample food stock, it will not leave the region until every living animal has been consumed. If prey becomes scarce, Kulili will venture from the swamps, and seek out easy prey, even attacking mid-sized villages, gobbling up humanoids until satiated or it's driven away. Killing one is quite the challenge for its corrosive breath destroys both organic and inorganic matter. A warrior will quickly discover that not only has his flesh been blistered, but his armor, equipment, clothing, and weapons liquefy in a matter of seconds. The creature likes fighting multi-opponents as much as it enjoys eating everything in sight. However, anyone who says two heads are better than one has not seen a Kulili in action. The indecision and inability to cooperate between the two heads can lead to prey escaping or successful slaying of the beast.

R.C.C.: Creature of Magic.

Alignment: Miscreant or Diabolic.

Attributes: I.Q. 1D6+3 (different for each head), M.E. 1D6+5, M.A. 1D6, P.S. 4D6+12, P.P. 2D6+6, P.E. 3D6+12, P.B. 2D6, Spd 6D6+6.

Hit Points: 2D6x10 + P.E. attribute.



S.D.C.: 3D6x10 to main body, 1D6x10+20 for each head.

Natural A.R.: 12

Horror Factor: 15

P.P.E.: 1D6x10

Magic: None.

Psionics: None.

Natural Abilities: Swim 80%, can hold breath for 3 hours, impervious to chemicals (acids, poisons, toxins, drugs, etc.), see the invisible, infrared vision 1,200 feet (365.7 m), Bio-Regenerate 2D6 Hit Points/S.D.C. every other melee, climbing 65% (cannot climb rope), swimming 80%, track humanoids 60%, track animals 70%, and land navigation 50%. Note: The heads can act independent of each other and can ward off attacks from either side.

Special Abilities: Corrosive spray: Either head can expel a corrosive breath (acid) that does 3D6 points of damage to organic material (flesh, leather, wood, plants, clothing) and 1D4x10 points of damage to metal (iron, gold, copper, silver, etc) with the same successful strike. The acid burns for two additional melees unless washed off. The range of the corrosive breath is 30 feet (9.1 m) and is 6 feet (1.8 m) wide.

Attacks per Melee: Six. Each head can perform two attacks (4) and one attack from the main body (2) in the way of stomping/front leg kicking. The corrosive spray can be done every other melee round from either head but counts as two attacks.

Damage: A bite from either head does 2D6 points of damage. A head butt/gore with horns does 3D6 + P.S. attribute damage. Stomp/front leg kick does 4D6 + P.S. attribute damage.

Bonuses: +2 on initiative, +3 to strike, +2 to parry, +1 to dodge, +3 to roll with punch, +7 to save vs Horror Factor, and +2 to save on all saving throws.

Vulnerabilities: Both heads control the main body, however, one head is usually more dominant than the other and it determines which direction the creature goes in (01-70%), but the other head can decide that it wants to go in the opposite direction (71-00%) if there are multiple targets. As a result, the two heads will disagree and cause the creature to try and go in two different directions (lose initiative and two attacks for the entire melee). The following melee, the less dominant head has a 01-20% chance of still insisting in going in the opposite direction of the dominant head (unless the creature is attacked). If one head is destroyed, the other can assume total control over the body. If both are destroyed, the creature dies.

Value: None, it's a menace to all races. Great rewards are often given if the creature can be slain.

Average Life Span: 1,000 years.

Habitat: Swamps and river deltas, lightly populated wilderness areas of the Old Kingdom, Timiro Kingdom, and Eastern Territory. They are found throughout the Land of the South Winds.

Language: None.

Enemies: True dragons (true dragons attack them on sight) and all humanoid races (including the monster ones).

Allies: None; if it looks like it can be eaten, the creature will try to eat it.

Physical Appearance: A two-headed reptile with turquoise colored scales, shading to lighter towards the front of its chest. It has a broad body, lemon-yellow eyes, and bony horns running down its snout, down its neck and spine to its stunted tail. The heads look completely different from each other.

Size: Length of neck from head to trunk is 16 to 20 feet (4.8 to 6.0 m), 12 feet (3.6 m) at the shoulder; 10 to 12 feet long (3.0 to 3.6 m) from chest to rear and the tail is 8 to 10 feet (2.4 to 3.0 m) long. Total length is 46 to 54 feet long (14 m to 16.4 m).

Weight: 3½ to 5½ tons.

Rifts® Conversion Notes: Becomes an M.D.C. creature in Mega-Damage settings with 5D6x10 M.D.C. Each head has M.D.C. equal to 10% of the creature's main body M.D.C. On Rifts Earth, can be found anywhere on the planet near large swamps and fast-moving rivers.

Lindorm

According to one legend, the Gods brought forth this monster to remove the corpses from the battlefield, and to leave behind a message for anyone who thinks war is a good thing. It is unknown if there is any truth to this legend, but those who've come across this beast have indeed a message to tell, and it has nothing to do with war. The Lindorm is a huge worm often mistaken for a Blow Worm and its cousin, the Sand Worm found in Hades. Like its relative, the Lindorm completely blind, yet uses a very sophisticated motion sensor system to locate objects on the surface and a superior sense of smell. Lindorm are primarily scavengers, looking for any sort of carrion, but if they come across a large herd of grazing animals, they will not shy away from such easy prey. Eating the dead remains of humanoids generates a mysterious consequence, it turns the area into a haven for restless spirits and a sanctuary for the undead and Necromancers. The Lindorm does not bring this about for its own benefit, it's a simple side effect brought about by its unearthly existence. Lindorm will invade churchyards and cemeteries, desecrating the ground and refusing to leave until every corpse buried beneath the surface is eaten. This blasphemous act makes the creatures an enemy of almost every religion and their followers except the Cult of the Undead. Necromancers keep their ears open for rumors or reports that a worm has taken up residence in some burial grounds, often claiming they can remove the vermin when instead they use the naivety of the people to help them set up a stronghold, thus allowing them to draw power from the worm as it feeds on their deceased relatives. The only way to destroy the worm is to fight it on the surface which it almost never comes to, choosing instead to stay underground where it feels safe and secure. But if the creature is forced to the surface, it will lash out at everything around it until it can safely return underground and seek out the dead again.

R.C.C.: Supernatural Creature.

Alignment: Considered Miscreant.

Attributes: I.Q. 1D4 (low animal intelligence), M.E. 1D6, M.A. 1D6, P.S. 3D6+20, P.P. 2D6+10, P.E. 3D6+12, P.B. 2D4, Spd 2D6 (on the surface), 1D4x10 (underground).



Hit Points: 1D6x10 + P.E. attribute number.

S.D.C.: 2D6x10

Natural A.R.: 10

Horror Factor/Awe: 12

P.P.E.: 2D4x10 + P.E. attribute. This amount doubles once the Lindorm starts to feed, and remains so until all the dead in an area have been consumed and 72 hours passes, after which time its P.P.E returns to normal.

Magic: None.

Psionics: None.

Natural Abilities: Supernatural P.S. & P.E., sense vibrations in and above the ground, cannot be snuck upon or surprised by nearby opponents approaching by ground, can track and locate

prey by following the ground vibrations caused by movement (running or walking) 1000 feet (305 m) away (90%), feel the vibrations of an approaching ground vehicle, large humanoid taller than 9 feet (2.74 m), herd of mammals, giant animals, or an army on the march, up to 3 miles (4.8 m) away, track by smell 65% (+20% for fresh carrion or a dead body 3D4 weeks old), underground navigation 92%, and Bio-Regeneration 4D6 S.D.C./Hit Points per hour.

Special Abilities: Smell Death: Lindorm can smell the scent of dead and decaying bodies up to three miles (4.8 km) away on the surface, and up to six miles (9.6 km) underground. They can also smell old bones and ancient remains, but at half that range. This ability is used to sniff out carrion (80%).

Stench of Death: Lindorm constantly radiate the rank odor of death and decay as long as they are feeding on the dead (equal to the 5th level Necromancy spell without the cost of P.P.E). The smell cannot be detected while the Lindorm is underground unless the individual possesses a heightened sense of smell (like Wolfen or Orc, for example), but reduce skill percentage and range by half. If the worm stops feeding on the dead, the stench disappears within 48 hours.

Haunting Curse: Once a Lindorm invades any burial ground or place of interment, the place becomes an abode for malignant spirits. 2D4+2 Poltergeist and 1D4+2 Haunting Entities become entrapped on the grounds. These entities assume the personality of spirits of anybody who is buried within five miles (8 km) of where the Lindorm has appeared. These spirits are angry and restless, and are doomed to walk this world until the Lindorm has been slain or removed from their place of rest, regardless if the creature has consumed the spirits' earthly remains. Note: The strange affinity will only occur if there are more than a dozen bodies buried within the grounds.

Strengthen the Undead: Once a Lindorm begins to feed on the dead at a burial ground or place of interment, all vampires, ghouls, zombies, and various undead within a one mile (1.6 km) radius will find their Hit Points (or M.D.C) increased (or restored if injured) by 4D6 every hour until it reaches a maximum of 60 points. Within this same area of effect, the range and duration of the *Animate and Control Dead* spell is doubled and the animated dead are twice as fast (Spd 14), are stronger (P.S. 20; inflicting 2D6+5 S.D.C./Hit Points), and have 50% more S.D.C. (75-210 depending upon the size) and each has four attacks per melee round.

Strengthen the Death Mage: Necromancers who are on the ground or within a half mile (0.8 km) of the Lindorm's location enjoy the benefit of having the range and duration of their magic and abilities increased by 30%. Furthermore, the Necromancer's own P.P.E. recovers at the increased rate of 10 P.P.E. per half hour/30 minutes, without meditation! This will not occur with any other magic users. Of course, this will be magnified even further if the Lindorm and the burial grounds happen to be at/on a ley line.

Attacks per Melee: Four.

Damages: Supernatural P.S., a nipping bite does 4D6 points of damage. A full strength bite does 1D4x10 points of damage. On an attack roll of Natural 20, the Lindorm will swallow anything under 10 feet (30.4 m) whole. Damage from being swallowed is 4D6 points of damage per melee round from its rows of sharp teeth and crushing action of its throat. Note: Victims swallowed will be conscious for 1D4 minutes before they run

out of air. While inside the worm, its Armor Rating is not applicable and all attacks do damage direct to the creature's Hit Points.

Bonuses: +3 to strike with a bite, +4 to save vs magic and psionics attacks, +6 to save vs all Necromancy magic, and impervious to Horror Factor, possession, gases, poison, and toxins.

Vulnerabilities: Due to their unique sensing abilities, they are stunned by sonic attacks, losing half of their combat bonuses and attacks. The only way to bring a Lindorm to the surface is for a priest to perform a successful exorcism ritual. This forces the creature up to the surface where it can be killed and/or driven away. A successful exorcism prevents the Lindorm from returning to the graveyard or burial grounds for one year and it's not likely to return ever again (only 01-22% chance). Holy weapons and cold based attacks or spells do double their normal damage.

Value: Their blood can be used in Necromantic ritual magic or summoning/protection circles if it involved the undead, ghosts, or spirits, as a substitute to the standard components or as a special additive. The use of their blood increases the spell strength (or circle) by +1 and increases the duration of the ritual or circle by 20%. Extremely rare and difficult to find, the cost to Necromancers is usually 50% higher because it is of great value to them. Cost: 8000 gold per ounce.

Average Life Span: 3D6x100 years.

Habitat: Any place in the world where large numbers of the dead are buried. They are found most often in the Old Kingdom and Baalgor Wastelands where mass graves of Elves and Dwarves can be found.

Language: None.

Enemies: Most of the churches of the Palladium world consider them an abomination that must be destroyed at all cost.

Allies: The creature is sought after by Necromancers and followers of the Cult of the Undead. If they can locate one, they will attempt to set up a stronghold or church, thereby allowing them to enjoy the benefits.

Physical Appearance: A monstrous white worm with a huge maw full of rows of sharp teeth.

Size: 120 to 200 feet (36 to 61 m).

Weight: 3-5 tons.

Rifts® Conversion Notes: Becomes an M.D.C. creature in Mega-Damage settings with 3D6x10 + P.E. attribute score in M.D.C. On Rifts Earth, they can be found near any place where there are large numbers of the dead.

Lumerpa

This bird started to appear near the end of the Elf-Dwarf War. Neither side claimed responsibility for its summoning or creation. It may have appeared via a natural dimensional Rift. It is known to fly at high altitudes, coming down only to search for prey which includes just about anything it can carry in its large talons. The birds give off a strange, smoky odor, and that is the only forewarning one can expect. Typically, the bird doesn't have to worry about prey fighting back, but if it does so, the Lumerpa's feathers burst into flame, covering itself with a protective fiery aura. These flames are hot enough to set trees ablaze and turn most metal red hot. Only the bravest of warriors can withstand such an assault. To make matters worse, the Lumerpa possesses

remarkable regenerative abilities, dying only when decapitated, impaled through the heart, or frozen by magical cold/ice attacks. Because it fears little, it is aggressive and extremely daring. Lumerpa are solitary hunters, known to seek out prey during the day and at a night. Although it has been around for at least 8,000-9,000 years, no one had ever seen a nest much less any juveniles, which leads some to speculate where exactly does this bird come from and where does it go once it has taken captives high into the clouds.

R.C.C.: Creature of Magic.

Alignment: Miscreant only.

Attributes: I.Q. 1D6+3 (medium animal intelligence), M.E. 1D6+2, M.A. 2D4, P.S. 2D6+12, P.P. 2D6+12, P.E. 2D6+12, P.B. 3D6+6, Spd 1D6+6 running on the ground or 1D6x10+60 flying (48-82 mph/76.8 to 131 km).

Hit Points: P.E. attribute number plus 15.

S.D.C.: 6D6+6

Natural A.R.: 6 or 14 with flaming aura.

Horror Factor: 10 or 15 with flaming aura.

P.P.E.: 1D6x10

Magic: None.

Psionics: None.

Natural Abilities: Fly, keen hawk-like vision, track by sight (75%), nightvision 1000 feet (304.8 m), prowl (silent glide attack) 50%, breathe without air, impervious to fire, heat, cold, drugs, disease, and poison, Bio-Regenerate 3D6 Hit Points/S.D.C. per melee round, and re-grow limbs and internal organs in less than a minute.

Special Abilities: Burst into Flames: At will, the Lumerpa's feathers burst into flame, surrounding the bird with a protective aura of fire. This magical flame gives the bird an additional 30 S.D.C., a Natural Armor Rating of 14 against physical attacks (solid objects), and adds 2D6 additional points of damage to its attacks. The flames, being magical in nature, cannot be extinguished by normal means, and do not require air to burn. All combustible materials within five feet (1.52 m) of the bird (old rags, dry wood, lamp oil) ignites instantly. Attackers will take 4D6 points of damage each time they attempt to inflict close combat damage (any hand-to-hand attack or handheld weapon), even if they bypass the flaming aura's Natural Armor Rating.

Attacks per Melee: Four.

Damage: A claw strike does 4D6 points of damage, a bite does 2D4. An additional 2D6 damage is inflicted if the flame aura is on.

Bonuses: +2 to strike and parry, +3 to dodge while flying, and +3 on all saving throws.

Vulnerabilities: Magical cold and ice attacks do double damage. Cold damage cannot be Bio-Regenerated. Magical water attacks have a 01-40% chance of extinguishing the fire aura. This will prevent the bird from reigniting for at least 3D4 melee rounds. Energy attacks (including magical ones), psionics, and physical objects that get through the fiery aura Armor Rating inflict full damage.

Value: None; these birds cannot be tamed or ridden. The moment they die their bodies burst into flame and are quickly reduced to ash.

Average Life Span: 100 years.

Habitat: Baalgor Wastelands, southern Old Kingdom, and Land of the South Winds.

Language: None.

Enemies: All humanoids and Giants.

Allies: None.

Physical Appearance: A monster bird with light brown feathers and dull brown body, blood red mouth, and large, sparkling eyes.

Size: 6 feet (1.82 m) tall standing, 8 feet (2.4 m) long, and has a 12-18 foot (3.65-5.48 m) wingspan.

Weight: 100-150 lbs (45-67.5 kg).

Rifts® Conversion Notes: Becomes an M.D.C. creature in a Mega-Damage setting with 2D4x10 M.D.C. In the Rifts Earth setting, they can be found throughout the New West, Japan, and China.



Makara

A frightful monster allegedly created by an insane alchemist and summoner who lived during the Time of a Thousand Magicks. According to the legend, he sought to build the ultimate monster that no man or beast could hope to defeat. After creating half a dozen, he invited warriors from all four corners of the world to defeat them. The Makara killed every single contender then upon realizing they had nothing more to fear, killed the mad mage and departed to the ends of the world. Makara are frightful and massive, a huge, bird-like turtle creature with long arms

that end with giant reptilian heads instead of hands. Everything the Makara eats is devoured by the two lizard heads. The bird's head does nothing but watch and stare at everything as far as its eyes can see. The necks of the lizard heads are incredibly long, able to stretch the length of its body. The length and mobility of the two heads allows it to reach an enemy in any direction and at any location on or around the body, and although they cannot see, they use their tongues to taste the air and sense which direction that a smell is coming from. And because they are the mouths of the creature, they are quick to snatch up prey while the bird head looks onward, appearing to do nothing but stare. However, this in itself is dangerous, for to stare into the eyes of the Makara causes one to succumb to an alternate reality in which peace, tranquility, and contentment are all around. The Makara then eats the defenseless individual, who doesn't seem to care or notice. On rare occasions, the bird will speak (the lizard heads cannot), but any conversation with a Makara is just as dangerous. It is not the smartest creature around, but its psychic abilities and sly cunning give it a slight edge in most negotiations.

The shell of the creature is immensely strong and durable. Yet unlike a turtle, Makara cannot tuck their heads in. In fact, Makara love to fight, for nothing pleases these behemoths more than inflicting pain and suffering. Likewise, it's a masochist, and enjoys receiving pain as much as it likes dishing it out. Many have observed the Makara deliberately prolonging the fight in an effort to give the enemy a fighting chance, when in actuality, the Makara is looking to decorate its body with battle scars. Its regenerative abilities heal these wounds rather quickly, so it prefers to acquire a large number before dispatching its opponents.

How many Makara there are remains unknown. There might only be a handful in the world, but one is more than capable of dispatching a small military force. Makara regard all humanoids and Giants as potential enemies, but they love a good fight so sometimes they will leave their isolated homes to travel an extended distance just to test their fighting prowess against a worthy opponent.

R.C.C.: Creature of Magic.

Alignment: Any evil.

Attributes: I.Q. 1D6+3, M.E. 2D6+6, M.A. 1D6, P.S. 4D6+10, P.P. 3D6+6, P.E. 5D6 (16 minimum), P.B. 2D6, Spd 3D6.

Hit Points: 3D6x10 + P.E. attribute.

S.D.C.: 1D4x100 for the main body. 1D4x10+40 for each head.

Natural A.R.: 12 for all three heads, necks, and four legs. The top shell has an A.R. of 18, the belly shell has an A.R. of 16.

Horror Factor: 15

P.P.E.: 1D6x10+20

Magic: None.

Psionics: Empathy, Presence Sense, See Aura, Sense Evil, Sense Magic, and Telepathy. Equal to a 3rd level minor psychic. I.S.P.: 1D4x10 + M.E. attribute.

R.C.C. Skills: Detect Ambush 55%, Detect Concealment 85%, Track Humanoids 80%, Gemology 60%, Faerie Lore 65%, Demon & Monster Lore 70%, Surveillance 80%, Dowsing 50%, Identify Plants & Fruit 75%, Land Navigation 80%, Track & Trap Animals 70%, and Wilderness Survival 80%. Skills do not increase.

Natural Abilities: The creature has three heads, however, the bird head contains the brain and makes all the decisions. The two lizard heads function more like hands with huge mouths. Bio-Regenerates 4D6 Hit Points/S.D.C. once every hour.

Bird Head: Infrared vision 1,200 feet (366 m), see the invisible, impervious to possession and mind control, and track by smell 60%.

Lizard Heads: The two lizard heads are nothing more than huge mouths full of sharp teeth and a large tongue. The heads don't respond to any sensory information except what the tongues can taste. Identify common objects by taste 75%. Can also recognize the distinct taste (smell) of specific individuals and can detect when a living thing is experiencing extremes of emotions (50%) by the flavor of sweat, body chemicals, etc. Recognize poisons, toxins, and chemicals by taste 65%, track and locate prey by tasting the air 70%; range 100 feet (30.5 m).

Special Abilities: **Hypnotic Gaze:** All who look into the eyes of the bird head must make a saving throw vs mind control (15 or better) or lose all sense of reality as the world transforms into a place of serenity: A rolling meadow beside a whispering stream, a clear sunny day full of nothing but peacefulness, tranquility, and quiet. The victim doesn't recognize or acknowledge whatever is happening around him. Once a victim is trapped in the Makara's gaze, he does not recognize friend or foe and will often lie down on the ground to relax and take it easy (01-60% chance). Nothing worries or concerns him; whatever it is can wait until later. **Penalties:** All victims who fail to save lose initiative, reduce all combat bonuses and attacks per melee by one half, and reduce all skill performance by 70%. This altered reality lasts for 5 minutes.

Pain Gaze: Once the Makara starts to take Hit Point damage (or loses 50% of its M.D.C. in those settings), it can change its hypnotic gaze to a beam of light with a range of 100 feet (30.5 m) that affects an area 20 feet (6 m) wide, and functions equivalent to a 5th level Havoc spell, without the cost of P.P.E. This beam of light has a +6 to strike. Victims must roll a saving throw vs magic of 14 or better. Duration: 10 melee rounds. The light beam counts only as a single attack.

Attacks per Melee: Six.

Damage: **Bird Head:** Bite: 2D6 damage. **Lizard Heads:** Bite: 3D6+6, head butt/swat: 2D6 + P.S. attribute damage.

Bonuses: +2 on initiative, +3 to strike & parry, +5 to roll with punch, +8 to perception (bird head), +10 to save vs Horror Factor, and +3 to save against all saving throws. As a minor psychic, the creature needs only a 12 or better to save vs psionics.

Vulnerabilities: Slow on land and because it almost fears nothing, the creature will take on large numbers of humanoids or any matter of beasts. This overconfidence makes it vulnerable to an all-out attack. Makara don't like to retreat but will do so if the odds do become overwhelming.

Value: None; the shell is too brittle and unworkable after the creature's death.

Average Life Span: 4D6x100 years.

Habitat: Anywhere, specifically ancient ruins and remote locations far away from humanoid civilization.

Language: Understand and speak a guttural dialect of Dragonese/Elf at 85%.

Enemies: Destroys all lesser creatures, humanoids, Faerie Folk, and whatever intrudes on its domain.

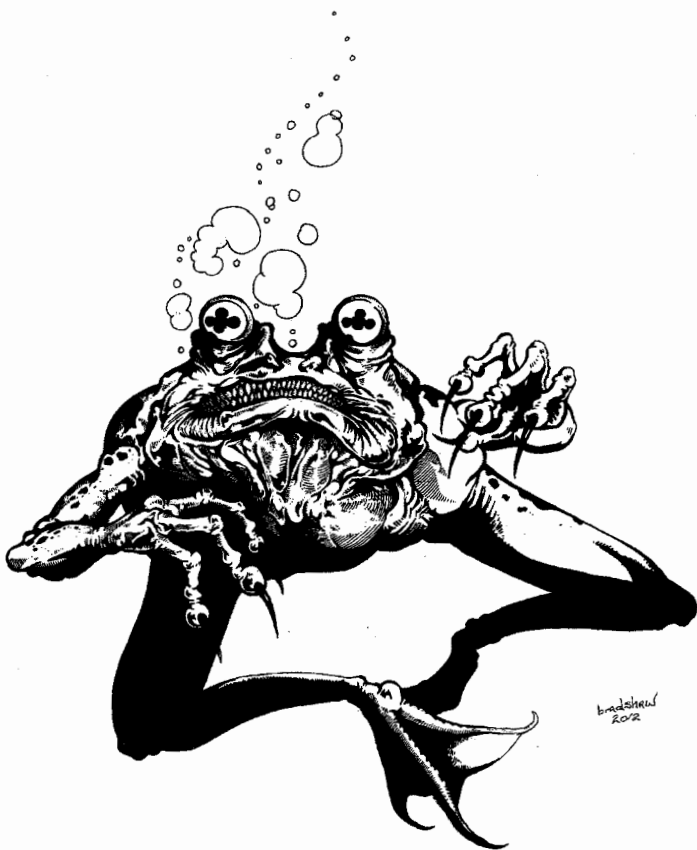
Allies: Although difficult, it might be persuaded to align with an evil sorcerer, black priest, witch, and evil supernatural beings, but the reward would have to be favorable.

Physical Appearance: A three-headed monstrosity. The center head is a golden bird with an elongated reptilian neck and bold yellow eyes – though strangely, the type of bird varies from creature to creature. The lizard heads are dark red with orange highlights, white teeth, and red tongues. The shell is a reddish brown, becoming pinkish at the underbelly. Its six legs are also red brown in color, and it has almost no tail to speak of.

Size: Length of bird beak to torso is 8-10 feet (2.4 to 3 m); from lizard head nose to shoulder is 12 to 14 feet (3.6 to 4.2 m) long. From the shoulder to the bottom of the foot is 10 to 12 feet (3.0 to 3.65 m) in height. The shell is 15-20 feet (4.6 to 6 m) in diameter.

Weight: 4 to 8 tons on average.

Rifts® Conversion Notes: Becomes an M.D.C. creature in Mega-Damage settings with 1D6x100+200 M.D.C. Each head has M.D.C. equal to 15% of the creature's main body M.D.C. On Rifts Earth, it could be found just about anywhere.



Murrisk

Murrisk is a ravenous predator that lives throughout the oceans and seas of the world. Although its diet primarily consists of fish and squid, it will rise to the surface and attack humanoids, especially if they are clinging to debris or floating on a life raft. They love to hunt and fight, and when they're big and bold enough, they will on occasion, rise up to the surface and search for a suitable challenge. This includes climbing on board an anchored ship and attacking a sleeping crew or walking upright on land and assaulting an individual strolling close to shore or the dock. Although brazen enough to confront surface dwellers, the creature likes to keep the odds in its favor, and will not attack humanoids

if they number more than five, unless it holds the advantage of being at sea.

Murrisk have been known to attack at sea during all hours of the day, but more often than not, attacks against sailing vessels occur during cloudy weather or under cover of darkness. Murrisk can venture on land but not for very long and they rarely go more than a stone's throw away from the water. Though they are cumbersome on land, one must not let themselves be fooled by their lack of mobility. Murrisk can expel a toxic gas cloud that kills most land animals and humanoids. Even more amazingly, this cloud can be spewed underwater where it has an even longer duration, effectively killing off almost all aquatic life that's unfortunate enough to enter its deadly radius. Even if one is able to swim away from the cloud, the Murrisk will try to force the poor victim back into the cloud and let its lethal poison do its worst. Of course the Murrisk could simply kill its victim with its vicious bite or deadly claw attacks, but it seems to enjoy watching the victim struggling more than outright killing it.

Alignment: Diabolic or Miscreant.

Attributes: I.Q. 1D6, M.E. 2D6+6, M.A. 1D6, P.S. 4D6+8, P.P. 3D6+6, P.E. 4D6+6, P.B. 1D4, Spd 2D4 (on dry land), 2D6+24 (in water).

Hit Points: P.E. attribute +20.

S.D.C.: 2D4x10

Natural A.R.: 9

Horror Factor/Awe: 16

P.P.E.: 2D6

Magic: None.

Psionics: None.

Natural Abilities: Swim 100%, breathe underwater indefinitely, breathe on land for 1D4 hours, track underwater 90%, underwater navigation 90%, prowl (in water) 80%, nightvision 300 feet (91.4 m), track by smell 78% (can smell blood or a floating cadaver 3 miles/4.8 km away), up to one mile (1.6 km) depth tolerance, and impervious to cold, poison, and toxins.

Special Abilities: Toxic Breath: Once every hour, Murrisk can expel a toxic cloud on land or underwater that covers a 10 foot area (3 m) and inflicts 4D6 points of damage per melee to everyone who breathes it or touches it with their bare skin. This toxic cloud affects both land and sea animals. The cloud lasts for 3 melees in the air and three minutes (12 melees) underwater. Does not affect those enclosed in environmentally sealed armor or make a successful saving throw vs lethal poison (14 or better).

Attacks per Melee: Five (only three on land).

Damage: Bite does 4D6 points of damage, claw strike 2D6 points, power claw strike 4D6 points, and tail slap does 3D6 points of damage. All claw and tail attacks receive P.S. damage bonus.

Bonuses: +3 on initiative, +5 to strike, +4 to parry & dodge, +3 to roll with punch/impact, and +8 to save vs Horror Factor. On land reduce all combat bonuses by half.

Vulnerabilities: Can only survive on land for 1D4 hours before the creature starts to asphyxiate. The creature's eyes are sensitive to bright light, so it avoids being in direct sunlight whenever possible.

Average Life Span: 200 years.

Value: Both the Western Empire and Island Kingdom of Bizantium pay 500-1,000 gold for proof of a dead Murrisk. Their teeth fetch a price of five gold coins for every twenty.

Habitat: The world's oceans and seas. However, they do exist in greater concentration in the waters of the Sea of Dread and Sea of Despair.

Enemies: Most surface-dwelling life is perceived as prey. It fears sea serpents and the big aquatic predators in the ocean that prey upon it.

Allies: None, per se.

Physical Appearance: A large frog with a huge maw filled with dagger-like teeth, long fingernail claws, large, yellow eyes, and webbed feet ending with sharp spines.

Size: 20-25 feet (6.1-7.6 m) long from the top of its head to the tip of its clawed fins. Its front arms measure one-third the length of its body.

Weight: Three quarters of a ton.

Rifts® Conversion Notes: Becomes an M.D.C. creature in Mega-Damage settings with 3D4x10 M.D.C. Inhabits the oceans and seas of the world, but is especially common around the British Isles. May also associate with or serve the Lord of the Deep and other supernatural evil beings. They will attack power armored divers and small to medium submersibles without fear.



Nemean Lions

According to the legend, during the Elf-Dwarf War, the Dwarf city of Nemean had a large pride of lions living outside its city gates. A Dwarf Rune Smith created a powerful magical potion and gave it to several goats to drink. He then released these goats to roam outside the city. The lions hunted the animals down and ate them all. Afterward, the lions gained the ability to be impervious to metal and for their teeth and claws to cut through just about anything. Weeks later, when an army of Elves approached the city, the lions slaughtered them by the hundreds, while they for the most part avoided serious injury. Those who escaped, the Nemean army followed in pursuit. Unfortunately, the month long battle between the Elves and Dwarves destroyed most of the countryside, including the prey animals the lions hunted. As

a result, the lions turned on the citizens of Nemean, even killing the Rune Smith. Whether this story is true or not remains unknown, but the surface ruins of the city of Nemean to this day are patrolled by the lions. Their territory stretches from the Old Kingdom to the Baalgor Wastelands. Once it reached into the region around Mount Nimro, but the Giants hunted them so extensively they are no longer found there.

Like normal lions, Nemeans live in groups called prides, only there isn't a single dominant male. Males and females live together. Six to eight males will hunt down one large game animal or each will go after a single kill, and bring it back to the pride of eight to sixteen adult females and their young. So powerful are these creatures that a single one can just about kill anything it encounters in the wild. The Giants of Nimro to this day consider it a great mark of honor to hunt down and kill a single lion. King Blackrock would love it if his people discovered the ancient technique to turn their pelts into metal resisting armor. Nevertheless, many Giants of Nimro sport a Nemean cloak and often permanent scars from the encounter.

Nemeans are almost fearless. They will attack just about anything that threatens their young or invades their space, and whatever is killed will most likely be eaten. These lions are extremely difficult to domesticate because the older they get, the less intimidated they become, and, eventually, the owner will be viewed as food. Some say the secret of their power still lies in the ruins of Nemean, but few are brave enough to venture into the heart of these beasts' domain.

Alignment: Considered Anarchist or Miscreant.

Attributes: I.Q. 1D4+4 (high animal intelligence), M.E. 2D6+12, M.A. 1D6, P.S. 2D6+20, P.P. 2D6+12, P.E. 3D6+10, P.B. 3D6, Spd 4D6+20.

Hit Points: 6D6+30

S.D.C.: 1D6x10 for females. 2D4x10+20 for males.

Natural A.R.: 6

Horror Factor: 10 for an individual, 16 when facing three or more.

P.P.E.: 4D6

Magic: None.

Psionics: None, but they can sense the supernatural and places of power. Unlike their regular kind, Nemeans do not avoid such places but are likely to make them their home. Range: 480 feet (146.3 m) to sense the supernatural and sources of P.P.E. (including powerful creatures of magic). Range: 240 feet (73.1 m) to sense ley lines, nexus points, places of power and powerful magic users (above average P.P.E. levels in humanoid).

Natural Abilities: Keen vision and sense of smell, nightvision 60 feet (18.2 m), Climb 50%, Prowl 60%, Track by sight or smell 70%, Leap 10 feet (3 m) high and 20 feet (6 m) long.

Special Ability: Metal Invulnerability: Nemeans are impervious to any object made of metal (magic weapons inflict 1/3 their normal damage), which includes swords, axes, hammers, etc., as well as all metal tipped arrows. The impact of metal weapons causes no physical damage to the creature, it simply bounces harmlessly off its hide.

Armor Piercing Teeth and Claws: Same as the magical property bestowed upon magic weapons, their teeth and claws bypass all Armor Ratings, including Natural ones.

Attacks per Melee: Four.

Damage: Claws 3D6+4 points of damage, bite does 2D6. Increase the damage by 1D6 points if the lion is male.

Bonuses: +2 on initiative, +4 to strike, +3 to parry, +4 to dodge, +6 to save vs poison & drugs, +3 to save vs mind control, and +8 to save vs Horror Factor.

Vulnerabilities: Wood and stone weapons inflict normal damage. Rune and Millennium Tree weapons inflict double damage.

Average Life Span: 15-30 years.

Value: Pelt/fur is worth approximately 3,000 gold; its fur/pelt can be made into a magical cloak that will make its wearer suffer only half damage from metal weapons (full damage from magic), unfortunately this alchemical process is extremely rare and very few alchemists know how to do it (less than 5%). A.R. 10 and 100 S.D.C. Magic cloak is valued at 250,000 gold or more. Young cubs can be domesticated but after two years of age, there is an ever increasing 15% chance the animal will suddenly turn on its owner regardless of how well it has been trained or made to love/obey its owner.

Habitat: Open savanna of the Old Kingdom and Baalgor Wastelands.

Language: None.

Enemies: Giants, humanoids, and wooly dragons.

Allies: None.

Physical Appearance: Large lions (African type) with golden fur and jet black claws and teeth. The males have yellow manes with bright golden fur at the end of their tails. The eyes of both genders glow an eerie red, which makes them noticeable at night from at least 50 feet (15.24 m).

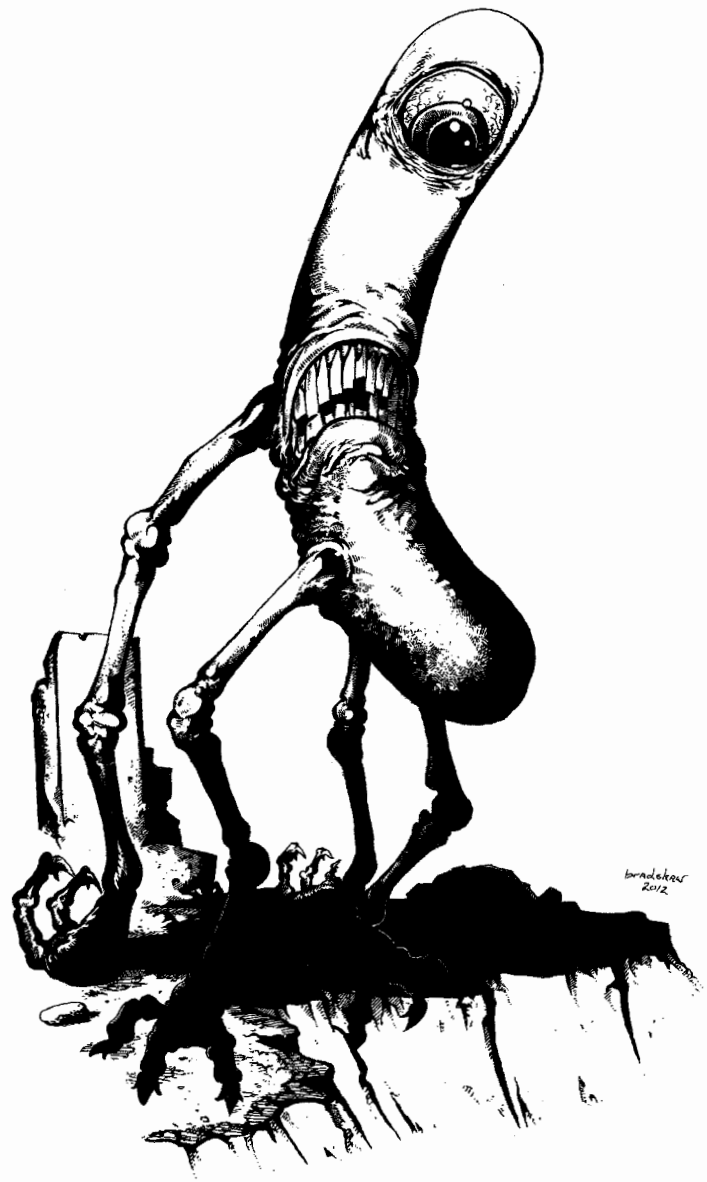
Size: 5.25-8.25 feet (1.6-2.5 m), plus another 20-40 inches (0.5 to 1 m) of tail.

Weight: 400-800 lbs (180 to 360 kg).

Pit Walker

These monsters are a rarity and that is a luxury. How they arrived in the world is unknown. It is believed half of their population can be found in the Old Kingdom. Resembling a giant sausage shaped demon with a large, Cyclopic eye, the Pit Walker gets its name from the large pit it crouches over. Inside these hand dug holes they keep their collection of edibles and toys, which are sometimes one and the same. Pit Walkers guard their collection with a paranoid jealousy. They don't like individuals touching their stuff, yet they delight in showing off their things to anyone who asks or shows an interest. In the creature's twisted mind, he is showing off what he has and what others can only dream of possessing, even if the item has no real value to anyone but the Walker. Whatever they collect, they refuse to share unless a reasonable exchange can be made. Although they are not the smartest bunch, they make up for it with intimidation and a petrifying eye ray. Anyone turned to stone usually ends up inside the pit. Pit Walkers usually play with these stone figures as a child plays with a doll.

Besides petrified travelers, the pits can be full of live humanoid captives and/or animals that the Pit Walker will snack on. They try to keep the pit full of edibles so they don't have to venture away from their hoard for any length of time, and usually they can stay away no more than an hour before being compelled to return. This, of course, is the best time to rescue prisoners or pick through their collections in search of anything of actual value. It is almost impossible to lure a Pit Walker away from its pit.



They are not easily fooled and are naturally suspicious. Should a Walker return to find items missing or destroyed (and they always recount and re-examine everything the moment they return), it will fly into a sobering fit, becoming whiny like a spoiled child. After a while, the beast will search the area high and low for the thief, and if it should find him, the punishment will be severe. Anyone who has successfully negotiated a deal with these monsters should consider himself lucky, for most end up joining the Walker's collection.

R.C.C.: Supernatural Creature.

Alignment: Any evil.

Attributes: I.Q. 1D6+6, M.E. 1D6+4, M.A. 1D6, P.S. 1D6+20, P.P. 2D6+12, P.E. 1D6+16, P.B. 1D6, Spd 1D6x10. P.S. and P.E. are Supernatural.

Hit Points: P.E. attribute +50.

S.D.C.: 1D6x10+20. The eye has 30 S.D.C.

Natural A.R.: 12 (18 for the eye).

Horror Factor: 16

P.P.E.: 1D6x10

Magic: None.

Psionics: None.

R.C.C. Skills: Speak Gobbly and Giantese 98%, Mathematics: Basic 90%, Bartering 70%, Sing 40%, Track Humanoids 70%, Recognize Weapon Quality 60%, Gemology 70%, Detect Concealment 80%, Dowsing 80%, Detect Ambush 70%, General Repair 50%, Sculpting & Whittling 50%, Preserve Food 60%, Skin and Prepare Animals Hides 50%, Identify Fruits and Plants 50%, Gambling (Standard) 65%, and Appraise Goods 70%.

Natural Abilities: Never tire, can remain sitting for weeks upon end, nightvision 1,000 feet (305 m), immune to all illusions and powers of concealment (can see through all invisibility spells, and any magical or psionic power of disguise or camouflage), superior eyesight (can spot a Gnome 3 miles/4.8 km away, impervious to normal fire, heat, and lightning (half damage from magic), leap 40 feet high (12.1 m) and 80 feet across (24.3 m) from a crouching position (doubled when running), exceptional sense of balance, and Bio-Regenerate 2D6 Hit Points/S.D.C. per minute.

Special Abilities: Petrifying Eye Beam: The single eye can fire a beam of light that turns its victims into stone. The eye beam does not automatically strike, and a roll to strike must be made for each attack (+3 bonus to strike). A saving throw vs magic of 14 or higher means the victim is not turned to stone. The spell Stone to Flesh will instantly restore the victim. Range: 100 feet (30.5 m). Note: The Pit Walker can also fire an eye beam that functions as a Stone to Flesh ray.

Attacks per Melee: Six (may combine eye beam with physical attacks).

Damage: Pit Walkers have supernatural P.S.: the bite does full strength punch damage +2D6, clawed hands do an extra 1D6, a kick/stomp does an additional 1D6 damage, and a leap kick does an extra 2D6 points of damage.

Bonuses: +2 on initiative, +3 to strike, +1 to parry, +4 to dodge, +2 to roll with punch, +5 to maintain balance, +3 to all saving throws and impervious to Horror Factor.

Vulnerabilities: Pit Walkers are bound to their pits. They will not stray more than a mile (1.6 km) away from it. No matter the situation, he will not move any further away from it. If the Pit Walker is forcibly moved beyond the mile threshold, it will explode into a full-blown panic attack, and will run like mad to return to it. Pit Walkers don't like anyone messing with or touching anything in their pit. Everything must be kept neat and tidy.

Value: None, but inside the pit, there can be just about anything, usually it will consist of the starting equipments of numerous O.C.C. characters, several weapons, suits of armor, lots of useless junk, preserved food, hand-fashioned tools, rocks, and the bones of eaten humanoids and animals. There is always a chance of finding live prisoners and animals. The availability of finding a magic item is left entirely up to generosity of the G.M.

Average Life Span: 1D6x100 years.

Habitat: Anywhere, specifically ancient ruins and remote locations far away from humanoid civilization.

Language: See above.

Enemies: Humans, Elves, Dwarves, and Giants. Indifferent toward all others.

Allies: None, per se. May join forces with others if it means acquiring more items for their collection. It is easy to convince

them to serve as guards or sentries since they aren't going anywhere.

Physical Appearance: A dark red, cigar-shaped body with a huge mouth in the middle full of 9-12 inch (22.8-30 cm), flattened teeth and a fat, textured tongue; a single yellow or orange eye the size of a small shield; two long, wiry arms with big, thick hands; and two long, spindly legs ending in three-toed feet.

Size: 15-18 feet (4.6-5.4 m) in height, although this is difficult to tell because they are usually in a crouched/sitting position. The mouth can open 4 feet (1.2 m) wide.

Weight: 1,300-1,500 lbs (585-675 kg).

Rifts® Conversion Notes: Becomes an M.D.C. creature in Mega-Damage settings with 3D6x10 M.D.C. The eye alone has 30 M.D.C. In the magically enhanced world of Rifts Earth, Pit Walkers have all the O.C.C. Skills and Special O.C.C. Abilities of a Vagabond and can select seven additional skills from Communications, Domestic, Rogue, Science, Technical, or Wilderness. All skills start at 4th level (do not select a Hand to Hand style). Pit Walkers can be found anywhere on Rifts Earth, but usually far away from any sort of humanoid civilization.

Safat

This is a creature from the upper atmosphere, usually flying high out of sight of the naked eye. It is probably from a different dimension because it did not appear anywhere in the world until the height of the Elf-Dwarf War. At first, both races attempted to use these creatures as a flying mount, however it proved difficult to ride and nearly impossible to domesticate, thus the practice was abandoned for the most part. Nowadays these creatures are considered dangerous predators, and anyone looking to ride one has more guts than brains. Safat consider all humanoids, livestock, fish, marine mammals, and grazing animals as food, although they prefer carrion as their first choice. Like a massive bird of prey, it will swoop down from the sky and snatch victims up with its talons. Its arms are a part of its wings and like a bat, use its articulated fingers to climb, scale walls, and attack prey. To encounter a Safat out in the open is to risk almost certain death. The creature is a solitary hunter, but often a mother can be seen with her 2D4 offspring trailing close behind. The young are just as dangerous as their mother.

Alignment: Considered Anarchist or Miscreant.

Attributes: I.Q. 1D4+2 (low animal), M.E. 2D6, M.A. 2D4, P.S. 20+2D6, P.P. 18+1D6, P.E. 18+1D6, P.B. 1D4, Spd 3D6+4 on ground or climbing, 3D4x10 in flight. Reduce physical attributes by on-half for juveniles.

Hit Points: P.E. attribute + 6D6. Young P.E. attribute + 1D6.

S.D.C.: 1D6x10+60. Young 6D6+10.

Natural A.R.: 12 or 10 for young.

Horror Factor: 14 or 10 for young.

P.P.E.: 3D6

Magic: None.

Psionics: None.

Natural Abilities: Great flying speed, can fly nonstop without tiring for six hours, fire/cold does half damage (magic does full), prowl (silent flight and dive attacks) 70%, track by smell 70%, keen hawk-like vision (can see a rabbit two miles/3.2 km away), and superior hearing.

Attacks per Melee: Three.

Damage: Bite: 4D6 points of damage, talon strike from lower legs 3D6 + P.S. attribute bonus, wing claws 1D6 damage, and dive bomb attack does double damage (counts as two attacks).

Bonuses: +2 on initiative on the ground (+4 when airborne), +3 to strike in the air and on surprise attacks, +3 to dodge when flying, +6 to save vs poison/disease, and +4 to save vs Horror Factor. Reduce all combat bonuses by half for juveniles. These are in addition to attribute bonuses.

Value: In the Western Empire, a trained one is valued from 16,000-20,000 gold. However, they are used more often by monster races. The creature is extremely difficult to domesticate (-30% to Horsemanship: Exotic Animals). Even when fully trained, there is a -10% penalty to get the animal to perform as the rider wants it to.

Average Life Span: 40-60 years. They mature to full size by 5 years.

Habitat: Though they live high in the clouds, it is believed their nests are in mountains, and because they travel great distances for food, it is believed they nest in every mountain range in the Palladium World.

Language: None.

Enemies: They have no natural predators except humanoids who hunt them. The Giants of Mt. Nimiro consider them a nuisance.

Allies: Only to the person who has it as a trained mount.

Physical Appearance: Safat are massive, jet black colored, flying reptiles with short, stubby tails.

Size: 15-20 feet (4.5 to 6 m) tall, a wingspan of 50-60 feet (15.2-18.3 m).

Weight: 1,000 lbs (450 kg) on average.

Rifts® Conversion Notes: Becomes an M.D.C. creature in Mega-Damage settings with P.E. attribute x3. In the Rifts Earth setting, they can be found in any part of the world, although the closer one comes to a mountain range, the more likely one is to encounter them.

Serra

This monster is a threat to sailing vessels because it can attack by sea and by air. It will launch itself out of the water and take to the skies, dive bombing onto ships in an effort to sink them or destroy their sails and masts. Serra simply hate sailing vessels for reasons that have yet to be explained. Normally, these creatures are content to hunt fish, seals, and dolphins, but their intolerance for humanoids seems almost compulsive. Perhaps it has something to do with where these creatures come from. Many scholars believe they are not native to the world but come from a dimension where they are exclusively hunted. There is no way of knowing for these primitive animals are as aggressive as they are dangerous. They've sank enough sailing vessels that the Timiro Kingdom puts them in the same category as sea serpents, to be killed on sight. That itself poses a challenge, for how does one kill something that will crash land on the ship in an effort to sink it?

Alignment: Considered Anarchist.

Attributes: I.Q. 1D4+3 (medium animal intelligence), M.E. 1D6+4, M.A. 1D6+2, P.S. 1D6+16, P.P. 1D6+16, P.E. 1D6+18, P.B. 1D6, Spd 3D6+18 (swimming), 1D4x10+40 (flying).

Hit Points: 1D6x10 + P.E. attribute number.



S.D.C.: 2D6x10
Natural A.R.: 12
Horror Factor: 13
P.P.E.: 4D6
Magic: None.
Psionics: None.

Natural Abilities: Fly, has insulated, water repellent feathers, keen vision and sense of smell, nightvision 200 feet (61 m), track by smell or sight 60%, natural swimmers 100%, maximum depth tolerance is unlimited, locate moving objects in water 70% by sight, track the scent of blood (70%) up to one mile (1.6 km) away on dry land, double that distance (and +20%) underwater, breathe out of water for up to three hours before becoming weak (dies within six hours).

Attacks per Melee: Four underwater, five when flying.

Damage: A bite does 2D6+4 points of damage, tail slash 2D4 points of damage. It may also ram ships, doing 4D6 points of damage from a head butt, 1D4x10 damage from a half speed ram, and 2D4x10 from a full speed ram. Dive attack, same as half speed or full speed ram, but the creature crashes onto the surface of a large ship.

Bonuses: +2 on initiative (+4 if attacking from the air), +3 to strike with a bite attack, +4 to strike with a head butt or ram, +4 to dodge in the air, +2 to dodge in the water, +2 to all saving throws, and +7 to save vs Horror Factor.

Vulnerabilities: The creature cannot move on land, it can only fly or swim.

Value: None, although killing one will fetch a price of 600-1000 gold in the Timiro Kingdom.

Average Life Span: 300-400 years.

Habitat: Warm temperate and tropical oceans.

Language: None.

Enemies: Sailing vessels are almost always attacked on sight. All humanoids are to be considered enemies and prey items. Fearful of sea serpents.

Allies: None.

Physical Appearance: A winged sea monster with a lion's head, a long neck, and a shark's tail.

Size: Body length is 30-60 feet (9.1-18.2 m), neck is an additional 12 to 15 feet (3.6-4.6 m) long.

Weight: 2-3 tons.

Rifts@ Conversion Notes: Becomes an M.D.C creature in a Mega-Damage setting with 4D4x10 M.D.C. On Rifts Earth, it can be found throughout the waters of the tropics.

Sisiutl

Of all the sea serpents, the two-headed Sisiutl is the most feared because of its unique ability to change its shape into any animal or humanoid. Often it will appear to be a lost person at sea or an ordinary fish. Once brought on board a sea vessel, it reveals its true form. It takes great delight killing and devouring humanoids before it turns its full attention to sinking their ship. Some claim the Wolfen Empire will never become a great navy until they rid the Algorian Sea of these monsters.

R.C.C.: Sea Serpent.

Alignment: Miscreant or Diabolic evil.

Attributes: I.Q. 1D6+6 (roughly human intelligence), M.E. 1D6+8, M.A. 2D6, P.S. 18+2D6, P.P. 2D6+6, P.E. 2D6+12, P.B. 1D6+2, Spd 6D6+24.

Hit Points: 2D6x10

S.D.C.: 4D6x10

Natural A.R.: 13

Horror Factor: 16

P.P.E.: 3D4x10

Magic: None.

Psionics: Empathy, Presence Sense, See Aura, Sense Dimensional Anomaly, Telepathy, and Total Recall. I.S.P is equal to M.E. attribute x3. Psionics are equal to a 3rd level minor psychic.

Natural Abilities: Swim 100%, dive up to 2000 feet (610 m) deep, see the invisible, nightvision 300 feet (91.4 m), metamorphosis: animal or human (up to 3 hours), fire and cold resistant (does half damage), impervious to poison and toxins, breathe underwater indefinitely, breathe on land for 3 hours before becoming weak (dies within 4 hours).

Special Abilities: Poisonous Vapors: Range: 50 feet (15.2 m), 10 feet (3 m) wide. Victims exposed to these toxic fumes must make a saving throw vs lethal poison (14 or better) or take 1D6 points of damage for every melee they remain in the cloud. The toxic cloud lasts for 2 melee rounds before dissipating harmlessly into the air, however additional breath attacks will increase its duration (2 additional melees per breath attack). While in the deadly vapors, opponents are -2 to strike, parry, and dodge from coughing and/or shortness of breath, regardless if they make a successful save or not.

Poisonous Skin: The creature's body is covered with tiny, sharp barbs. Any living creature that makes direct physical contact with the creature's skin (unless wearing metal gloves or boots), must make a saving throw vs lethal poison (14 or better) or suffers the same effect as the poisonous vapors. The blood of the creature is just as toxic if the victim should get it on their bare skin. The blood retains its toxicity for half an hour. Note: Even when metamorphosed, the creature's skin and blood are just as toxic.

Attacks per Melee: Six (three from each head).

Damage: Bite does 3D6 points of damage, slashing tail 4D6 damage. Constriction does 1D4x10 + P.S. attribute bonus of damage each melee (counts as one attack); only killing the serpent or rendering it unconscious will cause it to release its hold. Victims cannot attack while trapped in the creature's embrace (limbs are pinned and only a creature with a Supernatural P.S. of 35 or better can attempt an escape). While the creature is constricting, the second head can continue to attack. The constriction attack is meant to attack ships or extremely large creatures.

Bonuses: +2 to strike & dodge, +3 to parry, +7 to save vs Horror Factor, and +2 on all saving throws.

Value: Bones, teeth, blood, and other body parts are used in alchemy, but are not considered true dragon parts and usually command only a third of the price. However, there is a secret method from which one pint of the creature's blood can be turned into a Potion of Superhuman Strength, Negate Poison/Toxin, or Size of the Behemoth. How this is done is known only to a small handful of Western Alchemists, and the blood is only useful if received by the Alchemist within 48 hours. Price: Three times the standard value of the magic potion.



Average Life Span: 3,000 years.

Habitat: The oceans of the world, but seems to be quite common in the Algerian Sea and off the east coast of the Great Northern Wilderness.

Language: None, communicates via telepathy.

Enemies: Humanoids and Wolfen.

Allies: Other sea serpents but may associate with other evil beings.

Physical Appearance: A two-headed sea snake with small forelimbs and crocodilian heads. Colors are typically tan to dark brown with a lighter ventral surface but sometimes olive-green.

Size: 70-90 feet (21.3-27.4 m).

Weight: 3 to 4 tons.

Rifts® Conversion Notes: Becomes an M.D.C. creature in Mega-Damage settings with 6D6x10 M.D.C. On Rifts Earth, they can be found in just about any ocean or sea, however their population is heavily concentrated in the temperate waters of the Pacific Northwest Coast.

Skoffin

These strong and powerful creatures are a sub-species of dragon, and at one time, the favorite pets of the Old Ones. They were extremely loyal and obedient to their masters. Though the Old Ones treated them as humans treat their dogs, the Skoffin enjoyed their positions in life. They watched and learned most of the great secrets of magic. Now they seek the eradication of

all dragons. Their hatred for dragonkind is spawned from several sources, specifically their role in organizing the rebellion against their masters that eventually led to their eternal slumber. Though Skoffin miss their great masters, they do not seek their return, because that would likely put them back into their former position. Nonetheless, they take advantage of former Old One minions and thoroughly try to convince them to align with them and carry out their evil plans. Skoffin may talk about releasing their masters, but they will never carry out such a plan, and if they learn their followers are participating in such a plan, they will purposely and secretly sabotage their efforts.

Skoffin are masters of magic, perhaps even more so than dragons. Their front legs can be used just like hands, which they use to carve mystic symbols and runes into their flesh. These “tattoos” never heal and may have something to do with their near invulnerability when it comes to magic. Even the mightiest Rune and Millennium Tree weapons barely leave a mark on their skin. They are impervious to any magical energy and any spell they fail to save against barely has any effect or duration against them. The secret of how they are able to do this and live by consuming souls is dark knowledge they alone possess, meaning they acquired it from their Old One masters. Next to their awesome magical might is their impressive mental capacity. Each Skoffin is a Mind Mage juggernaut. Their favorite tactic is use Bio-Manipulation: Pain in such a way the victim dies after long hours of suffering and screaming. Nothing delights these creatures more than to hear Elves cry out after long hours of torment.

The common trait of all Skoffin is megalomania. Each one claims it will one day become master of the world by acquir-

ing all the secrets of magic, or increasing its army of subservient minions until it is strong enough that no army can stand against it. In truth, the Skoffin are unable to branch away from their initial position in life, the lapdog of the Old Ones. They dream of glory, power, and conquest when in truth, they only want the essentials to ensure their survival and safety. They worry more about one of the Great Dying Races finding a means of awakening their former masters from their slumber, or what sort of fate humans may bring about for the world. Skoffin find amusement in the affairs of men, and work tirelessly behind the scenes to ensure their place in the world comes to a violent end, just as it did for the Elves. Some are beginning to speculate if Skoffin played a role to bring about the Elf-Dwarf War. Could Skoffin be at it again, this time focusing on humans and Wolfen?

R.C.C.: Creature of Magic.

Alignment: Any evil.

Attributes: I.Q. 3D6+10, M.E. 18+3D6, M.A. 3D6+12, P.S. 6D6+20, P.P. 2D6+8, P.E. 24+2D6, P.B. 1D6+4, Spd 2D6+20. P.S. and P.E. are Supernatural.

Hit Points: P.E. attribute x2 +100.

S.D.C.: 5D4x10+100

Natural A.R.: 16

Horror Factor: 18

P.P.E.: 1D4x100+200. Gain 25 additional P.P.E. per level of experience regardless of their magical O.C.C. Skoffin can hold and use 5x more P.P.E. than their normal maximum for up to one hour per P.E. attribute point. The creature suffers no penalties or ill effect during this super-charged period. Skoffin can channel 1000 points per level of experience provided that

the mystic energy is used within one melee round to power a spell, ward, or circle magic.

Magic: Knows all power words, runes, mystic symbols, and all Lore skills (+20%), in addition to any particular knowledge from a magic O.C.C.

Psionics: All Skoffin are Master Psionics with the knowledge of all Sensitive and Physical psionics, four Healing, and 2D4+2 Super Psionic powers of choice. I.S.P. is M.E. attribute x20.

O.C.C.s Available to Skoffin: Diabolist, Summoner, or Wizard. They refuse to study Necromancy and Elementalism.

Average Level of Experience: 1D4+6 in their area of magic expertise. Not available as player characters; awesome villains, though.

Natural Abilities: See into all spectrums of light 1,000 feet (305 m), see the invisible, impervious to illusions and all forms of magic and psionic deception or concealment, non-magical energy attacks do only half damage, impervious to poisons, acid, drugs, disease, Horror Factor, phobias, fear magic, mind control, and possession. Ambidextrous, prehensile feet & toes, double-jointed limbs, prehensile tail, and Bio-Regenerates 1D4x10 Hit Points/S.D.C. per melee round.

Special Abilities: Soul Drain: Skoffin consume the souls of living beings. They do not have to draw blood from their victims, just physically touch them (unless they are wearing environmentally sealed armor). Once a Skoffin touches a victim, he must make a save vs magic (rolling a 14 or better). A successful save means the victim's essence is saved and he becomes impervious to further soul drinking from that particular Skoffin, but the victim is still weakened from the effect (reduce



attacks per melee and Spd attribute by half, and reduce skills by 20%, for 2D4 melees). Those who fail to save have their souls ripped out of their body. A single Skoffin can devour a maximum of 2D4 souls a day but it must feed on at least one each week in order to survive. There is no limit to the number of souls a Skoffin can devour. No one really knows what happens to a soul when it's consumed by a Skoffin. It is said the soul is lost in a limbo-like environment with no sense of the passage of time. Skoffin do possess the ability to "regurgitate" a soul and put it back into the original body of its owner. Slaying a Skoffin releases all the souls which will find their way back to their original body.

Magically Resistant: Even if a Skoffin fails to make its magic saving throw, the effect, damage, duration, and penalty is only 10% its normal level. All magic weapons (including rune weapons) inflict only 10% of their normal damage. Completely impervious to magical energy attacks (fireball, call lightning, energy bolts, orbs of cold, etc.).

Innate Spell Magic: All Skoffin can perform the following spell magic at *half* their normal P.P.E. cost at *double* their normal duration: Decipher Magic, Dispel Magic Barriers, Energy Disruption, Negate Magic, Protection Circle: Simple or Superior, Remove Curse, See Wards, and Sanctum.

Attacks per Melee: Eight physical or psionic attacks per melee! Or four physical and two by magic, or two physical and three by magic, or four by magic.

Damage: Varies with Supernatural P.S. The prehensile tail can be used to strike at its enemies like a whip or entangle. The tail does the same damage as a punch +2D6 additional damage. Or the Skoffin may use its psionics or magic.

Bonuses: +5 on initiative, +3 to strike, +4 to parry, +2 to dodge, +6 to roll with punch, +4 to pull punch, +5 to save vs magic, and +4 to save vs all saving throws.

Vulnerabilities: Silver weapons inflict double damage directly to the Hit Points of a Skoffin. Damage from silver weapons cannot be regenerated for at least 1D4 hours. Silver weapons automatically bypass the creature's Natural Armor Rating. All other normal weapons inflict normal damage. If a Skoffin is made to see its own reflection, the creature must make a saving throw vs magic (12 or better) without any attribute or magical save bonuses. If the save is made the creatures will suffer the effects of Horror Factor, turning away and running. The creature will stay away for at least 3D4 melee rounds. If the save is failed the Skoffin will turn to stone for 6 hours + 1 hour equal to its P.E. attribute. If a Skoffin fails to consume a soul once a week, reduce all mental and physical attributes by half, and attacks per melee and combat bonuses by 35%. P.P.E. and I.S.P. are reduced by 25%. This continues every 24 hours until the Skoffin's Hit Points reach zero where it falls over dead and turns to dust. Holy Water burns their skin like acid (3D6 Hit Points per vial/six ounces/170 ml) and the damage cannot be Bio-Regenerated for 1D4 hours. Skoffin cannot physically touch a person for 3 hours if he recently bathed in holy water, nor can they enter a circle drawn with it for 12 hours.

Value: Bones, teeth, blood, and other body parts are used in alchemy, but are not considered true dragon parts and usually command only half the standard price.

Average Life Span: 6D6x100 years.

Habitat: Anywhere, specifically ancient ruins and remote locations far away from humanoid civilization. They are quite

common in the Land of the Damned, though they stay far enough away from the Great Rift and the Minion War.

Language: Literate in Dragonese/Elf and four other languages of choice, all at 98%, plus speak six additional languages at 98%. This does not include languages learned from O.C.C.s.

Enemies: Dragons, Spirits of Light, Elves, and all who oppose the Old Ones. They are indifferent toward humans, Dwarves, and Wolfen, but they regard them as sources of amusement.

Allies: Minions of the Old Ones, especially Minotaurs.

Physical Appearance: A large, eight-legged reptile with shimmering blue or emerald scales with a white underbelly, yellow eyes and a large, red mouth.

Size: 10-15 feet (3-4.6 m) tall and up to 50 feet (15.2 m) long.

Weight: 1,500-2,000 lbs (675-900 kg).

Rifts® Conversion Notes: Becomes an M.D.C. creature in Mega-Damage settings with 3D4x100 M.D.C. **R.C.C. Skills:** Basic and Advanced Math 98%, Literate in Dragonese/Elven 98% and four other languages of choice, plus speaks six additional languages at 98%, Lore: Magic 98%, Lore: Geomancy 98%, as well as 10 skills selected from the following categories: Communications, Domestic, Rogue, Science, Technical, and Wilderness (+20%). These skills are in addition to those gained from their O.C.C.s. **Magic O.C.C.s:** Ley Line Walker, Shifter, Diabolist, Summoner, Techno-Wizardry, Temporal Wizard, or Stone Master. Skoffin refuse to study Bio-Wizardry, Necromancy, or Elementalism. **P.P.E.:** 3D4x100+200. Gain 25 additional P.P.E. per level of experience regardless of magical O.C.C.

Note: On Rifts Earth, Skoffin can be found throughout Canada and Northern Europe.

Terrorex

The roar of this monster can be heard 5 miles (8 km) away, and that is about as close as anyone wants to get. The Terrorex is a non-stop eating machine. It hunts and kills, taking only 3 hours out of 4 days to rest and sleep. It doesn't matter what it is, the Terrorex tries to eat it. Birds, small reptiles, rodents, and amphibians are no exception. If an object moves, it must be food. Between its size and strength, most things try anything to get out of its way. To make matters even more difficult, the monster has five eyes, each capable of firing a magical energy ray with different effects. The creature sees in all directions and few things escape its notice. Although it has no qualms about attacking individual prey of various sizes, it prefers going after multiple targets. This is when its eye rays become handy because it can attack multiple targets without having to move. Attacking large villages, large animal herds, and a small humanoid battalion is this monster's specialty. Even the mighty Western Empire has lost an entire platoon to a single creature.

Because of its long-range eyesight, the Terrorex usually sees its prey long before anyone knows they are being observed by the monster. Once it sets its sights, it will charge into the area and will not leave until the prey is killed and eaten. The animal continues to roam around the area for two to three hours if the prey has escaped. It does this not because it's stupid, but because it has a photographic memory, so until something new comes along, it cannot remove the visualization of the prey from its thoughts, so it waits for the prey to return. Even more strange, Terrorex are

deathly afraid of chickens. No one is sure why. Some speculate these monsters are the creation of the experiment of some mad wizard during the Age of a Thousand Magicks, and the phobia is some kind of genetic throwback. As of now, there is no definitive ways of learning the truth, and no one is crazy enough to capture a Terrorex in order to study it. Once a Western noble spent a million gold coins trying to capture one for his city-state's gladiatorial arena. In the end, the creature destroyed a third of the countryside before it was finally put down by the Imperial Army.

R.C.C.: Creature of Magic.

Alignment: Miscreant or Diabolic.

Attributes: I.Q. 1D4+4 (low to medium animal intelligence), M.E. 1D6+10, M.A. 1D6, P.S. 2D6+28, P.P. 1D6+16, P.E. 1D6+18, P.B. 1D6, Spd 2D6+20. Strength and Endurance are considered Supernatural.

Hit Points: P.E. attribute x10.

S.D.C.: 3D6x10+20 for the main body. Each eye has a protective eyelid covering it that provides 6D6+20 S.D.C. of protection. The eyes themselves have 20 S.D.C. apiece.

Natural A.R.: 13 for the main body. 15 for the eyelids. The eyelids are a difficult target to strike (-3) and require a Called Shot to hit. The eyeballs are even smaller (-5 to strike) and also require a Called Shot to hit.

Horror Factor: 16

P.P.E.: 2D6x10 + P.E. attribute.

Magic: None.

Psionics: None, but it possesses Total Recall without the cost of I.S.P.

Natural Abilities: A well skilled hunter and tracker, land navigation 90%, track humanoids 75%, track by scent 50% (+25% for blood scent), track by sight 80%, superior vision (locate a green lizard sitting on a green branch a quarter a mile away (403 m) away, detect concealment 90%, see the invisible, nightvision 600 feet (182 m), each eye can orbit in a 360 degree radius and focus separately to observe different objects simultaneously, the eyes move independently from each other, so, in effect, gives the animal a full 360-degree arc of vision around its body. When prey is located, two or more eyes can be focused in the same direction, giving sharp stereoscopic vision and depth perception, impossible to blind or attack from behind or by surprise, impervious to fire (heat), cold, lightning, paralysis, or acid (including magical), and can Bio-Regenerate 3D6 Hit Points/S.D.C. every melee round. Eyes can be completely regenerated in 12 hours.

Special Abilities: Eye Rays: The Terrorex has five eyes and each one fires magical energy attacks (spells). The eye rays do not strike automatically and a roll to strike must be made for each strike (+3 to strike). However, the creature has the ability to fire numerous eye rays (volley) at multiple targets. Each volley at multiple targets is considered a single attack. Only one eye can target an individual in a single attack (volley). The same individual can be targeted by multiple eye rays throughout an entire melee round. The eye rays do not cost any P.P.E.

Red Eye: Flame ray: Range: 90 feet (27.4 m), Damage: 6D6.



Blue Eye: Cold ray: Range: 60 feet (18.2 m), Damage: 4D6, plus victim must make a save vs magic (13 or better) or suffer from debilitating, numbing cold. Opponents lose one melee attack, are -2 on initiative, -1 to strike, parry, and dodge. Reduce Spd attribute by 10%. These penalties are cumulative with additional strikes and last for 1D4 minutes.

Yellow Eye: Lightning Ray: Range: 200 feet (60 m), Damage: 1D4x10. Anyone clad in metal (armor) will take an additional 2D6 points of damage.

Green Eye: Corrosive Ray: Range: 75 feet (22.8 m). Has the same effect on metal as a 5th level permanent Rust spell (same as Earth elemental spell) and does 3D6 points of damage to organic objects (wood or flesh). Objects continue to burn for 2 melee rounds after being struck by the ray. Water has no counter-effect.

Orange Eye: Paralysis Ray: Range: 100 feet (30.4 m). Living things struck by this ray must make a saving throw vs magic (13 or better) or the motor functions of their brain are shorted out, causing total paralysis. The victim cannot move or speak, but can breathe, hear, and think. Paralysis lasts for 30 melees. The magic will affect victims even if they are wearing armor (unless environmentally sealed).

Attacks per Melee: Seven. A volley of eye beams counts only as a single attack. May combine physical and eye beam attacks.

Damage: Head butt does 3D6 points of damage, bite does the same as a full strength punch, claw with forelimbs does the same as a restrained punch with +1D6 extra points of damage, tail slash does the same as a full strength punch with 2D6 additional points of damage, and kick does the same as a full strength punch, and stomp does the same as a power blow punch.

Bonuses: +5 on perception, +3 on initiative, +3 to strike, +3 to parry, +1 to dodge, +4 to roll with punch, +10 to save vs Horror Factor, +2 to save vs poison, and +3 on all other saving throws.

Vulnerabilities: Alektorophobia (fear of chickens): All Terrores suffer this unnerving fear. It causes the same panic effect that it would have on humanoids. The creature's overconfidence in its power and strength can also lead to its undoing by underestimating its opponents, especially large groups of humanoids.

Value: The eyes of the creatures can be sold to a few Western Alchemists (less than 10%) who possess the knowledge to make them into crystal orbs the size of a large grapefruit that can replicate the magical energy attacks 3x a day. The orbs have a mere 20 S.D.C. The eyes can be sold for 30,000+ gold. Each crystal orb costs 90,000+ gold.

Average Life Span: 6D6x10 years.

Habitat: The tropical and temperature forests and swamps of the Yin-Sloth Jungle and Land of the South Winds. There was once a report of one found in the Endless Torment in the Land of the Damned, but this has yet to be confirmed.

Language: Understand and speak a guttural dialect of Dragone/Elf at 85%.

Enemies: Anything smaller than it is a potential prey item.

Allies: None except a mate.

Physical Appearance: A large theropod dinosaur with an enormous head full of teeth 3-6 inches (7.6-15.2 cm) in length. It has five different colored eyes in a pentagram configuration around its skull. The upper and lower eyelids are joined, with only a pinhole large enough for the pupil to see through (like a

chameleon). The body is red-violet in color. The forelimbs are large enough to grab and hold onto human size prey.

Size: 18-24 feet (5.4-7.3 m) tall with a length of 60 feet (18.2).

Weight: 8-9 tons on average.

Rifts® Conversion Notes: Becomes an M.D.C. creature in Mega-Damage settings with 2D4x100+200 M.D.C. Each eye has 20 M.D.C. On Rifts Earth, the creature can be found throughout the Magic Zone, Dinosaur Swamp, and the southern half of the United States near the Gulf of Mexico.

Wivre

Wivre are winged reptiles known for their aggressive behavior and savage mean streak. Legend even speaks that they are responsible for the spreading of plague throughout the world. Of course, this is untrue, yet common knowledge for those uninformed of their true capabilities. These same individuals believe Wivre are just as deadly as any other dragon. Truth be told, Wivre are undeserving of such a reputation. They are formidable creatures who play upon their unworthy status as much as possible. Wivre usually try intimidation to win a fight then actually engage in combat, and for good reason. Though they have the size and strength of dragons, they lack the intelligence, psychic abilities, magical talents, and dimensional powers of their larger and far more powerful distant relatives. True dragons despise Wivre. In fact, they're often killed on sight, and with ease. Even the Basilisk and Cockatrice are held in higher regard. This, in return, has made Wivre grow to abhor all races that hold dragons in high regard, namely Faerie Folk and Elves. Wivre typically choose large grazing animals for their food source, but one might attack a village just out of simple spite. This, of course, has the potential to be mentally challenging for the creature, because attacking large groups of humanoids means the potential of a humanoid exposing itself in the bare flesh. For reasons yet to be discovered, Wivre are deathly afraid of naked humanoids, particularly Elves, humans, and Faerie Folk. They have no qualms about attacking a dozen armed men dressed in plate armor and brandishing weapons, but a single naked human fills the creature with such terror, some have nearly died of fright. Naturally, this adds further discord with true dragons. To even suggest to a true dragon that Wivre hold a close resemblance will only irritate them worse than stealing their treasure. Wivre, on the other hand, hate their superior kin more out of envy and covetousness. Nearly every Wivre dreams of the day it can slay a dragon or acquire the assistance of others to do it.

R.C.C.: Creature of Magic.

Alignment: Anarchist or any evil.

Attributes: I.Q. 1D6+4 (high animal intelligence), M.E. 2D6, M.A. 1D6, P.S. 3D6+18, P.P. 2D6+12, P.E. 18+1D6, P.B. 1D6+4, Spd 2D6+20 (running), 6D6+40 (flying). All attributes are supernatural.

Hit Points: 2D6x10 + P.E. attribute.

S.D.C.: 2D6x10+80

P.P.E.: 2D6x10

Natural A.R.: 11

Magic: None.

Horror Factor: 13

Psionics: None.

R.C.C. Skills: Understand and speak a guttural form of Dragone/Elven 90%, Faerie Lore 60%, Track Animals 90%, Track Humanoids 85%, Wilderness Survival 90%, Land Navi-



gation 85%, Astronomy 75%, Climb 80%, Barter 70%, as well as four skills from either Espionage or Rogue skill groups.

Natural Abilities: Fly, prehensile tail, nightvision 1,000 feet (305 m), see the invisible, track by sight 86%, track by smell 60% (+10% for blood scent), resistant to fire and cold (does half damage, including magic and plasma energy), impervious to poison, toxins, and drugs (including magical), and Bio-Regenerate 3D6 S.D.C./Hit Points per melee round.

Special Abilities: Poison Tail: A stab with the tail does 4D6 damage plus P.S. damage, and requires a saving throw vs lethal poison (14 or better) or does an additional 6D6 points of damage. A successful saving throw reduces the poison damage by one-third. The poison secreted by a Wivre is powerful enough to work on supernatural beings and creatures of magic.

Attacks per Melee: Five.

Damage: Varies with Supernatural P.S. The typical bite does half the damage of a full strength blow, a tail swat does the same damage as a full strength punch with an additional 2D6 points of damage, and wing swat the same as a restrained punch.

Bonuses: +2 on initiative, +2 to strike & parry with tail, +4 to dodge while flying/+1 while on the ground, +3 to roll with punch, +6 to save vs possession & mind control, and +4 to save vs magic & psionics.

Vulnerabilities: Gymnophobia: All Wivre suffer from the phobia of nudity, meaning they are terrified of naked humanoid (not monster races). The easiest way to keep a Wivre from attacking is to start removing clothing (not armor). They are likely to halt their attack and attempt to negotiate or press their attack in an effort to stop the humanoid from undressing.

Value: Bones, teeth, blood, and other body parts are used in alchemy, but are not considered true dragon parts and usually command only one-third the standard price.

Average Life Span: 2D6x100 years.

Habitat: Anywhere there is dense forest and/or mountains and far removed from humanoid civilization. They are quite common throughout the Land of the Damned, the Northern Mountains, Scarlet Mountains, and Old Kingdom Mountains.

Language: See above.

Enemies: True Dragons, humans, Faerie Folk, Changelings, and Elves. Indifferent toward Dwarves and Giants, but they are just as likely to get naked as well.

Allies: Supernatural beings, occasionally members of the monster races, and powerful beings who wield magic, including humans, but never Elves.

Physical Appearance: A giant bipedal reptile with massive, leathery wings instead of arms, a dragon-like head, and a long, barbed tail. Their scales are dark grey or pitch black in color. Their eyes have an orange glow.

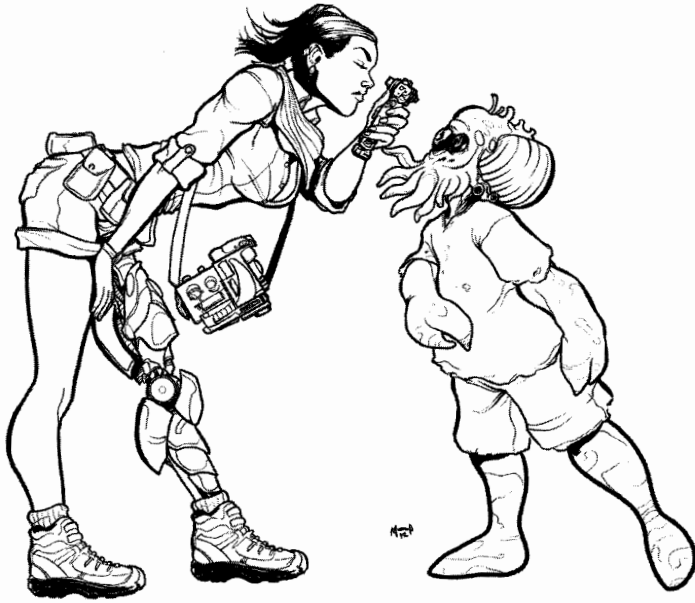
Size: Stands 7-14 feet (2.13 to 4.26 m) at the shoulder and is 25-40 feet (7.62 m to 12.2 m) long from the tip of its nose to its rump, plus an additional 20-30 feet (6 to 7.62 m) for the tail, with the poison barb taking up 3-4 feet (0.9-1.21 m).

Weight: 2D4+2 tons.

Rifts® Conversion Notes: Becomes an M.D.C. creature in Mega-Damage settings with 1D6x100 M.D.C. **R.C.C. Skills:** Select an additional 2D4+2 skills from the following categories: Domestic, Espionage, Rogue, and Wilderness. **Note:** On Rifts Earth, Wivre can be found anywhere in the world, but they are particularly fond of Europe and the Gargoyle Empire.

The NGR

Anthropological Field Operative



Optional Material for Rifts®

By Michael Lord

Gargoyles and other sub-demons are simple studies in psychology and sociology. Their average intelligence makes them very predictable and easy to manipulate. Planning operations against these vile creatures is pretty cut and dried and their behavior is easy to classify into patterns. Operation Sea Storm exploited the predictability of the Gargoyle Empire and resulted in a highly successful operation. That was the easy part. The Gargoyles broke down into disorganized bands. What the NGR didn't factor into the operation were their newfound supporters. The NGR discovered tens of thousands of D-Bees and humans living under the yoke of demonic oppression. Preliminary surveillance and intelligence reports estimated around 5,000 total D-Bees and humans scattered throughout hundreds of hamlets. These beleaguered folk praised the liberators at first, only later to discover the NGR soldiers felt no concern toward non-humans of any sort. The thousands of Coalition Soldiers that swept north from the French Riviera to Lyon only exacerbated the discrimination and prejudice. Within a week of Operation Sea Storm's completion, NGR intelligence operatives uncovered numerous terrorist plots initiated by disgruntled D-Bees, disenchanting by the NGR's prejudices. The first attacks did little to hinder the NGR, but it was only a matter of time before France succumbed to a full-fledged insurgency. Interrogators uncovered evidence that influence from Mindwerks, Necromantic cults and the elusive Blood Druids fueled the flames. Most commanders were too concerned with an organized Gargoyle counterattack to focus on a few backwater French villages. The common misconception many commanders believe is that a French insurgency would lack the technology to make a significant impact on operations and manpower. To counter the growing unrest, President Sperling ordered the

deployment of the Xeno-Cultural Corps to initiate cultural operations in France.

Birth of the Xeno-Cultural Corps

Three years prior, in 106 P.A., President Mayer read an IG report initiated by a young soldier stationed in southeastern Germany near the Black Forest. The soldier was appalled by the inherent lack of compassion and common sense concerning the treatment of D-Bees. He accused the commander, a product of the Free Quebec Military Academy, of brutality toward a refugee village. The soldier stated:

"The D-Bees regularly protest they can't tend their crops, are forced to subsist on substandard food, or cannot meet with their families for social events because it is seen as association with inhuman powers. When the intel guys heard rumors of an uprising, we locked the D-Bees down and gave them rations, clean water, and made them do all the nasty jobs around the base. The commander was harsh and called them ungrateful scum, especially since we liberated them from a clutch of Gargoyles and Simvan. D-Bees violating curfew were beaten. The women were harassed and soldiers broke into homes and stole belongings and anything they considered valuable. Negligent discharges caused by soldiers led to a lot of dead D-Bees. The commander slapped the soldiers on the wrist or awarded them with a commendation medal. It started to get out of hand. Executions occurred often. Yesterday, the D-Bees protested and every protester was gunned down by ion fire. It's getting real and there's talk about the growing number of rats, strange mists, and wolves baying in the night. I don't love D-Bees, but this is way out of hand. Transfer me to a unit on the Western Front or something. Gargoyles, at least, don't cry when you kill them."

The soldier attached his complaint to a love letter to his wife, out of fear for his life should his commander read it. The wife forwarded it to her representative, who then passed it on to the president. Three days after the soldier's wife forwarded her husband's report, the soldier's unit was overrun by undead and several key leaders, including the commander, were transformed into vampires. A local band of Psi-Stalkers was hired and dispatched by the regional commander to eliminate the undead threat. The vampires were routed from their nest, staked and burnt, but most of the villagers died during the assault. It was believed a clutch of vampires from the Black Forest infiltrated the village and convinced or mind-controlled the village elders. Survivors told interrogators the elders were offered a chance to rid the village of the NGR in exchange for blood and occasional sacrifice.

The president was outraged. Mayer disliked D-Bees, but he was no tyrant. If the unit hadn't terrorized the D-Bees, the vampires may not have infiltrated the village and two platoons of soldiers would not have died in vain. Immediately, Mayer appointed a task force to reshape D-Bee and refugee operations. The task

force was led by Adalia Schmitz, a professor of anthropology at the University of Frankfurt. She enlisted various social scientists, retired military officers, Victor Lazlo, and members of General Rasheen's staff to develop a program to minimize casualties and provide commanders with the tools to succeed in their missions. In late September 107 P.A., she presented her findings to the Council of Governors. The presentation did not go well and the governors felt that funding for the program was frivolous and not in the best interest of eliminating the Gargoyle Empire. The council voted to cease funding of the Xeno-Cultural Corps, but Vice President Sperling convinced the Chancellor and the council to reconsider and at least allow a probationary term to properly assess the impact of the program. Schmitz had one year to show results and she didn't intend to disappoint.

President Sperling was never shy about her support for D-Bee rights and integration. Gargoyles and demons oppress D-Bees just as much as they do humans. In spite of this, anti-human activists incite disenchanting D-Bees and rile them up against humanity. These hateful beings weave tales of human butchery and focus solely on the atrocities committed by humanity. Most D-Bees haven't experienced or witnessed human compassion and reason. For all they know, humans abhor others not like themselves, and humans even hate other humans who are different, such as Gypsies. The Polizei in D-Bee communities spent most of their time investigating anti-human activists. Sperling believed combat commanders were woefully unequipped or could care less about understanding a D-Bee's culture. Most commanders believed D-Bees should be thankful for what they have and deal with it. It was a privilege to live under the NGR rather than at the hands of demonic tyranny. It was these misconceptions Sperling felt would lead to further misunderstandings and violence.

Training

Anthropological Field Operatives are experts in culture and ethnographic study. The majority of operatives are graduate-level students and professors drafted from the various liberal art universities of the NGR and Poland. Combat ethnographers interact and participate in foreign cultures and gather ethnographic data, maintaining just enough professional distance to keep from "going native." Key data gathered includes genealogical records, marriage records, divorce rates, religious beliefs, taboos, superstitions and food rituals, as well as documenting rites of passage and intensification. The anthropologists compile the data and use it to develop beneficial courses of action for combat commanders to implement into their plans. These brave men and women participate and live side-by-side with D-Bees, learn their language, practice their customs, and develop strong bonds of cooperation and harmony. They, in turn, advise combat commanders of opportunities to reduce combat operations, identify insurgents, death cults, Gargoyle sympathizers, and quell preconceived notions and bigotry.

All combat ethnographers have earned at least a master's level education in the social sciences of sociology, anthropology, or psychology. Once they complete their civilian education, they receive specialized military training at the Munich Military Academy. Candidates learn asymmetric warfare, weapons, the military decision making process (MDMP), history, intelligence gathering, the principles of magic, and other military subjects. Victor Lazlo sees this program as one giant leap forward to improving

human/D-Bee relations in the NGR and regularly volunteers as a lecturer at the Munich campus. The program is showing promise. D-Bee crime has fallen significantly in France and numerous Necromancers and cults have been eliminated and routed. Non-demonic combat operations have dropped by nearly 60% and continue to decline.

Before the candidate is assigned to a combat unit, he or she undergoes additional training within one of the many refugee camps in the New German Republic. This probationary phase was recommended by Victor Lazlo and General Rasheen in an effort to assist the growing number of D-Bee refugees fleeing to the safety of the NGR. Once the candidate completes his formal military training, he is assigned to collect data at a refugee camp operated by the Refugee and Dimensional Being Integration Program. Here the anthropologist interviews and gathers cultural data on the various D-Bees who survived the perilous trek through the European wastelands. So far, the program has worked remarkably well. Violence and civil disobedience has dropped 15% in the last year and many D-Bees appreciate the hard work of the anthropologists. Six months later, the candidate is accepted into the Xeno-Cultural Corps and begins his first combat assignment.

Successes

The successful integration of the Xeno-Cultural Corps into the RBDIP and the reduction in violence and discord amongst refugees pleased many critics and now combat commanders report great success in refugee operations. Xeno-Cultural Operations is a force multiplier, meaning when employed in combat operations it increases the chance of mission success. Combat commanders are learning to appreciate the subtle addition of social science to their forces. Commanders have received more accurate intelligence, D-Bees are less disgruntled with occupational forces, and many misinformed prejudices are being cast aside. Many previously skeptical commanders now see the inclusion of anthropological operations as a godsend. Despite the growing success of the Xeno-Cultural Corps, numerous criticisms cut across the spectrum of D-Bee rights.

Opposition to the Xeno-Cultural Corps

President Sperling and General Rasheen praise the men and women of the Xeno-Cultural Corps. It is building the bridges within the military towards understanding and equality. Yet, many express doubt that the program is a success. Many soldiers feel they volunteered to kill Gargoyles and rescue humans, not D-Bees. Resistant hardliners believe the more insidious D-Bees will infiltrate into the good graces of the ethnographers using mystical powers and feed them misinformation and potentially endanger NGR Soldiers. Arguments between XCC teams and local combat commanders have made it to the ears of Sperling. Her greatest concern is that numerous XCC teams report the Coalition observers and liaisons are seriously hindering successful cultural operations. The Coalition has earned a reputation for brutality amongst the French refugees, and they regularly harass the XCC teams. The harassment is in direct violation of the Coalition's rules of engagement but many hardliner NGR commanders ignore the XCC's complaints.

Sperling is considering transferring the CS advisors out of France and moving them near Austria where they can better assist in fighting Gargoyles. Another factor with keeping them in France is the fact that they have uncovered numerous terrorist plots, death cults, and demon worshipers. The Coalition Dead Boy motif is beginning to inspire more dread than the mysterious Blood Druids ever did. Sperling is also afraid of agitating Chi-Town, and, to a lesser degree, Free Quebec. She knows the hatred Prosek and Lome hold for non-humans and is worried that the transfer will strain diplomatic relations.

There is also opposition amongst various D-Bee rights groups and academics. Various D-Bee rights groups believe the XCC exploits D-Bees for use as militia forces, placing them in danger when trained NGR soldiers can do the job just as easily. The data gathered by the military could be used to justify discriminatory policies. The laws have not changed since the Xeno-Cultural Corps was activated and are not likely to change in the future. Human supremacist hardliners believe the military has gone "soft" and is coddling the wretched beings that will one day stab the NGR in the back and open the gates for the Gargoyles to pour into the NGR. The XCC is the current hot topic on various news channels throughout the NGR and even the Poznan Collective and the Sovietski. Sperling has made it clear she has no intention of cutting the program and commanders will treat the XCC with the same respect as they treat other military personnel.

Tactical Deployment

The XCC works in small teams of five or six personnel: the chief anthropologist (usually an experienced, doctoral level anthropologist); two assistant anthropologists (masters level who compile data, take notes and assist the chief); and two or three security personnel (usually 1-2 NGR Infantry Soldiers and either an Intelligence Officer or an Intelligence Commando). XCC teams often operate with limited service support. They live the lifestyle of the D-Bees they study and act as liaisons between the commander and the community. XCC teams are armed and are no stranger to violence, but they are expected to call for reinforcements if the situation grows out of hand.

Attribute Requirements: I.Q. 13, M.A. 12, and an M.E. of 10 or higher. A high P.E. (12 or higher) is recommended but not required.

O.C.C. Bonuses: +2 to M.E., +1 to M.A., +1 to Perception Rolls, +1 to save vs magic and psionics, and +2 to save vs possession.

Common Skills:

Language, Native: Euro at 90%.
Literacy, Native: Euro at 90%.
Language, Other: German (+20%)
Literacy, Other: German (+20%)
Computer Operation (+15%)
Pilot Automobile or Hovercraft (+10%)

O.C.C. Skills:

Anthropology (+30%)
Impersonation (+10%)
Intelligence (+14%)
Language: Two others of choice (+25%).
Lore: Demons and Monsters (+25%)
Lore: Religion (+25%)
Lore: Two skills of choice (+10%).

Mathematics: Advanced (focus on statistics; +10%)

Photography (+5%)

Pilot: One skill of choice, with the exception of robots and power armor, robot combat, ships and tanks and APCs (+10%).

Read Sensory Equipment (+10%)

Research (+20%)

Streetwise (+12%)

Wilderness Survival (+10%)

Writing: Technical (+15%)

Hand to Hand: Basic. Can be changed to Expert at the cost of one O.C.C. Related Skill, or Martial Arts (or Assassin if Anarchist or evil) at the cost of two.

O.C.C. Related Skills: Select seven skills at first level. Select an additional skill at levels 3, 6, 9, 12 and 15. Additional skills gained through experience start at first level proficiency plus bonuses.

Communications: Any.

Cowboy: None.

Domestic: Any (+5%).

Electrical: Basic Electronics only.

Espionage: Any except Sniper (+5%; +10% to Disguise, Impersonation, Undercover Ops, and I.D. Undercover Agent).

Mechanical: Basic and Automotive Mechanics only.

Medical: Psychology and Psychotherapy only (+10%).

Military: Military Etiquette, and Recognize Weapon Quality only.

Physical: Any except Gymnastics and Acrobatics.

Pilot: Any except aircraft and ships.

Pilot Related: Navigation only.

Rogue: Any except Cardsharp and both Gambling skills.

Technical: Any (+10%; +15% for Lore, Languages, Literacy, and Writing).

Science: Any (+10%).

Weapon Proficiencies: Any.

Wilderness: Any (+5%).

Secondary Skills: Select five additional skills from the Secondary Skills list on page 300 of **Rifts® Ultimate Edition**. These skills represent skills acquired through self-teaching, hobbies, or experience. Secondary Skills lack scholastic bonuses and start at the base level.

Standard Equipment: Hardbound notebook, various pens and pencils, artist's sketchbook with various colored pencils, markers, and charcoals, handheld computer with touchscreen, small video and still camera with enough memory to record 300 hours of video, utility belt, rucksack, messenger, digital voice recorder with wireless transcriber, small radio, secure cell phone, emergency beacon, IR strobe light, utility knife or multi-tool, combat first aid kit, camouflage fatigues, two sets of civilian traveling clothes, and one formal dress outfit.

Equipment Available on Assignment: Anthropologists can request a variety of equipment and support to accomplish their missions through the proper supply chains. Availability of equipment is going to depend on the local commander and the impact the equipment has on the mission. Some equipment might not be available due to shortages or because the equipment requested is requisitioned for another mission. Flights and heavy military transportation is often arranged with a movement control officer. For getting around at their site, the team is often given two civilian hover vehicles or trucks. May or may not have upgraded armor or weapons.

Weapons: Field operatives are issued older Triax weapons and armor. Standard issue is T-11 Cyclops body armor or Explorer body armor, a TX-43 Light Laser Rifle, a TX-20 "Short" Laser Pistol, two fragmentation hand grenades, an SMG or auto-pistol, six wooden stakes and mallet, large cross or other religious symbol, two smoke grenades (one intended to provide cover, the other for signaling), four magazines for each weapon, and a survival knife. Anthropologists rely on their security detachment to protect them from harm. The security detachments are often provided with the latest weaponry and armor.

Rank: Anthropological Field Operatives are commissioned as First Lieutenants.



The Brodkil

War Machinist™

Optional Material for Rifts®

By Michael Lord

The Brodkil instinctively lack the desire to learn skills outside the boundaries of their lives as warriors and raiders. Brodkil and sub-demons in general are creatures of instinct, an instinct that drives them to learn only combat. But there are always exceptions to the rule. A tiny percentage of Brodkil are born with innate talents toward engineering and repair. This may be an evolutionary adaptation to the constant exposure to high-tech weaponry. Slaves aren't always available to repair equipment, nor valuable

loot to plunder. The trait first appeared one hundred years ago and is growing more and more common within the boundaries of the Brodkil Empire. The Angel of Death is proud of her children's ability to adapt on their own, and it influenced her decision to defy the Gargoyles.

Sub-demons are the pariahs of the supernatural. True demons and creatures of magic shun underpowered sub-demons like the Daemonix, Gargoyles, and the Brodkil. Their Supernatural Strength and Endurance are most often their only natural advantages. Other traits such as the ability to turn invisible are trivial in the eyes of other supernatural creatures. Sub-demons do not often wield powerful magic or abilities like demons and dragons. Gargoyle Mages are anomalies and rarely possess the potential to master the intricacies of magic. To compete against their more powerful cousins, and the ingenuity and technological superiority of humanity, Brodkil embrace technology. Technology is the equalizer the Brodkil need to compete in the world of Rifts. The monsters love high-tech weapons, explosives, bionic implants, artillery and other weapons of destruction. Brodkil intuitively understand the operation and maintenance of weapons of war. A typical Brodkil soldier can operate, clean, and maintain a laser rifle but knows nothing about how it works or how to effect repairs beyond basic operation. There appears to be a single-minded mental block restraining them from learning skills beyond the realm of warfare. Because of this, Brodkil frequently enslaved Operators and Cyber-Docs and forced them to repair and maintain their weapons of war.

When the Death Witch approached the Brodkil with promises of greater power, the demand for bionic and Psynetic enhancement overshot the supply. As the Brodkil waged their wars, the demand for Operators and Cyber-Docs rose dramatically. Mindwerks' response to the demand was Psynetic augmentation. Brodkil raiding parties traded human slaves to Mindwerks for experimentation. The Death Witch and her team of Cyber-Docs implanted programming systems in analytically minded slaves and they were given to the Brodkil. The greatest drawback to brain programming was brain damage, especially the harm it inflicted on creativity. While a Psynetic technician could recall the technical specifications of weaponry down to the nomenclature of various components and follow intricate instructions, their problem solving skills were almost nonexistent. The response most common to the programmed technicians was to replace a part or the entire weapon. The majority of the time this was not feasible. Advanced manufacturing capabilities were still limited to the Mindwerks complex and a handful of rebuilt industrial plants throughout the former countries of Poland, the Czech Republic and Slovakia. Brodkil constantly waged war and consistently damaged their equipment. It was too labor intensive to request and deliver parts. The Death Witch's idea was considered a failure.

The Angel of Death even tried teaching the Brodkil, but they had difficulty grasping the theoretical concepts of engineering. The Angel of Death, much like an overbearing mother, would have to let her children grow up at their own pace and one day, they would make her proud.

The War Machinist is a massive leap forward in Brodkil evolution. First generation Brodkil that arrived through the Rifts had no War Machinists. The first War Machinist did not appear until the second generation, and their numbers were too small to make a significant impact. It was the third generation of Brodkil who

possessed a large enough number of War Machinists to attract Mindwerks' attention. Angel realized if she could cultivate this trait, it could spell doom for her enemies and reduce the strain on her resources. Mindwerks geneticists developed a model and breeding to plan to produce the highest number of War Machinists. They learned the chance of giving birth to a War Machinist was 1 in 4 when both parents were War Machinists. A War Machinist breeding with a non-War Machinist only had a 1 in 100 chance of producing another War Machinist, and two non War Machinists had a 1 in 100,000 chance of producing a War Machinist.

Based on these results, the Angel of Death instituted a breeding policy forcing War Machinists to breed only with other War Machinists. Which is much easier said than done. The reason for this is Brodkil are very promiscuous and the concept of mother and father is nonexistent. Once the mother gives birth, she hands the child off to the tribe as a whole. Mindwerks forced the Brodkil to adapt and held War Chiefs responsible for ensuring the success of the program. War Chiefs who refused or failed to enforce the policy had to answer to Vengeance; i.e. found themselves the victims of experimentation or sacrifice. So far, the program has worked and the number of War Machinists grows rapidly.

By 109 P.A., the number of War Machinists had multiplied tenfold. The status of the War Machinists has grown into one of prestige and respect. Brodkil feel a sense of pride that they themselves mastered technology like no other demonic race before them. This sense of pride makes them feel superior to the Gargoyles, who struggle to use radios and "grunt-proof weapons." The Angel of Death is taking this belief and running with it. Mindwerks propaganda is riling the Brodkil into a nationalist frenzy. The Brodkil have a new saying, "Brodkil enslave technology. Gargoyles are slaves to technology."

War Machinists have an uncanny affinity for high-tech weapons of war. Given the necessary parts and tools, they can make major repairs to weapons, military vehicles and bionic systems. These talented individuals can modify weapons to fit the giant hands of the Brodkil, modify the E-Clip chamber to fit other model E-Clips like the FSE-Clip, adjust the weapon to inflict greater damage (at the expense of the payload), inflict lesser damage (to increase payload), incorporate alien weapons to their own means, and other skills that would shame most weapons engineers. What's even more impressive is a War Machinist's knack for bionics. War Machinists are highly skilled in making major repairs to bionic systems, attaching implants, and scavenging implants from fallen enemies as long as they're given the proper tools and parts. Brodkil are notorious for scavenging fallen enemies for cybernetics. A tribe's War Machinist will scour the battlefield looking for parts that can be utilized for the Brodkil cause. Despite the rapidly rising number of War Machinists, they are still small in number. Most Brodkil bands have no more than one War Machinist. There is approximately one War Machinist for every 1,000 Brodkil.

Attribute Requirements: I.Q. of 11 or higher.

R.C.C. Abilities and Skills:

1. Affinity for War Technology: Approximately one in a thousand Brodkil indigenous to Europe are born with a near supernatural affinity for weapons of war. This appears to be a fairly recent evolutionary development that correlates with the introduction of the Death Witch just over two hundred years ago.

There are no recorded incidences of War Machinists throughout the Megaverse. Scientists speculate this adaptation is the result of the Angel of Death or the enigmatic Gene-Splicers tinkering with Brodkil genetics, but never say that to a Brodkil if you value your life. The Angel of Death is the only individual to experiment and study this variation of the Brodkil and even she has had difficulty in isolating or exploiting this ability. The Gene-Splicers could care less and are not responsible for creating this trait.

War Machinists have an aptitude for understanding, repairing, and modifying technology used for war. This means they feel comfortable repairing weapons, bionics, military vehicles, and other devices that apply to their lives as warriors and raiders. This includes alien devices with an obvious use as a weapon or tool for war. War Machinists suffer only a -15% penalty when working with alien or extremely unfamiliar technology, as opposed to the standard -30% penalty. War Machinists are very familiar with Triax, Mindwerks, Kittani, Russian and Jotan weapons and equipment. Techno-Wizardry equipment, Three Galaxies, and Naruni weapons and equipment are considered alien to the Brodkil and suffer the -15% penalty until the War Machinists learn how to operate and repair them properly. War Machinists display innate creativity and aptitude to weapons. This affinity, however, is a double-edged sword.

When dealing with vehicles and equipment of a non-violent purpose, the War Machinist suffers a -15% skill penalty and takes at least twice as long to repair or modify equipment compared to a typical mechanic. Alien and unfamiliar technology used for non-violent means suffer a -30% skill penalty. For example, a War Machinist can make major repairs or modify a tank with little problem. When given a sports car or other vehicle that isn't built for war, the penalty applies. Basically, any item not built for waging or supporting war will suffer the penalty. The penalty does not apply to modifying items for war. Going back to the example, a War Machinist can take a sports car and add rockets, rail guns and heavier armor to make it a weapon of war.

Mindwerks scholars and scientists speculate this mental block is related to their instinct to wage war. The Brodkil kept adapting and evolving for war, and they eventually became too specialized. Before the breeding program, Angel attempted to develop implants to counter this evolutionary trait to no effect. Not only did the implant fail to remove the mental block, but the recipients of the implant became passive and apathetic, with little to no will of their own. The majority of them now live and work in the Mindwerks complex performing all sorts of menial chores and labors. They are incapable of independent thought and roam the complex at the orders of the technicians and Cyber-Docs within the facility.

Whether a device has war-time applications is at the discretion of the Game Master. A simple rule of thumb is if the Brodkil can use it for war, then it can be fixed. If not, it can't. For devices that have a multitude of uses, the Game Master can impose the penalty on a case by case basis. A radio is a good example. The G.M. can state that the player can repair a radio in order to more effectively coordinate troop movements and command and control, but the player will be dumbfounded when he tries to play something like an MP3 player or stereo. As long as the player has a clear idea of how he can apply the technology to war or fighting, no penalties should be applied. This is a great opportunity for players to devise some interesting equipment or weaponry. Like any good Game Master, he or she should be fair, and the player

should respect the decision of the Game Master whether to apply the penalty or not.

2. Mechanical and Electrical Engineering: As long as there is a military application, the War Machinist can use these skills with impunity. The War Machinist can understand the schematics for a tank, laser rifle, or a howitzer, but will be totally dumbfounded by a toaster or a blender. The War Machinist can even instruct others in the principles of mechanics and electronics as long as the focus is applied to weapons and destruction. **Base Skill:** Both Mechanical and Engineering skills are at 35% +5% per level of experience. Non-military applications suffer the same penalties as above.

3. Bioware Mechanics: War Machinists are experts in repairing bionic and cybernetic devices. However, they lack the knowledge in surgically attaching implants and limbs into flesh. As long as the War Machinist has the necessary parts and tools, he can make professional quality repairs. On the field of battle, War Machinists can replace damaged bionics with what they have on hand. For example, a Brodkil that lost his bionic hand in combat can have it replaced by a War Machinist as long as the patient's arm is already bionic. A forearm plasma ejector scavenged from a Triax 'Borg can be modified slightly and installed on the bionic arm of a Brodkil. The aptitude for war machinery applies to Brodkil bionic systems only because of their near supernatural ability to adapt to bionic systems. Non-Brodkil associates with bionics can be helped, but the War Machinist suffers a -10% penalty to repair and install the bionics of these individuals. Bio-Systems are beyond the scope of a War Machinist's abilities and War Machinists are almost totally dumbfounded by their use. Cybernetic implants with no wartime application suffer the same penalties as stated above. **Base Skill:** 30% +5% per level of experience.

4. Armorer/Field Armorer and Weapons Engineer: The War Machinist is an expert when it comes to weapons and armor. He or she can repair, mount, maintain, or modify anything that shoots, cuts, or blows up. This skill includes Armorer, Vehicle Armorer and Weapons Engineer all rolled into one. **Base Skill:** 40% +5% per level of experience.

5. Scavenge: War Machinists commonly scavenge battlefields for usable parts or weapons. They can determine whether a bionic limb torn from a dead cyborg is reusable, whether or not a wrecked vehicle can be stripped down and salvaged for weapons and armor, or if a device is even worth salvaging. Players should roll against their skill percentage to determine whether something can be salvaged and repaired. A failed roll means that the player will see the item as damaged beyond repair or not worth the time to repair. **Base Skill:** 50% +5% per level of experience.

6. Jury-Rig: Just like the Technical skill of the same name, War Machinists can make quick repairs to weapons, vehicles and bionics when the proper parts and tools are not available. Most jury-rig repairs will last 4D6 hours or 2D4 days until proper repairs can be made. **Base Skill:** 35% +5% per level of experience.

7. O.C.C. Bonuses: (in addition to Brodkil racial bonuses): +1 to I.Q., +2 to Perception Rolls in regards to weapons and armor, and +1 to save vs magic and psionics.

O.C.C. Skills:

Language: Brodkil and Euro at 98%.

Literacy: Euro (+10%)

Language: One of choice (+20%).

Computer Operation (+15%)

Find Contraband, Weapons, Parts, & Cybernetics (+15%)

General Repair and Maintenance (+15%)

Math: Advanced (+10%)

Math: Basic (+25%)

Pilot: One of choice, except robots, power armor, or aircraft (+10%).

Radio: Basic (+10%)

Read Sensory Equipment (+15%)

Recognize Weapon Quality (+25%)

Weapon Systems (+10%)

W.P. Energy Pistol

W.P. Energy Rifle

W.P. Sword

W.P.: One Modern Weapon of choice.

Hand to Hand: Basic, which can be changed to Expert at the cost of two O.C.C. Related Skills, or Martial Arts or Assassin for three skills.

O.C.C. Related Skills: Select four other skills, plus one additional skill at levels 3, 6, 9 and 12. All new skills start at first level proficiency.

Communications: Any except Cryptography (+10%).

Cowboy: None.

Domestic: Any.

Electrical: Any (+10%).

Espionage: Wilderness Survival only.

Mechanical: Any (+10%).

Medical: First Aid only.

Military: Any except Parachuting and space skills (+5%).

Physical: Any, except Acrobatics, Gymnastics, and S.C.U.B.A.

Pilot: Any, except power armor and robots, aircraft, and large ships.

Pilot Related: Any.

Rogue: Computer Hacking, Streetwise and Gambling only (+4%).

Science: Chemistry and Chemistry: Analytical only (+10%).

Technical: Any (+10% to Computer Programming, Masonry, Cyberjacking, and Rope Works).

W.P. Ancient: Any.

W.P. Modern: Any.

Wilderness: Any.

Secondary Skills: The character also gets to select four skills from the Secondary Skills list on page 300 of **Rifts® Ultimate Edition**. One additional skill can be selected at levels 5, 10 and 15. These are additional areas of knowledge that do not gain the bonuses listed in parentheses above. All Secondary Skills start at the base level.

Standard Equipment: Select two different Triax, Mindwerks, Kittani, Russian, or Jotan weapons of choice, with 1D8 E-Clips for each, several knives, a sword with the clan's symbol etched into it (adds an additional 1D6 M.D. to a supernatural punch), a portable tool kit courtesy of Mindwerks with electric screwdriver, wrenches, ratchets, etc., soldering kit, welding torch, duct tape, electrical tape, flashlight, multi-optics band, protective goggles, backpack, satchel, large sack, canteen, large M.D.C. hammer, electronics diagnostic computer, portable computer with several diagnostic and calibration programs, a dozen flares, notepad and pens, Vibro-Cutter (inflicts 1D4 M.D. and used to make precision cuts in M.D.C. metals), and gas mask with air filter. Other equipment is spoils of war or a gift or loan from Mindwerks.

Money: Brodkil have little use for money. Most Brodkil prefer to barter or steal what they need from others. Player characters will possess 3D4x1000 credits worth of black market saleable items which they may trade within non-human kingdoms like the Gargoyle Empire or the black market.

Cybernetics: One bionic limb with 1D4 implants and multi-optic eye. Implants that apply to their profession like the welding torch or sensory equipment are in the highest demand. Interestingly, War Machinists shy away from M.O.M. augmentation.

Spacia's Bottles: Capsulated Dimensional Pocket Worlds

Optional Material for Rifts® and Other Games

By N.D.T. Lyons

Throughout the Megaverse there are ancient stories of dimensional areas contained inside various receptacles: Aladdin's genie in the lamp, the Isle of Forgotten Souls marooned within the Jar of Regret, Hel's prison for demons known as the Vessel of Torment. Such myths and legends are universal, found in most any library in many forms. However, in dusty, forgotten corners there are records which suggest that these stories may be based upon the existence of actual artifacts.

The oldest and most accessible of such records is **The Journal of Spacia**. First discovered in a lost wing of the Great Library of Bletherad on the Palladium World, many copies are now in circulation. This journal purports to be the personal history of Spacia, a young Nightstalker dragon raised as the favorite pet of an unknown and particularly evil deity she refers to as "Father" and "Empi," which seem to be terms of endearment. In the book, Spacia mentions eight "bottles" made by Father/Empi, four of which she assisted in creating as a young adult.

Spacia describes these bottles as "*capsulated dimensional pocket worlds*," fragments of different dimensional planes stuffed into indestructible containers. Like gigantic terrariums, these dimensional pockets are complete with atmospheres, gravities, light sources, plant and animal life, all reflecting the ecologies of each distinctive world/dimension. The unique natures of these worlds are also preserved in these bottles, to include M.D.C. or S.D.C. worlds, time distortions (time is sped up, slowed or even suspended), or places where the laws of physics from our three dimensional world are twisted or do not apply. Each dimensional space differs in size as well, some are the size of a castle while others span miles across.

Regardless of the differences in containers (bottle, jug, cask), or dimensional qualities contained therein, these bottles have only one sinister purpose: they are all **prisons** capable of capturing and holding even the most powerful beings. The owner need

only pop the cork and victims are drawn into the bottle where there is no escape. No method of dimensional teleportation or Rifting can be used to escape the confines of the pocket dimension, nor do temporal or phase powers have any effect. Those trapped in these bottles are contained until the stopper is pulled again and they are released.

While not readily accessible, Spacia is known to have written two other journals, these from her perspective as an ancient dragon. One is in the possession of the United Worlds of Warlock, and copies are located in the restricted sections of key UWW libraries, including the UWW University located at Center on Phase World. In this journal, Spacia mentions 15 bottles, three more works by Father/Empi, the eight mentioned in her early journal, and four more she created herself after Empi perished in a war with several gods of the pantheons.

The final journal is hidden away in the private library of Lord Splynncryth, the Splugorth ruler of Atlantis on Rifts Earth. Apparently Spacia and Splynncryth once held a close friendship and she wrote this book for him personally. It contains all the details of the earlier journals, including much more of her personal history. Spacia describes 19 bottles, including four more she created since her earlier UWW journal, as well as the last known locations of several bottles. The book then follows with a description of the common characteristics of dimensional bottles and the various ways they may be used. At the end of his book, Splynncryth has added an addendum (more to anyone who might read his copy than to himself). He claims that Spacia betrayed him after a sharp shift in her alignment, and that he will pay for information on her whereabouts, or better yet, her capture and return to him.

Common Characteristics and Methods of Use for Spacia's Dimensional Bottles:

1. Dimensional bottles come in various shapes, designs and sizes from decanters to wine bottles, jars to casks. While each one is different, they are all made of crystal or glass-like stone (jade, obsidian, jasper, quartz, ruby, etc.), and engraved from bottom to top with various runes and symbols. Even skilled rune masters would not recognize much of the writing as it predates Rune



CAVEAT EMPTORIUM

Symbols by thousands of years, and is actually the great, great grandfather of the various runic and magical alphabets.

2. Dimensional bottles are indestructible. Like Rune Weapons they cannot be cracked, scratched or marred, and they never tarnish. Dust will not collect on them. One can be dropped into a tar pit and the grime will simply run off when pulled out, leaving it as polished as the day it was made.

3. Fluctuating weight in relation to speed. Dimensional bottles defy the laws of physics. All of the bottles, even the large ones, weigh about one pound (0.45 kg). But if one is thrown, or accelerated at high speeds, its weight increases exponentially. For every 10 mph (16 km) in acceleration, the bottles gain double weight. Accelerated to 10 mph (16 km), a bottle weighs 2 lbs (0.90 kg). At 20 mph (32 km), 4 lbs (1.80 kg). At 30 mph (48 km), 8 lbs (3.60 kg). At 40 mph (64 km), 16 lbs (7.20 kg). As exponential doubling increases this means a dimensional bottle accelerated to 100 mph (160 km) weighs 1,024 lbs (460.8 kg), and at 200 mph (320 km), it weighs in at 1,048,576 lbs (475,626 kg) ... that's over 524 tons! A thief fleeing with a dimensional bottle on a hovercycle would quickly be driven into the ground by the exponential weight gain. And who knows what a spaceship reaching mach speeds would experience, much less approaching light speeds ... if it could even reach mach 2.

The strange thing about this weight phenomenon, however, is that the bottle's reaction to being thrown or launched is that it will keep to the trajectory of a one pound (0.45 kg) object, but hits with the exponential weight of the speed from which it was launched: e.g. if thrown/launched at 100 mph (160 km) it hits and does the damage of a 1,024 lb (460.8 kg) object going 100 mph (160 km). This makes for a rather bizarre weapon in the hands of creative owners.

Other than slow speeds, the only safe method of transportation is teleportation. Dimensional bottles are unaffected by any form of dimensional travel, whether standard teleportation, dimensional teleportation, Rifting, phase shifting, temporal (time) travel, etc.

4. Dimensional content. Similar to the fashion that Rune Weapons are powered by the life force contained within, dimensional bottles are powered by the force of the dimensional fragments they contain. Whether small or large, each bottle contains a dimensional area of some kind. Some are flat expanses that end at an opaque and impenetrable wall which surrounds them, leaving occupants feeling like they are inside the terraformed bottom of a fish tank. Others are geodes, hollow like an inverted world, like terraforming the inside of a ball (the dimensional equivalent of a Dyson Sphere). Some have a light suspended from above, or hanging in the air at the center of the geode. These lights appear to act as perfectly simulated sunshine of varying intensities. Spacia's journals claim these lights are directly connected to the inside of suns, yet are as indestructible as the bottles themselves. A few lighten and darken to simulate night and day, and are as accurate as atomic clocks.

Many are perfectly adjusted biospheres with plant and animal life that lives and dies in the natural cycles of living worlds. There are streams and bodies of water within these bottles, and the flow or tidal currents of water seem to drain into nothingness at one end, and magically reappear upstream. Even wind currents come and go at random.

Scholars have noted how Spacia mentions that the bottles are created in pairs, but that they are not kept together after creation. They are uncertain as to the significance of this.

5. Methods of use. The **first** is to simply pull the cork or stopper. *Any living being* can open the bottle. As long as a creature with a *life force* pulls the stopper, it will come out. It could be a monkey or vampire, but not an animated skeleton or "spirit." Magic spells cannot be used. Psionics, like Telekinesis and Ectoplasm, will not work, nor will an automated arm. A cyborg or "Transferred Intelligence" can open the bottle because they have a life force, but a sentient robot cannot. The stopper cannot be shaken out, and after it is used it magically draws itself back to plug the spout.

When the stopper is pulled, every living being within a designated range must save versus *Spell Strength 17* or they will be drawn into the bottle. Only those *touching* the bottle are immune. Any being that can pull the stopper can be drawn in. Magical constructs such as golems and animated skeletons are immune. However, *Bio-Wizard* devices can be drawn in (Rune Weapons, vehicles with Eyes of Eylor, etc.), and may be given a separate save if not being touched or held by their owner, otherwise they remain or go depending upon his save.

Each time the stopper of a bottle is pulled the flow is reversed. The first time, things are taken in; the next time, those contents not magically anchored inside the bottle are disgorged. (There is no telling who or "what" might have been imprisoned in a newly discovered bottle ... pop the cork and "poof," the granddaddy of Hydras appears! Open at your own risk.) When someone is drawn into the bottle, it works similar to teleportation: all belongings on them go with them. While the bottle will not generally draw in vehicles, it has been known to take in smaller vehicles that are filled with people, or vehicles that are powered by or connected to a life force (similar to a cyborg, or magical vehicles powered by Eyes of Eylor). When victims are disgorged from the bottle, it works the same way: all of the things that went in come back out, even things that were no longer with them inside the bottle. Contents linked to the dimension inside the bottle will never come out, not even if held by victims when they exit.

The **second** method of use is to speak a command word or phrase that is written on each bottle. The problem is that the command is hidden within the writing on the bottle and it is written in a lost language. No one knows it. It is probably not remembered by even the oldest of deities. G.M.s and players should keep in mind that it is not likely that this word will ever be discovered unless it is revealed by a previous owner, or someone who knows to look casts the *Eyes of Thoth* spell to read the writing. Even then, runes and mystic symbols cover the entire bottle and include the title of the bottle, cryptic notes about the dimension within, and lots of gibberish that makes up the magical matrix used to contain that dimensional force. Deciphering the command word would not be a simple task, assuming the player character even knows that a command word exists. (Note: If the command word is revealed by Eyes of Thoth it must be relayed to another, otherwise the mage must cast Eyes of Thoth in order to properly vocalize the word every time he uses it.)

The command word controls the flow of the bottle. Using the command word while pulling the plug allows it to draw things in every time it is used, thus allowing the user to capture more and more victims. There is no "known" limit to the number of occupants that can be drawn in. However, if the stopper is then pulled

without saying the command word, **all** of the occupants and their belongings spill out at once.

The **third** and most secret method of use is a method of capturing specific individuals. There are no instructions written on the bottle, only Spacia and a few of the original owners know of this. The user must be within ten miles (16 km) of his target, and then after speaking the command word he must speak the **true name** of the victim while picturing his face in his mind and pulling the stopper. As long as that person is within range he must make a save versus *Spell Strength 19* or will be drawn into the bottle. As usual, whatever belongings he has on him will be taken with him. No one else is affected when the bottle is used this way.

6. Value: Priceless. Among magical artifacts, Dimensional Bottles are unheard of, and their rarity makes even Rune Weapons seem common and easy to find. To knowledgeable buyers, even the least of these bottles would easily command the value of the Greatest Rune Weapons.

A Collection of Spacia's Dimensional Bottles

Ewers of Springtime and Fall
Flasks of Summer and Winter
Vessels of Heaven and Hell
Receptacles of Eternity and Limbo
Beautiful Gardens
Urns of Endless Seas and Endless Halls
Lesser Bottles

Ewers of Springtime and Fall

Two of Spacia's favorite creations, the Ewers are wide-mouthed jugs with large, metal-ringed stoppers. The Ewer of Springtime appears to be made of bright green jade, and the Ewer of Fall of a brown-and-tan striped jasper. The internal dimensions are both arranged as geodes, with artificial suns hanging in the air, shining and dimming to simulate day and night.

Springtime is a deciduous forest with leaf and fruit trees. The forest exists in a climate that sits roughly between springtime and summer. Light showers come out of nowhere, keeping the trees and lush grasses green. Springs feed five large ponds that are connected by slow streams. Brook trout, crawfish and a variety of insects inhabit the waters. Small alien deer, rabbits, mice and several varieties of colorful birds similar to robins and bluebirds inhabit the woods. Packs of large, fox-like predators and small falcons keep the numbers of forest critters in check. A clearing with old fire pits and rotting lean-to shelters give evidence of earlier occupants.

Fall is a coniferous forest with pine trees and shrubs. The land is broken by steep inclines, rocky prominences and some cliffs. Cold storms occasionally blow up from nowhere to water berry bushes and tall grasses, some which provide grains. Waterfalls and lively streams splash into small valleys that lead to two clear lakes occupied by salmon-like fish, large alien salamanders and strange insects. The forests are inhabited by burrowing rodents, small birds, strange owls, large deer and a pack of roaming wolves. Up on the peaks, shaggy mountain sheep can be seen. A well-crafted stone villa rests under the shadow of a cliff face next

to one of the lakes, complete with a forge and old iron and gold implements diligently smelted by earlier occupants.

Range: 100 feet (30.5 m).

Dimensional Area: 150 square miles (388 square km).

Spacial Orientation: Geode.

Time Ratio: 1 to 10. (One hour inside equals 10 hours outside.)

Unique Spacial Effects: None.

Effects Upon Occupants: None.

Last Known Locations: Spacia personally presented the Ewer of Springtime to High King Silverlight of the Elven Star Kingdom on the UWW world Alfheim in the Anvil Galaxy (**Rifts® Dimension Book 5: The Anvil Galaxy**). The Ewer of Fall was recently stolen from K'zaa, the Lizard Mage ruler of Stormspire on Rifts Earth, and it is now rumored to be in the hands of Lord Dunscon of the True Federation of Magic in the neighboring City of Brass (**Rifts® World Book 16: Federation of Magic**).

Flasks of Summer and Winter

Another pair of Spacia's personal creations, these flasks are small, pocket-sized drinking bottles. The Flask of Summer is made of yellowish crystal, and the Flask of Winter is made of an opaque ivory glass. Their internal dimensions are arranged like fish tanks within oval walls in the shape of the flasks. Lights at the top of the bottles function at odd intervals: Summer has hot daylight for 32 hours followed by a short, eight hour night; and Winter has darkness for 32 hours followed by eight hours of daylight.

Summer is a hot, shifting desert with only a few cactus and scraggly trees to occasionally break up the landscape. A few stone outcroppings break the surface where desert rodents, lizards, poisonous vipers and scorpions seek shelter. Regular sandstorms blow up to torment occupants, and only one in ten brings rain. Industrious occupants could burrow deep into the sand and find water, along with sand grubs, which (yuck) are edible. If lucky, occupants might find a large glass opening hidden under a flat stone. Digging out some sand reveals a tunnel into a large underground chamber. Some earlier occupant used plasma or magical flame to burn the sand into glass and shape a shelter away from the unbearable heat. It is now home to vipers and scorpions.

Winter is a snowy, windswept tundra ... flat, other than a single rocky outcropping in the middle. A single cave is occupied by polar bears. Observing their behavior reveals that they feed by breaking through the ice into water below, filled with fish, water bugs and algae. The stone outcropping is actually a tiny island surrounded by a sea topped with ice. There is a structure built with blocks of ice up against one of the outer walls, no doubt built there by an earlier occupant who had no desire to confront the bears.

Range: 30 feet (9.1 m).

Dimensional Area: 20 square miles (51 square km).

Spacial Orientation: Fish tank.

Time Ratio: 1 to 5 (1 hour inside equals 5 hours outside.)

Unique Spacial Effects: None.

Effects Upon Occupants: None other than the harsh conditions.
Last Known Locations: Spacia personally presented the Flask of Summer to Thraxus, ruler of the Manors at Center on Phase World, giving her full access to everything this interdimensional trading center has to offer (**Rifts® Dimension Book 2: Phase World**). Originally, the Flask of Winter was presented to Modeus, the Lord of Hades, who enjoyed using it to torment unruly

heat-loving demons until one of them stole it and smuggled it out of Hades. Its whereabouts are now unknown.

Vessels of Heaven and Hell

Masterful creations of Spacia's father Empi, the Vessels are 4 feet (1.2 m) tall, ornate pitchers with tipping stoppers that are hinged to the Spouts. Heaven is made of pearl, and Hell is made of ruby. The internal dimensions are arranged as geodes and are the largest of all the bottles. Heaven's light source is bright but not hot, and Hell's is dim but puts out a hot red hue. Occupants of Heaven and Hell do not age, and have no need for food or drink ... although those in Hell constantly thirst in this place with no water.

The Vessel of Heaven is a fragment of the Astral Plane. Permanently imprisoned in this bottle are four *Spirits of Light* (**Rifts® Conversion Book 1**), one of each type: Cheruu (Air and Compassion), Seraph (Fire and Combat), Ariel (Earth and Preservation), Tharsis (Water and Vengeance). In their boredom the spirits have shaped and reshaped the astral clouds into floating temple palaces and magnificent works of art. There is no gravity, although the mass of objects generates micro-gravity that allows characters to walk on and inside them. Within hours, characters will learn to float around, and within days they will learn to fly. (After a long stay in Heaven, G.M.s may consider giving characters the skill of *Zero-G Movement & Combat*). Cut off from the Megaverse for millions of years, the Spirits are starved for news from the outside, and are not likely to harm characters of evil alignments (unless they misbehave, in which case they will torment or even kill an evil upstart ... only to resurrect him and do it all over again ... and again). Good and even Selfish characters will be treated well by the Spirits, and they will even teach them some of their skills, particularly ancient W.P.s and a unique form of martial arts that works well in zero-gravity and for characters that can fly. While they cannot "teach" elemental magic or psionics, they can help characters with those abilities improve. They will also share their knowledge of the Megaverse, and of course, philosophy. If among the Spirits long enough, characters will experience an alignment shift towards good. (If a character resists he should be allowed a Mental Endurance save.) The Spirits will ask anyone who visits to seek their release, only Spacia and a couple of the greater deities of the Pantheons can accomplish this.

The Vessel of Hell is a fragment of the Realm of Hades. *Demons* are permanently imprisoned in this bottle, including a Raksasha (which rules the dimension), one Baal-Rog (Number Two), two Gallu Demon Bulls, one Maggot, one Night Owl, thirteen Alu Demon Hounds, nine Shedim, a Mare, thirty five Lasae, three Banshees and twenty Grave Ghouls (**Rifts® Dimension Book 10: Hades, Pits of Hell**). A lone desert is occupied by Worms of Taut, including one Blow Worm, Fire Worms, Tri-Fang serpents and Tomb Worms that inhabit several ruins scattered around the dimension. Hell has a rocky terrain, rivers of lava that are fed by bubbling cauldrons and several volcanoes. An imposing stone fortress borders the windswept desert, and the air is filled with noxious sulfur fumes. The gravity is way above normal, about 3 Gs. Mortals will find it hard to walk more than few minutes at a time, but within a week they will be able to walk normally, and within a month they will be able to run. (G.M.s may consider giving characters trapped here for a long period of time a boost to P.S., P.E. and Spd). If newcomers are first discovered

by any of the lesser demons or monsters they may be harassed, tortured or eaten. But if any of the greater demons find them first, they will be invited into the fortress for shelter or captured and imprisoned if they resist. Trapped in this bottle for millions of years, the demons are starved for news from the outside and will be surprisingly accommodating to those who willingly give it to them, regardless of their alignment. News of Hades, the Minion War or their rivals in Dyval will be of particular interest. As long as newcomers can spin believable stories the demons will offer them their protection. The fortress was actually drawn out of Hades when Hell was fabricated, and includes an expansive ancient library which the Raksasha has kept in good shape. A wide variety of weapons and armor are in the arsenal, and the demons will be happy to train the newcomers in martial arts, and even share magic knowledge with mages. There are not many other skills that would be of value, but they possess ancient history long lost to the Megaverse. Time, however, is the enemy of newcomers. As the stories run out and the newness wears off, the demons will begin to treat the characters as minions, leading to browbeating and abuse. Occupants may experience an alignment shift towards evil. (If a character resists they should be allowed a Mental Endurance save.) The demons will ask anyone who visits them to seek their release, but only Spacia and a couple of the greater deities of the Pantheons can accomplish this. The demons will even give the characters their True Names in hopes that they can be summoned out of the bottle (it will not work).

Range: 150 feet (45.7 m).

Dimensional Area: 500 square miles (1,295 square km).

Spacial Orientation: Geode.

Time Ratio: 10,080 to 1 (10,080 hours inside is one hour outside, that's 420 days! One minute outside the actual Astral Plane equals a week in that dimension).

Unique Spacial Effects: Zero gravity in Heaven; 3 Gs in Hell.

Effects Upon Occupants: Probable alignment shift; probable bonuses to skills and attributes. While inside the bottles, occupants do not age or require food or water, and quickly adjust to the spacial effects.

Last Known Locations: Spacia's third journal says that her father Empi gave the Vessel of Heaven to an aberrant supernatural intelligence (or deity?) known as Queen Nefferti, who controls an obscure dimensional hub known as the Plains of Withering. Nefferti uses it to train "noble warriors" for her legions. The Vessel of Hell is indeed in the hands of Hel, the Norse Goddess of Death. She long ago got bored with the bottle and allows her more trusted minions to use it upon those that displease her, or them.

Receptacles of Eternity and Limbo

The most difficult to create, Spacia takes great pride in the fact that she assisted her father Empi in making these unusual bottles. Long-necked wine bottles with cork stoppers, the Receptacle of Eternity is made of black obsidian, and the Receptacle of Limbo of a milky grey glass. No one knows what the contents of these bottles look like, nor their internal dimensions.

Victims drawn into *Eternity* experience an alternate reality horror where they are disconnected from time and space. They know their body is there but cannot see or feel their limbs ... or can they?! A minute seems like centuries, or perhaps only a second?! Up is down, or inside out, or nowhere?! Pain is pleasure, or pleasure pain, or is this nothingness?! Even a short stay in Eter-

nity may cause insanities. For every twelve hours held captive inside the Receptacle of Eternity a victim must *save vs insanity* (see the “Random Insanity Table” in **Rifts® Ultimate Edition**, page 332). On the other hand, experiencing “Eternity” also hardens the individual. They will be resistant to the horrific and terrifying (add a bonus of +1 to M.E. and +1 to save vs Horror Factor for every 24 hours spent in Eternity to a total of 1D6). The character will be less emotional, and cheerful characters more subdued. Time may return them to their old selves. If a character is left in Eternity for more than a month, there is a good chance he will come out completely insane. However, Eternity is an experience of its own. For each week spent in Eternity, G.M.s may consider raising a character one level in experience to a total of 1D4 levels/weeks, assuming he is still stable enough to function in his chosen occupation afterwards.

Limbo is a complete cessation of time, which amounts to placing occupants into stasis for as long as they are in the bottle. Even after years inside the bottle, all an occupant of Limbo can recall is a brief moment of weightlessness and a brief glimpse of a misty white fog. There are no other effects.

Range: 15 feet (4.6 m).

Dimensional Area: Unknown.

Spacial Orientation: Unknown.

Time Ratio: Eternity is ? to 8; Limbo is 0.

Unique Spacial Effects: See descriptions.

Effects Upon Occupants: Eternity will probably cause insanities, bonuses to M.E. and H.F.; Limbo none.

Last Known Locations: Spacia claims the Receptacle of Eternity is lost to history (although the Language in her journals insinuates she knows something more about its whereabouts). The Receptacle of Limbo passed through many hands until Spacia gently nudged it in the direction of Lord Splynnecryth, the Splugorh ruler of Atlantis on Rifts Earth (**Rifts® World Book 2: Atlantis**). Not satisfied with a device that merely holds someone in suspended animation, Splynnecryth wants more dimensional bottles and since no one will sell he is sending thieves out to steal them (hired through third parties, of course).

Beautiful Gardens

Several millennia after the demise of her father Empi, Spacia discovered one of his old bottles and took it from its “unworthy” owner (a Gargoyle Mage). Examining the bottle’s contents was most disturbing, however, as the biosphere had died. This was something that should have been impossible no matter how old the bottle had become. The inside of Beautiful Gardens is a nightmare ruin, ten square miles (25 sq km) of *bones!* Piles upon piles like macabre hills of sticks made up of the bones of men, monsters and animals. Any flesh and clothing had rotted away long ago, and even what weapons and gear that remain are rusting and decayed. Whatever happened, happened long ago. The only signs of life are molds and a few tufts of coarse grass kept alive by a mist that dampens the ground during the night phase of the imitation sun above. Spacia is at a loss to explain what happened. The bottle functions as normal, and even if occupants died within the bottle, their remains and gear should have been disgorged the next time the bottled opened. Is this what happens when a dimensional bottle is filled to overflowing? Not possible! The numbers of victims that it would have taken could not have possibly been available. Unable to determine the exact cause, Spacia has set

Beautiful Gardens aside until she can more closely examine it and restore life to the dead biosphere.

Range: 30 feet (9 m)

Dimensional Area: 10 square miles (25 square km).

Spacial Orientation: Fish tank.

Time Ratio: 3 to 1 (3 hours inside equals 1 hour outside).

Unique Spacial Effects: None.

Effects Upon Occupants: None other than possible starvation.

Last Known Location: With Spacia.

Urns of Endless Seas and Endless Halls

Two more of Empi’s bottles (made with Spacia’s assistance). The Urns appear to be receptacles for the ashes of the dead. Seas is made of blue sapphire, and Halls is made of Emerald. The internal dimensions are arranged as geodes, at least this is the case for Seas, as the actual internal layout of Halls is disorienting and impossible to determine. As with the other biospheres, Seas has an artificial sun that shines and dims to simulate day and night. But Halls is lit by lamps and candles that ignite and go out according to the desire of the occupants.

Endless Seas is an ocean that covers the inner surface of the geode. One large island and three tiny islets are the only land inside the bottle. The sea is teeming with alien ocean life. Numerous kinds of fish, crustaceans, cephalopods, shark-like sea predators and sea mammals similar to dolphins and seals thrive in the depths. Among the denizens of the deep are a few Water Elementals who will be curious about newcomers. The main island has a small volcano, with rivers of lava that run down into the sea. Two wide keys stretch out around a lagoon capped by an atoll. The islands are lush and green with tropical forests inhabited by colorful birds and spring-fed waterfalls splashing happily into crystal clear pools. Old sailing ships can be seen anchored in the lagoon, and stone buildings scattered about the island. A fluctuating population of roughly 2,000 to 5,000 humans live here, and if the language barrier can be breached, newcomers will learn that they have lived here generation to generation for as long as they can remember. Their birth rates have always been low, so their numbers have never grown. They will take great interest in the stories of newcomers, and have records of past visitors. Their own records say they were born of a pirate crew marooned here by an evil demon for refusing his order to kidnap 3,000 children. For this the pirates took their place as eternal captives. Now they live the most solitary of lives, fishing, tending goats, and mending their homes and ships when storms blow in. Their conditions have altered them into amphibians, and they are seen swimming as often as sailing. If occupants are left in the bottle long enough they will begin to develop the ability to hold their breath for longer and longer periods of time, and they too will become amphibious after more than a year in this bottle, a permanent change. Skills of swimming and fishing may be learned, as well as how to sail and repair wooden ships.

Endless Halls is exactly that: miles and miles of hallways and corridors attaching hundreds of thousands of rooms. Everything is wooden, the only stone and metal are fixtures, utensils and fireplaces. Lamps, candles and hearths for cooking magically light up according to an occupant’s wishes, as if the place reads minds. Rooms may be small living areas or large as ballrooms or cathedrals. Bedrooms, kitchens, water closets, libraries and

so forth are scattered in a pattern reminiscent of great mansions. A room for most any occasion can be found. Natural foods, including grains, vegetables, fruits and spices are found in shelves, and reappear within hours of being removed. Fresh spring water runs through taps into basins and baths as desired. Doors may be locked with keys found in rooms, or unlocked with a thought if the Halls know that an owner has left or no longer resides there. Permanent residents include small rodents with burrows in the walls, and occasionally, Green Wood Faeries or Tree Sprites can be spotted flitting down the corridors. Within a few large rooms forested gardens are found, some with faerie mounds, rings and circles hidden in the middle. The behavior of the faeries depends upon the behavior of newcomers. They rarely see anything other than mice, rats and moles so are curious about outsiders. Libraries are the most revealing places. If an occupant picks up a pen and begins to write, the books on the shelves will slowly change into his language. He can read things written by past occupants, ancient histories of places and times now long gone, stories of the pantheons, fables and tales for entertainment, odd, outdated sciences and occupations, and even find tomes on lost magics. If newcomers respect their surroundings a special book will appear in the shelves: a book about a great tree that a forest deity transformed into a living mansion; the love the tree/mansion had for its creator, and the sadness of loss when an evil creature murdered its creator and forever confined it to this dimensional prison away from a true glowing sun and deep fertile soil. Earth Elementalists and warlocks will find a particular affinity with the Halls, and to a lesser degree, so will nature-oriented characters such as Druids and Wilderness Scouts. The Halls will unlock its greatest secrets to those who show the most respect. Leading them to places of secret knowledge, or to mud baths that soothe the pains of old age, heal wounds and even regrow missing limbs ... or dispel faerie magics. Those who attempt to harm the Halls by smashing in doors, breaking up things or attempting to burn them, will get little access to the amenities of the Halls. In fact, nothing seems to burn, and broken things regrow. The Halls will change to lead such harmful people through an empty maze of corridors and rooms, and even turn out the lights or starve them if they persist. If too much damage is done, the faeries will attack in defense of their home. Those occupants of the Halls who respect the place will find themselves feeling younger than when they arrived, and healed of any maladies, including insanities (75% chance for each). Those who study may learn new skills, and those who spend time with the faeries may learn Faerie Speak and Faerie Lore.

Note: Endless Halls was the size of a large mansion when it was first bottled up but has grown to fill every inch of its dimensional space. If Spacia or some greater being were to release the Halls onto a fertile world it would grow to cover the planet, but not in a negative way, as it would leave giant parks and gardens and change to accommodate residents who might need roadways, spaceports or room for technological centers. If happy with its residents the Halls would bear a giant seed every thousand years. If planted on a world with conditions necessary for life (even a dead planet), the seed would slowly grow to terraform the world on its own. If nexus points were on two such planets the Halls would open dimensional Rifts to each other through which they could communicate and through which residents could travel.

Range: 120 feet (36.5 m).

Dimensional Area: 250 square miles (647 square km).

Spacial Orientation: Geode.

Time Ratio: 1 to 1 (same as outside unless outside has its own temporal anomaly).

Unique Spacial Effects: None.

Effects Upon Occupants: Seas may transform occupants into amphibious creatures. Halls may reverse aging or heal physical and mental maladies.

Last Known Locations: Seas was originally presented by Empi to Tiamat, the Babylonian goddess of darkness, but when Poseidon, the Greek-Roman god of the sea, learned of the bottle's existence he took it from Tiamat by force, and as far as Spacia knows, Poseidon still has it. Halls was owned by Empi personally, but when he was destroyed it was lost to history.

Lesser Bottles

It should be no surprise that in order to cut corners, Spacia created a number of inferior bottles which she has pawned off as some of her greater creations. All are as ornate as the rest, and have fancy names like "Beautiful Groves" and "Desert Oasis," but the contents are much smaller. Each has a compact biosphere inside, barely the size of a large park, with at least one spring-fed pond, small animals and birds, and a small, artificial light source. Nothing special happens to occupants of these bottles. But in order to make sure captives don't starve if imprisoned in large numbers for long periods of time, Spacia has duplicated a dimension where time is much slower than normal.

Range: 10 feet (3 m).

Dimensional Area: One-half square mile (1.3 square km).

Spacial Orientation: Fish tank.

Time Ratio: 1 to 72 (1 hour inside equals 72 hours outside).

Unique Spacial Effects: None.

Effects Upon Occupants: None.

Last Known Locations: Spacia has kept this to herself.

Other Notable Dimensional Areas Created by Spacia:

Splynncryth's Retreat

Lost Gardens

The Dragon's Nest

Spacia's Stronghold

Dimensional areas or pocket worlds are nothing new to the Megaverse. Certain powerful beings are able to create dimensional spaces of their own, and natural dimensional anomalies exist like crevasses in space and time. In a lesser way, Temporal Wizards can use less powerful magics to create Dimensional Pockets the size of backpacks or Dimensional Envelopes as big as walk-in closets in which to hide their treasures.

Spacia's own ability to create Dimensional Areas rivals that of the greatest masters of dimensional space. Following are other Dimensional Areas that she has created. These are not prisons like her bottles, but retreats and fortresses that stand outside normal space.

Splynncryth's Retreat

One of Spacia's old side projects was to create a personal Retreat for the Splugorth Lord Splynncryth. A self-contained biosphere that only he can access when he wants complete privacy.

High atop the Imperial Pyramid of Splynncryth, which towers over the Splynn Dimensional Market, is Splynncryth's personal chamber. Prominently displayed on one wall is a detailed engraving of a large archway through which a peaceful alien forest is displayed. This archway is actually a magical entryway that Splynncryth can open with a special "key," a gemstone tuned to the magical frequency of the arch. When placed into a concealed groove in the middle of the engraving the key opens the dimensional archway, allowing two-way travel into Splynncryth's private Retreat. Also, the key can be used as a "dimensional beacon," which allows Splynncryth, or anyone else who can dimensionally teleport, to go directly to his Retreat if they are holding it. This only works with the key, without it, even those who have been to the Retreat before, including Splynncryth, can not dimensionally teleport back to this place. (Although, while highly unlikely, one could accidentally Rift here on a random dimensional teleportation.) Splynncryth's Retreat was not made to be a prison, those who can dimensionally teleport can leave at will.

Splynncryth's Retreat is 10 square miles (25 square km) of dense woodland forest, alive with woodland animals and birds. Several spring-fed waterfalls splash down rocky outcroppings into pools with exotic fish. The dimensional area is in a rough fish bowl configuration, except that it appears to be inside a giant cavern with rough stone walls. Hidden in the center is the only building, a stone keep with one large, round tower that has an artesian bath inside where the Splugorth Lord can lounge in peace. Splynncryth keeps a community of 75 Human slaves here who maintain his keep and tend to a few flocks of sheep and cows. In the woods, a lone Fenry Demon wolf, who Splynncryth personally summoned and bound to himself, keeps watch on things.

At any given time a small portion of Splynncryth's personal library is here, as well as special artifacts and magical items he may be toying with. He also maintains a laboratory here, although he rarely uses it. He mostly comes to his retreat to rest. He has several extra keys to his dimensional Retreat, and keeps most of them here among an emergency store of treasure.

Lost Gardens

Drifting in a limbo-like space of total emptiness, two sunlit dimensional biospheres hang suspended side by side like gigantic terrariums in a universe of darkness. Both biospheres are arranged in a fish tank orientation and are about 30 miles (48 km) across with artificial suns rising and setting above (night falls at opposing times). One biosphere appears to be an alien jungle, the other a pine forest, and both are filled with all sorts of alien wildlife. There is a span of only 100 feet (30.5 m) between the two spheres, and even though the biospheres are magically contained, with a running start an average Human can leap from the edge of one and coast through the empty limbo-like space to the other. Strangely, the atmospheres are stable and do not leak into the empty space in between, which is an airless vacuum. Hanging in the air in the very middle of both spheres are two ornate bottles. They are indestructible, and even though they are attached to nothing, they can not be moved by any amount of force.

As one might suspect, Lost Gardens are two of Spacia's unfinished dimensional bottles. One was to be a gift to Lord Splynncryth, the other Spacia would have kept for herself ... except that her world has overturned and she plans to never again make another dimensional prison. As the Lost Gardens neared completion, Spacia experienced a complete alignment reversal after coming in contact with a strange dimensional portal located at Azlum in Atlantis. Her alignment is now firmly Principled Good! And she has refused to have contact with Splynncryth since. As a result, Lost Gardens sits unfinished.

Both Spacia and Splynncryth know the location of Lost Gardens, but rarely visit. Spacia has no desire to see Splynncryth again. And Splynncryth only occasionally uses Lost Gardens as a holding area for large shipments of slave races he or his minions are processing from captive worlds. Splynncryth has also used Lost Gardens for special hunts, where prized captives are freed here and hunted by important clients. Whatever the case, he never uses Lost Gardens for long for fear that Spacia might return and complete the bottles and any slaves he has left here might be permanently trapped inside.

It is possible that a random dimensional teleportation or Rift could accidentally bring travelers to Lost Gardens, and there is nothing to hold anyone who can dimensionally teleport from leaving. Any such travelers who have visited can also return just as they can to other dimensions they have previously visited. It is possible that visitors might meet escaped slaves that slipped away during processing, or they might even run into Splynncryth or some of his minions using Lost Gardens for some sinister purpose.

The Dragon's Nest

Since her alignment reversal, Spacia has become a defender of the innocent. In her struggles to defend whole civilizations from unwarranted aggression (slavers, warmongers and the like), Spacia has allied herself with others who hold similar ideals, and became particularly close to one group of cosmic defenders led by a band of Titans. The Titans were running their missions in a fly-by-night manner, never holding any one base of operations for long. This hindered proper organization and the training of new recruits. Spacia resolved to correct the problem and built them a dimensional fortress: a pocket world to use as a safe haven, to recover from injuries, train new recruits and even raise families. After presenting it to her allies they named their new home "The Dragon's Nest" in Spacia's honor.

The internal dimension of The Dragon's Nest is arranged as a geode with 250 square miles (647 square km) of inner surface space. An artificial sun simulates day and night in a 26 hour cycle, and gravity is a stiff 1.7 Gs. The ecosystem is unusual, however, in that there are different types of terrain and weather around the inside. The artificial sun is off-center, leaving one region an icy polar depression, and on the opposite side where the sun is closer to the surface, a hot Saharan desert. A ring of coniferous forest surrounds the polar region, and a jungle surrounds the desert. Most of the biosphere is deciduous forests and farmlands populated by a tame mix of exotic wildlife. Hilltop ponds and springs give birth to waterfalls that feed streams and lakes filled with fish and other aquatic wildlife.

A dozen tiny villages serve different purposes inside The Dragon's Nest, such as maintaining temporary homes near train-

ing areas for new recruits, villages dedicated to construction of arms and armor, and “Capitol Village,” where the seat of self-government is located. Prominent buildings include “The Round-hall,” where war councils are held and community decisions are made, the “Principal Library” for research and study, and the Nest’s most unusual feature, “The Weather Tower,” a large tower where the weather and sun can be controlled for special occasions, such as turning off the weather and leaving the lights on during emergencies, or putting a little extra rain on crops. Otherwise, the weather fluctuates automatically to balance the ecology. To aid travel inside The Dragon’s Nest, Spacia has placed teleportation pads at each of the villages.

Access to The Dragon’s Nest is by special “keys,” gemstones that act as “dimensional beacons” that allow their owners to dimensionally teleport directly to The Dragon’s Nest. Each of these keys are attuned specifically to one owner and can not be used by anyone else, not even another resident of The Dragon’s Nest, and only those who are able to dimensionally teleport can use them (including those who can cast the spells of Dimensional Teleport and Dimensional Portal). For those without teleportational abilities, Spacia has created a special “teleportation medallion” that allows them to return to The Dragon’s Nest on a one-way return trip. As with the keys, the medallions are attuned to the owner, but can only be used once every 12 hours. Users of the keys and medallions can bring others along with them as their dimensional abilities allow; medallions have a 1500 lb (680 kg) limit. No one who has ever visited The Dragon’s Nest can return without one of these devices, not even accomplished dimensional travelers who have visited many times before.

Spacia’s Stronghold

Still under construction, Spacia’s Stronghold will be the home of Spacia’s “School of Light,” an academy of magic where she will instruct select students of good alignments in her own “Dimension Master O.C.C.” (something of a cross between Ley Line-Rifters and Temporal Wizards). Her most advanced apprentices will learn how to control and shape space in order to create stable dimensional areas as well as manipulate those created by others.

Spacia’s Stronghold will be roughly identical to The Dragon’s Nest, except that it will be the first of Spacia’s dimensional pocket worlds to contain active ley lines. Because the P.P.E. of ley lines is a finite resource, the lines will be fed by remote ley line networks adrift in distant corners of space. Other unique features will include floating castles, buildings and parks held up by the magical energies of the lines. Wildlife will also include magical creatures that are readily trainable as riding mounts, familiars and pets.

This is also the first project where Spacia has elicited the assistance of others. Besides her Titan friends, she has called upon High King Silverlight of the Elven Star Kingdom who will also take a hand in the selection of students for Spacia’s School of Light. The school will not be advertised. Students may not enroll. Candidates will be individually selected by exceptional ability and personal qualities, and will be given one opportunity to make a lifetime commitment.

In time, Spacia will tie her Stronghold and The Dragon’s Nest together with a dimensional doorway, allowing the two communities to work closely when the need arises.

Spacia’s Tools:

Dimensional Compass
Dimensional Scalpel
Teleportation Medallions and Disks

Over the eons Spacia has created a number of tools for probing and shaping dimensional space. Most are too complex for anyone to use, and too big, as they are made for her to use in her true dragon form. But there are quite a few of these marvels of Techno-Wizardry she has given away as gifts, or lost over time. Here are a few examples:

Dimensional Compass

Nothing like any kind of compass anyone could imagine, Spacia’s Dimensional Compass is nearly 6 feet (1.8 m) tall and looks like a complex combination of three intricate surveyor’s compasses merged in the middle and encircled by three adjustable rings and dozens of complicated dials. A large eyepiece protrudes from one side through which other dimensions can be viewed amidst a disorienting grid of lines and symbols. Even a tiny adjustment on this complex device changes the view completely, and there are a virtually limitless combination of settings.

Spacia has given away quite a few of her Dimensional Compasses to important benefactors, providing them with a list of settings that allows them to spy on key cities or worlds of their rivals without being detected. Randomly changing dials displays an infinite number of different dimensions, times, alternate realities and spaces. Without a list of Spacia’s settings there is virtually no way to tune the device to a particular dimension, much less a specific location within it.

Dimensional Scalpel

Spacia’s Dimensional Scalpel looks like a fancy, gem-encrusted, 15 foot (4.6 m) long butter knife with dozens of dials that match those on the Dimensional Compass. When properly adjusted to coordinates from the Dimensional Compass, and infused with at least 200 P.P.E., the scalpel is able to “cut” into another dimension, creating a small Rift to the exact Location seen through the Dimensional Compass. The more P.P.E. the larger the “cut,” and the longer it lasts (1D4 melees for 200 P.P.E.). In Spacia’s hands she can somehow carve up a dimensional space. But in a novice’s hands (i.e. anyone else strong enough to wield it), the scalpel simply creates a tear between dimensions. This can be disastrous depending upon the amount of P.P.E used, or the dimension being cut into (imagine a sucking Rift, a Rift that won’t close, or worse).

Teleportation Medallions and Disks

Over the course of Millennia, Spacia has given away thousands of these devices, especially back when she had armies of followers to help her make things. Both teleportation devices have a maximum range of 5 miles (8 km), and the teleporter can take others with him, up to 1,500 lbs (680 kg). The location of each teleportation is random, and is displayed on what appears to be a “liquid metal” face. Offhand, it looks like a detailed pewter engraving, until the device is moved and the engraving changes, shifting to show a bird’s-eye view of another random location

within range. The detail is so precise that, with a magnifying glass, even something as small as grass can be seen blowing in the wind.

To use the devices they must be held still, and wherever the user touches the engraving that is where it will take him. It can be very hard to find a particular location within the 5 mile (8 km) range, and can take minutes of randomly shifting the device around to find it. Although the devices do seem to be attracted to ley lines, nexus points and dimensional anomalies such as Rifts or places where someone has just teleported from or to.

Medallions are 6 to 8 inches (15 to 20 cm) across, display one image and can be used 3 times a day. The **Disks** range in size from 1 to 3 feet (0.3 to 0.9 m) across, display 5 or 9 images (a round center surrounded by 4 or 8 pie slices) and can be used 5 or 8 times a day. The Disks are easier to use as the random locations generally fall within the direction the segments are facing, with the central hub closest in range and each "pie slice" displaying an area in that general direction. All of these devices have hinged lids so they can be handled without setting them off. A loop on the top allows for a heavy chain or clasp so that they can be worn.

There is a secret purpose to these teleportation devices, however: they are the only method of teleporting into one of Spacia's Dimensional Bottles without opening them up. If a Teleportation Medallion or Disk is within 500 feet (152 m) of a Dimensional Bottle it will show images from inside the bottle, always focusing upon the occupant(s). This is a method of not only watching captives in a bottle (always from a bird's-eye view), and of sending others in after them. But let the user beware. Once inside, not even one of these teleportation devices can get you back out, someone still has to pull the stopper to release the contents.

Spacia

Mistress of Dimensions

(Pronounced Spayshya, like spatial)

The history of Spacia is long and twisted. As a Night Stalker dragon hatchling, she was the favorite pet of an unknown evil deity or alien intelligence who is now only remembered in Spacia's journals as her "father," Empi. The pair grew so close that after her metamorphosis to adulthood, Empi gifted Spacia with eternal life by infusing her with a large fragment of his own essence, truly making her his "daughter." This was not a possession or pact, but a boon of power and intellect. Afterwards, he began to instruct Spacia in the mysteries of the Megaverse and the magics that unlock them.

In time Spacia, would have entered the pantheons of darkness alongside her father, but as is often the case with evil creatures, their deeds lead to their undoing. Too many times, Empi had angered his rivals. Too many victims lay at his feet. The pantheons of light rose up together to destroy him, and as he fought for his life, Spacia fled into the far reaches of the Megaverse. She could have saved her father by allowing him to be reborn from the fragment left within her, but in her greed she betrayed him and held on to power and long life.

During centuries in hiding, Spacia built a dark city around herself in an obscure corner of the endless Plains of Mist. Here she gathered millions of slaves and followers, and raised generations

of hatchlings with her mate, who she watched grow ancient and die while she retained her eternal youth. Unlike other dragons, Spacia's strength grew with worshippers, and in time she felt strong enough to venture back out into the Megaverse.

Having learned to curb her diabolical and bloodthirsty nature after the loss of her father, Spacia schemed a new plan: to beholden great powers throughout the Megaverse to herself. To do this, she let her journals "accidentally" fall into the hands of powerful beings, allowing them to seek her out. As they befriended her, she would grudgingly gift them with one of her dimensional bottles or devices for "concessions." This always included full access to their libraries, to their magical universities, and especially to "grants" of wealth "needed" for her continued research. For millennia, Spacia operated this way, opening up some of the most inaccessible corridors of power to herself, and within those corridors she developed power of her own. Even the good and noble were seduced by her craftiness.

It should be no surprise that Spacia made many more dimensional bottles than advertised. "Gifting" the greater bottles to those she considered the most powerful (those with magical knowledge and resources), she gave inferior bottles to key political and military leaders in many dimensions, including the Three Galaxies where Royal Kreeghor, True Naruni, Altess, a couple Promethians and even a corporate leader in the Oni's Bushido Industries are among her lesser "benefactors."

In time, Spacia grew powerful enough to take a place among the dark pantheons, but chose instead to let her power and resources grow in quiet obscurity. Then things took a radical change.

Several Splugorth were counted among Spacia's benefactors, and she hit it off particularly well with Lord Splynncryth. When he discovered Atlantis, Spacia helped him explore the dimensional mysteries of his new acquisition. And when his dimensional research center at Azlum punched a hole into a dimension which defied explanation, he called on Spacia. As she bathed in the warm, blinding light of this strange Rift, she experienced "epiphany." Stepping away, she turned to Splynncryth and exclaimed, "*I can no longer live like this!*" and teleported away. Spacia was last seen opening up dimensional portals in the slave pens of the Splynn Dimensional Market where she freed thousands before being driven off by the not insubstantial martial forces of Splynn.

The slave revolt was bad enough, but what angered Splynncryth most was that Spacia was in the middle of making a new dimensional bottle for him. He would forgive all for that bottle, but knows he will never get it. As he later learned, the light from the dimensional hole at Azlum causes insanities and a permanent alignment shift. There is no hope for any who experience it.

After helping the refugees she had freed to reach safe havens, Spacia wandered far from home as her heart burst and her soul burned over the evils she had inflicted upon countless millions in her wicked life. Returning to her dark city, she freed her own slaves and divided her wealth among them, slaying any of her former minions that defied her. She then broke all pacts and links to her evil priests and witches and forever abandoned her evil followers.

The loss of worshippers severely depleted her once substantial powers. Still, she remained stronger than several ancient dragons. Over following decades, Spacia traveled back and forth between those she had freed, helping them find new homes and rebuild

lost communities. It was then that she realized her powers were returning. The good will felt by those she aided gave her another, new kind of strength. It was different, but felt right.

Her activities did not go unnoticed, however, neither by the forces of darkness that rose up to take advantage of her new communities nor by the forces of light who observed her defense of the innocent and joined in to help. Alliances with others who shared her new perspective on life grew, and she eventually joined with a powerful group of cosmic defenders led by a band of Titans. In secret, Spacia built a dimensional fortress and presented it to her new allies. It is now a base of operations and training ground for new recruits. Out of admiration, they have named their dimensional stronghold *The Dragon's Nest*.

Settling into her new life, Spacia is now finishing up a new dimensional facility that will house her own pet project, the *School of Light*, an academy of magic for select students, which must, of course, be of good alignment. Here she will train the most promising mages in her own *Dimension Master* O.C.C. (something of a cross between Ley Line-Rifters and Temporal Wizards). Spacia has sworn off making "dimensional prisons" (bottles), but her most advanced apprentices will learn how to control and shape space in order to create stable dimensional areas and manipulate those created by others.

Spacia still walks some of the corridors of power she once opened for herself, except that now she prefers those halls illuminated by the same light which so brightly shines in her own heart...

Spacia – Quickstats

True Name: Unknown.

Race: Originally a Night Stalker Dragon, but empowered by an alien intelligence and altered through the use of powerful magics over thousands of years (Spacia is over 32,000 years old).

Alignment: Principled.

Appearance: An exceptionally beautiful Night Stalker dragon with perfectly formed black scales and brilliant blue eyes. She is a "petite" 8 feet (2.4 m) tall, 30 feet (9 m) long, has a 50 foot (15.2 m) wingspan, and weighs 2 tons. She can triple her size at will to express her true deific nature, increasing attributes and Horror Factor, and adding +2D6 to claw strikes, fire breath and bite.

When in humanoid guise, Spacia may appear as a girl child or woman with lily-white skin, raven-black hair and bright blue eyes (unless this is incompatible with a racial color), but her favorite form is her true dragon form.

Attributes: I.Q. 30, M.E. 19, M.A. 23, P.S. 38 (44), P.P. 23 (26), P.E. 31, P.B. 28, Spd 40 (60), 120 (180) flying. All original dragon stats are boosted by her alien nature, those in brackets () are when her size is tripled.

M.D.C.: 17,500 (one-quarter of what she had before her alignment change).

P.P.E.: 3,650. **I.S.P.:** 391.

Horror Factor: 14 (17 when tripled in size).

Experience Level: 26th level Ancient Dragon; 15th level Temporal Wizard; 15th level Dimension Master (Spacia is the only known Dimension Master, although with her alignment shift she has contemplated taking good aligned students under her wing); 7th level Rune Smith.

Natural Abilities: Fly; Nightvision 600 feet (183 m), can see in total darkness; poor day vision (about half that of humans without sunglasses); see invisible; track by smell 84%; Bio-Regeneration 1D6x10 per minute, regenerates missing limbs in 72 hours; resistant to fire and cold (does half damage); teleport self and others 98% (no P.P.E. cost); dimensional teleport self and others 98% (no P.P.E. cost); open dimensional portal/Rift 98% on ley lines and nexus points (no P.P.E. cost); metamorphosis at will; breathe fire 30 feet (9 m), 4D6 M.D.

Disposition: Very outgoing, kind and generous to people she considers "innocent," but suspicious and harsh towards those she believes are of evil alignment (see Insanities). Tends to be absent minded and preoccupied when in the middle of complex dimensional construction projects or when studying new magic. Spacia has the ability to empower a "priesthood" but refuses because of her evil past. However, she has developed links with Shifters of "firmly" good alignments, and may also empower select students from her School of Light (similar to a Shifter's link).

Insanities: Aggressive and nervous when threatened, particularly in combat situations where she may strike out before anyone else (+1 on initiative). Very suspicious of those she believes to be of an evil alignment, to the point of paranoia towards supernatural evil.

Vulnerabilities: Spacia inherited her father's vulnerabilities to weapons made of iron or wood: both inflict M.D. equal to the usual S.D.C. damage.

Skills of Note: In addition to common language, literacy and lore skills, Spacia knows Basic and Advanced Mathematics, Astronomy, Astrophysics, Quantum Mechanics, Metallurgy and related magical sciences, all at 98%. Also knows Dragon Hand To Hand, W.P. Sword and Knife. Her past has made her a combat-oriented character.

Psionics: All Sensitive psionics at 26th level of experience. After her encounter with the dimensional hole at Azlum she developed the Healing psionics of Deaden Pain (4), Healing Touch (6), Induce Sleep (4), Suppress Fear (8), and the Super-Psionics of Empathic Transmission (6), Group Mind Block (22), Group Trance (15) and Telekinetic Force Field (30), all at 5th level of experience.

Magic: All spell magic and Temporal spells levels 1-15, including many obscure and forgotten spells, Spells of Legend, magic circles and wards. Spells related to dimensional travel and spaces cost her ¼ the normal P.P.E. to cast.

Spacia's Secrets

For long ages has Spacia kept her unique school of magical knowledge to herself, particularly the method of creating dimensional bottles. Some key things for G.M.s to keep in mind are: not only is Spacia the only one with the knowledge to create dimensional bottles, but also the only one who knows all their uses, and she is the only one who knows how to safely unmake them.

Spacia is able to enter and leave dimensional bottles at will. She does not need to pull the stopper, nor does she need one of her Teleportation Disks or Medallions to enter. And while she has never shared this with anyone, there is a special incantation that a prisoner of the bottles can speak aloud to escape. (Because of

her alignment change she may share this secret with her closest allies.)

Spacia knows how to release those who are permanently bound inside her father's dimensional bottles. And while she also knows how to bind occupants inside the bottles, she has always been loath to do this herself. Only her father was so sadistic as to forever imprison living beings. While she would not be likely to free the demons in the Vessel of Hell, she would be quick to release the Spirits of Light trapped in the Vessel of Heaven and may one day make an attempt to retrieve it just for that purpose.

Dimensional bottles are made in pairs so that the opposing forces can counter each other while being formed; however, after creation the pairs are permanently separated. This is because the only thing that can destroy a dimensional bottle is its pair. They can safely touch, but the danger is that they can also be used to shatter each other. Consider the consequences of releasing two

huge dimensional spaces and the matter they contain in one tiny pinpoint area. Because of the immense forces involved, one bottle creates a black hole, the other a white hole, and the results are the *microscopic version of a "big bang"*! It is not powerful enough to recreate the universe, but it could disintegrate a planet or rip a solar system apart. Should a collector of dimensional bottles inadvertently bring a pair together, Spacia would go out of her way to retrieve and unmake one of them.

Secretly hidden within a fold of her scales, Spacia has a Dimensional Envelope where she keeps many of her treasures. Here she keeps the bottle known as Beautiful Gardens and three of her inferior Lesser Bottles, her dimensional tools and dozens of spare Teleportation Disks and Medallions she gifts to friends. Hidden away inside Beautiful Gardens is a treasure hoard of gold, gems and credits ... all permanently affixed to that dimensional space where only she can retrieve it.

Rifts® Lemuria – Sneak Preview

The Lemurians

Lemuria originally emerged during the same *prehistoric era* as *Atlantis* and *Nazca*, and like the other two civilizations, mysteriously disappeared into myth and legend, leaving a murky but lasting legacy. Lemuria rose as a world power far more advanced than the majority of her primitive neighbors. During the kingdom's original reign, it dominated much of the coastal regions in and around the Indian Ocean, and it is the place Lemurians still consider the cradle of their civilization.

For the most part, Lemurians have always been a people of a high moral fiber, tending to the needs of the individual as much as to the needs of the community. At the pinnacle of their early civilization they had mastered many different sciences, practiced advanced holistic medicine, harnessed the Earth and magic to power and operate their cities, tamed the wilderness and brought peace and prosperity even to their barbaric neighbors.

True Atlanteans and Lemurians shared a deep friendship, and with it, the secrets of *Stone Magic* and the creation of stone pyramids to channel and control the mystic energy of ley lines. In fact, there was some friendly debate between the two civilizations as to which first invented the ancient craft. While both claim to have originated Stone Magic and pyramid technology, neither knows for certain if their claim is accurate. Regardless of which civilization was the first to develop the magic and implement the use of pyramids, Stone Masters of both great civilizations learned to tap into, channel and manipulate what they called "Earth Energy" (P.P.E./magic). This involves the making of giant stone structures, pyramids and stone megaliths. Unlike the Atlanteans, who focused on reaching into the heavens and piercing the inter-dimensional barrier with pyramid technology, the Lemurians turned their efforts inwards. Instead of plain stone pyramids, Lemurians built thriving ziggurats teeming with gardens, hydroponics, waterfalls and water fountains. Such places were natural

refuges for a host of wild and exotic birds, insects and animals. The harmonious and friendlier stone ziggurats offered Lemurian mages a different range of powers than the pyramids of Atlantis. Instead of inter-dimensional travel, Lemurian edifices had the power to rejuvenate and heal, aiding the Lemurians in their quest to understand the mechanics of life.

Though Lemurians are said to have originated as ordinary human beings, their mastery over Biomancy and understanding of biology enabled them to transform themselves into something more than human. Lemurians always loved exploration and nature. After having explored many parts of the surface world, they began to wonder what wonders existed below the waves. Oceans and seas dominated more than two-thirds of the planet, and Lemurians found themselves craving to be part of the bigger, unseen world underwater. To explore the oceans, Lemurian Biomancers genetically altered their people to survive above and below the waves. Their cities, powered by energies of the Earth (P.P.E./magic), were already designed to float on the waves and in the air, now they were made to float *underwater* as well. Lemurian cities, even ones as vast as the City of Mu, could travel over land or sea or under the waves with comfortable ease and good speed. Traveling and spending time underwater also kept the peaceful Lemurians safe from the rise of aggressive, human civilizations given to war and conquest. One of the Lemurians' greatest achievements was the construction of the enormous **City of Mu**. Mu was the total sum of Lemurian mystic knowledge and achievement of the time. From this magnificent city, Lemurians explored the world around them and collected samples of flora and fauna, above and below the waves. Wherever the great floating city traveled, they collected new specimens of life and added them to their already impressive areas of knowledge, medicine and science, all of which were carefully guarded secrets.

One such secret was the **Code of Life**. A blueprint found in all living creatures that dictated their form and function. (Modern surface dwelling humans call this “Code of Life” DNA.) Through several centuries of in-depth research, Lemurian Biomancers and scientists were able to change, copy and create new codes from pieces of other code, building *chimeras*, tweaking existing genetic designs and improving the quality of life for their people and others.

Global disaster came without warning. The Atlantean civilization vanished, continent and all, and most of the planet’s magic energy vanished with it. The Lemurians called magic “Earth Energy” because P.P.E. or magic energies radiated from the very planet. These lines of Earth Energy had become the basis of Lemurian technology as well as a renewable source of clean energy. Suddenly, that energy all but vanished. Somehow, the global loss of magic coincided with the disappearance of Atlantis. Several Lemurian floating cities had received distress calls from Atlantis before communications went dead. Like any good friend, the Lemurians gathered their cities and went to investigate and rescue survivors. Details of Atlantis’ fate were pieced together from the little physical and anecdotal evidence that could be found. Other bits of information were filled in by a tiny handful of Atlantean survivors gathered by the floating cities. Even without it, the Lemurians would have guessed what happened.

Their Atlantean friends had always been fascinated with dimensional travel to other realities. Something clearly went terribly wrong during one of their dimensional experiments, taking the entire continent of Atlantis with it. Nobody knew where Atlantis had vanished to, or whether it even existed anywhere, anymore. The number of survivors from a continent that had a population in the millions, were a terrifying few thousand.

The disappearance of Atlantis sent shock waves across the planet. With the continent gone – just gone – (accidentally sent to another dimension until the Splugorth brought her back after the Great Cataclysm), water levels and coastlines changed, people died, and the world was irrevocably altered. Lemurians felt the loss on a personal level, as their long time friends, allies and trading partners had vanished in the blink of an eye. The many small Atlantean coastal colonies located on other continents and islands were wiped out by the changing seas and Ley Line Storms that erupted when Atlantis disappeared.

And the catastrophe was not over.

The level of magic energy plunged to terrifying lows never before experienced. Ley lines that had once roared with energy like a mighty river were reduced to a mere trickle. Demons and monsters went on the warpath, and dimensional travelers like dragons and the sphinx found themselves stranded on Earth without enough magic energy to open a portal to leave.

Things were no better on the mainland. Without levels of magic strong enough to cast spells and work magic, overnight the old power base of Druids, priests and sorcerers found themselves nearly powerless and very, very vulnerable. Suddenly, those who had used magic to keep barbarians and warlike primitive people at bay were powerless to defend themselves. Yes, magic still existed, but reduced to pathetic power levels. Civilizations that had risen to power before the Picts, Babylonians and Egyptians, crumbled and faded without ever being recorded in the pages of history. The worldwide loss of magic energy also had an impact on true *creatures of magic* like dragons, as well as Deevils, demons and all manner of supernatural beings. Though the mag-

ic powers and spell casting abilities of such creatures had been reduced to almost nothing, these monsters still possessed brute strength and enough physical and/or psionic power to haunt, hunt and battle humankind for millennia. The last dragons did not perish until the middle ages, some 14,000 years after the disappearance of Atlantis and the obliteration of magic. Many mythic creatures lingered on Earth for thousands of years before being wiped out completely or forced to hide from the growing civilizations of humanity that would rise in the centuries that followed. Many ancient “myths” about dragons, vampires, demons and monsters are based upon real creatures that existed in considerable numbers until the Atlanteans made magic all but vanish. However, the truth and specific details about these beings became jumbled and forgotten as the growing numbers of humans wiped them out and science became the new technology. By the 20th Century, the truth about these creatures was indeed lost to myth, and few believed they had ever truly existed.

As magic continued to wane, the floating cities of Lemuria, whether above or below the waves, began to float slower and the infrastructure and machines that ran on Earth Energy began to grind to a halt. Lights, heat and fuel to run their machines had all been based on magic. Without it, everything began to shut down. Eventually, Lemuria’s floating cities would have come crashing down, perhaps ending their glorious civilization then and there, had it not been for the massive reserves of Earth Energy contained within their stone ziggurats. Still, it was only a matter of time counted in months, before their floating cities would have to settle on a final resting place and stop moving. Magic was dying and with it, the Lemurian way of life.

Perhaps because the floating cities of Lemuria, of which the City of Mu was the greatest, were among the last bastions of magic with energy contained within the mighty ziggurats, supernatural horrors began to besiege them in an attempt to get at the magic. Many of the supernatural and magic creatures hoped to steal enough P.P.E. to escape Earth and go home, or at least to another dimension with natural reserves of magic. To evade the clamoring supernatural hordes, the Lemurians went *underwater*. There, concealed and much less accessible, Lemuria’s greatest minds formed a plan. To stay on Earth meant forfeiting magic and the sciences of magic. Life below the waves without magic seemed a viable solution, but it would be a very different way of life and long-term survival was not assured. However, if they could find a portal to another Earth-like world with enough magic energy to sustain their machines, they could travel to it and continue to live as always.

It was a risky proposition, so the choice was made voluntarily. Mu and the majority of cities decided it was a chance worth taking. A few Lemurian cities opted to stay behind and resettle on land. A few would remain underwater. While those that stayed behind would survive for centuries, some contributing to new megalithic and stone pyramid societies of other human civilizations, each would eventually perish.

Those looking for a way out traveled to one of the most powerful underwater nexuses the Lemurians had uncovered in their past explorations. In the Pacific Ocean years earlier, mages had detected great magic and dimensional energy among a trio of massive and powerful ley lines at the *Marianas Trench*. Lemurian psychics also felt the presence of danger and supernatural evil, so they did not linger to explore much of it. Thus, it was an unknown quantity, but they had gleaned enough information to know there

was an open portal to another dimension present. They also knew it led to an alien realm of water and magic much like their own beloved Earth. Acting quickly, the floating cities gathered with the plan of going through the Rift and making a new life.

Upon returning to the Marianas Trench location, the mages of the floating cities found the portal floundering and fading. Lemurians quickly assessed the Rift could collapse at any time. It was a miracle it was still there at all. In fact, the mages determined it was only the efforts of an unknown outside force that was somehow enabling the shriveling ley lines to hold the portal open. It was now or never. There was no time to send probes or reconnaissance teams through the portal. They had to take a leap of faith and go. As the first two cities passed through the dimensional Rift, something attacked the third, destroying it in minutes. Feeling they had no other choice, the other floating cities made a mad dash to the open portal. Each time such a massive object with so many people on board passed through it, the Rift shuddered and threatened to close. Meanwhile, the force that destroyed the city went on to attack two others. It was madness. As the City of Mu went through the dimensional portal, after making certain a few smaller cities were able to go through before it, the Rift collapsed.

Without sufficient energy left to reopen the massive Rift, the **Lord of the Deep** was trapped on Earth where it would languish as an angry shadow of its true self for thousands of years. Perhaps needless to say, this has earned the Lemurians the monster's eternal enmity. The Lemurians had no idea the Lord of the Deep existed, nor that the Rift was his means of escape. All they knew was that an evil force had destroyed at least two of their cities and clung to one other, preventing it from going through the Rift. The survivors could only imagine that those left behind were destroyed.

The good news for the Lemurians who made it through the Rift was that the new dimension was almost exactly like Earth. What the Lemurians could not have known was they had not gone to an alien world, but to a kind of pocket dimension created by the Lord of the Deep. An ocean-like space capsule the size of a small ocean that could maintain the evil Alien Intelligence as it traveled to other worlds in the Megaverse. Thus, for every thousand years that passed on Earth, one decade passed for the Lemurians, but that's still 150 years from then to the present day.

If not for the **Coming of the Rifts**, the Lemurians might have been trapped in the Lord of Deep's private, dimensional ocean forever. When the Rifts came, and magic flooded back more powerful than ever, the Lord of the Deep's dimensional portal to Earth reopened and the contents of the pocket dimension were disgorged into the Atlantic Ocean, including the floating cities. Half-asleep and disoriented by the sudden surge of renewed energy, the *Lord of the Deep* was too distracted to take immediate action against the returning Lemurian population, but the monster did close the underwater Rift. Confused and frightened themselves, the Lemurians fled into the larger ocean around them. It would take decades before they realized they (and Atlantis) had been returned to Earth 15,000 years in the future, and that the planet Earth was, once again, in upheaval because of Earth Energy.

This was a much more hostile and alien Earth than the one known to their ancestors. The Lemurians spent most of their first 250 years back on Earth hiding, adapting and battling the forces of chaos and the wrath of the vengeful Lord of the Deep. Most of that time was spent underwater, where things seemed less tumult-

uous and safer than the surface world. Lemurians again found themselves exploring the oceans and seas of the world, learning about the new underwater realm and developing new magicks, defenses and armies to ward off frequent attacks by the Lord of the Deep, Naut'yll, Horune Pirates and other monstrous forces. It also took time to figure out and learn to live within the new Earth ecosystem. During this period of survival and adaptation, Lemurians were kept on their heels and the loss of life was high. Still, they made new developments in Biomancy magic, weapons and armor, as well as the development of Symbiotes and methods to alter the genetic structure of their sea mounts. It has only been in the last 50 years that the Lemurians have felt they can hold their own against the monsters of the deep and keep their people safe. With that accomplished, they have once again begun to quietly explore the underwater and surface world in greater depth. Lemurians are, overall, thrilled to be "back home" even if Earth is a very, very different place. In the last decade, Lemurians have decided to take a much more active role in this bold, new Earth. They are hiding less and have begun to send out individuals and small squads to "walk among the new people of Earth" and make contact with sentient life forms below and above the waves. This is why, for many, rumors about an aquatic species of humanoids calling themselves Lemurians have only started to surface over the last few decades.

For the most part, life is good for the average Lemurian. They've even come to terms with having to deal with the wrath of a vengeful god like the *Lord of the Deep* and have become more militaristic to survive. The Lord of the Deep is the Lemurians' arch-enemy. The supernatural monstrosity hates them above all others and will not rest until every last Lemurian is slain. To that end, the fiend sends members of the Cult of the Deep, monsters, minions, sea monsters, demons, evildoers, dupes, and trouble their way whenever it can. For this reason, Lemurian floating cities *never* stay in one place for long. Instead, they are constantly on the move, spending equal time underwater, floating on the water's surface and floating in the air. They are so elusive that most surface dwellers aren't sure if the Lemurians are real or myth, and few know when, where or how to find them. More often than not, it is the Lemurians who decide when they make contact with people on the surface.

Lemurians are fond of helping others, and have a reputation for helping floundering ships stay afloat, rescuing people from storms and drowning, saving people from pirates and sea serpents, and especially from the clutches of the Lord of the Deep. Half the time, however, surface dwellers are unaware that Lemurians have intervened on their behalf. Until very recently, Lemurians have operated in secret, using magic from a distance to help those in trouble. Tales of "miracles" at sea, storms suddenly stopping or changing direction, rough seas suddenly becoming calm, being pulled to the surface by an unknown force or animals, and encounters with "mermaids" or helpful "aliens" or "Elemental beings" are more than likely to have been Lemurian rescuers. They don't identify themselves nor wait for a thank you, they just appear out of the blue and quietly vanish when people are safe.

Long ago, Lemurian society developed a great respect for life – all life – from plants and animals to sentient beings – as well as a keen sense of responsibility to other life forms and the environment. To the average Lemurian, all life is precious and all intelligent beings are responsible for the care and nurturing of Mother Earth. Lemurians take that sense of responsibility several steps

farther than most people and see themselves as the caretakers and protectors of the planet Earth and the environment. That's why Lemurians try to live in harmony with the planet and everyone in it. There was a time when no Lemurian would raise a finger to harm another creature. Not to harm a fellow human being, swat a fly or cut down a tree. Over time, the secrets of Biomancy enabled them to mold and manipulate plant and animal life on a genetic level, and even their own bodies. Ancient Lemurians were the first to use methods of conservation, hydroponics (and magic) to grow crops, and have always tried to replenish forests and replace whatever resources they took. It has only been their return to Rifts Earth and dealing with the constant onslaught from the *Lord of the Deep* that has turned Lemurians into warriors and a much more proactive force for good.

Some other people with the knowledge and power of the Lemurians might have become embittered and vengeful, or aggressive and militant, conquering other civilizations or destroying their enemies. Not Lemurians. Though they have become skilled fighters and warrior mages, they revere the life and freedom of other people more than ever. They battle the *Lord of the Deep* only enough to escape his onslaughts with minimal loss of Lemurian life. They fight primarily in self-defense, and their first priority is always to avoid collateral damage to innocent people and the environment. Whenever they can flee without confrontation, they do so.

However, there is one big change in Lemurian philosophy: they are not hesitant or afraid to take the life of an evildoer to protect themselves, innocent people everywhere and the environment. While Lemurians do not go looking for trouble or conflict, they will not turn their backs on someone in need. Not when they are in a position to do something about it. They have also come to accept that the forces of supernatural evil are real and not going

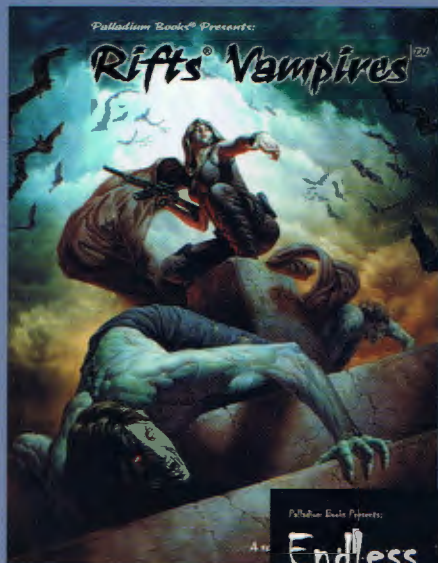
away. That there are supernatural creatures whose very reason for existence is to cause suffering, sorrow and death. That the Lord of the Deep is one such being, demons and Deevils another two. The verdict remains out on the Splugorth and their mortal minions.

There is one type of vile creature Lemurians have never balked at destroying: **the undead**. Lemurians (and Atlanteans) see the undead, living dead, walking dead and similar beings that defy death and prey upon the living, as the very antithesis of life. From their point of view, vampires and other types of undead are the equivalent of what *anti-matter* is to matter – *anti-life* – monsters who enslave, torment and destroy the living, and who thrive in darkness and shun life as the natural world knows it. To allow the undead to exist is to endanger all sentient life forms. As far as the Lemurians are concerned, these unnatural, anti-life monsters must be destroyed wherever they are found. Likewise, **Necromancy** is seen as a type of *anti-life magic*, which is why its practice is forbidden and repulsive to Lemurians dedicated to protecting the planet.

The dramatic changes to the Earth since the *Coming of the Rifts* have made the planet a nexus to infinite worlds across the Megaverse, introducing new life forms into the planet's ecosystem. The alien people (D-Bees), flora and fauna are all embraced by the Lemurians, who see life as constant change and motion. However, the Rifts have also unleashed the undead and wicked monsters of countless variety into the world. The undead, along with any vile supernatural being or creature of magic who threatens the innocent or the environment, are seen as the Enemies of Life. Enemies to be driven away, back through a Rift, or destroyed. That kind of thinking and commitment has led current day Lemurian people to think of themselves as *Protectors of the Earth*. A new and unfamiliar role they are trying to figure out.

For more, check out Rifts® Lemuria, in stores now!

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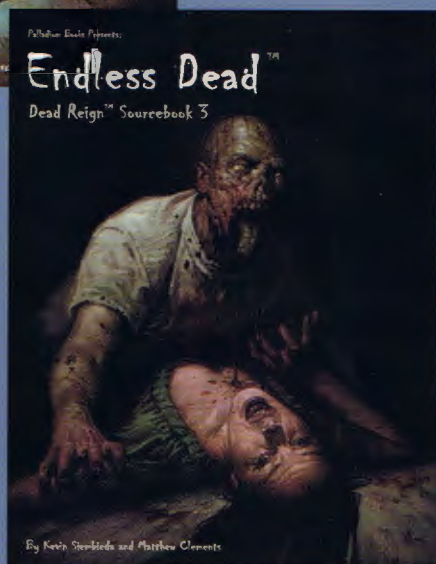
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