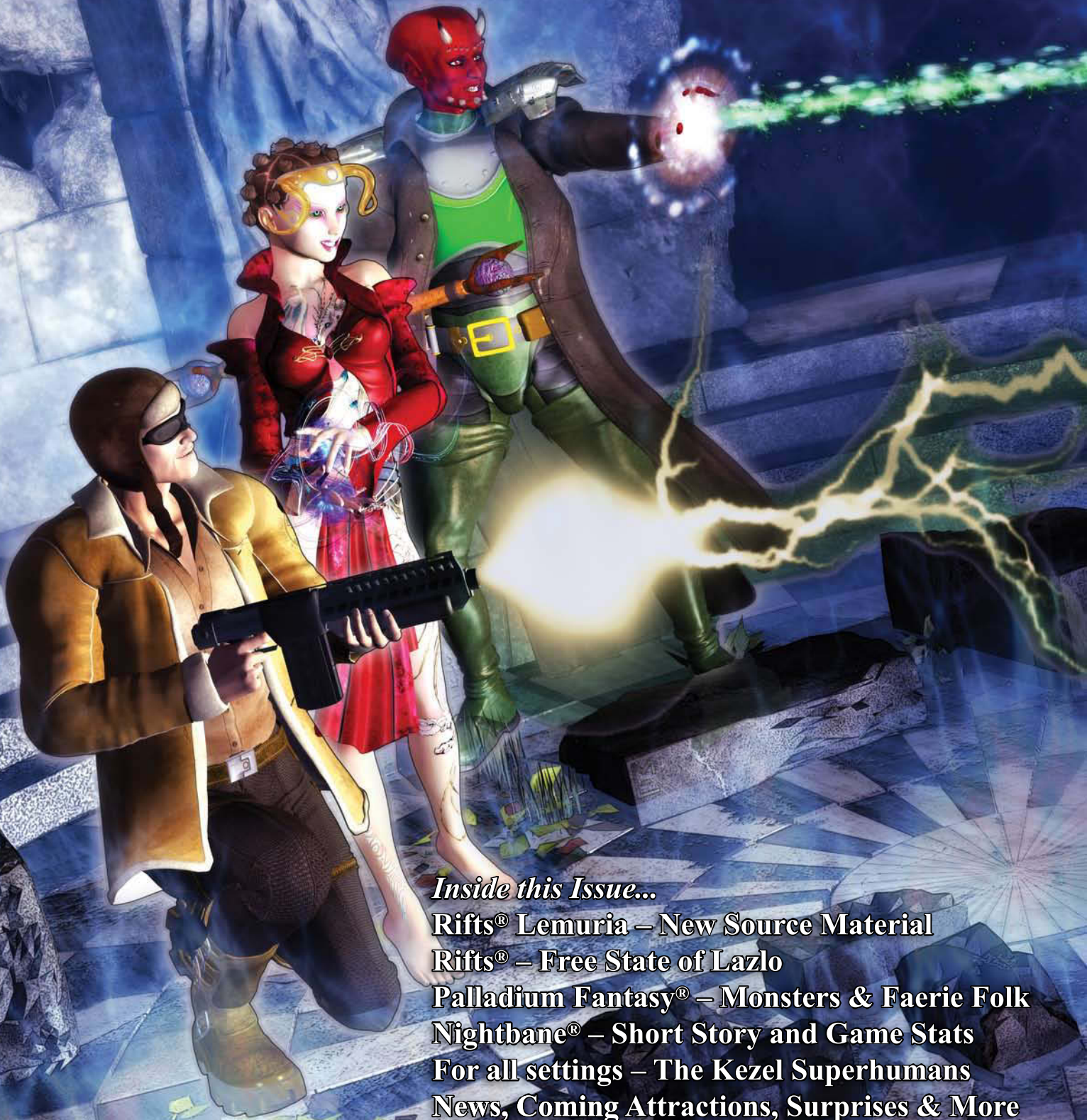


Palladium Books® Presents:

THE

RIFTER®

Your Guide to the Megaverse®



Inside this Issue...

Rifts® Lemuria – New Source Material

Rifts® – Free State of Lazlo

Palladium Fantasy® – Monsters & Faerie Folk

Nightbane® – Short Story and Game Stats

For all settings – The Kezel Superhumans

News, Coming Attractions, Surprises & More

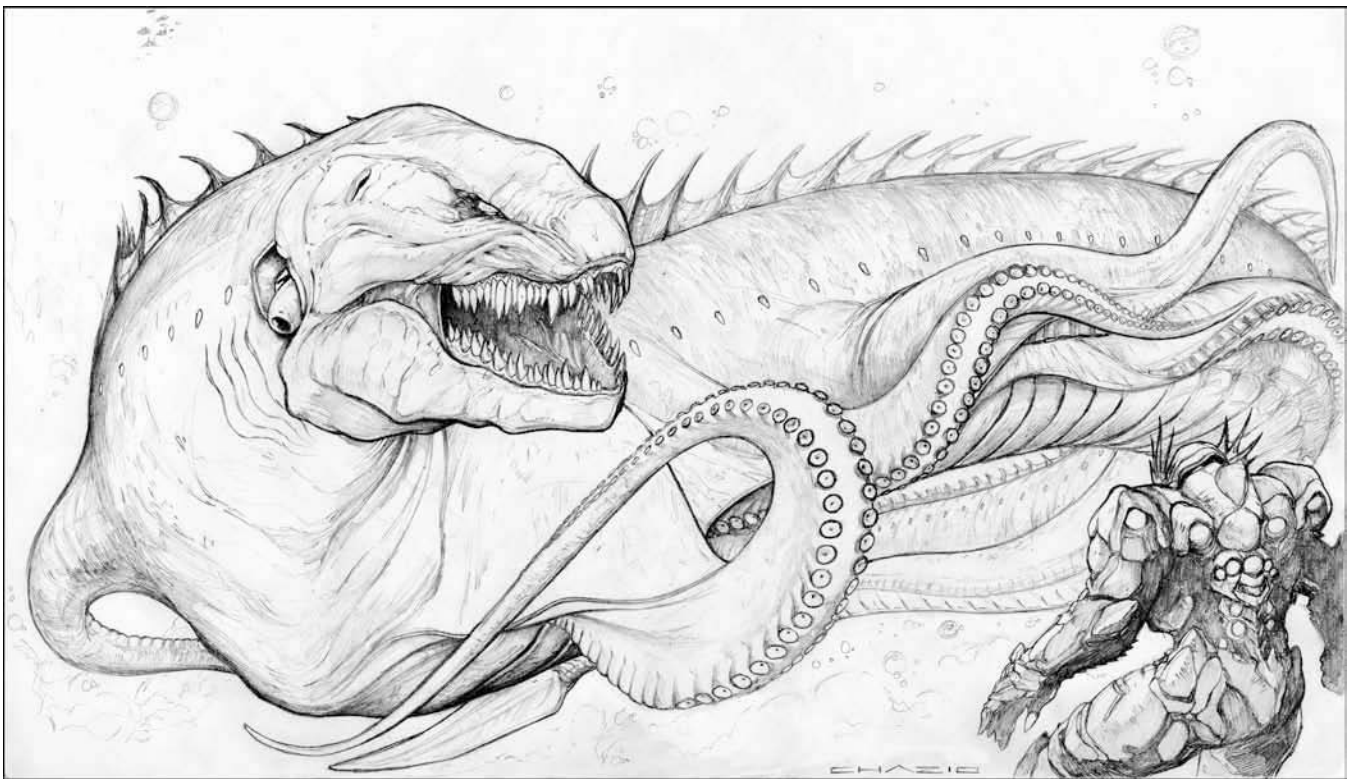
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The Rifter® Number 58

Your guide to the Palladium Megaverse®!

First Printing – April 2012

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Palladium Books® Presents:

THE RIFTER® #58



Sourcebook and Guide to the Palladium Megaverse®

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

– *Kevin Siembieda, 2012*

Contents – The Rifter® #58 – April, 2012

Page 6 – Art from Endless Dead

This powerful and evocative illustration provides you with a snapshot into the upcoming **Dead Reign™ Sourcebook 3: Endless Dead**. The art is by *Nick Bradshaw* and is one of the staff's favorites.

Page 7 – From the Desk of Kevin Siembieda

The Publisher talks about Palladium getting on track with many new book releases (three in April alone) and how we are pushing the envelope to create sourcebooks that will please and impress. He also talks about spreading the word and plans for Fall releases.

Page 8 – Palladium News

The big news is that new releases will be coming at a fast pace now, starting with **Rifts® Lemuria**. Out of print **Rifts® miniatures** are being brought back into stock and we're looking into the *possibility* of joining forces with one or more other gents to release 1/285 scale **Robotech® miniatures**. In other news, the Palladium Fantasy G.M. Kit is available online, we are already making Summer and Fall convention plans, and Kevin provides an overview of his fun time at VisionCon.

The Palladium Open House is May 3-6, 2012, and there's still time for you to make plans to attend. If YOU can make it, you should join the fun.

We need articles for future issues of the Rifter®. And we need them fast. Wayne is running low on material for future issues. We invite you to send us new material. After all, this is a "fanzine" written by you, our fans, and published for you! Read all about it right here.

Page 10 – Coming Attractions

Rifts® Lemuria is one of Palladium's most hotly anticipated new releases in a while, but it is just one of several hot titles people are anxious to see in print. Others include **Dead Reign™ Sourcebook 3: Endless Dead** (available end of April), **Rifts® Vampires Sourcebook** (May), **Rifts® Black Market** (May), **Robotech® The Genesis Pits™ Sourcebook** (June), **Rifts® Northern Gun 1** (June), **Rifts® Northern Gun 2** (July), **Rifts® Megaverse® in Flames™** (August), **Chaos Earth™ First Responders** (Summer), **Beyond the Supernatural™: Beyond Arcanum™** and **Tome Grotesque™**, among many others. Plus we'll be bringing out-of-print titles back in print as we go along. Read the descriptions for the new books scheduled for release this Spring and Summer.

Page 17 – The Free State of Lazlo – *Optional* source material for Rifts®

J. Woodman dishes up a wealth of information about the magic kingdom of Lazlo, its people, society, defenses and relations with other political powers in North America.

- Page 17 – Lazlo Society
- Page 19 – Foreign Affairs
- Page 20 – Coalition States

- Page 21 – Federation of Magic
- Page 22 – Other Kingdoms & Communities
- Page 23 – Lazlo Technology
- Page 25 – Defense
- Page 28 – Free State of Lazlo Highlights
- Page 32 – D-Bee Town
- Page 34 – Lazlo's Heads of State
- Artwork by Lazlo neighbor, *Kent Burles*.

Page 36 – New Faeries, People & Undead – *Optional* material for Palladium Fantasy RPG®

Glen Evans returns with another array of strange and deadly people, Faerie Folk and monsters from the Palladium World – but also with **Rifts®** stat conversions.

Page 36 – Faerie Folk

- Page 36 – Apsara
- Page 37 – Hedley Kow
- Page 38 – Nisse
- Page 40 – Red Cap
- Page 41 – Water Bull
- Page 42 – Wood Wives

Page 43 – Races of People

- Page 43 – Basadae
- Page 45 – Draconcopedes
- Page 46 – Ouphe
- Page 48 – Torog
- Page 49 – Wodewoses

Page 50 – Undead

- Page 50 – Drowned Ghoul
- Page 51 – Fetch
- Page 52 – Mauled Cadaver
- Page 53 – Wight

Artwork, in order of appearance, by *Mike Mumah*, *Mike Leonard* and *Mark Dudley*.

Page 55 – The Kezel – *Optional* source material for Rifts®, Phase World® and adaptable to other settings

Joseph Larsen presents the strange and exotic Kezel, mysterious beings who seem to be human or of human origin, but possess an array of superhuman and magical powers.

- Page 56 – Un-Bestowed Kezel
- Page 57 – Bestowed Kezel
- Page 60 – Kezel Specialties
- Page 62 – Kezel Powers and Abilities
- Artwork by *Ben Rodriguez*.

Page 68 – Dark Day Chronicles, Volume V – **Nightbane®** short story & optional material

Jeremy M. Hutchins presents another chapter in the life of the Nightbane in the aftermath of Dark Day.

Artwork by *Nick Bradshaw*.

Page 75 – Lemuria O.C.C.s

– Official source material for Rifts® Lemuria

Matthew Clements originally wrote these new character classes, symbiotes and Special O.C.C. Abilities for inclusion in **Rifts® Lemuria**. They were cut due to space limitations, so we present them here as “official” source material for your enjoyment.

Page 76 – Academic O.C.C.

Page 78 – Citizen O.C.C.

Page 81 – Experimenter O.C.C.

Page 83 – Healer O.C.C.

Artwork by *Nick Bradshaw, Allen Manning, Brian Manning* and *Chuck Walton*.

Page 85 – Lemuria: Notable Creatures of the Sea

– Official source material for Rifts® Lemuria

Greg Diaczyk (with some additional text and ideas by *Kevin Siembieda*) originally provided stats for a wide range of common aquatic animals along with some mutant variations. They were cut from the original manuscript to make way for more exotic fare, but we thought they’d come in handy, so we present them here as “official” source material for your enjoyment.

Artwork by *Nick Bradshaw*.

The Theme for Issue 58

The focus of this issue of **The Rifter®** is people, places and powers. There are new, “official” O.C.C.s for **Rifts® Lemuria**, R.C.C.s and monsters for **Palladium Fantasy®**, the super-powered Kezel (and their abilities) as a character that can be used in most Palladium game settings, from **Heroes Unlimited™** and **Nightbane®** to **Rifts®** and **Phase World®** and just about anywhere else in the Megaverse®. As for places, there is official source material for **Rifts® Lemuria** and a wealth of information about the **Free State of Lazlo**, as well as a **Nightbane®** short story that offers a sense of life on Earth after Dark Day. The articles present 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® NEEDS You

We are always looking for new writers and artists to contribute to **The Rifter®**. The Rifter® is a “fanzine” written by fans for fans. We want “fan” submissions.” We do not expect you to be a professional writer to contribute. **The Rifter®** is a forum for gamers just like you to share your own creations, adventures and ideas with other fans. You can submit source material, adventures, new magic, new psionics, new super abilities, new monsters, villains, high-tech weapons, vehicles, power armor, articles, G.M. advice, player tips, house rules, 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 welcome. And many contributors to **The Rifter®** do go on to write full-blown books for Palladium, so if that’s your goal, **The Rifter®** is a great place to start.

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/writer “Madman” **Mike Leonard** and depicts a trio of Rifts® adventurers locked in combat at a ley line nexus. He used a watercolor application as he continues to experiment with digital art. Mike also did some of the b/w interior art in the Fantasy section.

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® #59

The Rifter® #59 comes out in July. It is sure to contain more thrills and adventure to help you make your campaigns more exciting.

- Source material for **Rifts®**.
- Source material for **Palladium Fantasy®**.
- Source material for numerous settings.
- **The Kezel, Part Two – More powers and abilities.**
- **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™



From the Desk of Kevin Siembieda

As I write this *From the Desk* piece, **Rifts® Lemuria** is at the printer and gamers can hardly wait for it, **The Rifter® #58** is being finished, I've been working on **Endless Dead™** so it can go to the printer in a week, and the **Palladium Open House** (please join the fun) is about four weeks away. Oh, and it's my birthday (April 2nd). That means the atmosphere has been a mixture of excitement, exhaustion and craziness. I've had a number of friends tell me to take the day off for my birthday. Hah! Like I have time for that. I have too much to do before the Open House. I will say, I'm feeling revved up and positive.

In **The Rifter #57** I talked about how 2012 was a year full of promise and I unveiled a range of new titles for the year. Though we got off to a bit of a slow, rough start – no new releases except **The Rifter® #57** until April – we are making up for lost time with the release of 1-3 new products EVERY MONTH from this point forward.

April Releases:

The Rifter® #58 – which you hold in your hands.

Rifts® World Book 32: Lemuria – in stores everywhere *right now!*

Dead Reign™ Sourcebook Three: Endless Dead™ – shipped end of April – if it's not in the stores at this moment, it will be arriving any day (we expect it to be hitting store shelves the first and second week of May).

May 2012 Releases:

Rifts® Vampires Sourcebook™ – New – in final production

Rifts® World Book: The Black Market – New

And that's just the start of things. We have the following titles slated as Summer releases:

Rifts® World Book: Northern Gun™ One – New

Robotech® Genesis Pits™ Sourcebook – New

Rifts® Northern Gun™ Two – New

Rifts®/Minion War™: Megaverse® in Flames™ – New

Robotech® UEEF Marines Sourcebook – New (tentative)

And that's not all! We have plans for new sourcebooks for **Chaos Earth™**, **Palladium Fantasy®**, **Splicers®** and **Beyond the Supernatural™** in the Fall. We might also slip in a few other new titles not listed above, as well as get a number of out print titles back in print. And we're releasing old and new **Rifts®** pewter miniatures and looking into the possibility of doing **Robotech®** miniatures.

One way we have been able to do this is by launching something we call the **Megaverse® Insider**, a type of "crowdsourcing." *Crowdsourcing* is becoming a popular, new business practice used by a wide range of businesses and creators to help finance the release of new product and creative projects. See **Palladium News** for more details and the next crowdsourcing opportunity.

Pushing the envelope

Last year, at the *Palladium Creators Conference*, something like 30 creators gathered at the Palladium offices to discuss game design, writing, marketing and plans for Palladium Books. I challenged our writers and artists to push the envelope and help me

make RPGs and sourcebooks that would blow people's minds and fuel their imaginations. And boy, have a lot of these guys and gals done just that. The Palladium staff and I are doing likewise. We want every new book released to make the purchaser say, "wow." We want to create buzz and excitement. We want to wow gamers and rebuild Palladium Books. I don't need to say more on the subject as you'll be able to see for yourself with the many new releases coming your way.

Spread the word

Be the voice of Palladium. If you expect us to keep grinding out epic new RPG products, we need your continued support. That means buying products as they are released, as well as sharing your excitement and what you think of them with other gamers. Let other gamers and gaming web sites know new books are coming out from Palladium and that you are excited about them. Write reviews, large or small, put links to the Palladium website (and/or store) on your own websites, Facebook, Twitter pages and anywhere else you can think of. Help be the voice of Palladium Books and get long-time fans and new gamers to take a look at what's coming out.

Help us make 2012 Palladium's triumphant banner year. We want new people to discover Palladium Books and the joy of role-playing through word of mouth, online, at stores and conventions. Play Palladium. Talk about Palladium. And promote the new releases, game lines and settings you love. We're pulling out all the stops and we need you to do the same.

Palladium's drive to publicize

We are attending more conventions this year as well as hosting the ever popular **Palladium Open House (May 4, 5 & 6)**. We also want to release a new catalog later this year and engage in a wider range of advertising, too.

VisionCon in February (Missouri) started the year off with fun.

Gen Con Indy in August.

Youmacon (Detroit) in November.

Plus we've been doing a few other small, local events.

Of course, I'm also posting *Murmurs from the Megaverse®* on the Palladium Website as well as on *Facebook*. I encourage you to do the same.

I also want to do online video interviews and chats via YouTube, but we have all been so busy getting new product ready to print we can't seem to find the time.

Autumn diversity of game product

The first half or two-thirds of the year will focus on **Rifts®** and **Robotech®**. Autumn will focus on products for other Palladium game lines.

Palladium Fantasy RPG® – there are three sourcebooks in the works for the fantasy line, with more planned for 2013.

Splicers® – we have 2-3 sourcebooks in development and tons of Chuck Walton artwork for it.

Beyond the Supernatural™ – I want the two long-awaited sourcebooks, **Tome Grotesque** and **Beyond Arcanum**, done by the end of the 2012.

Chaos Earth™ – two excellent sourcebooks are in the pipeline and in final prep for publication. We just don't have release dates yet.

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

Our focus is the release of new titles every single month. Keep the faith, enjoy the new releases and keep those imaginations burning bright. Oh, and see the News and Coming Attractions section of this issue for more information.

– Kevin Siembieda, Publisher

Palladium News

By Kevin Siembieda, the guy who should know

New book releases are on the way

Rifts® Lemuria, **The Rifter® #58** and **Dead Reign™ 3: Endless Dead™** are all April releases. By the time you read this, **Rifts® Lemuria** and **The Rifter® #58** should be in stores and **Dead Reign™ 3: Endless Dead™** appearing on store shelves any day.

Rifts® Vampires Sourcebook and **Rifts® Black Market™** are May releases. **Rifts® Northern Gun One** should be out in June.

Many, many more titles will be coming out every month all Summer and Fall.

New Rifts® Pewter Miniatures

Thanks to the efforts of *Carmen Bellaire*, Palladium is re-releasing **Rifts® miniatures** that went out of production years ago. Figures like the Glitter Boy, Coalition Soldiers, Cyborgs, the Kydian Overlord, and others.

Keeping in step with current market trends, Palladium will be selling them not as packs of 4+ figures, but as individual figures in the \$6 dollar price range for human-size figures, and more for larger figures. The Glitter Boy, for example, will probably be in the 18-20 dollar range.

We will also be offering a handful of NEW, different and variant Rifts® figures. Many should be available on the Palladium website by the time you read this.

Robotech® Miniatures

Palladium is also looking into the feasibility of offering Robotech® miniatures. Stay tuned for more details next issue (and online at the Palladium Books website).

FREE Sneak Previews of books & Game Master Kits available online

We started posting FREE sneak previews of books last year on **DriveThruRPG.com** and continue the practice. *The Rifts® Lemuria sneak preview* was a big hit and still available. *Endless Dead™* sneak preview is available now, and many others will also be provided in the months to come.

We are also offering some PDF only products. The **Rifts® Game Master Kit** is one such product for only \$5 and fans have gone wild over it. The **Palladium Fantasy® Game Master Kit** was made available for only \$5 at the end of March. More G.M. Kits are in the works.

The Rifter® #0.1 and **#0.2** are also being worked on for release as PDF digital products, among others.

Don't forget, there are 90+ back stock titles, including back issues of **The Rifter®**, first edition rule books for **Rifts®**, **Palladium Fantasy RPG®**, **Heroes Unlimited™**, **The Mechanoid Invasion® Trilogy**, and lots of other good things, of which the **Rifts® Game Master Kit**, is one. ALL available as PDF downloads at reasonable prices. And there is MORE coming.

Could this be the LAST issue of The Rifter®?!

Wayne's file of submissions suitable for publication has dwindled down to almost nothing. If we don't receive new written material soon, we'll have nothing to put into the pages of **The Rifter®!**

We're not quite sure why more fans are not submitting written material for publication. After all, **The Rifter®** is a "fanzine" created for YOU – fans of Palladium, players, Game Masters and budding writers (and artists). We WANT and NEED your source material submitted for possible *publication*.

Much of the material we see submitted to the digital **Rifter #0.1** and **#0.2** as well as stuff posted on many fan web sites is exactly what we are looking to print in **The Rifter®**. Yet people are not submitting them to us. Web sites are cool, but submit them to Palladium Books for consideration for actual publication too.

Palladium has found many of its writers and artists via the Rifter® submissions. Something like half of the freelance writers and artists working for Palladium *got their start* in **The Rifter®**. It is a great way for us to try out new talent and for you to get discovered. If you'd like to see a book manuscript published by Palladium, your odds improve if we get to know you first through several articles submitted for **The Rifter®**.

PLEASE SEND SUBMISSIONS FOR **The Rifter®** AND SOON!

We want source material, adventures, gaming advice and tips, character sheets, etc., that are 8-25 pages long. We will consider larger submissions that can be split between two issues, but 8-25 pages are *perfect*. Just send raw text with bolds, italics and underlines. Do not try to format your submission like a printed book.

We always have a need of material for **After the Bomb®**, **Beyond the Supernatural™**, **Chaos Earth™**, **Heroes Unlimited™**, **Nightbane®**, **Ninjas & Superspies™**, **Rifts®**, and **Splicers®**. Don't be afraid to submit. We are seeking new talent and new ideas. And even if Wayne doesn't find it good enough for publication, it's worth giving it a shot, right? Nothing ventured,

nothing gained. Who knows? You might be one of our next great writers.

Please consider this your personal invitation from me, Kevin Siembieda, to submit work for publication in **The Rifter®**. Help!

Note: No, this is not the last issue of **The Rifter®**, but we are in desperate need of new, fun source material to publish. Game Masters, players and fledgling writers, please submit your game material. And soon! Thanks.

Please consider this your personal invitation from me, Kevin Siembieda, to submit work for publication in **The Rifter®**. Help! Game Masters, players and fledgling writers, please submit your game material. And soon! Thanks.

Gaming with Siembieda & Other Palladium G.M.s

Julius Rosenstein, local G.M. *Bill Korsak* and I have been running Palladium games once a month at the **Westland Public Library**. It has been fun gaming with local fans and young newcomers who have never played before. We're taking April and May off, but will probably resume games at the library in June and July. For a chance to game with all kinds of Palladium creators, come to the *Open House* (May).

Palladium Open House May 4-6, 2012

Don't miss this opportunity to meet and chat with 30+ Palladium artists, writers and creators. Game with them, get autographs, learn behind the scenes information, and have a fun time at the Palladium warehouse and office in Michigan. The Palladium Open House is unlike anything you've ever attended. Seriously. You are treated like welcome guests and have full access to me, Kevin Siembieda, and most staff and creators. It's not too late to join the fun. It helps us if you register *in advance*, but you can just show up *at the door* on the days of the event.

For Palladium fans living in Michigan, Northern Ohio or Windsor, coming to the Open House for at least one evening (\$10 per person after 6 PM) should be a must. Palladium Books is located right off I-275 near Ford Road on the border of Westland and Canton. Grab some friends, jump in the car and come on over to join the fun, especially if you live in the area.

Read more details about the *Open House* elsewhere in this issue. **Palladium Open House – May 4, 5 & 6** (*VIP Night* is Thursday, May 3, 2012, but it is sold out).

Palladium Open House Hotel Information; \$69.95 per night

The special Palladium hotel rate is \$69.95 plus tax per Double or King room, but by the time you read this, the period for the special discount may have expired. The hotel is five minutes from the Palladium office and there are many places to eat.

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.

Palladium at Gen Con® Indy – August 16-19 2012

It's almost Summertime and that means convention season.

If you can't make it to the *Palladium Open House* (and you should), catch Palladium at **Gen Con Indy**, August 16-19. We'll have a booth at **Gen Con Indy** just like last year, only this time it will be packed with all the new role-playing sourcebook releases, books back in print, original art, and other cool products. *Kevin Siembieda*, *Wayne Smith*, *Brandon Aten*, *Nick Bradshaw*, and other Palladium madmen will be there to chat, sign autographs, and sell you product. Gen Con® is the biggest "games" convention in the United States and it is always worth the trip.

Go to the gencon.com/indy for more information.

Palladium at Youmacon Detroit – November 1-4, 2012

Youmacon is one of the fastest growing anime conventions in America! In 2011 they had more than 12,000 attendees and expect to hit 20,000-22,000 this November. They have a pretty good gaming part of the convention and we know the organizers, so **Palladium Books** will have a booth and be part of the madness. The event takes place in downtown Detroit at the Cobo Convention Center off the waterfront. Youmacon has enough clout to get discounted Cobo Parking and other perks to make the convention experience less expensive and a joy.

VisionCon was a blast

I had a wonderful time as the Gaming Guest of Honor at **VisionCon** in Springfield, Missouri. The weather was unseasonably sunny and warm in February and VisionCon was a blast. The convention organizers were kind, generous and made me feel instantly welcomed. I enjoyed chatting with lots and lots of gamers and Palladium fans, and making new friends. I was surprised at how many people drove in from the neighboring states. At least three drove in from Illinois!

It was a special pleasure and fun being able to goof around with fellow guests and long-time friends *Jolly* and *Barbara Blackburn* all weekend. Other friends and Palladium cohorts, *Lucas Buck*, *Mike Leonard*, and *Mark Oberle*, also showed up. Mark lives in Springfield, so he was kind enough to show me and the Blackburns around town Friday morning. **VisionCon** is fun, the selection of guests is excellent, the dealer's room is diverse, the gaming program is good and growing, as is the convention, and I highly recommend VisionCon to gamers living in the area. I'd come back as a guest any time. See www.visioncon.net for more information about VisionCon.

Palladium uses “crowdsource funding”

Crowdsource funding is becoming the rage for financing product releases and business opportunities. Palladium did our first to produce **Rifts® Lemuria** by launching something we call the **Megaverse® Insider**. A type of “crowdsource funding” that lets you buy products that help to finance the production and printing of the book. If you have never heard of crowdsource funding, don’t feel out of the loop. Though it has been around for a few years, it has only begun to become a well-known and common practice in the last year or so.

The concept is simple. A business makes a public proposal online to the very people who know and love their products, and give them the opportunity to fund a new one. What makes this fun and exciting for the fans is they get special product and opportunities/services for their money. This way, rather than get one or a few investors contributing large sums, a company raises much smaller amounts from hundreds of people. Those people get a quick, tangible reward for their participation by way of special product or opportunities. If you get a couple hundred to several hundred people making a crowdsource funding purchase (we had 359 gamers do so!), you can meet or exceed your goal.

Palladium’s first crowdsource funding offer was in February to raise the funds to produce and print **Rifts® Lemuria**. I wanted to make the whole thing fun and exciting, so I called it the **Megaverse® Insider offer** and made all kinds of fun categories and products available for “Insiders” to purchase. Every “Insider” got their name listed in the book. Some purchased super-limited edition hardcover editions (under 200 copies of each HC), or a PDF version of the book, and other good stuff or combinations of **Megaverse® Insider** products.

Palladium exceeded its goal, which made it possible to do some advertising, reprint some books and get caught up on some bills, in addition to funding the production of **Rifts® Lemuria**. Everyone was excited by the *Rifts® Lemuria Megaverse Insider Offer* and the end result is gamers get cool, exclusive items. It was awesome and a win-win situation for everyone.

The NEXT Megaverse® Insider Offer

We will be doing more **Megaverse® Insider crowdsource funding** for major releases and special projects.

The next Insider Offer will be the **Rifts® Northern Gun Megaverse® Insider** in May. It will very much follow the same pattern and types of items as the *Rifts® Lemuria offer*.

Watch for it popping up on the Palladium website sometime after May 9th. The offer only lasts for about TWO WEEKS. That means “Insider” items like hardcover editions and PDFs are only available for that tiny two week window. Join the fun, buy cool stuff and help Palladium at the same time.

Palladium Video Reviews on YouTube

Palladium freelance writer *Carmen Bellaire*, and his friend and fellow gamer *William Johnson*, have started posting video reviews of Palladium products. As new books get sent to the printer, Carmen and Will are being given advance copies of the books so they can do a “First Look” at upcoming releases. **Rifts® Lemuria** was the first of such advance previews.

Of course, the views and opinions are those of the two reviewers, and are not necessarily those of Palladium Books. But these

guys are fans and put together some fun shows. Check them out by going to: youtube.com/user/Maloquinn/videos

We invite Palladium fans to join the fun.

Kevin Siembieda video interviews coming in the future. I plan on doing video chats and interviews about role-playing games, game design, Palladium Books, writing, drawing and playing role-playing games. Not sure when these will start to appear. I had planned on starting them in February, but we’ve been so busy getting new releases ready for publication, I haven’t had the time. Summer?

Kevin’s Online Toy & Collectibles Store

My online store remains an excellent resource to get Palladium collectibles, signed out of print books, rare Gold Editions, proofreader 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. stores.ebay.com/kevin-stoys-artandcollectibles

Coming Attractions

Palladium’s 2012 Release Checklist

We got off to a slow start, but books are rolling now at a steady pace. All books are in some stage of production.

Palladium Books 2012 Product Release Schedule

Recent Releases

- **The Rifter® #57**
- **The Rifter® #58** – New – in stores
- **Rifts® Bookmarks Set 2** – available only from Palladium Books.
- **Rifts® World Book 32: Lemuria** – New – in stores
- **Dead Reign™ Sourcebook Three: Endless Dead™** – New – in stores

May 2012 Releases

- Palladium Open House – May 3-6, 2012 – A gaming extravaganza*
- **Rifts® Vampires Sourcebook™** – New
- **Rifts® World Book: The Black Market** – New

June 2012 Releases

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

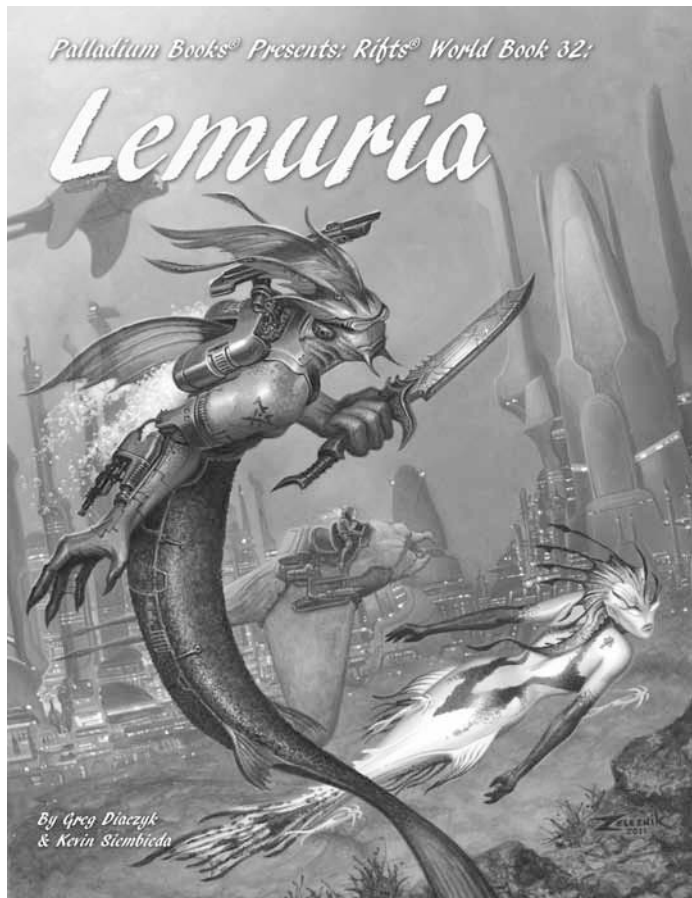
July 2012 Releases

- **The Rifter® #59** – New
- **Rifts® Northern Gun™ Two** – New
- **Rifts®/Minion War™: Megaverse® in Flames™** – New (tentative)
- **Robotech® UEEF Marines Sourcebook** – New (tentative)

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.



Rifts® World Book 32: Lemuria™

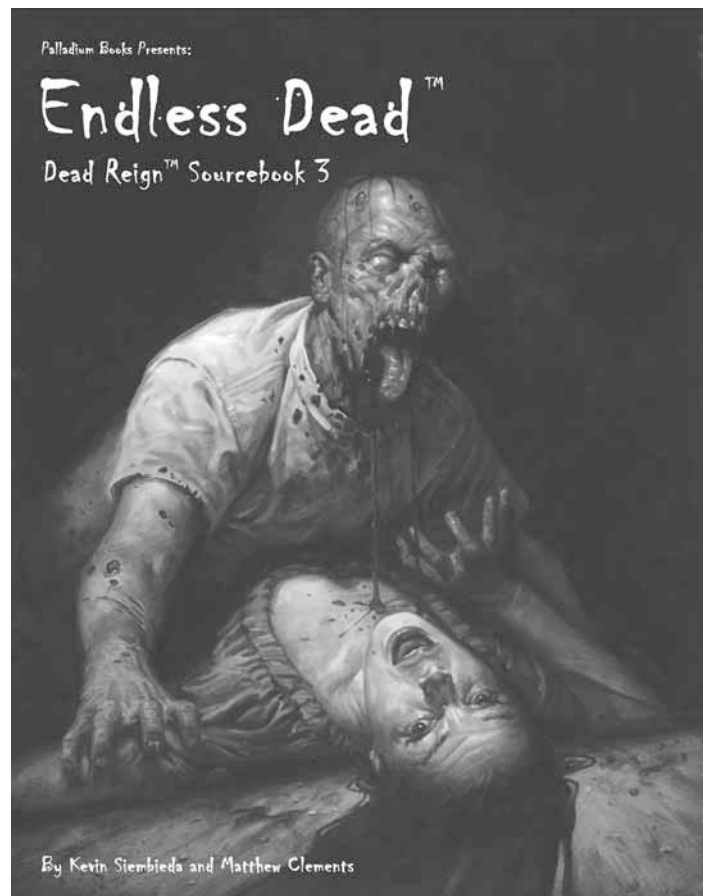
– Available now

Rifts® Lemuria is packed with new magic, weapons, living power armor, monstrous war steeds, weapons, and gear suitable for landlubbers and aquatic adventurers alike.

The Lemurians are an amphibious people with floating cities and magic-based technology that allows for land and underwater adventures alike. Discover the secrets and people of this lost and forgotten civilization of magic and wonder. Add amphibious capabilities to your Rifts® campaigns and discover new menaces under the sea. Amphibious in nature, Lemurians wage war against the demonic on dry land and under the waves. Their exotic riding animals, weapons, armor and magic are suitable for use on land and underwater.

- **The Lemurians, their race, history and society.**
- **5 aquatic races including Lemurians, Junk Crabs, Ichthyleans, Merans and Milu.**
- **5 Sea Dragons.**

- **5 Symbiotic Stone vehicles (and a drone scout).**
- **8 expansive, new O.C.C.s including the Serpent Hunter, Spouter, Oceanic Guardsman, Biomancer Gene-Mage, Birdman and others.**
- **9 monstrous and wondrous Lemurian War Steeds.**
- **10 suits of living Bio-Armor, plus the Wave Strider and Bio-Skins.**
- **10 Biomancy plants & creatures from the Lemurian Gardens.**
- **16 strange and exotic animals.**
- **19 types of Lemurian weapons.**
- **21 new Hydro-Psionic abilities for the Spouter and Hydros Sea Dragon.**
- **50+ new Biomancy spells & a handful of Ocean Magic spells.**
- **Biomancer Gardens, herbs and magic.**
- **The Stone Guardians of Easter Island and other mysteries.**
- **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. Inspiring & evocative interior art.**
- **224 pages – \$24.95 retail – Cat. No. 885. Available now.**



Available now – **Dead Reign™ Sourcebook 3:**

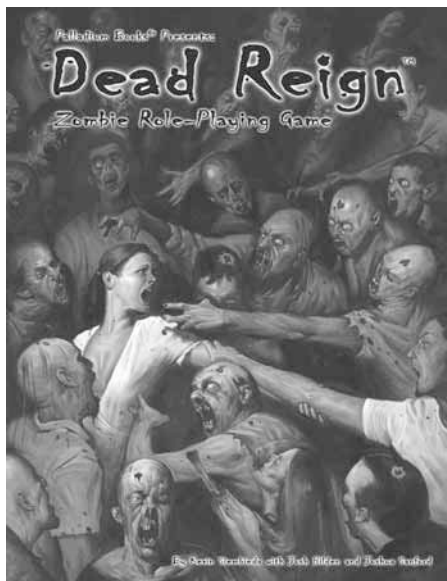
Endless Dead™

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 Survivor 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. Available now.



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.
- 224 pages – \$22.95 retail – Cat. No. 230. Available now!



NEW! Palladium Bookmarks, Set Two

– Available now

They look great. A set of four, 2 x 6 inch bookmarks, printed on both sides, each depicting a different Palladium game line: **Chaos Earth**™, **Phase World**®, **Nightbane**® and **Beyond the Supernatural**™. They are attractive, useful and make a fun collectible. The first set has been so popular, we had to do a second.

- Designed by Kevin Siembieda and Wayne Smith.
- Art by Scott Johnson (Rifts® Chaos Earth™ Glitter Boy cover), Kevin Long (Phase World® Sourcebook cover), Brom (Nightbane®), and John Zeleznik (Beyond the Supernatural™).
- Each is 2 x 6 inches, full color, printed on both sides.
- Four different bookmarks in the set.
- Cat. No. 2555 – \$5.00 retail – available now! Based on what similar bookmarks sell for, we figure the set of four should have an \$8.00 value, but Palladium's price is only \$5.00.

Palladium Bookmarks, Set One

– Available now

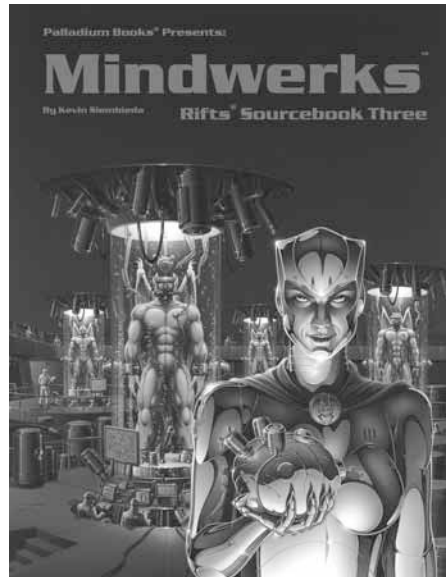
"I love the Palladium bookmarks and use three of the first set all the time." – *Kevin Siembieda*

A set of four, 2 x 6 inch bookmarks, each depicting a different Palladium game line: **Rifts**®, **Palladium Fantasy**®, **Heroes Unlimited**™ and **Dead Reign**™. They are attractive, useful and make a fun collectible.

- Designed by Kevin Siembieda and Wayne Smith.
- Art by Scott Johnson (Rifts® Ultimate cover), E.M. Gist (Dead Reign™ RPG cover), Mark Evans (Palladium Fantasy®), and Tyler Walpole (Heroes Unlimited™).
- Each is 2 x 6 inches, full color, printed on both sides.



- **Four different bookmarks in the set.**
- **Cat. No. 2554 – \$5.00 retail.** Based on what similar book-marks sell for, we figure the set of four should have an \$8.00 value, but Palladium’s price is only \$5.00.
- **Ship Date:** Available now.

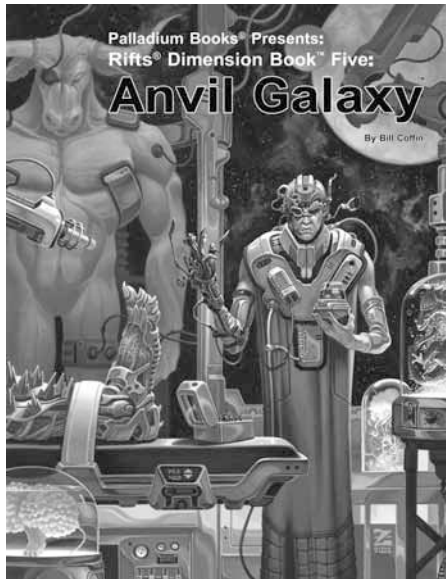


Rifts® Sourcebook 3: Mindwerks™

Available now – Back in print

Rifts® Mindwerks™ is a companion to **Triax & The NGR™** and **Triax™ 2**. It details the techno-horrors of the **Mindwerks Corporation** and its insane mastermind, the Angel of Death, as well as providing more information on the NGR, the Gargoyle and Brodkil Empires, robots and equipment, plus the Gene-Splicers, a dozen D-Bee races, an evil Millennium Tree, mind-altering cybernetic implants and a few notable kingdoms.

- **14 O.C.C.s and R.C.C.s, including the Lycanmorph and Null Psyborg.**
- **Mindwerks ‘bots, cyborgs, weapons & equipment.**
- **Mindwerks M.O.M. conversions, Crazies and insanity.**
- **Gene-Splicers and their presence on Rifts® Earth.**
- **Germany’s infamous Black Forest and its evil Millenium Tree.**
- **Massive new war machines for the Gargoyles and the NGR.**
- **The Kingdom of Tarnow, its namesake magical crystal and anti-Gargoyle weapons and equipment.**
- **More information on Europe after the Coming of the Rifts®.**
- **Written by Kevin Siembieda.**
- **112 pages – \$16.95 retail – Cat. No. 812. Available now.**



Rifts® Dimension Book™ 5:

Anvil Galaxy™

– Available now – Back in print

This popular, fan-favorite **Phase World®** sourcebook presents a dynamic overview of the **Anvil Galaxy™** and its many alien races, technologies, conflicts and secrets. A great resource for any Phase World® fan and valuable addition for campaigns involving the Minion War™.

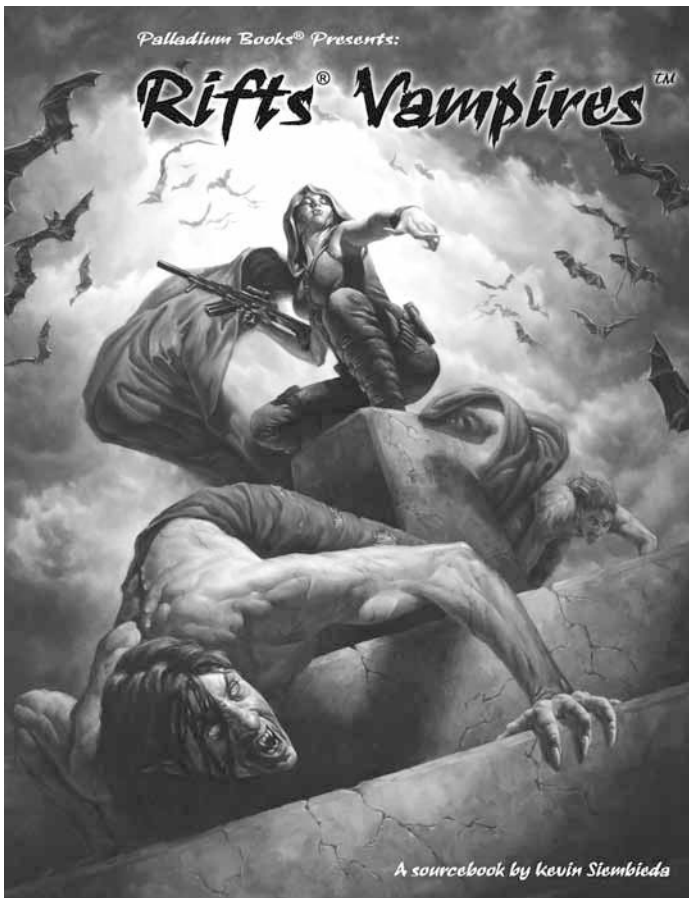
- **Legends of the Cosmic Forge™ and the Forge War™.**
- **Nearly 20 alien races and an overview of the Anvil Galaxy™.**
- **Transgalactic Empire and Consortium of Civilized Worlds.**
- **Overview of the Three Galaxies.**
- **Planet Creation Tables.**
- **Written by Bill Coffin.**
- **160 pages – \$20.95 retail – Cat. No. 847. Available now.**

Rifts® Vampires Sourcebook™

Ships May

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.**

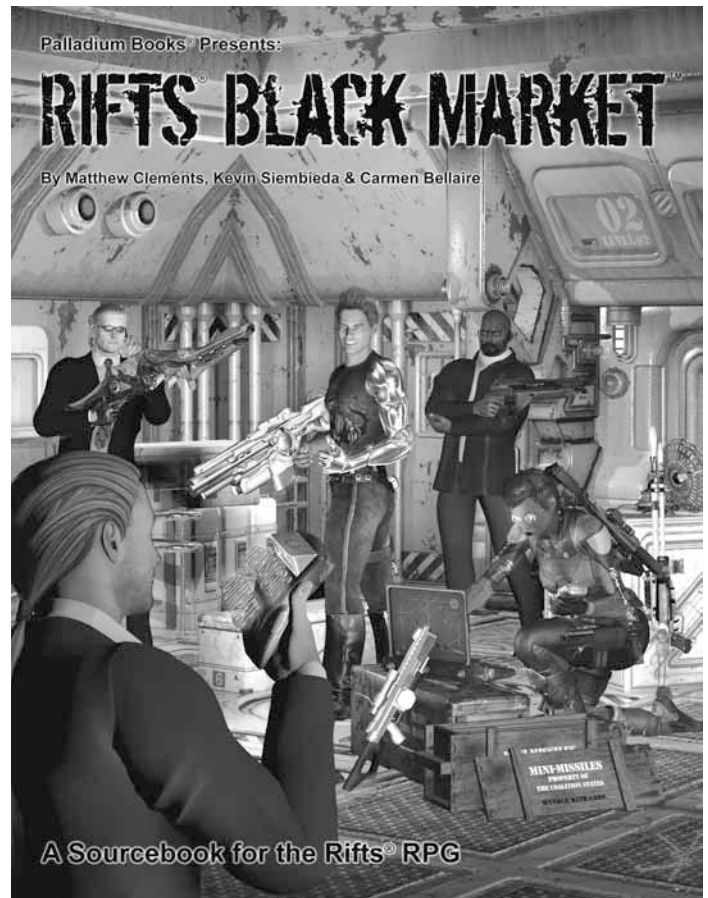


- Magic based Vampire Hunters and human strongholds.
- Techno-Wizard anti-vampire weapons and magical devices.
- Profiles for Doc Reid and Reid's Rangers, the world's most famous Vampire Hunters.
- Fort Reid, an entire city devoted to hunting the undead.
- The Bloodwatch, a secret vampire intelligence 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.
- 128 pages – \$16.95 retail – Cat. No. 884. May 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

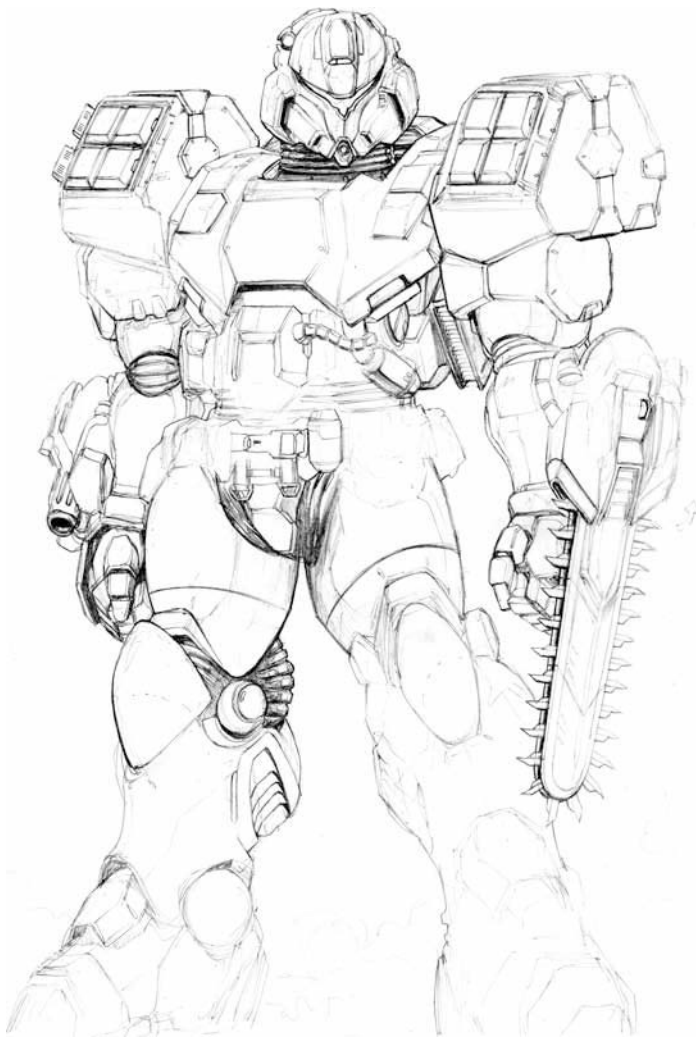


- and foreign groups like the Yakuza, Green Scarf Sect and the Underground Railroads of Atlantis and the Vampire Kingdoms.
- New O.C.C.s like the Con Man, Coyote and Venture Criminal.
 - Black Market services, products, practices and customers.
 - Criminal jobs like the Enforcer, Hit Man and Defense 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. May release.

Rifts® World Book:

Northern Gun™ One & Two

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™.

We haven't yet decided exactly how the source material and background information will be divided between the two books. Both will contain world information, one will probably have power armor, weapons, and gear, the other will probably have giant robots and vehicles. Both will be epic.

- The arms giant Northern Gun profiled for the first time!
- The Kingdom of Ishpeming, a puppet-state propped up by NG.
- 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 – Northern Gun One Cat. No. 887. Northern Gun Two Cat. No. 888. Both are Summer releases.

Robotech®: Genesis Pits™ Sourcebook

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

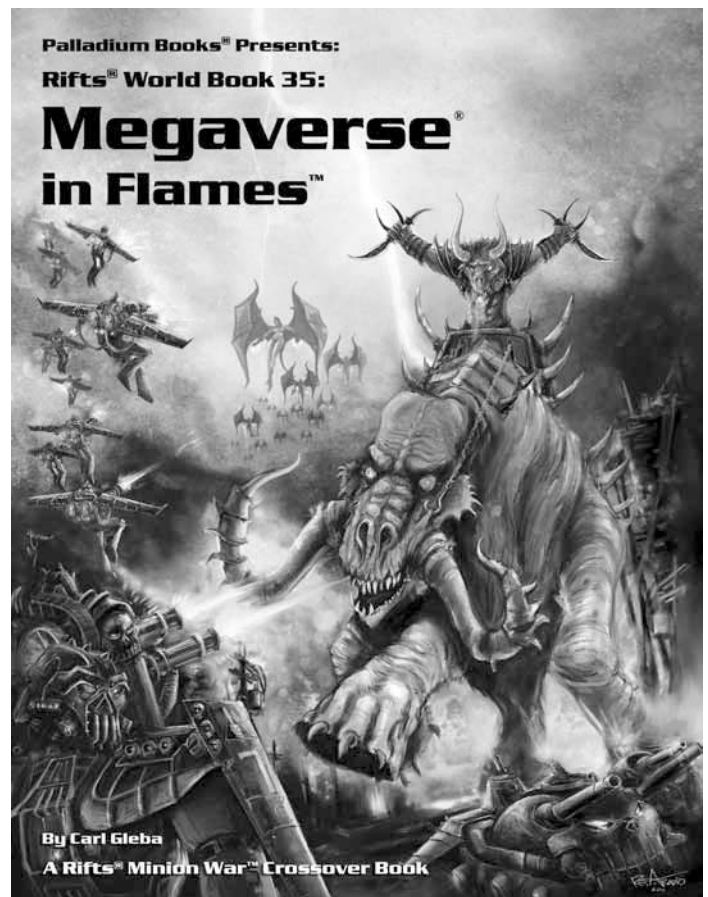
- Secrets of the Invid.
- Different types of Genesis Pits.
- Written by Irvin Jackson. Additional text by Kevin Siembieda.
- An 8½ x 11 inch sourcebook (not manga size).
- 96 pages – \$16.95 retail – Cat. No. 555. Summer release.
- Available in the U.S. and Canada only.

The Rifter® #59

– Ships July 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.

- Rifts® and source material for 2-3 other game settings.
- News, coming attractions, and more.
- 96 pages – still only \$11.95 retail – Cat. No. 159. July release.



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 Devils 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. Summer.**

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. Summer or Fall 2012 release.**

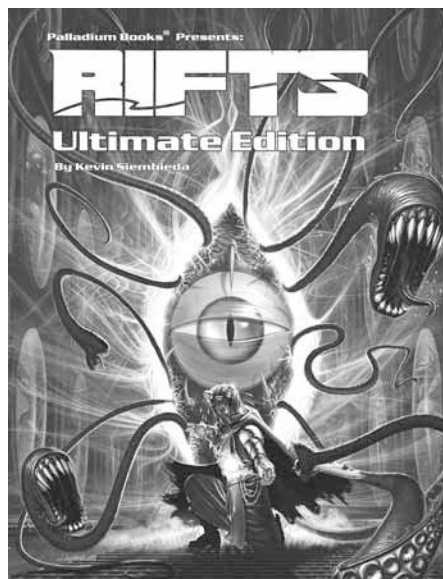
Rifts® Ultimate Edition

– 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, Crazies, 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.**

The Free State of Lazlo, Continued

Optional Source Material for Rifts®

By J. Woodman

The Free State of Lazlo is a major player in the North American political sphere, the second largest concentration of magic-users on the continent (The Federation of Magic is the largest), and a hub of Techno-Wizardry research and development. Here, you will find breakdowns of its population, technology, defense and foreign affairs, as well as some highlights of the city itself. For Lazlo's history, government and laws, see **The Rifter® #49**.

Population of the Free State of Lazlo

2.1 million citizens within the city limits, with another 350,000 in the surrounding towns and villages that are part of the Free State, for a total of 2.45 million.

40% Humans.

5% Human mutants (including Psi-Stalkers and Mind Bleeders).

5% D'norr Devilmen.

2% Dwarves (traditional and Nuhr, among other varieties; not all of the different cultural groups get along).

2% Quick-Flex Aliens (Lazlo is too sedate and cerebral for some of these adrenaline junkies, but there remains a sizable population of these common D-Bees).

1% Elves.

1% Butter Trolls (typically employed by the universities and tech centers).

44% Other intelligent species.

Notes: Lazlo has what is probably the most diverse population of citizens in North America. Though none are present in enough numbers to equal one percent of the Lazlo population, it includes significant numbers of Aardan Tek, Amana Healers, A'rac, Blucies, Cyclops, Dewtani, dragons, Dramin, Faerie-Bots, Fingertooth Carpetbaggers, Grackle Tooth/Kin-Ro, Great Hunters, Kremin Cyborgs, Larmac, N'mbyr Gorilla Men, Noli Bushmen, Ogres, Posluznik, Rahu-Men, Roane Pipers, Slurmph, Sphinx, Spinne, Temporal Raiders (generally of selfish or better alignments), Titans, Tirrvol Sword Fists, Trimadore, True Atlanteans (one of the largest populations of True Atlanteans in the world) and Yeno. Other species that are present include small numbers of rogue Altara Warrior Women, rogue/free-born Dog Boys and other mutant animals, as well as escaped slave races from Atlantis like Adarok, Shaydor Spherians, Shaydorian Intel, and Zembahk.

Traditionally *evil* species aren't specifically barred from visiting or living in Lazlo, but they exist in very low numbers. This is largely because they are held to the same standard of behavior as other inhabitants of the Free State, and few supernatural predators are willing to so constrain themselves. For this reason, Brod-kil, Gargoyles, Demon-Dragonmages, true Demons and Devils of all types, as well as Neuron Beasts, Witchlings, Black Faeries and others are quite rare or non-existent as citizens of Lazlo.

The above numbers do not include the thousands of visitors Lazlo is likely to have at any time, and neither do they include the substantial population of Faerie Folk that make certain parts of the city their home.

Dragons in the Free State

The dragons living in Lazlo are one of the largest concentrated populations in the world, and with Plato as Speaker of the Council and one of the city founders, they're a highly-visible population at that. The ratio of hatchlings to adults is approximately 80/20, with only 1 or 2 percent of the total being made up of ancient dragons. Most are of an Unprincipled alignment or better, and the most common varieties are Cat's Eye Dragons, Fire Dragons, Flame Wind Dragons, Great Horned Dragons, Ice Dragons, Kukulcan and Royal Frilled Dragons. Others are less common but do inhabit or visit the city, including a small handful of Chiang-Ku, unbeknownst to almost everyone.

Occupations in the Free State of Lazlo

By far the dominant occupations in Lazlo are magic-using ones, with approximately 40% of the city's occupants being practitioners of some type of magic. Of course, most are relatively inexperienced, with the average being 4th level.

40% Practitioners of Magic, broken down into:

10% Techno-Wizards.

8% Ley Line Walkers.

6% Mystics.

5% Shifters.

3% Warlocks.

8% Other Practitioners of Magic (including Grey Seers, Elemental Fusionists, Conjurors, Temporal Wizards, and others).

25% Scholars and Scientists (including health care professionals and Operators).

15% Farmers and Laborers.

10% Men at Arms (various).

5% Master Psychics (various).

5% Other (including City Rats, unskilled workers and others; though low, this is currently the fastest growing section of the population).

Notes: Though the percentage of magic users is lower than in some cities of the Federation of Magic, Lazlo's population is many times greater than even the largest of those, so Lazlo represents the single largest concentration of magic users in any city on the continent.

Many in the City of Lazlo are disturbed by the rapid growth of the 'Other' category, as a large number of individuals with unsavory occupations have been entering the city among the tide of refugees, as well as many without discernable skills or means of employment.

Lazlo Society

Life for the average citizen of Lazlo is among the best that North America has to offer. With the high level of technology and prevalent Techno-Wizardry the city is downright idyllic compared to most independent communities, or the 'Burbs of any fortress city. The vast majority of the populace are well-educated, have easy access to necessities and many creature comforts, and they are kept safe. Most are optimistic, tolerant and open-minded,



have a say in the governing of their city, and desire only to improve the living conditions and broaden the horizons of people living across North America. 98% of the inhabitants of Lazlo are literate in at least one language, and knowledge about Pre-Rifts earth is more widely disseminated here than almost anywhere. Its pair of sprawling universities have trained many of the era's brightest minds, and draw others like them to the Free State. Due to all of this it has the most educated citizenry in all of North America; only the elite of the Coalition States are equal to the level of education and training that is available to *every* citizen of Lazlo.

The citizenry is also the most cosmopolitan population left in North America. Beings from countless worlds and dimensions populate the streets of Lazlo and call it home. A dozen different languages can be heard in the heart of the city at any time, simply conversing and doing business in peace. Restaurants serving alien fare are common, as well as dozens serving fusion cuisine unimaginable to chefs of the 20th century. Beef, pork, chicken and fish can be found for dining alongside cuts of Fury Beetle and Tri-Tops. Playhouses regularly have showings from alien worlds, and there is a theater company renowned for its productions of Shakespeare performed in Dragonese. Films are shown in a variety of languages, including some bootlegged copies of Erin Tarn's fictionalized adventures from the New German Republic (enjoyed ironically, for the most part; her matronly image is too well-known in Lazlo).

Lazlo is also a major university town, with a student population approaching 100,000. Young adults wander the pair of sprawling campuses with books and data pads in their hands, and are as likely to be debating the principles of magic as the works of Victor Lazlo or the schematics of a fusion reactor. Guest lecturers and community programs are common, and might include practitioners of rare forms of magic or travelling writers, scientists and scholars (like the illustrious Erin Tarn). Both universities work with a number of museums in the city, displaying their findings and their theories for the average citizen. The influence of all this is profound, and gives the Free State a constant sense of intellectual growth and development.

Among the more important museums are the **Lazlo Museum of Art**, and the city's largest, the **Museum of Science, Nature and the Supernatural**. The Museum of Art has a handful of scavenged/salvaged Pre-Rifts pieces, as well as reproductions of many others that may or may not have survived elsewhere, but the majority of the collection is made up of contemporary productions. The Museum of Science, Nature and the Supernatural has exhibits on Pre-Rifts culture, numerous examples of Pre-Rifts entertainment such as films, television, holograms and music, and exhibits on natural history. Magic is included, and a non-practitioner can receive an excellent explanation of the field of Techno-Wizardry here, with Lazlo trumpeted as its birthplace. Information on the Coming of the Rifts, and Rifts in general, is also present. Though the exhibit does present the dangers of what the Rifts can unleash and the horrors of what they caused historically, the tone overall is one of compassion and understanding for living beings that have generally been plucked from their native dimensions and deposited on Rifts-Earth involuntarily.

Architecture in the Free State is very eclectic. Buildings that could have come out of a fairy-tale stand next to those that could

belong on an alien world, alongside others still that could have been transported from the early 21st century. In the city's center, many buildings soar to heights of 30 or 40 storeys, but the average height diminishes as one moves out from there. There are numerous apartment complexes as well as individual homes spread throughout the city. The city center includes buildings belonging to the campuses of the two major universities, as well as those of the Free State government. Heavy industry is largely confined to the north and east of the city, beyond the Don River. The lake-shore is dominated by the harbor and a small airport.

The only dark spot in all of this is the fear shared by many in the Free State that it won't last. The destruction of Tolkeen at the hands of the Coalition military has made people fearful that the same could happen here, that Lazlo could easily be next. The flood of refugees from Minnesota have carried stories and evidence of the terrors of full-scale war, and the horrors unleashed by both sides. With them has come a tremendous increase in crime and unemployment; the Free State has even been rocked by a handful of terrorist attacks attributed to Tolkeen Retribution Squads!

Unemployment has already retreated from its record high of 37% early in 109 P.A., but it is still much higher than was ever known in Lazlo previously. Driving the unemployment is the mass influx of Tolkeen refugees, many of whom lack marketable skills, and the glut of Techno-Wizard items that have appeared on the market. Government training programs are slowly providing the refugee population who are willing to learn with the skills and training to find work, but many have already turned to illicit means of providing for themselves, like theft and smuggling. The largest employment fields in Lazlo are Techno-Wizard production, education, conventional/high-tech production and publishing, but all of these areas rely on a trained workforce. Many Techno-Wizard production companies have also been forced to cut back due to the flooded market for such items, with some folding altogether. Farmland is readily available in the Free State's rural communities, but many refugees either were city-dwellers in Tolkeen, or can't bring themselves to start over from scratch just to face the Coalition Army destroying it all again.

The only comfort for citizens of Lazlo – both new and old – facing these problems is the government's assurance that it will not happen here! Lazlo will not be ground beneath the boots of CS Dead Boys, and neither will it destroy its own values and beliefs to fight them. How this is to be accomplished has not yet been mentioned publicly, but it is clear to most of the populace that the government has *something* planned.

Foreign Affairs

As the preeminent magic-using kingdom within North America, the Free State of Lazlo has dealings of some type with almost all of the significant kingdoms and nations on the continent. Geography puts some limit on the amount of travel or trade that can occur with distant communities, but the magic and Techno-Wizardry available at Lazlo can circumvent some of these difficulties. While the relations with most potentially hostile governments remain informal or nearly nonexistent, Lazlo does have a variety of trading partners and a handful of communities with even closer ties.

New Lazlo

The community with the closest relationship to the Free State is the city of New Lazlo, located on the ruins of Ann Arbor, Michigan. Beginning its life as an archaeological dig sponsored by Lazlo at the site of a Pre-Rifts university, New Lazlo has become a small city-state in its own right. Standing approximately 273 miles (440 km) to the southwest of Lazlo, the research and salvage operation at Ann Arbor was too distant for speedy communication between the two communities, though that was not the only reason for the political separation. Though Lazlo has always been a positive influence and a force for good in the world, to some, the measured pace of its actions and the moderate tone of its views did not go far enough, fast enough. Inspired by the university town they were uncovering, a number of Lazloans founded the *City of New Lazlo* as a place that could “get things changed!” Like a Pre-Rifts college student so sure of his or her own beliefs, but with little real world experience, the citizenry of New Lazlo take a stance similar to that of the Free State on most issues, but more extreme, radical or far-reaching. They regularly broadcast open protests and condemnations of Coalition activities, as well as criticizing the leadership of every nearby community, from the Prosek regime to Alistair Dunscon and the Federation of Magic.

Many in the Free State fear that New Lazlo’s outspoken attitude, small size and closer proximity to both the CS and the Federation makes the city a tempting target for reprisal, but those concerns seem outlandish to the bold idealists of New Lazlo despite Tolkeen’s fate. Like their youthful attitude towards protest and social change, they seem to have a teenager’s belief in their own invincibility. Despite these differences, New Lazlo remains a frequent collaborator on technological and magical research, and a close trading partner.

Coalition States

The Coalition States, as the largest nation in North America, and one following an ideology of anti-magic, totalitarianism and human supremacy, is the focus of much concern in Lazlo. For years, the government of Lazlo viewed the practices and policies of the Coalition with disapproval, disdain, and distaste, but without real fear of them. The common belief was that the CS would expand into the lightly populated west before going to all-out war with a rival kingdom, and until the Emperor’s so-called *Campaign of Unity*, the CS had yet to be the aggressor in a wide scale conflict. The war with Free Quebec and the destruction of Tolkeen have shattered this belief. And though Lazlo is well down the list of enemies the Coalition formulated with its Campaign of Unity, it *is* on that list.

The Coalition War against Tolkeen demonstrated to everyone the real military power of the Coalition war machine. Though Lazlo is approximately 150 miles (240 km) farther away from Chi-Town than Tolkeen was, to many, a military conflict with the CS is a question of *when* rather than *if*. Moreover, the Coalition *State of Iron Heart* is closer to Lazlo than Chi-Town, and could become a staging ground for CS aggression. However, there is very little contact between the Free State and the City of Iron, and so far, 250 miles (400 km) of untamed wilderness has proven to be an effective barrier.

Contact with Coalition forces have actually been reduced since the Coalition-Free Quebec War. With the destruction of most of its Great Lakes fleet, the CS naval base under construction near the ruins of Kingston (Fort Defiance) has been postponed. Everything of value has been removed from that location, and what remains of the fleet has relocated to the naval base at *Old Chicago* to await the construction of replacement vessels, which is currently a low priority.

There is no official government contact nor diplomatic relations between Lazlo and the Coalition States, and no legitimate trade of any kind (Techno-Wizardry is outlawed by the CS, and Coalition equipment would *never* officially be sold to a kingdom of magic). Many citizens of Lazlo, such as practitioners of magic and members of the extensive D-Bee community, would be seen as criminals for simply for entering Coalition territory, and risk execution by doing so. Many others, such as human scholars and scientists, could be arrested simply for possessing books or attempting to teach the populace to read. For these reasons, the government of Lazlo recommends that its citizens avoid the territories controlled by the Coalition States.

Free Quebec

Free Quebec is perceived as another potential danger to Lazlo. As a former member of the Coalition States, Free Quebec follows the same ideology, perhaps even more rigorously; they don’t even make use of human mutants like Psi-Stalkers. What they *do* have is a tremendous army of Glitter Boy Power Armor, including support units and unique variants. They are easily the second strongest military power in North America, right after the Coalition States. Fortunately for the people of Lazlo, Free Quebec has no aggressive or expansionist policies in place, and seems prepared to leave the city of magic alone provided Lazlo does the same for them.

In reality, Free Quebec is waiting for Lazlo to make the first move. They have had spies infiltrate the city of magic and found a place that is peaceful, forgiving, and values education and learning. To the people and government of Free Quebec, this is clearly some sort of deception. They are certain that any day now, the magic users, D-Bees and supernatural creatures of Lazlo will reveal their true evil, aggressive natures by attacking the human kingdoms around them. Free Quebec has been waiting 45 years for this to happen, and stand ready for that fateful day.

As with the Coalition, Lazlo has no official government contact with Free Quebec, and no legitimate trade of any kind. Lazlo citizens are warned not to travel through Free Quebec just as they are advised to avoid the Coalition States.

Ishpeming & Manistique

Relations with the technological kingdoms of upper Michigan – Ishpeming/Northern Gun and Manistique/Wellington Industries – have changed greatly within the last five years. The two kingdoms are each dominated by their respective technological manufacturing companies, and happily sold arms and high-tech equipment to kingdoms of magic like Lazlo, New Lazlo, Tolkeen and others. Though both kingdoms combined are still significantly smaller than the Free State of Lazlo in terms of population, their industrial output is tremendous, and it was an advantageous relationship for everyone involved. That all changed with the an-

nouncement of a new treaty entered into by both kingdoms with the Coalition States. Suddenly, direct diplomatic contact with Lazlo (among others) was severed, and all trade deals were suspended, as per the terms of their deal with Chi-Town.

For Northern Gun, the Manistique Imperium and Wellington Industries, however, this simply presented a new challenge in the pursuit of profit, and they began selling their wares through middlemen, independent agents and the Black Market. How long the CS will allow such lip service to their treaty remains to be seen, but for the time being, it's business *almost* as usual.

Northern Gun, Manistique Imperium and Wellington Industries equipment remains easy to obtain in Lazlo, though the prices have risen 5-10 percent. Most shipments come and go through other shipping concerns, as Great Lakes shipping from Lazlo cannot enter Lake Superior (the locks are controlled by the Coalition State of Iron Heart). Though diplomatic relations with kingdoms of Upper Michigan are strained due to their close relationship with the CS, they are not enemies.

Federation of Magic

The Federation of Magic, despite sharing a great deal of common ground with Lazlo, such as the use of magic, Techno-Wizardry, and the acceptance of non-humans, does not have good relations with the Free State. Secure in his **City of Brass**, Alistair Dunscon hates the government of Lazlo with an intensity exceeded only by his hatred of the Coalition and Dweomer's Lords of Magic. He has long been jealous of the resources and numbers of magic practitioners available to the old Canadian city, and if not for his larger issues with the Coalition, competition and backstabbing from rival factions within the Federation, and the difficulty of selling the idea to his followers, Lazlo might very well have found itself a target of his attacks. As the situation stands, Lord Dunscon publicly derides the government of Lazlo as short-sighted and cowardly for failing to move against the Coalition militarily, but nothing else. His forces haven't the strength to compel Lazlo's obedience, and the leadership of Lazlo is far too savvy to fall for his plotting or trickery. They, in turn, condemn Dunscon and the Federation of Magic for allying with demons, the Grim Reaper Death Cult and its Murder-Wraiths, as well as promoting nothing but a philosophy of hate, violence and revenge.

Other prominent leaders and locations within the **Magic Zone** have better relationships with the Free State. A great deal of Techno-Wizardry is traded in both directions between **Stormspire** and Lazlo, and that city's Master, K'zaa, is far more interested in business than conquest or revenge. This has both positives and negatives, at least from Lazlo's point of view. It's a positive that Master K'zaa has no interest in warmongering, but they see his purely mercenary nature as a negative. K'zaa has also come under increasing pressure from Dunscon to toe the party line, so to speak, and a great deal of Stormspire's production capacity is taken up in weapons manufacturing for a strike against Chi-Town.

Dweomer would be a welcome ally of Lazlo, but the Lords of Magic who rule it keep the city hidden, isolated, and armed to the teeth. Their militant isolationism is an accepted, if saddening, policy to the government of the Free State, who realize the positive influence Dweomer could have if its people and leadership were more involved in the outside world. Lazlo is unwilling to use any methods to change their stance, however, except for whatever influence can be had leading by example. Though this

hasn't seemed to effect the views of the Lords of Magic, many credit examples like Lazlo for the birth of **Magestar**, a fledgling community founded by citizens of Dweomer who wanted to take a more active role.

The Xiticix

The Xiticix, though not formally a kingdom or nation, are of great importance for the Foreign Affairs of Lazlo. As of 105 P.A., the Xiticix Hive Lands had been expanding outward through southern Manitoba and northern Minnesota for some time, and their population had grown to incredible numbers. Similar in many respects to hive insects like ants or termites, these alien invaders have no dealings with beings not of their species, destroy all other forms of life in their territory, and render the ecosystems in which they live uninhabitable to other creatures. Given their aggression and incredible reproductive powers, it would only be a matter of time before the Xiticix choked all other forms of life from North America if they went unopposed. With the Coalition busy with wars on Tolkeen and Free Quebec at the time, it fell to Lazlo to oppose the insect aliens. After intense debate and an exhausting look at other options, Lazlo declared war on the Xiticix in 105 P.A. (For more information on Lazlo's plan, see **World Book 23: Xiticix Invasion.**)

The strategy to be used by the Lazloan forces was sound: destroy the Xiticix Queens and thereby halt the reproduction of the species. The surviving Xiticix would be lost and confused without the Queens, and would slowly but surely die out. Surgical strikes against the leaders of the hives would also be far easier than simply going into battle against the millions of Xiticix Warrior and Hunter drones and trying to destroy them all. It was hoped that Lazlo's forces could strike decisively with coordination and precision, and that the war would be over quickly. It was a short-lived hope. As the Pre-Rifts saying goes: 'No battle plan survives contact with the enemy.' Lazlo's volunteer forces, though consisting of many individually powerful beings like dragons, practitioners of magic, psychics, and many others, were not trained to act in concert or follow a chain of command. Different groups attacked at wildly different times, and their success at penetrating the Xiticix hives varied wildly depending on their level of power and the quality of their resources. One notable group consisting of a Cyber-Knight, a Ley Line Walker, an adult dragon and a pair of Juicers destroyed a confirmed *dozen* Xiticix Queens, but their level of success was hardly typical. Many inexperienced but idealistic young men and women died in the wilderness of Manitoba or the confines of a Xiticix hive, swarmed by alien insects with no concept of mercy or remorse.

That does not mean the Lazlo-Xiticix War is over, or even that it has failed. Thousands of fighters from the Free State continue to battle the Xiticix horde four years after the declaration of war, with the government supporting these dedicated individuals with food, medical supplies and Techno-Wizard equipment. New volunteers arrive almost weekly at the outskirts of the hive lands, and hundreds of thousands of the alien insects have been killed. The patchwork army of volunteers from Lazlo have held back the tide, and severely curtailed Xiticix expansion and population growth over the past four years.

The struggle has been difficult and many lives have been lost, but as of 109 P.A., it appears that Lazlo's forces are going to be relieved by a most unexpected source: the Coalition Army. With

the war in Tolkeen over, the Coalition has realized the severity of the threat posed by the Xiticix, and are preparing to significantly step up military operations against them. Though unlikely to actually work together, the Coalition military and the Lazlo forces are willing to turn a blind eye to each other while hunting down the bugs, and who can say what unlikely partnerships may be formed in the heat of battle? Any agreements between forces from Lazlo and members of the Coalition military are sure to be short-lived, however.

Atlantis

Atlantis, the island continent that returned to Earth with the Coming of the Rifts, is a subject of much consternation among the citizens of Lazlo. With a sizable population of True Atlanteans living in the Free State, the people of Lazlo know more about the Splugorth kingdom than the average citizens of North America. They are aware of the massive numbers of slaves held and traded in Atlantis, as well as the overwhelming magical and military power commanded by Splynnecryth (though even they underestimate it). Despite the level of power that could be turned against them, the government of Lazlo is one of the major supporters of the *Liberated Underground*, an organization dedicated to freeing and rescuing Atlantean slaves. Lazlo supplies the Liberated Underground with Techno-Wizard equipment whenever possible, but the Free State chiefly assists in the transportation and relocation of freed slaves. Thousands have been funneled through Lazlo, where some are returned to their homelands or dimensions by the Department of Dimensional Studies at the university. Others remain in Lazlo – either because no one has been able to locate their point of origin, because it has been utterly conquered, or because the alterations done to them on Atlantis have made the Free State one of the few places they would be accepted. This includes a number of Tattooed Men and Bio-Borgs originally from North America, some of whom were formerly Coalition soldiers!

There is no official government contact or diplomatic relations between Lazlo and Atlantis, and no legitimate trade of any kind (Bio-Wizardry is one of the forms of magic *never* practiced in Lazlo, though some study it to try and reverse its effects). Citizens of Lazlo are warned off traveling to Splugorth-controlled territory, and are encouraged to avoid the Minions of Splugorth if they are encountered in North America. Bio-Wizard artifacts will be confiscated if found within the Free State's territory, and possessors of it will be fined. Slavery is illegal in the Free State, and any slaves setting foot on Lazlo territory are considered to be free immediately (for more information on Atlantis and the Liberated Underground, see **World Book 21: Splynn Dimensional Market**).

Other Kingdoms & Communities

The Relic is geographically much closer than even New Lazlo, and almost as close philosophically. With a population just over 200,000, it is an up-and-coming community that's an ally to the Free State in some endeavors while maintaining its independence. Founded upon the reconstructed ruins of the Pre-Rifts city of Hamilton, the Relic is close enough that it may *someday* join the Free State, particularly given its complementary beliefs and practices, but as of 109 P.A., that day is still some way off. The

Relic is an important trading partner, particularly of industrial materials, high technology and Techno-Wizardry. The 46 miles (75 km) of land between the Relic and the boundaries of Lazlo are well traveled, and much of it is settled farmland. (For more information on the Relic, see **World Book 20: Canada**.)

South of Chi-Town and west of the Magic Zone lies the city of **Kingsdale**, a middling-sized community that is a haven for D-Bees and practitioners of magic – and just about everything else. Almost anything goes in Kingsdale: the city is one of the major centers for Juicer and M.O.M. conversions, has extensive cybernetic and bionic facilities, and is a major center for mercenary organizations. Some Techno-Wizardry and other forms of magic are traded between Lazlo and Kingsdale, but there is little diplomatic interaction beyond that. Like Stormspire, business is more important than philosophy in Kingsdale, something that hinders any more significant relationship with the Free State (for more information about Kingsdale, see **World Book 10: Juicer Uprising**).

What is true for Kingsdale goes double for **MercTown**, a community ruled by mercenaries, for mercenaries at the southwestern edge of the Magic Zone. MercTown's relationship with Lazlo is perfectly civil, but the mercenary city remains strictly neutral in its dealings with all outside kingdoms. It permits the use of magic and the presence of D-Bees within its borders, however, and there is some trade and travel between it and the Free State (for more information about MercTown, see **Rifts: MercTown**).

The harbor-town of **Queenston** is another potential ally located on the southwest shore of Lake Erie, near the location of what was once Cleveland. They embrace magic and diversity much as Lazlo does and are geographically nearby, but remain only a *potential* ally due to their support of piracy on the Great Lakes. Lazlo makes a great deal of use of four of the Great Lakes for shipping (Lake Superior is inaccessible due to Coalition control of the locks at Sault Ste. Marie) and resents Queenston providing the pirates who prey upon that shipping with a safe harbor. Many of the goods traded in Queenston are the stolen cargos of other communities on the Great Lakes, something Lazlo cannot simply turn a blind eye to. Trade and travel between Lazlo and Queenston are still common, however, and one can easily book passage to the pirate-friendly community (for more information about Queenston, see **Rifts® Sourcebook 4: The Coalition Navy**).

The **Colorado Baronies** and the distant city-state of **Arzno** both have much in common with Lazlo, but are too small and too far away for regular travel or trade to be maintained. Independent explorers from Lazlo have visited both communities, and anyone looking to travel to either could easily finance the trip by agreeing to take shipments of Techno-Wizard items for resale there.

Finally, the town of **Perez** deserves mention as the closest independent kingdom to the city of Lazlo. Indeed, it is actually closer than some communities that are considered a part of the Free State! Perez is a tiny kingdom, and really only notable for two things: its contemporary filmmaking, rare in the post-apocalyptic landscape, and its strong Black Market connections, the closest the Black Market has come to having an official presence in Lazlo. Many travellers and mercenaries moving through the region who find Lazlo's academic setting, prevalence of magic or peaceful lifestyle too confining use Perez as a stopping point while in the region. Members of Lazlo's criminal element, such

as it is, also use Perez as a frequent meeting place and drop-point for illicit merchandise and drugs.

Lazlo Technology

Technology in the Free State of Lazlo is the near-equal of the most advanced societies on Rifts Earth, though it is only the combination of *magic* and technology that brings it up to this level. Some advanced technology was salvaged from the ruins of Toronto, and more has been developed or purchased in the years since the foundation of the Free State, but none of it is at a truly exceptional level. It is magic, specifically Techno-Wizardry, that has allowed Lazlo to overcome this weakness, and develop a city with all the modern comforts and amenities of a technological powerhouse.

While other kingdoms have laid claim to the title “Techno-Wizard capital of the world,” (notably Stormspire) there can be little doubt that Lazlo is the field’s birthplace and Mecca. More Techno-Wizards congregate in Lazlo than anywhere else in the world, and its various production companies create TW equipment, vehicles and weapons (generally in that order) for sale within Lazlo and for export to the Free State’s trading partners. Lazlo is also noted as the leader of innovation in the field, with new designs constantly being developed and put into production. All common TW vehicles and weapons can be purchased in Lazlo, as well as P.P.E. clips, and TW conversions of existing equipment, plus a variety of devices that are thus far unique to the Free State. Custom orders are also available from a number of small businesses, though prices can be steep.

Lazlo also produces a variety of non-magical equipment, typically in the area of computers and communication equipment. Information sources such as databases, books, and audio and video recordings are all major exports of the Free State, particularly to small communities and kingdoms that might not otherwise have the knowledge base to generate electricity, maximize agriculture, or train healthcare professionals. Equivalents of the generic types of body armor and vehicles are also manufactured in the city.

Housing

All housing in Lazlo is built with connections to the city’s water supply, sewer system, electrical system and P.P.E. Channelling Network. Except for the makeshift housing in the worst of the city’s slums – which affects a proportionately small number of people – everyone has access to these conveniences, the expense of which is covered in a nominal property tax paid yearly to the city government. Most citizens own home entertainment systems capable of picking up a handful of local channels and playing recorded films, as well as personal computers hooked up to the city-wide information network. The overwhelming majority own a large number of Techno-Wizard convenience or utility items, such as Techno-Wizard translators, communicators, thought-projectors, etc., and 75% of citizens own at least one Techno-Wizard vehicle. Most houses are also built with T.W. cleaning and emergency fire extinguishing systems. The vast majority of buildings are made from M.D.C. materials, including M.D.C. metal, concrete, stone and wood (created both technologically and magically). A large number of practitioners of magic are actually employed by the Lazlo construction industry, particularly

Earth Warlocks and Stone Masters. Pay rates are competitive and the work is low-risk.

Drinking water is supplied from Lake Ontario, and purified at a variety of T.W. stations along the lakeshore (based on the *Purification* spell, and magically remove all poisons, toxins, contaminants, diseases and bacteria that could be present in the water) before passing through for storage in reservoirs and water towers throughout the city. For emergencies, these reservoirs and water towers are equipped with T.W. water generators (based on the *Create Water* spell). Similar purification stations treat the waste water created by the city before it is released back into the environment, effectively eliminating water pollution.

Power Generation

Electricity for the city of Lazlo is generated through one of the most ingenious Techno-Wizard creations of the past 20 years. As Erin Tarn has written, Lazlo is powered by harnessing the energy of a dimensional Rift! What Ms. Tarn failed to describe however, is that Rifts typically *take* power to maintain, not generate it. No, it is not actually the Rift that generates Lazlo’s power supply at all, but what it opens onto: a super-luminous star! Techno-Wizards and dimensional researchers working in tandem opened a Rift in (relatively) close proximity to a star in another dimension, and have kept that Rift open permanently through the use of TW devices. The energy output of this particular star, a blue super-giant, is approximately *fifty thousand* times that of earth’s sun, and the fraction of its energy coming through the Rift is converted into electrical power. It is more than enough to power a city of 2 million people – Lazlo could double in size, and it would still be more than enough.

The Rift is contained in a building on the small, secondary ley line nexus near the outskirts of Lazlo. It is known simply as the Rift Research and Power Station, and employs a large number of Operators, scientists, Techno-Wizards and Shifters. The building itself is built like a bunker, with walls of thick M.D.C. metal. If there is ever a problem with the Rift it can be closed instantly, though this would force the city onto its backup power supply: massive P.P.E.-electrical generators located in the basement of the Tower of Higher Learning. Restarting the Rift-power generator after a shutdown takes an investment of 1,000 P.P.E., though that can be drawn from the minor nexus.

P.P.E. Usage

With electricity for the city supplied by the Rift, Lazlo’s major ley line nexus can be put to other uses than simply powering the city. Built at the center of the nexus, the Tower of Higher Learning is a massive Techno-Wizard construction that has many of the same properties of an Atlantean Dimensional Pyramid. It greatly reduces the chances of ley line storms or random Rifts opening, just as a pyramid would, but it also channels the P.P.E. of the nexus for use and storage throughout the city (it has none of the dimensional travel abilities of an Atlantean pyramid however). All homes built in Lazlo are linked to the Tower’s **P.P.E. Channelling Network** which allows residents to recharge TW devices as easily as they might plug an electrical appliance into an outlet. Each house receives the equivalent of 25 P.P.E. points per hour, though it can only be used in charging Techno-Wizard items, not standard spell-casting. In addition, hundreds of Re-

charge Stations with double the standard P.P.E. availability (50 points/hour) are scattered throughout the city at key locations for the use of the police and city employees. In times of crisis, P.P.E. is diverted to a variety of defensive systems described elsewhere.

Medicine

There are a variety of hospitals within the Free State of Lazlo, including one in each of the associated towns outside the city's borders (though some of these are little bigger than large doctor's offices), and they offer some of the best medical care available in North America. In some ways, they are even superior to technological nations like the Coalition, because half the staff are psychics or practitioners of magic, and a dozen Amana Healer D-Bees are employed there. Many of the Body Fixers/doctors have minor or major psionic healing abilities, and all of the medical magic-users are taught the following spells: *Heal Wounds*, *Cure Illness*, *Purge Other*, *Restore Limb* and *Restore Life*. Practitioners of magic with other powerful healing or Resurrection spells are paid extravagantly to work in Lazlo hospitals, with rates as high as 1,000 credits a day. What this means for patients is that almost no one dies by accident in the Free State. First responders bring in even the recently-deceased with utmost haste, so many of them can be magically restored. Many others who would typically need cybernetic replacements leave a Lazlo hospital with their original organs and appendages in full working order, or with new limbs magically grown! Only those with major body parts vaporized or "misted" by M.D. violence are too far gone for the healers of Lazlo to work their wonders on. The medical staff are also fully experienced with all but the rarest varieties of D-Bee physiology, so most receive treatment as first-rate as any human.

The keystone of this healthcare system is the Lazlo Medical Center, a 15-storey building in the heart of the city. It has a special link with the P.P.E. Channelling Network that provides the hospital with as much ambient P.P.E. as if it were on a ley line. Any practitioner of magic in the Medical Center can draw P.P.E. at their usual rate of being on a ley line (10 P.P.E./15 seconds standard). The rural hospitals are also linked to the Medical Center through a sophisticated system of T.W. teleporters (described elsewhere). Any medical emergencies that exceed the capabilities of the staff on site can be transferred to the Medical Center in an instant. A similar system is used throughout the city – anyone with critical injuries can be teleported to the Medical Center almost as soon as the first responders arrive.

Affiliated with the Medical Center is the Lazlo Institute of Cybernetics and Bionics. This facility has the utmost standards of cleanliness and patient care, and though the technology may not be as cutting edge as that of the Coalition or the New German Republic, the training of the staff is second to none. The Institute specializes in Bio-Systems, but they offer any standard cybernetic and bionic additions or alterations, up to and including full bionic conversion. Patients with too much of their anatomy missing for even the available magic to heal are transferred to the Institute once their condition is stabilized. There they can begin the process of getting mechanical or Bio-System replacements.

The Lazlo Institute of Cybernetics and Bionics also offers the Juicer conversion process including the Hyperion, Phaeton, Delphi, and Titan variants. According to Lazlo law, anyone desiring the procedure must undergo a psychiatric evaluation and four 1-hour counseling sessions designed to make the patient aware

of the consequences and reconsider having the procedure. This law also applies to bionic conversions used in anything but a life-saving capacity. M.O.M. (crazy) conversions are not available, and offering the procedure is illegal within the Free State. Some are surprised to discover that the magic Juicer-equivalents are not available in Lazlo, but as they are either the product of Necromancy, Bio-Wizardry or dragon blood, none are.

Transit

Lazlo is a major urban center, and as such, transportation is a major concern within the city. Though some residents move through the city completely under their own power, whether that is walking, flying or a natural ability to teleport, most use vehicles of some variety. TW wing-boards are a common sight overhead, as are small hovercraft. Most multi-story buildings have a rooftop landing area and entrance, as well as storage racks for wing-boards and other small flying devices. Bicycles and motorcycles dominate the city streets, though larger vehicles are used by many families.

Public transit is provided by a series of underground railways known in Pre-Rift times as *subways*. Lazlo has three major subway lines: one running east-west at the north end of the city, one running east-west near the city center in the south, and one running north-south between them. Though the tunnels were largely constructed through the use of magic, the subways are actually electric, not Techno-Wizard constructions. With the abundance of electrical power in Lazlo and more pressing needs for P.P.E., this was thought to be the most economical decision. Small transit stations can be accessed at most major intersections along the subway routes, with larger stations where two lines cross.

The transit stations have also been designated as potential bomb shelters in the case of attack, and reinforced for such a necessity. Citizens are to report to the nearest shelter/station in the case of a major attack, and will be alerted to such through the use of broadcast transmissions and air-raid sirens.

Lazlo also makes extensive use of teleportation, though largely for emergency use. Techno-Wizard teleporters can place a first responder team at every major intersection in the city instantly, greatly improving response time and injury survival rates. These teleporters are also used to reinforce any Entrance Checkpoint Tower that comes under attack (see the section on Defense for more information).

Weather Control

Canadian weather can tend towards extremes, so the Free State of Lazlo sometimes moderates what would naturally occur. Approaching weather systems are monitored through long-range radar and magical/psionic clairvoyance at stations located throughout Free State territory. Bad weather can be annoying for the city, but it can be devastating for the rural farming communities, so these weather stations include Techno-Wizard weather control devices. They are capable of casting *Summon and Control Rain*, *Calm Storm* and the Air Elemental spell, *Atmosphere Manipulation*. With these combinations of magic, destructive storms can be dispelled, droughts can be avoided, and cold-snaps or unseasonable frost prevented. The perfect growing conditions can be maintained from May to October with far greater reliability than

nature alone would permit. This protects the food supply for the Free State, as well as the economy of its rural communities.

Defense

Lazlo Defense Force

Though the Free State of Lazlo is hardly a military superpower, it does have the means to defend itself, and has successfully held off threats ranging from technological warlords to beings of supernatural evil in its 100+ year history. The Lazlo Defense Force provides the first line of protection, policing the streets, maintaining the entrance checkpoints and patrolling the neighboring countryside. It is the L.D.F. who combat any criminals and supernatural predators who try to make the Free State their home, and though they will try to bring any intelligent being to trial, they are authorized to use lethal force in defense of themselves or citizens of the Free State.

The L.D.F. is also involved in investigating terrorist organizations like the Tolkeen Retribution Squads operating in the Free State, as well as ferreting out spies from the Coalition and Free Quebec (once identified, spies are only arrested if they attempt violence or sabotage; otherwise they are simply kept from any sensitive material and allowed to report back their findings of a peaceful, non-threatening community). With these new threats, and a massive increase in crime accompanying the influx of refugees, the L.D.F. has been substantially enlarged. Despite this, it remains more of a police service than a standing army.

Entrance Checkpoints

While the Free State of Lazlo encompasses a number of smaller towns and villages in addition to the city, its actual borders are rather nebulous. Though the territory of those communities is patrolled routinely by members of the L.D.F., it would be impossible for them to hold or defend it all against invaders. Instead, there are a series of Entrance Checkpoint Towers ringing the outskirts of the city. Anyone approaching over land will be directed to one of these checkpoints for clearance before entering. Giant robots and heavy vehicles must be parked in the adjacent lots, and heavy weapons, explosives and rifles must be checked in secure, DNA-encoded lockers. Light vehicles like hover cycles, small hovercraft, motorcycles and automobiles are permitted on the city streets.

Each Checkpoint Tower has 500 M.D.C., and is operated by 12 L.D.F. officers. Atop each is a long-range radar unit (120 miles/192 km), a pair of *T.W. Starfire Pulse Cannons*, as well as an *NG-404 heavy rail gun* emplacement and a medium-range missile launcher armed with armor-piercing ammunition. The Starfire cannons are tied into the city's P.P.E. Channelling Network, and so have an effectively unlimited payload, while the rail guns can fire 30 bursts before reloading (with 1D4+1 reload canisters available). The missile launchers each have a capacity of 40 missiles, and can fire volleys of up to 4. There is also room for 4 human-sized shooters at the top of each tower in addition to the operators of the built-in weaponry. This firing area can be covered with a T.W. Defensive Shield possessing 100 M.D.C. (see the section on T.W. Defenses for more details). The Entrance Checkpoint Towers ring the city from the mouth of the Humber

River to the lakeshore east of the Don, approximately 29 miles (48 km) in distance, with a tower every 1.2 miles (2 km). There is also the equivalent of a Checkpoint Tower at either extremity of the Toronto Islands, which direct lake traffic into the Lazlo Harbor (26 towers in total). If necessary, a tactical response unit can reinforce any of the Entrance Checkpoint Towers within 1D4 melee rounds through Techno-Wizard teleportation, and more reinforcements can be called up as necessary.

Lazlo Intelligence Agency

A Lazlo Intelligence Agency has also been created, though it is still a secret organization. It is responsible for gathering intelligence on the Coalition States and Free Quebec in the hopes of providing an early warning if either nation of human supremacists decide to move against Lazlo; they also study C.S. military strengths, procedures, tactics and strategies – particularly versus a magic-using opponent. It is an organization still in its infancy, and currently has less than two dozen agents on its payroll.

Volunteer Militia

For large scale military actions, Lazlo relies on a Volunteer Militia made up of concerned citizens with either the training, abilities or powers to make them effective combatants. One must remember that almost half of the citizens of Lazlo are master psychics or practitioners of magic, and that a small, but significant, portion of the population is made up of beings with natural M.D.C. skin and supernatural strength. As the stalled Xiticix Offensive has shown, this does not always make up for formal military training, but it can be tremendously powerful. It also has the advantage of not costing the government anything in peacetime, and having greatly reduced costs for armaments, equipment and transportation compared to a traditional military when in use.

Lazlo currently has approximately 150,000 members of the Volunteer Militia engaged in combat with the Xiticix hordes in Manitoba and Minnesota (a significant reduction in numbers since the start of that conflict), but could still raise an estimated force up to *350,000* strong in an emergency. A far greater percentage of Lazlo's citizens are combat-ready compared to nations that rely on technology alone, as roughly *one-quarter* of the citizenry possess combat spells, psionics or other abilities. Few are trained in tactics, strategy or military maneuvers however, as was demonstrated fighting the Xiticix, but one must remember that this is purely a defensive measure. To protect the Free State in an emergency, Lazlo can unleash a force few opponents could easily match, particularly when the Techno-Wizard defenses are factored in.

Citizens are regularly asked to join the Volunteer Militia in advertisements throughout the city, but must meet certain criteria before being counted as a member. The Lazlo Defense Force holds what are essentially auditions for new members every month. Potential new members are run through simulated combat with a variety of foes (typically magical illusions or drone robots) while they are evaluated on their ability to defend themselves, defeat or disable their enemy, and protect other citizens. Those who pass are considered members of the Volunteer Militia, while those who fail are welcome to re-audition at any point in the future. Beyond the ability to pass the audition process, the requirements are few: members must be of the age of majority (18 for

humans and most D-Bees) and they must be residents of the Free State.

Members of the Volunteer Militia are given instructions on how to proceed in the case of an emergency by broadcast dispatchers working for the L.D.F. If the city is being attacked, instructions will be issued on where to rally for a counter-attack or a defensive engagement. Members will be supplied with ammunition in the form of E-Clips or P.P.E. recharges, but are otherwise expected to provide their own weapons, armor and other equipment. If there is some form of accident or natural disaster, any nearby Volunteer Militia members are expected to help evacuate citizens from the trouble area and help contain/halt the destruction until L.D.F. officers or medical first responders can arrive. At that point they may be requested to assist until the situation is brought under control depending on the severity of the situation.

Beyond appealing to a sense of civic pride and duty, there are certain benefits to being a member of the Volunteer Militia. Among young adults and university students, it is often seen as a point of pride to be accepted, with many peer groups having friendly rivalries as to who gets accepted first. For others, it's a chance to win a little prestige or fame in a community that normally reveres intellectual pursuits over feats of derring-do. Militia members gain the right to securely store rifles and heavier weapons within city limits, ready for use in an emergency. And for the monetarily-concerned, members of the Volunteer Militia receive a 25% rebate on their annual property tax and utility fees.

Techno-Wizard Defenses

When the Coalition army attacked Tolkeen, you would have been hard-pressed to find a more interested group of observers than the people in charge of Lazlo's defense. With the unique arrangement of ley line nexuses around Tolkeen, that city could be protected by a ley line field on a massive scale, the *Rift Triangular Defense System*. In that location, a single spell could be used to hold back an aerial bombardment, particularly when combined with another spell, *Swallowing Rift*. Lazlo is not so geographically fortunate, but neither are they willing to rest the safety of their city on a simple spell. Instead, some of the most complex Techno-Wizardry in the city has been constructed as defensive measures.

In watching the fall of Tolkeen, citizens of Lazlo could see how the Coalition was able to target key magical structures once the city-wide force field went down. By doing so, they were able to prevent any other large-scale defensive magic that might have been brought to bear from coming into play. To keep this from happening in Lazlo, many key locations throughout the city are protected with Techno-Wizard additions on a building-sized scale. These additions are powered by the P.P.E. Channeling Network, and can be maintained well past the standard duration of the spells used in their construction. While these systems are active on a city-wide scale the P.P.E. supply to homes and businesses is not available – all the magical power of the nexus is diverted to defense.

The following systems are installed on militarily important locations throughout the city. Less vital potential targets will have one or two of the systems, while the most important, such as power stations, government buildings, factories, etc., have *all* of these defenses. Residential buildings rarely have these defensive

measures, but in the event of a serious attack, non-combatants are to be evacuated to the transit stations beneath the city.

T.W. Image Generators: Based on the spell *Multiple Image*, three identical images of key targets are created throughout the city. Those attempting to target a building with this TW enchantment must save versus magic at -4 or strike one of the illusory copies while the effect is active. The images are dispelled if struck with iron, such as can be found in most rail gun ammunition or armor-piercing missiles. Energy weapons, high explosive and plasma missiles that strike an illusory copy pass through to strike what actually lies beneath (non-vital buildings such as office space, warehouses, etc.) **without** dispelling the image.

T.W. Energy Absorbers: Based on the spell *Impervious to Energy*, buildings with this enchantment are effectively immune to the effects of fire, lasers, ion weapons, plasma blasts and missiles, electricity, etc., while the effect is active.

T.W. Implosion Field Projectors: Based on the spell *Implosion Neutralizer*, buildings with this enchantment project a field 150 feet (45.7 m) in all directions that helps reduce damage from explosive force. Any missile, grenade, or explosive within that area of effect does only half the usual damage while the effect is active. This effect is not powerful enough to affect the large warheads found in long-range missiles, but anything smaller is affected.

T.W. Defensive Shielding: Based on the spell *Armor of Ithan*, buildings with this enchantment can project a force field with 100 M.D.C. around themselves. The force field is close enough to the exterior of the building that it is well within the effective range of a TW Implosion Field if the building is also equipped with that defense.

T.W. Cloaking Device: Based on the spell, *Invisibility: Superior*, buildings with this enchantment effectively disappear from sight, radar, infrared, ultraviolet, thermal vision, etc. Attackers aware that a building is in that location may still target it at -9 to strike from long range, but any computer-controlled targeting such as that in smart missiles, smart bombs and robots with less than a neural-net intelligence will not. This does not protect against stray shots, and near-misses by weapons with a large blast radius that may still hit the building.

T.W. Enhanced Defensive Shielding: Based on the spell *Impenetrable Wall of Force*, buildings with this TW enchantment can project a force field of shimmering light that cannot be breached by any weapon or damage-dealing magic! This piece of Techno-Wizardry is incredibly expensive to build, and incredibly P.P.E.-intensive to use, so only the most vital locations are equipped with it, like the Tower of Higher Learning and the Rift Research and Power Station.

Notes: Buildings with some or all of the previous defenses can use them together, but not all have cumulative effects. Image Generators provide no additional benefit if a Cloaking Device is in use, and Energy Absorbers do not make Defensive Shields impervious to energy.

Despite the previous entries, the government of Lazlo has little confidence in their ability to combat the Coalition States or Free Quebec if it should come to open war. Though the Free State is equipped to fight off raids or even significant military actions, beyond a certain point it just becomes a matter of scale: the Coalition States simply have so many more soldiers and resources that defeat would be inevitable. They could hope, as Tolkeen did, that once bloodied badly enough the CS would withdraw, but all of

North America has seen how successful that reasoning turned out to be. And to savage the Coalition as Tolkeen did, that kingdom sold its collective soul. Creatures of supernatural evil and humans of the more mundane variety were welcomed with open arms in Tolkeen, providing they would fight and kill CS soldiers. The government and citizens of Lazlo have collectively refused this dark path; they will fight to defend themselves, but they will *not* give up everything that makes Lazlo worth saving to do so.

Faced with the potential of an un-winnable war with the Coalition or the prospect of making a deal with the devil, the Premier has asked for other options, and the best and brightest of Lazlo have risen to the challenge.

Research Projects: Top Secret!

Two projects have been developed in utmost secrecy at the instruction of the highest levels of Lazlo's government, Techno-Wizard projects of a scope and scale even beyond the other defenses the city has in place. The goal of each was to try and find another way out of the no-win scenario the Free State seems to be approaching, an option other than war or surrender. At this point, the only people who know about *either* of these projects are the Premier, Sir Thomm, Plato, the teams who worked on them, and key members of the Premier's cabinet. The government only intends to make them publicly known if it becomes necessary, and if or when that day comes, they believe the citizens will thank them.

Rift Projection Project: The first research team, fresh from learning about the razing of Tolkeen and full of a militant fury, have developed a weapon with a destructive potential as great as

a nuclear bombardment. They have taken their inspiration from the Rift Research and Power Station and posed the question: if a Rift opened at a relatively safe distance from a star can power our entire city, what about a Rift opened on the *surface* of a star? Or a black hole? The answer was utter devastation.

While most dimensional Rifts prevent destructive effects from one side or the other crossing in between, that "limitation" was soon overcome with Techno-Wizard tinkering. In the limited tests that have been conducted, one of these special Rifts opened near the surface of the sun vaporized a suit of Glitter Boy power armor in an instant, as well as taking out the reinforced wall behind it! With that kind of success, the government couldn't help but implement the system, despite misgivings. A TW Rift projection system has been developed that is *theoretically* capable of opening a portal in any direction at the outskirts of the city. The intention is to simply open a Rift in the face of any serious attacking force and let a cone of stellar fire burn them from existence. Damage projections give an estimate of 2D6x100 M.D.C. *per round* to a range of one mile (1.6 km). Targets between 1-2 miles (1.6 to 3.2 km) distant would take 1D6x100 M.D.C. per round, and those between 2-5 miles (3.2 to 8 km) distant would take 1D6x10 M.D.C. per round. The blast of stellar corona would expand in a cone from the open Rift so there would be little need to aim, and little possibility of dodging the blast. It would also burn a trench into the earth that would permanently reshape local geography, or if used over Lake Ontario, vaporize thousands of gallons of water each second it was active.

Project Relocation: Though the government approved the construction of the Rift Projection System outlined above, a



doomsday weapon was hardly its first choice as an alternative to outright war. Thankfully, the efforts of the second team were a little more in keeping with the spirit of Lazlo. They found inspiration in the tower at the heart of Stormspire, which its owner can teleport, and in the Fadetowns that dot certain areas of North America. Working with experts in the use of Rifts and teleportation, they have come up with an experimental system that might just be the solution to this problem.

The intention of the project is quite simple: move the city of Lazlo. The enemy in any sort of crisis situation is presumed to be the Coalition (or possibly Free Quebec), and the reason Lazlo is in danger is its proximity. Using advanced Techno-Wizardry and the most powerful teleportation spells, the team in charge of Project Relocation have succeeded in teleporting tremendous amounts of weight incredible distances, and even across dimensions. With that success, the magical devices involved have been scaled up a hundred times, and are now under construction in subterranean chambers at the edges of Lazlo. Scouts and explorers sent out from Lazlo have been instructed to make reports on any locations suitable for “colonization,” since the government is not yet willing to make this contingency plan public knowledge. Possible sites for relocation have included the western coast of North America, the island of Ireland, and a handful of planets in other dimensions.

What the system’s creators and the government of Lazlo don’t know, what they can’t know without trying it, is if the system will actually work. In theory, it *should* work, and take the entire city right down to the bedrock to the chosen destination. There is a small, but very real chance (10%) that the system will send the city to an entirely unknown location, on Rifts Earth or in another dimension. If that accidental destination is without nearby access to a ley line nexus, it wouldn’t be possible to use the device and try again. While powering up Project Relocation, the entire output of Lazlo’s major nexus is drawn upon. The P.P.E. Channelling Network will not function, and neither will any of the Techno-Wizard defenses unless powered by the personal reserves of those on-site.

Free State of Lazlo Highlights

The Free State of Lazlo is one of the most impressive communities in North America. It includes the third-largest city (after Chi-Town and the City of Old Quebec) and the largest community of magic-users on the continent. Lazlo simply dwarfs the population of every major city in the Magic Zone; in fact, its population is many times greater than all of them combined. The city is also clean, safe and full of wonders; some things that haven’t changed despite the problems that have come with the large refugee population.

The boundaries of Lazlo are largely delineated by natural formations: the Humber River to the west, the Don River to the east, and Lake Ontario to the south. The city has begun to spread west beyond the Humber, but not extensively as of yet. Within the city, 3 ley lines cross to divide it into 6 unequal slices, with a major ley line nexus at its heart. The city is divided into 5 main districts: the *Lakeshore*, the *Downtown Core*, the *Old Quarter*, *D-Bee Town* and the *North End*. The area known locally as the Lakeshore is an odd mix of scenic waterfront, industrial shipping and human transit. The Downtown Core is where most of the city works and

enjoys itself, and includes the universities, government buildings, TW manufacturers and countless shops and restaurants. The Old Quarter is made up by the city’s eastern edge on the Don River, and encompasses the original settlement that would become Lazlo. It is largely residential and quite prestigious, though it also includes the newer factories built east of the Don. D-Bee Town is another residential area, this one on the west side of the city. Its residents are mainly members of D-Bee species with significant populations in the city who enjoy living in proximity with each other, and could be sub-divided into dozens of smaller ethnic communities. The North End includes the lower-income areas of Lazlo, along with slums where most Tolkeen refugees have settled. It is also the location for much of Lazlo’s heavy industry.

It must be noted that as a city with a population of over 2 million inhabitants, Lazlo is far too big to be fully detailed here. What follows is only a sampling of the city, not Lazlo in its entirety.

The Lakeshore

1. Lazlo Harbor. Lake-going cargo vessels, L.D.F. patrol boats and privately-owned cruisers all dock here, though only the L.D.F. are exempted from paying slip rental fees. Customs agents inspect all inbound and outbound shipping for goods or material illegal in the Free State. A slip can be rented for 1000 credits per month, but does not include refuelling costs or vehicle maintenance. Vessels are always looking for experienced hands to help repel pirates or lake monsters, and is a cheap way to afford passage to various destinations on the Great Lakes.

2. The Toronto Islands are a chain of small islands that have retained their Pre-Rifts name. They form a natural breakwater around the harbor, but are also home to some high-end real estate, and the Toronto Island Park. Defense comes in the form of 2 Checkpoint Towers, one at the eastern and one at the western end of the small islands.

3. Grey Seer Monastery. This small community of Grey Seers maintain an enclave on one of the Toronto Islands. The grounds are lightly forested and well-maintained. Visitors are few, but have included high-ranking government officials and professors from both universities. The grey seers sometimes come into the city to make warnings, but for the most part, live in isolation. Food is delivered from the mainland weekly.

4. The Broken Spire. This is one of the few remnants of Pre-Rifts architecture left in the city of Lazlo. It is a concrete tower that soars more than 1,000 feet (305 m) – as high as the walls of Chi-Town! – before ending in a jagged tear. Whatever it was used for in Pre-Rifts time has been forgotten, but it still dominates the city’s skyline. Now, its interior has been repaired and reinforced, new elevators have been installed, and it is used as a mooring spire for large TW airships. Passengers disembark at a small platform attached near the tower’s peak, then ride the high speed elevators to the ground below. It’s also a common sight to see natural flyers or people on wing-boards using it as a perch. Private companies like Magic Carpet Airships lease the use of the spire and adjacent airport from the government for use with their commercial flights.

5. The Lazlo City Airport. Located at the foot of the Broken Spire, the Lazlo Airport is government-operated, but open to private and commercial flights. The landing strip can accommodate small technological aircraft without VTOL capabilities, but the

majority of arrivals and departures are hovercraft, suits of flying power armor and TW airships (which dock at the adjacent Broken Spire). Flying boats typically make a water landing, then dock at the Lazlo Harbor. Any outgoing or incoming shipping by air must be inspected by customs agents, and passengers disembarking are escorted through a security checkpoint. There illicit material will be confiscated, and any rifles, heavy weapons or power armor can be stored for the duration of the stay. Private flights will be charged landing fees (500 credits) and hangar rental (5000 per month, per aircraft), and for refueling if necessary. The airport is equipped to refuel aircraft powered by P.P.E., electricity and jet fuel. Anyone wishing to start a commercial business must lease airport facilities and usage from the government.

Among other businesses operating out of the airport is **Magic Carpet Airships**.

Based out of Kingsdale, Magic Carpet Airships offers commercial flights to Kingsdale, MercTown, New Lazlo, Queenston and formerly, Tolkeen. The airships are essentially Techno-Wizard dirigibles or zeppelins, and can carry 40-80 passengers as well as considerable cargo, with a top speed of 150 mph (240 km). Flights cost 1,000-5,000 credits per passenger depending on distance, and include a meal, alcoholic beverages and an in-flight film. This is definitely the most luxurious way to travel North America, and also one of the safest. With a maximum altitude of 20,000 feet (6,096 m) and an *Invisibility: Superior* Techno-Wizard stealth system, there's little to trouble the average airship overtly, though atmospheric and magical disturbances are another story!

The Lazlo Defense Force maintains an air force of four heavy T.W. airships, 50 N.G. Sky Kings, 10 Iron Eagle helicopters and 4 Grey Falcon jet fighters, all with T.W. modifications (typically a force field and impervious to energy). The hovercraft, fighters and helicopters are kept in a large hangar when not in use, while the airships are either moored at the Broken Spire, or float above the city on patrol.

6. The Island Ferry. This mid-size boat takes pedestrians and small motor vehicles across to the Toronto Islands. The fee is 10 credits for a round trip, though monthly passes can be purchased for residents of the islands. The captain is human, and an old salt who has sailed on all the Great Lakes and most of North America's interior waterways. This is his retirement from his more adventurous days since he couldn't give up the pitch of a ship beneath his feet entirely.

7. The Free State Rail Transit Station is the southernmost station for Lazlo's subway system, as well as being a departure point for TW Iron Horse trains. The TW Iron Horses run on the ley line south over Lake Ontario, eventually reaching the cities and towns of the Magic Zone (another line used to run west to Tolkeen, but has obviously stopped). Travelling on the Iron Horse railway is fast (100 mph/160 km), comfortable, and relatively safe. Though Coalition forces attack them if encountered, the CS presence in the Magic Zone is normally light, and has more to worry about than T.W. trains. The Iron Horse trains are also used to carry a great deal of cargo between Lazlo and the Magic Zone, typically Techno-Wizardry, foodstuffs and raw materials. A day pass for the Lazlo subway costs 10 credits, while a typical ticket on the Iron Horse to Stormspire costs 500.

8. Warehouses. These warehouses store exports awaiting shipment to any of Lazlo's trade partners, or imports that have not yet been unpacked and distributed throughout the city. With

the burgeoning criminal element in Lazlo, these are tempting targets, though security at most has been tightened lately. Skilled men-at-arms and practitioners of magic can make decent money working guard shifts, though few find it interesting or rewarding work.

9. Water Treatment Plant. This is a large installation on the shores of Lake Ontario, not far from the penitentiary. Mechanical pumps draw water from the lake where Techno-Wizard devices purify it for use by the city populace. From here it is routed to several holding reservoirs, and from there to every building in the city.

In the event of a city-wide attack, the Water Treatment Plant is protected with a T.W. Implosion Field Generator, T.W. Defensive Shielding, and a T.W. Cloaking Device. In the event of the treatment plant's destruction, the city has enough purified water in reservoirs to last 2 weeks with rationing, and some emergency alternative measures located throughout the city.

10. Lazlo Penitentiary holds those convicted of criminal offenses in the Free State for the duration of their sentences. When it was built, the penitentiary was outside the city proper on the far side of the Don River. Now that the city has grown, the penitentiary has been joined by several commercial and industrial buildings in the area.

Given the nature of the populace in Lazlo, a number of its criminals are beings with magical powers, psionics, and other abilities that make restraining them difficult. The walls of the prison are reinforced mega-concrete with 1000 M.D.C. per 10 square feet (0.9 square meters). Guard towers at each corner of the outer wall are equipped with armaments identical to the city's Checkpoint Towers, and overlook the prison's courtyard as well as every approach. Built into the outer wall is a Techno-Wizard device that creates a Dimensional Barrier around the entire building; this prevents anyone in the penitentiary from teleporting while in the grounds. Many within the prison are also made to wear T.W. Anti-Magic anklets at all times, or psionic dampeners.

Downtown Core

11. The Tower of Higher Learning is considered by many to be the heart and soul of Lazlo. Centered on Lazlo's major ley line nexus, it towers 30 storeys into the air and appears to be made out of white marble trimmed in gold (though an M.D.C. structure). At its peak is a small obsidian pyramid, and beautiful statuary decorates the exterior.

The Tower has a variety of functions: it duplicates many of the beneficial effects of an Atlantean pyramid, it is the lynchpin in the city's P.P.E. Channelling Network and the T.W. defenses, as well as housing the government chambers of the Council of Learning. In addition, many members of the Council make the building their permanent residence, the most notable of whom is Plato, an Ancient Great Horned Dragon and Speaker of the Council.

12. Lazlo Legislative Assembly. This large, sprawling building is only two storeys tall, but it was built on a scale twice that of human norms to better accommodate beings of all sizes. The walls appear to be made from a dark stone such as slate, but it is an M.D.C. structure. The interior is decorated in an expensive, but understated style, with a great deal of dark, glossy, wooden panelling and red felt. On the grounds in front of the Assembly is

a large bronze statue commemorating the defeat of two invading dragons by Plato and the community's early magic-users.

The Assembly houses offices of the Premier, his cabinet members and the Leader of the Official Opposition, as well as the chambers of the Congress of the Electorate. When Congress is in session, the building fairly swarms with elected officials, aides, pages, reporters, and those seeking the ear of government, while groups of lobbyists and protesters are common sights on the Assembly grounds. The L.D.F. keeps the building under tight security, with no visitors being allowed inside with weapons or body armor of any kind.

13. The University of Magic. The campus of the University of Magic is spread throughout the downtown core, and includes many classrooms, lecture halls, libraries and magic laboratories. The main building includes the administration and offices of the various deans. Nearby are a pair of student residences and the Victor Lazlo Memorial Library (he's not dead, but most people don't know that). Its grounds are spread out and filled with green space, and many small restaurants and shops intermingle with university buildings. In some ways, the campus is like its own small town in the center of the city.

At the university, all of the teaching staff are practitioners of magic, and so are most of the students. Those students who aren't practitioners of magic are training to be, but cannot yet cast spells (equivalent of level 0). High level practitioners of rare forms of magic (Tattooed Men, Temporal Wizards, etc. above 8th) may be requested to give demonstrations or take part in experiments, and the university will pay quite handsomely for the opportunity. The university also does research into Rifts and other dimensions, and may charter expeditions to explore their new discoveries.

14. Zergnax's is one of Lazlo's most-celebrated restaurants, run by the eponymous Arden Tek chef and his highly trained staff. Using his amazing sense of smell (keen even for one of his people), Zergnax chooses the freshest produce and fish, the most flavorful cuts of meat, and the finest cheeses. Spice and herb combinations are mentally calculated at such a level that it is almost wasted on beings without a similarly refined sense of smell, and some may find the strongest dishes too pungent for their liking. Many of Lazlo's great and good dine at Zergnax's regularly, and getting a table without a reservation is next to impossible.

The menu at Zergnax's is constantly changing, since he is always tinkering with dishes and offering new taste sensations. He regularly imports Fury Beetle, beef, pork and chicken from the countryside, and is always eager to get his hands on more exotic fare like triceratops, duck-billed honker, sauropod, etc. He will pay very well indeed for fresh cuts of any of the previous meats – but fresh is the operative word! Potential suppliers must have a method of transporting the meat to Lazlo without spoiling, and that means either some method of refrigeration or *very* fast delivery. The meat of carnivores isn't wanted (too tough) and the meat of intelligent beings is *never* on the menu!

15. The Lazlo Museum of Art offers a handful of recovered Pre-Rifts works for display and a variety of reproductions of the most famous pieces, but most of the art is contemporary. Pieces in a tremendous variety of styles and traditions are represented here, including alien/D-Bee art and sculpture incorporating elements of magic and Techno-Wizardry. The museum will happily purchase any noteworthy examples of authentic Pre-Rifts art that the adventurous may recover, though offered prices are not ex-

traordinary. (Players, don't expect millions for the Mona Lisa: art is a little less valuable in Rifts Earth.)

16. Tudhope's Techno-Wizard Motors is a major developer of TW vehicles. From this showroom, workshop and garage, the staff at Tudhope's offer engine conversions, feature additions and a wide variety of land, sea and air transport. The production area employs a staff of 56 Techno-Wizards as well as a handful of office staff and salespeople. J.B. Tudhope, a 12th level Techno-Wizard as well as the owner and founder, is getting on in years, and only personally gets involved with the most intriguing custom orders. Everything else is handled by his well-trained staff, many of whom hope to be put in charge of the place when the old man retires or dies. Prices are good for standard items (10-15% below book price), but custom orders can get steep.

Tudhope is one of the well-to-do who lives on the Toronto Islands (#2). His estate is lavish and well-kept, though largely empty since his children have grown and his wife has died. Most of his time is spent at the office, dreaming up outlandish and complex designs.

17. The Lazlo Playhouse. This theatre is a grandiose construction of white marble, luxurious seating and private boxes for the wealthy and influential. It has been designed for a wide range of body types, though dragons or anyone of that size will have to use metamorphosis to fit inside. Shows run nightly, with the more prestigious performances on Friday and Saturday nights drawing capacity crowds in all their finery. Anyone looking to rub elbows with the upper crust of Lazlo society should look no further than a major performance at the Playhouse, but don't forget to wear your Sunday best!

Live theatre is having something of a renaissance in Lazlo, and is incredibly popular. With magical illusions and Techno-Wizard additions to the props and sets, a stage play can now have all the glamour and dazzle of a major film from Pre-Rifts times! Popular performances include the Shakespearian tragedies, stage adaptations of many surviving films from Pre-Rifts times, and a variety of contemporary works. One of the most popular of the latter is adapted from the *Deathdance Saga*, telling the story of fictional Juicer Julian Amici. Fortunately, the late 20th and early 21st century vogue for musicals seems to have abated.

18. The Museum of Science, Nature and the Supernatural. This museum is often used to display the findings of researchers from both universities, and is a popular attraction for tourists, school children and the curious. Beyond the displays are offices and research areas for scholars and scientists which are not accessible to the public.

Among its many displays is one on the Great Cataclysm and the Dark Age, which includes a non-functional suit of Glitter-Boy power armor and some salvaged NEMA gear (though the conclusions drawn from it are only half-correct), while the centerpiece of another is a recovered reproduction of a fossilized Tyrannosaurus skeleton paired with an actual Tyrannosaurus killed in the Midwest and preserved through taxidermy. Other exhibits discuss ley lines, magic, Techno-Wizardry, Rifts, advanced technology and more, all at an introductory level of discussion.

The museum is always interested in memorabilia, technology (working or otherwise) and cultural items from Pre-Rifts times, distant societies and other dimensions, though their purchasing budget is limited.

19. The University of Learning is just as spread out as the University of Magic, and some facilities are shared between the two, particularly those related to Techno-Wizard training.

The teaching staff at the university are all Rogue Scholars, Rogue Scientists, Body-Fixers, Cyber-Docs and Operators. In addition to training students, the university is responsible for a great deal of publishing and research in areas like Pre-Rifts history, science, political theory, and medicine.

20. Elemental Creations. This Techno-Wizard company is something unique: it offers items created using the elemental magic of warlocks. Because of this, every item is the joint creation of a Techno-Wizard and a warlock, and the prices are high. It also means that they have items that cannot be duplicated by most Techno-Wizards working alone, so this is one of the only places they are available (for the actual devices, see the section on New Techno-Wizardry).

The owners of Elemental Creations are Korbin and Jaena Slayne, Elves, as well as brother and sister. She's a Techno-Wizard and he's an air/fire warlock, and though not particularly personable, they're rich, successful and beautiful people. The pair are young and newly-wealthy and have quickly become smitten with the high life. They eat at the fashionable restaurants, are regulars at the Theater, and spend money lavishly. Korbin is seen dating a different beautiful woman every week, while Jaena goes through men at only a slightly slower pace. Both are typically surrounded by a swarm of hangers-on whenever out in public, and both have recently moved into luxurious apartments overlooking the Don River Valley in the Old Quarter, each costing a small fortune.

The business is not neglected however, mostly because they rely on a large staff of other Techno-Wizards and warlocks. Jaena is something of a creative genius, and is constantly coming up with new applications for the elemental magic of the others, ideas that get farmed out to the rest of the staff. The pair have considered branching out into a line of temporal TW creations if they can find a Temporal Wizard willing to work for them, but that remains only a possibility.

21. The Lazlo Medical Center is the largest hospital in the Free State, and the center for the network of healers and doctors who work in the nearby rural communities. Advanced medical technology is present and the Body Fixers and Cyber-Docs employed at the Medical Center are among the best trained in the world. The equipment available to them is generally a grade below that available to CS or NGR citizens, however. Among the technology in use at the Lazlo Medical Center are bio-comp monitors, compu-drug dispensers, protein healing salve, and a wide range of surgical micro-robots. Those with severe body damage and missing limbs may be transferred to the Lazlo Institute of Cybernetics and Bionics after being stabilized, where prosthetic replacement limbs are readily available.

What really distinguishes the Lazlo Medical Center is its use of magic and Techno-Wizard healing. Medical professionals with major or minor psionic healing abilities are paid a premium, and magic-users trained in healing and life restoring spells are also a significant part of the staff. There are also a dozen Amana Healer D-Bees on staff, all of whom have natural healing abilities that go beyond even what is normally available to psionics or magic-users.

The Medical Center is configured through Techno-Wizardry so that being inside the building is the equivalent of being on a

ley line for drawing on P.P.E./I.S.P., allowing the staff to make liberal use of their abilities. It is also linked to the rural communities affiliated with Lazlo through a system of TW teleporters for critical patient transfers, and makes use of similar devices to respond to medical emergencies in Lazlo itself (for more information, see the section on Medicine).

22. Lazlo Defense Force Headquarters. This is the central headquarters of the Lazlo Defense Force, and includes offices for high-ranking members (including the commander, Arl Xzzyni), a training facility for new recruits, police equipment storage, information files on known and suspected criminals, a small number of holding cells, and everything a modern police department would be expected to have. This is not the only police station in Lazlo, but rather the most important and largest. Every station is linked to each other and the Checkpoint Guard Towers through a system of T.W. teleporters much like that used by the Medical Center. Officers can transfer from any Checkpoint Tower or police precinct to another instantly, allowing for fast reinforcements and response times.

23. The Movie House uses both salvaged film and digital projection technology to show Pre-Rifts entertainment and the few contemporary productions that are available. There are six screens in operation, and each shows a steady stream of films, documentaries, television programs, and sporting events. Modern productions are quite low-budget compared to the Hollywood blockbusters of the Golden Age, but the special effects that can be achieved with real magic go a long way towards making up for that. Recordings of Juicer sporting events are always popular, though Lazlo's government restricts the viewing of any with fatalities to those over the age of majority. Film is typically less popular than live theatre in Lazlo, and is much less prestigious. Business is steady, with a ticket costing 10 credits, but the seats are rarely packed.

Old Quarter

24. The Defenders' Memorial Monument. A dark grey obelisk and pedestal-mounted plaques stand on the spot where Lazlo was truly born. The obelisk and accompanying plaques are engraved with the names of everyone who has died defending Lazlo, from those who perished in that first attack by a pair of invading dragons, to every member of the L.D.F. and Volunteer Militia who has died in the line of duty. A magical eternal flame burns at the foot of the obelisk, and a pair of L.D.F. officers flank the monument at all times. Bereaved family and friends frequently leave flowers or other tokens of grief and remembrance here; it is also the site of a yearly memorial ceremony performed by the Premier and the Speaker of the Council.

25. Riverview Apartments. This recently-constructed high rise, as well as the adjacent buildings, is among the most impressive real estate in the city, and second only to property on the Toronto Islands. With views that overlook the natural beauty of the Don Valley Ravine Park, extravagantly large apartments, and a close proximity to both the Downtown Core and the historical center of Lazlo, these properties are in hot demand among the young and wealthy. There is a waiting list for available properties, and rental fees start at 10,000 credits a month! Most of the buildings overlooking the Don River Valley are residential, either apartments or houses, with those closest to the parkland costing the highest prices.

26. Don River Valley Park. The Don River Valley has seen little construction, as it is quite deep and steep-sided for much of its length, and served as the eastern edge of Lazlo for much of the city's history. It is quite thickly forested, and has also become home to a significant population of Faerie Folk. Even approximate numbers are merely a guess, as the tiny, magical beings largely ignore the city-state they live within, and stymie any attempt at a census by the government. Most are good-natured, and do little more than prank the occasional park visitor.

27. New Factories. These factories produce a wide variety of modern technological equipment, though most of it is not of military-grade. They are part of the city's recent expansion, and have been located at the northeastern edge of Lazlo, beyond the Don River Valley.

28. Rift Research and Power Station. Located on Lazlo's secondary, lesser nexus (with #11, the Tower of Higher Learning, positioned on the more powerful of the two), the Rift Research and Power Station is a squat, utilitarian-looking building constructed from the strongest materials available. Within its walls, Shifters and Techno-Wizards have harnessed cosmic forces through a dimensional Rift, and set them to powering the Free State (For more information, see the section on Power Generation.) This building is also used for a variety of dimensional research from the university as the reinforced and self-enclosed building limits the dangers such work can present.

29. Lazlo Institute of Cybernetics and Bionics. The Institute is closely linked with the Lazlo Medical Center, and is typically called upon for Bio-System replacement limbs and organs. Most of Lazlo's population avoids cybernetics due to the difficulties they cause magic-users and psychics, something that is doubly true of bionics.

Both cybernetics, partial bionic conversions and full bionic conversions are available however, and the Institute is the only legal provider of them in the Free State. The Institute can also perform Juicer conversions of the standard, Hyperion, Titan, Phaeton, and Delphi varieties. Those desiring either type of bionic conversion for non-medical reasons or any of the Juicer conversions are required by law to undergo a psychiatric evaluation and four 1-hour counselling sessions designed to make the patient aware of the consequences and reconsider having the procedure. The Institute also specializes in Juicer detoxification (+10% to survival rolls).

The Institute would be capable of performing M.O.M. conversions, but those procedures are illegal in Lazlo. The reasoning is that, while Juicers exchange longevity for combat skill and increased physical abilities, Crazies exchange their sanity, and may become dangers to both themselves and the community. The Juicer's choice only affects the individual; the Crazy's choice may affect anyone they encounter.

30. Prospero's Island is one of the more upscale magic shops in Lazlo. The proprietor is an elderly, human Ley Line Walker named William who runs the shop with the assistance of his daughter Miranda, herself a Techno-Wizard, and Arina Tarasova, a Mystic Kuznya far from her native Russia.

Most spells up to fifth level can be purchased here, and select higher level spells can be exchanged for valuable goods or services. They also sell a wide variety of Techno-Wizard items (including most of those found in the Book of Magic; G.M.'s discretion), custom T.W. modifications, custom talismans and amulets, Mystic Kuznya creations, and the occasional rarer item.

The shop will also buy magical items, excepting Bio-Wizardry, which is illegal in the Free State.

D-Bee Town

31. Little Atlantis. This six block stretch of D-Bee Town is commonly known as Little Atlantis, and is one of the largest populations of True Atlanteans anywhere on Rifts Earth. Though True Atlanteans look human, it remains a distinct community. Signage is as likely to be in Ancient Greek as English, a great deal of the architecture includes elements such as Doric columns, terracotta tile roofs, and classical statuary, and most of the people are a little taller, healthier and more attractive than your average human being.

In addition to the True Atlanteans, this area is also home to a small selection of freed slaves and rogue minions from contemporary Atlantis. A number of Altara Warrior Women as well as a variety of Tattooed Men, and other escaped slaves, all born and raised in Atlantis, find this to be the most comfortable part of Lazlo, despite any reminders it may hold of their old life.

Consistent rumors speak of an Atlantean Tattoo Master living in Little Atlantis, though no one has been able to officially confirm this. If there was, he or she would be highly desired by the University of Magic, and recruiters regularly make the rounds of the district with lucrative teaching offers in the hopes that the rumors are true.

32. The House of Agathon Democritus. To most of the populace of Lazlo, this simple house in the Little Atlantis neighborhood has nothing noteworthy about it. Its owner, Agathon Democritus, is an elderly True Atlantean who seems to have settled in Lazlo for the remainder of his life, but he is not a major leader of the district and has no role in the governing of Lazlo. He keeps a low profile, and is rarely seen on the city streets.

What most don't know is that the rumors about a Tattoo Master living in the district are true, and it's Agathon Democritus! He is *extremely* selective when it comes to providing his services, and they aren't available for trade, barter or credits. Instead, Agathon simply keeps a close eye on the actions of the True Atlanteans who make Lazlo their home or base of operations. Any who he feels are particularly deserving will receive a request to come to this small home where the Tattoo Master will make his offer. Those that accept are sworn to secrecy, and honored with the application of a new magic tattoo. The occasional standard human can also attract Agathon's notice, but only those most committed to moral action and who are outstanding in their field, whatever that may be.

33. Big Town. This section of Lazlo provides housing, shopping, restaurants and other conveniences scaled for the larger citizens of the Free State. The average scale is 1.5 to 2 times larger than human, suitable for beings 9-12 feet (2.7 to 3.6 m) tall, but some go much larger. The majority of the city's giants live in this neighborhood just for the convenience of living where doorways, clothing, portions of food and more are all large enough for comfort. This includes Adarok, Blucies, Cyclops, Grackle Tooth, Titans, Tirrvol Sword-Fists, Rahu-Men, and others, as well as a number of dragons.

A number of shops in Big-Town offer armor for the giant-sized. A local technological manufacturer produces environmental Titan Juicer Plate suitable for beings up to 12 feet (3.6 m) tall (though modifications for unique body features may be

necessary, and the price increases 20-40%). Even larger custom suits of environmental armor can have up to 450 M.D.C. (-25% movement penalty), at a cost of 5000 credits per M.D.C. point. There is also a leatherworker in the neighborhood who can create giant-sized suits of M.D.C. leather armor using dinosaur hides. For beings 12 feet (3.6 m) tall or shorter, a leather suit will have 90-150 M.D.C. and a movement penalty of 10-20%. For beings up to 30 feet (.1 m) tall suits will have 180-250 M.D.C. and a movement penalty of 25-35%. The suits are not environmental, and cost 2500 credits per M.D.C. point. Demon or dragon hide would increase the M.D.C. 10-20%, but using the body parts of any sentient being is *highly illegal* in Lazlo!

34. Hell's Suburb is actually very pleasant; the name is something of a joke on the high number of D'norr Devilmen who make this section of the city their home and the area's surprising *lack* of a unique character. Aside from the high numbers of D'norr walking the streets, it's not particularly distinct or unique. The language in primary use is English/American, the architectural style is no more unusual than the rest of the city – though most buildings are only 3 or 4 storeys tall at the most – and there are a number of large parks and gardens scattered throughout. D'norr are a species of D-Bee highly assimilated to Rifts Earth, and this neighborhood clearly demonstrates that fact.

35. The Lazlo Botanical Gardens. These large greenhouses provide the city of Lazlo with a variety of fruits and other produce that would otherwise be difficult to come by in southern Canada, particularly in winter. With the death of most international shipping since the Coming of the Rifts, a great deal of produce is difficult to come by in a temperate climate like that of Lazlo. Citrus fruit, olives, grapes, cherries, peaches, a variety of herbs and spices and more, are grown in these gardens year round, while many fruits and vegetables that the outdoor climate can support in the summer are grown here in the winter, such as tomatoes, strawberries, onions, melons, and other produce.

The gardens make some use of Techno-Wizardry to maximize production. Sprinklers combined with a T.W. Incubation system (based on the elemental spell *Grow Plants*) speed up the natural growth rate. The gardens employ a number of Psi-Druids and earth warlocks, as well as scientists specializing in agriculture and people who simply know gardening/farming.

Prices for fresh produce from the Botanical Gardens can be steep, particularly in the winter. The gardens can only produce so much, even with Techno-Wizardry, and though the gardens have been expanded regularly, it never seems to be enough to meet demand. Intrepid adventurers could make a great deal of money importing something as simple as fresh fruit to Lazlo from December to April.

36. Humber Marshes. These wetlands flow into the Humber River, and are popular with a variety of aquatic and semi-aquatic D-Bees, like Blucies and Fingertooth Carpetbaggers. Many own or rent property that backs onto the marshes, and make extensive use of the waterways during the spring, summer and fall.

North End

37. Wilk's Industries Outlet is one of the few major technological manufacturers to have official representation within the Free State since Northern Gun and Wellington Industries allied with the Coalition. This store stands near the unofficial division between the Downtown Core and the North End, so the neigh-

borhood is far from being a slum, but is below what most would consider a trendy part of town.

All standard Wilk's equipment can be purchased here, including their line of Remington replicas and CFT cartridge weapons. Anything larger than a handgun must be purchased and then delivered to storage at an Entrance Checkpoint of the customer's choice, since rifles and heavy weapons are prohibited in the city limits.

38. Colonel Taylor's Weapons Dealership is a business independent of any of the major weapons manufacturers in North America, but will buy and sell anything that is available – except magic or Techno-Wizardry. This includes some vehicles and power armor, though giant robots are rarely available here. Most Northern Gun and Wellington Industries equipment is readily available, and Bandito Arms/Black Market equipment and Wilk's Laser Technologies equipment is fairly common. Triax imports can occasionally be picked up here, as well as the odd piece of Naruni technology. Prices are fair when purchasing, but resale values offered for used equipment are low.

As to Colonel Taylor, he is a middle-aged human, and apparently a former soldier, though no one is certain what military he actually served in, if any. His rank is widely believed to be self-assumed, though few hold that against him. The colonel is loud, boisterous, overbearing and cheerful, and sells a quality product at fair prices. Many members of Lazlo's Volunteer Militia frequent his shop for gear, as do adventurers based out of the Free State.

39. Vehicle Lots. These lots are used for the parking of vehicles too prohibitively large for the streets of Lazlo, as well as privately-owned military vehicles, giant robots, and power armor while their owners inhabit or visit Lazlo. Most of the lots have private security, and typically charge 20 credits per day, though monthly discounts are available.

40. Church of Dragonwright. This church represents one of the dozens of religions practiced in Lazlo. Though a somewhat different interpretation of the religion than that found in Atlantis, it does preach that humans and D-Bees should worship dragons, specifically the dragon-gods, Kym-nark-mar, Zandragal, Kormath, and Styphon the Black. It is run by a reptilian D-Bee of a rare type, and has a small, but loyal congregation. Most dragons in the Free State find the church faintly embarrassing, though some of the more widely-travelled seem to recall hearing about a similar religion in another dimension.

41. Refugee Ghetto/"Little Tolkeen." Many refugees that fled Tolkeen early in the war were able to be absorbed by the city's infrastructure, and quickly found jobs and permanent housing. The last group of refugees, however, have found neither. Instead they have ended up eking out a living here, in slums that have developed around them. The buildings and houses that were constructed here were not poorly made, but they were intended as temporary living space, not long-term residences. Overuse combined with overcrowding and neglect have rapidly lowered the quality of the shelters, as well as that of the surrounding neighborhood. Most other citizens know to avoid these streets now, particularly after dark, and sadly, the area has come to be known as "Little Tolkeen."

Few people living here have work, and many of those that do are employed by criminals. Drugs, prostitution, as well as stolen and illegal merchandise are all available here, provided you know who to ask. Police patrols are common, but rarely catch any of

the major criminals due to the resentment many living here hold for the government of Lazlo. Actual violence in the neighborhood is rare, but vandalism, graffiti, and theft are all too common. Where most of Lazlo is one of the cleanest major cities in North America, the neighborhood of Little Tolkeen resembles one of Chi-Town's uglier 'Burbs.

What some suspect, but no one can prove, is that Tolkeen Retribution Squads are hiding and operating among the refugee populace of this neighborhood. There have already been a handful of attacks on government buildings in the Free State, planned and executed by these terrorist agents hoping to take revenge against Lazlo. Plainclothes police and detectives are searching for any leads on these groups before they strike again, as are members of the Lazlo Intelligence Agency. Rewards are also offered for any information leading to the arrest of any members of one of these squads, but so far, no one has come forward.

42. Human Unity Party Headquarters. This nondescript office has a small staff consisting of a receptionist, a file clerk and the perpetual Human Unity candidate, Wallace Ormond. Many suspect that Ormond is a member of the Society of Sages, with some even supposing that he belongs to the Vanguard. Nothing has ever been proven however, though Ormond is never short of money with which to fund his unsuccessful political campaigns. Any human sharing his views will find a sympathetic ear in Ormond as well as possible financial assistance, but he will never commit himself to anything outright illegal.

The headquarters is frequently protested by students from both universities as well as a variety of others, though these have never been known to become violent. During an election year, when Ormond is actively campaigning, the protest can draw crowds of a few hundred; the rest of the time it is typically much quieter.

43. Lazlo Sentient Resources Center. This government building houses skill training sessions and English-language courses for new arrivals to North America, job search databases and a variety of other supports for those new to Lazlo or Rifts Earth, and for those looking for housing or employment. Both are at a premium in the city of Lazlo at the moment, as the recent population surge has left the housing market beyond capacity, and the job market highly competitive.

Lazlo's Heads of State

Sir Thomm of Lazlo

Premier of the Congress of the Electorate and Cyber-Knight

The man known only as Thomm of Lazlo has had a long career, much of it a matter of public record in the Free State. He was born in a rural community in the wilderness north of Lazlo, and lived there until his family and homestead were destroyed by a supernatural predator when he was eight. He and his younger sister both survived by hiding until help arrived in the form of a wandering Cyber-Knight. Thomm still refuses to name their savior, but it is known that the Cyber-Knight destroyed the monster, then took Thomm and his sister with him. In time, they both became his apprentices, and travelled with the unknown knight throughout eastern North America.

Thomm and his sister soon adventured on their own, both Cyber-Knights by that time and full of idealism and the desire to save those like the children they had been. From fighting vampires along the Rio Grande to the Xiticix in Minnesota and Manitoba, the pair saw more of the continent and its people than most – both the good and the bad. The evils that desperation can bring out in people, both human and D-Bee, were all too familiar to the pair, and they tried to combat it at every turn.

As the years went by, Thomm and his sister spent less and less time together. They both had their own lives to live, after all. They had both begun using the growing city of Lazlo as a base of operations as young adults, but even with messages left behind for one another in the Free State, it often meant that months and years would go by before they could speak with one another. After a mission took her into western Canada, Thomm never heard from his sister again. He was passing fifty by that point – a ripe, old age for a Cyber-Knight – and was himself grievously injured fighting slavers on the Atlantic coast. The injuries and sense of loss kept him confined to Lazlo for months, much longer than he'd spent in one location since his childhood.

It was while he convalesced in Lazlo at that time that Thomm began his involvement in local politics. He'd never followed them closely before, but with his taste for life as a wandering adventurer soured, he needed some other outlet. The people of Lazlo responded to him enthusiastically: a human champion of D-Bees and the oppressed, who'd dedicated his life to simply helping those without the ability to help themselves despite his losses and injuries. He stood for his first election as one of many minor party representatives in 90 P.A. He quickly distinguished himself politically and was chosen to lead the New Liberal party in the election of 100 P.A. That was his first election to the position of premier, a position to which he was elected once again in 105 P.A. He will stand for re-election again in 110 P.A, an election some are predicting the venerable Cyber-Knight and statesman will lose.

Full Name: Sir Thomm

Alignment: Principled

Attributes: I.Q. 14, M.E. 18, M.A. 21, P.S. 12, P.P. 17, P.E. 14, P.B. 12, Spd. 14

Hit Points: 51. **S.D.C.:** 82

Size: 5 feet, 10 inches (1.7 m) tall, and weighs 190 pounds (86 kg).

Age: 68.

Natural Abilities: Cyber-Knight Zen combat

P.P.E.: 31

Description: An elderly warrior who remains hearty and hale, though a little slower and weaker than he used to be. His average looks belie his strong charisma and gifts as a public speaker. He keeps his dark hair, now greying heavily, cut short, and walks with a slight limp from an old injury never properly healed.

Disposition: A strong believer in freedom, duty, honor and compassion, Thomm champions those people and causes without the ability to defend or support themselves. His personal losses over the years have left him somber, but they have not undercut the principles or ideals that he believes in, and neither has the steady build-up of hostilities in the world beyond the Free State's borders. As Lazlo's premier he would extend aid or assistance to anyone in need, and would personally join

the ranks of defenders of the Free State if such a battle became necessary. He has many admirers, and not a few critics either – particularly in the last few years, but few close friends or confidants.

Experience Level: 12th level Cyber-Knight

Magic Knowledge: Has a keen understanding of the principles of magic, as well as an intuitive understanding in the use of Techno-Wizard devices.

Psionic Powers: A major psionic with the Psi-Sword, Psi-Shield, Meditation, Sixth Sense, Intuitive Combat, Mind Block, Telepathy, Sense Evil and Healing Touch.

I.S.P.: 89

Combat Skills: Hand to Hand: Martial Arts and Cyber-Knight Zen Combat

Attacks per Melee: 8

Bonuses: +5 on initiative, +3 to strike, +6 to parry and dodge, +5 to pull punch, +3 to roll with impact, +2 to entangle, +4 to disarm, +4 damage, critical strike on 18-20, knockout on a natural 20, and all Cyber-Knight Zen combat abilities.

Skills of Note: Speaks English/American, Elven/Dragonese, Spanish and Demongolian, all at 98%.

Weapon Proficiencies: W.P. Sword, W.P. Shield, W.P. Paired, W.P. Knife, W.P. Energy Pistol, W.P. Pistol, W.P. Energy Rifle, W.P. Rifle.

Weapons of Note: His two Psi-Swords (5D6 M.D. each) are his primary weapons these days, and even they see little use. He still keeps a weapon for each of his weapon proficiencies, most of them Techno-Wizard creations, locked up in pristine condition against a time when they are needed.

Cybernetics: Cyber-Armor (A.R.: 18, M.D.C.: 70) and a Bio-System left hand to replace one lost in battle years earlier.

Armor: Has a suit of custom, heavy environmental armor with 90 M.D.C., but he rarely wears it these days. For security he wears a Techno-Wizard energy field belt capable of making a field with 60 M.D.C. (see New Techno-Wizardry for details.)

Money: As the head of state of a significant nation, Sir Thomm could equip himself with some of the best equipment, either of conventional technology or Techno-Wizardry, available. However, his personal wealth isn't much to speak of – approximately 100,000 to 200,000 thousand in Universal Credits at any one time. The majority of his salary as premier gets donated to worthy causes and endeavors, and he never kept much money beyond a needed operating budget in his adventuring days.

Plato

Speaker of the Council of Learning and Ancient Great Horned Dragon

Little is known of the dragon who calls himself Plato's early history. He is an ancient dragon with a great deal of knowledge about Pre-Rifts history, but he rarely speaks about his life prior to the Coming of the Rifts. Arriving (returning?) to earth in the early years of the Dark Age, Plato toured the world and saw what devastation had been wrought. Everywhere he went, civilization was in shambles, humanity was in retreat, and forces of the supernatural preyed upon weaker beings without limit. Like a knight-errant or a wandering Shaolin monk, Plato would assist when and where he could, but even a being as powerful as an an-

cient Great Horned Dragon can only accomplish so much alone. During these years he would combat demons and worse, as well as teaching many humans and D-Bees the secrets of magic that could help them to protect themselves, secrets that had been long forgotten on Rifts Earth. While some had already rediscovered the tools of magic during the Dark Age, many spells known in other dimensions began to filter into usage here during this time.

It was during this endless pilgrimage that Plato stopped in the tiny community that would become Lazlo, and remained there for some time. The Dark Age was nearly over, and though no one was certain of it at the time, civilization appeared to be in recovery. It was there that a relatively peaceful and stable group of magic-users were developing new ideas about magic, and its potential to be combined with technology – something Plato had never seen before. His curiosity piqued, Plato stayed far longer than he had intended. When it was attacked, he responded as he had for decades prior – he tried to defend against the threat. At that time he was disguised as an elderly human male, a form he still uses from time to time today. Once he revealed himself to combat the pair of invading dragons, he fully expected to leave the fledgling community behind, even if he was successful in defending it. Instead, he ended up being rescued by the rest of the magic-using community and accepted by the populace. It was then that he realized something was being born among the ruins of that ancient Canadian city that was rare and beautiful.

Since then, Plato has thrown all of his strength, mental, physical and magical, into building that tiny community into the Free State of Lazlo. In those early days he did as much to clear rubble away as to debate the form of government the community would adopt. As time passed, he deliberately took a secondary role, not wanting to overshadow the developing community with his vast power and lengthy lifespan. When the new magic of Techno-Wizardry was developed, Plato dedicated himself to learning it from those early practitioners, and he has slowly increased in skill over the past hundred years. The Techno-Wizardry at the heart of the Tower of Higher Learning wouldn't have been possible without Plato's insight into other forms of magic.

Full Name: Unknown; dragons, even good ones, are secretive about this sort of thing.

Alignment: Principled.

Attributes: I.Q. 28, M.E. 26, M.A. 29, P.S. 45, P.P. 18, P.E. 24, P.B. 23, Spd. 60 running or 200 flying; all physical attributes are supernatural.

M.D.C.: 8500.

Size: 28 feet (8.5 m) tall, 65 feet (20 m) long, 120 foot (36.5 m) wingspan, and a weight of 30 tons, at least in his natural form.

Age: 7524.

Horror/Awe Factor: 19, but only upon first meeting Plato or during combat.

Natural Abilities: Nightvision 100 feet (30.5 m; can see in total darkness), excellent color vision, see the invisible, turn invisible at will, bio-regenerate 1D4x10 M.D. per minute, resistant to fire and cold (half damage, including M.D. magic fire and plasma), teleport self up to five miles (8 km) 92%, dimensional teleport 52% and metamorphosis at will (lasts an indefinite period of time).

P.P.E.: 1400.

Description: The dragon known as Plato is truly ancient, though his scaled hide still gleams golden and ripples with the pow-

erful muscles beneath, and his huge eyes still sparkle. Horns run the length of his spine, frame his head, and project from the arms of his wings. Plato will sometimes take the form of an elderly human man with white hair and dressed in a simple robe to more easily walk the streets of Lazlo or interact with the mostly-humanoid population.

Disposition: Plato remains as he has been for millennia: idealistic, optimistic, compassionate and genuine. For a being of his age and power, he can sometimes come across as naïve, but anyone dealing with him shouldn't let his goodness mislead them – he is incredibly powerful, both physically and magically, as well as exceptionally intelligent. Plato knows more about magic than just about anyone, but he also possesses a vast store of historical, philosophical and scientific knowledge. He seems to be at his happiest when debating some esoteric scholarly matter, or when planning some improvement to the city. Though he largely stays out of the actual governing of Lazlo, Plato tries to use his position as Speaker of the Council of Learning as a moral compass for the Free State. He also keeps his eye on the big picture, alerting the government to concerns like the Xiticix population explosion, the invasion of the Mechanoids, the arrival of the Four Horsemen of the Apocalypse, and other large-scale or global threats.

While Plato is exceptionally peaceful and generous for a dragon, he is still a dragon, and has some of their less-desirable tendencies. He is well-aware of his position at the top of Lazlo's dragon hierarchy, and plans to hold onto that position indefinitely. Despite his generosity, Plato has accumulated quite the hoard of valuables, precious metals, gemstones and magic items, and he will spend a fortune from his personal trove to acquire any magic items that are particularly unique or noteworthy. Unlike most of the dragons of Tolkeen however, Plato would fight and die to defend his city, as he almost did at its inception.

Experience Level: 25th level Ley Line Walker and 10th level Techno-Wizard.

Magic Knowledge: All invocations, including spells of legend, and some spells not commonly known on Rifts Earth, as well as a dragon's instinctive dimensional magic (see **Palladium Fantasy®: Dragons and Gods** for more information). This does not include necromancy or Temporal Magic however.

Psonian Powers: All Healing, Sensitive and Physical powers, as well as Bio-Manipulation and Psi-Sword.

I.S.P.: 208.

Combat Skills: Hand to Hand: Dragon.

Attacks Per Melee: 9

Bonuses: +6 to initiative, +9 to strike, +11 to parry, +8 to dodge, +14 to dodge in flight, +9 to roll with impact, +9 to pull punch, +3 to disarm, +2 to entangle, critical strike on 19-20, +6 to teleport dodge, +30 S.D.C. damage, +4 to spell strength, and +4 on all saving throws.

Damage: 6D6+6 M.D. punch, 8D6+6 M.D. claw swipe, 6D6+6 M.D. tail strike, 2D4x10+6 M.D. power punch/power tail strike, 6D6+6 M.D. bite, or 6D6 M.D. fire breath to 100 feet (30.5 m).

Skills of Note: Speaks and is literate in numerous languages, and numerous lore skills, as well as the various technical skills needed for Techno-Wizard pursuits (though these latter are only at 10th level).

Weapon Proficiencies: W.P. Sword and W.P. Staff; in the rare times he enters combat, Plato is unlikely to make use of anything but his natural abilities and Psi-Sword.

Armor: None.

Money: Unknown, but probably millions in magic items and Techno-Wizardry. Plato has always been very generous with donations to charitable causes in Lazlo, but the hoarding tendencies of dragons are well-documented.

New Faeries, Peoples, and Undead

Optional Material for the Palladium Fantasy RPG®

By Glen Evans

Faerie Folk

Apsara
Hedley Kow
Nisse
Redcap
Water Bull
Wood Wives

Apsara

Of all the Faerie Folk, Apsara are among the most welcomed and well-regarded. These beautiful maidens seek out fallen heroes to aid them in time of need. Unlike Nymphs, Apsara actively seek out mortals in pain and suffering. They find the cause and attempt to rid the victim of his or her misery. They are natural healers and helpful maidens who never ask for anything in return. In addition, they are highly skilled singers and dancers, known for their attractive attitudes that steal the hearts and minds of the men who watch them. Apsara are lovers of mortal heroes, which on rare occasions, has turned them into pawns for forces of evil. Many Apsara have come to the aid of dark-hearted men who enslave the Faerie maidens and take them under their direct control. Yet on each of these occurrences, the Apsara was eventually rescued by a mortal hero who came to great renown, which has many scholars wondering if these celestial ladies are simply toying with humanoids as is so typical among the Faerie Folk. Apsara have become the wives of mortal royalty and deities. To claim one as a wife is to gain a powerful ally, but once their love is given, it can never be broken. An Apsara wife is an insanely jealous woman who will destroy any females who dares to show an interest in her husband. To break her heart in any manner is to invoke her full wrath.



R.C.C.: Faerie Folk.

Alignments: Any good, but if one is taken as a wife, she will always turn aberrant (suspicious, jealous, and vindictive).

Attributes: I.Q. 3D6, M.E. 2D6, M.A. 4D6+6, P.S. 2D6, P.P. 3D6, P.E. 2D6+6, P.B. 5D6 (minimum of 16), Spd 4D6 running, 3D6x10+20 flying.

Hit Points: P.E. attribute x3.

S.D.C.: 6D6

Natural A.R.: 7

Horror Factor/Awe: 10

P.P.E.: 1D6x100, plus can automatically draw on the P.P.E. around them from ley lines and nexus points.

Magic: Ball Lightning, Breath of Life, Faerie Dance, Charm, Cleanse, Cure Illness, Cure Minor Disorders, Darkness, Dissipate Gases, Electric Arc, Energy Field, Exorcism, Globe of True Sunlight, Heal Wounds, Light Healing, Negate Poison/Toxin, Purification, Remove Curse, Repel Animals, and Turn Dead. Remember the Spell Strength, duration, range, and damage are equal to a 10th level Wizard/Warlock.

Psionics: None.

R.C.C. Skills: Identify Plants & Fruits 90%, Holistic Medicine 98%, Astronomy & Navigation 90%, Wilderness Survival 90%, Preserve Food 70%, Art (Any) 75%, Faerie Lore 98%, Sewing 70%, Play All Musical Instruments 75%, First Aid 90%, Animal Husbandry 70%, Brewing 80%, Sing 90%, Dance 98%, Seduction 75%, and Cook 70%. Skills do not increase.

Natural Abilities: Fly and hover, nightvision 90 feet (27.4 m), see the invisible, keen normal vision, turn invisible at will, metamorphosis into any type of waterfowl, sense the coming of precipitation (snow, rain, etc.) and wind storms 98%, know

wind direction 98%, magically knows all languages 98%, sense pain and suffering 3 miles (4.8 km) away, locate the exact position of a wounded and/or dying humanoid or animal (including other good Faerie Folk and creatures of magic) within a 500 foot (152.4 m) radius, and impervious to all forces except magic (weapons) and psionics.

Attacks per Melee: Five hand to hand attacks per melee or two using magic.

Bonuses: +1 on initiative, +2 to strike, +3 to parry & dodge, +1 to save vs magic, and +3 to save vs Horror Factor.

Vulnerability: Same means used to protect oneself from all Faerie Folk.

Average Life Span: Immortal until slain.

Habitat: Anywhere.

Languages: Speaks all languages.

Enemies: Undead and animated dead. Apsara will attempt to destroy such things. They attack Necromancers on sight. If one becomes the wife of a mortal man, she will regard any females who speak to him with suspicion and will attack any woman she “assumes” is attempting to seduce or take advantage of her husband.

Allies: They are willing to help any living thing that is in pain or anguish.

Physical Appearance: A beautiful, young female human, though they often take on the form of a swan or other beautiful waterfowl.

Size: About average human female size.

Weight: 20 lbs (9 kg) in waterfowl form, 112 lbs (50 kg) in human form.

Note: They never wear armor and have no need for weapons, and want to be everyone’s friend and helper. They almost always think of saving the life of another more than they value their own lives but this ends the moment they are taken as a mortal wife.

Rifts® Conversion Notes: Becomes an M.D.C. creature in Mega-Damage settings with 2D4x10+20 M.D.C. On Rifts Earth, they can be found just about anywhere but they stay away from modern cities, and prefer humans living in small towns or villages.

Hedley Kow

No one likes a good practical joke more than the Hedley Kow. These jokesters take the harmless pranks commonly associated with Faeries and push it to the extreme, to the point they annoy other Faerie Folk. None of the tricks are deadly or meant to inflict harm, but they are directed to provide maximum humiliation against the unfortunate victim. Hedley Kow will prank anyone and everyone, including those that would attack the Faerie with righteous anger. It’s not that they have a death wish, it’s that they simply don’t care about the consequences, just pulling off the successful joke. Hedley Kow is a positive and playful being looking to make the world a brighter place, which it believes is solved with laughter. Unfortunately, most non-fey don’t find anything funny about getting on their horse only to discover it’s a rock. The Hedley Kow is a master of illusion magic, using it in every sense to pull off the ultimate gag. When not telling jokes, making bad puns, or poking fun at everything under the sun, it will sit outside in the grass watching the world pass by, but what he’s really doing is thinking about his next stunt. In fact, sometimes



they never pull off the prank and instead are content rolling on the ground in a fit of uncontrollable laughter. Of course, the best defense against the Hedley Kow is to turn the tables and pull a prank on them, or use their addiction to gambling against them.

R.C.C.: Faerie Folk.

Alignments: Any, usually Anarchist or Aberrant, however, a Hedley Kow will never deliberately hurt, steal from, or betray another of the Faerie Folk.

Attributes: I.Q. 3D6, M.E. 2D6+3, M.A. 4D6, P.S. 2D6, P.P. 3D6+6, P.E. 3D6, P.B. 2D6, Spd 6D6.

Hit Points: P.E. attribute x3.

S.D.C.: 4D6

Natural A.R.: 8

Horror Factor/Awe: 8

P.P.E.: 1D6x100, plus can automatically draw on the P.P.E. around them from ley lines and nexus points.

Magic Spells: Apparition, Blind, Concealment, Faerie Dance, Fool's Gold, Hallucination, Heavy Breathing, Horrific Illusion, Multiple Image, and Mute.

Psionics: None.

R.C.C. Skills: Speak Faerie and Gobblely 98%, Speak Elf/Dragnese and one human tongue 80%, speak one additional language at the base skill with a +25% bonus. Other skills includes play musical instrument (three) 98%, sing 90%, jesting 85%, clowning 90%, dance 80%, tumbling 70%, juggling 65%, land navigation 70%, pick pocket 65%, palming 50%, prowl 65%, gambling (standard) 60%, concealment 70%, disguise 90%, imitate voices & impersonation 80%/70%, mathematics: basic 75%, and ventriloquism 75%. Skills do not increase.

Natural Abilities: Nightvision 60 feet (18.2 m), keen normal vision and superior hearing (cannot be surprised or snuck up from behind), turn invisible at will, see the invisible, metamorphosis at will into a pony (no limit on duration), and impervious to illusion and any form of magical or psionic concealment.

Attacks per Melee: Two physical hand to hand attack or three using magic.

Bonuses: +4 on initiative, +1 to parry, +4 to dodge, +2 to roll with impact, +3 to save vs magic, and +6 to save vs Horror Factor.

Vulnerabilities: Same means used to protect oneself from all Faerie Folk. Hedley Kow love to play games of chance, but they're very addictive for them, especially if they start to lose. Once they start to lose, they become easily flustered which increases the odds that they will continue to lose (-20% to gambling skill). They will not stop playing until they've won it all or are incapable of playing anymore because they've nothing left to gamble with.

Value: None.

Average Life Span: Immortal until slain.

Habitat: Anywhere.

Language: See above.

Enemies: Humanoids of all sorts. They are especially fearful of large monster races (Ogres, Trolls, and giant-kind) who think they are Gnomes and therefore, edible. They also don't care for anyone who doesn't have a good sense of humor.

Allies: Good and evil Faerie Folk. They are distrustful of other creatures of magic, especially those who are evil in alignment. Those that don't have a sense of humor either.

Physical Appearance: A diminutive, handsome man or woman with Elf-like features.

Size: 2 feet (.6 m) tall.

Weight: 35-40 lbs (15-18 kg).

Rifts® Conversion Notes: Becomes an M.D.C creature in Mega-Damage settings with P.E. attribute x4. In the Rifts Earth setting, Hedley Kow possess all illusionary spell magic from levels 1-15 in addition to those invocation spells mentioned above. All of these spells can be found in the **Rifts® Book of Magic**.

Nisse

The Nisse are among the friendliness and helpful of Faerie Folk. They are always busy doing something, whether it's gardening, fixing, building, crafting, sewing, cooking, etc. Nisse believe one must never have idle hands. In fact, they spend 16 hours a day working, especially when it comes to helping at a farmer's home and protecting its residents from misfortune, particularly at night while the people are asleep. They are compelled to fix broken things. If a Nisse sees a broken-down cart on the side of the road, he will stop whatever it he is doing to fix it. The same thing happens if he comes across a broken gate, a dirty shoe, even a damaged building. Humans and elves whose houses have been destroyed sometimes return to see their home completely restored. Nisse will stick around and continue to offer their services at a particular farm as long as some show of appreciation is given. They will accept just about anything as a gift but they love a good bowl of porridge in the morning. If he doesn't get his gift, not only is he likely to leave the farm or house, he will engage in mischief such as tying the cows' tails together, turning objects upside-down, and breaking things, sometimes the whole house or barn. Nisse are easily offended by acts of rudeness: farm workers swearing, urinating in the barns, or not treating the animals (especially horses) well, could lead to a severe beating or the Nisse going as far as destroying the farm entirely. Nisse simply adore

horses. If one finds one he likes, he will go out of his way to ensure it is well taken care of. Sometimes the Nisee will even braid its hair and tail. This, of course, is an obvious sign that one's farm is under the careful watch of a Nisse, which means undoing those braids or harming the horse will anger the Nisse who is likely to bring misfortune to everyone living at the farm.

R.C.C.: Faerie Folk.

Alignments: Any, usually Unprincipled or Anarchist.

Attributes: I.Q. 3D6, M.E. 2D6+3, M.A. 4D6, P.S. 4D6+12, P.P. 3D6, P.E. 4D6, P.B. 2D6, Spd 2D6. Their strength and endurance is considered supernatural.

Hit Points: P.E. attribute x3.

S.D.C.: 1D4x10

Natural A.R.: 8

Horror Factor/Awe: 8

P.P.E.: 1D6x100, plus can automatically draw on the P.P.E. around them from ley lines and nexus points.

Magic Spells: Cement Loose Gravel, Cleanse, Dig, Escape, Faerie Dance, Manipulate Objects, Mend Wood, Mend Stone, Mend Metal, Mend Cloth, Purification, and Secure Stone Foundation.

Psionics: None.



R.C.C. Skills: Speak Faerie and Gobblely 98%, Speak Elf/Drageonese and one human tongue 90%, Identify Plants & Fruits 80%, Land Navigation 80%, Farm Lore 90%, Animal Husbandry 90%, Whittling & Sculpting 70%, Wilderness Survival 80%, Climbing 85%, Preserve Food 70%, Track Animals 80%, Faerie Lore 90%, Ventriloquism 50%, Sing 98%, Dance 98%, Play Musical Instruments (Any) 80%, Cook 65%, Sew 75%, Brewing 70%, Holistic Medicine 65%, General Repair & Maintenance 80%, Dowsing 50%, Leather Working 60%, Physical Labor, Prowl 98%, and one W.P. of choice. Skills do not increase.

Natural Abilities: Nightvision 60 feet (18.2 m), keen normal vision and superior hearing (cannot be surprised or snuck up from behind), turn invisible at will, see the invisible, metamorphosis: human (unlimited duration), woodworking (masters of working, building, and repairing any items made of wood) 92%, Horsemanship: General 90%, and locate secret/compartments 50%.

Special Ability: Magic Bite. The bite of a Nisse is not only excruciatingly painful, but unless the victim makes a saving throw vs Faerie Magic (16 or better), he will suffer from Jinx magic for an unprecedented 24 hours!!! The bite from a Nisse always leaves an infectious wound (same as magic weapon ability) that can only be treated by otherworldly means (magic or psionic healing).

Attacks per Melee: Two physical hand to hand attacks or three using magic.

Damage: Supernatural P.S., a bite does 1D4+1 points of damage or by weapon type (Gnome size or better). Nisse are very good at controlling the amount of force they use, especially when working with tools and performing common, everyday chores.

Bonuses: +4 on initiative, +1 to parry, +4 to dodge, +2 to roll with impact, +7 to pull punch, +3 to save vs magic, +2 to save vs all other saving throws, and +6 to save vs Horror Factor.

Vulnerabilities: Same means used to protect oneself from all Faerie Folk.

Value: None, but every farmer and peasant would love to have one around.

Average Life Span: Immortal until slain.

Habitat: Anywhere.

Language: See above.

Enemies: Evil Faerie Folk, Goblins, Orcs, Ogres, Trolls and Giant-kind.

Allies: Good Faerie Folk and other good creatures of magic. They have a fondness for humans and Elves. They go out of their way to help good people in need, however they simply adore horses. In fact, they are quite protective of Unicorns and Pegasus.

Physical Appearance: A small, elderly man with pointed ears and often a full beard, dressed in the everyday clothing of a farmer. One eye is three times the size of the other, but both glow in the dark. They have only four fingers on each hand.

Size: 2 feet (0.6 m) tall, although they can take any humanoid shape they wish.

Weight: 35-40 lbs (15-18 kg).

Rifts® Conversion Notes: Becomes an M.D.C. creature in Mega-Damage settings with P.E. attribute x4. In the magically enhanced world of Rifts Earth, Nisse possess all Cowboy and Domestic skills at 90% in addition to the R.C.C. Skills mentioned previously.



Redcap

Of all the Faerie Folk, most seek to avoid the Redcaps. They owe their name to the fact each one wears a red hat. It was once believed they dyed their hats with their victims' blood. The truth is that although they feed on the P.P.E. of other beings, they must kill regularly to keep their hats fresh with blood. For if the blood starts to dry out, they die. Redcaps are born with their caps on their heads. The hats cannot be removed by force or destroyed as long as the Redcap is alive and conscious, but even to beat one to that point is quite a difficult task. They are ill-tempered and violent. Because they must sustain themselves by killing others, they are notorious murderers, monster slayers, and warriors. Their attitudes even make Dwarves declare them too rowdy to be around. Despite the fact they must kill to survive, Redcaps will venture into town, if not to look for a fight, then to partake in their favorite hobby, eating and drinking, which they do for the sheer pleasure since it's not required for them in order to survive. A Redcap can eat his weight in food and drink a barrel of ale before he's decided he's had enough. When asked to pay and he flatly re-

fuses, that's generally when the fighting begins. Everyone knows Redcaps kill and murder for pleasure, but they don't go around doing it just because they can. They are not savages, but civilized warriors who let their reputation speak for itself. Their violent attitude can lead them into a fight where their overconfidence can get the best of them. Still, it's not entirely unheard of to come to a town in utter ruin with a Redcap walking away, leaving a trail of blood behind him.

R.C.C.: Faerie Folk.

Alignments: Any evil or Anarchist, and, albeit somewhat rare, Unprincipled Red Caps are known to exist.

Attributes: I.Q. 2D6, M.E. 2D6+6, M.A. 1D6+2, P.S. 5D6+10, P.P. 3D6, P.E. 4D6+6, P.B. 2D6, Spd 6D6+18. Their Strength and Endurance are considered Supernatural.

Hit Points: P.E. attribute x4.

S.D.C.: 2D4x10

Natural A.R.: 11

Horror Factor/Awe: 10 (16 if encountering more than four).

P.P.E.: 1D6x100, plus can automatically draw on the P.P.E. around them from ley lines and nexus points.

Magic Spells: Armor of Ithan, Dispel Magic Barriers, Hand of Stone, Impervious to Fire, Magic Weapon, Track, and Water to Wine.

Psionics: None.

R.C.C. Skills: Speak Faerie, Dwarf, and Gobblely 98%; player characters can learn two additional languages at the base skill with a +10% bonus; Land Navigation 80%, Wilderness Survival 80%, Faerie Lore 50%, General Repair/maintenance 75%, Climbing 85%, Interrogation Techniques 80%, Field Armorer 65%, Military Etiquette 70%, Rope Works 70%, Wrestling, Physical Labor, Forced March, Recognize Weapon Quality 80%, Prowl 50%, W.P. Pole Arm (5th level), and three W.P.s of choice (3rd level). Skills do not increase.

Natural Abilities: Nightvision 40 feet (12.2 m), keen normal vision, never tire or fatigue, natural warriors, have little need to consume solid food or water (three weeks for both), and inflict critical damage on an unmodified roll of 17-20!

Special Ability: P.P.E. Nourishment: Redcaps must feed on a minimum of 25 P.P.E. every three days. The moment they kill an opponent, they absorb the dying individual's P.P.E. (doubled at the moment of death). When this takes place, their hat turns blood red and begins to bleed. Whenever a Redcap slays an opponent, any injury or wound he sustained in the last 72 hours is completely and instantly healed; cuts, bruises, burns, broken bones and body parts, etc. All S.D.C. and Hit Points are fully restored. Partially severed limbs (fingers, toes, hands, feet, ears, eyes, etc.) can be restored, but not whole arms, legs, or internal organs. Redcaps can gorge themselves on P.P.E. (as much as 300 in a single sitting) as they charge into the battlefield, healing themselves with every successful killing blow. **Note:** Redcaps cannot absorb mystic ley line energy or P.P.E. from magical artifacts. They can only feed on P.P.E. from living targets after they have killed them. Redcaps cannot heal themselves via any magic or psionic abilities. Their bodies only heal by natural herbs/medicines or by killing a living thing and absorbing its P.P.E.

Pain Resistant: Virtually impervious to pain. No amount of physical injury will slow down a Redcap until he is down to 15 Hit Points or less. At this point, he turns red with anger, double all bonuses to strike and parry (including W.P), as he is desperately trying to inflict a killing blow in order to heal all his injuries. If he doesn't strike the killing blow within a minute, he will collapse from exhaustion and feel the full effect of his injuries.

Attacks per Melee: Six physical hand to hand attacks or two using magic.

Damage: All Redcaps have Supernatural P.S., plus claws inflict 1D6 additional points of damage, a kick from their iron-shod boots does an extra 2D4 points of damage, head butt equals a full strength punch, or by weapon type.

Bonuses: +2 on initiative, +2 to strike & parry, +3 to roll with punch/impact, +4 to save vs poison & disease, +3 to save vs mind control and possession, and +12 to save vs Horror Factor.

Vulnerabilities: Same means used to protect oneself from all Faerie Folk. If a Redcap does not feed on a minimum of 25 P.P.E. in 72 hours, his cap will dry out and he will lose 2D6 Hit Points each hour until he dies and turns to dust. This also happens if a Redcap collapses from exhaustion because he has sustained too many wounds and his hat is removed. As long as a Redcap is awake and conscious, his cap cannot be removed from his head. Whenever a cross (or other holy symbol) is held up before a Redcap, 1D4 teeth will fall out of his mouth. This does not hurt the Redcap, but in time, will make it impossible for him to enjoy his favorite pastime, eating solid food. Teeth cannot be regenerated after a kill.

Value: None, but their teeth can fetch 10 gold apiece.

Average Life Span: Immortal until slain.

Habitat: Anywhere, but usually take up a residence in a ruined castle or stronghold.

Language: See above.

Enemies: Humans, Elves, good Faerie Folk and other good creatures of magic. They are indifferent toward Kobolds and Wolfen.

Allies: Goblins, Orcs, Giants, and Dwarves. But if a Redcap needs to kill, he will strike down a friend just as easily as he will a foe.

Physical Appearance: Short and stocky, little men with red eyes, large teeth, long gray hair and claws instead of hands. They usually carry a heavy iron pike, iron-shod boots, and always a red cap on their head.

Size: 3 feet (0.9 m) tall.

Weight: 2D6+80 lbs (39 kg on average).

Rifts® Conversion Notes: Becomes an M.D.C. creature in Mega-Damage settings with P.E. attribute x5. In the magically enhanced world of Rifts Earth, they can have four additional skills from Military, Technical, or Wilderness skills, all at 80%. They can also use the spells Magical-Adrenal-Rush, Watchguard, Sheltering Force, and Power Weapon. On Rifts Earth, they can be found just about anywhere in the world, but appear in great numbers in the British Isles.

Water Bull

This imposing Faerie creature can be found anywhere where humanoids come to the water's edge. Once the individual gets within reach, it attacks like a savage crocodile, grabbing the victim with its impressive reach and dragging them deep into the water where they are drowned and devoured. The creature specifically targets any water vessels that come into its territory. The only way to prevent this from happening is to negotiate peace with it. This is where the creature shows its true cruelty, by imposing specific demands on those seeking to purchase their safety. Some Water Bulls demand local people to offer a willing sacrifice, usually beautiful young maidens, but they have, on occasion, accepted lavish gifts of gold and silver. These creatures have a memory that never forgets, and it expects its offerings to be received by a given time and exact date of the year. Failure to do so will result in severe consequences. The creature knows how to hurt those who depend upon the waterway for survival. To invoke the wrath of a Water Bull is to make an enemy for life. Water Bulls are not the brightest individuals, but they know how to be cold and calculating when imposing their demands onto others. They also don't like to be fooled, especially by Elves and their good Faerie Folk allies.

R.C.C.: Faerie Folk.

Alignment: Miscreant and Diabolic evil only.

Attributes: I.Q. 1D6+4, M.E. 2D6, M.A. 1D6, P.S. 6D6 (16 minimum), P.P. 3D6, P.E. 4D6+6 (16 minimum), P.B. 1D6, Spd 4D6x2 swimming.

Hit Points: P.E. attribute number +30.

S.D.C.: 2D6x10

Natural Armor Rating: 8

Horror Factor: 12

P.P.E.: 2D6

Magic: None, other than Natural Abilities.

Psionics: None.

R.C.C. Skills: Speak Faerie and Gobblely 98%, plus two additional languages at the base skill with +10% skill bonuses, Astronomy 80%, Interrogation 60%, Surveillance 60%, Imitate Voices and Sounds 65%, Faerie Lore 65%, Boat Building 70% (used to attack the weakest part of a boat), Kayaking & Canoeing 90%, and Sing 50%. All skills do not increase.



Natural Abilities: Swim 100%, breathe underwater indefinitely, breathe out of water for 10 minutes before asphyxiation, prowl 70%, resistant to cold and fire (does half damage), adequate day vision, superior sense of smell, track the smell of blood in water 78%, and Total Recall.

Attacks per Melee: 4

Damage: Bite inflicts does 1D6 points of damage, claws and punch do 2D6 damage, plus P.S. damage bonus, heat butt does 3D6 damage, charging with horns inflicts 5D6 damage plus P.S. damage bonus and has a 70% chance of capsizing a large rowboat or standard size canoe.

Bonuses: +1 to initiative, +1 to strike and parry, +2 to dodge underwater, +2 to roll with punch/fall, and +6 to save vs Horror Factor.

Value: Some Alchemists value their blood and will pay 200-400 gold per pint. What the blood is used for has yet to be revealed.

Average Life Span: 150-300 years.

Habitat: The rivers, streams, and lakes of Ophid's Grasslands, the Great Northern Wilderness, and the Disputed Region of the Eastern Territory.

Language: See above.

Enemies: Good Faerie Folk and humanoids in general.

Allies: Kelpie, Bogies, and other wicked Faerie Folk. Might be convinced to work for a powerful mage, creature of magic, or supernatural being.

Physical Appearance: A large humanoid with the head of a bull, the arms and torso of a large, strong man, and the tail of a fish. They are unable to move around much out of water, but can beach themselves for a short while.

Size: 8 to 9 feet (2.4-2.7 m) long.

Weight: 800-1,000 lbs (360 to 450 kg).

Rifts® Conversion Notes: Becomes an M.D.C. creature in Mega-Damage settings with 3D6x10 M.D.C. On Rifts Earth, they can be found throughout the streams, lakes, and rivers of Eastern Europe and Russia. If it finds a small fishing village, it will attempt to impose its will upon the inhabitants.

Wood Wives

The Wood Wives are Faerie Folk that can be found in old forests and dense groves. They are gentle and helpful to anyone traveling through the woods. This need to be helpful has its drawbacks, as they always expect something in return for their acts of kindness, which can sometimes include sexual favors. They are incredibly lazy when it comes to manual labor so they are always on the lookout for a big, strong man to lend them a hand. Often in return they hand over a pouch of wood chips. Good-hearted men who have taken the payment are happily surprised after 24 hours when they discover the wood chips turn to gold. Wood Wives are especially kind to hunters and rangers providing them sanctuary in the woods, but again, these Faeries always expect something in return. Those who fail to do so might find themselves forever lost in the woods. Wood Wives abhor anyone or anything that brings destruction to the forest they live in. While they have no qualms about hunting or woodcutting, the individual had best behave and respect natural law, or else the Wood Wife will have to teach him a hard lesson.

R.C.C.: Faerie Folk.

Alignments: Any, usually good or Unprincipled, yet they can be very vindictive.



Attributes: I.Q. 1D6+6, M.E. 1D6+6, M.A. 2D6+12, P.S. 2D6+12, P.P. 2D6+12, P.E. 2D6+12, P.B. 5D6 (minimum of 16), Spd 2D6+20.

Hit Points: 1D4x10 + P.E. attribute number.

S.D.C.: 1D4x10. **Natural A.R.:** 11.

Horror Factor/Awe: 10

P.P.E.: 1D6x100, plus can automatically draw on the P.P.E. around them from ley lines and nexus points.

Magic: Animate Plants, Befuddle, Control the Beast, Grow Plants, Extinguish Fire, Faerie Speak, Love Charm, Silverize,

Track, and Trance. Remember, the Spell Strength, duration, range, and damage are equal to a 10th level Wizard/Warlock.

Psionics: None.

R.C.C. Skills: Speak Faerie and Gobblely 98%, a player character can learn two additional languages at the base skill with a +10% skill bonus, Identify Plants & Fruits 90%, Holistic Medicine 98%, Land Navigation 90%, Wilderness Survival 90%, Prowl 98%, Preserve Food 70%, Faerie Lore 88%, Sewing 70%, Sing 90%, Dance 78%, Seduction 80%, and Cook 70%. Skills do not increase.

Natural Abilities: Nightvision 90 feet (27.4 m), keen normal vision, see the invisible, turn invisible at will, resistant to all cold (takes only half damage), travel through wood/plants (unlimited duration), wooden weapons inflict only one-third normal damage (including magical), leaves no trail or footprints while walking on the ground, doesn't even stir ground cover or cause plants to move when walking past, and any attempt to track a Wood Wife is done with a -70% penalty.

Special Abilities: Tree Metamorphosis: A Wood Wife can transform herself into an ordinary looking, young tree. As a tree, she is rooted to the ground, requiring a Supernatural P.S. of 30 or greater to move her. As a tree, her Natural Armor Rating increases to 13 and she acquires an additional 200 S.D.C. She retains all her natural and magical abilities. P.S. becomes supernatural. She is fully capable of attacking multiple opponents in her tree form.

Wood to Gold: A unique elemental transformation magic known only to Wood Wives. It requires putting up to 10 lbs (4.5 kg) of wooden materials (wood chips, small sticks, tree bark, etc.) into a small pouch or medium-sized sack. The pouch is magically enchanted. As long as the pouch is not opened within 24 hours, all wooden objects in the pouch permanently turn into gold. If the pouch is opened beforehand, the magic will fail and the objects remain ordinary pieces of wood. Does not work on magical objects and they must be made entirely of wood.

Attacks per Melee: Four hand to hand attacks or two by magic.

Damage: Claw scratch 1D6. In tree form, can inflict Supernatural P.S. damage with an additional 2D6 points. **Note:** The damage inflicted by a Wood Wife against a vampire does damage directly to its Hit Points.

Bonuses: +1 on initiative, +1 to strike (+3 as a tree), +3 to parry (+5 as a tree), +2 to dodge (cannot dodge as a tree), +2 to save vs magic, +3 to save vs poison (+6 against plant-based poisons), and +3 to save vs Horror Factor.

Vulnerability: Wood Wives take double damage from magical fire attacks. The sound of church bells has the same effect as a 10th level Circle of Death (specific direct attack) with an area effect of 1,000 feet (305 m). They are also obsessed with the smell and taste of fresh baked bread. Once a Wood Wife has been lured out of the forest, her Faerie Magic is reduced to 1st level strength. She also loses her abilities to transform into a tree and turn wood to gold.

Average Life Span: Immortal until slain.

Habitat: Anywhere in the heart of an old forest or dense groves of trees.

Enemies: They don't take kindly to unappreciative humanoids. They are also fearful of witches, mages, and evil supernatural beings. They are not fond of evil Faerie Folk, but will not prevent them from inflicting mischief.

Allies: They are willing to help any in need of assistance, as long as the aid is returned with kindness and generosity.

Physical Appearance: A beautiful, petite Elf maiden, dressed in elegant clothes of bright reds, greens and blues. They have long fingernails made out of wood.

Size: About average human female size.

Weight: 112 lbs (50 kg).

Rifts® Conversion Notes: Becomes an M.D.C. creature in Mega-Damage settings with 3D4x10 M.D.C. In a magical setting like Rifts Earth, Wood Wives receive the following additional spells: Create Wood, Watchguard, Sheltering Force, and Power Weapon.

Note: They never wear armor and have no need for weapons. They want to be everyone's friend and helper.

Races of People

Basadae

Draconcopedes

Ouphe

Torog

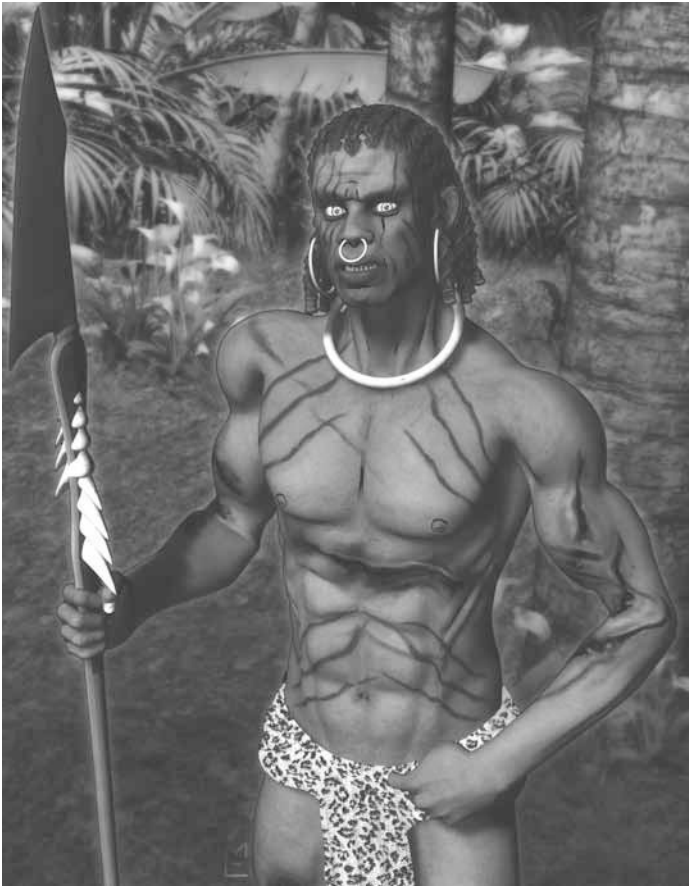
Wodewoses

Basadae

The Basadae are a group of dark skinned humanoids found in the Yin-Sloth Jungles. According to legend, they were an innocent ethnic group caught in the Battle of the Gods, yet there are other accounts claiming they were servants of Pith, the Snake God, from the beginning. The Basadae are savage warriors who fear little and are notorious for their military prowess, using a mix of bone and stone weapons to great effect on raids to gain new resources. They use intimidation as a weapon by attempting to look even more frightening by wearing garments made out of the skins of their enemies, sharpening their teeth on stone, and scarring themselves. The skin of a Basadae is so thick and tough that projectiles seem incapable of penetrating it. When their skin is damaged, they rarely treat the wounds, instead they proudly show them off as a sign of honor and beauty. Basadae never shy away from a fight, to be injured and/or maimed is a privilege. If the men go out to battle and come back unharmed, they will scar their bodies before returning home. Basadae are notorious for their rituals where they inflict wounds on their own children; a way of getting the younger tribe members used to their violent environment.

All Basadae can turn invisible and have a basic understanding of Necromancy. They feast on the organs of their opponents then recite magical incantations in order to gain their opponents' power and knowledge. True Necromancy plays an important role in Basadae culture, but Witchcraft is becoming more relevant within their villages. Basadae worship spirits and use Shamans to perform sacrifices or prayers in an attempt to communicate with their ancestors. In each village there is a large bone pit, a hole in the ground where the bones of deceased family members are placed. Here the Shamans and/or Necromancers perform their chants and/or rituals. These pits are usually inhabited by 1D6 Entities. So strong is the worship of spirits by Basadae, Entities are attracted to them during their ceremonial practices. If the bone pit does not contain at least one Entity, the Basadae will pack up and move to a different location, taking the bones of their ancestors with them.

Leadership is inherited and the tribal chief is usually descended from the family who started the village. When the chief dies,



his oldest son will consume his organs and brain, thus ensuring all family knowledge and power is passed down the family lineage. Along with the village leader, the oldest man or woman in the village serves as the spiritual leader. This is the person who must be able to communicate with the ancestors of the village. If both leaders are killed, the tribe will become nomadic and will seek out another Basadae tribe to join up with, but in doing so they leave the bones of their ancestors behind.

Basadae villages range in size from 40 to 100 people, but a few may reach 200. Village life is largely communal, sharing all the food the hunters have gathered for the day. Young boys are sent out to hunt for food as soon as they can use a weapon effectively to kill an opponent (usually small animals, insects, etc.), but childhood for boys is mostly playtime, with the exception of ritual beatings to test courage and endurance. Girls are responsible for chores such as cooking, fashioning tools, skinning and preparing animals hides, leather working, and other domestic skills they learn from their mothers at an early age. Every 15 years or so, a new and individually named generation of Basadae will be initiated. This involves most boys between the age of 12 and 25, who have reached puberty and are not part of the previous initiated. The first rite of passage from boyhood to the status of true warrior is to receive a painful scarring all over his back with a sharpened knife. Next, each must go out on his own and bring back a kill, which can be anything. The tribal chief will weigh the value of each kill. Those he approves receive warrior status. Those boys who fail are *sacrificed and eaten*, often by the parents.

The Western Empire and the Commonwealth have little or nothing to do with the Basadae, who they regard as cannibalistic savages. Recently, slave traders have added Basadae to their list as potential candidates because of their formidable abilities and

fighting prowess. Because of their hostile and aggressive nature, they don't take well to gladiator training, though in the arena at Caer Glaverius they put on a fantastic show.

R.C.C.: Jungle Humanoids.

Alignments: Any evil, but lean toward Aberrant.

Attributes: I.Q. 2D6, M.E. 2D6, M.A. 2D4, P.S. 3D6+4, P.P. 3D6, P.E. 4D6+2, P.B. 2D6, Spd 3D6.

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

S.D.C.: 20 plus those gained from O.C.C.s and Physical skills.

Natural A.R.: 11

Horror Factor/Awe: 10

P.P.E.: 6D6 + P.E. attribute number, plus those of any Necromancer, Witch, or Shaman.

Magic: All Basadae can perform the following Necromancy spells: Consume Power and Knowledge, Commune with Spirits, Object Read the Dead, and Wear the Face of Another; and these Water Elemental spells: Liquids to Water and Water to Wine. Any additional magic is as per practitioner of magic or Shaman O.C.C. All spell magic is cast equal to current level of experience.

Psionics: None.

Available O.C.C.s: Mercenary Warrior, Ranger, Assassin, Shaman, Necromancer, or Witch.

Skill Bonuses: +8% to all Wilderness skills, +5% to Track Humanoids, +6% to Use & Recognize Poison, and +4% to Fashion Tools. All Basadae have an additional +1 to strike with W.P. Mouth Weapons and Archery. These are in addition to any O.C.C. bonuses.

Natural Abilities: Nightvision 30 feet (9.1 m), see the invisible, turn invisible at will, plus they are natural born fighters and wilderness survivors.

Special Abilities: Natural Armor Rating: The skin of a Basadae is so strong that even if arrows, bolts, handheld thrown weapons, and sling stones penetrate their Natural Armor Rating of 11, they only inflict half damage. Their skin is not resistant to modern weapons (bullets, energy weapons, etc.), where applicable. Pain Resistance: Regardless of how much damage has been inflicted upon a Basadae, he will retain his attacks per melee, combat bonuses, and physical attributes without penalties! Basadae can continue to fight even when their Hit Points have been reduced to 12 points below zero. They can only function in this state for 3 hours before collapsing into a coma or if their Hit Points are reduced to -13, whichever comes first.

Attacks per Melee: As per O.C.C. hand to hand combat skill *plus* one additional melee attack/action.

Damage (special): Bite inflicts 1D4 points of damage, punch 1D6, kick 2D4, or by weapon (or magic).

Bonuses: +1 on initiative, +2 to strike, +3 to save vs poison, +6 to save vs possession, +4 to save vs Horror Factor. These are in addition to attribute bonuses and those received by O.C.C.

Average Life Span: 60 years.

Value: Western Empire slavers and gladiatorial arenas pay a hefty bounty for a live, healthy specimen (2,000-5,000 gold).

Habitat: Exclusive to the Yin-Sloth Jungles, though they avoid the Giant's Run Mountains and the Orcish Empire.

Language: They speak an uncommon dialect of the Southern Language (-15% for non-Basadae to understand).

Enemies: All Basadae regard Tezcats as their arch-enemies. The two races have a longstanding hatred for each other. Some wonder if it has anything to do with the Battle of the Gods. Basadae

are indifferent to all other races, but anyone killed or captured is subject to being thrown into a cooking pot and eaten.

Allies: For reasons that remain a mystery, Entities do not terrorize, molest, prank, or harm Basadae or their villages. They faithfully serve as guardians and protectors. All Entities in the area are able to draw 1D4x100 P.P.E. from the bone pit. No one else is able to draw upon this energy, including clergy or magic O.C.C.s, as well as Faerie Folk or creatures of magic.

Physical Appearance: Basadae are tall, dark-skinned humanoids who often wear hooped earrings and braided or extended hair. They pride themselves on their scars and how many they carry. They also paint their bodies white for some occasions.

Size: Males can have an average height of 6 feet, 4 inches (1.9 m), while women are a towering 6 feet (1.8).

Weight: Males average 200 lbs (90 kg) of solid muscle. Women weigh about 150 lbs (67.5 kg).

Rifts® Conversion Notes: Becomes an M.D.C. creature in Mega-Damage settings, with 1D4x10 + P.E. attribute number in M.D.C. In the Rifts Earth setting, Basadae can be found exclusively in the jungles of Africa.

Favorite Weapons: They favor stone and bone weapons, but they specialize in the Makrigga, a seven foot (2.1 m), wooden spear with backwards facing hooks effective at inflicting massive ripping trauma upon being pulled out of a wound (3D6

damage). They dip arrowheads in a deadly poison mix (save vs lethal poison, 14 or better) that causes the victim to take 4D6 points of damage. Even if the saving throw is made, the poison still induces severe pain and muscle spasms (no initiative, and reduce attacks/actions per melee, combat bonuses, and Spd attribute by 60% for 1D4 hours).

Other Notes:

1. Never wear armor.
2. Extremely hostile and aggressive toward strangers.
3. Worship spirit ancestors and make ritual sacrifices to them weekly.

Draconcopedes

These giant snake women are a rare encounter. Both Elves and Dwarves mercilessly hunted them in an effort to eradicate their kind prior to the Elf-Dwarf War. One must not allow themselves to be fooled by their beautiful looks. These serpentine temptresses are only interested in acquiring their next meal. They like nothing better than plying a cat and mouse game, and if they can play in an amusing game of subterfuge with their victim, then it makes the prey taste all the better. When encountered by a large group, the serpent will play weak and feeble, begging for its life,



often claiming to be the victim of some greater power. Of course, this changes if the encountered numbers are low. Because of their size, one serpent will attempt to kill anything large enough to be eaten, which can include Ogre-sized humanoids. If the opponent turns out to be far superior, the Draconcopede seeks to put itself in the best advantage, playing whatever role ensures its survival and a well-fed belly.

Draconcopedes seek out uninhabited regions far away from human civilizations and their armies. They will take up residence in abandoned ruins, castles, dungeons, or anyplace that can serve as an enticement for weary travelers. They are also known to frequent places where they can provide false information, thus allowing “others” or “unforeseen dangers” to incapacitate or kill individuals, making it all the easier to acquire a meal.

R.C.C.: Creature of Magic.

Alignments: Considered Miscreant.

Attributes: I.Q. 2D6+10, M.E. 2D6+12, M.A. 3D6+10, P.S. 18+3D6, P.P. 2D6+6, P.E. 4D6, P.B. 2D6+6, Spd 2D6.

Hit Points: P.E. attribute +5D6.

S.D.C.: 2D6+60

Natural A.R.: 7

Horror Factor: 14

P.P.E.: 6D6+10

Magic: None.

Psionics: I.S.P. is normally M.E. attribute x5. Psionic power is equal to a 5th level Major Psychic. Psionic Powers include all Sensitive and Healing psionics, plus Hypnotic Suggestion.

Natural Abilities: Prowl 80%, climb 65%, swim 65%, night-vision 300 feet (91 m), metamorphosis at will (any humanoid female), cunning and deceptive.

R.C.C. Skills: Speak Dragonese/Elven, Faerie and one human language 98%, Barter 90%, Sing 60%, Public Speaking 60%, Disguise 80%, Intelligence 60%, Track Humanoids 50%, Interrogation Techniques 70%, Ventriloquism 50%, History 70%, Faerie Lore 60%, Seduction 65%, and Law 55%. Skills do not increase.

Attacks per Melee: Three.

Damage: Bite does 2D6 damage, constriction does 4D6 damage + P.S. attribute bonus 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 25 or better (or a combined P.S. of 35 or better) can attempt to break free.

Bonuses: +2 to strike, +1 to dodge, and +7 to save vs Horror Factor.

Value: None.

Average Life Span: 300-400 years.

Habitat: Range: Baalgor Wastelands, Land of the South Winds, and Yin-Sloth Jungles.

Language: Dragonese/Elven is their natural language.

Enemies: Elves and Dwarves are hated and attacked on sight, if their numbers are not too great. Faerie Folk are even more despised, especially the beautiful kind. They fear dragons and Titans, and pretty much anyone they cannot dominate physically or mentally.

Allies: They will temporarily align themselves with anyone who provides for their best interest, which can change from day to day.

Physical Appearance: A multi-colored, serpentine creature with the head, face and breasts of a beautiful human woman.

Size: 30-40 feet (9.1-12.1 m).

Weight: 600-900 lbs (270-405 kg).

Rifts® Conversion Notes: Becomes an M.D.C. creature in Mega-Damage settings with 2D4x10 M.D.C. On Rifts Earth, they can be found anywhere, but they choose to hang out near ruins that will be frequented by humanoids, though not in a place where they will have to compete with stronger supernatural beings and/or creatures of magic.



Ouphe

Ouphe are a sub-species of Goblins that once possessed Faerie Magic yet, for some reason (perhaps genetic), lost the ability. Some believe it occurred during the Battle of the Gods, others say the Age of a Thousand Magicks. Regardless of the cause, Ouphe today live apart from Goblin and Hob-Goblin communities, where they are shunned, namely for their practices and un-Goblin-like nature. Ouphe are laborers. They believe in hard work and are expert craftsmen, trappers, and scouts. They want nothing to do with the Goblin philosophy, “the strong preys upon the weak.” One typically finds an Ouphe as a sedentary businessman, farmer, or peasant laborer. Few spend time adventuring because, in their mind, wandering about the world means you want to avoid doing “real” work so others have to take up the slack for your laziness. Those Ouphe who do seek out adventure do so because they see it as a job that needs to get done and no one else is doing it.

Ouphe are snake eaters, specifically poisonous ones. It is quite common to see one carrying a large sack that will contain several poisonous snakes inside. They are also infamous for reach-

ing into their “food bag” and tossing a poisonous serpent at their enemies. Ouphe are impervious to all forms of poison, drugs, and toxins, the only remnant left of their former Faerie Folk nature. Their saliva, flesh, and blood are extremely toxic, making them just about the only beings in the Palladium World that other animals refuse to prey upon, not even a half-starved Wooly Dragon. Because of their affinity with poisons and toxins, a surprisingly large number of herbalists/apothecaries are Ouphe. In fact, some of the most renowned Western Empire assassins’ guilds and drug dens employ them to make their particularly potent blend of poisons and/or drugs.

Ouphe are rarely seen living in groups or large communities. Most males prefer a solitary life until they meet the “perfect” wife. Females have an unusual look to them (see below) and it usually leads to long stares by other male humanoids who have never seen one before. Females will give birth to either non-identical twins or identical triplets, so it’s actually a good thing males take forever to find the “perfect” wife. Males tend to spend almost half of their lives as uninterested bachelors who’d rather work than be involved with a woman.

Ouphe are indifferent to all other humanoid species. Because of their disinterest in ruthlessness and power, they are welcomed among Goblin enemies, except when it comes time for them to eat. No one wants to stick around an Ouphe as he starts to consume a live, twelve foot King Cobra.

Alignments: Any selfish; very few are good or evil.

Attributes: I.Q. 2D6+3, M.E. 2D6, M.A. 2D6, P.S. 3D6, P.P. 3D6, P.E. 5D6 (12 minimum), P.B. 2D6, Spd 3D6.

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

S.D.C.: 15 plus those gained from O.C.C.s and Physical skills.

Horror Factor/Awe: 10 if they are seen carrying a large poisonous snake.

P.P.E.: 1D4x10

Magic: None, they do not practice any sort of magic.

Psionics: None.

O.C.C.s Available to Ouphe: Limited to Merchant, Vagabond/Farmer, Artisan, Lumberjack, Trapper/Woodsman, and Miner.

O.C.C. Skill Notes: In addition to other O.C.C. and O.C.C. Related Skills, the character automatically gets the following: Brewing (+5%), Holistic Medicine (+5%), Use & Recognize Poison (+20%), and Track & Trap Animals (+10%; +25% for snakes).

Natural Abilities: Impervious to all types of poisons, toxins, drugs, and disease. They are immune to the slow bite of a vampire (even vampires say they taste bad). They have an incredible endurance, excellent nightvision (90 feet/27.4 m), great day vision, and a superior sense of smell.

Special Abilities: Track Snake Scent: Ouphe can follow the scent of a snake up to 500 feet (152 m) away. Base Skill: 30% +6% per level of experience.

Recognize Scent of Others: The character can recognize and follow a familiar scent up to 50 feet (15 m) away. Base Skill: 16% +4% per level of experience; +10% to recognize and follow the scent of a mate or offspring. Roll once for every 100 feet (30.5 m) when following a scent trail. A failed roll means the trail is lost.

Poisonous Body: Every part of an Ouphe’s body is toxic. Biting or eating any piece of an Ouphe’s flesh or drinking its blood causes the victim to take 6D6 points of damage direct

to Hit Points unless it makes a saving throw vs deadly poison (14 or better)! Even if the saving throw is successful, the victim still takes 3D6 points of damage to its S.D.C. and suffers from stomach cramps for the next 6D6+12 hours (reduce Spd and attacks per melee by half and -2 to initiative, strike, parry, dodge).

Poison Spit: Ouphe saliva is just as toxic as their flesh, but not as deadly. Should their saliva come into contact with living skin tissue, the victim will take 1D6 points of S.D.C./Hit Point damage unless a saving throw vs non-lethal poison (16) is made. If the poison enters the victim’s eye, he takes double the normal damage. If the eye is not flushed with water within a minute, the same effect as a bite will occur and the victim will be partially blind for 3D4 days (half blindness penalties)! If the eye is flushed, it will burn and be blurry for at least an hour (impaired vision, reduce range of sight by half, -1 on initiative, -2 to strike, parry, and dodge). Should the saliva enter a victim’s bloodstream via an open wound, the victim takes the same damage as if he ate Ouphe flesh unless he makes a successful saving throw. Ouphe are notorious spitters (they chew snake meat like chewing tobacco) and are capable of launching poisonous phlegm up to 21 feet (6.4 m) away, and they’re incredibly accurate (+2 on a Called or Aimed Shot with no penalty for hitting small or moving targets, including a person’s eye). They are also known to lick arrowheads and bladed weapons to make them even more deadly (the salvia remains toxic for at least 48 hours).

Bonuses: +2 to save vs Faerie Magic and Horror Factor. They do not need to make Horror Factor rolls against any serpents. This also includes snake- and worm-like creatures of magic, including the Worms of Taut, Eye Killers, Serpent of the Wind Dragons, Kukulcan, and sea serpents.

Attacks per Melee: Three.

Damage: Bite inflicts 2D4 points of damage (does not include possible damage from poison) and no P.S. bonus is applicable.

Value: Blood is sold as a deadly poison, but it only remains effective for 72 hours after being taken from a living subject.
Cost: 500+ gold per fluid ounce (29.5 ml).

Average Lifespan: 120+ years; some have lived up to 200.

Habitat: Any place but cold climates.

Language: Gobblely and Faerie.

Enemies: Goblins and Hob-Goblins will have nothing to do with Ouphe, and the feeling is mutual. They don’t even like being in the same room with one another. Whenever an Ouphe and Goblin are forced to share space together, nasty insults ensue and a fight will break out sooner or later. Kobolds are not on good terms with them either, but it’s not as bad as the Goblin attitudes.

Allies: Ouphe are indifferent to everybody. Faerie Folk of all types treat them with a fair amount of respect and kindness (as kind as Faerie relationships can get), especially the uglier and meaner Faerie kin like Toadstools, Bogies, and Hairy Jacks.

Physical Appearance: Similar to Goblins, except their skin color is tangerine, their hair is always blood red, they have a large, bulbous nose, blue lips with a six inch (15.24 cm) blue tongue, and jagged teeth. Females have three breasts instead of two.

Size: 3½ to 4½ feet (1.06 to 1.37 m) tall.

Weight: 90 to 150 lbs (40.5 to 67.5 kg).

Rifts® Conversion Notes: Remains an S.D.C. being in Mega-Damage settings. In the magically enhanced world of Rifts

Earth, Ouphe can be found throughout the New West as Cowboys, Saddle Tramps, and Saloon Bums. In Australia, they are Bushmen, Jackaroos, Merchant Traders, and Drifters. Everywhere else in the world they are Vagabonds and Wilderness Scouts. Any place in the world where snakes can be found, a corresponding number of Ouphe can be found in the region.

Favorite Weapons: Besides their spittle, they like blades and bows, but they cannot use pole-arms or long bows.

Other Notes:

1. As a race, they have no interest in gods or worshipping anyone.
2. They are loners in the wilderness or operate a small business in a village, small town, or fairly good-sized city.
3. Great craftsmen who thrive on physical labor and detest brutalizing people.
4. They are not easily intimidated or impressed by demonstrations of power, especially shows of magic. (“You’re a wizard, big deal. I got a ditch to dig.”)
5. They are aggressive and become easily agitated if they feel disrespected.
6. All Ouphe carry or keep a medium-sized sack nearby full of 1D4+1 poisonous snakes, or they just have one large one (with a King Cobra or Bushmaster inside). If an Ouphe is threatened, he is likely to reach inside the sack and throw the venomous serpent at his attackers. Afterward, if the attacker flees or dies, the Ouphe will fetch the snake (dead or alive) to eat it or save it for later consumption.



Torog

These strange, reptilian cat men are not native to the Palladium World. No one is exactly sure where they come from, namely because it is impossible to communicate with them. They were first observed at the end of the Elf-Dwarf War. Neither side claimed responsibility for using them during the conflict. It is believed they come from a twilight world. Their eyes glow, enabling them to see even in total darkness. When not out and about on the surface, they crawl about in hand-dug subterranean caverns. Given the choice, they would rather take up residence in one already dug out and abandoned. Even better, they love the underground homes of Kobolds and Troglodytes. They are not particularly fond of Dwarven lairs, but will use them to get out of the sun. Though they behave unintelligently, they are cunning stalkers, able to lure unsuspecting travelers into primitive traps that give them a clear advantage. A Torog’s diet consists of rodents, small reptiles, and birds, but it will go after humanoids if given the opportunity and they appear to be easy prey, especially Gnomes. These creatures are sly and sneaky, and should not be trusted. Even under dire circumstances, a Torog seeks to put itself in a position of advantage, for it hates having anything else in a position of power over its life. Torog are solitary beings, and it appears to be a species of all males, at least that is what it appears to be on the Palladium World. If there are any females around, they have yet to be discovered or they are still living in their home dimension.

Alignments: Anarchist or Miscreant.

Attributes: I.Q. 2D4+2, M.E. 2D6, M.A. 1D6+2, P.S. 4D6, P.P. 4D6, P.E. 4D6, P.B. 1D6+2, Spd 2D6+3 walking (they never run), 5D6 digging.

Hit Points: P.E. attribute +25.

S.D.C.: 3D6x5

Natural A.R.: 10

Horror Factor/Awe: 14

P.P.E.: 3D6

Magic: None.

Psionics: None.

Natural Abilities: See in total darkness, nightvision 600 feet (182 m), climb 80%, prowl 78%, impervious to fire and heat (even magical), sensitive hearing, track by sight or sound 70%, surveillance 65%, can leap 10 feet (3 m) high and 20 feet (6 m) across from a standing position.

Special Abilities: Heat Ray: Torog can generate a beam of coherent heat waves, without any flame. The beam is nearly impossible to see, appearing only as a shimmering, semi-invisible, heat haze. Torog can release this heat ray from either hand twice a melee round, but only a maximum of ten times within 24 hours before it must be recharged. After five times in a single day, reduce the damage and range by half. Range: 90 feet (27.4 m). Damage: 5D6. Bonus: Since the heat ray is nearly impossible to see, opponents are -3 to dodge and parry it, while the Torog has a +3 to strike.

Attacks per Melee: Five.

Damage: Bite does 2D4+2 points of damage, claws do 2D6 damage from either their hands or feet.

Bonuses: +2 on initiative, +3 to strike, parry and dodge, +3 to roll with impact/fall, and +6 to save vs Horror Factor.

Vulnerability: They can’t stand bright light. The equivalent of a single candle is about all they can withstand. Any brighter (like from a torch, Globe of Daylight, or actual sunlight) is blinding to them, resulting in a -9 to strike, parry, and dodge.

Average Life Span: Unknown, maybe around 50 years or more.

Habitat: Grasslands and deserts of the Old Kingdom and Baalgor Wastelands. During daylight hours they seek shelter underground.

Language: They appear to speak in a form of sign language that only they understand.

Enemies: Humanoids are considered prey animals. They have a fondness for Gnome meat.

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

Physical Appearance: A hairless, bright green humanoid with a feline head with large, eerie yellow eyes and razor-sharp teeth. The smooth skin is reptilian in appearance. Their cat-like ears are small and come to a tall point. Their long arms and legs end with bony talons.

Size: 5-5½ feet (1.52-1.67 m) tall.

Weight: 180 to 210 lbs (81-94.5 kg).

Rifts® Conversion Notes: Remains an S.D.C. creature in Mega-Damage settings but the Heat Ray can inflict Mega-Damage. On Rifts Earth, they can be found throughout the Southwestern parts of North America, as well as the deserts of Africa, China and Australia.

Wodewoses

Wodewoses, or wild men, have always been around since the Age of Light. Some scholars speculate they are ancient ancestors of humans. Others believe they lived alongside human ancestors in the great southern jungles. While humans and Kawan people started to create early civilizations, the Wodewoses remained in the jungles, having no desire to leave the confines of the green canopy. When the great Battle of the Gods took place, they found themselves turned into pawns fighting for both sides. In the end, they were nearly eradicated and decided to abandon their jungle home and move further east into the forests, swamps, and plains of what would become the Old Kingdom and Land of the South Winds. By the time of the Age of Elves, Wodewoses were becoming a strong humanoid society living in the wilderness. When the Elf-Dwarf War began, it was the Dwarves who convinced them they should hate the beautiful Elves, and so again, Wodewoses became unwilling pawns in a war not of their choosing, which, in the end, nearly decimated their race. After the war, they decided to forsake contact with humanoids, choosing to associate only with their own kind, and so far, they have remained as such.

Because of their ugly appearance and frightening stature, Wodewoses are feared and loathed by other humans, who consider them just another monster race. Like Ogres, most females are sterile or unresponsive so males have a nasty habit of abducting human women for breeding purposes. Likewise, females go after small children and infants, but not to devour them as many legends claim. While Wodewoses are exclusively carnivores, they do not practice cannibalism. Kidnapped children are raised and regarded as Wodewoses despite their human appearance, and they're fully capable of reaching any status within the tribe.

Wodewoses do not speak words, per se, and seem unable to control themselves when angry or lustful. This only adds to the notion that they are nothing but primitive savages. They are, in fact, experts at making advanced tools, have a non-verbal language, and socially, are similar to other jungle tribal groups, even though they have not been in the jungle for thousands of years.

Wodewoses are led by a small group of respected elders, consisting of a chief, several warriors, and a Shaman/Priest. They live deep in uncivilized, temperate forests in small tribes of 2D4x10 individuals. Though prone to aggression, they are a peaceful people with strong family ties, but are quick to anger when confronted by strangers even if they do not pose a threat to the tribe. Wodewoses simply hold no trust for humanoids. Of course, if they would stop kidnapping humans, relations could eventually improve. Occasionally, they will befriend an adventurer, human or non-human, especially if the individual does something beneficial for the tribe. Otherwise, they are a secretive people who shun contact with the civilized world.

Alignments: Any, but most lean toward selfish or Aberrant.

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

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

S.D.C.: 15 plus those gained from O.C.C.s and Physical skills.

Horror Factor/Awe: 6 but double if more than 6 are present.

P.P.E.: 1D6+6

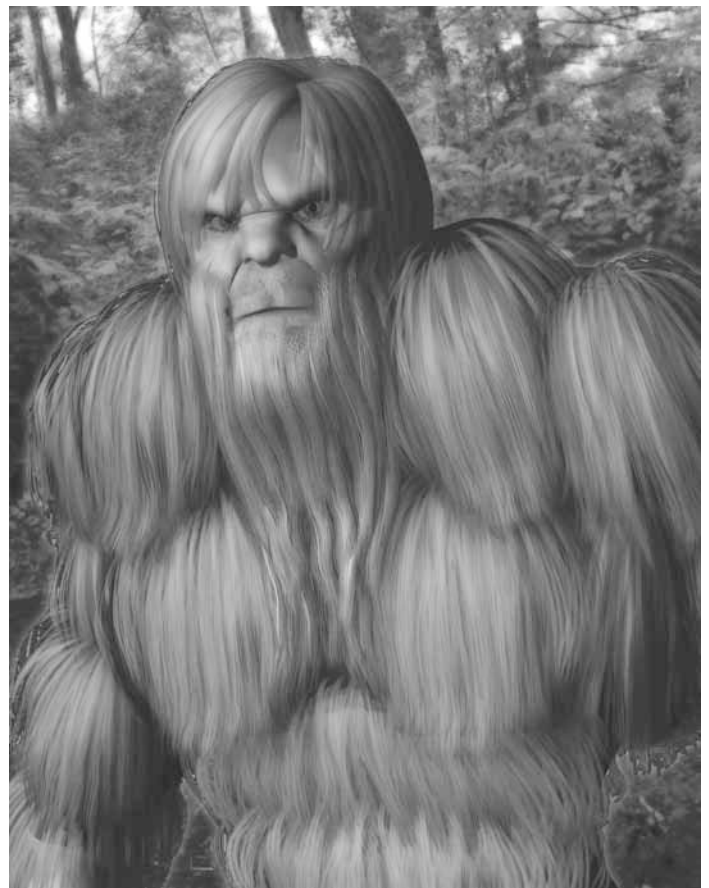
Magic: Only those gained by clergy O.C.C.

Psionics: None.

Available O.C.C.s: Mercenary Warrior, Ranger, Thief, Assassin, or Priest/Shaman.

Skill Bonuses: +8% to all Wilderness skills, +6% to Track Humanoids (double for females), and +10% to Fashion Tools. These are in addition to any O.C.C. bonuses.

Natural Abilities: Hardy wilderness survivalists, advanced sense of smell, track human females by scent alone (70% +2% per level of experience), masters of camouflage (65% +5% per level of experience), and remarkable hearing.



Attacks per Melee: As per O.C.C. hand to hand combat skill.

Damage: A head butt inflicts 1D4 points of damage + P.S. bonus or by weapon.

Bonuses: +1 to initiative, +2 to save vs Horror Factor and disease.

Vulnerability: All Wodewoses are outraged by acts of violence; 75% chance of going berserk and attacking the perpetrator or “the alleged” perpetrator without regard to their well-being or the safety of others. **Bonuses:** +2 to strike and +4 to damage. Wodewose males are obsessed with beautiful human females (P.B. 13 or better). They will attempt to kidnap and capture them at nearly any cost. They are so easily distracted they lose 1 attack/action and -3 to combat rolls during combat if they spot an attractive woman. Wodewose females are the same way when they come across human infants (never with Elves). Wodewoses also suffer from an odd version of agoraphobia (fear of open spaces), meaning they will not leave the forest. They must have the comfort of trees enclosed around them at all times.

Average Life Span: 30-50 years.

Value: None, their agoraphobia makes them worthless for work outside of the forest.

Habitat: Found throughout the Old Kingdom, the Land of the South Winds and eastern half of the Yin-Sloth Jungles.

Language: Wodewoses do not speak, per se, but they do communicate with each other by grunting, yelling, screaming, pointing, and other communication traits utilized by highly advanced primates. It is possible to learn this non-verbal language after several weeks of study and living among them.

Enemies: None per se, but they tend to regard all non-Wodewoses as potential enemies. Hate and fear supernatural beings and always try to avoid them.

Allies: Other Wodewoses, but anyone able to communicate and provide them trade goods for their services is likely to be befriended. Anyone who saves a Wodewose’s life in battle will be regarded as a friend for life.

Physical Appearance: Humans with shaggy, green, fur-like hair all over their body, except males have no hair on their hands, feet, and faces above their long beards. Females are covered in hair except their breasts and chin. Both males and females arm themselves with hand-made clubs and bony knives.

Size: Males reach an average height of 5 feet, 5 inches (1.65 m). Females are just six inches (15.24 cm) shorter.

Weight: Males average 200 lbs (90 kg of solid muscle). Females average around 160 lbs (72 kg).

Rifts® Conversion Notes: Remain S.D.C. creatures in Mega-Damage settings. They can only select the Native American O.C.C.s described in **Rifts® World Book 15: Spirit West™** (Warrior or Shaman), or Wilderness Scout, Vagabond, or Bandit/Thief/Raider. Wodewoses can be found throughout the forests of Europe and Western Russia.

Favorite Weapons: Any stone or bone melee weapons. They do not engage in any form of archery, but are skilled knife throwers. They are fascinated by metal weapons but would never consider wearing any sort of armor, much less clothing.

Other Notes:

1. They are not interested in any particular god or pantheon.
2. They refuse to leave the confines of the forests. They will not even enter a large clearing. They only feel secure when surrounded by trees.

3. Expert craftsmen, and lavishly decorate their hand-made weapons.

4. They are aggressive and become easily agitated with strangers.

Undead

Drowned Ghoul

Fetch

Mauled Cadaver

Wight

Drowned Ghoul

Legend says when a person drowns it is important to perform some sort of burial ritual for that person or their soul will not rest. Sailors and people who live on or near the sea have followed this tradition for thousands of years. For just as it is unwise to leave a person unburied without giving him or her last rites, the same thing can happen to those who die in any body of water, even a bath tub. An unidentified malevolent spirit (entity) seeks out the body denied proper interment and brings it back to life as an undead creature called a Drowned Ghoul. Some claim these dark spirits are minions of the god Kalba while others say Utu. No one has even seen a Drowned Ghoul created. The spirits are only witnessed upon the ghoul’s destruction (even then only if the attacker can see the invisible). Without the body of a cadaver, the spirit vanishes from the mortal plane in a matter of seconds, returning from wherever it originates.

A Drowned Ghoul retains a basic sort of intelligence, which primarily focuses on the last five minutes of life before the person died. For example, if the victim was pushed off a boat or pier, the need to find the one responsible is overwhelming. Drowned Ghouls are known to walk clear across the continent in order to find those responsible for their untimely demise. If the death was by accident, say the victim swam out too far from shore; the Drowned Ghoul feels remorse for their foolish behavior and tries to reconnect with its family. This, of course, is a terrible shock for the living relatives as the undead shows up at the front door a bluish, bloated, walking corpse. The undead is unable to comprehend why its family is afraid, for the creature cannot grasp its unnatural existence nor establish any rational thought beyond the need to reconnect with its family. The family’s denial and fear will only enrage the unfortunate undead and likely lead to an attack against its loved ones.

The vast majority of Drowned Ghouls wander aimlessly, ambivalent to everything around them and incapable of interpreting what befell them. In general, they shuffle their feet, moving in a single direction, though they do go around barriers. However, if one should be attacked or become enraged, it quickly turns violent; a ferocious abomination as dangerous as a wild vampire. Drowned Ghouls are notorious for strangling their victims, cutting off the airflow just as it happened to them.

These undead are excellent swimmers, capable of swimming across an ocean without tiring. Some of the most terrifying sights in recorded history have been after a ship is lost at sea, two-thirds of its crew and/or passengers come ashore as Drowned Ghouls. Many a sea dog knows a tale or two of ghost ships in the Sea of Despair or Dread with an entire crew of Drowned Ghouls. In the

Land of the South Winds, there is a tale of a Necromancer pirate captain whose entire crew of 30 men is all Drowned Ghouls.

R.C.C.: Undead.

Alignment: Anarchist or Miscreant.

Attributes: I.Q. 1D6+3, M.E. 1D6+2, M.A. 1D6, P.S. 1D4+20, P.P. 2D6+2, P.E. 2D6+6, P.B. 1D6, Spd 1D6+6 walking/3D6+8 running. All physical attributes are supernatural.

Hit Points: P.E. attribute plus 15.

S.D.C.: 1D6x10+20

Natural Armor Rating: 11

Horror Factor: 13 or 16 from family member or person responsible for its death.

Average P.P.E.: 1D6

Magic: None.

Psionics: None.

Average Lifespan: Immortal until slain.

Natural Abilities: Supernatural Strength and Endurance, night-vision 1,000 feet (305 m), normal day vision, can see clearly underwater without obscurity, superior swimmers (96%), never tire or fatigue, do not breathe air and they cannot sink, Bio-Regenerate at a rate of 2D6 Hit Points/S.D.C per minute, impervious to Horror Factor, impervious to normal fire and heat (magic fire only inflicts 1/3 normal damage), impervious to disease, poison, toxins, drugs, and take only 1/3 normal damage from conventional weapons.

Special Abilities: Noxious Odor: Drowned Ghouls smell like decaying flesh, and any mortal who comes within 10 feet (3 m) chokes, gags, and his eyes water. This reaction imposes the following penalties whenever someone engages them in melee combat: -3 to initiative, -1 to strike and parry, and -20% to perform a skill. The person must also roll under his P.E. attribute once every minute to avoid vomiting from the stench. Even characters with a P.E. of 18 or higher must roll a 17 or lower to save, despite their high endurance. The nose can only tolerate the horrific smell for so long.

Putrid Vomit: Once every 24 hours, a Drowned Ghoul can regurgitate water from its stomach/lungs. This water is extremely fetid and foul, smelling even worse than the noxious odor coming off its body. The projectile vomit can be launched up to 8 feet (2.4 m) away. The victim must save vs non-lethal poison (16) or is overcome with the putrid smell, becomes nauseated, starts vomiting, and becomes effectively disabled. Victims are -8 to initiative, -4 to all combat maneuvers (strike, parry, dodge, roll, etc.), -40% to all skills, and loses two melee attacks because they are vomiting (or have dry heaves) every melee (cannot parry or dodge while vomiting) for 3D4 melee rounds. To make matters worse, the stench will not go away. The victim is effectively suffering from the curse *Stink*. Until the victim bathes in holy water or receives a Remove Curse, the smell remains indefinitely. All items on the person will also stink until washed in holy water or receive a Remove Curse.

Attacks per Melee: Four.

Damage: Restrained Punch: 1D6 points of damage, Full Strength Punch: 3D6 damage, Bite: 1D6 damage, Power Punch (counts as two attacks): 6D6 damage, and the Two-Handed Strangle: 3D6 points of damage each melee round the opponent remains in its grasp, plus the victim is slowly losing consciousness. If the hold is not broken within one minute (four melee rounds),

the victim is suffocated to death (requiring a saving throw vs coma/death to be revived. If a rescuer performs a successful First Aid or Medical Doctor skill, the victim receives a +10% bonus to be resuscitated. **Note:** Drowned Ghouls are not known for using weapons, but it does happen on occasion.

Bonuses: +1 to strike, parry, and dodge.

Vulnerabilities: Magic and holy weapons inflict full damage. Silver weapons inflict double damage against them. They are repelled by holy symbols and holy water. Seeing their reflection in a mirror (or any reflective surface that provides a good picture) has the same effect as using a holy symbol.

Value: None.

Lifespan: Immortal until slain.

Habitat: Any place in the world where it's possible to drown in water. They are common along the seashore, lakes and rivers, and during floods (a hurricane or some kind of mass flooding for example). Rumors claim there are dozens of them wandering aimlessly along the shore of the Land of the Damned (Eternal Torment) on the Sea of Dread.

Language: They speak only their native tongue but can understand all languages at 89%.

Enemies: The living, especially those responsible for their death.

Allies: None. They do not associate with any other forms of undead life. However, they can be controlled easily by magic and can be swayed to obey powerful Necromancers.

Physical Appearance: A bloated humanoid body, with extremely wrinkled skin on the hands and feet, skin slippage, and discoloration (green and blue skin color, sometimes black because of decomposing). The body's condition will depend on how long it remained in water until the spirit took command of the body. They are easy to identify from the putrid odor they emit.

Size: Varies.

Weight: Normal weight but increased by 20% from the bloating of gas and water.

Rifts® Conversion Notes: Becomes an M.D.C creature in Mega-Damage settings, with P.E attribute + 30 M.D.C. On Rifts Earth. The West Coastline of the former United States (California) is supposedly inhabited by Drowned Ghouls longing for their old life. Hundreds can be found swimming 3-5 miles (4.8-8 km) off the eastern coasts of both Japan and Australia in the Pacific Ocean. They have also been spotted along the entire coastline of South America and swimming over the sunken wreckage of a Golden Age cruise liner 10 miles (16 km) south of Florida. There are hundreds floating in the Caribbean Sea.

Fetch

These undead individuals appear as elderly humans. Though they look slow and feeble, they are amazingly fast on their feet and lightning quick. Having killed or indirectly brought about the death of their former master in life, as a member of the undead, a Fetch is compelled to wait on and continues to perform their servitor duties they held in life, be it butler, maid, cook, hired hand, nurse, etc., even though their master may be long dead for centuries. This is why Fetch can be found working in abandoned homes, ruins, old castles, and so on. If the job was to wash clothes, the Fetch continues to wash and put away the deteriorating clothes even though nobody is alive to wear them. This does not mean it cannot perform additional tasks of its own

choosing. Fetch have a free will and the freedom to initiate new tasks. For example, a Fetch will stop doing its assigned task to engage in conversation, attack, or defend its master's property and belongings. Nonetheless, it is compelled to complete its assigned tasks each and every day. A butler will carry out the normal duties of a butler, e.g. answering the door, taking and hanging up coats, protecting the house, preparing food, and doing whatever his former master asked of him, despite the fact his master is long dead. If a new owner takes over the residence, the Fetch does not distinguish this individual from his or her previous master. Fetch ignore the individual but not their position as master. Killing the new owner does not liberate the undead from its responsibilities, but destroying the means that allow it to carry out its responsibilities (e.g. burning the house down or destroying all the dishes it is supposed to wash) causes it to go to a panic mode that it can never escape from, effectively turning it into a mumbling and fidgeting idiot.

R.C.C.: Undead.

Alignments: Only Aberrant evil.

Attributes: I.Q. 2D6+2, M.E. 2D6, M.A. 3D6+2, P.S. 4D6+8, P.P. 3D6+4, P.E. 3D6+6, P.B. 2D4, Spd 36+6D6. All attributes are supernatural.

Hit Points: P.E. attribute + 6D6.

S.D.C.: 6D6+20

Natural A.R.: 10

Horror Factor: 15

P.P.E.: 1D4x10 plus P.E. attribute.

Magic: None.

Psionics: None.

Equivalent O.C.C. All the O.C.C. Skills of a Peasant or Peasant Laborer, and only half the O.C.C. Related Skills; no other skills are allowed. Ignore Hand to Hand skill (see Bonuses).

Average Level of Experience: Rarely goes beyond 4th level.

Natural Abilities: Supernatural P.S., nightvision (100 feet/30 m), see the invisible, Bio-Regenerates 2D6 Hit Points/S.D.C. per melee round, impervious to fire, cold, and lightning (including magical), impervious to normal weapons, imperious to organic attacks (poison, drugs, disease, and toxins), impervious to charms, illusions, possession, and all forms of mind control.

Special Ability: The Aged Touch: Each time a Fetch touches/strikes the flesh of a living creature, the victim must make a save vs magic (14 or better) or suffer the effects of a 5th level Age spell. The victim suffers from the standard penalties of the spell as well as reduced S.D.C. and Hit Points by 25%.

Attacks per Melee: Four hand to hand attacks.

Damage: Supernatural P.S., plus their claws do an extra 1D6.

Bonuses: +3 on initiative, +1 to strike/parry, +2 to dodge, +4 on all saving throws, and +10 to save vs Horror Factor.

Vulnerabilities: Holy symbols will hold them at bay 1D6+6 feet (2.1 to 3.6 m) and they will not touch anyone who wears an item of silver (must be 85% grade). Silver weapons inflict double damage and magic weapons inflict normal damage. They are not killed or harmed by sunlight or holy water. Fetch are "enslaved" to their former job/duty they had while alive. They can do nothing else for the rest of their immortal life.

Value: None, but they are favored servants for evil supernatural beings.

Average Life Span: Immortal until slain.

Habitat: Anywhere.

Language: They speak and understand all languages.

Enemies: Anyone with youth and beauty. They particularly despise children and teenagers.

Allies: Their master and/or employer. They enjoy being in the service of evil and duplicitous beings more powerful than they, including Necromancers, evil mages, Priests of Darkness, and nobles, as well as vampires and other intelligent undead and powerful evil beings.

Physical Appearance: Elderly humans (100+ years old) with crooked teeth, hollowed eyes, long necks and lean faces, ragged gray hair, thin build, pale, wrinkled skin, and a long, bent nose. More often than not, they wear tattered servant clothes.

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

Weight: 180-200 lbs (81 to 90 kg).

Rifts® Conversion Notes: Becomes an M.D.C creature in Mega-Damage settings, with 1D6x10 + P.E attribute M.D.C. Can be found anywhere in the Rifts Earth setting.

Mauled Cadaver

No one is exactly sure why the dead sometimes return to life and other times they do not. Most of the major religions (especially the Church of Light and Dark) insist it has to do with improper burial rites and/or a violent death that goes unpunished. In instances when the victim was killed by an animal, this seems to be the reason behind the existence of the Mauled Cadaver. This member of the undead can find no eternal release until it has satisfied its desire for vengeance, to make all that come in its presence feel the hopelessness and horror of how it felt to die at the hands of a ravenous animal. There are no predicting the creation of Mauled Cadavers. A lion that kills a hundred men might create only one Mauled Cadaver in its entire lifetime, while a brown bear or cobra might cause it each and every time. The only consistent element is the animal must be a relatively normal, native inhabitant of the world it lives in (no supernatural beings or creatures of magic), and the victim has to have been killed violently and left unburied without receiving last rites. Again, not all humanoids killed by animals become Mauled Cadavers, usually fewer than 3%. Those who do are a frightening sight, a continually bleeding corpse driven on by its hatred.

The undead seems to live for one purpose: to make others pay for its cursed existence. The creature wanders the countryside, forever bound to the range and territory of the animal that created it. Killing the animal that created it permanently kills the Cadaver. All other conventional forms of killing/slaying the undead will work to a lesser degree, but only killing its creator will appease the spirit of the condemned. Otherwise, it shall carry on its accursed existence, making all suffer as it did during its final moments of mortal life.

R.C.C.: Undead.

Alignments: Diabolic only.

Attributes: I.Q. 1D6+3, M.E. 1D6+8, M.A. 1D4, P.S. 2D6+13, P.P. 2D6+10, P.E. 2D6+10, P.B. 1D6, Spd 2D6+8. All attributes are supernatural.

Hit Points: P.E. attribute number x3.

S.D.C.: P.E. attribute number +30.

Natural A.R.: 10



Horror Factor/Awe: 16

P.P.E.: 2D4

Magic: None.

Psionics: None.

R.C.C. Skills: Track Humanoids 55%, Land Navigation 60%, Climbing 50%, Swimming 50%, and Detect Concealment/Traps 40%. Skills do not increase.

Natural Abilities: Nightvision 1,000 feet (305 m), Bio-Regenerates at the rate of 2D6 Hit Points/S.D.C. per melee round, magically understands and speaks all languages at 92%, impervious to all wood (even magical) and normal weapons.

Special Abilities: Agony Touch: If the undead makes physical contact with the skin of its victim, he or she will be inflicted with pain and anguish, the equivalent of a 4th level Agony spell; only a saving throw vs magic of 14 or better will prevent this from occurring. This effect happens every time the undead

makes direct contact with the skin or inflicts S.D.C. (or Hit Point) damage.

Attacks per Melee: Four.

Damage: P.S. Under 21: Restrained Punch 1D4, Full Strength Punch 2D6, Power Punch 4D6 (counts as two attacks), and Grab & Shake: Puts both hands on victim by its arms/shoulders and violently shakes him back and forth for at least half a melee round (uses up two actions) before letting go. This will result in the victim taking 3D6 points of damage and the victim has a 01-30% chance of receiving whiplash (a neck and head injury that causes chronic neck pain, stiffness, and headaches for 3D6 days). The victim is -2 on initiative, parry, and dodge, and speed is reduced by half for the 3D6 day duration. Note: After physical damage is done, the victim must also save vs magic to resist the Agony Touch.

P.S. Over 21: Restrained Punch 1D6, Full Strength Punch 3D6, Power Punch 6D6 (counts as two attacks), and Grab and Shake: Same as above.

Bonuses: +1 to initiative, +2 to strike and parry, +1 to dodge, +2 to disarm, and +9 to save vs Horror Factor.

Vulnerabilities: Bone, silver, magic (weapons), holy symbols, and holy water. Special: For reasons unknown, bone weapons made from the same type of animal that created it inflict damage directly to its Hit Points. All these attacks may eventually kill the Mauled Cadaver but unless the animal that created it is destroyed, the undead will rise again, even if reduced to ash, in 24 hours. Slaying its creator, no matter where the undead is, kills it forever. Seeing any animal that resembles the one that created it has the same effect as holding a cross before a vampire. Sunlight has no affect on this creature.

Value: None.

Average Life Span: Immortal until its animal creator is slain.

Habitat: Anywhere, but the majority are found in the Yin-Sloth Jungles and remote parts of the Great Northern Wilderness.

Language: Magically understands and speaks all languages at 92%.

Enemies: All humanoids must suffer.

Allies: None.

Physical Appearance: A walking humanoid corpse (any race) with wounds caused by some wild animal that never heal and are clearly visible, such as gaping chest wounds, bites taken out of the skull and face, a torn open throat, flesh hanging off gnawed limbs, gouges and other grotesqueries.

Size: Various humanoid forms.

Weight: Various humanoid forms.

Rifts® Conversion Notes: Becomes an M.D.C. creature in Mega-Damage settings, with P.E. attribute number x3 in M.D.C. Mauled Cadavers can only be created on Rifts Earth by normal native Earth species, e.g., lions, tigers, bears, etc. This, of course, means they can be created by *dinosaurs*, who used to be native inhabitants of Earth millions of years ago.

Wight

Wights are undead beings found throughout the Palladium World, particularly underground dwellings or ancient catacombs of the Old Kingdom. They are extremely evil and hateful beings, seeking to destroy anything of beauty, joy, or compassion. No one is certain of their origin, or how they even come into being. Wights have no knowledge or memory of their past, nor has any-



one seen one rise from the grave of a specific individual. Wights exhibit an animal-like intelligence and their behavior is always chaotic. They will attack any living thing that comes close to them. The very touch of these creatures drains living things of their life force energy. The favorite prey is humanoid, but for the most part, Wights live on a daily diet of underground animal dwellers or whatever surface creature they can get their hands on. Mortals represent all that is good in life and their energy provides the best nourishment. To a Wight, a humanoid is nothing but food. They rarely speak, although they seemingly understand all languages to some degree. Wights groan, hiss, growl, and laugh. On the rare occasions they do choose to speak, the voice is deep, guttural and inhuman sounding. Their vocabulary is monosyllabic and usually consists of “no,” “yes,” “go,” “die,” “kill,” and a few other words.

R.C.C.: Undead.

Alignment: Diabolic only.

Attributes: I.Q. 1D4+2, M.E. 1D6+8, M.A. 1D4, P.S. 2D6+10, P.P. 2D6+8, P.E. 2D6+10, P.B. 1D6, Spd 2D6. All attributes are supernatural.

Hit Points: P.E. attribute x3.

S.D.C.: 1D6x10+30

Natural Armor Rating: 12

Horror Factor: 14

Average P.P.E.: 2D6x10

Magic: None.

Psionics: None.

Average Life Span: Immortal until slain.

Natural Abilities: Supernatural Strength and Endurance, night-vision 1,000 feet (305 m), see the invisible, Bio-Regenerate at a rate of 2D6 Hit Points/S.D.C. per melee, impervious to normal weapons, Horror Factor, disease, poison, toxins, drugs, cold, and heat, etc.), fire (even magical) does half damage, sense the rising and setting of the sun (even deep underground).

Special Abilities: Life Drain: Each time a Wight successfully strikes an opponent and touches bare skin, the victim must make a saving throw vs magic (14 or better), or he loses 3D6 Hit Points. Furthermore, the victim loses initiative and has no combat bonuses; reduce skills, P.S., attacks/actions, and Spd by 70% for 24 hours. The Wight can feed on the same victim multiple times until he or she makes the saving throw, in which case that person effectively become immune to all life draining attacks from that particular Wight for 72 hours. The moment a Wight receives over 55 Hit Points in a single encounter (within a five minute period), it gains 2 extra attacks per melee, +2 to initiative, strike, parry, and dodge. Increase its P.S. and Spd attribute by 5 and its S.D.C. by 50%. Any person or animal that loses all its Hit Points falls into a coma but has a +10% to save vs coma/death.

Attacks per Melee: Three.

Damage: As per Supernatural P.S. The bite inflicts an additional 1D6 points of damage; the claws inflict an additional 1D6 points of damage.

Bonuses: +2 to strike, parry, and dodge.

Vulnerabilities: Silver weapons inflict double damage against them. They are repelled by holy symbols and holy water. Wights hate bright light (flee) and sunlight has the same effect on them as it does on a vampire. Wights must have a minimum of 25 Hit Points every 3-4 days in order to avoid going into suspended animation (coma-like sleep). If this occurs the creature curls up into a fetal position and becomes inert until touched by another living thing. This will immediately require a saving throw vs ritual magic (16 or better) to avoid having 2D6x10 S.D.C./Hit Points drained from the victim's body and into the Wight, thus restoring the creature to its undead life. **Note:** The Wight cannot receive more stolen Hit Points/S.D.C. than what the victim possesses.

Value: None.

Lifespan: Immortal until slain.

Habitat: Any place in the world, but usually found in the Old Kingdom and the Land of the Damned.

Language: Understands and can speak all languages at 89%, but rarely speaks.

Enemies: The living. Wights compete with vampires for food and space just as lions and hyenas do in the wild. They can, on rare occasions, work together if both are employed by a single imposing force of supernatural evil.

Allies: Necromancers, Priests of Darkness, intelligent undead, and other wicked, powerful supernatural beings.

Physical Appearance: An undead humanoid usually naked or wearing a loincloth. Their eyes glow an eerie white. They smell like lemons.

Size: Varies.

Weight: Varies with each humanoid but the weight is reduced by 25%.

Rifts® Conversion Notes: Becomes an M.D.C. creature in Mega-Damage settings, with P.E attribute + 50 M.D.C. On Rifts Earth, Wights can be found in the underground tunnels (sewers) and ruins of every major city destroyed by the Coming of the Rifts.

The Kezel

Optional Source Material for Rifts®, Phase World® and Other Settings

By Joseph Larsen

The Kezel are a people whose powers result from an extraordinary genetic evolution. Though still human, their bodies produce excessive amounts of organic energy that is a catalyst to many special abilities. The main ability is an ethereal aura that surrounds the entire body. The manipulation of this energy and aura allows the Kezel to perform many different feats. This power class is comparable to psionics or magic in the sense that the one ability is the catalyst to many other abilities, such as manipulating light, sound and electricity or healing others. It is a means of protection, offense, substance manipulation and channeling of energies. Like the psychic and magic user, the Kezel also start out with basic abilities and gain new ones as they progress in levels. One difference, however, is the fact that the Kezel need to be trained and bestowed by another set of Kezel in order to gain full access to their abilities' potential. Without bestowal, the Kezel can only obtain a lesser command of their abilities. Once bestowed, they can, in turn, train and bestow other Kezel. After they train enough other Kezel, they can gain even more powers and achieve different statuses. These statuses offer more abilities and more efficiency with all of the Kezel's abilities.

The Kezel's Power

One of the ways that Kezel can use their aura is to create a full body shield and/or shapeable body parts called "Extendages." An Extendage is a more pronounced aura-appendage around the Kezel's arm, leg, head or back. They extend from a Kezel's body out to distances of 1 foot (.3 m) or more. Both the aura body shield and Extendages can be turned on or off at will. However, the body shield must be active in order for Extendages to appear. Amazingly, active Extendages still appear in the place of any missing body limbs. The active Extendages negate any penalties from having a missing limb.

The aura body shield also provides environmental life-support in hostile areas. There are three states of the aura and Extendage: ethereal, solid and super-solid. The ethereal state allows the Kezel to survive underwater, will protect against factors such as heat, toxic environments and even block ethereal beings and items. The second state is solid (S.D.C.) and provides a full body shield, can handle items, and form weapons to inflict damage.

However, it does not protect against the ethereal. The third state is the super-solid, electrified state that can inflict much more damage and is drastically more durable. It is so durable, in fact, that the ancient Kezel used it to handle lava for constructing things. Thus the reason they are called "Kezel," which means "handler" or "controller" in their language. A third level ability allows the Kezel to place an ethereal protection over either of the solid forms to protect from both physical and ethereal attacks.

When the aura and Extendages are not in use, normal people are unable to detect them. Only Kezel who gain the proper ability can detect other Kezel whose powers are not in use. However, due to the large amount of P.P.E they produce, magic users or those who can detect P.P.E. will notice the energy that flows from them. In such cases they'll appear as magic users.

The Kezel rarely scar from injury and will heal in half the time as normal humans. They also rarely get sick from conventional diseases. On the other hand, cybernetic implants and internal bionic implants are rejected by the body 45% of the time. In those cases, they are slowly pushed out as their body heals. Any external bionic enhancements don't pose any problems, however.

Since the Kezel's powers are from a recessive gene, some Kezel characters won't have any psionics, other super abilities, or any mutant abilities.

If the character had selected an O.C.C. prior to training, then they need to change to the Bestowed R.C.C. The original skills stop progressing unless they are chosen again with the new R.C.C., which won't be complete until the character is bestowed.

Cloning and gene-splicing the Kezel has proven to reproduce the Kezel's powers only 3% of the time. Even then, these only have the level of power of an un-bestowed Kezel. These also cannot be bestowed without problems (see the Bestowal section). Most of the time, gene-splicing and cloning only produces a being with the inactive Kezel gene.

History

These humans originate from an ancient volcanic island named Vathmaro. The island was large enough to support sizeable communities and kingdoms despite the parts that were still a harsh, volcanic environment. Exposure to the volcanic regions for so long naturally caused them to adapt generation after generation. Eventually, they gained extraordinary endurance and the ability to heal faster. Every so often, during the centuries of the Vathmarian history, a child was born with an excess of organic energy that allowed him or her to create the aura. The Kezel gene activated any time between the ages of 11 and 14. It was always unpredictable as to who would get this ability, even in families where both parents were Kezel. Those with the auras were highly valued and trained by their kingdom. Furthermore, training and bestowal were only given to Kezel who had proven their capability and loyalty to the kingdom.

The Kezel played an important part in the community as leaders and specialists. They were highly educated and were utilized for many tasks in their respective kingdoms. Their super-solid body shield allowed them to shape lava into different things such as castles and other great structures, as well as forge weapons and armor. Other major contributions were in support roles like protectors/warriors, healers, environmental masters and other specialties for strengthening troops.

Their civilization came to an end when their large island in the southeastern ocean self-destructed more than 900 years ago. Prior to the volcanic catastrophe, some Kezel sensed the unstable nature of the volcanoes and warned the kingdoms. Few people heeded the warnings and fewer were able to escape for various reasons. Several weeks after the announcement, the volcanic island suddenly self-destructed. The volcano erupted below sea level, causing the destruction of its cap and thereby blowing off part of the island while collapsing the rest into the sea. Despite the great destruction of their island, some Kezel were able to escape and managed to make it to other continents.

Current State

All of these survivors from Vathmaro had the Kezel gene, whether dormant or active. These survivors started new lives on the foreign lands by mingling with the society. Most married non-native Vathmarians and started families. From that point on, the recessive Kezel gene was spread to the rest of humanity. The Kezel gene manifestations were comparatively rare in all environments and cultures. However, the harsher the environment was, the more common the manifestations were. The gene often skipped many generations before it manifested itself in a descendant.

After many generations, the Kezel traditions and history were lost to the world. Since then, those born with the gene usually had no idea about the history of the Kezel. Nor did they know how to reach their full capacity. These people were called “Stranded Kezel” by the remaining Kezel organizations. After a few centuries, most human heritage lines had a chance of producing offspring with this gene. Not all of them who gained the powers knew or understood that they had these powers and even fewer were trained. Of those who did, most kept their abilities secret.

The surviving Kezel organizations around the world have since searched for other Kezel. Within a few decades after the island catastrophe, secret groups of Kezel banded together to use their powers cooperatively to accomplish their common goals. In some environments, they used their specialties (such as environmental powers) to keep themselves alive and safe in a distant wilderness. Other times, they lived their lives in society while belonging to secret guilds and organizations of Kezel. Throughout history, some famous and not-so-famous people have changed the course of history for good or for bad using these secret abilities. Some became great kings, generals, revolutionary heroes, menaces, thieves, explorers and conquerors. Even great artists who created beautiful glass, crystal and stone masterpieces for famous and prestigious purposes were Kezel. Some of these people were bestowed while others were rogue and used whatever their abilities offered.

Since the destruction of Vathmaro, Kezel of various experience levels and dispositions have sought the Stranded Kezel to train them. They desired to teach them the history and nature of their powers and how to control them. This effort continues even to the current time.

Today these Kezel-seeking forces are found in remote towns, guilds, tribes or even among rogue adventurers. Each group has its own disposition, method of training, goals and set of specialties. Each wishes to train, bestow and teach specialties to these Stranded Kezel to add strength to their organization.

Maintaining and Losing Abilities

All of the Kezel have a strong, instinctual need to complete strenuous workouts at least 4 times a week; otherwise, their base P.P.E. will diminish by 1D6 per week. It can be restored to normal at a rate of 1D4 per week once they start to work out consistently again. They also need to eat 6 medium-sized meals a day because of their high metabolism.

A Kezel’s power can be severely hindered or even lost if he isn’t abiding by diet and lifestyle rules that have been passed down over the centuries. Even some Stranded Kezel have never discovered their powers due to failure to adhere to this code.

Their code deals with avoiding the use of impairing or poisonous substances that are toxic to the body. These weaken the Kezel’s ability to generate the excess energy; although the consequences won’t occur all at once. Instead, constant exposure to such things for longer than three weeks will result in the bestowed powers and bonuses being diminished to half effectiveness. This also includes any bonuses gained by the status that they might have, like Trainer, Regulator or Master. In consequence, a weak Kezel can’t bestow or begin the training of another Kezel. Any further exposure for longer than six months will result in the loss of all abilities. The Kezel can regain them by keeping to the code again for as long as he disregarded it. In addition, he needs to have rigorous physical workouts and practice his abilities five times per week before they are back to full strength.

Un-Bestowed Kezel

Un-Bestowed Kezel are people born with the active Kezel gene who have likely learned their powers on their own. They haven’t yet been trained or bestowed. While they still have some abilities, they won’t be able to reach their full potential. Still, the limited abilities they do have are powerful. Throughout their lives, these people usually have done well in their life’s pursuits, good or evil. Most players will start out in this status and will need to seek training (G.M.’s discretion).

Sometimes, the un-bestowed will be approached and offered training by a Kezel organization so that they can reach the full potential of their gift. Other times, they will need to seek the training.

Kezel Abilities:

1) Initial Powers:

Full Body Ethereal Aura.

Ethereal Aura into Tangible State.

Different Shapes of Extendages (hands default).

Self-Regenerate.

Increase Physical Strength at untrained level, which is +2 to P.S. to start with and add 1 per level (still supernatural). Duration: ½ P.E. in melee rounds.

Select one power at or below current experience level that does not require bestowal.

2) **Aura Bonus:** Lasers do HALF damage to body aura and Extendages in any state.

3) **Gaining New Abilities:** The Un-Bestowed Kezel can gain one new, non-bestowed ability at levels two and three. At levels four and higher, he can select two new abilities every level.

4) **Special Penalty for Un-Bestowed Status:** All powers cost twice as much P.P.E. as the listed amount in the power description.

Bonuses to Save:

- +3 to save vs poison.
- +10% to save vs coma and death (in addition to attribute bonuses).

Special Skills:

Use Extendages 35% +4% per level. (Changes when trained.)
Body Building.

Cybernetics: None. Internal cybernetics are usually rejected by the body.

O.C.C.: Any (non-altered human O.C.C.).

Alignment: Any.

Attributes: Standard except P.E. 4D6+2 (may roll an extra 1D6 for a roll of 16, 17 or 18).

S.D.C.: 1D4x10 +2D6.

P.P.E.: Equal to P.E. + 1D6x10. This is what powers the Kezel's abilities. Add 2D6 at a new level. Regenerates at 8 per hour if resting; 4 per hour if active. (Changes when trained.)

Height: Same as Human.

Weight: Same as Human.

Average Natural Life Span: 180-250 years.

Bestowed Kezel R.C.C.

Once a Kezel has completed his training and passes the tests, he can be bestowed. In order to be worthy of bestowal, the Un-Bestowed Kezel must do several things. First, he needs to find a Bestowed Kezel to train him. The trainer will place a temporary transformation upon him which will give the bestowed basic abilities for six months. Depending on the trainer, the trainee will either stay with the trainer, or he will go on his way and come back in 90 days or after one new level of experience. After at least 1D4+1 weeks of accumulative instruction, the tests will begin. A Regulator Kezel judges the tests. (See the Bestowal section for more details.)

Once he is bestowed, his original powers are enhanced and new powers are available. If the character starts out as an Un-Bestowed Kezel, change the stats to those below when he becomes bestowed.

See the Training and Bestowal section for more details on the process of training and bestowal.

Bestowed Kezel Abilities:**1. Initial Powers (see power descriptions for details):**

- Full Body Ethereal Aura.
- Ethereal Aura into Tangible State.
- Different Shapes of Extendages (hands default).
- Change Aura to Armored State.
- Self-Regenerate.
- Increase Physical Strength.
- Heal Others with Touch.

Select three other powers up to two levels higher than current experience level. (This accounts for personal experimentation and experience.)

2. Aura Bonuses: Lasers do HALF damage to body aura and Extendages while in any state.

3. Gaining New Abilities: Kezel can gain two new abilities at levels two and three. At levels four and higher, select three new abilities every new level. In addition, they can gain more powers by achieving different statuses.

4. Specialty: 50% chance to be able to select a specialty from the trainer.

5. Combat Bonuses: Bestowed Kezel also receive the following combat bonuses while using his Extendages. If changing from the Un-Bestowed Kezel, change the bonuses to these stats; don't add them.

- +2 to strike with Extendage attacks.
- +2 to parry with Extendage arms.
- +2 to dodge.
- +1 attack per melee.

6. Additional Bonuses to Save:

- +3 to save vs poison.
- +3 to save vs magic.
- +10% to save vs coma and death.

Alignment: Any.

Attributes: Standard except M.E. 4D6 and P.E. 4D6+2 (may roll an extra 1D6 for a roll of 16, 17 or 18).

Attribute Requirements: None.

S.D.C.: 2D4 x10 Add 2D6 per level.



P.P.E.: Equal to P.E. + 4D6x10. Add 4D6 per level. Or if being bestowed from the previous Un-Bestowed O.C.C., add 1D6x10. Regenerates at 10 per hour if resting; 5 per hour if active.

Average Life Span: 180-250 years.

O.C.C. Skills:

Use Extendages: This is for the more difficult maneuvers such as martial art moves and back flips. Base skill is 65% (plus any I.Q. bonuses) +6% per level. (P.P. and other normal sources also affect the combat bonuses.)

Body Building (must work out at least three times a week).

Cooking: (+10%)

Running

Literacy (+10%)

Languages: (2)

Boxing

Two W.P.s of choice (ancient weapons preferred).

Hand to Hand: Expert; can be upgraded to Martial Arts (or Assassin if evil) at the cost of one O.C.C. Related Skill.

O.C.C. Related Skills: Select 5 skills from the following list. Add two more skills at level 3, two at level 5, one at level 7, and one at level 9.

Communications: Radio: Basic only.

Domestic: Any.

Electrical: Basic Electronics and Electrical Engineer only.

Espionage: Any.

Mechanical: Any.

Medical: Any (+10%).

Physical: Any (+10%).

Pilot: Any.

Pilot Related: Any.

Rogue: Any.

Science: Any.

Technical: Any (+15).

W.P.: Any.

Wilderness: Any.

Secondary Skills: Select 6 other skills from the list above, but without the bonuses.

Psionic Abilities: None, and cannot have any other abilities such as psionics or super powers.

Cybernetics: None. Internal cybernetics are usually rejected by the body. Kezel shun mechanical enhancements because they prefer to rely on their natural abilities.

Magic Abilities: Conventional magic spells are not commonly practiced even though they have P.P.E. G.M.s may opt to allow 1D6 spells from levels 1-3. Other than that, the primary focus of the Kezel needs to be their inherent abilities.

Technology: The Kezel will use technology freely and gladly.

Experience Levels:

- | | |
|------------------|---------------------|
| 1. 0,000-2,000 | 9. 69,801-94,900 |
| 2. 2,001-4,000 | 10. 94,901-129,000 |
| 3. 4,001-8,200 | 11. 129,001-179,100 |
| 4. 8,201-16,400 | 12. 179,101-229,200 |
| 5. 16,401-24,500 | 13. 229,201-279,300 |
| 6. 24,501-34,600 | 14. 279,301-329,400 |
| 7. 34,601-49,700 | 15. 329,401-389,500 |
| 8. 49,701-69,800 | |

Kezel Training and Bestowing

The training begins when the trainer bestows abilities upon the trainee on a temporary basis. (See the list of initial abilities under the Bestowed Kezel R.C.C. description.) This is done in the initial ceremony where the trainer transforms the trainee's aura via a special lightning blast. Even though the trainee has this temporary bestowal, he cannot gain any new bestowed powers or progress the temporary ones until the bestowal is permanent. Once the link is made, the trainer becomes the only one who can complete the training. The trainee's temporary powers will only last for six months. If the training isn't complete and bestowal does not occur before then, he would lose the exclusive powers and would revert back to the untrained state.

The trainer Kezel must meet certain criteria before he can start training another Kezel.

1) The trainer must already be bestowed.

2) The trainer must be at least 3rd level.

3) The trainer must *permanently* sacrifice 12 P.P.E. to begin the training.

4) He must train the trainee to one level beyond his current level, or train him for 90 days (whichever is shorter), with at least 1D4+1 weeks of accumulative instruction.

5) A Regulator or Master Regulator must be contacted, who judges the test and participates in the bestowal ceremony to make the powers permanent. (The communication starts upon the commencement of training.)

6) A trainer can train up to three Kezel simultaneously. This limit can be increased by achieving Knight or Pegasus status.

When the initial temporary bestowal takes place, an invisible lightning bolt shoots up into the sky from the trainer. Only Regulators can see and access this lightning bolt, which they perceive as a red color. Guilds, towns and other organizations with the Regulator close by will intercept the bolt right away. Otherwise, the bolt "echoes" in the atmosphere until a Regulator retrieves, deciphers it and decides to respond (normally, it will be the closest one to the location of initial bestowal). Whoever intercepts the bolt will learn of the temporary bestowal and other such information like where and who was bestowed. The Regulator will then send a bolt back into the sky with information about who he is, where and when they should meet, and potentially other things such as obstacles or dangers in the vicinity that would hinder travel to him. The trainer Kezel will be able to see when the response is sent. He will then retrieve it from its echoing state. If necessary, he may correspond further with the Regulator with other details or questions.

The training takes place over a period of 90 days, or until one level of experience is achieved while in possession of the temporary bestowed powers. The trainer teaches the student how to use the powers and allows him to practice during adventures and regular life with at least 1D4+1 weeks worth of total instruction. Depending on the style of training, the trainer sometimes travels along with the trainee to evaluate the performance and will only intervene at his or her own discretion. Sometimes, the adventure will be to get to the Regulator. Other times, the trainee will remain with the trainer for the duration of the training.

If that trainer dies or can't be present at the tests before the powers expire, then the trainee will need to find another trainer. A Regulator can dissolve the link between the trainer and trainee before the six months expire if needed. At this point, he can start

the process over except for the duration requirement. In such circumstances, the new trainer will give the abilities again and can start the tests as soon as one month after the link to the new trainer if the candidate is ready. This trainer/trainee relationship is symbiotic in that the trainee relies on the trainer and the trainer is invested in his pupil. This investment comes to fruition when his student is bestowed; at which time the trainer becomes closer to achieving a higher status.

Once the training is complete, the trainer and trainee need to meet the Regulator for the final one week series of tests. The tests are directed towards all of the powers that the Kezel has at the time, with special focus on the temporary bestowed powers. The tests actually strengthen the trainee enough to allow him to survive the bestowal process. It is similar to the necessary struggle for a butterfly to emerge from its cocoon. If he falsely passes the test (e.g. the Kezel was a clone, gene experiment, somehow cheated or was assisted in any way), his aura will only glow and not shine as bright as it needs to. If the trainer and Regulator proceed with the bestowal (usually due to coercion, begging, poor judgment, or if they're a clone or genetic experiment) the process will likely kill the student Kezel. (85% chance of being fatal.) Even if he survives, he will have an aura that is a green color but will be able to function like a normal bestowed Kezel with the exception of being able to train. If the Kezel keeps this aura, other Kezel will be able to tell from this discoloration of the aura that he didn't pass the tests but somehow survived. This is a bad mark and causes most Kezel to judge him unfavorably. In order for a Kezel who is not a clone or genetic experiment to correct this, he will need to re-take the bestowal tests, pass them and then go through the ceremony again.

Upon passing the tests, the trainee's aura will glow brightly to signify that he has passed. Afterwards, a ceremony between the trainee, the original trainer and Regulator is performed to make the powers permanent. The Regulator sends an empowering lightning bolt through the trainer, who passes it on to the student. During this transfer of powers, the trainer's body shield and Extendages become slightly deeper in color than before. The trainee's Extendages and body shield change to a light blue color and the bestowal is complete.

Locating Kezel

A Kezel may contact others of his kind for various reasons. Usually, the first contact is due to a need for training, which can be obtained through one of several types of organizations. Some Kezel join a guild or other type of order, while others are born into a community where Kezel powers are part of everyday life. Lastly, there are solo Kezel who, for whatever reason, have chosen not to join any group of their same kind. Regardless of the mode, an Un-Bestowed Kezel will eventually need a trainer and he or she will find one amongst the following organization types.

Guilds

Guilds that have bestowed Kezel among their members will usually have access to a Regulator and therefore, can offer training and bestowal. Most often, the guild requires the potential trainee to be a member in good standing in order to utilize a guild's services.

Number of Specialties Available: 1D4. Roll on Specialty Types table.

Training Style: Roll on Training Styles Table.

Allegiance Requirements: Requires membership in the guild prior and after.

Regulator Availability: 65% chance of having 1D4 readily available.

Payment: This mainly involves difficult tasks benefitting the guild. Sometimes it includes revenge/retribution to enemies, collecting debts, escort duty, item or supply retrieval, being hired out to do a job for someone who hired the guild, a steep fee, etc.

Towns and Communities

Kezel have both settled in towns and communities and formed groups in larger cities. These groups are usually made up of one or several prominent Kezel families. Depending on their ideals, they may or may not marry non-Kezel. It all depends on the social dynamics that the G.M. decides. Such groupings can train and will have a Regulator (and maybe even a Master Regulator) in their midst. If the player doesn't have an affiliation to the town or community, he will need to petition for training and bestowal. Petitions usually require some difficult task and/or an avowal of loyalty. The task is usually something that the other Kezel in the town would prefer not to do for one reason or another but which benefits them. Another option is that the town may be seeking new blood to be introduced into their community. In such cases, they may even offer bestowal in exchange for marriage to one of their town members and a homestead in the surrounding area. Less moral towns may simply require fathering or birthing a child to leave with the community.

Number of Specialties Available: 1D4 and then roll on the Specialty Types Table.

Training Style: Roll on Training Styles Table with a +10 to the roll.

Allegiance Requirements: See payment if any.

Regulator Availability: 80% chance of having 1D6 readily available.

Payment: Can be tasks or items for payment. They will usually accept large amounts of money, expensive equipment or rare items. Sometimes they may require joining a family of the city, staying there for a period of time working or even taking others to be trained to take along on adventures.

Solo Kezel

Each rogue Kezel has an interpretation or obedience level of the Code of Interaction. They don't want the watchfulness of a governing order and therefore, don't completely follow one. They may not even know or care about the traditions of any group. Most player characters will likely be trained and bestowed by one of these rogue Kezel. The rogue trainers don't usually train by following the player around. They'll temporarily bestow the abilities and show him a week or two worth of raw training and abilities. Then they'll send him off to adventure to come back later to have more instruction until his skills are tested. Then he has to test for his bestowal.

Number of Specialties Available: Roll 1D4; odd means none and even means one specialty. Then roll on the Specialty Types Table.

Training Style: Roll on the Training Styles Table.

Allegiance Requirements: Usually none.

Regulator Availability: 15% chance of having one readily available.

Payment: Normally large amounts of money, supplies or equipment. If traveling with the trainee, expenses for the trainer are sometimes required.

Kezel Orders

There are only a few orders or organizations of Kezel that follow the traditions and possess the specialized skills of their ancient forefathers' trades. One of these was mentioned in the **Rifter® #42** article called 'Under the Skin.' It contained information about the secret colony in the northern lands that sends caravans to find Kezel. Other organizations may be like the northern one, from secret guilds or more organized and strict groups of tribes or towns at some location closer to civilization. They also seek out, recruit and train Kezel.

Number of Specialties Available: 1D6+1. Then roll on the Specialty Types Table.

Training Style: Roll on Training Styles Table with a +25% to the roll.

Allegiance Requirements: Usually none.

Regulator Availability: 95% chance of having 1D6+1 readily available.

Payment: Commonly require tasks that require long, arduous journeys or getting items and/or supplies that are difficult to obtain.

Specialty Types Table - Standard (Roll)

- 01-15% Aura Master
- 16-31% Conduit Master
- 32-47% Environment Master
- 48-63% Hunter/Warrior
- 64-69% Leatherworker/Weaver
- 70-85% Masonry Master
- 86-00% Metallurgist Master

Training Style Table

01-25% Trainer gives 1D4 days of instruction, but does not travel with trainee, instead meeting weekly.

26-50% Trainer gives 1D4 days of instruction and trainee returns weekly.

51-75% Trainer travels with trainee.

76-100%+ Trainer is stationary and trainee stays also.

Bestowal Tests

The tests are strenuous feats. They need to show control and focus, test morals compared to the trainer and Regulator's morals, as well as display cleverness. Some Regulators might forbid using weapons and foreign objects while others may allow any other item. If applicable, there may be a test to show their use of their specialty if any is learned.

They might have to hunt and kill or wrestle a formidable animal or creature. It isn't unheard of for a diabolic guild to ask for a criminal task to be performed as some form of initiation. Towns may have a set of difficult tasks as a standard test or rite or they may have an immediate need to be taken care of which will be a good test. In any case, the trainer and Regulator want to see what the trainee has learned and how well he uses his powers.

The tests are necessary. Without them, bestowal is not possible. As previously stated, there are changes that happen to the Kezel during the struggle of the tests. The change is apparent to the trainer when the test is passed. The stress and enlightenment will change the aura of the trainee so that it's brighter. Tests that need to be passed:

2 Aura usage tests – offense against beasts and other real threats or can be against the Regulator if need be.

2 Aura usage tests – defense where no offense is allowed; usually a survival situation or obstacle course.

3 Ability usage tests.

2 Physical feats tests such as strength and agility.

1 Ranged abilities test.

2 Improvisation/cleverness tests (optional).

1 Moral test compared to trainer and Regulator.

Kezel Specialties

The bonuses provided by the specialties are listed in this section. The specialties will enhance powers and will have effects such as increased range, greater duration, reduce the P.P.E. cost, enhance effectiveness of powering things, provide more S.D.C./M.D.C., bonuses to damage, and other effects. Each power states what specialties offer enhancements.

The Kezel can focus on specialties which give them bonuses to certain abilities while providing one-time bonuses as well. For example, a Mason specialist will receive extra durability on the powers related to that specialty.

Specialties are learned from either a trainer or from a specialist master who will train him after bestowal. The specialty training first requires someone who has the specialty and will agree to train him. Once the training is begun, the Kezel must devote 3D4+1 weeks to the study of the specialty. During which time any new shapes, skills or other bonuses are learned. Once complete, the specialty trainer performs a mini-bestowal that requires no Regulator. At this point, the Kezel trainee can train others in the new specialty.

Aura Master: The aura is the primary outward display of a Kezel's powers. It has an unlimited potential for shapes and uses. Those that focus on the aura have been able to specialize in using it with powerful results. Besides being masters of aura shapes, they can more efficiently channel sound, light and kinetic energy, as well as be more efficient at creating the aura. They can also create an ethereal aura around the solid aura for protection against a combination of physical and psychic or possession attacks at the same time. This provides more efficient use of the aura for shaping and for channeling sound and other energies, and other bonuses noted.

Bonuses:

+1D6 minutes to duration of aura.

Can automatically activate aura as M.D.C./super-hardened state.

Gain 3 extra shapes of Extendage, all at 75% of normal skill.

+1 foot (0.3 m) Extendage length at levels 3, 5, 7, 9, 11, 13 and 15.

+2 to Horror Factor per shape.

Reduce P.P.E. cost for the specialized powers by 10% (round up).

Conduit Master (a.k.a. Healer/Energy Provider): A Kezel may focus their specialty for generating and expelling energy. The energy can be life-giving, electric, heat, redirecting types of

energy, etc. They have mastered the ability to generate and focus the extra energies more efficiently. Gives bonuses to heal, to power things more efficiently, and other bonuses noted.

Bonuses:

- +1D6 Hit Points or S.D.C. healed with healing powers.
- +1D4 melees to power machines(roll per item powered).
- +2 damage to each energy weapon or energized Pearled weapon.
- +15% success rate to redirect energy of all sorts.
- +10% range to ranged abilities.

Environment Master: Each environment has its own energy similar to that of a Kezel's aura. This energy is generated by factors such as climate, creatures and weather. Because the two types of energy so similar, they may both be manipulated in similar manners. A Kezel can adapt to an environment to almost make it an extension of their aura. This specialty gives bonuses to environmental powers, detections and animal charming and allows them to learn another environmental ability per level. Ley lines anywhere in that immediate environment have the same effect as if they were within close proximity of the ley line.

Bonuses:

- Time to charm animals reduced by 1D4 days.
- Time to adapt is reduced by 2D4 weeks.
- +1D6 minutes to duration of abilities when in the adapted environment.
- Extend range of touch ranged abilities to 2D6 yards (meters) +1D4 yards (meters) per level.

Hunter/Warrior: One of the more common specialties since there are often environments where hunting and protection are necessary. Shield durability, tracking, combat and other traits gain advantage from this specialty.

Bonuses:

- +15 M.D.C./S.D.C. to aura and Extendages.
- +1D6 minutes to duration of affected abilities.
- Can automatically turn activated aura into M.D.C./super-hardened state.
- +2 to P.P., P.E., P.S.
- +2 to strike, parry and dodge.
- Extra melee Extendage of choice - Use this one at 75% base skill. Skill progresses as normal.

Leatherworker/Weaver: This specialty is another means of constructing, leatherworking, looming and making alchemy items. The leatherworking is special in that the leather is still able to heal and sometimes offers powers of the skinned creature. Weavers can create supernatural silks and cloth from the creatures and plants of the environment as well. These Kezel, like the mason or metallurgist, need no extra tools to perform their trade since they can use their Extendages to make the tools. (See Rifter 42 – 'Under the Skin' article for more details.)

Bonuses:

- Extra Extendage shapes for looming and leatherworking at 65% base skill +5% per level.
- Enchant leather: Base skill 25% (plus any I.Q. bonuses) +6% per level.
- Special alchemy: Base skill 25% (plus any I.Q. bonuses) +6% per level.
- Magical looming: Base skill 25% (plus any I.Q. bonuses) +6% per level.
- Gain animal anatomy at 30% +5 per level.

Masonry Master: The specialty to deal with stone creations such as brick, pottery, statues and weapons. This includes lava handling to produce such masterpieces. Their ancient castles were magnificent structures of black rock with few visible seams. Instead of mortar to bind the stones, they used lava.

Bonuses:

- +35 M.D.C./S.D.C. to aura and Extendages.
- Can automatically turn activated aura into M.D.C./super-hardened state.
- Reduce the Pearl time by 2D4 weeks. (Roll per item.)
- Masonry skill at 45% +4% per level.
- 2 P.P.E cost for abilities enhanced by this specialty.

Metallurgist Master: A Kezel's ability to melt metal and handle even the hottest molten material allows the metallurgist to purify, smelt, combine and form marvelous creations without an outside heat source or anvil. They can work metals anywhere using their aura.

Bonuses:

- +15 M.D.C./S.D.C. to aura and Extendages
- Reduce the Pearl time by 2D4 weeks. (Roll per item level.)
- Anvil and hammer-shaped Extendages at 75% skill.
- Smelting skill at 35% +5% per level.
- Blacksmithing skill at 40% +5% per level (or add 15% to existing blacksmith skill).
- 2 P.P.E. cost for abilities enhanced by this specialty.

The Knight and Pegasus Status

Once a Kezel trains two other Kezel successfully, he achieves the status of Knight (for males) or Pegasus (for females). They get the bonuses listed below. A Knight or Pegasus can meet the criteria again by training two more successful students.

One-Time Bonuses:

- 1) Sense inactive Kezel powers within 500 feet (152.4 m). power (Or add 100 feet (30.5 m) if he already has this power.)
- 2) Attain two more new bestowed powers at a new level.
- 3) Able to train four Kezel at once (if he/she has enough P.P.E.).
- 4) +1D4x10 I.S.P.
- 5) +3D6x100 experience points (G.M.'s discretion).
- 6) +10% increase in the rate of recovery of P.P.E.
- 7) +2 to strike with Extendage.
- 8) +2 to parry with Extendage.
- 9) +1 to dodge.
- 10) +1 to initiative.

The following bonuses also apply each time the Knight/Pegasus status is reached anew (for every two Kezel they train):

- 1) Sense inactive Kezel powers: add 100 feet (30.5 m).
- 2) +3 to strike with Extendage.
- 3) +3 to parry with Extendage.
- 4) +1 to initiative.
- 5) Gain a new specialty (provided they can find a trainer or 35% possibility of self-teaching to become one).

The Regulator Status

After the training and completed, a Regulator is needed. He or she will judge the final testing and will be the one to make the bestowed power permanent. The Regulator focuses the energy of the trainer Kezel onto the trained. The Regulator's aura

color does not change color after participating in the ceremony. Regulators can still train, but they need another Kezel Regulator to witness and participate because it takes at least two Kezel to bestow a newly trained Kezel.

In order to become a Regulator, a Kezel has to have trained a total of five Kezel, (two to become a Knight or Pegasus, plus three more). Two other Regulators must endow a Knight/Pegasus with this status. The Regulator status provides more exclusive powers and bonuses. These include:

1) Communicate with other Kezel via lightning. Regulators may have conversations over great distances. If one Regulator finds that a Kezel is trying to give out the powers without much or any training or other wrong ways, then the Regulator can use this to notify others to “black list” the bad Kezel until he redeems or re-proves himself. Cost: 4 P.P.E. per transmission.

2) Generate lightning more efficiently. This will reduce the cost of Expel Lightning and Call Lightning abilities by half the P.P.E. This is reduced again if the Regulator status is reached again.

3) Complete the bestowal to make it permanent.

4) Add one new specialty (bonuses are not accumulative).

5) +1 attack per melee.

6) +3D6x10 P.P.E.

7) +2 to strike with Extendages.

8) +2 to parry and dodge.

9) +4D6x100 experience points (G.M.’s discretion).

Master Regulator Status

If a Regulator obtains the status twice, he or she may opt to evolve to become a Master Regulator. This means that the Kezel will need to successfully train or be the Regulator to bestow powers for 10 Kezel total.

Master Regulators receive the following powers:

1) Satellite: This power allows the Master Regulator to send lightning into the atmosphere that can be used to view the surrounding area. The Master can only view from above. He calls the lightning back to gather a recall view of what the lightning saw. The lightning is only visible to Master Regulators. This means that while other Master Regulators cannot intercept the probing lightning, they can watch to see where it is retrieved from. Range: 1,000 miles (1,600 km) +100 miles (160 km) per level within an atmosphere. P.P.E.: 40.

2) Underwater Probe: This power is similar to the Satellite power, except it is within water. It is harmless and cannot hurt anything. Using the water, he can explore any part of the water while touching the water body. Any connected water sources such as rivers and lakes can be probed. Waterfalls count as a break in the water source. Range 500 miles (800 km) +50 miles (80 km) per level. P.P.E.: 30.

Kezel Powers and Abilities

Bestowed Powers of the Kezel

The Kezel’s aura is the source of many abilities. Some abilities are available naturally to all Kezel while other abilities are only available to Bestowed Kezel. The bestowed powers deal more with manipulating the aura as well as matter and energy. Bestowal also gives better efficiency to other abilities. See the Bestowal section for more details.

The bestowal brings about a renewal of the Kezel. The process dissolves the old aura and changes the body so that it will make a new aura which, in turn, is the catalyst for the new abilities. It is brighter and the Kezel has the option to emanate light from it if he desires.

Index of All Kezel Abilities

This is a quick list of the abilities available to the Kezel. Bestowal requirements are noted in the power description. Next to the ability in the list is the P.P.E. cost in parentheses, such as (4).

Level 1 Abilities

Different Shapes of Extendages (2)
Ethereal Aura into Tangible State (2)
Full Body Ethereal Aura (1)
Heal Others with Touch (1 per 3 S.D.C.)
Increase Physical Strength (Varies)
Power Machines (Varies)
Self-Regenerate (0)

Level 2 Abilities

Amplify Sound (5)
Communicate by Touch (6)
Enhance Physical Speed and Physical Prowess (5)
Enhance Senses (5)
Reduce Fatigue in Others (4)
Sense Active Kezel and Environmental Energy (5)
Sense Organic Being (4)
Stun/Knockout by Touch (4, 8)

Level 3 Abilities

Bloodhound (8)
Change Aura to Armored State (Varies)
Cover Others with Aura (Varies)
Ethereal Aura Around Solid Aura (7)
Lightning Blast (5)
Manipulate Light (7)
Remove Heat from Any Non-Organic Object (6)
Transfer Nutrients to Others (7)
Water Propulsion (7)

Level 4 Abilities

Absorb P.P.E from Plants (none)
Detect Motion (10)
Drain Organic Energy (5)
Emit Fear in All Directions (10)
Emit Heat in All Directions (10)
Focused Heat Blast (14)
Pearl (Varies)
See the Invisible (9)
Sixth Sense (11)
Use Organic Creatures’ Defenses (15)

Level 5 Abilities

Adapt to an Environment (12)
Charm Animals (12)
Heal Others More Efficiently (1 per 6 S.D.C.)
Invisible to Sensory Equipment (14)

Melt Rock, Metal, and Glass (16)
Power and Operate Organic Machinery (18)
Power Machines More Efficiently (Varies)
Redirect Kinetic Energy (15)
Sound Wave Blast (12)

Level 6 Abilities

Enchant Leather and Alchemy Items (10)
Find Volcano (15)
Gain Biologic Info (15)
Hide Within Environment (18)
Hold Using Environmental Energy (21)
Kinetic Blast (14)
See Aura Characteristics of Other Kezel (12)
Supernatural Looming (10)

Level 7 Abilities

Communicate Using Environmental Energy (20)
Create Aura of Intangibility (23)
Create Aura of Invisibility (23)
Energize Gems and 'Pearled' Objects (Varies)
Focus and Damper Radiation (24)
Resist Effects of Environmental Exposure (6)
Resist Some Weather Conditions/disasters (21)
Sense Disguised Kezel Powers (25)
Sense Inactive Kezel Energy (20)

Level 8 Abilities

Call and Channel Lightning from Storm (30)
Create Lightning Wall (3)
Create Strong Wind (30)
Gain Electronic Device Info (30)
Gain Geographic Map of Environment (35)
Golem of Environmental Energy (Varies)
Levitate (25)

Level 9 Abilities

Create Weather Conditions (10 per Hour)
Disguise Aura and Kezel Abilities (45)
Disrupt an Extendage or Body Shield (70)
EMP Shockwave (50)
Sense Common Disasters (65)
Spy Using Environmental Energy (50)

Level 10 Abilities

Affect the Potency of a Ley Line (100)
Locate Extreme Anomalies (75)

Kezel Ability Descriptions by Level

Level 1 Abilities

Different Shapes of Extendages

The Kezel aura has a default aura Extendage that consists of larger hands that emanate from the body shield. It is the same ghost-like substance as the body shield. The Kezel body shield must be activated at the same time in order to use the Extendages. If the body shield is destroyed, the Extendages are also destroyed.

If the body shield or Extendages get damaged from combat or lava, the Kezel can spend 1 P.P.E. per 2 S.D.C. to repair the body shield or Extendages.

Every new shape needs to be declared by the Kezel. Each shape has a skill percentage to successfully form it. If the Kezel succeeds at the skill roll, they are able to form that practiced shape. If not, that shape doesn't manifest at that try. The Kezel can always use another attack to try again.

Even though the Kezel commonly create melee weapons in place of their hand Extendages, unusual features can be created. There are four places on the body that a Kezel can shape Extendages; head, arms, legs, and back (like wings and tails). The shapes, such as wings, claws, horns, etc., are fully functional. New shapes must be declared at a new level and require practice to use, therefore, each shape has a base skill percentage to create a defined shape. Unusual feature will have a Horror Factor of 1D4+1. The Horror Factor needs to be determined at the time the shape is first determined. The Horror Factor is always the same for that shape unless the size of the Extendage is changed. If using more than one shape at a time, then the Horror Factor is accumulative. So, for example, a Kezel could have large wings, horns, clawed feet and arms and they would have an accumulative Horror Factor for all four shapes. The victim has to roll to save versus Horror Factor to keep from becoming paralyzed for 1D4 attacks.

Wings, in order to allow flight, need to have a total wingspan that is at least the same length of the body. Smaller wings will allow for the gliding capability.

Range: Self.

Duration: ½ P.E. in minutes +1 minute per level.

Saving Throw: None.

Skill to summon: 35% +6% per level per shape.

P.P.E.: 2 per shape.

Level: 1

S.D.C.: 25 + 10 per level (will be changed to super-hardened state M.D.C. once that ability is used).

Damage: Only possible in tangible state. (Strength bonus may be added.)

Hand Normal Punch – 3D6 S.D.C. (or M.D. when in M.D.C. form).

Damage from a formed Weapon – 4D6 S.D.C. (or M.D. when in M.D.C. form)

Horror Factor: 1D4+1 per unusual form.

Size: Emanates 1 foot (.3 m) from body per level. This size increase also adds +1 to the Horror Factor of that form.

Active aura is required for use of this power.

Enhanced by Specialties: Aura Master, Leatherwork/Weave.

Ethereal Aura into Tangible State

This ability allows the Kezel to change his ethereal body aura into a tangible state and provides an environmental, S.D.C., full body shield. This state will keep them comfortable in temperatures as hot as 750 degrees F (400 C), and as cold as -200 degrees F (-129 C), which is more than the ethereal state. Unlike the ethereal state, this tangible form can handle hot or cold objects up to the previously noted amount without any damage, but it cannot hold or damage other ethereal beings/objects. However, like the ethereal form, it will also minimize the effects of radiation.

This ability will instantly convert into the S.D.C. aura from the ethereal aura. If the body shield is destroyed, he must use one attack to recreate the destroyed body shield.

If the body shield or Extendages are damaged, he can spend 1 P.P.E. per 2 S.D.C. to repair the body shield or aura. Repairing 10 S.D.C. will take one attack.

Range: Self.

Duration: ½ P.E. in minutes +1 minute per level.

Saving Throw: None.

P.P.E.: 2 to activate. Each time the aura is activated it has full S.D.C.

S.D.C.: 30 at level one +10 per level (lasers do half damage).

Level: 1

Enhanced by Specialties: Aura Master.

Full Body Ethereal Aura

The body shield is a “Ghost Aura” that surrounds the whole body and will cover equipment 5-8 inches (13-20.3 cm) from their body. Extendages can be formed and practiced to form shapes that extend further.

With this aura the person can survive hostile environments for a long period of time. It will keep them comfortable in places as hot as 392 degrees F (200 C) and as cold as 0 degrees F (-17.8 C). This will not protect from touching a hot item. This ethereal state can also withstand and will minimize the effects of radiation. This body shield will not protect from physical attacks, but will protect from ethereal or magic attacks, including possession.

This ethereal aura will also damage ghosts, apparitions, those in the spectral realm, or any other ethereal/intangible object or being. It also protects against possession when active. They will need to be able to see the invisible in order to attack those in the spectral realm or who are invisible. A normal punch will do 3D6 S.D.C. to the ethereal being or object.

This aura, in whatever state, will also allow paralyzed parts of their body to move. It will act like external bionics that can move the body for a short period of time (½ P.E. in melees). Doing this will reduce the speed and bonuses by half for the duration of the paralysis.

Range: Self.

Duration: ½ P.E. in minutes +1 minute per level.

Saving Throw: None.

P.P.E.: 1

Level: 1

S.D.C.: (Special) 40 S.D.C./M.D.C. (Normal weapons will not harm this aura. Instead, the body will receive the damage, since this state provides no physical protection. Other ethereal objects or beings as well as magic, psionics, astral travelers, and ectoplasm, can damage it.)

Active aura is required for use of this power.

Enhanced by Specialties: Aura Master.

Heal Others with Touch

Kezel can transfer their energy to others. This allows them to heal others with a physical touch. They can heal 3 S.D.C. or Hit Points per 1 P.P.E. per minute.

Range: Touch.

Saving Throw: None.

P.P.E.: 1 P.P.E. for 3 S.D.C./Hit Points healed per minute.

Level: 1

Enhanced by specialties: Conduit.

Increase Physical Strength

Kezel can temporarily increase his or her physical strength, making it supernatural. Their strength can temporarily be increased by 6 maximum at 1st level and it becomes supernatural strength. The strength maximum is increased by 3 points at a new level and does not require the Kezel body shield.

Range: Self.

Duration: ½ P.E. per melee.

Saving Throw: None.

P.P.E.: 1 per 2 P.S. if not bestowed and 1 per 4 P.S. if bestowed.

Level: 1

Enhanced by Specialties: Hunter/Warrior, Mason, Metallurgy/Crafter.

Power Machines

A Kezel’s energy allows them to provide power to machines as small as a watch or as large as energy weapons. The energy cannot be stored so the energy needs to be used right away.

Range: Touch.

Duration: Small machines for 3 attacks, medium E-Rifles for 2 attacks, large E-Rifles and rail guns for 1 attack.

Saving Throw: None.

P.P.E.: 1 for small machines.

2 for normal appliances (110 v).

4 for larger voltage machines (220 v or higher).

6 for every 1D4 M.D.C./S.D.C. of a weapon’s max damage.

8 for every 1D6 M.D.C./S.D.C. of a weapon’s max damage.

Level: 1

Rate of Fire: Equal to the number of hand to hand attacks.

Enhanced by Specialties: Conduit.

Self-Regenerate

Kezel naturally heal twice as fast as the average human because their body has so much more energy to work with. Unlike most humans, they will not lose more Hit Points if their wounds go untreated. They will gain 4 per day with first aid. With professional treatment, they will gain 4 for the first two days and 8 every day after that. Scarring is a rarity. Even tattoos will disappear in 1D4 years.

Range: Self.

Duration: Permanent and constant.

Saving Throw: None.

P.P.E.: None. Automatic.

Level: 1

Bonuses: +2 to save vs Poison, and +10% to save vs Coma and Death (in addition to attribute bonuses).

Level 2 Abilities

Amplify Sound

The Kezel aura can be used to amplify or dampen sound by absorbing it into the aura. This can allow them to heighten their ability to hear or redirect sound. When used, they can hear sounds as quiet as a whisper (10 decibels) within the radius. This can be focused to listen directionally by the Extendages in noisy areas, or omnidirectionally by the body shield in quiet areas.

This also allows the Kezel to amplify any noise, including his or her voice, up or down 5 decibels per level. This also gives a +1 to Horror Factor per 10 decibels over 40.

Decibel Levels:

- 10 decibels: a light whisper
- 20 decibels: a quiet conversation
- 30 decibels: a normal conversation
- 40 decibels: light traffic
- 50 decibels: loud conversation
- 60 decibels: shouting
- 70 decibels: heavy traffic
- 80 decibels: loud noise like a subway train or rock concert
- 90 decibels: very loud noise like thunder or explosion
- 100 decibels: jet taking off

Range: 50 feet (15.2 m) + 5 feet (1.5 m) per level.

Duration: 5 minutes plus 1 minute per level.

Saving Throw: None.

P.P.E.: 5

Level: 2

Bestowal is required for this power.

Active aura is required for use of this power.

Enhanced by Specialties: Aura Master, Conduit.

Communicate by Touch

Instead of speaking, a Kezel can communicate with a person that they are touching. This is useful in places like underwater or in situations where silence is essential. This ability will work even if the target is wearing armor or cloths. While this power is active, a Kezel can change targets without using any more P.P.E. as long as it is within the duration. They can also communicate with multiple people at once without spending any more P.P.E. All people in the link can communicate together.

Range: Touch.

Duration: Up to 10 minutes while physical contact is made (Plus 1 minute per level of experience).

Saving Throw: None.

P.P.E.: 6

Level: 2

Bestowal is required for this power

Enhanced by Specialties: Aura Master

Enhance Senses

This power makes a Kezel more in tune with their body's senses. They can see, hear, smell, feel, and taste twice as well as the normal person. They can also see in the dark. This gives bonuses to some skills.

If the character also has the 'manipulate light via Extendages' ability they would be able to see ultraviolet and infrared colors. They would also be able to see heat signatures using these two abilities together.

Range: Self.

Duration: 10 minutes plus 1 minute per level of experience.

Saving Throw: None.

P.P.E.: 5

Level: 2

Bonuses: +10% to hands on skills.

Enhanced by Specialties: Hunter/Warrior, Mason, Metallurgy/Crafter.

Enhance Physical Speed and Physical Prowess

As the description states, this power temporarily gives a Kezel a heightened speed and physical prowess. Note that the amount of Spd. and P.P. is rerolled each time the power is used or refreshed.

Range: Self.

Duration: Equal to ½ P.E. per melee plus 2 melees per level of experience.

P.P.E.: 5

Level: 2

Bonuses: +3D6 to speed.

Jump 10 feet (3 m) high and across plus 2 feet (.61 m) per level.

+ 2D4 to P.P.

+ 1 attack while using ancient hand-held weapons (including ancient Extendage weapons).

+2 to initiative.

Auto-dodge.

Enhanced by Specialties: Hunter/Warrior.

Reduce Fatigue in Others

This will give the body a boost of energy to a fatigued person. It can be used as necessary, but it cannot be applied to one's own self.

Range: Touch.

Duration: 1D4+1 minutes plus 1 minute per level.

Saving Throw: None.

P.P.E.: 4

Level: 2

Enhanced by Specialties: Conduit.

Sense Active Kezel and Environmental Energy

This power is the ability to sense active Kezel powers and environmental powers being used within 500 feet (152.4 m). This is sometimes used by a Kezel to find people to train. It is also used to find enemy or friendly Kezel. They can tell if it is a friend or enemy by using the type of energy that is released from the Kezel being probed. This power will not specify the exact location or identity of the person, only the general direction.

Range: 500 feet (152.4 m) + 100 feet (30.5 m) per level.

Duration: Constant.

Saving throw: None.

P.P.E.: 5

Level: 2

Bestowal is required for this power.

Enhanced by Specialties: Environment, Aura Master.

Sense Organic Being

This is simply the ability to detect, automatically, the presence of a living person or animals as small as a mouse. The character will be able to determine what kind of being it is and its general location within the range.

Range: 500 feet (152.4 m) + 100 feet (30.5 m) per level.

Duration: 2 minutes per level.

Saving Throw: None.

P.P.E.: 4

Level: 2

Enhanced by Specialties: Aura Master.

Stun or Knockout by Touch

This power is a more subtle use of the expel-lightning power. The user can control the shock strength. The body shield needs to be active while performing the shock.

The different levels of electricity have different effects. The lowest level will stun the individual for 1D4 melees, while the maximum will completely knock them unconscious for 3D6 minutes. There is a 75% chance to knock out a human or human-sized being.

Range: 5 inches (13 cm) or can be conducted up to 50 feet (15.24 m).

Duration: Stun: 1D4 melees. Knockout: 3D6 minutes.

Saving Throw: 14 or higher.

P.P.E.: 4 for a stun, 8 for knockout.

Level: 2

Rate of fire: Equal to the number of hand to hand attacks.

Enhanced by Specialties: Hunter/Warrior, Aura Master.

Level 3 Abilities

Bloodhound (Amplify Smells via Extendages)

This is the ability to use the Extendages and body shield to amplify scents so that his nose can register them. This allows a Kezel to track and hunt with better efficiency. He can also suppress smells in the surrounding area. This ability can also cleanse an area of a smell to make it more bearable for friends, or they can amplify a smell, such as ammonia, to chase away an enemy.

Note: When the body shield is active, the character leaves no scent.

Range: 1 foot (.3 m) from Extendage/body shield per level.

Duration: 5 minutes per use.

Saving Throw: None.

P.P.E.: 8

Level: 3

Bestowal is required for this power.

Bonus: +30% to tracking skill when used.

Active aura is required for use of this power.

Enhanced by Specialties: Hunter/Warrior.

Change Aura to Armored State

This ability is the energizing of the aura and causes the S.D.C. form to change to an M.D.C. or increased S.D.C. body 'shield.' When used, it costs 2 P.P.E. to convert 1 S.D.C. of the active aura and Extendage into this state. If he doesn't have enough P.P.E. he cannot convert the aura.

The body shield in this state will then protect against temperatures as hot as molten lava, up to 2200 degrees F (1204 C) and as cold as -450 degrees F (-267 C), which is the temperature of deep space. Normal fire and lava do NO damage to the supernatural aura and Extendages.

If the body shield or Extendages are damaged, he can spend 1 P.P.E. per 2 S.D.C. to repair the body shield or aura. Also, if the aura is destroyed, one attack is needed to renew the shield. Then another attack is needed to change to the hardened armor state again.

Range: Self.

Duration: ½ P.E. in minutes plus 1 minute per level of experience.

Saving Throw: None.

P.P.E.: 2 per 10 M.D.C. (round up). 2 per 50 S.D.C. in S.D.C. worlds.

Level: 3

M.D.C.: Converts the current S.D.C. of the solid aura into the equivalent M.D.C.

S.D.C.: In S.D.C. settings, this ability triples the S.D.C. of the current solid aura and Extendages.

Active aura is required for use of this power.

Enhanced by Specialties: Aura Master, Hunter/Warrior, Mason, Metallurgy/Crafter.

Cover Others with Aura

This is the ability to share the environmental body shield with another person. The shield will encase them both. Extra P.P.E. can be spent to convert the shield into the hardened state for extra protection. That person would be protected with the same amount of S.D.C. as the Kezel using the ability as long as they remain in physical contact.

Range: Touch.

Duration: Equal to the aura's duration.

Saving Throw: None.

P.P.E.: 1 per 20 pounds (9 kg) of person.

Level: 3

Active aura is required for use of this power.

Enhanced by Specialties: Aura Master, Mason.

Ethereal Aura Around Solid Aura

Normally, the ethereal aura damages ghosts, etc. but does not protect against physical attacks and vice versa for the solid aura state. This ability combines the two abilities by placing an ethereal aura around the physical aura. It both protects from and damages physical and ethereal objects.

Range: Self.

Duration: ½ P.E. in minutes, plus 1 minute per level.

Saving Throw: None.

P.P.E.: 7

Level: 3

Bestowal is required for this power.

Active aura is required for use of this power.

Enhanced by Specialties: Aura Master.

Lightning Blast

While the Extendages and the body armor are active, a Kezel can generate and expel lightning from Extendages. If used against machinery, there is a 75% chance of causing a short circuit on that part of the machinery and to the adjacent area. Hardened-circuit machines would not be affected by a short circuit.

Range: 1,000 feet (304.8 m) +100 feet (30.5 m) per level.

Duration: Instant.

Saving Throw: Dodge.

P.P.E.: 5 per blast.

Level: 3

Damage: 4D6 M.D. + 1D6 per level.

Rate of fire: Equal to the number of hand to hand attacks.

Active aura is required for use of this power.

Enhanced by Specialties: Conduit, Environment.

Manipulate Light

This is the ability to manipulate light using the Extendages or body aura like a fiber optic cable. He can redirect, enhance, dampen or focus light from any source that is around. Thus the Extendages and aura can also be used as a telescope, periscope, or magnifying glass.

He can also create small lasers using the Extendages that do 2D6 damage. He may also redirect lasers at a 65% (+5% per level) chance of success. If it is successful, then the laser's full damage will be directed to the new target. If the roll is unsuccessful, then the Extendage takes half of the intended damage.

When combined with the enhanced senses ability, this ability will allow a Kezel to see light rays outside the normal visible spectrum. They will also be able to see invisible beings/objects such as those in the spectral realm or that are magically invisible. They can also see heat signatures, but the Extendages or aura must be active for this to occur.

Range: Self. Can project light up to 500 feet (152 m).

Duration: ½ P.E. in minutes, plus 1 minute per level.

Saving Throw: None.

P.P.E.: 7

Level: 3

Bestowal is required for this power.

Damage for lasers: 2D6 M.D. or S.D.C. plus 1D6 at levels 3, 6, 9, 12 and 15.

Active aura is required for use of this power.

Enhanced by Specialties: Aura Master.

Remove Heat from Any Non-Organic Object

This is the ability to drain heat out of any non-organic object. The heat can be transferred to another object, or simply vented out of the aura or Extendages. The temperature can be set to 0 degrees Celsius (32 F). It takes 1 minute to lower the temperature of an object that is 1 cubic foot (0.28 cubic meters) by 50 degrees Celsius (122 F). Since the object becomes so cold, the aura needs to be active to do this.

Range: Touch.

Duration: ½ P.E. in minutes, plus 1 minute per level.

Saving Throw: None.

P.P.E.: 6 per minute.

Level: 3

Active aura is required for use of this power.

Enhanced by Specialties: Conduit, Mason, Metallurgy/Crafter, Aura Master.

Transfer Nutrients to Others

This is the ability to “feed” another person (not self) by transferring nutrients to them. This feeds the person as if they ate a full, nutritious meal and will reduce or remove any fatigue, light-headedness or other side effects from hunger. Despite this, hunger pains will still remain. They have found that the recipient will take the nutrients that it needs from the Kezel's P.P.E. reservoir. It takes 5 minutes to nourish a person for the equivalent of one meal. This can be used in conjunction with the 'Absorb P.P.E. from plants' ability where the Kezel can gain P.P.E. from the plants to feed others.

Range: Touch.

Duration: 3D4 hours of physical energy to the recipient

Saving Throw: None.

P.P.E.: 7 per minute.

Level: 3

Enhanced by Specialties: Conduit.

Water Propulsion

With this ability, the aura allows movement through water quietly. The water is passed through the aura and ejected out in force, creating propulsion. The water flow can instantly be redirected out of any part of the aura at any time. So it grants great maneuverability and speed.

This power also can use the aura to channel and spray liquid at an impressive distance. The rate of liquid flow depends on the amount of liquid fed at once through the aura. The aura must be touching the supply of liquid that it is spraying.

Range: Self to propel through water. 50 feet (15 m) to spray liquid +5 feet (1.5 m) per level.

Bonuses: +2 to dodge under water.

Speed in water: Equal to double the character's Spd. attribute.

Duration: ½ P.E. in minutes, plus 1 minute per level.

P.P.E.: 7

Level: 3

Bestowal is required for this power.

Active aura is required for use of this power.

Enhanced by Specialties: Aura Master.

To Be Continued...

Sorry, but due to space restraints, the rest of the Kezel abilities had to be bumped to the next issue.



Dark Day Chronicles, Volume V

A Short Story and Optional Source Material for Nightbane®

By Jeremy M. Hutchins

Revelations are never easy. Everyone, human or supernatural, at some time questions their basic existence. Why are we here? Where do we come from? In the case of Nightbane, it also includes our own family trees. My sister and I never knew our parents, but Avalon had never even heard of them until she found me on Dark Day. I was fortunate to be raised by a man that was almost family. My "Uncle" Benjamin took me from the orphanage at my parents' request when I was too young to remember. Ben was a Nightbane and raised me with no secrets. I knew early on what we were, our history (as much as is known), and our place in this world. I learned quickly of the Ba'al-ze-neckt and their insidious ways. Such a thing among my people is rare, indeed. It made me the man I am today, and for that, Ben will have my eternal gratitude.

Avalon and I would have more talks after Dark Day, but the first time one hears of their true origins is a defining moment. Until that point, she was Avalon Murphy, daughter of Tom and Carolyn Murphy. That day she discovered far more than she ever knew and I could see the budding confusion and rage battling to come to the surface. She was scared, she was angry, and most of all, she felt her identity had been stripped away. All she knew had been a lie. How wrong she was. Regardless of anything said, we are who we are deep within. No matter what happens, it is exceptionally rare for a person to go from being a decent, pure being to utterly vile, regardless of events in our lives. Gabriel is a perfect example. Taken from this world and held as a prisoner of the Ba'al for nearly sixty years, he suffered every indignity the Nightlords and their minions could inflict upon him, yet the first thing he did when he escaped was to rescue a stranger from certain death. No matter what he was told, what was done to him, or what happened in all that time, Gabriel is and always has been a protector. Subconsciously, he fell back into that role.

In our own ways, all of us were hit with revelations on Dark Day. Gabriel learned much about his own nature and his place in this new world. Adam and Grayfang realized there were far more dangerous beings out there than the vampires that attacked them both. Kendra learned she was capable of so much more than she ever realized, and that she was not alone anymore. Avalon discovered the truth of our family and that she had a blood relative still alive. Miko discovered a group of like-minded individuals that he now considered to be the friends he never had. And I learned that no matter your intentions, forces beyond your control will always interfere with the most well-laid plans.

It is fortunate supernatural beings are experienced with life-altering changes, or we might not have survived the day.

– From the Journal of Trystan Dey

They relocated from the broken parking lot, grass growing through the cracks in the unused pavement, into the central building. It was there that Avalon, Gabriel and Miko had all detected so many Nightbane, hundreds, all massed together. Even with no training, young Kendra was looking around with wide eyes at what she felt but could not explain. That would have to come

later. Trystan and his two escorts led them up the stairs towards the uppermost level of the structure. As they passed the second highest floor, faces peered from the darkness at the strangers with their leader. Most were human, but more than a few inhuman faces with monstrous eyes reflecting in the dim lighting from what generators they had salvaged, watched with interest as the group passed.

They reached the top floor and Trystan's men turned left off the stairwell while Trystan himself turned to the right. His boots made a clacking noise on the hard floor as he walked, like the sound of cowboy boots on concrete, though his robes still covered every conceivable inch of his form. Making their way to the end of the hall, a single door with light spilling around the edges marked their destination. Trystan removed a hand from his sleeves but kept it before him where none could see it well. With a smooth motion he had the door opened and the hand replaced out of sight as he entered the room beyond.

The room itself was sparsely furnished with little more than a few full bookshelves, a sturdy table with a laptop, and a notepad with a pen resting beside the device. Two maps of the city were on the wall with red markings in nearly perfect straight lines coming from three directions and intersecting at a point that was unseen for the moment. Push pins of different colors adorned the maps as well, though no key was in sight to denote their meanings. It was then, as Grayfang brought up the rear and stood just past the doorway since his large bulk would barely fit through it, that Avalon expressed her interest.

"Tell me everything."

Twenty Years Ago

Wails of agony punctuated the still night, carrying through the stone of the small room and down the hallways of the empty building. A man, thin but strongly built, barred the door to the north with anything he could find - a desk, chairs, broken pieces of wood, mortar - while his friend, slightly taller, did the same with the east portal. The only piece of furniture left untouched was the small table in the center of the chamber which held a young, frail woman curled into a fetal position, at least as best an imitation of it as she could for one obviously so pregnant. In the final days of her term, she carried twins, a fact barely hidden by the coat covering her distended belly and legs. Another labor pain wracked her abdomen and she cried out again.

"Breathe, honey," the smaller man called, looking with concern over his shoulder as he finished his work. He rushed to her side to grab one hand tightly. "I'm here."

She breathed in the familiar patterns of Lamaze training, alternating short bursts with longer exhales. "I'm sorry, Joseph," she managed to say through the pain. "I can't go any further."

"I know, baby," Joseph said, his head against his wife's. They locked eyes and both knew the futility of trying to move her anymore this night. She was exhausted and had been in labor for hours already. They knew they were being pursued but there was

little more they could do now. It seemed they gave their hunters the slip a few blocks away, but it would not take them long to find the trail again. The best they could do was fortify.

"I'll check the perimeter," their companion said. He was looking on with an expression of grave concern. "I'll be right back."

Joseph nodded and offered his friend a weak smile. "Ben," he called just as the man turned. Joseph rose and moved before his taller friend, reaching out and gripping Ben in a tight hug. Ben returned the gesture, squeezing back tightly. Joseph pulled back and clasped the taller man on the back of the head and locking eyes. "You're the brother I never had, Ben. Thank you, so much, for everything."

Ben felt his eyes moisten and he pulled Joseph into another hug, this one much shorter. "You and Rhi are the best people I've ever known, Joseph."

Nothing else had to be said. Despite her intense pain, Rhiannon offered Ben a heartfelt smile and he gave her a wink in return. Her pain doubled and Joseph broke his contact with Ben to rifle through a bag they brought with them full of emergency supplies. They knew from the time Rhiannon became pregnant that it was a strong possibility they would be on the run when it came time to give birth. After all, they were Nightbane. Being hunted was their lot in life.

While Joseph tended to his wife, Ben focused his thoughts on the energy buried just beneath the surface of his human facade. There, deep within, was a power that was a true miracle, one that would turn his kind from an everyman to an instrument of destruction. All Nightbane were shape-shifters, able to assume a single form commonly called a Morphus. Each Nightbane's Morphus was unique, often reflecting the likes, interests, or true nature of the shifter. The rare few were beings of true beauty, inspirations to behold, while the vast majority was freakish or outright hideous. All Morphi, regardless of appearance, were inhumanly powerful both physically and psychically. Able to perform impossible, almost magical, feats in that supernatural form, they referred to these gifts as Talents. Ben felt the familiar sensation of the Becoming as he shifted from one form to another. Within moments he changed from the tall, unassuming man who entered the room into his alternate form. Skin darkened to the point of becoming dark as pitch while his flesh hardened to impossible levels. Hair disappeared entirely as did many of his more distinct features. What remained was a living statue carved from onyx that resembled a man. He grew shorter and squat with rippling onyx muscles along his gem-like body.

With a final glance to his best friends, Ben concentrated again, this time on one of his many Talents. His impressive form began to melt, becoming insubstantial but retaining the same dark coloration. In seconds, Ben was nearly indistinguishable from the shadows within the room. Silent as his appearance, he slipped beneath the minute crack in the door he barred and out into the night. Behind him, Rhinannon continued to whimper in pain.

* * *

He felt them before he could see them. In his shadow-form, Ben was all but invisible but the Hounds nearby could still sense him. They went wild, shrieking out war cries and banging their formidable swords and axes against anything within reach in an attempt to dislodge the Nightbane they "smelled" from his cover. Unknown to the stupid creatures, Ben was in their midst and

watching them carefully. They were too many to attack, even in his onyx form, so he opted to watch and see where they went. Joseph and Rhi were only a few streets away, hiding in an old schoolhouse that was scheduled for demolition in a few weeks. Every step the Hounds took in that direction made Ben's stomach lurch.

Not fools by any means, the armored foot soldiers of the Ba'al were dangerous predators in their own right. Most were not overly bright, but they made up for it with a cunning nature and animal instincts. The armor they wore - or they might have even been sealed into it because Ben had never seen one outside of the armor - was heavy protection. It made them difficult to hurt. Add to that the Darkblades they carried, weapons so sharp and durable they could cut through any known substance besides itself, and the Hounds were very dangerous foes. In a fight against one, perhaps two, Ben could handle himself. This was a squad of six. Even on his best day he could not take them all. For now he would watch and pray they drew no closer to his hiding friends.

"Close," one of the Hounds said in their strange, inhuman voices. Ben could count on one hand the numbers of times he actually heard them speak. Usually they shrieked, hissed, or let loose a strange, undulating cry that seemed to attract any others within earshot. He knew they could speak so it was odd that they rarely did. Perhaps they could understand one another instinctively and felt no need to communicate beyond body language and blood lust.

"There," another hissed, gesturing in the exact direction Ben dreaded.

Now thoroughly excited, they set off as fast as they could. With their horse-mane plumes sprouting from the top of their helmet heads, they sometimes resembled armored creatures despite their humanoid shape. Perhaps it was their eerie habit of dropping to all fours to run when they were closing in on prey. To see something that looked like a man suddenly devolve into such beastly behavior sent chills down the spine. They could cover incredible amounts of ground when they moved in such a manner and they quickly left Ben, in his shadow form still, behind. Try as he might, his speed was much slower than theirs and the Nightbane could not risk shifting back into his normal Morphus. Not yet. This could, after all, be a trap to draw him out.

It was not until a scream rent the night that Ben gave up his slower travel and switched, almost in the blink of an eye, into his onyx form once again. Still slower than the Hounds in his heavy, gem-like body, Ben made far better time.

* * *

Two Hounds lay dead, bubbling into the stuff of shadows before his very eyes, as Ben approached the school in a full run. The door he slid under earlier was rent asunder behind the quickly disappearing bodies and two more amorphous blobs were similarly vaporizing just beyond. Ben burst into the room, tearing the remaining part of the door free from the hinges and his heart skipped a beat.

The far corner of the room held the bloody, dissolving remains he knew to be Joseph. Impaled by a Darkblade spear, he took his killer with him by the look of things. A Hound-shaped mound lay sizzling next to Joseph with the Nightbane's hands clenched around what was likely its throat. He could barely recognize the Morphus of his oldest, dearest friend now. Like the Hounds, a

Nightbane in their Morpheus form when they died disappeared into nothingness, leaving behind no indication they ever existed. Had it been any longer, he might have never known Joseph's fate with certainty.

A sound from the table in the center of the room caught Ben's attention and a single high-pitched cry snapped him from his stupor. Rhiannon, Welsh-born vision of pure beauty in her human Facade, lay entirely too still with far too much blood seeping out from under her body. Wrapped in the coat that was being used to cover her were two moving bundles of pink flesh, one of which was the source of the cry. Ben reached out with an onyx hand and brushed away the covering. Beneath were all that was left of his dear friends, their flesh-and-blood legacy that he swore to them eight months ago to protect should anything ever happen to Rhi and Joseph.

Ben spun towards the door as the sixth and final Hound rushed in, Darkblade spear at the ready. The creature sniffed the air, a strange sound that seemed to echo in the armored headpiece the Hound wore, and it looked past Ben and down at the body of Rhiannon.

"Infants," he said in a chilling voice, like a starving man seeing the food he so desperately craved just an arm's length away. "Nightbane," it added with a chuckle.

Something snapped in Ben that night. Never one for violence, even in the Morpheus form which made such actions all too easy, Ben launched himself at the unfortunate Hound without a word. The fight was short and brutal with Ben never receiving a single wound while the Hound died all too savagely amid the screams and cries of the terrified infants just a few feet away. Turning back to his human Facade, Ben lifted the infants carefully, keeping them wrapped in the coat. The umbilical cords were cut and clipped with the stolen hospital supplies, but the babies needed medical attention. He could not leave just yet, however. Something else needed to be done.

Ben dropped to his knees before the table where Rhiannon lay and tried to stem the flow of tears that came regardless of his wishes. Even in death she was undeniably beautiful with her auburn hair in thick, curly waves and those stunning green eyes of hers staring up into nothingness. With his free hand, Ben reached up and gently closed her eyes so she looked as though she were merely sleeping.

"I'm so sorry, Rhi," he managed to say through choked sobs. "I should have been faster. I shouldn't have moved so far away from here."

Emotion overtook him and Ben was unable to continue. Never before had he felt such a sense of loss. For the past three decades, Rhi and Joseph had been his constant companions. Others came and went but they were the core, the Three Musketeers, as Rhiannon called them. Now he was alone for the first time in so many years and Ben felt heartbroken. They trusted him, loved him like a brother, and he was not there for them when they needed him the most.

Ben looked down when he felt one of the infants brush his fingers and locked eyes with one of them, the boy. Through the grief, through the pain, and through the tears, he saw in that child's eyes those of his closest friends. Rhiannon's eyes stared back at him from this tiny little form. Uncovering the other, a girl, she too looked up at Ben and he was amazed to see Joseph in that gaze.

"Do I see my Athos and Porthos in there?" he asked the infants. "Your mother and father were very dear to me, little ones. I will not lose you as well."

A glance in the corner where Joseph died showed nothing but a foul ooze on the floor where the Hound perished and no sign his old friend was ever there. Save for the memories Ben held in his mind as well as in his hands, it would be like Joseph had never existed. Rhiannon, on the other hand, died in her Facade, which would leave a body, and questions.

Two Weeks Later

"Do you know their names?"

Ben looked down at the babies, now asleep, and gave a half-smile. "Trystan and Avalon," he said a moment later, knowing Rhiannon and her love for the British tales of old, would approve.

"You understand this is not normal procedure?" the woman asked. She was a nun though she wore nothing to identify her position at the moment. Then again, it was quite late. Behind her another woman, a nun as well, watched a news report on the television about a nearby schoolhouse that was scheduled for demolition burning to the ground from a fire that seemed to deny the firefighters at every turn.

"I do."

"Why do you not want them both?" she asked, clearly unhappy with his request.

Ben could not tell her the truth, obviously. She would never believe him if he did. "I wish I could be clearer, Sister, but it is in their best interest, for now, to grow up apart. One day, when they are both ready, they will meet. Until then, I will return for the boy in a few weeks. The girl may be adopted out to whomever you feel would give her the best home. I leave that in your capable hands, Sister Mary."

"Ben," she said, stopping to police her emotion. "You've done so much good for us and the orphans or I would never agree to this. I have often told Mother Superior that I think you are an angel sent by God himself to watch over us. Don't make me regret this faith I place in you. Promise me that whatever it is you are doing is for the best."

"You have my word, Mary," Ben said, locking gazes with the formidable nun. "Thank you for your trust. One day, if I am able, I will explain. For now, the less you know, the safer you, and the children, are."

Dark Day

Tears flowed freely down Avalon's cheeks. Gabriel held her hand now, keeping a gentle grip to offer support. He was surprised by the tale but showed no outer signs. Nightbane twins were exceptionally rare. Any supernatural twins were rare, but the Nightbane seemed to have the least amount of instances. She was hearing this story for the first time and it had an impact on her. Trystan was a remarkable storyteller, able to choose his wording for maximum impact and imagery. It was vivid enough for Gabriel to have a clear mental picture of the events. For Joseph to have taken on and defeated five Hounds demonstrated his power and desperation. Even at the cost of his own life he went down fighting. He could see that trait in Avalon the first time they met, when she faced an armed, armored foe without flinching,

even though she was unarmed herself. In this case, bravery was hereditary.

Kendra sat on the floor at Avalon's feet, leaning against the older girl's legs and wiping her own eyes. The story was a sad one and Kendra almost felt like she had been there to see it herself with Trystan's vivid storytelling. She felt a kinship with both Avalon and Trystan. They were orphans just like her. She lost her own family to tragedy and went to an orphanage. Whereas Trystan was taken almost immediately by someone close to his family and Avalon was adopted soon after, Kendra had never left. She had never known true family. Yet now, with these strangers, she felt a bond the likes of which she never had. They were her family now and she would never have to return to the orphanage again. Glancing over to Declan, the man gave her a smile and reassuring wink, despite the somber mood in the room.

"Why just you? Why not both of us?" Avalon asked after a long silence that even the Lunari had respected. Grayfang and Adam listed to the tale, as did the transfixed Miko and equally enraptured Declan, without interruption. Now that it was over, they all seemed affected by the tragedy.

"Because of my birthright," Trystan explained. "I am magi."

Avalon's brow furrowed in confusion at the unfamiliar term, though she was not the only one.

"Capable of using magic," Gabriel explained in a whisper, though it carried to all in the room. The Athanatos eyed Trystan with a little more respect. Magi were powerful, dangerous beings.

"Magic?" Avalon scoffed.

"You bristle at the term, Avalon, yet you accompany a man who holds a sword that is magical," Trystan explained patiently, nodding towards Declan.

"How the hell did you know that?" Declan asked suddenly. He had never used or even spoken with Hallow in Trystan's presence. It remained on his wrist looking every bit an antique bracelet.

"I can feel it," the enigmatic Nightbane replied. "A powerful artifact, one of the most powerful I have ever sensed. Take care, Sword Bearer, for the blade you carry is a grave danger to the enemy. It will mark you as a target."

He's right, boyo. Watch yuir back.

Declan sighed, 'hearing' Hallow's mental confirmation. "Great."

"So you're Harry Potter," Avalon said with no small amount of hostility. "Why you and not me, or both of us, *brother*?"

Gabriel gave her a confused look, not recognizing the name, but Adam chuckled, which drew glares from his companions.

"What? I like Harry Potter! Good books," Adam said defensively. Kendra nodded emphatically as she liked the books she had read, too.

The others turned back to Trystan but Grayfang kicked the younger Lunari's foot, drawing his attention. "You can read?"

Adam gave him an unflattering gesture and sat back against the wall.

Trystan remained quiet for a moment, his hidden face unable to reveal nothing of his thoughts. Were it not for the slight movements, he would look every bit a statue. "Magi are uncommon, even among Nightbane, Avalon. Ben recognized the power within me, even at such a young age, for he, too, was a magi. He knew much of his own focus would be on my training."

The Nightbane leader's head dipped as if he were looking directly at Kendra for a moment, which made her a little uncomfortable.

"Twins aren't good to keep together, anyway," Miko said, his child-like voice sounding distant. The Guardian's already milky eyes seemed unfocused. "I don't remember why I know that, I just do."

Trystan's cowl dipped into a slight nod. "Correct, Miko. Avalon, I am unable to give you a satisfactory explanation. Nightbane twins are so exceedingly rare that there is little known about them. Ben did tell me of a passage he read once, written by an ancient one of our kind, which referred to Nightbane twins having unique ties which the Enemy feared. Ben and I spent a lifetime researching all we could, but found little more than conjecture and theories."

"How long have you known about me?" Avalon asked.

"Since I was five. Ben told me where you were, who adopted you, and about our parents. I watched you playing in the park down the street from your house many times as a child. I have also come to many of your gymnastic and dance competitions. You looked at me once with such a stare that I thought you might have recognized something within me as a relation. I stopped attending after that. It was too dangerous."

Grayfang stepped up and stood beside Avalon's chair, glancing down at the girl. "No offense, darlin', but this can wait, yeah? We need to know what the hell's goin' on, Trystan."

Avalon gave the Lunari a withering glance, which he either ignored or failed to see, but did not protest. Rude as he was, the big man was right. There was a lot more going on than a family reunion right now. Gabriel, too, was annoyed at the slight and rose from his chair facing the bigger Were. Kendra shrank against Avalon's legs as much as she could considering that she was between these two powerful, deadly beings.

Grayfang looked at the offended Athanatos and saw his eyes flashing black and red. Gabriel's demonstration of his anger drew a smirk from the Lunari elder. "I got an ex-wife a shit-load scarier than you, buddy. Keep yer shirt on. I already told the little lady I meant no offense. With all the crazy shit goin' on, we need answers before whatever out there finds this lip-flappin' session and ends it a damn sight ruder than I just did."

"Dark Day," Miko muttered, drawing all their attention. "That's what they'll call this - Dark Day."

"What do you know, Miko?" Trystan asked.

The Guardian shrugged. "Not much. I know the name. I know the sun comes back, but not for a while."

"So this all ends soon?" Kendra asked, speaking up for the first time since they entered the room. She felt uncomfortable speaking around strangers, adult strangers at that. They always treated her like a child.

"No," Miko replied, sounding far more defeated than they ever heard the carefree little Guardian. "Today is just a start. The light comes back, but the darkness stays, hiding in plain sight."

The others exchanged confused and concerned looks.

"This is an invasion," Trystan clarified, drawing all looks to him. "From what I have been able to gather, the Ba'al have been planning this for decades. They knew far more about this world than I had previously guessed. They have always had their scouts here, but even Ben was unsure of how much they really knew."

The enigmatic Nightbane leader rose, his boots clomping on the hardwood floor as he walked over to the wall with most of

the maps. He reached up and pointed at a map of Pittsburgh, revealing a hand that looked like something from a nightmare. Pale, flaky skin covered an appendage that might have come from some mythological monster. His thin index finger seemed longer than it should have been and ended in a wicked talon-like claw.

“Here,” he said, tapping a spot on the map where three rivers converged. “Point State Park, just across the river outside and down nearly a mile. That is a staging area for one of the Ba’al’s insertion points. There is a ley line nexus there.”

“A what?” Adam asked. It was clear by the confused looks from Grayfang, Avalon and Kendra that none of them had a clue, either.

“The Earth is covered in a network of invisible energy lines called ley lines. Many ancient races believed in them and built their monuments to correspond: Mayans, Egyptians, Greeks,” Gabriel said, drawing incredulous looks from the others.

“Quite right,” Trystan said. “Where two or more ley lines meet, they form what is called a nexus. Supernatural beings thrive off this energy and even if you cannot see them, you can sense them. Have any of you noticed any odd sensations since you arrived?”

It was obvious they all had but did not know the source. Attributing it to their anxiety and the events of the day, they had collectively ignored it.

“You are within a few hundred yards of a ley line and a mile from the nexus. It affects us all since we draw our abilities from this very energy. Those of us with training can learn to see these ley lines and utilize them to magnify our abilities. A single ley line can make us quite powerful. A nexus with just two ley lines crossing can make us into an army of one.”

Gabriel looked at the map closely and followed the trails of the rivers with his hands. Seeming to come to a conclusion, the Athanatos looked over at Trystan’s hooded form which seemed to nod to the unspoken question.

“This nexus has three feeding into it, doesn’t it?” he asked.

“Four,” Trystan clarified.

Gabriel looked back at the map and blinked. “Three rivers,” he noted. “They often follow rivers for some reason. Three rivers, three lines.”

“Four rivers,” Trystan clarified. “One underground, following the rock strata, feeds into the other three. They, and the corresponding ley lines, all converge at the Park.”

Gabriel blew out a slow breath and ran his hands through his hair, locking his fingers together at the base of his neck. “Four...”

Grayfang and Adam exchanged a glance while Miko hopped over beside Gabriel and looked at the map as well, whistling a single note when he confirmed their findings.

“What does that mean?” Avalon asked.

Declan, who had been receiving a mental education of his own in the magical arts by Hallow, laughed ruefully. “That means there’s one big freaking nexus out there with a lot of raw power for the taking.”

“Exactly,” Trystan said. “If we can evict the current tenants.”

“A nexus that big, they’ll have an army guarding it,” Miko said seriously.

Trystan removed both of his hands from his billowing sleeves, revealing his cruel appendages fully for the first time and gestured around them. The others remembered all the curious faces staring at them from the shadows of the doors and hallways of this structure on the top three floors. There had to be hundreds of Nightbane here, not including those too young or too old to fight. Tilt-

ing his head back slightly, light slipped under the hood enough to illuminate the mouth of the Nightbane leader. Skin similar to that on his hands held scars all along his chin while there was barely any lips covering what could only be called fangs, giving him a feral expression. He seemed to be smiling, though it could easily be mistaken for a snarl. If this was any indication of his appearance in his Morphus, then it was a good thing he remained covered. Sickly yellow eyes blinked from within the cowl, reflecting the lighting in the room in their reptilian-like slits.

“So do we.”

Character Statistics

Kendra Elaine Logan

Alignment: Scrupulous.

Attributes: I.Q. 15, M.E. 14, M.A. 4, P.S. 8 (22 in Morphus form), P.P. 15 (23 in Morphus form), P.E. 10 (22 in Morphus form), P.B. 14, Spd 20 (13.5 mph/21.6 km)(70 in Morphus form – 50 mph/80 km).

Height: 5 feet (5 feet 2 inches/1.5 m in Morphus).

Weight: 105 lbs/47.2 kg (130 lbs/58.5 kg in Morphus).

Experience Level: 2

Hit Points: 17 (61 in Morphus form).

S.D.C.: 30 (150 in Morphus form).

P.P.E.: 134

R.C.C.: Nightbane Sorceress.

Horror Factor: 0 (10 in Morphus form).

Combat Training: Basic (Martial Arts in Morphus form).

Number of Attacks: 4 (5 in Morphus form).

Combat Bonuses (Façade): +0 strike, +2 parry, +3 dodge, +2 roll with impact, +2 pull punch, +2 save vs Horror Factor, +3 save vs magic, +1 save vs disease, +2 save vs possession.

Combat Bonuses (Morphus): +6 strike, +8 parry, +8 dodge, +6 roll with impact, +6 pull punch, +3 initiative, +4 save vs Horror Factor, +14% save vs coma/death, +4 save vs poison, +9 save vs magic, +3 save vs disease, +2 save vs possession.

O.C.C. Skills: Basic Mathematics (75%), Computer Operation (65%), Computer Repair (45%), Cooking (50%), Gardening (50%), History (47%), Lore: Geomancy (45%), Lore: Nightbane (50%), Lore: Nightlands (45%), Mythology (35%), Principles of Magic (72%), Research (65%), Writing (40%).

Secondary Skills: Botany (30%), Computer Programming (35%), Cryptology (30%), Preserve Food (35%), Sewing (45%).

Languages (Spoken/Written): English (98%/70%), Latin (70%/50%).

Talents: Premonition, Sharing the Flesh and Shadows of Fear.

Natural Abilities: Nightvision 200 feet/61 m (1000 feet/305 m in Morphus form); may change between her Façade and her Morphus at will; can sense the presence of other Nightbane within a 300 foot/91.4 m diameter; immune to all forms of mind control abilities; cannot be transformed by any means; regenerates 10 S.D.C./H.P. per melee in Morphus; can sense the presence of ley lines and nexus points within one mile; can leap up to 20 feet/6.1 m up or across from a standing position and double that with a running start in Morphus form only.

Disposition: A child marred by tragedy in her young life, Kendra rarely knew anything outside of the sheltered orphan-

age of Saint Christopher's where she was raised. While the nuns were caring and attentive guardians, they were simply too overwhelmed to give each of the children in their home enough attention. Kendra lived much of her life in elaborate fantasies within her mind and dreams, dreams that had an unnerving habit of becoming reality. When her roommate Gladys became sick from appendicitis, it was Kendra who knew. She dreamed of it a few nights prior and watched the girl every night until it happened. Though she saved Gladys' life, it marked Kendra as a "weirdo" to the others, further ostracizing her. It wasn't until the night when Sister Rosa was attacked and killed by her doppelganger that Kendra discovered the truth about herself. Declan rescued the girl from certain death, but that night she had her first Becoming and stepped into the wider world of the supernatural.

When she met Trystan for the first time, the older Nightbane Sorcerer knew immediately what he sensed. She held the same spark of magic within her that Ben had sensed in him. Given enough time, Trystan planned to teach her the ways of the "Magi," as he called them. But first, they had to survive Dark Day.

Appearance: In her Façade, Kendra is a girl blossoming into womanhood, awkward and quite uncomfortable in her own body. An attractive teen, she turns heads with ease, but it isn't until she flashes a winning smile that her true beauty is revealed. Emerald eyes that seem large for her cherubic face captivate any that stare into them. Kendra's straight, shoulder-length brown hair is often worn tucked behind her tiny ears whose lobes remain un-pierced. All of that changes when she adopts her Morphus, however. Thin fur coats most of her body while she gains both height and muscle mass. Fingers and toes unsheath cat-like claws which she uses for running, climbing, and attacking with equal ease. Kendra's lovely face takes on a feline quality as her ears turn into points, eyes slit, nose flattens, and her mouth widens enough to accommodate the intimidating fangs she grows.

Combat Damages (Façade): Punch (1D4), Kick (1D6).

Combat Damages (Morphus): Punch/Kick (3D6+8), Claws (3D6+2D4+8).

Declan Rory O'Connor

Alignment: Scrupulous.

Attributes: I.Q. 12, M.E. 13, M.A. 20, P.S. 25 (Supernatural), P.P. 17, P.E. 17, P.B. 14, Spd 22 (15 mph/24 km).

Height: 5 feet, 10 inches (1.76 m).

Weight: 175 lbs (78.8 kg).

Experience Level: 3

Hit Points: 47

S.D.C.: 64 (164 three times per day – see below).

P.P.E.: 3

O.C.C.: Sword Bearer.

Combat Training: Expert.

Number of Attacks: 4

Combat Bonuses: +3 strike (+8 strike with Hallow), +5 parry (+9 parry with Hallow), +5 dodge, +1 initiative (with Hallow), +3 roll with impact, +3 pull punch, +2 disarm, +1 save vs magic, +3 save vs poison, +8 save vs disease.

O.C.C. Skills: Basic Mechanics (50%), Electrical Engineer (55%), Lore: Magic (50%), Lore: Nightbane (55%), W.P. Knife, W.P. Sword.

O.C.C. Related Skills: Advanced Mathematics (55%), Basic Mathematics (55%), Computer Operations (50%), Fencing, Play Musical Instrument: Guitar (55%), Radio: Basic (60%), Radio: Scramblers (50%), Surveillance Systems (45%), T.V./Video (40%).

Secondary Skills: Athletics (General), Lore: Geomancy (30%), Lore: Nightlands (25%), Running.

Languages (Spoken/Written): English (98%/65%), Gaelic (65% - speak only, can't read it).

Disposition: An electronic contractor for a private security firm, Declan thought he had a fairly firm grip on the world around him. A recent college graduate, he was just getting settled in Pittsburgh after moving away from his family for the first time in his life. The night before Dark Day, something about his Grandfather's old bracelet made Declan pick it up and don it. The snap closed tightly and wouldn't come off no matter how hard he tried. The next morning he went to see about getting it removed when his entire life was turned upside down in a matter of hours. The "bracelet" turned out to be an ancient artifact of tremendous power and Declan, for a reason he didn't understand, was now its wielder. Able to turn into a sword of Irish make at will, Declan was indoctrinated into the world of the supernatural by his new ally, Hallow. Shown many lifetimes of history in a few short minutes, Declan accumulated knowledge he never had before, including impressive skills in sword-fighting.

Appearance: Nearly six feet tall and built like an athlete, Declan always liked to play sports and stay in shape. It made Hallow's job all the easier when training Declan to be its next Sword Bearer. Hallow infuses Declan's already impressive frame with supernatural strength and endurance. The former electronics geek and part-time soccer player has become an enemy of the Nightlords that cannot be allowed to live. Unknown to Declan, Hallow's vendetta against the Nightlords has been a long time coming and the blade's powers and history have not been forgotten by the immortal enemy.

Declan, himself, is also an eye-turner, with short black hair that's longer on the top than the sides and kind, blue eyes that almost seem to brighten when he's angry, possibly as a testament to the power coursing within him. No scars mar his physique, though Hallow's history promises that such perfection may not last.

Combat Damages: Punch/Kick (3D6+10), Hallow (7D6+10; see below for additional details).

Beannaithe (Hallow):

- Intelligence: 20, P.P.E.: 160.
- Alignment: Principled.
- Hallow is a Gallóglaiigh (commonly known as a Gallowglass) sword of Irish legend. It has a brown leather wrapped handle, a cross-guard carved in the shape of a Celtic cross within a perfect circle, and the blade itself is always glistening silver despite any blood or gore on it. It is unbreakable and eternally sharp.
- Bonded to Declan – can communicate with him via telepathy and empathy.
- Able to shape-shift into a thick, brass-colored bracelet covered in Celtic runes.
- **Supernatural Strength & Endurance:** Grants Declan supernatural strength at all times. While bonded with Hallow, Declan never tires, needs only three hours of sleep per night, and is more resistant to poisons and disease (already figured into

the saves above). Three times per 24 hour period, Hallow can grant him supernatural endurance as well, giving Declan an extra 100 S.D.C. and an Armor Rating of 10. This final effect lasts for one minute (4 melees) per level of the Sword Bearer.

- **Anti-Magic:** Uses the P.P.E. reservoir of Hallow to negate spells, Nightbane Talents, and Nightlord Powers used against Declan. This is an automatic effect of Hallow and does not cost Declan any actions. The P.P.E. points used to cast or enact the effect by Declan's foe is the same cost from Hallow's P.P.E. reservoir to negate it.
- **Healing Powers:** Hallow heals Declan at the rate of 1D6 H.P./S.D.C. every melee round. This only works when Hallow is in

physical contact with Declan (be it in sword or bracelet form) and will repair almost any wound with sufficient time (damaged internal organs in 24 hours, a severed small appendage in 48 hours, and even a severed arm or leg in 72 hours). A severed head or splattered brain cannot be restored.

- **Dark Destroyer:** Hallow does 4D6 damage to mortal foes, 1D6x10 damage to Nightlords, their minions, and all supernatural forces of darkness (including evil Nightbane, demons, vampires, Necrosis Athanatos, and dark gods). Hallow does 2D4x100 damage against "The Dark" and those linked to it (such as Lord Moloch), as well as evil alien intelligences (including vampire intelligences and Old Ones).

Lemurian O.C.C.s

"Official" Source Material for *Rifts*® *Lemuria*

By Matthew Clements

Some Additional Text and Ideas by Kevin Siembieda and Greg Diaczyk

The following Occupational Character Classes (O.C.C.s) are common among Lemurians. This is source material that was created for **World Book 32: Rifts® Lemuria**, but had to be cut out due to space considerations and the dynamics of the book. We think you'll find them fun additions to your games. The material is "official."

– Kevin Siembieda, Publisher and Co-Author

Scholars & Adventurers

Lemurian Academic (Scholar/Explorer)
Lemurian Citizen
Lemurian Experimenter (Scientist/Explorer)
Lemurian Healer (Doctor)

Lemurian Practitioners of Magic

Magic occupations common among Lemurians and available as O.C.C.s:

Biomancer Gene-Mage (see **Rifts® World Book 32: Lemuria**)
Ley Line Walkers (see **Rifts® Ultimate Edition**)
Mystic (see **Rifts® Ultimate Edition**)
Ocean Wizards (see **Rifts® World Book 6: Rifts® Underseas**)
Sea Mystics (see **Notes below**)
Sea Druids (see **Rifts® World Book 6: Rifts® Underseas**)
Stone Masters (see **Rifts® World Book 2: Atlantis**)
Warlocks (see **Rifts® Conversion Book One**)
Whale Singers (see **Rifts® World Book 6: Rifts® Underseas**)
And others (any).

Forbidden Magic O.C.C.s

Only villains and outcasts within Lemurian society would consider the following disciplines as they are considered to be the antithesis of life and counter to everything Lemurians value.

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 others listed are magicks that either draw on evil supernatural beings or enslave other living creatures. Therefore, they are avoided by most Lemurians. However, they may be practiced by members of the Mauian Order and evil, rogue Lemurians who do not follow the accepted Lemurian way of life. This includes practitioners of:

Bio-Wizardry	Shifter Magic
Demon Magic	Soulmancy
Necromancy	Witchery
Rune Magic	

Techno-Wizardry is not regarded as evil or forbidden, but it is unknown to Lemurians and generally avoided because of its reliance on "machines" which are deemed as "unnatural" and "disruptive" even by villainous rogues. In short, it is uncomfortable and distasteful to most Lemurians. Likewise, Lemurians avoid *Ley Line Rifting* and *Temporal Magic*, both of which are regarded as unpredictable and much too dangerous to be studied; look at what such magic did to Atlantis.

Forbidden Magic O.C.C. Notes: Rogue Lemurian sorcerers who pursue forbidden magic lose their connection to nature, including the following:

- Life Sense
- Empathy with animals
- Lemurian R.C.C. Bonuses

However, they retain the inclination to have animal pets and Familiars and keep Lemurian Ultrasonic Communications and Ley Line Powers.

The alignment of Lemurians who pursue forbidden magic also tend to be Anarchist or evil, and many are outcasts and villains with an axe to grind against their fellow Lemurians and Lemurian allies. Many may even join forces with enemies of Lemuria, or become criminals and terrorists within Lemurian society.

Sea Mystic O.C.C.

The Lemurian Sea Mystic is the familiar *Mystic O.C.C.* described in the **Rifts®** core rule book, with a few alterations. The main difference being their orientation in magic is *Ocean Magic* (see **Rifts® World Book 7: Rifts® Underseas**).

O.C.C. skills modifications are, change *Horsemanship*: General to *Horsemanship: Exotic* (i.e. aquatic animal, sea serpent or Biomancy created mount), and Land Navigation becomes *Underwater Navigation*; all with the same original bonuses.

The Sea Mystics' I.S.P. base remains unchanged, and their P.P.E. base remains unchanged except add the Lemurian higher starting P.P.E. to the Permanent Base P.P.E. listed in the core rule book.

Lemurian Adventurers

As with any civilization, there are a wide range of occupations for the average citizen, from educator and laborers to farmers, mages, soldiers and adventurers. As a general rule, Lemurian people are educated, literate and appreciate the arts and personal expression. Their engineers and scientists tend to be mages, with the Biomancer Gene-Mage and Stone Master at the top of the heap and most influential.

There is a great emphasis on knowledge, harmony with nature and magic, consequently, except for the specialized Lemurian Men-at-Arms O.C.C.s, there are many practitioners of magic (mainly *Biomancers*, *Stone Wizards*, *Ley Line Walkers*, *Sea Mystics* and *Ocean Wizards*), educators and scholars (i.e. the equivalent of *Rogue Scientists* and *Rogue Scholars*), explorers and naturalists (the equivalent of *Wilderness Scout O.C.C.*), and many involved in botany and farming, and the arts and entertainment (artists, writers, actors, etc.).

In game terms, our focus is mainly on Adventurers, Practitioners of Magic, Psychics and Men-at-Arms. The O.C.C.s that follow would fall into the "Adventurer" category as well as NPCs (Non-Player Characters).

Lemurian Academic

Academics are the trained thinkers and scholars of the Lemurian world. Unlike in Coalition-dominated North America, the Lemurian civilization worships and reveres knowledge, and its schools and universities are some of the best on Rifts Earth. Academics preserve Lemurian history, the arts, and the tales of their people, but are most busy now trying to catalog and study the many new forms of life that have found a home on the Earth. Many Academics teach in the centers of learning in Lemuria, communicate with other people at places of learning around the globe, and engage in the further education of the D-Bees and mutant people that have allied themselves to Lemuria or share similar values.

Lemurian Academics are the bold and curious *adventurers* who are most likely to explore the surface world and make first contact with the many human and D-Bee civilizations in an effort to study, understand and catalog them all. Academics make up a whopping 60% of all *Lemurian explorers* on the surface and below the waves. Unlike many surface dwellers, their goal



is not so much fame and fortune or uncovering ancient secrets, but rather the gathering of knowledge and the chance to study the many native and alien life forms that now inhabit the planet earth. Depending on the Academic's areas of speciality or interest, the Lemurian scholar may be more interested in plants and/or animals than people, while other Academics may be fascinated with D-Bees or post-apocalyptic people and cultures of every variety. Still other Lemurian Academics may be interested in the supernatural, or the history of Earth before and after the Great Cataclysm; after all, they missed the last 15,000 years of Earth's development and history.

Lemurian Academics are likely to associate with Lemurian Experimenters, Scouts and other adventurers and scholars, as well as Biomancers and psychics. Most are open to all people, new experiences and ideas without prejudice, and always try to remain open-minded.

Special O.C.C. Abilities & Bonuses

1. Abilities common to ALL Lemurians:

Sense Life: Double the usual range.

Psionic Empathy with Animals: As usual.

Pets and Familiars: As usual.

Echolocation System: As usual.

Ultrasonic Communication: As usual.

Ley Line Powers: As usual.

2. Storyteller & Teacher: Academics are natural-born storytellers and educators with a flair for making dry subjects like

history, science and math sound exciting and fun. A passion that enables them to teach others over a period of time (equal to a Secondary Skill after 1D6+8 weeks of lessons; with at least 12 hours a week devoted to the teaching and another 10 hours of study by the student). Also see O.C.C. Bonuses.

3. Find Books and Historical Artifacts: +20% to Find Contraband skill when the contraband being sought is books, art, film and pre-Rifts artifacts, Lemurian artifacts and Atlantean artifacts. The Academic can get such items at a 20-40% discount off list price as a professional courtesy from most other Academics, Experimenters, Scholars and others who value knowledge and history. A 50% discount for these items is often available from the *Black Market* provided the Academic is willing to trade at least 24 work hours of his time to the Black Market doing bookkeeping, translating text/books, transcribing passages, authenticating inventory acquired from adventurers and other sources, teaching, and other work applicable to the brainy character. Every 24 hours (at least 3 days) of work he puts in, he can get up to 30,000 credits worth of books, academic supplies (paper, notebooks, sketchbooks, writing and drawing implements, computer equipment, recording and camera equipment, basic adventuring supplies, etc.) as well as relics and artifacts from the past for half price.

4. Recognize Authenticity: Though similar to the Rogue Scholar, the Lemurian Academic has a different framework of knowledge. They know little, for example, of pre-Rifts artifacts because they, like Atlanteans, were swept off the planet for 15,000 years, returning only during the Great Cataclysm. Thus, they know little about the Golden Age of Man. However, the Lemurian Academic can recognize Lemurian and Atlantean artifacts, and treasure recovered from the floor of the ocean, and are able to tell if an item is an original edition, a recent facsimile copy (which may be just as good from an information point of view), new or used, defective or incomplete or censored, a forgery, professionally restored, low or high quality, and a fair price. **Base Skill:** 58% +3% per level of experience.

5. Professional Restoration: An exclusive skill that enables the Academic to patch, repair and touch up books, binding, all paper products, and works of art (excluding 3D items), to improve their appearance and quality and value by 8% per level of experience, provided he makes his skill roll. A failed skill roll means no improvement, wait a week and try again. A second failure means it is beyond his ability to restore. **Base Skill:** 58% +3% per level of experience. **Bonuses to Related Skills:** +10% to Art, Calligraphy, Forgery, and Photography.

6. Link with Psychic Knowledge Banks: Lemurian Academics do not use computers to conduct their research and studies, instead relying on a psychic link to Memory Trees, symbiotes and psychic knowledge banks. The Academic can retrieve information, enter their own or draw conclusions based on available data. **Base Skill:** 62%+4% per level of experience.

7. O.C.C. Bonuses: +1 to I.Q. and +2 to M.A. attributes, +3 on Perception Rolls, and +2D6 to S.D.C.

Lemurian Academic O.C.C. Stats

Alignment: Any, but tends to be good or Unprincipled.

Attribute Requirements: I.Q. 10 and M.A. 10 or higher; a high M.E. is helpful but not mandatory.

Racial Requirements: None; at least 40% are D-Bees.

Skills Known by All Lemurians:

Language: Lemurian and Oceanic at 98%.

Literacy: Lemurian at 85% +2% per level of experience.

Basic Math at 82 +1% per level of experience.

Swimming at 76% +1% per level of experience.

O.C.C. Skills:

Appraise Goods (+20%)

Basic Math (+25%)

Ocean Geographic Surveying (+20%) or Marine Biology (+20%)

Creative Writing (+15%)

Find Contraband (+15%)

History: Pre-Rifts (+22%)

History: Post-Apocalypse (+10%)

Literacy: Other: Two of choice (+30%).

Language: Other: Two of choice (+20%).

Public Speaking (+20%)

Research (+30%)

Pilot: Water Scooter or Horsemanship: Aquatic Animals (+10%)

W.P. Ancient: One of choice.

W.P. Energy Pistol or Rifle

Hand to Hand combat can be selected as an "O.C.C. Related" skill as follows: Basic counts as one skill selection, Expert as two, or Martial Arts as four.

O.C.C. Related Skills: Select 11 other skills, but at least four must be selected from Technical. Plus select two additional skills at levels 3, 6, 9 and 12. All new skills start at level one proficiency.

Aquatic: Any (+5%).

Communications: Any (+10%).

Cowboy: None.

Domestic: Any (+10%).

Electrical: Basic Electronics only.

Espionage: Forgery and Intelligence only.

Horsemanship: General only.

Mechanical: Basic Mechanics and Automotive Mechanics only.

Medical: First Aid only (+10%).

Military: Naval History, NBC Warfare and Recognize Weapon Quality only.

Physical: Any, except Acrobatics, Gymnastics, Kick Boxing and Wrestling.

Pilot: Any (+5%); excluding military, power armor and 'bots.

Pilot Related: Any (+10%).

Rogue: Any (+10% to Computer Hacking only).

Science: Any (+10%).

Technical: Any (+15%).

W.P.: Any, excluding Military and Heavy Energy Weapons.

Wilderness: Any (+5%).

Secondary Skills: The character also gets to select three Secondary Skills from the Secondary Skills list in **Rifts® Ultimate Edition**, page 300, plus one additional Secondary Skill at levels 2, 5, 7, 9, 12 and 15. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus from having a high I.Q. All Secondary Skills start at the base skill level.

Equipment for Academics who are adventurers and/or explorers:

Bio-Constructs: **Bio-Armor:** None, with the possible exception of the Wave Strider; counts as two Bio-Construct selections.

Bio-Constructs: Symbiotes: ANY. Starts with a Psycorder and some kind of underwater propulsion pack, (Fin Pack or Bubble Pack), plus two other Symbiotic Bio-Constructs of choice, which may include Bio-Skins and non-lethal types of weapons. (**Psycorder:** An enchanted device with a tiny symbiote built-in that acts like a personal computer. The Psycorder can record and store audio-visual data, and documents and perform mathematical tasks. Psycorders do not integrate well with normal computers; -50% on all attempts to access their files or operate their systems.)

Bio-Constructs: Bio-Weapons: Starts with one Bio-Construct melee weapon.

Lemurian War Steed: None to start, but does get one animal companion, usually an Aquatic Lemur.

Miscellaneous: A knife, a set of dress clothing and casual clothes, a set of traveling clothes, a cloak, backpack, duffle bag or satchel, bedroll, utility belt, canteen or water skin, box of wooden matches, mess kit, small flashlight, pocket mirror, sunglasses, goggles, compass, an air filter and gas mask, language translator, distancing binoculars, sketchbook, pocket notebook, 2D4 pencils, a small sack, a medium sack, a large sack, 1D6 weeks worth of rations, 1D4 flares, a one-person tent, and various common personal items.

Cybernetics: None. Lemurians have no interest in bionics, not even Bio-Systems.

Money: Monthly salary of 1,200 credits or trade goods; starts off with 3D6x1,000 credits in savings or salvage. Most Academics have a small home or apartment in one of the floating cities. Those working with the Lemurian military can also use barracks for extended stays or special assignments that require long periods of time of being on duty. The typical barracks has room for four personnel, one lavatory and a sitting room.

Lemurian Citizen

The average member of Lemurian society is not the highly-trained Serpent Rider nor a powerful Biomancer. Like any other people, most Lemurians are normal citizens: farmers, fishermen, laborers, teachers, artisans and city folk. They have learned many skills that surface dwellers do not possess due to their affinity with nature and living and working underwater.

The typical, non-adventuring Lemurian might be considered a "City Rat." They prefer the comfort and safety of their grand stone cities and seldom travel beyond city limits unless it is to work at a farm, or visit another city. Unlike the City Rats of most surface civilizations, Lemurian City Rats are educated people and never use cybernetics or bionics. They know all the streets, alleys and secrets a city has to offer. They find outsiders from the surface world fascinating and love listening to stories about life on the surface. Though Lemurians can travel to and survive indefinitely on dry land, they spend most of their time under the sea where they feel safe.

Special O.C.C. Abilities

1. Area of Specialty: There are many different types of citizens in Lemuria. Many are upstanding members of society, a small percentage are half-hearted criminals and schemers. Each has a few skills that reflect their personal experience. Pick one.

Animal Care or Animal Medicine: Many Lemurians are trained in the care of animals. **Notable Skills include:** Animal Husbandry (+20%), Breaking/Taming Wild Horses (+10%) or Herding Cattle (and other animals; +10%), Holistic Medicine (+10%), Horsemanship: Aquatic Animals (+10%), Lore: Sea Creatures (+20%), Marine Biology (+5%), and Veterinary Science (+16%). **Other Bonuses:** +2 to M.A., +1 on Perception Rolls about animals and animals in distress, and +1 to save vs poison and disease.

Artisan: Lemurians love works of art, so there are many artisans of every variety. **Notable Skills Include:** Art (+20%; professional quality), Calligraphy (+15%), Gardening (+14%), Jury-Rig (+10%), Salvage (+5%), and Whittling & Sculpting (+20%) and one Technical Skill of choice (+10%). **Other Bonuses:** +1 on Perception Rolls (+2 when it comes to details about artistic technique and application, and building/construction), and +1 to P.P.

Agriculturalist: Algae cultivators and kelp farmers provide much of the Lemurians' food supply. Their work is a bit safer than that of the fishermen, but not all gardens and kelp fields are found in secure locations. Lemurian farmers are prepared to defend their crops and their land against undersea intruders and invasive pests. **Notable Skills Include:** Gardening (+10%), Identify Plants & Fruits (+10%), Marine Biology (+5%), Preserve Food (+20%), Undersea Farming (+15%), W.P. ONE Ancient or one Modern Weapon of choice and Hand to Hand: Basic. **Other Bonuses:** +2D6 to S.D.C., +1 to P.S., and +1 to roll with impact.

Criminal/Thief: Not all Lemurians are boy scouts, some resort to petty crime in order to make a living. **Notable Skills Include:** Appraise Goods (+15%), Athletics (General), Streetwise (+20%), four Rogue Skills of choice and Hand to Hand: Basic. **Other Bonuses:** +1D6 to S.D.C., +1 on initiative and +1 to dodge.

Criminal Schemer/Con-Man: There aren't many, but some Lemurians are looking for the quick, easy money and when not working odd jobs are schemers, opportunists and freeloaders. **Notable Skills Include:** Appraise Goods (+15%), Begging (+15%), Find Contraband (+10%), Gambling (+10%), Impersonation (+10%), Public Speaking (+15%) and one Rogue Skill of choice. **Other Bonuses:** +1D4 to M.A., +1 to M.E., and an additional +4% to Barter skill.

Educator: Many Lemurians are highly educated and like to teach and share their knowledge. **Notable Skills Include:** Computer Operation (+10%), Creative Writing (+15%), Public Speaking (+5%), Research (+15%), and two Domestic and two Technical Skills of choice (+20%) at a professional level. **Other Bonuses:** +1 to I.Q. and M.A. attributes.

Learned: Many Lemurians love to learn and study. **Notable Skills Include:** Mathematics: Advanced or one Science Skill of choice (+15%), Cryptography (+10%), History: Post-Apocalypse (+15%), Mythology or Philosophy (+15%), Research (+20%), and two Science or Technical Skills of choice. **Other Bonuses:** Two of the skills listed above are at a professional level and get an additional +10% bonus, and the character is +1 on Perception Rolls.

Entertainer: Many Lemurians appreciate and engage in the performing arts. **Notable Skills Include:** Sing or Play Musical Instrument (+20%, professional quality), Dance or Play a 2nd Musical Instrument (+10%; professional quality), Performance (+20%), Public Speaking (+10%), and Hand to Hand: Basic or



Body Building. Other bonuses: +1D4 to M.A., +1 to roll with impact, and +1 to save vs Horror Factor.

Fisherman: Though many Lemurians are vegetarians, fish are eaten by many, and fishing is a big part of Lemurian society. Fishermen also capture specimens for Biomancer Gene-Mages and Experimentors and help to remove predators from an area. They are accustomed to working out in the open ocean and dealing with predators and other threats. Notable Skills Include: Advanced Fishing (+15%), Fishing (+20%), Marine Biology (+5%), Track & Hunt Sea Animals (+10%), Underwater Navigation (+10%), Undersea & Sea Survival (+20%), W.P. Harpoon or Spear, and W.P. Net. Other Bonuses: +2D6 to S.D.C., +1 to P.S., +2 to parry and dodge, and +1 to save vs Horror Factor.

Medicine: Many Lemurians are involved in medicine, healing and the care of others. Notable Skills Include: Biology (+15%), Brewing (+20%), Brewing: Medicinal (+15%), Holistic Medicine (+5%), Identify Plants & Fruit (+15%), and two Medical or Science skills of choice. Other Bonuses: +2 on Perception Rolls involving health, diagnosis, disease, and medicine, as well as +1 to M.A. and P.P. attributes.

Urbanite: Many Lemurian Citizens prefer to spend most of their time within the cities and settlements. They do odd jobs, and act as assistants to Biomancers and other specialists. The Urbanite could be thought of as the Lemurian City Rat or Vagabond, and they will be especially well versed in the daily life of Lemurian cities and the intricacies of Lemurian culture and society. Notable Skills Include: Computer Operation (+10%), Recycling (+10%), Roadwise (+20%, including use of transit tubes and paths through gardens within their city), Streetwise (+12%), Wardrobe & Grooming (+10%), and select one Rogue or two Technical skills of choice, both at +10%. Other Bonuses: +1 on M.E., +1 to dodge, and +2 on Perception Rolls involving the city and city life (will notice things out of place or out of the norm and identify visiting outsiders and surface dwellers).

Lemurian Citizen O.C.C. Stats

Alignment: Any, but most are Principled (30%), Scrupulous (38%), Unprincipled (10%), and Anarchist (5%).

Attribute Requirements: None.

Racial Requirements: None.

Skills Known by All Lemurians:

Language: Lemurian and Oceanic at 96%.

Literacy: Lemurian at 85% +1% per level of experience.

Basic Math at 82 +1% per level of experience.

Swimming at 78% +2% per level of experience.

O.C.C. Skills:

Barter (+16%)

Cook (+15%)

Domestic: One skill of choice (+20%) on a professional level.

Fishing (+15%)

Horseanship: Aquatic Animals (+5%)

Language: Other: Two of choice (+15%).

Lore: Sea Creatures (+5%)

Pilot: Water Scooters or Horseanship: Aquatic Animals

Underwater Navigation (+10%)

Hand to Hand: None to start, unless listed under a specialty. However, a Hand to Hand skill can be acquired as follows:
Hand to Hand: Basic at the cost of one "O.C.C. Related Skill,"

Expert for the cost of two, or Martial Arts (or Assassin, if an evil alignment) for the cost of three.

O.C.C. Related Skills (general): Select four skills at level one, +1 at levels 3, 6, 9, and 12. All new skills start at level one proficiency, +1 additional at levels 3, 6, 9 and 12. These selections get the benefit of any bonuses that may be noted below.

Aquatic: Any (+5%).

Communications: Any, except Cryptography, Laser Communication, Optic Systems, and Surveillance.

Cowboy: Branding, Breaking Horses, or Herding Cattle only.

Domestic: Any (+10%).

Electrical: None.

Espionage: None.

Horseanship: General only.

Mechanical: Basic Mechanics and Automotive only (+5%).

Medical: First Aid only (+5%).

Military: None.

Physical: Any, except Acrobatics and Wrestling.

Pilot: Any (+5%), except Jets, Ships, Power Armor, Robots and Military vehicles.

Pilot Related: Any.

Rogue: Streetwise only.

Science: Astronomy & Navigation, and Mathematics only (+5%).

Technical: Any (+5%).

W.P.: None. An estimated 90% of Lemurian citizens do not own a weapon.

Wilderness: Any.

Secondary Skills: The character also gets to select two Secondary Skills from the Secondary Skills list in **Rifts® Ultimate Edition**, page 300, plus one additional Secondary Skill at levels 2, 5, 7, 9, 12 and 15. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus from having a high I.Q. All Secondary Skills start at the base skill level.

Equipment for Typical Lemurian Citizens:

Bio-Constructs: Bio-Armor: None.

Bio-Constructs: Symbiotes: ANY. Starts with a Fin Pack or Bubble Pack, plus one non-weapon Symbiotic Bio-Construct of choice, which may include a Bio-Skin and non-lethal items.

(Psychorder Note: An educator, entertainer or healer also has a Psychorder, an enchanted device with a tiny symbiote built-in that acts like a personal computer. The Psychorder can record and store audio-visual data, documents and perform mathematical tasks. Psychorders do not integrate well with normal computers; -50% on all attempts to access their files or operate their systems.)

Bio-Constructs: Bio-Weapons: None, except for the Agriculturalist, he starts with one Bio-Construct melee weapon.

Lemurian War Steed: None to start, except for the Agriculturalist and Animal Care person who gets a Line Ray or Mega-Ray to start. Other citizens may acquire a riding animal and most have at least one pet, usually a Lemur or Aquatic Lemur.

Miscellaneous: The usual for a city person: clothing, tools of their trade, and common personal items.

Cybernetics: None. Lemurians have no interest in bionics, not even Bio-Systems.

Money: Monthly salary of 1,000-3,000 credits depending on the profession. Most citizens have a small home or apartment in one of the floating cities.

Lemurian Experimenter

Though they may be extremely sophisticated in the art of magic, Lemurians are a learned people that embrace knowledge of all types. While they find reliance upon traditional machines distasteful and much of surface dweller technology to be too invasive and destructive to the environment, they are not technophobes. They understand the value and importance of scientific knowledge.

Lemurian *traditional scientists* are known as Experimenters, tirelessly testing and exploring their own discoveries and those of the Biomancers and other practitioners of magic. They understand the principles of science, research and study. They embrace mathematics, engineering, physics, biology, psychology and medicine, and understand the workings and structure of the human body and genetic engineering better anyone short of the mysterious Gene-Splicers. Some Experimenters teach, but most Experimenters are engrossed in their own work, studying strange animals, alien technology and the curious habits of surface dwellers. Of all the Lemurians, it is the Experimenters who possess a good understanding of the computers, machines and ways of surface dwellers and their technology.

Special O.C.C. Abilities and Bonuses

1. Analyze: A skill-like ability that enables an Experimenter to break patterns, solve equations, and otherwise gain insight and understanding through observation, comparative study and analysis. It also applies to strategy, finance, business, game design or just “working all the angles.” Adds a bonus of +10% to skills such as Anthropology, Chemistry: Analytical, Computer Hacking, Computer Programming, Cryptography, Entomological Medicine, Intelligence, Philosophy, Research, Sensory Equipment, Trap/Mine Detection, Zoology and Xenology, as well as +1 on Perception Rolls when the scientist is focused on analyzing/figuring something out.

2. Hypothesize: A skill-like ability that enables a character to brainstorm out an answer to impossible questions. Given all of the information at hand, the character can make a quantum leap in logic to arrive at a new, and possibly radical solution to a problem that no one else has made, or is likely to understand. The catch is the odds of being able to duplicate it again are slim. Adds a +20% bonus to Jury-Rig and Brewing. **G.M. Note:** You may use this ability to give the Experimenter character a sudden flash of insight or realization and a quick fix solution (temporary) in which the character knows what to do about some critical problem or figures out an important clue. This ability does *NOT* apply to finding a cure for cancer or figuring out how to use, build or improve everything, but it does reduce all penalties for working with extremely alien physiology and alien technology *by half*.

3. Find the Exotic: +15% bonus to Find Contraband related to scientific equipment, medicinal drugs, rare herbs and chemicals, exotic specimens (plant, herb, insect, animal, etc.) as ingredients and component parts, or as live subjects for study or testing. May also include rare machine parts and pre-Rifts science related books and artifacts. Only +5% bonus to find electrical, mechanical, scholastic, or bionic contraband. These bonuses are added to the character’s normal *Find Contraband* skill whenever such items are being sought. Experimenters also have a knack for getting science and medical equipment, medicinal drugs, and exotic



specimens at a -30% discount as a professional courtesy from most other Experimenters and Lemurians, Atlanteans, Merans, Ichthyans, doctors, medical suppliers and the Black Market. The discount from Black Market Body-Chop-Shops, underground labs and illegal clinics is 50% if the Experimenter trades at least 12 hours of his time to work at one of their facilities. Every 12 hours he puts in, he can get up to 50,000 credits worth of equipment or specimens at the discount.

4. Recognize Scientific Authenticity and Quality: An exclusive skill that enables the Experimenter to tell if scientific equipment is new or used, defective, in good or perfect working order, low or high quality, and if a chemical, drug, specimen or sample is genuine, pure, a fair price and if it is exactly what he needs or not. Reduce this skill by half when dealing with unknown alien items, bionics, electronics and mechanical items. Not applicable to magic items unless they are related to Biomancy or Stone Magic. **Base Skill:** 57% +3% per level of experience.

5. Link with Psychic Knowledge Banks: As Lemurian scientists, Experimenters do not usually use computers to conduct their research and studies, unless they are on the surface and only have the equipment of surface dwellers available to them. Instead they rely on psionics and psychic links to Memory Trees, symbiotes and psychic knowledge banks. The Experimenter can retrieve information, enter his own or draw conclusions based on available data from these sources. **Base Skill:** 64%+3% per level of experience.

6. Psionics (Experimenter): Empathy (4), Meditation (0), Mind Block (4), Object Read (6), Read Dimensional Portal (6), Sense Dimensional Anomaly (4), Speed Reading (2), Telemechanics (10), Telemechanic Mental Operation (12) and Telepathy (4). **I.S.P.:** 1D6x10 plus M.E. attribute number to start, +1D6+3 I.S.P. per level of experience. Considered a Major Psychic. No other psionics are available to this character.

7. O.C.C. Bonuses: +2 to I.Q. attribute, +2D6 to P.P.E., +3 on Perception Rolls, +2 to save vs insanity and disease, and +1D6+6 to S.D.C.

Lemurian Experimenter O.C.C. Stats

Alignment: Any, but like all Lemurians, tend to be good.

Attribute Requirements: I.Q. 14 or higher, a high M.E. and P.E. are helpful but not mandatory.

Racial Requirements: None, at least 33% are D-Bees.

Skills Known by All Lemurians:

Language: Lemurian and Oceanic at 96%.

Literacy: Lemurian at 90% +1% per level of experience.

Basic Math at 92 +1% per level of experience.

Swimming at 76% +2% per level of experience.

O.C.C. Skills:

Astronomy & Navigation (+20%)

Advanced Math (both +30%)

Computer Operation (+15%)

Computer Programming (+10%)

Cryptography (+10%)

Find Contraband (+10%)

Language: Other: Three of choice (+20%).

Literacy in two Languages of choice (+35%).

Lore: Sea Creatures (+5%)

Jury-Rig (+20%)

Marine Biology (+10%)

Ocean Geographic Surveying (+10%)

Philosophy (+10%)

Pilot: Water Scooter (+10%) or Horsemanship: Aquatic Animals (+10%).

Research (+20%)

Xenology (+10%)

W.P. Energy Pistol or Energy Rifle (pick one).

Hand to Hand combat can be selected as an "O.C.C. Related" skill as follows: Basic counts as one O.C.C. Related Skill selection, Expert as two, Martial Arts three, or Assassin (if evil) as four selections.

O.C.C. Related Skills: Select three Science skills, Medical skills, and two Technical skills, and eight other skills (including others from these three categories, if so desired), +2 additional skills at levels 3, 6, 9, 12, and 15. All new skills start at level one proficiency.

Aquatic: Any (+10%).

Communications: Any (+5%; but +15% Laser Communications and Optic Systems).

Cowboy: None.

Domestic: Any.

Electrical: Any (+5%).

Espionage: None.

Horsemanship: General, Exotic and Horsemanship: Aquatic Animals only.

Mechanical: Any (+5%).

Medical: Any (+10%).

Military: Trap/Mine Detection (+5%) only.

Physical: Any, excluding Acrobatics, Gymnastics and Wrestling.

Pilot: Any (+5%).

Pilot Related: Any (+10%).

Rogue: Computer Hacking, I.D. Undercover Agent and Imitate Voices & Sounds (+10%) only.

Science: Any (+20%).

Technical: Any (+15%).

W.P.: Any, excluding Heavy Weapons of any kind.

Wilderness: Any (+10%).

Secondary Skills: The character also gets to select three Secondary Skills from the Secondary Skills list in **Rifts® Ultimate Edition**, page 300, plus one additional Secondary Skill at levels 3, 6, 9 and 13. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus from having a high I.Q. All Secondary Skills start at the base skill level.

Equipment for Lemurian Experimenters: Basic clothing, surface clothing/traveling clothes, boots, baseball cap or wide brim hat of some kind, lab coat, 2D6 surgical masks, 2D6 biodegradable surgical gloves, one weapon for each W.P., 1D6 clips of extra ammo for each, a survival knife, surgical scalpel, sunglasses, goggles, air filter or gas mask, 1D4 medium specimen jars, 1D4 small specimen jars, portable tool kit, handheld computer, digital camera, binoculars, magnifying glass, pocket mirror, small flashlight, small notebook, sketchbook, 2D4 pencils, 1D4 markers or pens, and 1-person tent, bedroll/sleeping bag, backpack, satchel, 1D4 small sacks, one large sack, comb or brush and various personal items.

Bio-Constructs: **Bio-Armor:** Wave Strider or Bio-Skin of choice. Those working with the Lemurian defense force/military may be allowed to have Barnacle or Kelp Bio-Armor.

Bio-Constructs: Symbiotes: ANY. Starts with a Fin Pack or Bubble Pack, plus 1D4 non-weapon Symbiotic Bio-Constructs of choice, which may include additional Bio-Skins and non-weapon items. Also gets a Psycorder. (**Psycorder Note:** A Psycorder is an enchanted device with a tiny symbiote built-in that acts like a personal computer. The Psycorder can record and store audio-visual data, and documents, and perform mathematical tasks. Psycorders do not integrate well with normal computers; -50% on all attempts to access their files or operate their systems.)

Bio-Constructs: Bio-Weapons: One of choice, but not those exclusive to other O.C.C.s.

Lemurian War Steed: None to start, but may acquire a Line Ray, Mega-Ray or light War Steed like the Sea Lance. Is also likely to have at least one pet of any variety.

Cybernetics: None. Lemurians have no interest in bionics, not even Bio-Systems.

Money: Monthly salary of 1,500-3,000 credits depending on the work being done. Most Experimenters have a nice home or apartment in one of the floating cities.



Lemurian Healer

Lemurian Biomancers possess incredible abilities to heal the body and manipulate genetics, but there are not enough of them to meet all of the Lemurians' needs, and they don't enjoy dealing with the mundane duties and operations of medical doctors. As a result, Lemurian Healers are trained medical specialists who function as doctors and surgeons. Lemurian Healers use surgical procedures, enchantments, magically-grown replacement organs,

holistic remedies, herbs and all manner of Biomancy salves, ointments and potions. They may assist Biomancers in medical and biological procedures, but they are, themselves, medical experts. As such, a Lemurian Healer is likely to bring in a Biomancer only to use their specific powers once an illness or medical problem has been diagnosed to require a magic-based healing. This is reserved for severe problems and those that require healing on a genetic level or there is a need for expediency.

Special O.C.C. Bonuses & Abilities:

1. Familiarity with D-Bees: Lemurian Healers do not suffer a skill penalty when working on common/known D-Bees; only a -20% penalty when dealing with extremely alien physiology, rare or previously unknown D-Bees. However, the Healer is -20% whenever working on bionic modifications, -30% when working on alien cybernetics, and -50% on alien bionics.

2. Disease Diagnostic Specialist: Diagnose disease with extreme clarity and accuracy. **Skill Bonuses:** +20% to that percentile number of the Medical Doctor skill, and +10% to Brewing and Holistic Medicine skills to whip up a cure. He is so good that he can reduce the symptoms (i.e., the penalties and duration) by half. Can also recognize possession and magical illnesses and curses.

3. Psionics (Lemurian Healer): Deaden Pain (4), Empathy (4), Healing Touch (6), Increased Healing (10), Meditation (0), Mind Block (4), Psychic Diagnosis (4), Psychic Purification (8), Psychic Surgery (14), Stop Bleeding (4) and Telepathy (4). **I.S.P.:** 1D6x10 plus M.E. attribute number to start, +2D4 I.S.P. per level of experience. Considered a Major Psychic. No other psionics are available to this character.

4. O.C.C. Bonuses: +2D4 to S.D.C., +1 to M.A., P.P., and P.E. attributes, +3 on Perception Rolls involving disease, injury, medicine, healing, diagnosis/health or medical procedure, as well as when dealing with drugs/chemicals, and poison. +1 to dodge, +1 to disarm, +2 to save vs poison and drugs, +3 to save vs disease and insanity, and +1 to save vs Horror Factor.

Lemurian Healer O.C.C. Stats

Alignment: Any, but tends to be Principled (35%), Scrupulous (35%), and Unprincipled (20%).

Attribute Requirements: I.Q. and M.E. of 12 or higher; surgical specialists should also have a P.P. of 14 or higher.

Racial Requirement: None, though non-Lemurians (only a small percentage) are not likely to have Healing psionic abilities.

Skills Known by All Lemurians:

Language: Lemurian and Oceanic at 96%.

Literacy: Lemurian at 86% +1% per level of experience.

Basic Math at 86 +1% per level of experience.

Swimming at 76% +2% per level of experience.

O.C.C. Skills:

Basic Math (+15%)

Biology (+30%)

Brewing: Medicinal (+20%)

Chemistry (+20%)

Horsemanship: Aquatic Animals

Language: Other: Two of choice (+20%).

Literacy: Native Language (+30%; typically American).

Lore: Sea Creatures (+25%)

Medical Doctor (+20%)
Pathology (+30%)
Sea Holistic Medicine (+20%)
Sensory Equipment (+20% on medical only, +5% on all others).
W.P. Knife (Special bonus of +1 to strike).
Xenology (+20%)

Hand to Hand Combat: None to start, but can be selected as an "O.C.C. Related Skill" as follows: Hand to Hand: Basic counts as one skill selection or Expert as two.

O.C.C. Related Skills: Select four additional skills from the Medical category, and select five other skills (may include more from the Medical category) at level one. Plus select two additional skills at levels 3, 6, 9, and 12. All new skills start at level one proficiency.

Aquatic: Any (+5%).

Communications: Barter, Creative Writing, Language, Literacy, Public Speaking, and Radio: Basic only (+5%).

Cowboy: None.

Domestic: Any (+10%).

Electrical: None.

Espionage: None.

Horsemanship: General, Exotic and Horsemanship: Aquatic Animals only.

Mechanical: Basic Mechanics only.

Medical: Any (+15%).

Military: None.

Physical: Any, excluding Acrobatics, Boxing and Wrestling.

Pilot: Any (+5%).

Pilot Related: Any.

Rogue: Streetwise only.

Science: Any (+10%).

Technical: Any (+10%).

W.P.: Any; except Military Weapons and Heavy M.D. Weapons.

Wilderness: Any (+5%; +10% to I.D. Plants & Fruit).

Secondary Skills: The character also gets to select four Secondary Skills from the Secondary Skills list in **Rifts® Ultimate Edition**, page 300, plus one additional Secondary Skill at levels 3, 6, 9 and 13. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus from having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: The Lemurian Healer has various types of clothing from casual to dress wear, surface clothing/traveling clothes, boots, medical "scrubs," lab coat, 1D6x10 surgical masks, 1D6x10 biodegradable surgical gloves, set of basic surgical tools, medical bag, 1D4+2 syringes, bandages, 1D4+1 large field dressings, tape and gauze, one weapon for each W.P., 1D4 clips of extra ammo, and common personal items.

Bio-Constructs: Bio-Armor: Wave Strider or Bio-Skin of choice. Those working with the Lemurian defense force/military may be allowed to have Barnacle or Kelp Bio-Armor.

Bio-Constructs: Symbiotes: ANY. Starts with a Fin Pack or Bubble Pack, plus 1D4 non-weapon Symbiotic Bio-Constructs of choice, which may include additional Bio-Skins and non-weapon items. Also gets a Psycorder. (**Psycorder Note:** A Psycorder is an enchanted device with a tiny symbiote built-in that acts like a personal computer. The Psycorder can record and store audio-visual data and documents and perform mathematical tasks. Psycorders do not integrate well with normal computers; -50% on all attempts to access their files or operate their systems.)

Bio-Constructs: Bio-Weapons: One of choice, but not those exclusive to other O.C.C.s.

Lemurian War Steed: None to start, but may acquire a Line Ray, Mega-Ray or light War Steed like the Sea Lance. Is also likely to have at least one pet of any variety.

Special Healer Symbiotes: In addition to the basics, the Lemurian Healer also has all of the following Biomancy healing tools:

Anaesthetic Anemone: A single touch from this stark white anemone's tentacles renders the affected area numb for 2D6+10 minutes. An injection of the anemone's neurotoxins render Lemurians and humanoid D-Bees unconscious and unresponsive to pain for 4D6+20 minutes. Unwilling victims must roll to save vs poison 14 or higher.

Disinfecting Sea Slug: This little, fire-red sea slug emits jets of disinfectant when gently squeezed. Lemurian Healers use them both for cleaning wounds and washing their hands and tools.

Enchanted Leeches: Bright green leeches with orange heads, Healers use enchanted leeches to drain blood and pus from wounds, reduce swelling, remove surface toxins and consume poison. Proper use reduces the duration of poisonings by 25% and increases healing speed for wounds, cuts, rashes and infections by 10%.

Healing Salve: A special nutrient paste and disinfectant, healing salve is composed of many mysterious ingredients. Applying the salve on wounds takes away the risk of infection and increases healing speed by 20%.

Suture Shrimp: For open wounds, these little, jet-black shrimp work like sutures or stitches, holding the wound closed with their grabbing claws. The shrimp fall off and swim away when the wound has sufficiently closed and healing nicely, and can be used to treat friendly wild animals and sea serpents as well as people.

Cybernetics: None. Lemurians have no interest in bionics, not even Bio-Systems.

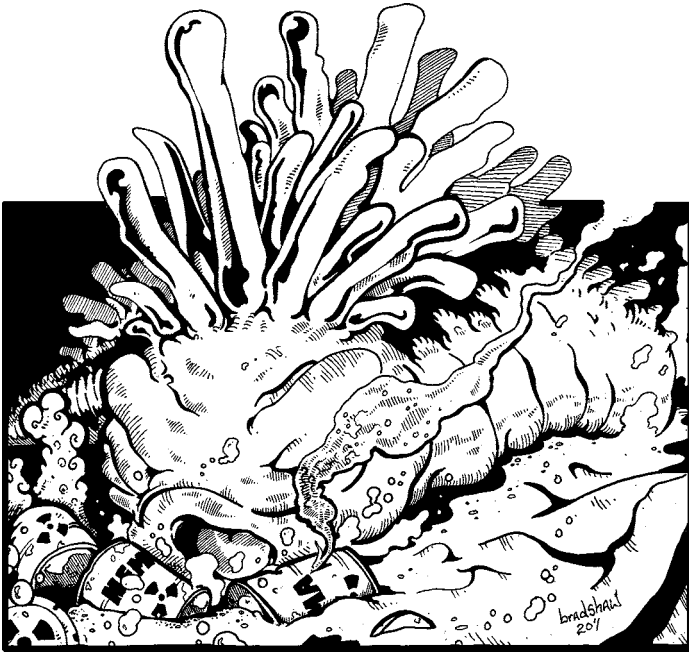
Money: Monthly salary of 2,000-3,500 credits depending on the Healer's practice. The compassionate and empathic nature of Lemurians means Healers charge low fees for their services and also help those without money. Most Lemurian Healers have a nice home, small estate or large apartment in one of the floating cities.

Notable Creatures of the Sea

By Greg Diaczyk

Inspired by the stats and source material from the *Monsters & Animals* sourcebook for *Palladium Fantasy*®, by Kevin Siembieda and Matthew Balent. Some additional ideas and material by Siembieda.

“Official” supplemental material for *Rifts*® **World Book 32: Lemuria**. This is material originally created for Lemuria, but didn't make it into the book.



The oceans are vastly populated with all kinds of exotic creatures, and were so even before the Coming of the Rifts. The Lemurians and Gene Splicers have added their own variants, either to help the species survive attacks from supernatural predators or as simple experiments born of curiosity. And that doesn't even begin to cover the creatures that have emerged through Rifts from alien worlds. The following list and stats are of some of the familiar sea creatures one is likely to encounter in the oceans of Rifts Earth. While for the most part they are normal animals, notes and comments have been added to expand information on their use as Sea Druid totems, Familiars, pets and mutant variants that are known to exist.

A Note on Sea Druids

In the **Sea Druid O.C.C.** description on pages 61 and 62 of *Rifts*® **World Book 7: Underseas**, it says that Sea Druids can transform into their totem sea creature at will. The Sea Druid keeps his own personality, skills, I.Q. and Hit Points, but gets to take the S.D.C. of the totem animal (or keep his original amount, whichever is greater). Any injuries incurred while metamorphosed depletes the new S.D.C. first. Damage sustained in the totem form heals as normal. Switching back to human form will see the S.D.C. swapped back for the original human S.D.C. (Hit

Point damage remains). Returning back into totem form will see the totem S.D.C. back at its previously injured level. Any totem form S.D.C. lost needs to be healed as normal.

The Sea Druid, once transformed into his or her totem animal, has all of the totem animal's abilities and powers, including breathing underwater or any innate magical abilities. Sea Druids who select dolphins, porpoises or whales as their totems get all of their natural abilities and restrictions/penalties, but do not get any of their magical or psychic abilities. The Sea Druid can, however, use any of his own magical abilities, including spell casting, as normal.

Sea Druids may also turn into monster/mutant variants of their totem animal (if that species is mentioned in its description), but can only do so for one hour per level of experience, twice a day. Once the time has elapsed, the Sea Druid returns to his natural animal or human form (player's choice). The following information on sea creatures can help players make a selection or offer useful data on abilities of their totem animal.

Barracuda

These ferocious looking predators are often not as dangerous to humans and D-Bees as most people think. They only attack to defend themselves or when cornered. Typically older and larger barracudas operate as lone wolves prowling reefs of the open ocean, while the smaller species and young stick together, hunting in schools. Their preferred method of hunting is to lie in wait, ambushing their prey as it comes along, hence why they like reefs with their many places to hide. They rely on their darting speed and massive jaws filled with sharp, spiky teeth to kill and devour their prey. Their scavenger-like tendencies have led some to be fearful of them, as they will often follow humans and D-Bees, thinking they are larger predators and simply waiting for them to make a kill so the Barracuda can feast on the leftovers. Like sharks, they are attracted to injured fish and blood.

The jaws of a barracuda jut out forward and are filled with large, spiky teeth. Their long, narrow bodies make them swift swimmers, and they come in a variety of colors and patterns ranging from dark green or gray with a chalk white belly or underside. Some species even have dark rows of stripes or spots on each side. Their fins are typically yellowish in color.

Attributes of Note: Spd: 12, but can reach a speed of 48 (36 mph/58 km) for 1D4 melee rounds, sacrificing maneuverability for sheer speed.

Size: 2-5.5 feet (0.6 to 1.7 m) long and up to 1 foot (0.3 m) wide.

Weight: 36-103 lbs (16 to 46 kg).

Hit Points: 2D6

S.D.C.: 4D6

A.R.: 6

P.P.E.: 1D4

Attacks per Melee: Three.

Damage: A bite does 2D6 Hit Points/S.D.C. damage.

Bonuses (all): +2 on Perception Rolls, +3 on initiative, +4 to strike and +3 to dodge.

Natural Abilities: Swim 98%, depth tolerance one mile (1.6 km), good underwater vision, and Nightvision 160 feet (49 m). Chemoreceptors (special): A highly advanced sense of taste/smell that lets the barracuda detect salinity, toxicity of the water, and taste and track blood and animal debris in the water (much like a shark) up to one mile (1.6 km) away. Base skill to track: 70%. Identify chemicals, toxins or specific creatures by taste trails 55%.

Average Life Span: 10-30 years.

Value: Meat (whole animal) 20-50 credits.

Habitat: They are found in tropical and sub-tropical oceans worldwide.

Variant: Dead Eater Barracuda

The Dead Eater Barracuda is believed to be a barracuda variant or a similar species from the Rifts. They congregate in schools and scavenge and hunt in and around *Dead Pools*, where they eat carrion and attack small fish. However, they'll attack larger prey, including humans, if the Dead Eaters sense they are weak and vulnerable to attack. Dead Eaters can track the scent of blood and decay with pinpoint accuracy (+20%) for twice the distance of a normal barracuda. Their hunger for dead and decaying things makes them somewhat of a pest to the *Milu* and their zombie minions and animated dead, as the Dead Eaters actively attack and tear away hunks of flesh from their corpses, even though they are tainted with Necromantic magic which the fish can sense.

Dead Eater Barracudas are light M.D.C. creatures whose bite can inflict 1D4 M.D. and which are drawn to dead, undead and animated dead, as well as Dead Pools, and the ambient energy of ley lines and nexus points. This enables them to harm supernatural creatures and feed upon the carcasses of dead Mega-Damage creatures, as well as Milu zombies. **Stat Modifications:** All stats are the same as the normal barracuda except the Dead Eaters have 2D6+3 M.D.C., a normal bite does 1D4 M.D., and a power bite does 2D4 M.D. but counts as two melee attacks. It is interesting to note that even though Dead Eaters could easily attack and slay S.D.C./Hit Point people and mammals, they *never* do so unless the person/animal is sick and bleeding heavily, or is near death. Such is the nature of the fish.

Eels & Moray Eel

Eels are snake-like fish, the most common of which are the Moray Eels. Eels live among rocks and coral where they hunt fish, cuttlefish and squid. They are extremely territorial and defend their rock lairs even from large invaders like humans, biting and hissing defiantly. There are around 100 different species. **Note:** Though similar in appearance to eels, electric eels are not actually eels, but knifefish (a family of freshwater fish that use electricity for navigation and communication).

Attributes of Note: Spd: 12 swimming; 6 slithering on the ground like a snake on dry land.

Size: 1-5 feet (0.3 to 1.5 m) long.

Weight: 4-10 lbs (2 to 4.5 kg).

Hit Points: 1D6+3; double for large eels.

S.D.C.: 2D6; double for large eels.

A.R.: Not applicable.

P.P.E.: 1D4

Attacks per Melee: Two.

Damage: Bite from Small Eels: 1D4 S.D.C. Bite from Large Eels: 2D4 S.D.C.

Bonuses: +1 on Perception Rolls, +1 on initiative, +3 to strike and +5 to dodge.

Natural Abilities: Swim 98%, Prowl 85%, Nightvision 300 feet (91.5 m), Undersea Navigation 90%, and can survive on dry land (slithers like a snake) for 2D4 hours before dying of dehydration.

Average Life Span: 15-30 years.

Value: None, per se, though some people like to eat them.

Habitat: Tropical and warm oceans, costal waters and reefs.

King Crabs

The largest type of crab (and probably most interesting from a gaming perspective) is the *King Crab*, which despite its menacing size and appearance has become a prized delicacy. There are three common species: the Red, Blue and Golden King Crab, the Red being the largest. The Golden King Crab is the most likely to be found at extreme depths.

Adult females molt their exoskeleton before mating, while the males do not. The females carry thousands of young in their tail flap for about a year, at which point they hatch as larvae. After feeding on plants and animal plankton for several months, the larvae undergo several body changes, after each molting growing more mature. Starting out as little swimming creatures, they eventually lose their ability to swim and start to crawl along the ocean floor. Females will mate and molt once a year, whereas males may keep the same exoskeleton for two to three years.

King Crabs eat a variety of marine life including worms, clams, mussels, snails, starfish, sea urchins, sand dollars, barnacles, other crabs and crustaceans, fish parts, sponges and algae. They, in turn, are then eaten by large fish, octopus and sea otters.

Attributes of Note: Spd: Crawling on the bottom is a meager Speed of 3.

Size: 5 foot (1.5 m) leg span.

Weight: 10-24 lbs (4.5 to 10.8 kg), females tend to be about half the size of males.

Hit Points: 1D6

S.D.C.: 5D6

A.R.: 12

P.P.E.: 1D4

Attacks per Melee: One.

Damage: Claw pinch does 1D6 S.D.C.

Bonuses (All): +1 to strike and +2 to parry.

Natural Abilities: Poor vision, Chemoreceptors (see below), depth tolerance unlimited, breathes water but can survive for brief periods (2D4x10 minutes) out of the water.

Chemoreceptors: A highly advanced sense of taste/smell that lets the King Crab detect salinity and toxicity of the water and taste and track its food source in the water. Base skill to track is 60%, identify chemicals, toxins or specific creatures by taste trails 48%.

Average Life Span: It is not unusual for King Crabs to live over 100 years.

Value: Meat, 30 credits for the whole animal, 500 to 1,000 for giant or mutant varies. The Lemurians also use the giant variety as a riding mount.

Habitat: They live on rocky, sandy or muddy bottoms from the shoreline to beyond the edge of the continental shelf. Ancient and mutant variants have been known to travel into the depths of the abyss. They typically take shelter in and amongst the rocks, natural caves or abandoned burrows to hide in. King Crabs love sunken ships and large groups will congregate and make their homes in these artificial reefs. Some King Crabs have been known to migrate in excess of 100 miles (160 km) round trip per year, traveling up to one mile (1.6 km) per day.



Variant: Dead Pool Hermit Crab

Dead Pool Hermit Crabs are the same size and have the same basic stats as the King Crab, but the energy around Dead Pools has turned them into macabre, minor Mega-Damage creatures who create their disposable shells out of scrap metal and the skulls and bones of the dead. Dead Pool Crabs congregate in and around Dead Pools, collecting M.D.C. skulls, bones and pieces of metal to make themselves an M.D.C. shell. Though they may have once been S.D.C. creatures, Dead Pool Hermit Crabs' consistent close proximity to ley lines and nexus points seems to have instilled in them the ability to channel ley line energy to create an M.D.C. binding material to glue the M.D.C. skulls and scrap together to make their shells. Most Dead Pool Hermit Crabs have a home-made shell with 3D6+20 M.D.C. and a natural P.P.E. reserve of 2D6+6. The Crab itself has 1D4 M.D.C. and its pincer does 2D6 S.D.C./Hit Point damage when it attacks. However, they only attack when cornered and jabbed, or when they think a person is dead and they are trying to tear out chunks of flesh to eat. Though not particularly dangerous, it is a disturbing sight to see a skull scurrying across the ocean floor.

Variant: Giant King Crab

This may be a mutant King Crab or a similar crab-like creature from another world that arrived to Earth via the Rifts. They can be found in any waters where there is plenty of food (carrion, fish, or people). Giant King Crabs have the same basic stats as the King Crab, except triple their Spd, they have a Robot equivalent P.S. of 2D4+20, and they grow to the size of a pickup truck or van (30 foot/9.1 m leg span, and weigh 3-5 tons). Giant King Crabs have 2D4x10+12 M.D.C., inflict 3D6 M.D. from a claw pinch, 1D6 M.D. from a clawed slap, stomp or body bump, and have a base P.P.E. of 3D4+10.

These behemoths frequently raid underwater human and D-Bee settlements on the ocean floor, snatching up and devouring their prey. They have also been known to snatch dolphins, large fish and ocean creatures, devouring them in three or four bites.

Lemurians are able to calm and control Giant Crabs and use them in labor to haul cargo, remove debris, building and for simple transport.

Lobsters

These crustaceans have a hard exoskeleton, a long tail with a "flipper" on the end, and most species have two large front claws. They travel on four small pairs of legs, but can also propel themselves backward with their powerful tail.

Lobsters typically eat small fish, mollusks, other smaller crustaceans, worms and some plant life. Lobsters must shed their exoskeleton (typically 2 to 3 times a year while maturing, or once a year as an adult) and have been known to consume their old exoskeletons, recycling the nutrients invested in them. Lobsters reach full maturity at about 4-7 years and bear multiple young, mating just after shedding their exoskeleton. The eggs are small and green (0.039 inches/1 mm in diameter) and are carried by the female for about one month and then released over several days. A single female can carry in excess of 10,000 eggs, but the survival rate is very low (less than 0.1%). These eggs are often considered a delicacy by surface dwellers much like caviar.

Lobsters also have two urinary bladders, which they use in much the same way as dogs do to mark their territory and leave scent trails. Unlike dogs, however, the Lobster can also project large plumes of urine to warn rivals or to attract potential mates.

Lobsters are used as a common food source caught in special baited, one-way traps that rest on the ocean floor. Even in Rifts Earth, they are caught and eaten just as in the days of old.

Attributes of Note: Crawling on the bottom is a meager Spd of 3, but they can take off in short bursts of speed, achieving a speed of 15 (11 mph/18 km) launching backwards with their tail.

Size: 8-24 inches (20 to 60 cm) long, with some ancient ones reaching up to 3 feet (1 m) or more!

Weight: 1-9 lbs (0.5 to 4 kg), ancient ones can reach 20 lbs (9 kg) or more!

Hit Points: 1D6

S.D.C.: 3D6

A.R.: 12

P.P.E.: 1D4, 2D4 for ancient or mutant lobsters.

Attacks per Melee: Two.

Damage: Claw pinch does 1D6 S.D.C.

Bonuses (all): +1 to strike, +2 to dodge if they use their tail in a backwards retreat/propulsion.

Natural Abilities: Swim 98% (backwards), poor vision, antennae (heightened sense of touch, Chemoreceptors (see below), sense magnetic field), depth tolerance unlimited, breathes water, but can survive for brief periods out of the water (2D4x10 minutes).

Chemoreceptors: A highly advanced sense of taste/smell that lets the lobster detect salinity and toxicity of the water (especially near volcano vents) and taste and track its food source in the water. Base skill to track 65%. Identify chemicals, toxins or specific creatures by taste trails 45%.

Average Life Span: It is not unusual for lobsters to live over 100 years.

Value: Meat, 20 credits for the whole animal, 50-100 for large, ancient ones.

Habitat: They live on rocky, sandy or muddy bottoms from the shoreline to beyond the edge of the continental shelf. They typically take shelter in and amongst the rocks, creature caves or burrows to hide in. Lobsters love sunken ships and large groups will congregate and make their homes in these artificial reefs.

Note: *Ancient lobsters*, over 100 years, have been known to grow to the size of a small dog. The Pre-Rifts world record for a lobster was established in Nova Scotia, Canada with a weight of 20 kg (44.4 lbs). Some of these ancient, Pre-Rifts lobsters, as well as some more recent (but still older, over 20 years), have continued to grow in the energy rich world of Rifts Earth. Lobsters between 20 and 50 years have been found by post-Rifts fishermen to reach 60 lbs (27 kg) and have 1D4x10 S.D.C. Lobsters between 50-80 years have been caught that are the size of a large dog, weighing 200 lbs (90 kg) and have 2D4x10 S.D.C. They can also inflict 2D6 S.D.C. damage with a power claw pinch.

Manta Ray

This gigantic ray is the largest living ray of the 160 species. They feed on plankton, tiny fish and crustaceans. Their large, sail-like bodies allow them to gracefully glide or “fly” through the waters. Many smaller species of fish often cling to them or swim beside them, picking up scraps or following them to ample food supplies.

The manta ray is also covered in a mucus film that protects it from bacteria and other water-borne parasites. The mucus also offers protection during minor injuries, keeping infectious elements out of the wound and increases the rate of natural healing.

Attributes of Note: Spd: 11 (7.5 mph/12 km).

Size: 10-17 feet (3 to 5.1 m) long and 22 feet (6.7 m) wide.

Weight: 1,200 to 2,500 lbs (540 to 1,125 kg).

Hit Points: 5D6

S.D.C.: 1D4x10+8

A.R.: Not applicable.

P.P.E.: 3D6

Horror Factor: 8

Attacks per Melee: Three.

Damage: Body ram does 1D6 S.D.C. or a fin swipe does 1D4 S.D.C.; otherwise, they are harmless filter feeders of algae, plankton and tiny shrimp.

Bonuses (all): +2 on Perception Rolls, +1 on initiative, +2 to dodge and +3 to save vs poison and diseases.

Natural Abilities: Swim 98%, Nightvision 1,000 feet (305 m), can locate moving objects in water 90% by keen hearing (can hear prey up to 3,000 feet/914 m). They are also sensitive to vibration and can sense movement in the water around them within a 60 foot (18.3 m) radius, maximum depth tolerance is two miles (3.2 km), and regenerates at twice the normal rate of humans.

Average Life Span: 35-60 years.

Value: Skin 25 credits, meat (whole animal) 20-50 credits.

Habitat: Open seas worldwide in tropical and temperate areas.

Mackerel & Tuna

Tuna are warm-blooded fish (hence their pinkish color flesh), which provides more oxygen to the muscles, making them faster swimmers; and are deeper bodied or oval shaped. Mackerel are more cylindrical in shape but equally fast. During their spawning season they migrate to tropical seas. Both species are common food stock for fishermen, large predatory sea creatures and other fish.

Attributes of Note: Spd: 64 (48 mph/77 km).

Size: 5.6 to 8.2 feet (1.7 to 2.5 m) long.

Weight: 650 to 990 lbs (292 to 445 kg).

Hit Points: 6D6

S.D.C.: 1D4x10

A.R.: 6

P.P.E.: 3D6

Attacks per Melee: Two.

Damage: A bite only does 1D6 S.D.C. damage, but a ram attack will do 3D6 S.D.C. (counts as two attacks).

Bonuses: +1 to initiative, +2 to Perception Rolls, +1 to strike and +4 to dodge in water.

Natural Abilities: Swim 98%, good underwater vision, Nightvision 60 feet (18 m) and resistance to cold (half damage).

Average Life Span: 20-40 years.

Value: Meat (whole animal) 50 to 100 credits.

Habitat: Breeds on coasts in colder and warmer climates.

Marlin, Sailfish and Swordfish

Marlin, Sailfish and Swordfish are similar in appearance but each has its distinguishing features. Marlins have a large body with small dorsal fins and a spear-like snout. Sailfish have a large dorsal fin that extends out to make them appear larger to scare away predators, and a spear-like snout. Swordfish have a large dorsal fin like a shark or dolphin, and a large sword or spear snout. They typically feed on the surface or at mid-depths on small fish and squid.

Attributes of Note: Spd: 75 (56 mph/90 km) for Marlin and Swordfish, 92 (68.5 mph/110 km) for Sailfish (one of the fastest fish in the sea!).

Size: Marlin – 13-16.4 feet (4 to 5 m) long.

Sailfish – 4-5 feet (1.2 to 1.5 m) long, some giant versions get to 10 feet (3.05 m) long.

Swordfish – 12-15 feet (3.6 to 4.6 m) long.

Weight: Marlin – 1,470-1,800 lbs (661 to 810 kg).

Sailfish – 100-200 lbs (45 to 90 kg).

Swordfish – 1,200-1,430 lbs (90 to 643 kg).

Hit Points: 6D6

S.D.C.: 1D4x10 for Marlin and Swordfish; or 5D6 for Sailfish.

A.R.: 6

P.P.E.: 1D6

Attacks per Melee: Two.

Damage: Stab with pointed snout does 2D6 S.D.C., or 4D6 S.D.C. from a Swordfish.

Bonuses (all): +1 on Perception Rolls, +2 on initiative, +2 to strike and +5 to dodge.

Natural Abilities: Swim 98%, depth tolerance unlimited, good underwater vision, Nightvision 300 feet (91.5 m).

Average Life Span: 50-80 years.

Value: Meat (whole animal) 50-100 credits.

Habitat: Cool to cold waters.

Octopus, Squid & Cuttlefish

A vast array of squid, octopus and cuttlefish species survive in the oceans of Rifts Earth. Many are fed upon by many different species of fish, sea turtles, whales and even dolphins.

Octopuses have eight arms (no tentacles), with hundreds of suction cups on each, and have no hard parts except for their beak. **Squid**, on the other hand, have eight arms and two tentacles and have a hard shell-like helmet called the mantle with two wing membranes used for swimming in the water.

Giant Pacific Octopus (and Atlantic Squid) are the largest known species. They will continue to grow until they breed (typically 3 to 5 years of age), at which point the females stay to protect their nest and eventually die of starvation just after their young hatch. Females will lay in excess of 100,000 eggs, making up for their species' short lifespan. Males that do not breed continue to grow to phenomenal sizes and, thus far, do not die from natural causes.

Octopuses are considered extremely intelligent for invertebrates, especially when it comes to escaping or hunting food. They can solve complex puzzles and have been known to unscrew a lid on a glass jar to get at food inside, bend and contort to escape bars and traps and mimic the behavior of other creatures.

All these creatures eat shrimp, crabs, scallops, abalone, clams and fish. They often drill through the hard shell of their prey, and inject poisonous venom into the soft creature inside, killing it, which releases its hold on the shell, and then ripping it apart to feed. In turn, seals, otters and sperm whales feast on a variety of octopus species.

Cuttlefish are much smaller, and possess a cuttlebone, which is essentially the main structure of the cuttlefish. The ink of a cuttlefish was once used as sepia ink or dye, but in modern times synthetic inks have replaced it, though many post-Rifts nations are starting to use it again (especially the more medieval or anti-technological civilizations). All species have blue or blue-green blood, instead of the more common red blood, due, in part, to the use of copper based (hemocyanin) instead of the iron based (hemoglobin) oxygen transporters in their bloodstream.

Attributes of Note: Spd 4 crawling or slowly swimming, but can reach up to a speed of 22 (15 mph/24 km) using a jet propulsion-like movement for quick escapes lasting 1D4+2 minutes.

Size: Typically 2-5 feet (0.6 to 1.5 m) long for smaller species while giant species can reach 30-60 feet (9.1 to 18.3 m) long.

Weight: 25-60 lbs (11 to 27 kg) for smaller species. 1-2 tons for giant species.

Hit Points: 2D6 for small species. 2D4x10 for giant.

S.D.C.: 5D6 (6D6 for squid) for small species. 2D6x10 for giant.

A.R.: 6 for small species, 9 for giant.

P.P.E.: 1D6 for small species, 2D6+10 for giant.

Horror Factor: 8 for small species, 14 for giant.

Attacks per Melee: Four for small species, eight for giant.

Damage: Bite does 1D4 S.D.C. from small species or 4D6 S.D.C. from giant species. Octopuses can also inject venom that does

1D6 S.D.C. for 1D6 melee rounds unless a successful save vs lethal poison (14 or higher) is made.

Bonuses (all): +2 to Perception Rolls, +2 on initiative, +3 to strike, +4 to parry, +3 to dodge in water and +6 to entangle.

Natural Abilities: Swim 98%, climb 85%, prowl 70%, keen normal vision, polarized vision, Nightvision 300 feet (91.4 m), impervious to cold (no damage), Bio-Regenerate 2D4 Hit Points or S.D.C. per day and can regenerate lost limbs (some species of octopus even shed limbs as diversions to escape predators much like a skink or lizard can), heightened sense of touch and an incredibly strong suction/gripping action (equal to a P.S. of 12).

Depth Tolerance: Unlimited.

Sense Magnetic North: Same as the dolphin.

Chemoreceptors: In the mouth and on the tentacles are "taste buds" that enable the creature to detect minute changes in the salinity and chemical components of the water. Identify chemicals by taste 65%, track by taste 55%, Range: One mile (1.6 km).

Ink Cloud: They can spray a cloud of jet-black ink that covers a 6 foot (1.83 m) radius, and also disrupts other creatures' Chemoreceptors and prevents them from tasting/finding the squid or octopus if it tries to flee. The cloud will dissipate in 3D4 minutes.

Breathing: Squid, octopus and cuttlefish are aquatic by nature and breathe through their skin and special gills. They cannot survive for more than 4D6 minutes out of the water.

Color and Texture Change: Octopuses can change the coloration of their skin as well as create bumps and ridges to help them better blend into their surroundings. Cuttlefish and squid can also change colors but cannot adjust their texture. The ability functions identically to the Chameleon Spell, increase prowl to 90% when using this ability.

Flexible Bodies (Octopus only): Because octopuses have no bones they are extremely flexible and can escape from confined areas (natural Escape Artist skill; +20%) and can take punches well (+4 to roll with punch, fall or impact).

Average Lifespan: Some octopus species live only as long as 6 months, others until they breed, which is typically 3 to 5 years. Those that refrain from breeding can live for several hundred years. Cuttlefish usually live for 1 to 2 years. Squid, especially the giant variety, can live for decades or even hundreds of years.

Value: They are often captured and eaten by a variety of surface-dwelling nations and aquatic races, typically selling for 5-45 credits for the meat of small species. The venom of an octopus is worth five credits per ounce.

Habitat: Many diverse regions of oceans and seas, though small octopus and cuttlefish are especially numerous in and around coral reefs. Squid and giant species of octopus, squid and cuttlefish are found in coastal and deep waters.

Saltwater Crocodiles

A famous "man-eater" known for its aggressiveness, the crocodile locks onto its prey and drags it underwater to drown it. Most animal prey lose consciousness with 1D4+1 melee rounds and drown within another 1D4 melees. The saltwater crocodile is a solitary hunter but may travel in loose knit groups of 3-8 individuals. 20 to 40 eggs are laid in sandy spots on beaches, loosely



guarded by the mother, who opens the nest when the young are about to hatch.

Attributes of Note: P.S. (especially a grip with the jaws) is 2D6+20, Spd 8 on land, but 22 (about 15 mph/24 km) in water.

Size: 15-30 feet (4.6 to 9 m) long.

Weight: 1,000 to 2,000 lbs (454 to 907 kg).

Hit Points: 4D6+20

S.D.C.: 1D4x10+30

A.R.: 9

P.P.E.: 1D6

Horror Factor: 13

Attacks per Melee: Two.

Damage: Tail does 2D4+2 S.D.C., claws do 1D4 S.D.C. Bite does 2D6+4 S.D.C. damage.

Bonuses (all): +1 on Perception Rolls, +1 on initiative, +3 to strike and +2 to dodge in water.

Natural Abilities: Swim 92%, prowl (in water) 78%, Nightvision 100 feet (30.5 m), Underwater Navigation 90%.

Average Life Span: 10-30 years.

Value: Hide can sell for 70-100 credits; 30-50 credits for its meat.

Habitat: Saltwater crocodiles are surprisingly common in and around the South Asia island chains and the northern coasts of Australia.

Variant: Mega-Damage Crocodiles

Natural species are S.D.C. creatures, but there are a variant of Mega-Damage Crocodile-like monstrosities. Some may be dinosaurs Rifted in from Earth's past, others may be Crocodile-like creatures from other worlds that are twice the size as the Saltwater Croc described above, have 3D6x10 M.D.C., their bite does 3D6 M.D., claw attack 1D6 M.D. and tail swipe 2D6 M.D.

Also see the *Sarcosuchus* (another Giant Crocodile) found in **Rifts® World Book 26: Dinosaur Swamp**.

Sea Snakes

Most sea snakes are cousins to the land-bound cobra. They share the same deadly ability of injecting their prey with venom (in smaller amounts, but it is much more deadly) and they are only moderately larger than, but equally as deadly as their land-based cousins. Unlike the cobra, however, sea snakes have small heads, roughly equal in diameter to their body, and can not flair up their head like a cobra is often popularized as doing. Many of the species are so thoroughly aquatic that they are clumsy on land. Some species have a tail ending in a flat paddle shape that helps them swim, and flaps over the nose that help keep the water out, but are otherwise identical to their land-based cousins, in-

cluding a forked tongue. The main differences between eels and sea snakes are scales and the snakes' need to breathe air; eels have gills (breathe water) and smooth skins, often covered in a protective mucus.

Attributes of Note: Speed: 9 swimming, 6 on dry land.

Size: 1-6.6 feet (0.3 to 2 m) long.

Weight: 4-12 lbs (2 to 5.4 kg).

Hit Points: 2D6

S.D.C.: 1D6

A.R.: 5

P.P.E.: 1D6

Attacks per Melee: Two.

Damage: Bite 1D4 S.D.C. damage, the poison injected with the bite does 1D6 damage every melee round for 2D4 melees if the victim fails to save vs lethal poison (needs 14 or better to save). A successful save means no damage occurs in subsequent melee rounds.

Bonuses (all): +2 on Perception Rolls, +1 on initiative, +4 to strike, +1 to dodge on land and +3 to dodge in water.

Natural Abilities: Swim 98%, Climb 60%, Prowl (underwater) 75%, Nightvision 20 feet (6 m), needs air to breathe, but can also intake oxygen through its skin, which will increase the time it can submerged, but they eventually do have to surface and breathe with their lungs. Can effectively hold their breath for 1D4x10+10 minutes underwater.

Average Life Span: 10 to 20 years.

Value: 20 credits for skin.

Habitat: Tropical and warm oceans, costal waters and reefs in the Indian Ocean and western side of the Pacific Ocean.

Variant: Torpedo Sea Snake

A rather peculiar variant (or alien species) has been appearing on some of the coral reefs in the Pacific. This sea snake can flatten its entire body out, much like how a cobra flattens its neck out in warning before striking. However, this sea snake uses the increased surface area to help propel itself in the water with an undulating motion up and down (as opposed to the side to side movement of most other aquatic snakes and sea snakes). This new species can do it so fast that they are often referred to as "torpedo snakes" and rocket through the water to chase and catch small fish. Though they do not actively hunt larger animals, D-Bees or humans, they will defend themselves, launching into a high speed attack that allows them to ram into their target and thus allowing them to bite and inject their poisonous venom. Torpedo Sea Snakes can travel at double the normal speed of most other sea snakes, have an additional +1 to strike and an automatic dodge. The rest of the stats are unchanged.

Sea Lions

These animals feed on fish, squid and octopus, diving up to 600 feet (183 m) in search of prey. Males establish well-defined territories as breeding grounds and maintain boundaries with ritual threat displays. Summer breeding grounds often contain several hundred individuals. A single pup is born soon after the females arrive at the breeding ground. Sea lions can turn their hind flippers downward and walk on them in a hobbling or waddling kind of motion, and communicate through a series of barking noises.

The Pre-Rifts American Empire once trained sea lions along with dolphins as part of the U.S. Navy's Marine Mammal Program to locate underwater mines and snag scuba divers, by attaching a roped clamped to their feet so they could be captured and reeled in!

Attributes of Note: Speed: 6 on dry land, 20 in the water.

Size: 8-9.25 feet (2.4 to 2.8 m) long.

Weight: 250-450 lbs (113 to 203 kg).

Hit Points: 4D6+10

S.D.C.: 3D6+10

A.R.: 6

P.P.E.: 1D6

Attacks per Melee: Two.

Damage: Bite does 1D6+2 S.D.C., head butt does 1D4+1 S.D.C.

Bonuses (all): +2 on Perception Rolls, +1 to initiative, +2 to strike and +3 to dodge in water.

Natural Abilities: Swim 98%, depth tolerance 600 feet (182.9 m), hold breath for up to eight minutes, resistance to cold (half damage), good vision and keen sense of hearing.

Average Life Span: 6-10 years.

Value: Fur 50-100 credits, meat (whole animal) 50-100 credits.

Habitat: Breeds on coasts in colder climates.

Seals

The males grow to about twice the size of a female, and packs travel far from their breeding sites during the year, but stay mostly in costal waters. They feed on fish, squid, octopus and some crustaceans. Breeding generally occurs in the spring, but females always arrive at the breeding ground first and give birth before the males arrive. Males take up territories on the beach, with the older ones getting the best positions. Breeding areas may have up to 500 individuals on them. Unlike sea lions, seals cannot walk on their back flippers and must drag themselves with their front flippers and abdominal muscles in a type of motion called "galumphing." Seals typically communicate by grunting and slapping of the water.

Attributes of Note: Speed: 3 on dry land, 20 in the water.

Size: 5.25 to 7.5 feet (1.6 to 2.3 m) long.

Weight: 300-600 lbs (135 to 270 kg).

Hit Points: 4D6+8

S.D.C.: 4D6

A.R.: 6

P.P.E.: 2D4

Attacks per Melee: Two.

Damage: Bite does 1D6 S.D.C., head butt does 1D4 S.D.C.

Bonuses (all): +2 to initiative, +3 to Perception Rolls, +3 to strike and +4 to dodge in water.

Natural Abilities: Swim 98%, dive 200 feet (61 m), hold breath for up to 10 minutes, good vision, keen sense of smell (track by scent 25%), resistance to cold (half damage).

Average Life Span: 7 to 12 years.

Value: Fur 60 to 120 credits, meat (whole animal) 75 to 140 credits.

Habitat: Breeds on rocky coasts.

Variant: Killer Seal

An alien parasite or disease is believed to infect common seals, turning them or mutating them into a “killer.” This parasite rapidly metabolizes the seals’ fatty reserves, requiring them to eat more frequently. In return, they become more aggressive and bloodthirsty, attacking and eating almost anything in their path. If they cannot find other food sources, some have even been known to turn on their own kind and will not hesitate to attack humanoids, especially swimmers.

Other normal seals bitten but not killed *may* be infected (01-30% chance) and continue to spread the parasites or disease. Sea Druids with the Seal Totem can be bitten and infected with the disease only while in their seal form. Returning to their normal humanoid form makes them feel tired (-2 on initiative, -2 to strike, parry and dodge) for 2D6 minutes after changing back, but afterward they feel fine. Some infected Sea Druids don’t mind turning into Killer Seals and enjoy being more aggressive and deadly (and enjoy the bonuses). Others try to fight the parasite, requiring a save vs disease (14 or higher). A successful save means the Sea Druid changes into a normal seal without the parasite’s influence (or its bonuses). Sea Druids who remain infected for more than one month risk mutating the parasite and infecting their natural body (01-25% chance; as a rule, the parasite doesn’t seem to jump species); roll to save vs disease after every transformation into a seal after the first 30 days of infection.

When the Druid’s humanoid form is infected by the parasite, he shows all the same levels of extreme aggression and is short-tempered, quick to violence, and enjoys fighting and killing. (He also enjoys the Killer Seal’s bonuses.) This aggression increases over time and the character may begin to become paranoid or psychotic and outright murderous. Alignment is likely to change to evil over time. **Note:** He is also -15% on skill performance and reduce M.A. attribute by half as long as the parasites influence him. These are permanent changes unless the Sea Druid is purged of the parasites via magic, psionics or medicine (the latter is painful and takes 1D6 weeks).

Killer Seal Stats: The animal is fundamentally unchanged from a normal seal except as noted below, and becomes highly aggressive and a meat-eating predator that will attack fish, animals, other mammals and people, as described above.

Attacks per Melee: Four.

Killer Seal Bonuses: +1 on initiative, +1 to strike, +3 to automatic dodge, increase Spd by 10%.

Sea Otters

The sea otter spends nearly all its life in the sea, always in water 60 feet (18.3 m) deep or less. Its dense, glossy fur is very important in keeping the animal warm in the water; the sea otter spends a lot of its time grooming itself. Sea otters feed on clams, sea urchins, mussels and other mollusks, which they collect from the seabed and eat while lying on their backs on the surface of the water. Otters break open the shells of their prey by pounding them upon stones, which they place on their chest. At dusk, the animals swim into kelp beds which are found in their range and entangle themselves in the seaweed so they do not drift away. Sea otters breed every two years or so and a single pup is born after a gestation period of 8 to 9 months.

Attributes of Note: I.Q. 1D4+5 (high animal intelligence), M.A. 2D6+8, Spd 6 on dry land, 15 in the water.

Size: Body is 1 to 4 feet (0.3 to 1.2 m) long; tail is an additional 10 to 15 inches (25 to 38 cm) long.

Weight: 4-8 lbs (2 to 4 kg).

Hit Points: 3D6+2

S.D.C.: 2D6+6

A.R.: 6

P.P.E.: 2D6+3

Attacks per Melee: Three.

Damage: Bite does 1D6 S.D.C., claws do 1D4 S.D.C.

Bonuses: +2 to Perception Rolls, +2 on initiative, +2 to strike and +2 to dodge on land, (+4 to dodge in water).

Natural Abilities: Swim 98%, dive 20 feet (6.1 m), hold breath for up to 2D4+4 minutes, Nightvision 90 feet (27.4 m), heightened sense of touch, heightened sense of smell enables them to track by smell 40%, identify foods 45% and heightened sense of hearing. They also have bristly whiskers on their face that detect motion and vibrations in the water and air, alerting them to predators and helps them find their prey.

Average Life Span: 5-10 years.

Value: Fur 35 credits.

Habitat: Rocky sea coasts.

Variant: Lutros – Smart Otter

By Kevin Siembieda, based on an idea of Greg Diaczyk

One known variant of these cute sea mammals is the Lutros, an intelligent race of mutant sea otters believed to be the cast-off of early genetic experiments at the Lone Star Complex, or similar genetic research facilities in another nation before the Great Cataclysm. They all look just like ordinary sea otters except they are 10% larger, show keen intelligence and understanding, and all exhibit the same range of militaristic skills, passed down from one generation to another.

Stats are the same as above, except the Lutros have near human intelligence and seem to function in a military style chain of command.

Also Known As: Rescue Otter, Combat Otter and Navy Otter.

Alignment: Any, but most are Principled (30%), Scrupulous (30%) or Unprincipled (20%).

Attributes of Note: I.Q. 1D6+9 (high animal or near-human equivalent intelligence), M.E. 1D6+10, M.A. 1D6+11, P.S. 1D6+8, P.P. 1D6+9, P.E. 1D6+10, P.B. 1D6+12, Spd 8 on dry land, 2D6+12 in the water.

Hit Points: 3D6+12

S.D.C.: 2D6+12

A.R.: 6

P.P.E.: 2D6+6

Disposition: Though they can be very friendly and playful, all Lutros exhibit a considerable discipline when necessary (e.g. engaged in scouting or military operations and when danger is present). They do not have a full range of human understanding and behave more like obedient children than an intelligent adult. All exhibit a high regard for life and sense of compassion for humanoids and other mammals.

Level of Experience: 1D8 for NPCs or as the Game Master desires. Player characters (optional) should start at level one. Use the Scout Experience Table.

R.C.C. Equivalent Skills: Camouflage (+20%), Demolitions Disposal (+20%), Escape Artist (+15%), Intelligence (+10%), Military Etiquette (+20%), Naval Tactics (+10%), Prowl (+10%), Trap/Mine Detection (underwater only; +20%), Tailing (+10%), Underwater Navigation (+30%), and Undersea & Sea Survival (+20%).

Damage: Bite does 1D6 S.D.C., claws do 1D4 S.D.C.

Bonuses (all): +3 to Perception Rolls, +2 on initiative, +3 to strike and +2 to dodge on land (+5 to dodge in water).

Psionics: Considered a Minor Psychic animal. Base I.S.P.: M.E. attribute number x2 +1D6 per level of experience. Psionic Abilities: Empathy (4), Object Read (6), See the Invisible (4), Sense Time (2), and Sixth Sense (2).

Average Life Span: 15-20 years.

Value: Fur 35 credits, thousands as a trained pet, guide or Familiar.

Habitat: Just about anywhere in the world's oceans, though most common in the warm waters of the Pacific and Indian Oceans. Some have joined the Lemurians, others the New Navy, some Tritonia, and still others help the high-tech military of Japan, but estimates suggest that accounts for only one third of the Smart Otters. The rest seem to travel along various coastlines helping seafarers and people in trouble.

Sea Turtles

There are seven known types of sea turtles: Kemp's Ridley, Flatback, Green, Olive Ridley, Loggerhead, Hawksbill and Leatherback. Six of them have hard shells and only the leatherback has a leathery skin that covers a mosaic of body plates. After reaching the age of maturity, adult female turtles return to their place of birth (using their heightened sensitivity of the Earth's magnetic field to guide them). Each season, they crawl to shore and dig from four to seven nests, depositing 70-190 eggs (depending upon species) before covering it up and returning to the ocean. Incubation takes about 2 months, and typically only 1% of the hatchlings survive into adulthood. Those that survive their initial pilgrimage out to sea (many predators gobble up the wave after wave of new hatchlings as they hatch and depart into the ocean en masse) typically live in thick mats of unanchored seaweed called sargassum beds that float in the middle of the ocean. The world's largest turtle, the leatherback has extremely long fore-flippers with a span of about 9 feet (2.7 m).

The diets of sea turtles consist of sea grasses, algae, shrimp, crabs, sea sponges, squid, mollusks and jellyfish (jellyfish being the only source of food for the leatherback).

Attributes of Note: Spd 4 on dry land, 12 in the water.

Size: 4-6.5 feet (1.2 to 2 m) long.

Weight: 700-1,300 lbs (315 to 585 kg).

Hit Points: 6D6

S.D.C.: 6D6

A.R.: 12 (10 for leatherback).

P.P.E.: 1D6

Attacks per Melee: One.

Damage: Bite does 1D4 S.D.C.

Bonuses (all): +1 to dodge in water and +1 to save vs Horror Factor.

Natural Abilities: Swim 98%, depth tolerance of one mile (1.6 km), and depending upon species, they can hold their breath

for up to 45 minutes (Hawksbill) to almost 5 hours (Green)! Extreme sensitivity to the Earth's magnetic field (Sense Magnetic North and Undersea Navigation 98%), Nightvision 60 feet (18 m), ultraviolet vision, extraordinary sense of hearing.

Chemoreceptors: A highly advanced sense of taste/smell that lets the sea turtle detect salty contents and toxicity of the water and taste and track its food source. Base skill to track is 60% +5% per level of experience; identify chemicals, toxins or specific creatures by taste trails 40% +5% per level of experience.

Average Life Span: Some have been known to reach up to 200 years, less than 1% survive to adulthood (typically around 30 to 50 years).

Value: Meat, 45-60 credits for the whole animal.

Habitat: Oceans worldwide in warm waters.

Sharks

See page 29 of **Rifts® World Book 7: Underseas** for some common abilities of all sharks. See pages 29 and 30 of **Underseas** for full details on Tiger Sharks and Great White Sharks.

Hammerhead Shark

This oddly shaped shark is aggressive and has been known to attack humanoids. They feed mainly on fish and refuse; the Great Hammerhead's (the largest at 17-20 feet/5.1 to 6 m long) favorite food is stingrays. These sharks make regular migrations in summer to cooler waters. They have no floating bladder like many fish do. As a result, many sharks have body temperatures slightly higher than that of the surrounding water so that muscles can be used more efficiently, and need to be constantly on the move or they will sink. They usually swim together in small groups (3D4) but sometimes, huge schools of hundreds congregate near the surface! There are nine species of hammerheads.

Attributes of Note: Spd 11 (7.5 mph/12 km).

Size: 12-20 feet (3.6 to 6 m) long.

Weight: 800-1,200 lbs (360 to 540 kg).

Hit Points: 1D4x10

S.D.C.: 1D4x10 (+30 for the largest).

A.R.: 6

P.P.E.: 2D6

Horror Factor: 12

Attacks per Melee: Three.

Damage: Nip does 1D4 S.D.C., full strength bite does 3D6 S.D.C., slashing tail does 2D4 S.D.C., head butt does 1D6 S.D.C. and body ram does 2D4 S.D.C.

Bonuses (all): +2 on Perception Rolls, +3 on initiative, +3 to strike, +3 to dodge in water, +6 to save vs poison and diseases and +6 vs Horror Factor.

Natural Abilities: Swim 98%, Nightvision 3,000 feet (914 m), can locate moving objects in water 90% by keen hearing (can hear prey up to 3,000 feet (914 m). Sensitive to electromagnetic energy; can follow electrical impulses, machines, electrical cables/conduits and muscle movement (no penalties for being blind, even in absolute darkness against living creatures), range 3,000 feet (914 m).

Depth Tolerance: Unlimited.

Sense Magnetic North: Same as a dolphin.

Chemoreceptors/Blood Scent: The hammerhead can taste blood up to two miles (3.2 km) away, track by scent (or blood trails) 80%, and recognize other chemicals, toxins and water salinity 60%.

Magnetic Resonance Imaging (M.R.I.) Probe: Basically the same as the dolphin's Ultrasonic Probe with a base skill of 60%, only it uses electromagnetic energy; it also has a 30% greater range.

Breathing: Hammerhead sharks are aquatic, needing water to breathe. If they stop they can actually suffocate (use motion and water currents to pass oxygenated water past their gills), thus they almost never stop moving.

Special Moves:

Quick Turns, Stops and Tight Turns/Circles: Their cartilage "bone" structure makes them extremely flexible and maneuverable in water, the shark can turn in an area as small as 12 feet (3.7 m) in diameter and they can also stop on a dime.

Speed Burst: The shark can swim at double its normal speed for 1D4+1 minutes. This maneuver can be performed eight times per hour. This move can be performed as a quick dodge (+2 in addition to other bonuses) or a quick strike (+2 in addition to other bonus), or to move towards or away from somebody or some place fast.

Dive: The shark can also dive up to 3,000 feet (914 m) at twice its normal speed.

Average Life Span: 30-100 years.

Value: None, per se.

Habitat: Coastal and inshore waters that are tropical and warm.

Mako Shark

This shark is an active eater of fish living near the surface, such as tuna, mackerel and herring. It is renowned for its habit of leaping clear of the water up to 6 feet (1.8 m) into the air. It is an aggressive species and, as with most sharks, large numbers (6D6) of them will congregate around large kills and tear the carcass to shreds with their sharp teeth and powerful jaws.

Attributes of Note: Spd 22 (25 mph/40 km) and can dive 1,000 feet (305 m) at double their normal speed.

Size: 9-13 feet (2.7 to 4 m) long.

Weight: 600-1,200 lbs (270 to 540 kg).

Hit Points: 5D6

S.D.C.: 1D4x10+10

A.R.: 6

P.P.E.: 2D4

Horror Factor: 11

Attacks per Melee: Three.

Damage: Nip does 1D4 S.D.C., full strength bite does 3D6 S.D.C., slashing tail does 1D6 S.D.C., head butt does 1D4 S.D.C. and body ram does 2D4 S.D.C.

Bonuses (all): +1 on Perception Rolls, +2 to initiative, +3 to strike, +4 to dodge in water, +6 to save vs poison and diseases and +6 vs Horror Factor.

Natural Abilities: Swim 98%, Nightvision 3,000 feet (914 m), can locate moving objects in water 90% by keen hearing (can hear prey up to 3,000 feet/914 m). Sensitive to electromagnetic energy; can follow electrical impulses, machines, electrical cables/conduits and muscle movement (no penalties for be-

ing blind, even in absolute darkness, against living creatures), range 3,000 feet (914 m).

Depth Tolerance: Unlimited.

Sense Magnetic North: Same as a dolphin.

Chemoreceptors/Blood Scent: The Mako shark can taste blood up to two miles (3.2 km) away, track by scent (or blood trails) 80%, recognize other chemicals, toxins and water salinity 60%.

Magnetic Resonance Imaging (M.R.I.) Probe: Basically the same as the dolphin's Ultrasonic Probe with a base skill of 60%, only it uses electromagnetic energy, it also has a 30% greater range.

Breathing: Mako sharks are aquatic, needing water to breathe. If they stop they can actually suffocate (use motion and water currents to pass oxygenated water past their gills), thus they almost never stop moving.

Special Moves:

Quick Turns, Stops and Tight Turns/Circles: Their cartilage "bone" structure makes them extremely flexible and maneuverable in water, so the shark can turn in an area as small as 12 feet (3.6 m) in diameter and they can also stop on a dime.

Speed Burst: The shark can swim at double its normal speed for 1D4+1 minutes. This maneuver can be performed eight times per hour. This move can be performed as a quick dodge (+2 in addition to other bonuses) or a quick strike (+2 in addition to other bonus), or to move towards or away from somebody or some place fast.

Dive: The shark can also dive up to 3,000 feet (914 m) at twice its normal speed.

Average Life Span: 30-100 years.

Value: Skin 20 credits, meat (whole animal) 20 to 50 credits.

Habitat: Open seas worldwide in tropical and temperate areas.

Stingray

This animal's characteristic weapon is a sharp spine near the base of its tail, which some tribes of humanoids use as spear points. The stingray's characteristic flat body shape allows it to live and hide buried in the sand on the seabed. It will not normally attack unless provoked but many unsuspecting humanoids have inadvertently stepped on or too near a stingray only to receive a nasty surprise when the stingray plants their poisonous stinger into them. Though typically quite painful, such attacks are usually not lethal, however there have been some recorded cases of people being struck in a vital area such as the neck, head or chest, which has led to a small number of fatalities.

Attributes of Note: Spd 8.

Size: 2-5 feet (0.6 to 1.5 m) long.

Weight: 25-60 lbs (11 to 27 kg).

Hit Points: 2D6

S.D.C.: 5D6

A.R.: 6.

P.P.E.: 1D6

Horror Factor: 8

Attacks per Melee: 3

Damage: Body ram does 1D4 S.D.C. or 1D6 S.D.C. from the tail stinger. The venom then does 1D6 S.D.C. for 1D6 melee rounds unless a successful save vs lethal poison (14 or higher) is made. The stung area will be sore to the touch for 1D4 days.

Bonuses: +1 to Perception Rolls, +2 to initiative, +2 to strike with its tail, +3 to dodge in water and +3 to save vs poison and diseases.

Natural Abilities: Swim 98%, Nightvision 1,000 feet (305 m), can locate moving objects in water 90% by keen hearing (can hear prey up to 3,000 feet/914 m). A vibration sense makes it sensitive to movement in the water around them within 60 feet (18.3 m), maximum depth tolerance is one mile (1.6 km).

Average Life Span: 12-30 years.

Value: The tail and its venom are worth five credits.

Habitat: Shallow coastal waters.

Walruses

Walruses are large, seal-like animals with thick, blubbery skin and a pair of large tusks they use to pull themselves out of the water onto ice flows and for self-defense. They typically spend half of their time on land and the other half in the water. Though they are excellent swimmers they can also hobble along on all four limbs in an awkward sort of gait. Walruses feed primarily on clams and mollusks but also catch and eat shrimp, crab, tube-worms, soft coral, tunicates, sea cucumbers and mollusks. They even sometimes hunt and catch fish if they are easy to find or plentiful. Some large male Walruses have also been known to hunt seals if no other food source is available. Walruses once only had three natural predators: polar bears, killer whales and humans, but on Rifts Earth they are hunted by a variety of sea monsters, sea serpents and predators.

Attributes of Note: Speed: 3 on dry land, 20 in the water.

Size: 10-18 feet (3 to 5.5 m) long, females being smaller than males.

Weight: 3,500-4,180 lbs (1,575 to 1,881 kg).

Hit Points: 6D6+15

S.D.C.: 2D6x10

A.R.: 7

P.P.E.: 2D6

Attacks per Melee: Two.

Damage: A stab or slash with tusks inflicts 2D4 S.D.C., head butt or body bump does 1D6 S.D.C., and a tail strike does 2D6 S.D.C.

Bonuses (all): +2 to Perception Rolls, +2 to initiative, +3 to strike and +3 to dodge in water.

Natural Abilities: Swim 98%, depth tolerance 300 feet (91.4 m), hold breath for up to 12 minutes, good vision, keen sense of smell (track by scent 25%) and resistance to cold (half damage).

Average Life Span: 40-50 years, reaching sexual maturity between 7-10 years.

Value: Skin 80-140 credits, meat (whole animal) 100-175 credits and tusks can sell for up to 400 credits for a pair (the ivory is used in carvings, medicine and the odd magical ritual).

Habitat: Arctic and northern coastlines, beaches and ice flows in and around the Arctic Ocean, North Pacific Ocean and North Atlantic Ocean.

Variant: Saber Walrus

The "Saber Walrus" is presumed to be a mutant or animal from another world. It has a larger and sharper set of tusks than the common variety walrus. They are also much larger, stronger

and tougher than the normal variety. Saber Walruses congregate near and with their smaller cousins, and seem to instinctively rise to the challenge of protection of their smaller cousins, as well as seals, seal lions and sea otters. Saber Walruses are light Mega-Damage creatures that are capable fighters on land (often remain still or moving very little, but parry and stab with their large tusks) and are deadly in the water.

Attributes of Note: Speed: 3 on dry land, 20 in the water.

Size: 18-30 feet (5.5 to 9.1 m) long; females are 20% smaller than males (known as "bulls").

Weight: 3-5 tons.

Hit Points: 6D6+10

M.D.C.: 1D6x10+20

P.P.E.: 3D6

Attacks per Melee: Three on land, four underwater.

Mega-Damage: A slash or stabbing attack with the tusks does 1D6+2 M.D., a power strike using its full weight does 3D6 M.D. (typically done in a lunging-style attack, landing face/tusk first unto the opponent and counts as two attacks), a head butt or flipper slap does one M.D., a tail/hind flippers slap does 1D4 M.D., a power tail strike does 2D4 M.D.

Bonuses (all): +1 on Perception Rolls, +2 on initiative, +3 to strike, +4 to parry and +2 to dodge in water (no dodge on land).

Natural Abilities: Swim 98%, depth tolerance 600 feet (183 m), hold breath for up to 20 minutes, good vision, keen sense of smell (track by scent 35%) and resistance to cold (half damage).

Average Life Span: 50-70 years, reaching sexual maturity between 7 to 10 years.

Value: Skin: none; cannot be turned into M.D.C. armor or clothing. 300-400 credits for the meat (whole animal) and tusks can sell for up to 1,000 credits for a pair (the ivory is used in carvings, medicine and the odd magical ritual, as well as to make spearheads, picks, and short swords).

Habitat: Arctic and northern coastlines, beaches and ice flows in and around the Arctic Ocean, North Pacific Ocean and North Atlantic Ocean.



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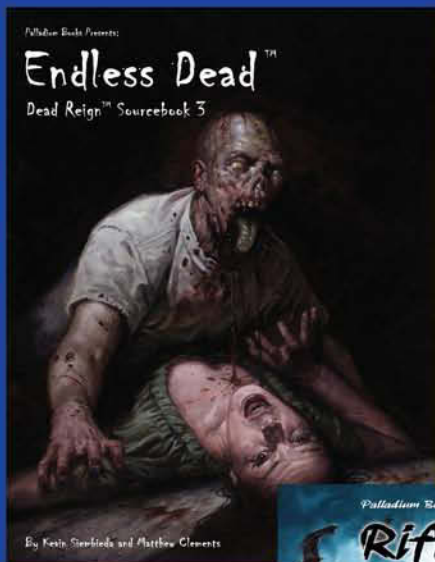
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