

Palladium Books® Presents:

# RIFTER®

Your Guide to the Megaverse®

*Inside this Issue...*

Rifts® – New Xiticix™ and source material

Palladium Fantasy® – Adventure and setting

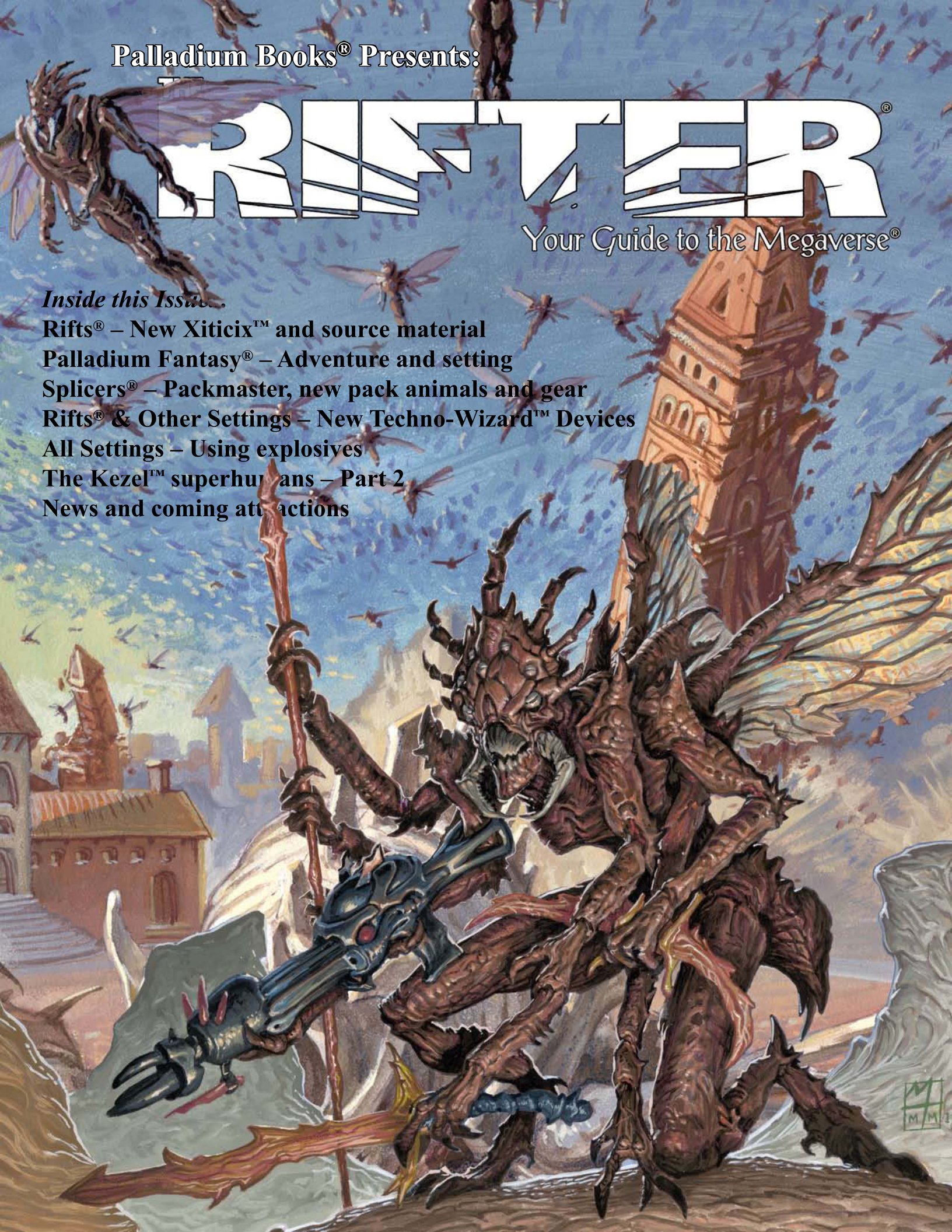
Splicers® – Packmaster, new pack animals and gear

Rifts® & Other Settings – New Techno-Wizard™ Devices

All Settings – Using explosives

The Kezel™ superhumans – Part 2

News and coming attractions





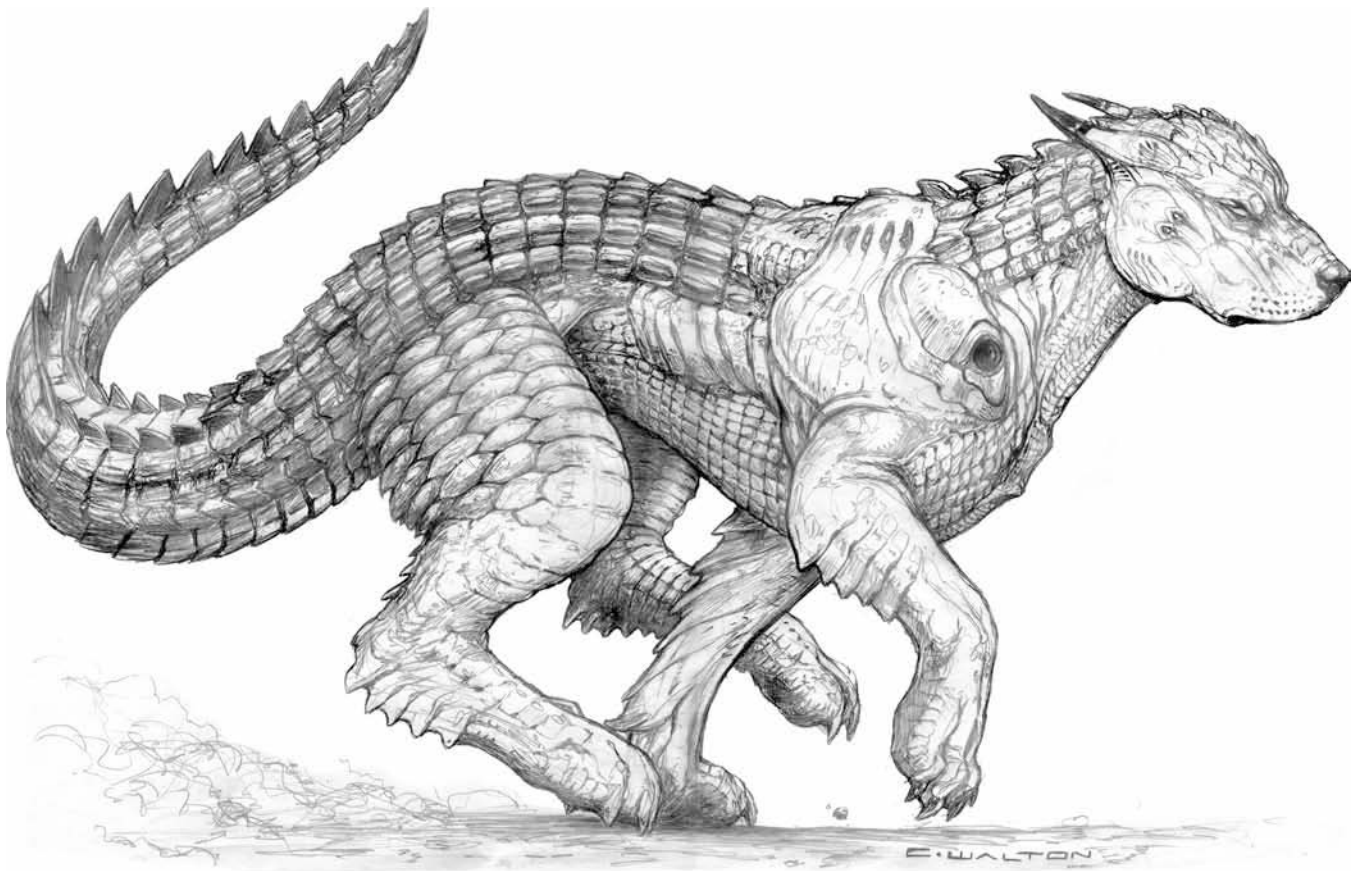
# Warning!

## Violence and the Supernatural

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

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

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



## The Rifter® Number 59

Your guide to the Palladium Megaverse®!

## First Printing – July 2012

Copyright 2012 Palladium Books® Inc.

All rights reserved, world wide, under the Universal Copyright Convention. No part of this book may be reproduced in part or whole, in any form or by any means, without permission from the publisher, except for brief quotes for use in reviews. All incidents, situations, institutions, governments and people are fictional and any similarity, without satiric intent, of characters or persons living or dead, is strictly coincidental.

Robotech® and Robotech® The Shadow Chronicles® are Registered Trademarks of Harmony Gold USA, Inc.

Palladium Books®, Rifts®, The Rifter®, Coalition Wars®, After the Bomb®, The Mechanoids®, The Mechanoid Invasion®, Megaverse® Nightbane®, Palladium Fantasy Role-Playing Game®, Phase World®, RECON®, and Splicers® are registered trademarks owned and licensed by Kevin Siembieda and Palladium Books Inc.

The slogan “A Megaverse of adventure – limited only by your imagination,” and titles and names such as Armageddon Unlimited, Aliens Unlimited, Arzno, Atorian Empire, ARCHIE-3, Beyond Arcanum, Beyond the Supernatural, BTS-2, Brodkil, Biomancy, Bio-mancer, Bio-Wizardry, ‘Burbs, ‘Borg, ‘Bot, Chaos Earth, Dead Reign, Dimensional Outbreak, Dinosaur Swamp, Dyval, Elf-Dwarf War, Heroes Unlimited, I.S.P., Land of the Damned, Lazlo, Victor Lazlo, Lazlo Agency, Lazlo Society, Palladium of Desires, Chi-Town, CS, Coalition States, Cosmo-Knight, Crazy, Cyber-Knight, D-Bee, Dark Day, Dead Boy, Doc Reid, Dog Boy, Dog Pack, Dweomer, Emperor Prosek, Erin Tarn, Fadetown, Free Quebec, Gadgets Unlimited, Gargoyle Empire, Glitter Boy, Gramercy Island, Hardware Unlimited, Heroes of the Megaverse, Heroes Unlimited, HU2, Juicer, Ley Line Walker, M.D.C., Mechanoid Space, Mega-Damage, Mega-Hero, Megaversal, MercTown, Minion War, Morphus, Mutant Underground, Mysteries of Magic, Merc Ops, Naruni, Naruni Enterprises, NEMA, Ninjas & Superspies, NGR, Northern Gun, The Nursery, P.P.E., Powers Unlimited, Psi-Stalker, Psyscape, SAMAS, S.D.C., Shifter, Siege on Tolkeen, Skelebot, Skraypers, Splugorth, Splynncryth, Splynn, Techno-Wizard, Temporal Magic, Temporal Wizard, Three Galaxies, Thundercloud Galaxy, Tome Grotesque, Triax, Vampire Kingdoms, Warpath: Urban Jungle, Void Runners, Wilk’s, Wolfen, Wolfen Wars, Wormwood, Wulfen, Xiticix, and other names, titles, slogans, and the likenesses of characters are trademarks owned by Kevin Siembieda and Palladium Books Inc.

Palladium Online [www.palladiumbooks.com](http://www.palladiumbooks.com)  
Also visit us at [facebook.com/PalladiumBooks](https://www.facebook.com/PalladiumBooks)



The Rifter® #59 RPG sourcebook series is published by Palladium Books Inc., 39074 Webb Court, Westland, MI 48185. Printed in the USA.

**Palladium Books® Presents:**

# THE RIFTER® #59



BRANDT - 97

**Sourcebook and Guide to the Palladium Megaverse®**

Coordinator & Editor in Chief: **Wayne Smith**

Editor: **Alex Marciniszyn**

Contributing Writers:

**Brandon Aten**  
**Paul Herbert**  
**Joseph Larsen**  
**Anthony Lovato**  
**Thomas Morrison**  
**Michael Orr**  
**Kevin Siembieda**  
**Josh Sinsapaugh**

Interior Artists:

**Joseph Lawn**  
**Michael Mumah**  
**Benjamin Rodriguez**  
**Charles Walton**

Proofreader: **Julius Rosenstein**

Cover Illustration: **Mark Tedin**

Cover Logo Design: **Steve Edwards**

Credits Page Logo: **Niklas Brandt**

Typesetting & Layout: **Wayne Smith**

Art Direction: **Kevin Siembieda**

Based on the RPG rules, characters,  
concepts and Megaverse® created by **Kevin Siembieda**.

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

– *Kevin Siembieda, 2012*

# Contents – The Rifter® #59 – July, 2012

## Page 6 – Art for Rifts® Northern Gun™

This is just one of the many new power armors, vehicles, gadgets and equipment presented in **Rifts® Northern Gun™ Two**. The art is by *Chuck Walton*, whose artwork in **Rifts® Northern Gun™ One** and **Two** is even more impressive than the work he turned in for Rifts® Lemuria.

## Page 7 – From the Desk of Kevin Siembieda

Publisher Kevin Siembieda raises the nerve-shattering question: Could this really, finally be the year for Palladium's big comeback? We don't want to jinx ourselves, but we think the answer is, yes! Read all about why we think that is and the many good things that seem to be happening at Palladium Books.

## Page 8 – Palladium News

Kevin Siembieda is a grandfather! Our heartfelt congratulations to the parents, Monica and Steven, on the arrival of their first child, *Chloe*. **Robotech® RPG** license expanded to include game pieces of mecha and spaceships. New **Rifts®** pewter miniatures are now available. Meet **Palladium creators** on YouTube in two dozen, eight minute long interviews, Palladium Open House Mini-Report, **Gen Con** and more. Get all the latest news straight from Kevin Siembieda.

## Page 10 – Coming Attractions

There are a great many new titles about to hit the shelves. Some, like **Rifts® Black Market**, have been expanded and present never before revealed information. Others, like **Rifts® Vampires Sourcebook** (May), **Rifts® Northern Gun 1** (see page 12), **Rifts® Northern Gun 2** (page 12), and **Rifts® Megaverse® in Flames™** (see page 13), will present so many new toys and source material that your brain might overload. Also on the schedule: **Robotech®: Genesis Pits™ Sourcebook**, **Chaos Earth™: First Responders**, **Beyond the Supernatural™: Beyond Arcanum™** and **Tome Grotesque™**, among many others. Plus we'll continue to bring out-of-print titles back in print. Read the descriptions for the new books, recent reprints (starts on page 15) and a handful of recent special products like a *pencil* from the **Chi-Town Library** (see page 14) and **Rifts® miniatures** (see page 17).

## Page 18 – The Pack Mentality – Optional source material for Splicers®

*Brandon K. Aten* and *Michael Orr* take a new and in-depth look at Splicer Gorehounds and Packmasters, including new types of Bio-Enhancements, dominant breeds of Gorehounds, new Bio-Tech collars, barding (animal armor) and more.

Page 19 – Dominant Breed of Gorehounds

Page 21 – Skill Packages

Page 22 – Behavior Modification

Page 23 – Bio-Tech Collars

Page 26 – Barding for Gorehounds

Page 27 – Elite Packmaster Armor

Page 28 – New Bio-Weapons & Equipment

Page 29 – Arachnae War Chariot

Artwork by *Charles Walton*.

## Page 30 – The Kezel™, Continued – Optional source material for Rifts®, Phase World® and adaptable to other settings

This is the conclusion of *Joseph Larsen's* two-part feature about the strange and mysterious Kezel, beings who seem to be human or of human origin, but possess an array of superhuman and magical powers. **Note:** Many of the powers of the Kezel can be *adapted* as super abilities (or magic spells) for any settings where super powers or magic exists.

Page 30 – Index of All Kezel Abilities

Page 31 – Level 4 Abilities

Page 33 – Level 5 Abilities

Page 35 – Level 6 Abilities

Page 36 – Level 7 Abilities

Page 38 – Level 8 Abilities

Page 39 – Level 9 Abilities

Page 40 – Level 10 Abilities

## Page 41 – Creatures of the Xiticix™ Hivelands – Optional source material for Rifts® (adaptable to other settings)

Josh Sinsapaugh presents new information about the Xiticix, a new, different type of Xiticix, and other creatures, weapons and data found in the Hivelands.

Page 41 – Proto-Xiticix

Page 43 – Thruster Bees

Page 44 – Vesparix (Wasp Insectoid)

Page 46 – Vesparix Weapons of Note

Page 47 – Giant Xiticix Nit

Page 47 – Xiticix Eater

Artwork by *Ben Rodriguez*.

## Page 50 – Techno-Wizardry™ Throughout the Megaverse® – Optional source material for Rifts®, Phase World® and other world settings

*Anthony Lovato* presents an extensive look at Techno-Wizardry across the Megaverse® and a wealth of new Techno-Wizard weapons, armor and devices, as well as new Biomech™ animals and adventure ideas. Some additional text and material by Kevin Siembieda.

Page 50 – Rifts Earth

Page 51 – Three Galaxies™

Page 53 – Wormwood™

Page 55 – Heroes Unlimited™

Page 57 – Techno-Wizard™ Devices

Page 58 – TW Prosthetic Limbs

Page 59 – Techno-Wizard Weapons

Page 62 – TW Grenades

Page 62 – TW Armor & Power Armor

Page 63 – TW Technical Stuff

Page 65 – Grimoire (Tech-Based Magic Spells)  
Page 66 – Biomech Familiars  
Page 69 – Adventure: Ground Zero  
Page 70 – Hook, Line and Sinkers™  
Artwork by *Joseph Lawn*.

## Page 72 – The Lion, The Ditch & The Warlock – *Optional* adventure and source material for the Palladium Fantasy RPG®

*Paul Herbert* offers up a fun adventure set during the Olympic-style games held on the island kingdom of Lopan.

## Page 90 – Explosives Data – *Optional* source material for all world settings

*Thomas Morrison* presents a look at the many types of explosives, how they work, and optional rules for the damage they inflict (in game terms).

Artwork by *Michael Mumah*.

## The Theme for Issue 58

The focus of this issue of **The Rifter®** is gaming source material. Weapons, gadgets, Splicers® Gorehounds, Biomech animals, Techno-Wizard weapons and devices, special abilities and adventure – the stuff of good role-playing games and adventure. All good stuff to light up your imaginations. That’s why I love role-playing games: its all about the characters, story and working as a team to explore new realms and journey down new avenues of adventure. There is nothing like it.

We hope you enjoy these contributions from fans like you, and Palladium freelancers who share your love for Palladium worlds and adventure. Unleash those imaginations and game on.

## 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 welcomed. 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 **Mark Tedin** and is a bit of digital magic. I have never met or spoken with Mark. The dynamic artwork that graces our cover was done for the old, *Rifts® Collectible Card Game* produced by the ill-fated Precedence Game Company. In fact, the cover is a digital melding of two card illustrations created by Mark Tedin that we put together to make one heck of a cover. We thought it was perfect for the Xiticix article, and I’ve always enjoyed this artist’s work in the CCG. We’ll have to track him down to pay him for its use on the cover, but I hope he enjoys seeing his work (albeit 10 years later) reappear on **The Rifter® #59**.

## 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.

[www.palladiumbooks.com](http://www.palladiumbooks.com) – Palladium Online

[www.facebook.com/palladiumbooks](http://www.facebook.com/palladiumbooks)

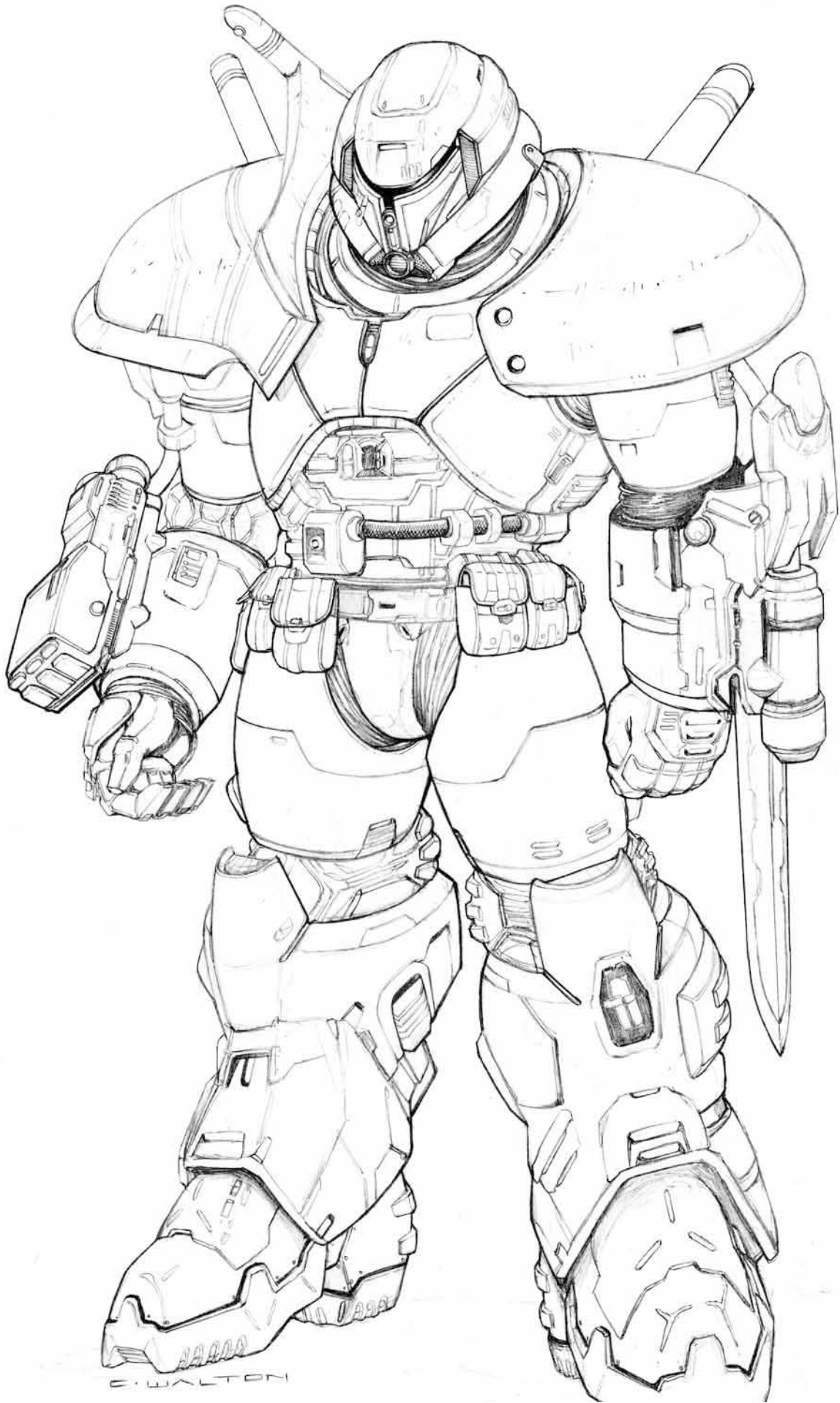
## The Rifter® #60

**The Rifter® #60** comes out in October. As a result, we usually try to focus on monsters, horror and things that go bump in the night for all game settings. **Note:** That means YOU can still send those types of contributions in up till August 30, 2012.

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

## Palladium Books®

– one game system, a Megaverse®  
of adventure – truly limited  
only by your imagination™



Unfinished art or concept art for Rifts® Northern Gun. Charles Walton artist.  
© 2012 Palladium Books® Inc.

# From the Desk of Kevin Siembieda

I think we're all afraid to say it.

Saying it out loud might jinx it. And we don't want to do that.

**So let me couch it in the form of a question:** Could 2012 really be Palladium Books' comeback year? Is this the year Palladium Books makes major strides in getting strong and growing the company?

Maybe.

We're not there yet, but we seem to be getting there quickly now. And there are all kinds of things happening that would suggest the answer could be, yes.

We are publishing more new releases. Epic, fun and dynamic releases. Yes, we're behind schedule as usual it seems, but books that have come out, and the ones we are working on releasing in the months to come, are outstanding. Or at least, we'd like to think so.

And there are a lot more where those have come from. We have ideas for dozens of great books for **Rifts®**, **Robotech®**, **Palladium Fantasy RPG®**, **Splicers®**, **Nightbane®**, **Beyond the Supernatural™**, and all our game lines.

**Writer Josh Sinsapaugh is back** writing for Palladium after a long hiatus. He has a nice *Rifts® Xiticix™* article in this issue, he just turned in a revamped *Rifts® Deep South* manuscript, and is about to start on a new book project. Welcome back, Josh!

**Writer Carmen Bellaire is back** writing for Palladium after taking the last 2-3 years off to work on some personal projects. He's just turned in a wealth of weapons and gizmos for **Rifts® Black Market** and **Rifts® Northern Gun™**, and I just gave him the greenlight to write FOUR new **Rifts®** books!

**Writer Matthew Clements** is coming back in the fall to work on a couple of new **Rifts®** books. He has taken the last six months off to pursue a couple of film projects. Yeah, Matt's been writing screenplays all spring and summer.

**Writer Carl Gleba is reinvigorated.** He has just finished a secret book project and is providing additional gear and ideas for the two Northern Gun books. He then plans to get to work on a few new book ideas.

**Writer Greg Diaczyk** is finishing up work on two **Rifts®** books and has gotten approval to start work on a **Heroes Unlimited™** sourcebook.

**Writer Irvin Jackson** is working on ideas for two new **Robotech®** sourcebooks, plus his **Robotech® Genesis Pits Sourcebook** is sitting here waiting to go into final production and be sent to the printer.

**Speaking of Robotech®**, Palladium Books has extended its current licensing agreement with Harmony Gold and has secured the rights to produce pewter game pieces of **Robotech®** mecha and ships. We'll be looking for capable sculptors and plotting a release of 1/285 scale mecha by spring 2013!

And those are just some of the highlights. There are other writers, including myself, planning new books or working on them even as you read this.

Meanwhile, Palladium's freelance artists are more dedicated and committed than ever. Each and every one of them is taking their craft to the next level. *Chuck Walton, Amy L. Ashbaugh, Nick Bradshaw, Mike Mumah, Mark Dudley, Kent Burles, Allen Manning, Brian Manning, Ben Rodriguez, Mike Leonard,* and

other artists are all unleashing creative powers none of us have seen from them before. You'll know what I'm talking about when the next batch of books start hitting the shelves.

**Artist John Zeleznik** is knocking out one impressive cover after another for us.

**Artist Mark Evans is back** and working on the two **Beyond the Supernatural™** covers – **Tome Grotesque™** and **Beyond Arcanum™**, plus a **Heroes Unlimited™** cover – for Palladium. He took time off to deal with some personal matters and to work on a big tarot card project. Welcome back, Mark!

And could it be? There have been rumblings from fan favorite artists *Wayne Breaux Jr.* and *Mike Wilson* about possibly doing some work for Palladium Books next year.

**Crowdsource funding** via Palladium's **Megaverse® Insider offers** has been a huge success too, putting unique, often collectible products and services into the hands of gamers, and helping Palladium to fund the release of select new titles, reprint out of stock titles, pay down debt and increase our advertising. Wow, talk about a win, win scenario for everyone involved. Beautiful.

## And the Good News Keeps Coming

**A few licensing deals may be happening for Palladium.** Our agents at *Surge Licensing* have been approached by two or three companies inquiring about some exciting licensing possibilities with Palladium intellectual properties (I.P.s). It is waaaaay too soon to reveal who these talks are with or what they are considering, but if they pan out . . . I think gamers will be pleased.

On top of that, Palladium has been contacted directly by another two or three start-up companies with ideas for new products and markets. One of which is located in Spain! Again, it is too soon to speculate about them, but they are all promising and we are moving forward to see if they can be made into reality.

I know I've been saying for a while there is an energy and excitement in the air at Palladium, but it's real and it's exciting. Very, very exciting. Ideas on a vast number of things have been flying around for months. There are a half-dozen secret projects being developed (the possibility of doing pewter **Robotech®** mecha figures has been one of them) and it seems like new ideas and opportunities are cropping up every week!

**Gen Con® Indy** is next month and we are pumped up for it. We hope to see a lot Palladium gamers dropping by to say hello, meet some of the artists and writers, pick up product, new and old, and get autographs.

**Online sales** have been up and down, but overall good, and distributor sales have been slowly increasing.

**Recent releases, Rifts® Lemuria** and **Endless Dead™** were both well received. What am I saying? People went wild over **Rifts® Lemuria** and loved the new **Dead Reign™ Sourcebook: Endless Dead™**.

## What's next?

**Rifts® World Book: The Black Market** – should be at the printer by the time you read this.

**Rifts® Vampires Sourcebook™** – should also be at the printer by the time you read this.



**Rifts® World Book 33: Northern Gun™ One**  
**Rifts® World Book 34: Northern Gun™ Two**  
**Rifts®/Minion War™: Megaverse® in Flames™**  
**Robotech® Genesis Pits™ Sourcebook**  
(**Robotech® UEEF Marines Sourcebook** is probably a 2013 release)

#### **The Rifter® #60**

And if we can swing it, we'd love to release a new sourcebook for **Chaos Earth™**, **Palladium Fantasy®**, **Splicers®** and/or **Beyond the Supernatural™** in the fall with many more to follow.

If none of this gets your heart pumping, I don't know what will. Keep the faith and game on!

– *Kevin Siembieda, Publisher*

# Palladium News

By **Kevin Siembieda**, the guy who should know



## Palladium family grows by one

The very morning I was writing this material for **The Rifter® #59**, I received the exciting news that my daughter, *Monica*, gave birth to her first child. *Chloe*, a beautiful baby girl! *Chloe Sage* arrived two weeks early at 2:02 A.M., July 5, 2012, at a weight of five pounds, 10 ounces. The proud father, *Steven*, was gushing with delight when we spoke this morning. We are all very excited! *Monica*, *Steven* and *Chloe* live in Arizona, so I cannot just run over, but I am as happy as can be for them. This is the first baby born to either of my children.

There was some concern as the baby was breach and the umbilical cord was wrapped around the neck. But all went well and mother and child are doing great! Awesome.

## Robotech® license expanded

This has been a big week for Palladium Books. We signed an agreement with Harmony Gold USA, Inc. to expand Palladium's licensing rights, including the right to produce and sell game pieces of **Robotech® mecha** and **spaceships**. We're think-

ing 1/285 scale for mecha. This has been one of the secret projects we've been working on for months.

How soon can you expect to see *1/285 scale pewter mecha* available? Probably not until next year sometime. We'll keep you posted.

**Sculptors wanted.** We'll be looking for sculptors interested in creating Robotech mecha and ships. Spread the word. Sculptors, do please contact Palladium Books if you are interested in working on the Robotech® line of game pieces.

## More Robotech® Sourcebooks are coming

- **Robotech® Genesis Pits Sourcebook**
- **Robotech® UEEF Marines Sourcebook**
- **And more . . .**

Palladium Books plans to give the **Robotech® Role-Playing Game series** a big push and a lot more love, attention and products over the next 18 months. The Robotech® Genesis Pits Sourcebook is slated to go into final production very soon and will probably see release before **Rifts® Megaverse® in Flames**. This entire time, writer *Irvin Jackson* has been working on two more **Robotech®** sourcebooks, and another freelancer is fooling around with other ideas for other Robotech® sourcebooks that we are not ready to announce. (We don't know if they are going to happen or not, yet.)

## New Rifts® Pewter Miniatures

Palladium has re-released **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 is selling individual figures in the \$6-\$8 price range for human-size figures, and \$12 or more for larger figures. The Glitter Boy, for example, sells for \$20. There are also ten NEW, different and variant Rifts® figures. All made their debut at the Palladium Open House and are available on the Palladium website. We'll have them at Gen Con® Indy, too.

## Gen Con® Indy, August 14–19, 2012 – Palladium Books – Booth #1125

**Gen Con Indy** is coming up fast.

We hope to see many of you there. Palladium will have a booth packed with all of our books (new and old releases), special editions, some out of print items, original artwork by a few artists, limited edition prints, miniatures, dice bags, T-shirts and more. If you are attending, please come on over to chat, buy stuff, hear the latest news, and get books signed by me and other Palladium creators. We love to chit chat and sign books. It will be fun.

**This year's line-up of Palladium creators at the booth includes:**

- **Kevin Siembieda** (Publisher, writer, game designer)
- **Wayne Smith** (The Rifter®, editor and more)
- **Chuck Walton** (artist)
- **Matthew Clements** (writer)
- **Brandon Aten** (writer)

- **Mark Oberle** (writer)
- and maybe a few other Palladium guys and gals.

## Palladium at Youmacon Detroit – November 1-4, 2012

Our next convention will be in November for **Youmacon**, a big anime and media convention in downtown Detroit (includes gaming). I think they are estimating 20,000 people to attend this year, and Palladium Books will be among them. Plus we've been doing a few other small, local events.

Youmacon is one of the fastest growing anime conventions in America! In 2011 they had more than 12,000 attendees and suspect they may hit double that number in November. 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.

## Palladium on Facebook and elsewhere online

We've been on Facebook for a little over a year now and people are enjoying it. I try to pop on to answer questions and post comments and news several times a week. When I'm swamped, that may only be a couple of days, but when I have the time or there's a lot to talk about, I pop in 5-6 days a week. Many other Palladium creators like Mike Mumah, Bradon Aten, Carl Gleba, Irvin Jackson and others are also active participants. Join the fun with Palladium Books on Facebook and check out Palladium's website at [www.palladiumbooks.com](http://www.palladiumbooks.com). Of course, I'm also posting *Murmurs from the Megaverse®* on the Palladium website as well as on *Facebook*, and we post a **Weekly Update** every Thursday with the latest news and information about Palladium and upcoming releases.

## Meet Palladium Creators on YouTube

*Carmen Bellaire* and *Wylliam Johnson* did 24 video interviews of Palladium creators and personalities during the Palladium Open House. Each is about 8 minutes long and gives you insight to many of the people – writers, artists and others – who create the games you enjoy. Very fun. Carmen and Wylliam have also posted a number of video reviews of Palladium products. As new books get sent to the printer, Carmen and Wyll are being given advance copies of the books so they can do a "First Look" at upcoming books BEFORE they hit store shelves.

It's all fun stuff and you can see them all at [youtube.com/user/Maloquinn/videos](http://youtube.com/user/Maloquinn/videos)

## Palladium Open House – Mini-Report

So much happened that we could fill pages about the event, but we'll keep this down to the sweeping highlights. We had an estimated 230 gamers from around the world. Of course, most were from the US, but we also had our share of Canadians, four gents from England, one from Germany and elsewhere. That number does not include the 30 Palladium creators who spent the

weekend signing books, doing drawings, chatting and laughing with fans, and having fun.

Everyone had a great time. I did not hear a single serious complaint and everyone in attendance seemed to be having a delightful time gaming and clowning around. Carmen Bellaire and James Brown ran games featuring miniatures and dioramas, others made wonderful and elaborate character sheets, Scott Gibbons ran a new, more developed version of his *Rifts®* board game to the delight of many, and Julius ran seven different, fun-filled events for various Palladium RPG settings.

As for myself, I signed hundreds of books, chatted with hundreds of people (in panel talks and such, if not one-on-one, though I did speak with a lot of people), hosted several panel talks, the auction and costume contest, and ran 72 gamers in six fun filled Palladium Fantasy games. My six games were a successful experiment in which each of the six adventures was a chapter in a continuing story. The players of each group played the same characters, who continued where the last group left off. Each group shaped the story that was being told. I only had very, very broad stroke notes and story ideas, and riffed off what the players were saying and doing to build the story. It was epic. Fun. And it worked. Everyone had a wonderful time, including me. It was perfect.

You can read about the *Open House* in much more detail on the Palladium Books website ([www.palladiumbooks.com](http://www.palladiumbooks.com)) and see photographs as well.

## Palladium "crowdfunding" success

Our second crowdsource funding for *Rifts® Northern Gun One* was another big success. It has been helping us to not only release exciting new books, but also pay down debt, do more advertising, reprint titles and build the company. Very exciting.

We've been doing these crowdfunding offers ourselves via 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 gives them the opportunity to fund a new one. What makes this fun and exciting for the fans is they get special products 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 products or opportunities. If you get a couple hundred to several hundred people making a crowdsource funding purchase (we've had more than 350 each time), you can meet or exceed your goal. Palladium exceeded its goal both times.

## 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-standsartandcollectibles](http://stores.ebay.com/kevin-standsartandcollectibles)

## We will deliver on New Releases

As usual, it seems, we are behind deadline on new releases scheduled for the year, but that's because they are truly epic. Each one of these books is a labor of love designed to make you whisper "wow" every few pages. Books packed with never-before-revealed details and information, new source material and ideas to stimulate and challenge your imagination. For all of us at Palladium Books, it is all about character, story and adventure. And we are hard at work creating books that deliver on those elements big time. Books that will enable you to unleash an array of new adventures to keep you gaming for months.

I have been working on 4-5 titles simultaneously so we can, indeed, release one epic gaming experience after another. Here's what's coming starting in July. The next eight books should come out in rapid succession.

- **The Rifter® #59** (in your hands)
- **Rifts® Black Market Sourcebook**
- **Rifts® Vampires Sourcebook**
- **Rifts® Northern Gun™ One**
- **Rifts® Northern Gun™ Two**
- **Robotech® Genesis Pits Sourcebook**
- **Rifts® Megaverse® in Flames**
- **The Rifter® #60**

After these, we hope to release a little bit for many other game lines, sourcebooks for **Palladium Fantasy RPG®** and **Splicers®**, **Robotech®** and **Rifts® Chaos Earth**, the two long-awaited sourcebooks, **Tome Grotesque** and **Beyond Arcanum** for **Beyond the Supernatural™**, plus more books for **Heroes Unlimited™**, **Dead Reign™** and more.

See the News and Coming Attractions section of this issue for more information.

## An exciting future

The focus at Palladium remains the release of new titles every single month. As noted in my *From the Desk of*, an army of freelance writers and artists are assembling to carry Palladium into a new era of adventure and wonder for years to come. And if all goes well over the next several months, those adventures may soon start popping up in new mediums and media. We hope all of you will follow us on that journey. Game on.

# Coming Attractions

## Palladium's 2012 Release Checklist Palladium Books 2012 Product Release Schedule

### Recent Releases

- **The Rifter® #57**
- **The Rifter® #58**
- **Rifts® Bookmarks Set 2** – available only from Palladium Books.
- **Rifts® World Book 32: Lemuria**
- **Dead Reign™ Sourcebook Three: Endless Dead™** – New – in stores.
- Several new T-shirts
- Back in print – **Mutant Underground™** for Heroes Unlimited™
- Back in print – **Wolfen Empire™** for Palladium Fantasy RPG®
- Back in print – **Old Ones™** for Palladium Fantasy RPG®
- Back in print – **Rifts® World Book 21: Splynn Dimensional Market™**
- Back in print – **Rifts® World Book 22: Free Quebec™**
- Back in print – **Rifts® World Book 31: Triax™ 2**
- Back in print – **Rifts® Mercenaries™**
- Back in print – **Rifts® Black Vault™**
- Back in print – **Rifts® Sourcebook 2: The Mechanoids®**
- Back in print – **Rifts® Sourcebook 3: Mindwerks™**
- Back in print – **Rifts® Sourcebook: Cyber-Knights™**
- Back in print – **Rifts® Dimension Book: Three Galaxies™**
- Back in print – **Rifts® Dimensional Book: Anvil Galaxy™**
- Back in print – **Rifts® Dice Bags** (gold logo on black)
- Back in print – **Rifts® miniatures** (Glitter Boy, CS soldiers and others)

### July 2012 Releases

- **The Rifter® #59** – you are reading it now!
- **Rifts® Vampires Sourcebook™**
- **Rifts® Sourcebook: The Black Market**

### August 2012 Releases

- **Rifts® World Book: Northern Gun™ One**
- **Robotech® Genesis Pits™ Sourcebook**
- Back in print – **Rifts® World Book 23: Xiticix Invasion™**

### September

- **Rifts® Northern Gun™ Two**
- **Rifts®/Minion War™: Megaverse® in Flames™** (tentative)

### October 2012 Release

- **The Rifter® #60**
- **Rifts® Chaos Earth Sourcebook** (tentative)
- **Dead Reign™ Sourcebook** (tentative)

### The following titles are in development

- **Robotech® sourcebooks**
- **Rifts® sourcebooks**

- Splicers® Sourcebooks
- Chaos Earth™ Sourcebooks
- Heroes Unlimited™ 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.

Available in many hobby and game stores around the world. We encourage people to support their local stores. Going to a store enables you to see the product before purchasing it, and many stores are happy to place special orders for you, provided you pay in advance, enabling you to avoid the cost of shipping and possible damage in the mail.

**Ordering from Palladium Books:** You can also order directly from Palladium Books, but you will pay extra for shipping. For customers with access to a computer, we recommend ordering online to get the most accurate shipping costs (or by telephone; 734-721-2903 order line only). For customers without such access, use the following "mail order" process.

**1.** Send the cost of the books or items being ordered. **2. In the USA:** Add \$5 for orders totaling \$1-\$50 to cover shipping and handling. Add \$9 for orders totaling \$51-\$100. Add \$15 for orders totaling \$101-\$200. **Outside the USA:** Double the shipping amount for orders going to Canada, and triple it for overseas orders. Any all additional costs incurred as a result of Customs fees and taxes is the responsibility of the customer, NOT Palladium Books. **3.** Make checks or money orders payable to *Palladium Books*. **4.** Please make sure to send us your complete and correct address. **5.** Send your order to: Palladium Books, Dept. R, 39074 Webb Court, Westland, MI 48185. **Note:** These costs are for the least expensive and slowest method of shipping only. Allow 2-4 weeks for delivery. Order online or call the office for superior but more costly shipping methods.

## Rifts® Black Market™

### A Rifts® Sourcebook

By the time you read this, **Rifts® Black Market™** should be at the printer and about to hit store shelves any day. This epic sourcebook contains a wealth of information about the inner workings of the Black Market, the Five Factions, new Bandito Arms/Black Market weapons and gear, how to make *any* O.C.C. a Black Marketeer, special abilities of the Black Marketeer, criminal enterprises, Black Market loans, merc and crime jobs, and much more. This book has it all. AND best of all, a lot of it can be easily adapted to just about any world setting, not just Rifts Earth.

- **Rules to make any O.C.C. (and R.C.C.) a Black Marketeer.**
- **Special abilities and benefits of the Black Marketeer.**
- **Specialized O.C.C.s of the Black Market.**
- **Criminal enterprises, jobs, and inner workings of the Black Market.**
- **The Five Black Market factions that wield the greatest power in North America: Bandito Arms, The Chicago Network, The Immaterial Hand, El Oculata, and Le Marche Noir.**
- **Black Market internal operations and security.**
- **Black Market services, products, practices and customers.**

- **New weapons and equipment of Bandito Arms/Black Market.**
- **A wide range of Big Bore weapons and other merc weapons.**
- **Black Market criminal assignments, jobs and mercenary bounties.**
- **Major Black Market smuggling corridors and routes**
- **Smuggling methods, both magical and conventional.**
- **Traveling Shows: Freak Shows, Medicine Shows and Circuses.**
- **Traveling Shows as fronts for the Black Market.**
- **Traveling Black Market Merchants, Market Towns and Market Outlets.**
- **Written by Matthew Clements, Kevin Siembieda, Carmen Bellaire, Taylor White, Julius Rosenstein and Alex Marciszyn.**
- **Expanded page count – 192 pages – \$24.95 retail – Cat. No. 886. July release.**



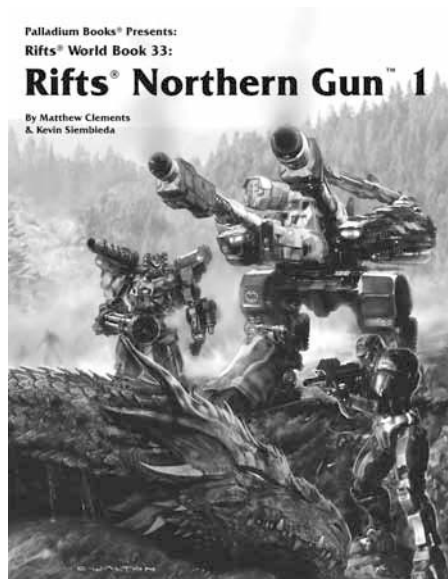
## Rifts® Vampires Sourcebook™

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.
- Written by Kevin Siembieda, Matthew Clements and Braden Campbell.
- 128 pages – \$16.95 – Cat. No. 884. Summer release.



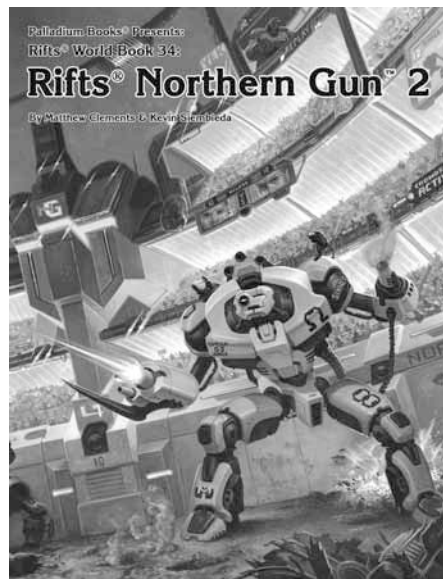
### Rifts® World Book 33:

## Northern Gun™ One

*Northern Gun™* is the largest independent manufacturer of high-tech weapons, robots and vehicles in North America. Outside of the Coalition States, one could argue, no other kingdom is as powerful or influential, at least when it comes to technology and weapons. The manufacture and sale of Northern Gun weapons and vehicles has given virtually every kingdom, town, colony of settlers and adventurer group a chance to survive and prosper. Located in Michigan's Upper Peninsula, NG has been the premier outfitter of mercenaries, adventurers and upstart kingdoms for generations. Now, for the first time ever, learn Northern Gun's history, goals and plans for the future. Of course, that means new weapons, robots, power armor, vehicles and gear.

- An in-depth look at Northern Gun: its business operations & community.
- Bionic and cybernetic services.
- Weapons and combat gear; new and old.
- Robot drones; new and old.
- Giant combat robots; new and old.
- Freighters and hover trains.
- Northern Gun character classes and more.

- Key locations, people and sales outlets in and around Northern Gun.
- Northern Gun's relationships with the Coalition States, Triax Industries, the Black Market and others.
- The Kingdom of Ishpeming, a puppet-state propped up by NG.
- The Ishpeming military and more.
- Written by Matthew Clements, Kevin Siembieda and others.
- Interior Artwork by Chuck Walton, the Manning brothers, and others.
- Wraparound cover by Chuck Walton.
- 160 pages – \$20.95 retail – Cat. No. 887 – Summer release.



### Rifts® World Book 34:

## Northern Gun™ Two

More information about the weapons, vehicles and practices of Northern Gun, including the new rage of robot gladiatorial combat.

- Power armors; new and old.
- Hovercycles and vehicles; new and old.
- Aircraft; new and old.
- Boats, ships and submarines; new and old.
- Robot Gladiatorial Arena; new!
- Robot Gladiator O.C.C. and some notable gladiators.
- The NG Bounty Board, the largest collection of bounties and mercenary contracts anywhere on Rifts® Earth.
- Mercenaries, pirates and more.
- Written by Matthew Clements, Kevin Siembieda and others.
- Interior Artwork by Chuck Walton, Nick Bradshaw, and others.
- Wraparound cover by John Zeleznik.
- 160 pages – \$20.95 retail – Cat. No. 888 – Summer or fall release.

## Robotech® Genesis Pits™ Sourcebook

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

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



### Rifts® World Book 35:

## Megaverse® in Flames™

The Minion War spills across Rifts Earth, where demons and infernals hope to recruit allies and use the Rifts as gateways of destruction. Their influence shakes things up across the planet, especially at locations where demons and Deevils already have a strong presence. Demons, Deevils and supernatural beings run rampant and wreak havoc across the world.

- **Demon plagues and mystic blights.**
- **Soulmancy and Blood Magic revealed.**
- **Magical and demonic weapons and war machines.**
- **Demonic armies, strongholds and places of evil.**
- **Hell Pits and Rune Forges.**
- **Many Demon Lords, their minions and plans.**
- **Calgary, the Kingdom of Monsters; in detail.**
- **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.**
- **Notable demonic generals, mercenaries, people and places.**
- **Battleground: Earth – as demons and infernals amass their legions.**
- **Global chaos and the places most dramatically affected by the Demon Plagues.**
- **Epic battles and adventure ideas galore.**
- **Written by Carl Gleba. Part of the Minion War “Crossover” series.**
- **192 pages – \$24.95 retail – Cat. No. 876. Fall release.**

## The Rifter® #60

### – Ships October 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. 160. October release.**

### 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. Fall release.**

## Recent Product Releases & Notable Books Back in Print

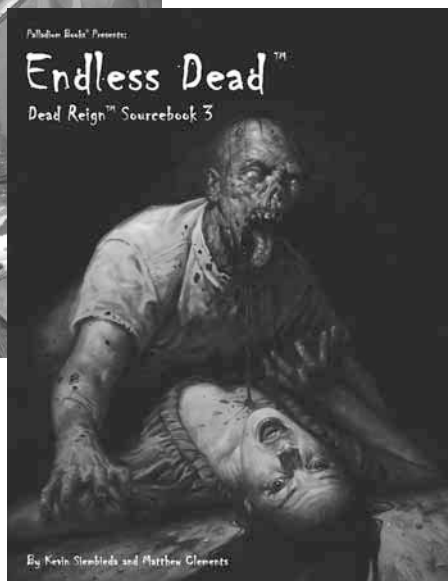
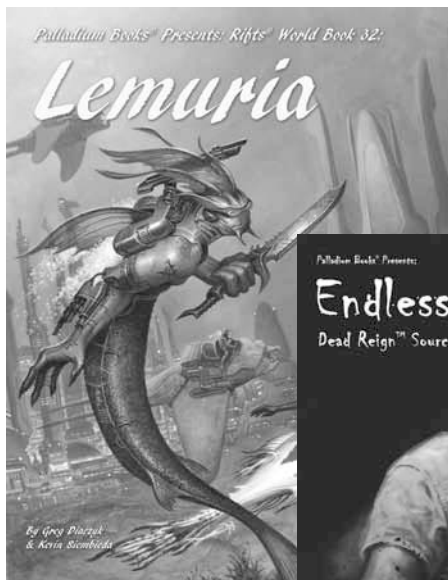
### Rifts® World Book 32: Lemuria™

#### – Available now

**Rifts® Lemuria** is a smash hit. We have only heard rants and raves about it from gamers. New magic, weapons, living power armor, monstrous war steeds, dragons, sea monsters, weapons and gear. The Lemurians are an amphibious people with floating cities and magic-based technology that allows for land and underwater adventures alike.

- **The Lemurians, their race, history and society.**
- **New aquatic races – Lemurians, Junk Crabs, and others.**
- **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 & Bio-Skins.**
- **10 Biomancy plants and creatures from Lemurian Gardens.**
- **19 types of Lemurian weapons, herbs and magic.**
- **Symbiotic Stone vehicles, Exotic animals and dragons.**

- 50+ new Biomancy spells and a handful of new Ocean Magic spells.
- 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 Diaczyk, Clements & Siembieda.
- 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?

- New types of zombies, including the Walking Mass Grave.
- New O.C.C.s like the Wheelman, Zombie Hunter and others.
- Information on vehicles and anti-zombie defenses.
- Random encounter tables galore.
- Tables for creating Survivor caravans, hideouts and more.
- 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 Siembieda, Clements and Rosenstein.
- 96 pages – \$16.95 retail – Cat. No. 233. Available now.

**Note:** Dead Reign™ RPG provides everything you need to start playing the Zombie Apocalypse and the struggle for human survival, except dice, players and imagination. A complete stand-alone RPG with skills, weapons, game rules and guidelines for using other Palladium settings. 224 pages – \$22.95 retail – Cat. No. 230. Available now!

## Rifts® Pencil

It's silly, but fun. A standard No. 2 pencil that reads: DO NOT REMOVE. PROPERTY OF THE CHI-TOWN LIBRARY. Obviously a relic and collector's item from before the famous library burned down. Erin Tarn has a whole desk drawer of these pencils. What about you?

- Offered for the very first time. Fun and useful.
- Cat. No. 2561. 50 cents per each pencil.

## Palladium Fantasy RPG® Coffee Mug

This mug is gorgeous. It is the same style as previous coffee mugs and captures the classic Palladium Fantasy cover image in red on a black mug. Microwave and dishwasher safe.

- 15.5 ounce mug perfect for coffee, tea, hot chocolate or soda on game night or any time. Fun and useful.
- Classic Palladium artwork depicting the knight and dragon from the cover of the original edition of Palladium Fantasy RPG® appears on one side of the mug and *The Palladium Fantasy RPG®* logo appears on the other side. Nice.
- Cat. No. 2560 – \$10.00.



## 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 bookmarks sell for, we figure the set of four should have an \$8.00 value, but Palladium’s price is only \$5.00. Available now.

## Old Ones™

**A big sourcebook for Palladium Fantasy RPG®**

This is a massive adventure book with maps and descriptions of more than 50 locations in the *Timiro Kingdom*. As if that were not enough to make this the ultimate adventure book, there is also information about the Old Ones and a few O.C.C.s.

- **50+ cities, towns, and forts described and mapped. Each suitable as a place for adventure.**
- **7 fully fleshed out adventures and scores of adventure ideas.**
- **Includes the fabled “Place of Magic,” an ancient Dwarven Ruin reputed to date back to the Elf-Dwarf War.**
- **Minotaur R.C.C., Illusionist P.C.C. and Monk/Scholar O.C.C.**
- **Background and rumors about the Old Ones and adventure galore.**
- **Travel notes, world information about Timiro and more.**
- **Written by Kevin Siembieda.**
- **224 pages – \$24.95 retail – Cat. No. 453. Available now.**

## Wolfen Empire™

**A sourcebook for Palladium Fantasy RPG®**

Back in print! This juicy adventure-sourcebook is authored by *Erick Wujcik, Kevin Siembieda and Bill Coffin*. It presents a comprehensive background and history of the Wolfen Empire, the Wolfen tribes, their military and their plans for the future. It also includes several adventures, strange animals, random encounter tables and more. Wolfen Empire is a fan favorite, and one of Erick Wujcik’s last published, role-playing works.

- **101 Adventures Table.**
- **4 fully-fleshed out adventures plus a few notable places, including the Bones of Belimar, the Village Wrijin and the town of Badd Land (a Bandit’s Paradise).**
- **13 notable animals of the North.**
- **The Great Northern Wilderness and Killer Winters.**
- **Wolfen history, religion and economics.**
- **Wolfen military, ranks and types.**
- **Written by Erick Wujcik, Kevin Siembieda and Bill Coffin.**
- **160 pages – \$20.95 retail – Cat. No. 471. Available now.**

## Mutant Underground™

**A sourcebook for Heroes Unlimited™**

Advancements in genetic engineering have created an array of mutants and superhumans. Some are heroes. Some are villains. Others are monsters. Many have gone underground and begun to build a secret mutant society and subculture. A sourcebook for Heroes Unlimited™.

- **The Mutant Underground, its champions and its enemies.**
- **Genetic Mutation Tables for creating mutants of all kinds.**
- **The mutant slave trade.**
- **Mutant Recovery Teams and government agents.**
- **20+ superhumans and mutant characters.**
- **New combinations of super abilities plus genetic mishaps.**
- **Mutant animals with super abilities and more.**
- **Background and campaign information. Many adventure ideas.**
- **Written by Kevin Siembieda. Based on ideas by Mike Wilson.**
- **96 pages – \$16.95 retail – Cat. No. 520. Available now.**

## Rifts® Mercenaries

This fan favorite sourcebook is packed with information about mercenaries, creating mercenary companies, merc O.C.C.s and a vast array of weapons, vehicles, armor and equipment.

- **9 O.C.C.s including Master Assassin, Smuggler, Super-Spy, Forger, Thief, Bounty Hunter and others.**
- **7 Mercenary companies, including Larsen’s Brigade.**
- **The weapons and vehicles of Golden Age Weaponsmiths.**
- **The weapons and explosives of Wellington Industries.**
- **The weapons and vehicles of Iron Heart Armaments.**
- **The weapons, force fields & vehicles of Naruni Enterprises.**
- **The weapons and gear of Northern Gun.**
- **Angrar Robotics and Chipwell Armaments.**
- **A few Coalition vehicles.**
- **A mercenary adventure and more. Many adventure ideas.**
- **Written by C.J. Carella.**
- **160 pages – \$20.95 retail – Cat. No. 813. Available now.**



## Rifts® Sourcebook Three: 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 Millennium 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® World Book 21:

### Splynn Dimensional Market™

Another fan favorite packed with information about the Splynn Dimensional Market, its merchants, D-Bee slaves and lots and lots of magic items.

- Splynn Dimensional Market described.
- 30+ Splynn merchants and key locations in Splynn.
- Splynn underground, the authorities and NPC characters.
- 14 alien R.C.C.s; Splugorth slave stock.
- 30 Bio-Wizard organisms: 19 Parasites and 11 Symbiotes.
- 26 Bio-Wizard weapons, restraints & Bio-Borg creation rules.
- Tattooed Archer O.C.C. and 20 Magic Tattoos.
- Notable Kittani and other weapons and vehicles.
- Written by Mark Sumimoto and Kevin Siembieda.
- 192 pages – \$24.95 retail – Cat. No. 836. Available now.

## Rifts® World Book 22: Free Quebec™

Whether you're playing before, after or during the Coalition Wars, this World Book contains a wealth of information about Free Quebec, Glitter Boys and notable people and places.

- Overview of Free Quebec and its military.
- 6 Quebec Military O.C.C.s including variant Glitter Boy Pilots.
- 6 types of Glitter Boys plus the Glitter Boy Sidekick.
- Pale Death SAMAS and other Quebec power armor.
- Free Quebec's Navy, Cyborgs and technology.
- Notable places including Old Bones and various combat groups.
- Many adventure ideas and more.
- Written by Kevin Siembieda and Francois DesRochers.
- 192 pages – \$24.95 retail – Cat. No. 837. Available now.

## Rifts® World Book 31: Triax™ 2

The Gargoyle War rages on. The NGR appears to be winning. When you see the myriad new robots, power armor and vehicles, you'll know why.

- Overview of the New German Republic, circa 109 P.A.
- 27 new Triax weapons plus body armor and additional gear.
- 10 new Triax giant robots including the Talon and Devastator Mk II.
- 10 cars and commercial vehicles, plus more than 50 special features.
- 9 new robot drones including robot pets, assistants and spy-bots.
- 6 new types of power armor, 5 aircraft and other combat vehicles.
- NGR mobile fortress, many adventure ideas and more.
- Written by Taylor White and Brandon Aten.
- 192 pages – \$24.95 retail – Cat. No. 881. Available now.

## Rifts® Black Vault™

There is a wealth of information packed into this 48 page adventure sourcebook that makes it a perennial favorite.

- Overview of the Black Vault – the Coalition's warehouse of captured magic items.
- The Black Vault and CS Anti-Magic Recovery Squad.
- 101 magic items, including magic potions, scrolls, Techno-Wizard devices, magic weapons and more.
- An overview of the Coalition's love/hate relationship with magic.
- Written by Kevin Siembieda.
- 48 pages – \$9.95 retail – Cat. No. 855. Available now.

## Rifts® Dimension Book™ 6:

### Three Galaxies™

A guide to the Three Galaxies, this book takes a look at dozens of solar systems, notable planets, select alien races, people, civilizations and monsters, as well as space anomalies, spaceships and more. This is another sourcebook that is ideal for campaigns involving the Minion War™, the Thundercloud Galaxy™, Phase World® and adventures in the Three Galaxies.

- An overview of the Three Galaxies.
- 16 O.C.C.s/R.C.C.s including the Obsidian Spell Thief and Space Warlock.
- A half dozen monsters plus the mysterious Necrol.
- Galactic Organizations (Atorian Empire and more).
- More information on the Intruders, Kreeghor, Splugorth and others.
- Draygon Industries and their weapons.
- Demon Stars, Demon Planets and magic starships.
- Notable spaceships and weapon systems.
- The monstrous Necrol and their living weapons and spacecraft.
- Notable equipment of the Three Galaxies.
- A wealth of background material and adventure ideas.
- Written by Carl Gleba.
- 160 pages – \$20.95 retail – Cat. No. 851. 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.**



### New Rifts® Miniatures

The following new Rifts® miniatures have never before been released by Palladium Books.

- Approximately 28 mm in size.
- Each figure is an unpainted, pewter miniature. Some assembly and cleaning may be required.
- Sold as a single, individual figure in a plastic bag and comes with a black, 30 mm or 40 mm plastic base.
- Prices vary according to size, but range from \$6-12 retail.
- Sorry, not currently available in stores. *Available only from Palladium Books.*

- **Cost of shipping:** \$2.00 per each miniature for shipping and handling in the United States. \$3.00 per each miniature for shipping to Canada. Any all additional costs incurred as a result of Customs fees and taxes is the responsibility of the Canadian customer, NOT Palladium Books. Customers in other countries should order online or call the Palladium office.

- **MI8021 – Rifts® Shadow Beast – \$12.00**
- **MI8022 – Rifts® Mystic Knight – \$6.00**
- **MI8023 – Rifts® Lord Magus – \$6.00**
- **MI8024 – Rifts® High Magus – \$6.00**
- **MI8025 – Rifts® Coalition Psi-Stalker (new-style Dead Boy armor) – \$6.00**
- **MI8026 – Rifts® Coalition Dog Boy in DPM-D1 Armor – \$6.00**
- **MI8027 – Rifts® Coalition Dog Boy #2 (with energy rifle) – \$6.00**
- **MI8028 – Rifts® Coalition Dog Boy #3 (with rifle and Vibro-Knife) – \$6.00**
- **MI8029 – Rifts® Coalition Dog Boy #4 (German Shepherd with rifle and Vibro-Claws) – \$6.00**
- **MI8030 – Rifts® Coalition Dog Boy #5 (Bulldog with energy rifle and Vibro-Claws) – \$6.00**

### Classic Rifts® Miniatures – Back in stock

The following favorite Rifts® miniatures are back in stock. Some, like the *Glitter Boy*, have sold on the collector's market for as much as \$50-\$120. They are being re-released for the first time in a decade.

- Approximately 25 mm in size.
- Each figure is an unpainted, pewter miniature. Some assembly and cleaning may be required.
- Sold as a single, individual figure in a plastic bag and comes with a black, 30 mm or 40 mm plastic base.
- Prices vary according to size, but range from \$6-20 retail.
- Sorry, not currently available in stores. *Available only from Palladium Books.*

- **MI8031 – Rifts® Glitter Boy Power Armor – \$20.00; this is a large, heavy figure.**
- **MI8032 – Rifts® Glitter Boy Pilot – \$6.00**
- **MI8033 – Rifts® Kydian Overlord (Atlantis) – \$20.00; this is a large, heavy figure.**
- **MI8034 – Rifts® Dragonsaurus (Atlantis) – \$10.00**
- **MI8035 – Rifts® Slaver and Slave (Atlantis); 2 figs, no plastic bases – \$10.00**
- **MI8036 – Rifts® Crazy – \$6.00**
- **MI8037 – Rifts® Juicer #1 (with laser pistol) – \$6.00**
- **MI8038 – Rifts® Juicer #2 (with Vibro-Sword) – \$6.00**
- **MI8039 – Rifts® Cyborg #1 (with Rail Gun) – \$12.00**
- **MI8040 – Rifts® Cyborg #2 (with gun hands) – \$12.00**
- **MI8041 – Rifts® Cyborg #3 – \$6.00**
- **MI8042 – Rifts® Coalition Officer (old-style armor) – \$6.00**
- **MI8043 – Rifts® Coalition Grunt #1 (old-style armor) – \$6.00**
- **MI8044 – Rifts® Coalition Grunt #2 (old-style armor) – \$6.00**
- **MI8045 – Rifts® Coalition Grunt #3 (old-style armor) – \$6.00**



# The Pack Mentality

## Optional Material for Splicers®

By Brandon K. Aten and Michael Orr

*“What counts is not necessarily the size of the dog in the fight; it’s the size of the fight in the dog.”*

– Dwight D. Eisenhower

In a world that is constantly ravaged by war; where cold, unfeeling robotic minions are pitted against humans and their genetically enhanced weapons of destruction, change is the only constant. Generals come and go, Great Houses rise and crumble, all while the soldier fights to protect his Great House, his brothers in arms, and the very survival of the human race. Things that were once cut and dry and clearly defined become shadows of what they once were, and people are asked to do things that were once unthinkable. The Packmaster and Gorehounds are products of this ever-changing landscape, and are among those best able to meet head on with the challenges it brings.

Within the Great House military structure, Packmasters are considered part of the military elite, on par with Dreadguards and

Outriders. Roughnecks are especially fond of Packmasters since their Gorehounds often unquestioningly perform duties and tasks with high levels of risk, occasionally keeping the soldiers out of harm’s way. Gorehounds hold a special place in the hearts of a number of soldiers, and many will mourn the loss of a Gorehound like any other fallen soldier. The creatures are considered heroes and are often mascots or symbols of the squads or units their Packmaster is assigned to.

Without a doubt, what truly makes Packmasters a cut above other Splicer troops is access to their genetically enhanced pack of Gorehounds. Each Packmaster has complete freedom regarding the enhancement of his or her assigned animals, and can spend Bio-E points as they see fit, but there are many opinions as to how to best customize the pack. These attitudes are normally shaped and dictated by the overall attitude of the specific Great House towards bio-technology.

There are purists who believe that the Gorehound is the pinnacle of canine evolution and feel that it is somehow arrogant or even blasphemous to second guess the Engineer and make changes to what is seen as a perfect specimen. For these idealists, the Packmaster will start with one additional Gorehound at level one,

and will get another one at level seven. All Gorehounds in this extremist's pack will be standard Gorehounds with no additional modifications. Others in this camp will make only the slightest modifications. Most Bio-E allocated to them is spent only on enhancing existing features such as adding a little extra M.D.C., adding skill packages or submitting the creature for additional behavioral modification. This allows them to stay true to the vision and intent of the Engineers.

There are others who make only limited differentiating, physical, identifying modifications while keeping the enhancements fairly uniform across their whole pack. Packmasters who fall into this school of thought will often purchase inexpensive enhancements for all of their existing Gorehounds, and will then purchase one or two enhancements for each creature that will be unique, such as a ranged weapon or additional sensory feature. This allows for more uniformity and what some see as a sense of fairness or prudence. These Packmasters often view it as being too risky to put too much Bio-E resources in a particular animal and want to divide it as evenly as possible among all Gorehounds in the pack. For these Packmasters, when purchasing the same Bio-Enhancement for every member of the pack at the same time, reduce the cost by 1 Bio-E point (minimum cost of 1 Bio-E point).

Still, there are others who see the pack as a sort of Swiss Army Knife, with each hound being tailored to a very specific task. These Packmasters are those who are usually working closely with Engineers and Geneticists to field test new bio-weapons or experiment with new enhancements, and are often the recipients of Bio-E gifts. Their packs usually have elaborate combinations of Bio-Enhancements, with their original Gorehounds being heavily modified.

## The Pack Hierarchy

The idea that the Packmaster is the Alpha in his or her pack is not a concept limited to lecture halls, but comes directly from the innate psychology of the Gorehounds themselves. Some Engineers have used the breeding hierarchy from the primal genes to establish the concept of dominant combat pairs who can fight on a more instinctual level. This combat hierarchy is throned by two Alpha "dogs," with one being the Packmaster and the other his second in command. The Alphas are obligated to maintain order and efficiency in combat. The Packmaster is able to do this easily with a small pack but as it grows, the second Alpha may be required to take a more active role. This is especially necessary when the Packmaster is not present.

Next in line are the two Betas, who only fully take charge in the direst of situations but are often designated as leaders when the pack splits into smaller groups. Lower pack members respect the Betas but know full well the rank can be easily taken. After the Betas comes the middle pack, or unranked members. These Gorehounds are usually the younger and less experienced pack members. Out of respect and loyalty, unranked Gorehounds will often come to the aid of their superiors, defending with their lives if necessary.

Last is the Omega, the outcast of the pack. Any new Gorehound added to the pack starts at the rank of Omega, and must prove itself to the rest of the pack before it is truly accepted. Once the Omega has proven itself in combat it may start to move up the ranks, but this will often result in another Gorehound falling out

of favor and into the Omega rank. **Note:** The Gorehounds that are gained at character creation are designated by the player to be the second Alpha, and the two Betas or one Beta and one Omega if desired. If there are more than four Gorehounds, the others will be unranked, having to fight for true position in the pack. To put this in perspective, high level Packmasters will have nine or more Gorehounds.

These ranks are gained or lost by how well a particular Gorehound performs in combat and how closely it follows commands. Remember that weapons of war can often be unpredictable. If a Beta has been letting the whole team down by missing critical targets, failing Prowl rolls, being needlessly injured, or other general failures on a consistent basis, the Alpha may find it necessary to demote it. This is usually done through a mock combat where the Alpha exerts its dominance in front of the whole pack, forcing the lower ranked Gorehound even lower. These fights can easily escalate into a power play where lower members end up fighting for the newly available rank or may even be so bold as to challenge the Alpha. A Gorehound will never challenge its Packmaster, since to do so is to turn its back on the whole pack.

Each ranked position, the Alpha, Betas, and the Omega, all have certain bonuses or penalties that apply only while that rank is held and only when engaging in combat (the Alpha's pull punch ignores this last requirement). These modifiers illustrate the level of trust and familiarity shared between the ranked pack members, obtained through countless battles fighting at each other's side. Packmasters working with the Engineers and Geneticists have also been known to use genetic behavioral modification to further enhance and manipulate these traits.

Apply the following bonuses or penalties based on pack rank. **Alpha:** +1 on initiative, +1 to strike and parry, +1 to roll with impact, +2 to automatic dodge, and +4 to pull punch/bite (when targeting lower ranked pack members, used as a disciplinary action). **Beta:** +1 on initiative, +1 to strike, parry and dodge. **Omega:** -2 on initiative and -1 to save versus Horror Factor. **Note:** When acting in defense of ranked members (including the Packmaster), unranked members are +1 to parry and +2 to roll, and +2 to dodge if using the dodge to jump in front of an incoming attack.

## Unique Gorehound Bio-Enhancements

### Dominant Breeds for Gorehounds

When the Gorehound was initially created, the Engineers and Librarians envisioned a fast and powerful attack dog that could be grown and raised quickly to support the Splicer soldiers. They were everything that could have been hoped for, but "one size fits all" is considered by some to be an ineffective mentality when dealing with N.E.X.U.S. This has led to the development of more targeted genetic modification to manipulate the DNA, bringing forth characteristics of specific canine breeds. If a Packmaster wants to add a dominant breed to a Gorehound, 10 additional Bio-E points must be spent at the moment of creation. Modify the standard Gorehound on page 116 of the **Splicers® Role-Playing Game** with the following changes to illustrate the dominant breed.





**Akita:** Hearty, alert, and natural leaders. +10 M.D.C. to the main body, +1 on initiative, +1D6 M.D. to bite attacks, +2 to save versus poisons/toxins and disease, +2 to P.B., and +10% to Detect Ambush and Prowl skills.

**Boxer:** Tough, energetic, and light on their feet. +1D8 M.D.C. to front legs, +3D8 M.D.C. to hind legs, add 10 feet (3 m) to leaping distance, +10 mph (16 km) when digging or swimming, +1D6 to claw strikes, and +1 on initiative, but -10% to Detect Ambush and Detect Concealment skills.

**Bulldog:** Built like a rock. Decrease length by 25%, add 100 pounds (45 kg) to weight, add 100 pounds (45 kg) to cargo capacity and 200 pounds (90 kg) to pulled weight, reduce speed by 10%, +40 M.D.C. to the main body, +10 M.D.C. to all other locations, +1D6 to P.S. and P.E. attributes, +1D6 M.D. to Biting Attacks, and +1D6 M.D. to Leap Attacks, but -1 on Perception Rolls, and -10% to Swimming and Climbing skills.

**Doberman:** Elegant, with great speed and endurance. +2D10 M.D.C. to the main body, +5 M.D.C. to all other locations, +1 to I.Q., +1D4 to P.S., +2D6 to P.E., +3D8 to Spd, +1 to strike with leap attacks, and +10% to the Identify Fruits and Plants skill.

**German Shepherd:** Dependable and fearless. +1D4+1 to I.Q., +2D6 to Spd, +1D6 to P.E. attribute, +2 to Perception Rolls, +2 to save versus Horror Factor, +10% to the Swimming and Herding skills, and must have a good or selfish alignment. Additionally, the Gorehound is extremely loyal and will not hesitate to follow the commands of friendly Splicers if its Packmaster is slain.

**Greyhound:** Independent, alert, and incredibly fast. +1D6 to P.E. attribute and +1D4x10+10 to Spd attribute, +2 to Perception Rolls, +1D4 on initiative, and +2 to automatic dodge, but reduce operational lifetime by 4 years.

**Malamute:** Quiet and dignified. Add one foot (0.3 m) to height, add 500 pounds (225 kg) to pulled weight, +2D10 M.D.C. to the main body, +1D4 to P.S. and P.E. attributes, +4D4 to Spd, +2 on initiative, +1D6 M.D. to bite attacks, and +1 to Perception Rolls.

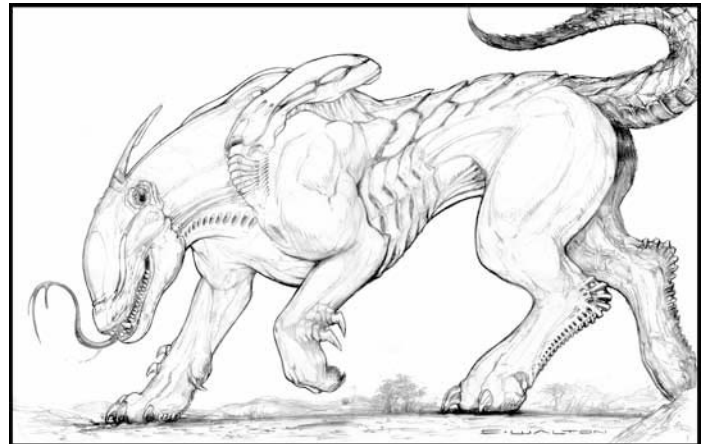
**Ovcharka:** Large, fierce, and bad-tempered (60% are Aberrant). Starts with the Resistance to Cold Bio-Enhancement, increase weight by 10%, +2D10 M.D.C. to all locations, +2 to strike with biting attacks, +2D6 M.D. to biting attacks, +1D8 to P.S., and +1D4 to P.E., but -2 to I.Q. and -10% to Prowl skill.



**Pitbull:** Powerful, yet sweet and fun-loving. Decrease height and length by 10%, +3D10 M.D.C. to the main body and +20 M.D.C. to the head, +2D6 to P.E., +1D6 to P.S., and +2D6 M.D. to bite attacks, but -2 to M.E. and -4D4 to Spd.

**Rottweiler:** Robust and solidly built with a great work ethic. +1D8 M.D.C. to the main body, +1 to I.Q., +1D6 to P.S., +1D4 to P.E., +2D6 to Spd, +1 to strike with claw strikes, and +10% to the Land Navigation and Begging skills.

**Wolf:** A true predator and loner. +4D8 M.D.C. to the main body, +5 M.D.C. to all other locations, +1 to I.Q., +1D6 to P.S., +1D4 to P.E. and M.A., +2 on initiative, +3 on Perception Rolls, and +2D6 M.D. to bite attacks. However, the Gorehound has a wild streak, making it hard to control when agitated or heavily injured, and may ignore commands, preferring to target its direct aggressor (10% chance, and increase by 10% every time M.D.C. is halved).



**Xenobred:** The alien DNA bred into the Gorehound becomes most prominent, making the Gorehound more frail. -20 M.D.C. to the main body, -5 M.D.C. to all other locations, -2 on initiative against organic opponents, -2 to save versus poisons/toxins and disease, and -2 to P.B., but can track robots and androids through electrical impulses at 75% with a one mile (1.6 km) range, +2 to strike and parry against robotic targets, +2 to I.Q., and +2 to Horror Factor.

# Skill Packages

Gorehounds, like all other War Mounts, are creatures of instinct that have been genetically programmed to understand and work with the Splicer soldiers of their Great Houses. Each Gorehound is designed with a specific group of skills which allows it to understand commands in the language of the Great House, operate in the field, and work as an effective scout.

Packmasters across the human resistance have been working with Engineers and Geneticists for years to increase the knowledge base and comprehension of their packs. Recently, they have been able to implant additional skills into the minds of the Gorehounds, allowing them to fill a variety of roles in the field, which is extremely beneficial when skilled humans are unavailable. Gorehounds will always defer to their Packmaster if he has the skill, and will assist where they can.

Each Skill Package has a set Bio-E cost and when purchased for a particular pack member, will simply be added to the general skills genetically programmed in all Gorehounds. The skills are performed in a very basic, animalistic manner and complex skills are unavailable. As programmed skills, there is never any level advancement, but situational bonuses can come into play at the Game Master's discretion.

Even though the Engineers are masters of genetics, there is a limit to what the Gorehound mind can hold as designed, thus only two additional skill packages can be added to each creature. Of course, the Bio-Reclamation enhancement (see **The Rifter® #50**) can be used to erase a skill package and another one can be purchased in its place. It should also be noted that these skill packages are uniquely available to Gorehounds and are not available to other War Mounts.

**Explosive Ordnance Sniffer:** While not as skilled at disarming explosives as its human counterpart, a Gorehound with this enhancement understands how to use its natural senses and abilities to complement its limited knowledge of bio-tech and machine explosives. The Gorehound is adept at sniffing out the traces of explosive chemicals and can even recognize telltale signs of a botched defusing attempt, occasionally resulting in accidental triggering or detonation of an explosive device. In these cases, Packmasters have noticed that approximately 90% of these hounds will throw themselves over the explosive to protect their allies and take the brunt of the damage. The Gorehound will take double damage from the explosion, but with their heavy M.D.C. hides and occasionally additional armor protection, these moments of self-sacrifice can be survivable. Others in the blast radius will take half damage and can still roll with the force of the blast to reduce damage even further.

Popper Mines and machines that attack primarily with explosives are usually targeted first by these Gorehounds, unless directed otherwise by their Packmaster. Add the following skills and bonuses: +4 to roll with explosions (except when throwing oneself on an explosive device as described above), Trap and Mine Detection 65%, Track Explosives by Scent 55% or adds +15% if the hound already has the ability to track by scent, Demolitions 65% (mainly for strategic placement of ordnance), and Demolitions Disposal 30%.

Bio-E Cost: 15 points.

Prerequisite: The Gorehound must have some form of explosive Bio-Enhancement such as Organic Rockets, Trenchfoot Mines or Screamer Grenades.

**Instinctive Skill Upgrade:** Each Gorehound is genetically programmed with the instinctive skills listed on page 118 of the **Splicers® RPG**. This enhancement will grant a 7% bonus to each of those skills each time it is purchased. This has no effect on skills in additional skill packages, only the base instinctive skills.

Bio-E Cost: 10 points.

Prerequisite: None.

**Language Upgrade:** The Gorehound with this enhancement is able to better understand the primary language of its Great House, and is programmed to understand a wider variety of languages. The languages that are typically genetically implanted are those of other allied Great Houses or of any nearby Retro-Villages. When this upgrade is purchased, the Packmaster can select 1D4+2 languages and have them inserted into the memory of the Gorehound so it can understand each of them at 70% (cannot speak or read). The Gorehound also receives a bonus of +5% to understand the primary language of the Great House. A Gorehound with this enhancement will always attempt to be near its Packmaster and any conversations taking place.

Bio-E Cost: 10 points.

Prerequisite: None.

**Reconnaissance Scout:** While many Packmasters and their Gorehounds are selected for reconnaissance duties, not all of them are particularly suited for such duties. This enhancement sharpens some of the skills inherent to the Gorehound and extends its knowledge base to include skills that allow it to remain unseen while surveying or reconnoitering an area, or tracking or tailing a target. A Gorehound with this enhancement will rarely be near the rest of the pack unless called for by the Packmaster. Instead, it will be patrolling the surrounding the area or covering the tracks of the pack. Add the following skills and bonuses: +10% to Detect Ambush, +10% to Detect Concealment, +20% to Prowl, Camouflage at 55%, and Tracking at 55%.

Bio-E Cost: 15 points.

Prerequisite: None.

**Sharpshooter:** This enhancement implants the knowledge of weaknesses of machines and robots, bio-tech and organic opponents, as well as greater familiarity with built-in ranged bio-weapons. A Gorehound with this enhancement is often found far ahead of the pack, covering their advance and scanning for any enemy activity. Add the following skills: +15% to Detect Concealment, Sniper, Vital Points – Robots, and Vital Points – Organics.

Bio-E Cost: 15 points.

Prerequisite: The Gorehound must have some form of long-range weapon capable of single shots such as a Bio-Energy Expulsion Vent, Bore Cannon or a Casting Gun.

**Survivalist:** When on the surface for extended periods of time, supplies and resources can become sparse. Gorehounds instinctively know how to identify fruits and plants, but sometimes that isn't always enough when trying to feed additional troops or War Mounts. This enhancement helps the Gorehound track additional sources of food. Add the following skills and bonuses: +7% to

Identify Plants and Fruits, +12% to Land Navigation, Track and Trap Animals at 60%/30%, and Hunting.

Cost: 10 points.

Prerequisite: None.

**Tunneler:** This enhancement instills knowledge of basic military fortifications, excavating and the building or establishment of basic subterranean rooms, mainly for the purpose of hiding troops or civilians, or for weakening an established enemy position. The Gorehound can excavate and construct a structurally safe and stable room and tunnel system large enough for ten adult-sized humans in approximately one hour of continuous labor. Up to 1D4 additional rooms of similar size can be built off of the main room before the subterranean area becomes too unstable to support itself without additional structural support. These rooms can be reinforced by a Gardener or other Splicer military engineer.

A Gorehound with this enhancement will almost always try to dig or burrow during down time or if there is combat looming. It will always consider being underground to be the safest place. Add the following skills and bonuses: +10 mph (16 km) to the digging speed in sand or dirt, +5 mph (8 km) to the digging speed in clay, rock or stone, Excavation at 70%, Military Fortification at 45%, and Trap and Mine Detection at 45%.

Bio-E Cost: 15 points.

Prerequisite: None.

## Behavior Modification

In a process similar to genetic skill programming, the Engineers are able to further modify the brain chemistry of the creatures to highlight particular behavioral traits. This behavior modification affects the overall personality of the Gorehound, sometimes in drastic and alarming ways, while still making it submissive to its Packmaster. Like the skill packages, the behavior modifications have a Bio-E cost and may have a prerequisite. A Gorehound can only have one behavior modification in addition to any additional skill packages.

**Hive Mind:** Some Gorehounds in a pack develop an affinity for each other and tend to work better together than with other members of a pack. The Hive Mind modification highlights this characteristic. Using Bio-Comm signals, the minds of two or more Gorehounds are constantly linked, allowing them to see what each other is seeing, and hear what each other is hearing. The Gorehounds work in perfect tandem, each knowing what the other is thinking.

Gorehounds with this enhancement will always stay near each other. They sleep next to one another, walk in step with one another, attack the same target in combat and generally behave in a similar manner at all times. Add the following bonuses to linked Gorehounds: +1 attack per melee, +2 to initiative, +2 to strike, parry and dodge, +3 to Perception Rolls.

When separated, the Gorehounds are noticeably uneasy and distracted, and unable to focus on assigned tasks. When directed by their Packmaster to work individually, neither Gorehound gets the bonuses above, and in fact they suffer -3 to initiative, -3 to strike, parry and dodge, and are -10% on all skills. If the linked Gorehounds are ever out of the 6 mile (9.6 km) Bio-Comm range from the other(s), each one suffers an additional -2 attacks per

melee, -2 initiative, -2 to strike parry and dodge, and is -10% on all skills. If one of the hounds is killed, then these penalties will last for 1D4 weeks.

Bio-E Cost: 30 points for the first two Gorehounds linked, and 15 points for each additional Gorehound. At least two must be linked together. Packmasters rarely link more than four or five Gorehounds together since the penalties and range restrictions can severely hinder performance, in addition to being prohibitively costly.

Prerequisite: Sight Transmission (see new Bio-Enhancements).

**Protector:** Gorehounds are inherently protective of all humans. This modification heightens these instincts and quite literally makes the modified Gorehound a meat shield against incoming attacks. When assigned by its Packmaster to protect a target, the creature will do anything and everything within its power to follow through. The Gorehound will usually try to shoot down incoming missiles or jump in front of laser blasts directed at a target, tackle melee combatants, and if available, will erect a bio-force field to cover the person it is assigned to protect. These Gorehounds are usually heavily armored or wear heavy barding.

A Gorehound with this enhancement will always stay near the one who it is charged with protecting, and if it doesn't have a target, it will stay near its Packmaster, often circling with a watchful eye. Add the following bonuses when assigned a target, even if that target is the Packmaster: +5 to Perception Rolls, +3 to initiative, +4 to parry, +4 to auto-dodge (used to leap in the line of fire). When protecting a target, the Gorehound can only use two attacks per melee to attack enemies. All other actions are used staying diligent, interrupting enemy attacks or protecting the target.

Bio-E Cost: 20 points.

Prerequisite: None.

**Super-Predator:** When the Engineers and Geneticists started manipulating specific traits of the dominant breeds in Gorehounds, they soon realized that, with a little tweaking, the more aggressive characteristics of some breeds could be heightened. While still allowing Packmasters to retain a tenuous grasp on the control of the Super-Predator, the genetic modification allows the brain to make the other organs function with utmost efficiency. It strengthens the already impressive musculature and adrenaline response, making the Gorehound faster, stronger and more resilient.

A Gorehound with this enhancement is incredibly strong-willed, mean-tempered, quick to brawl (loves combat), aggressive, defiant and independent. It will normally shy away from the pack unless displaying dominance, and will do everything it can to be in the second Alpha position, second only to the Packmaster in authority. It will never try to harm or hurt the Packmaster and will never disobey orders, though it may hesitate to comply and will often let its displeasure be known in the form of a growl, snarl or nip. Add the following bonuses: +2 to P.S., +1 attack per melee round, +1 to initiative, +3D6+20 M.D.C. to its Main Body, +2D6 M.D.C. to all other locations, +1D6 M.D. to claw strikes and bites, and +6 to save vs Horror Factor.

Bio-E Cost: 30 points.

Penalty: Reduce the operational lifetime of the Super-Predator by 4 years.

Prerequisite: None.

# New Bio-Enhancements

## Other Sensory Enhancements

**Sight Transmission:** An upgrade to the existing Bio-Comm built into many suits of armor, War Mounts and the one implanted in the head of every Packmaster, this enhancement allows for the transmissions of visual images. The images are fed directly into the brain of the recipient and perceived in the normal field of vision, like a HUD. Only one feed can be perceived at a time without overwhelming the visual receptors in the brain. Sight Transmissions can only be received by those who also have the Sight Transmission enhancement. The signals can also be relayed by Bio-Comm Roots (see **The Rifter® #50**, page 67) and the transmitters and receivers of the Great Houses.

**Bio-E Cost:** 5 points.

**Prerequisite:** Bio-Comms. Note that all Gorehounds and Packmasters start with Bio-Comms (**Splicers® RPG**, pages 118 and 154).

**Memory Transmission:** This enhancement further modifies the Bio-Comm system and allows it to relay memories of the user as though it is recorded information. This has become a staple of many Archangels and Packmasters and other soldiers who are often tasked with tracking troop movement or assigned to threat assessment. The transmissions are perceived like vivid flashbacks as they are received, and then can be recalled as easily as if the memory were the recipient's own. The recalled transmissions are never hazy or fuzzy, and the user is never under any delusion that the memory is his own, unless the recipient is a Biotic, in which case there is a 01-10% chance that any recalled memory might be thought of as his own. Memory Transmissions can only be received by those who also have the Memory Transmission enhancement. The signals can also be relayed by Bio-Comm Roots and the transmitters and receivers of the Great Houses.

**Bio-E Cost:** 10 points.

**Prerequisite:** Sight Transmission.

## New Bio-Tech Equipment

### Collars

A variety of simple bio-tech collars for the Gorehounds have recently been developed to augment their already impressive abilities. The collars are primarily temporary, single use, or limited use bio-tech devices that operate on a small, internal Bio-Energy charge or on ambient Bio-Energy of the Gorehound wearing the specific collar. Sometimes, Packmasters will carry a few collars in their pack or on their armor just in case they are needed in the field. These collars can be used on normal, large breed dogs as well, to provide a small benefit to those resistance fighters who do not have access to Gorehounds.

### Bio-Force Field Collar

The Bio-Force Field Collar looks to be a thick, knotted band of tree roots with semi-opaque blue nodules around it. When activated, a small bubble-shaped force field surrounds the Gorehound

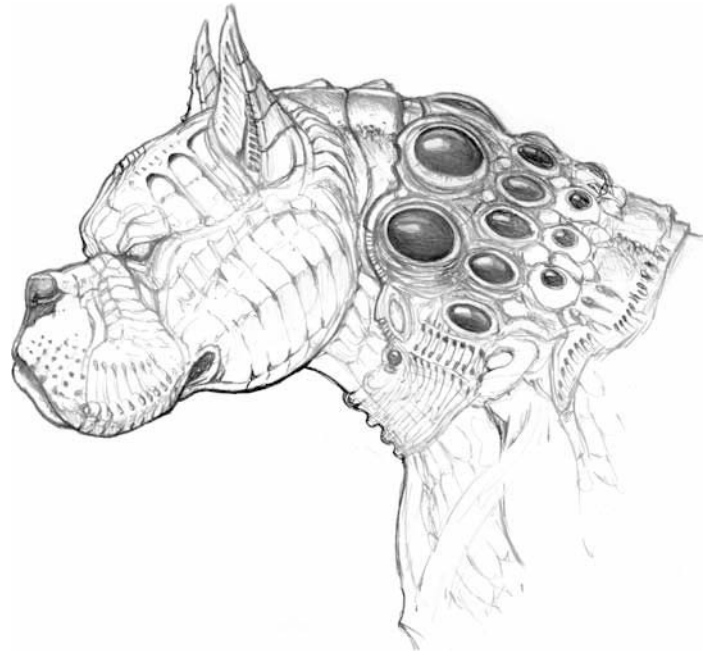
and anyone within 10 feet (3 m) of it. This is often used when a Gorehound is assigned to protect civilians or cover a hasty retreat. When used by Gorehounds, the device can be activated and deactivated at will, but when used by a normal trained dog, the force field is automatically activated when the dog feels a genuine threat, and can only be deactivated via Bio-Comm command from the Packmaster.

**Weight:** 3 pounds (1.4 kg).

**M.D.C.:** The collar has 15 M.D.C. The force field has 50 M.D.C. The force field does not regenerate. After taking damage, the force field will have that damage amount the next time it is activated. When all M.D.C. is depleted, the collar is useless and must be recharged by an Engineer or Geneticist at a Gene Pool.

**Duration:** The collar can hold a charge good for one hour of use. Each activation will use at least one minute of charge, even if the force field was active only for a brief time. When expended, the collar must be recharged by an Engineer or Geneticist at a Gene Pool.

**Trade Value:** 6,000 credits.



### Halo Collar

This is a simple looking collar with 1D4+3 simple light cells and 1D4+6 Glow Cells scattered around it. When activated, the collar can fill an area with dim light equal to a Glow Cell, or can completely fill a 40 foot (12.2 m) area around the Gorehound with bright light equal to a high-intensity flashlight or searchlight. The collar only fills the area and cannot be used to illuminate a specific target. The collar can also create a quick, bright flash or series of pulses that can blind those in the area without eye protection, disorient those with polarized vision and even disrupt the optical sensors of the machines. Many Packmasters love this collar since it can provide much needed light when underground or underwater, and just the right distraction when trying to make a quick retreat.

**Weight:** 4 pounds (1.8 kg).

**M.D.C.:** The collar has 15 M.D.C.

**Effect:** When the flash/pulse is used, targets without eye protection are blinded for 1D4 minutes and are -10 to strike, parry and dodge. Those with polarized vision who are caught off guard (pre-

sumably not the Packmaster, the hounds, or Splicer allies if the intent is known) will be seeing spots and be disoriented for 1D4 melee rounds, and are -4 to strike, parry and dodge. Against machines, the pulses across all spectrums of light will disorient them and confuse optical sensors and targeting programs. Machines in the area will be affected for 1D4 melee rounds and will be -4 to strike, parry and dodge, and -6 to strike with ranged weapons.

Duration: The collar can hold a charge good for four hours of use. Each activation will use at least one minute of charge, even if the force field was active only for a brief time. Each use of the flash/pulse attack will use 30 minutes of charge. When expended, the collar must be recharged by an Engineer or Geneticist at a Gene Pool.

Trade Value: 6,000 credits.



## Demolitions Collar

The Demolitions Collar appears to be made out of baseball or softball-sized beads on a very thick, bio-enhanced leather cord. These beads are actually insectoid bio-tech explosives that are in a dormant state. When a command is received from the Packmaster via Bio-Comms, or from the Gorehound if it has the Demolitions skill, one or more of the insectoid explosives will wake up and walk to where it is directed. Unlike Chigs that need to be thrown hard enough to explode, these creatures have an internal timer that can be set by Bio-Comm communication to detonate anywhere from five seconds after reaching its location or up to a 30 minute delay. If told to stay somewhere for longer than five minutes, there is a 01-33% chance that the creature will wander off and detonate elsewhere. Roll every five minutes beyond the first.

Weight: 10 pounds (4.5 kg) including all 8 explosives.

M.D.C.: The collar has 15 M.D.C. Each explosive has 5 M.D.C. but must be targeted with a Called Shot, and even then at -5 to strike. The devices do not detonate when destroyed this way since they are dormant on the collar. When active, they will detonate as normal.

Damage: 5D8 M.D. to an eight foot (2.4 m) radius.

Range: The insectoid explosives will only walk to a target visible to them when receiving the command. This limits their range to 100 feet (30.5 m). They can be thrown and then ordered to find their target. Thrown range is 100 feet (30.5 m), or double for Biotics, Host Armor or those with Splicer prosthetics.

Duration: The collar operates on ambient Bio-Energy from the Gorehound to receive Bio-Comm signals, so it is effectively unlimited.

Payload: 8 insectoid explosive charges.

Trade Value: 6,000 credits.



## Scout Collar

Used primarily by those Packmasters who are part of long-range reconnaissance or seek and destroy squads, the Scout Collar greatly extends the communication capabilities of the normal Gorehound. The collar, covered by a number of short, coppery colored hairs, acts as a relay for Bio-Comm signals, so Gorehounds with this device are often forward scouts.

Each Scout Collar also has two Surveillance Pods on it (see below). The Packmaster usually tells the Gorehound where to release these pods or will pre-program them to go to a specific place to record or relay enemy activity. When the pods are recalled, they will send a short Bio-Comm signal ping to the collar to locate its position and will scurry back, provided the Gorehound or the collar is within 6 miles (9.6 km).

Weight: 10 pounds (4.5 kg) including the collar and Surveillance Pods. Three pounds (1.4 kg) for just the collar.

M.D.C.: The collar has 15 M.D.C. Each of the two Surveillance Pods has 21 M.D.C.

Range: Standard Bio-Comm range of 6 miles (9.6 km).

Duration: The collar operates on ambient Bio-Energy from the Gorehound so its effects are effectively unlimited.

Trade Value: 4,500 credits.

## Attached Surveillance Pods

The Surveillance Pods each have four insect or spider-like legs that allow them to scurry about, climb almost any surface, and wrap themselves around or cling tightly to branches, stems, roots or rocky outcroppings. They appear to be very similar to the ones used in the Great Houses to send communications back and forth, except in addition to the tympanic vocalizing membrane, these also have a single advanced eye on the top for recording or relaying images.

The pods can relay the images and sounds they see and hear via Bio-Comm signal to the Gorehound wearing the collar or to the Packmaster if he is within range. If set to transmit to the Gorehound and the creature does not have the Sight/Memory



Transmission Bio-Enhancement, then the images are uploaded to the collar until the memories can be recovered by a Geneticist or Engineer. Alternatively, the Packmaster can put the collar on another Gorehound with the enhancement and the data can be transferred to the Packmaster.

Weight: 3.5 pounds (1.6 kg) each.

M.D.C.: The collar has 15 M.D.C. Each of the two Surveillance Pods has 21 M.D.C.

Speed: The pods can scurry about at a maximum speed of 30 mph (48 km).

Range: The Bio-Comm transmitter of the pods can only transmit information 6 miles (9.6 km).

Duration: Each pod can store up to 24 hours of recorded information. The collar can store up to 96 hours of recorded information. The pods can act independently for 48 hours before needing to reattach to the collar. Each needs 6+1D6 hours to recharge before being sent out again.

Combat: The pods will never engage in combat and will actively flee. Each has the equivalent of auto-dodge at +4.

Trade Value: 4,500 credits.



## Rescue Collar

The Rescue Collar looks like a bio-tech version of the barrel collars carried by the St. Bernard rescue dogs of old. It has a strap that looks like it is made from thick, woven hemp rope, and a stout, 12 x 12 x 15 inch (30.5 x 30.5 x 38.1 cm) barrel or keg-shaped container made out of M.D.C. resin or chitin. The barrel contains a number of useful items for rescue and survival such as food, fresh water, medical supplies, and basic equipment.

Weight: 10 pounds (4.5 kg).

M.D.C.: The collar has 15 M.D.C. itself. The barrel has 30 M.D.C.

Contents: The container holds four Slap Patches, two Face Wraps, five Meat Apples (from **The Rifter® 50**; protein-filled fruits that provide enough nutrition for one meal for an ordinary human), five juice boxes (from **The Rifter® 50**; gourd-like fruits that contain enough lightly sweet, fruit flavored water for one human for one day), and one resin knife (1D6 M.D.). The barrel can also be slowly lowered 30 feet (9.14 m) from the collar and retracted, with a sturdy fiber on either side. This is used for rescue efforts, with the Gorehound bracing with its supernatural strength and having someone hold onto or sit on the barrel while it is retracted. As much as 300 pounds (135 kg) can be moved this way.

Duration: The collar operates on ambient Bio-Energy from the Gorehound to keep its contents fresh, so its effects are effectively unlimited. To raise and lower the barrel as a rescue device, the collar has a special battery. It has enough energy to use this six times before needing to be recharged by an Engineer or Geneticist at a Gene Pool.

Trade Value: 8,000 credits.



## Rage Collar

The Rage Collar is a sturdy, reinforced leather collar with large resin or bone spikes around it. Aside from just being menacing, the large spikes contain resin injection needles that will poke into the neck of the Gorehound wearing it and inject pure bio-enhanced adrenaline (similar to the kind used by the Adrenaline Surge Bio-Enhancement) right into the bloodstream. The device automatically synchs to the brain waves of the Gorehound it is put on, so the adrenaline can be set to be injected automatically in life or death situations or done at will by the Gorehound when the extra boost is needed.

This collar should not be used on normal dogs since the enhanced adrenaline surge is too much for their systems to handle, killing the dog immediately at the end of the adrenaline surge. Only in the most dire of situations will a Packmaster consider doing so.

Weight: 3 pounds (1.4 kg).

M.D.C.: The collar has 15 M.D.C. itself. Each of the resin or bone spikes (usually 8-10) has 5 M.D.C.

Bonuses: +1 attack per melee round, +1 to initiative, +2 to strike, dodge, and roll with impact, +1D6 M.D. to any physical claw or bite attacks, +20 mph (32 km) to the Gorehound's running speed, +20 feet (6.1 m) to the leaping distance, and +20 M.D.C. to the main body. **Note:** Damage comes off the adrenaline bonus M.D.C. before coming off the main body. Also, regular dogs affected by the enhanced adrenaline get all of the above bonuses except the extra M.D.C.

Penalties: During the adrenaline-fueled rage, the Gorehound will not take orders from anyone other than its Packmaster as it lashes out with complete, blind fury. After destroying a target, it will immediately attack the next nearest target, friendly or enemy. After the surge subsides, the Gorehound feels tired and is -3 on

initiative, -3 to strike, parry and dodge and reduce speed by 20% for 5D6 minutes.

Duration: The surge lasts for 1D4 minutes, or until calmed by the Gorehound's Packmaster.

Payload: The collar contains enough enhanced adrenaline for five doses before it needs to be refilled by an Engineer or Geneticist at a Gene Pool.

Note: This collar cannot be used by those Gorehounds that already have the Adrenaline Surge Bio-Enhancement.

Trade Value: 9,000 credits.

## Muzzle

The muzzle is a standard piece of equipment for those Packmasters operating in the territory of other Great Houses. Occasionally, squads of Splicers from rival Houses encounter each other on the surface. Since Gorehounds are genetically programmed and trained to recognize the enemies of their Great House and protect their Packmasters, just the presence of rivals can be dangerous. Any sudden, perceived aggressive actions can cause an overprotective Gorehound to lash out and unintentionally cause severe damage. The muzzle is used in anticipation of these situations to soothe and calm the Gorehounds and protect others from random attacks.

It should be noted that even the most cautious Packmasters keep one Gorehound fully alert at all times if the others are muzzled, to prevent being caught flat-footed or ambushed. There are also other Packmasters who refuse to muzzle their Gorehounds at all, instead relying completely on their own training and ability to handle the genetically-enhanced beasts.

Weight: 3 pounds (1.4 kg).

M.D.C.: The collar and muzzle has 50 M.D.C. itself.

Effect: When placed on a Gorehound, special Bio-Energy wavelength emitters alter the creature's brain waves, making the creature lethargic and groggy, almost eliminating any hostile reaction response and making them -5 to strike, parry and dodge. The mouth of the hound is also bound so biting is not possible.

Duration: The collar operates on ambient Bio-Energy from the Gorehound so its effects are effectively unlimited.

Trade Value: 700 credits.

## Barding

Additional armor is available for Gorehounds upon request by their respective Packmasters. The barding that is used looks very similar to the standard types of Living Armor used by human resistance soldiers except that it is never modified with additional Bio-Enhancement features. If additional Bio-Enhancements were needed, then the Gorehounds themselves would simply be modified. Unlike the human counterparts, the barding is not environmental and provides the Gorehound no resistance to poisons, toxins or disease.

Since the Gorehounds have Supernatural Strength, the armor can afford to be a little heavier and can offer more protection. The plates of barding are connected to each other using Mega-Damage super fibers and bio-tech sinewy tissues for maximum flexibility and mobility while also allowing the armor to be used on Gorehounds of different shapes and sizes. Each plate connects to the Mega-Damage flesh of the Gorehound with a series

of microscopic barbs and hooks, ensuring the plates stay firmly in place. Each set of barding can also be modified when it is created at the request of the Packmaster so that it is customized for a specific Gorehound.

There are some limitations Packmasters must keep in mind when issuing barding to the pack. Those Gorehounds with Chameleon Skin cannot conceal their barding, but those with a Stealth Field are fully able to render their armor invisible. Additionally, all sets of barding must feed using the same nutrient bath method as most other bio-technology (**Splicers® RPG**, page 129).

## Leatherback Barding

This armor appears to be made out of extremely thick, dense, cured leather. Some sets have bony studs or spikes for additional protection. It comes in a variety of colors, including black, brown, dark green, tan, grey and white.

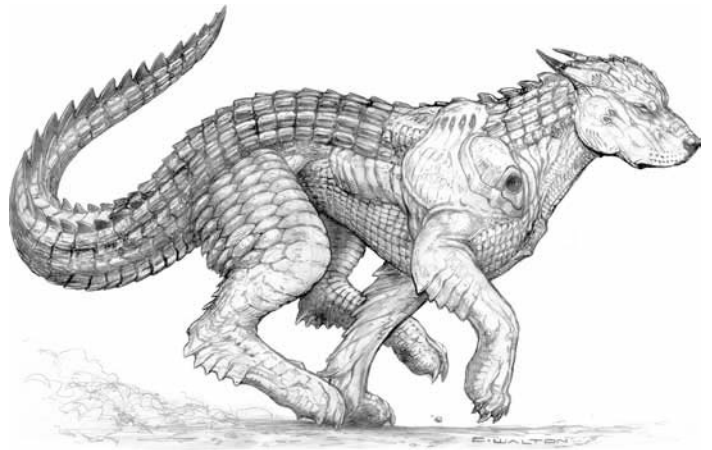
Weight: 15 pounds (6.8 kg).

M.D.C.: Main Body: 1D6x10+50, Legs (4): 3D10+26, Head: 1D6x10+32.

Armor Regeneration: 1D8 M.D.C. per minute, and destroyed sections will regenerate in 16 hours.

Mobility: Superior Mobility. No skill/movement penalties.

Trade Value: 12,000 to 14,000 credits. Assigned only to those soldiers with Gorehounds, usually Packmasters or the occasional Roughneck or Dreadguard, but can be purchased or bartered for.



## Dragon Scale Barding

While not a full suit of the scaly, reptilian looking armor, the plates that attach to the Gorehound appear to be covered with the angular scales of an alligator or crocodile. Between the plates, the sinewy connections are covered with a thin, scaly skin as well. It comes in a variety of colors, including black, brown, red, blue, dark green, tan and grey.

Weight: 40 pounds (18 kg).

M.D.C.: Main Body: 2D8x10+80, Legs (4): 1D6x10+35, Head: 1D8x10+40.

Armor Regeneration: 4D6 M.D.C. per minute and destroyed sections will regenerate in 12 hours.

Mobility: Good Mobility. -10% penalty applies to such skills as Prowl, Climbing, Swimming, Acrobatics and Gymnastics. The bulky armor also reduces running and flying speed by 10%.

Trade Value: 16,000 to 20,000 credits. Assigned only to those soldiers with Gorehounds, usually Packmasters or the occasional Roughneck or Dreadguard, but can be purchased or bartered for.



## Chitinous Barding

This is the heaviest barding available to Gorehounds, and is usually only made available to one or two Gorehounds per pack. Since it is so heavy, Packmasters will most often give this barding to those Gorehounds who are in the thick of combat and who can take a beating. The heavy plates layer over the sinewy sections like ancient plate mail barding for warhorses and provides excellent armored protection at the expense of speed and maneuverability. The armor's appearance varies from large sections of shiny beetle shell to rough, barnacle-like plates.

**Weight:** 65 pounds (29.3 kg).

**M.D.C.:** Main Body: 2D8x10+120, Legs (4): 1D8x10+50, Head: 1D8x10+50.

**Armor Regeneration:** 6D6 M.D.C. per minute and destroyed sections will regenerate in 10 hours.

**Mobility:** Poor Mobility. -20% penalty applies to such skills as Prowl, Climbing, Swimming, Acrobatics and Gymnastics. The bulky armor also reduces running and flying speed by 20%.

**Trade Value:** 22,000 to 28,000 credits. This barding is assigned only to Packmasters whose Gorehounds are often in heavy melee combat.

## Elite Packmaster Armor

### Inspired by the artwork of Charles Walton II

Most Packmasters wear a specially modified suit of heavy hide armor which not only provides them with protection in the field and special combat abilities, but also distinctly identifies them as Packmasters by its unique appearance. A few years ago, the Packmasters and Geneticists of Great House Warsaw, working directly with an Engineer, developed an enhanced suit of armor specific for the elite Packmasters of the House. The armor is reserved for highly decorated soldiers, those who frequently volunteer for hazardous missions, and those who have continuously proven themselves in combat.

The armor is built around the Dragon Scale Armor, but has a number of features that allow that Packmaster to better join his Gorehounds in the field of battle. Each Packmaster is also given a small amount of Bio-E to modify the armor to his specific needs and tastes. When creating a suit of Elite Packmaster armor, make the following adjustments to the Dragon Scale Armor:

**Class:** Enhanced Dragon Scale Body Armor.

**Bonus M.D.C.:** +4D10 to main body, +3D8 to arms, +1D6x10+15 M.D.C. for the large shoulders and chest protection (if a Called Shot to the arms misses, damage is deducted from here rather than the main body), +3D10 to legs, +10 to the head. The head is protected by the thick, raised collar, which has 3D8+10 M.D.C. and makes a Called Shot required when trying to hit the head, and even then with a -4 penalty. A miss means damage is deducted from the collar rather than the main body.

**Weight:** 35 pounds (15.7 kg).

**Armor Regeneration:** 4D6 M.D.C. per minute and destroyed sections will regenerate in 12 hours.

**Good Mobility:** -10% to Prowl, Climbing, Swimming, Acrobatics and Gymnastics. The bulky armor also reduces running and flying speed by 10%.

**Specific Features (same as the Bio-Enhancements of the same name unless otherwise stated):**

Advanced Senses.

Elongated Legs.

Leaping Legs.

Grip Hairs on the hands and feet.

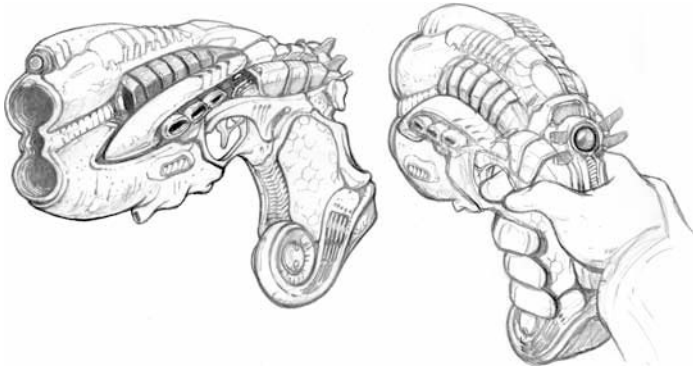
Retractable Bone Blades on each forearm: Each blade has 2D4x10+18 M.D.C., the blades do 4D6 M.D. and grant +2 to strike, +1 to parry, disarm and pull punch when the blades are used.

"Eye Vipers" with Advanced Eyes: The helmet has 5+1D4 Eye Vipers. Each of the serpentine appendages has an optical sensory cluster inside its mouth. The Eye Vipers provide additional awareness and act as advanced optics that twist, slither, and bend independently of each other to look in any direction. Each can move 360 degrees, up, down and around, and can look around corners, into small pipes/tunnels, and through holes and openings without exposing the entire Packmaster to possible danger. The Eye Vipers can also move tight against the neck & helmet to avoid getting targeted or lopped off during combat. Each advanced eye has vision similar to that of an eagle, enabling the Packmaster to recognize a face or read a sign up to a mile away (1.6 km). Each is also equipped with passive nightvision with a range of 2,000 feet (610 m) but requires an ambient light source for assistance. Each also has polarized lens filters to reduce glare and allow visibility during blinding light scenarios. The Eye Vipers move like cobras and are very fast and extremely difficult to hit. Hitting them requires a Called Shot at -6 to strike, plus they each have auto-dodge at +2. Additional vision enhancements can be purchased for the normal Bio-E cost. The Eye Vipers grant a bonus of +2 to initiative, parry and dodge regardless of the number the armor has.

**Bio-E:** 1D4x10+10 for Eyes/Vision or Other/Sensory Features, 4D8+12 but limited to Bio-Defense, Flight, Offensive, or Ranged (those that do not require a metabolism). Other Bio-E granted as a gift for good service or for another reason can be added to the armor, but the armor itself gets no additional Bio-E per level. Once the armor is crafted, there are usually very limited upgrades available to the armor.

**Trade Value:** 24,000 to 28,000 credits. Availability is rare since it is usually issued as a reward for exemplary service. Packmasters view the armor as a badge of honor.

# New Bio-Weapons



## Scent Pistol

Based on the special pheromone concoction used in the chemical sprayer Bio-Enhancement, the Scent Pistol is used by Packmasters to mark targets at long range so that they can be tracked at a later time. The pistol fires an odd looking, sticky sponge that seems to be wrapped in a thin net similar to cheesecloth. When the target is hit, the sponge sticks to the target and the net quickly constricts, releasing a spray of fluid. The fluid can only be smelled by those who are familiar with the particular scent marker of the device, which is normally the Packmaster, his pack and his allies. For those Packmasters whose Gorehounds like to play “fetch,” this is an effective tool. The chemical scent can be smelled up to four miles (6.4 km) away and adds a +20% to track for those familiar with the scent.

Weight: 3 pounds (1.3 kg).

Mega-Damage: None. Only a delivery device for the tracking fluid.

Range: 300 feet (91.4 m).

Rate of Fire: Single shots only.

Payload: Automatically grows enough ammo for six shots per hour.

Bonus: +1 to strike on an Aimed shot.

Trade Value: 6,000 credits.

## Scent Grenade

Using the same enhanced pheromone as the Scent Pistol, the Scent Grenade is used for large clusters or groupings of enemies. The device is thrown like a normal grenade, but instead of exploding, the device sprays fluid in a 20 foot (6.1 m) radius. The same bonuses to track a target of the Scent Pistol are used to track the victims of the Scent Grenade. Unlike normal grenades, the Scent Grenade is a multi-use device. It can be used up to four times and can even be recharged by a fluid vat at a Bao House (see **The Rifter® #50**, page 66), outpost or back at the Great House.

Weight: Half a pound (0.23 kg).

Mega-Damage: None. Only a delivery device for the tracking fluid.

Range: Thrown. Usually 100 feet (30.5 m).

Rate of Fire: Single sprays only.

Payload: Each Scent Grenade only holds enough fluid for four sprays.

Trade Value: 1,000 credits each. More valuable since they are reusable.

# Miscellaneous Bio-Equipment

## Earpod

The Earpod is one of the standard ways of communicating within a Great House. It looks to be the shape and size of a small bowl with six insectoid legs. It appears to be a simple device, but it is deceptively complicated. To use the device, one simply picks it up and speaks into the bowl-shaped side, where the vocalizing tympanic membrane is. The user speaks the name of the recipient, says the message, places the device on the ground and it scurries away to find the person.

The device actually connects to the senses of the Seedling or Librarian in a Great House and picks up small traces of the target’s DNA from things such as dead skin cells or hair and conjectures the most likely place the recipient would be. Once found, the recipient will simply pick the device off of the ground, place the bowl-shaped side to his ear and the membrane will repeat the message so only the user can hear.

It is fairly common to see dozens to hundreds of Earpods scurrying about within a Great House as messages are being sent back and forth constantly. Outside of the Great House, normal Earpods are next to worthless, except to simply store recorded information. Scout versions of the Earpod have been developed and are presently in field testing on the Scout Collar issued to some Packmasters and their Gorehounds.

Weight: 3.5 pounds (1.6 kg).

M.D.C.: 5 M.D.C. for the main body and 1 M.D.C. for each of the six legs.

Speed: The Earpods can scurry about at a maximum speed of 30 mph (48 km).

Duration: Each Earpod can store up to 24 hours of recorded information.

Combat: The pods will never engage in combat and will actively flee. Each has the equivalent of auto-dodge at +4.

Trade Value: 500 credits for a personalized Earpod that can store up to 50 personal contacts in it.

## Scrambler All-Terrain Isopod Dogsled

The Scrambler is not a true dogsled, but actually a large, genetically modified isopod capable of movement on its own. The creature is fairly mobile, but can only move at a fraction of the speed as when pulled by a team of Gorehounds. The sled is primarily used to transport cargo, supplies, and the occasional wounded soldier.

The creature has seven pairs of legs that allow it to navigate almost any terrain while staying level and keeping the ride smooth for the driver. The main body of the sled consists of several overlapping, layered armored plates. This thick armor can take heavy punishment from enemy forces and still hold up to protect the cargo carried within. The armored plates slide forward to reveal the cargo, which is held in place by several small, gripping hands or tentacles. The storage compartment is large enough to trans-

port one prone soldier in armor or two sitting up. The head is small and fused with the underside of the first armored plate. It has a few small tentacles on the underside near the mouth that it uses to grab bits of food as it traverses various terrain features, grazing as it moves.

The pilot stands at the back and is connected via neurological connections. The Gorehound team pulling the sled is connected by the same cables, so commands and instructions can be relayed to the sled and the team at the same time, allowing coordinated efforts. When not piloted, the Scrambler will slowly saunter about, grazing, or burrow into the ground to rest. When it does this, it will retract all of the neurological cables.

**Class:** Organic Armored Dogsled.

**Crew:** One pilot.

**M.D.C. by Location:**

\*Armored Shell - 3D8x10+32

\*Soft Underbelly - 5D8

\*\*Main Body - 2D6x10+12

Head - 1D4x10+8

\*\*\*Legs (14) - 3D8 each

\* The armored shell must be destroyed before the fleshy main body or the head can be targeted. Instead, the vulnerable soft underbelly or the head can be attacked, if visible. This makes land mines particularly effective against this creature.

\*\* Depleting the M.D.C. of the main body kills the organism completely and leaves any cargo exposed to attack.

\*\*\* Destroying five of the legs reduces the creature's speed by 50% and inflicts a -20% Teamster skill penalty when making sharp turns or special maneuvers. Destroying all legs negates the all-terrain capabilities. It must be pulled like a normal sled but at -30% to the Teamster skill and maximum speed is reduced to 10 mph (16 km).

**Speed:**

Running: 30 mph (48 km) maximum. Most often, the sled is pulled by a team of two to six Gorehounds. When pulled, the maximum speed is 50 mph (80 km) as the musculature in the legs is more used for stability than speed, in turn relying on the Gorehounds for momentum. Speed is reduced by 30% in forests and rocky or otherwise difficult or obstacle-filled terrain.

Digging: 5 mph (8 km) through sand or dirt, but half that speed through clay, rock or stone. Digging does not tire the Scrambler. Digging enough to adequately bury itself and hide takes 1D6 minutes.

Swimming: 10 mph (16 km) or 30 mph (48 km) if pulled by a team of Gorehounds. The Scrambler is surprisingly buoyant, though slow on its own.

Underwater Depth: 200 feet (61 m) if pulled along underwater.

**Statistical Data:**

Height: 4.5 feet (1.4 m).

Width: 4 feet (1.2 m) or 6 feet (1.8 m) when legs are fully extended.

Length: 9 feet (2.7 m).

Weight: 500 pounds (225 kg).

Cargo: Maximum cargo depends on the number of Gorehounds pulling the sled. 2,000 pounds (900 kg) per Gorehound with a maximum of 10,000 pounds (4,500 kg).

Physical Strength (P.S.): 24

Production Cycle: Four month gestation period and eight months of growth for a fully developed unit.

Operational Lifetime: 24+1D6 years.

Trade Value: 35,000 credits.

Bio-Regeneration: 2D6 M.D.C. per hour for the main body, 4D6 M.D.C. per hour for the armored shell, 1D6 M.D.C. per hour for every other location. The creature can regenerate lost limbs, but takes 3D4 days.

Horror Factor: 12 for humans outside the resistance. 15 for those afraid of insects or bugs.

Senses and Features: Only entries 1: Neurological Link and Controls and 3: Standard Sensory Systems listed under War Mounts on page 109 of the **Splicers® RPG**. The Scrambler is not a true War Mount and can only really be effective if used in conjunction with a team of Gorehounds.

Feeding: The Scrambler is an Omnivore and will eat whatever it can find as it travels. It requires at least 20 pounds (9 kg) of food (can be unprepared) a day. Packmasters have noted that a team of Gorehounds pulling one will often share food with the creature.

Sleep Requirements: The Scrambler doesn't require sleep but does need at least four hours of inactivity per day.

Equivalent Skills of Note: Identify Plants and Fruit 80%, Prowl 60%.

Biological Enhancements: Gets 2D10+20 Bio-E points at creation. Enhancements are limited to the categories of Biological Defenses and Ranged Bio-Weapons (usually Organic Rockets or Trenchfoot Mines).

## Arachnae War Chariot

Packmasters have been using chariots as a standard means of transportation for years. Over this time, many slight design enhancements have been made to the standard chariot, and a number of Engineers have made their own bio-tech versions for the troops of their Great Houses. The original design for the Arachnae War Chariot came from the Engineer of Great House Warsaw, and it has been duplicated by a number of other Houses for their armed forces.

The Arachnae looks like a large, two-wheeled chariot with a manned, Light Cell Cannon turret mounted on each side above the wheels, behind the pilot so as not to interfere with piloting. The most distinguishing features are the eight spider-like legs around the vehicle. There are four in the front that retract to be close to the main body when not in use, and four in the back (two on each side) which almost resemble flagpoles or banner holders. The legs are used for climbing and to provide stability when called for by the pilot, but usually stay in their housed positions.

Each of the wheels and the legs has a number of grip hairs and suction cups which allow the chariot to traverse the steepest terrain. It can climb sheer walls and cliffs, and even hang upside down, provided the team pulling it can do the same. The inside of the chariot has 1D4+6 pairs of grip hands that hold weapons, gear and equipment to prevent them from falling. The pilot and the gunners are also hooked in by a few pairs of tentacles when inverted. The neural link cables that connect the pilot and the Gorehounds to the chariot can be retracted instantly with a mental order from the pilot.

The chariot is frequently used to move up the side of a building or cliff face, to serve as an elevated firing position. It can stay vertical or the spider legs can be used to support it horizontally. Many Packmasters who use this vehicle outfit their pack with grip hairs for placement and upgrade the chariot itself with Chameleon Skin to better conceal it when used in this manner.



**Class:** Organic Chariot and Mobile Firing Position.

**Crew:** One pilot and two gunners.

**M.D.C. by Location:**

Wheels (2) – 105+2D10 each

Mounted Light Cell Cannons (2) – 68+1D10 each

\*Main Body – 2D6x10+34

\*\*Legs (8) – 40+2D12 each

\* Depleting the M.D.C. of the main body kills the organism completely.

\*\* Destroying four of the legs reduces the creature's speed by 50% and inflicts a -20% Teamster skill penalty when making sharp turns or special maneuvers. Destroying all legs negates the all-terrain capabilities. It must be pulled like a normal chariot but at -30% to the Teamster skill and maximum speed is reduced to 30 mph (48 km). Without the legs, the chariot cannot climb vertical surfaces or hang inverted. Maximum grade for climbing is 50%.

**Speed:**

**Running:** 30 mph (48 km) maximum. Most often, the chariot is pulled by a team of two to six Gorehounds. When pulled, the maximum speed is 100 mph (160 km) as the musculature in the legs is more used for stability than speed, in turn relying on the Gorehounds for momentum. Speed is reduced by 30% in forests and rocky or otherwise difficult or obstacle-filled terrain.

**Underwater Depth:** 200 feet (61 m) if pulled along underwater.

**Statistical Data:**

**Height:** 6 feet (1.8 m).

**Width:** 6 feet (1.8 m). 18 feet (5.5 m) with the legs fully extended.

**Length:** 8 feet (2.4 m). 18 feet (5.5 m) with the legs fully extended.

**Weight:** 800 pounds (360 kg).

**Cargo:** Maximum cargo depends on the number of Gorehounds pulling the chariot. 2,000 pounds (900 kg) per Gorehound with a maximum of 6,000 pounds (2,700 kg).

**Physical Strength (P.S.):** 1D4+31 (Supernatural; P.S. is only applicable to the spider legs).

**Production Cycle:** Nine month gestation plus 18 month growth time for a fully developed unit.

**Operational Lifetime:** 26 years.

**Trade Value:** 80,000 credits.

**Bio-Regeneration:** 4D6 M.D.C. per hour for the main body, 1D6 M.D.C. per hour for every other location. The creature can regenerate lost limbs, but takes 3D4 days.

**Horror Factor:** 12 for humans outside the resistance. 15 for those afraid of insects or bugs.

**Senses and Features:** Only entries 1: Neurological Link and Controls and 3: Standard Sensory Systems listed under War Mounts on page 109 of the **Splicers® RPG**. The Arachnae is not a true War Mount and can only really be effective if used in conjunction with a team of Gorehounds.

**Feeding:** The Arachnae is Photosynthetic.

**Sleep Requirements:** The Arachnae doesn't require sleep but does need at least four hours of inactivity per day.

**Equivalent Skills of Note:** Climb 80%.

**Biological Enhancements:** Starts with grip hairs on the wheels and on each leg, plus Spinnerets and Webbing. Gets 3D10+30 Bio-E points at creation. Enhancements are limited to the categories of Biological Defenses, Anatomical and Physiological Features, and Ranged Bio-Weapons.

**Number of Attacks per Melee:** Same as the pilot's.

**Combat Capabilities:** The chariot can use its long, spidery legs to kick or stomp, using straight die rolls. Each attack is one of the pilot's melee attacks.

Kick: 3D6 M.D.

Stomp: 1D6 M.D. against targets that are prone or those smaller than four feet (1.2 m) tall.

## Arachnae Bio-Weapon Systems:

**1. Light Cell Cannon Turrets (2):** There are two Light Cell Cannons mounted on the chariot, one on each side. Each of the turrets needs to be manned in order to be effective.

**Primary Purpose:** Assault.

**Secondary Purpose:** Anti-Robot.

**Mega-Damage:** Three settings; light blast 2D8 M.D., heavy blast 5D8 M.D., or super-heavy blast 8D8 M.D.

**Rate of Fire:** Each blast counts as one of the user's melee attacks.

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

**Payload:** Effectively unlimited.

**Bonus:** +1 to strike on an Aimed shot.

---

# The Kezel, Continued

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

By Joseph Larsen

For more information about the Kezel and their abilities, please see **The Rifter® #58**, page 55.

### 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, Continued

### Level 4 Abilities

#### **Absorb P.P.E. from Plants**

Instead of eating, a Kezel can absorb fair amounts of nutrients from large plants, even from poisonous plants. This could kill the plant if enough is taken. Taking up to half of the plant's P.P.E. will not have any lasting destructive effects, but it will slow it down from healing and growing. Taking more than half will cause the plant to wither and possibly die.

**Range:** Touch.

**Duration:** Permanent.

**Saving Throw:** None.

**P.P.E.:** None.

**Level:** 4

**Maximum P.P.E. gained from plants (taking over half permanently harms the plant):**

Small plants (houseplants): 5 P.P.E.

Medium-sized plants (bushes and small trees): 10 P.P.E.

Large-sized plants (medium trees): 50 P.P.E.

Very large plants (large, ancient trees): 100 P.P.E.

**Rate of Transfer:** It takes 1 attack to transfer 2 P.P.E. from any plant.

**Enhanced by Specialties:** Conduit.

#### **Detect Motion**

This is the ability to detect motion while standing still or moving at less than 1 yard/meter per melee. This is not effective if the character is moving faster than a slow, steady walk. But even at a steady walk, they have a 30% chance of successfully detecting motion.

**Range:** 500 feet (152 m) +100 feet (30.5 m) per level.

**Duration:** 5 minutes.

**Saving Throw:** None.

**P.P.E.:** 10

**Level:** 4

**Active aura is required for use of this power.**

**Enhanced by Specialties:** Hunter/Warrior, Aura Master.

## Drain Organic Energy

This less than scrupulous ability will drain a living being of S.D.C. or Hit Points in order to restore the character's P.P.E. A normal human will provide 1 P.P.E. per 5 S.D.C. or Hit Point. If more than half of the victim's S.D.C. is drained, then there is a 70% chance that they will become ill for 1D4 days. There is a 10% chance that their body was already fighting a sickness. In such cases, the victim will be sick for 4D4 days. This will also cause the color of the kezel's aura to gain a tint of red each time it's used. The more it's used, the redder the tint of the aura which is often a sign of an evil or anarchist alignment.

If the Extendages are used to produce a horror factor, then roll to save vs Horror Factor. If the victim's save is unsuccessful then the victim has a -4 to save vs draining resistance of P.P.E.

Use of this power prior to bestowal by a good aligned trainer will delay the trainee's chance of a bestowal for 2D6 days per use. If the Kezel is bestowed already, their aura will change slightly to a red color. The more it is used, the deeper red the aura and Extendages will become. This will become evident to anyone who sees the aura or detects the kezel's abilities.

**Range:** Touch.

**P.P.E. Recovery:** 5 P.P.E. per melee.

**Saving throw:** 15 or higher. A successful save would hinder the drain amount to 2 P.P.E. per melee.

**Level:** 4

**Damage:** Drain 5 S.D.C. to gain 1 P.P.E.

**Enhanced by Specialties:** Conduit.

## Emit Fear in All Directions

The body aura also allows the emission of fear. He is not emitting that he is afraid; instead he's using that same energy felt in fear, amplifying it and spreading it to people in his immediate vicinity. If affected, the victim will become afraid and lose 1 attack per melee, lose the initiative, and has a 35% (+5% per level) chance of fleeing if injured. Only 1 attack per melee is lost while this ability is active.

**Range:** 25 feet (7.6 m) + 5 feet (1.5 m) per level of experience.

**Duration:** Equal to ½ P.E. in melees, plus 1 melee at levels 2, 4, 6, 8, 10, 12, and 14.

**Saving Throw:** 12 or above. Environmental body armor will protect from this ability.

**P.P.E.:** 10

**Level:** 4

**Bestowal is required for this power.**

**Active aura is required for use of this power.**

**Enhanced by Specialties:** Hunter/Warrior.

## Emit Heat in All Directions

Instead of focusing the heat to melt rocks and other materials, this ability allows heat to be emitted in all directions. This heats up the local area fairly quickly and will start doing damage to objects after 2 melees or simply make it uncomfortable. This can be handy during close combat with many enemies. Only 1 attack per melee is lost while this ability is active.

**Range:** 15 feet (4.6 m) + 5 feet (1.5 m) per level of experience.

**Duration:** Equal to ½ P.E. in melees, plus 1 melee at levels 2, 4, 6, 8, 10, 12, and 14.

**Saving Throw:** None except for moving out of range.

**P.P.E.:** 10

**Level:** 4

**Damage:** 2D6 M.D.C. per melee exposed.

**Bestowal is required for this power.**

**Active aura is required for use of this power.**

**Enhanced by Specialties:** Aura Master.

## Focused Heat Blast

Kezel can focus a blast of heat to one place. The damage is immediate, unlike the emit heat in all directions. The blast can be constant and will do accumulative damage if continually focused in one place.

**Range:** 20 feet (6.1 m) + 5 feet (1.5 m) per level of experience.

**Duration:** Instant.

**Saving Throw:** None.

**P.P.E.:** 14

**Level:** 4

**Damage:** 4D6 M.D.C. per attack to the target.

**Active aura is required for use of this power.**

**Enhanced by Apecialties:** Hunter/Warrior, Metallurgy/Crafter, Mason.

## Pearl

Similar to an oyster's pearl, the Kezel aura can affect an object over time the longer the item remains inside the aura. This strengthens the item by applying an external bond to any non-organic material and turns it into a super-durable item.

The character initializes the pearl process by focusing on the item to place the beginning molecular bond of pearl coating. From then on the aura slowly builds up the pearl layers thus strengthening the pearling effect when they use or hold the item inside their aura. The longer the item is enclosed in the aura, the stronger the buildup just as an oyster in nature builds pearls. The effect creates an ethereal shimmer to make it look like a pearl. It also damages supernatural enemies with greater effectiveness.

Broken items can be bonded back together. Even different pieces of objects or rubble can be used to form any shape he or she wants. They can even bind particles as small as sand to make the shape they wish. Over time, the bond will strengthen and seep deeper into the molecular bond. Once the bond is thick enough (after 12 months of pearling), these weapons can be energized like Vibro-Blades and other powerful energy weapons. See the 'Energize Gems and Pearled Objects' ability.

Objects with moving parts that are pearled will cease to function. Items that are pearled can be combined as pieces of a moving object later. If so, then consideration needs to be made for the increased bulkiness of the pearled object.

**Range:** Touch or inside aura.

**Duration:** Permanent.

**Saving Throw:** None.

**P.P.E.:** 20 to set the initial bond of an item that is 3 square inches (19.3 sq. cm) of material. The rest of the process just takes time exposed to the aura.

**Level:** 4

**Bestowal is required for this power.**

**Time to Perform Change:** 12 months for full strength and ability to energize.

**Standard Durability:** 1 M.D.C. (100 S.D.C.) per square inch (6.5 sq. cm).

**Bonuses to Objects:**

+2 to strike and parry.

+2D6 damage to weapons.

Does double damage against supernatural.

**Active aura is required for use of this power.**

**Enhanced by Specialties:** Metallurgy/Crafter, Mason, Aura Master.

## See the Invisible

As the description states, the aura can be manipulated to see naturally, magically, and supernaturally invisible objects or beings. This is helpful when dealing with apparitions and ghosts where the ethereal state of the aura can be used to touch or damage these entities.

**Range:** 200 feet (61 m).

**Duration:** Equal to ½ P.E. in melees, plus 1 melee at levels 2, 4, 6, 8, 10, 12, and 14.

**Saving throw:** None.

**P.P.E.:** 9

**Level:** 4

**Enhanced by Specialties:** Hunter/Warrior, Aura Master.

## Sixth Sense

This ability will warn of immediate danger to him or his friends in the immediate area. Surprise attacks and attacks from behind will allow the Kezel the chance to dodge. The ability automatically activates, provided that the Kezel has enough P.P.E.

**Range:** 200 feet (61 m).

**Duration:** Automatic.

**P.P.E.:** 11

**Level:** 4

**Bestowal is required for this power.**

**Enhanced by Specialties:** Hunter/Warrior.

## Use Organic Creatures' Defenses

The kezel's power naturally allows for regeneration and sustaining of life and the aura enhances this ability further. One unique, yet bizarre, way that they have learned to capitalize on this fact is by utilizing an organic creature's detached defensive and/or offensive body weapons. For instance, a fresh snake's venom pouch could be kept alive to produce venom while attached to the aura or a large scorpion's tail if freshly taken could be bonded to the aura. This could be used with full effectiveness while the aura is attached to and sustaining it.

**Range:** Self.

**Duration:** Indefinite while attached to the aura. If item isn't kept alive then it will die in two days.

**Saving Throw:** None.

**P.P.E.:** 15

**Level:** 4

**Skill to Use:** 25% +7% per level.

**Active aura is required for use of this power.**

**Enhanced by Specialties:** Leatherwork/Weave, Conduit.

## Level 5 Abilities

### Adapt or Harmonize with an Environment

This makes it easier to manipulate the environment's energy. It is required for some abilities. The P.P.E. is spent permanently to adapt to one environment. In order to do so he must dwell there for at least 2D4+1 consecutive weeks with the intent of adapting. Once completed, this power will allow the effects to apply when in this type of environment in any part of the world. So he could adapt to a desert environment on one continent and travel to another continent's desert and still have the same bonuses in both places.

The boundaries of the environments are defined by the surrounding area. For example, a low-lying plain may be surrounded on two sides by a forest and on the other two sides by a desert. While he is in the plain, his abilities are restricted to that area. Once he leaves the plain, the bonuses no longer apply.

This ability also is the catalyst for other abilities that can be gained at various levels. One of the benefits is that while he is in this environment, the P.P.E. costs of all powers are decreased by 2 (not to go below 1).

**Types of environments include:**

Snow/Ice/Arctic

Forest

Jungle

Desert

Plains

Water – Fresh/Sea

Swamp/Marsh/Bog

Volcanic

Ocean shore

Underground

Any other environment not listed here.

Alien world environments apply.

**Range:** Self.

**Duration:** Permanent.

**Saving Throw:** None.

**P.P.E.:** 12 permanently per environment.

**Level:** 5

**Bestowal is required for this power.**

**Time to Adapt:** 2D4+1 consecutive weeks of dwelling in the environment.

**Active aura is required for use of this power.**

**Enhanced by Specialties:** Environment.

### Charm Animals

This allows them to communicate with animal types that he or she has charmed. The Kezel will be accepted as one of its kind.

In order to do this, the character must capture the animal alive only using his aura, Extendages, and raw abilities. By doing this, he or she will then earn the "respect" of that animal. At this time, this power can imitate the animal's organic energy. As soon as he or she does this, they will be able to communicate with that kind of animal.

This doesn't mean that they can control the animals. Sometimes they will not obey. If the animal is a pack animal, then the Kezel will gain the status of the animal that he catches. If he catches the leader, then he or she will be accepted as a leader (which means that they might be challenged as a leader too) or

they might even be an outcast from a pack. Then all the animals will treat him or her like that until he or she charms a different animal of that kind.

Many types of animals can be charmed. They will be understood by all of them and the animals of that kind will look at them as though they were one of them. If in the presence of multiple species that are charmed, the character will understand and be able to communicate with both of them simultaneously.

**Range:** Self.

**Saving Throw:** The animal can roll below or equal to their M.E. to save.

**P.P.E.:** 12 permanently per animal type.

**Level:** 5

**Bestowal is required for this power.**

**Duration:** Permanent, but only active only when the aura body shield is active.

**Active aura is required for use of this power.**

**Enhanced by Specialties:** Environment, Hunter/Warrior.

## Heal Others More Efficiently

The bestowed Kezel have found a way to efficiently heal others. Meditation opens the channels for energy transfer at maximum efficiency.

**Range:** Touch.

**Saving Throw:** 16 if the target does not wish to be healed.

**P.P.E.:** 1 P.P.E. restores 6 S.D.C. per melee.

**Level:** 5

**Bestowal is required for this power.**

**Enhanced by Specialties:** Conduit.

## Invisible to Sensory Equipment

This allows the Kezel to be a chameleon with the surrounding environment from any technical sensory equipment (i.e. infrared, ultraviolet, and radar). He will look like the rest of the environment according to the sensor. This can be used in conjunction with the invisible to the extra-spectrum ability that the Manipulate Light abilities might give. By using these two powers combined, he will only be able to be detected by psionic presence sense and magical see invisibility abilities.

Movement is decreased to  $\frac{1}{4}$  of the normal speed.

**Range:** Self.

**Duration:**  $\frac{1}{2}$  P.E. in melees plus 1 minute per level.

**Saving Throw:** None.

**P.P.E.:** 14

**Level:** 5

**Active aura is required for use of this power.**

**Enhanced by Specialties:** Aura Master, Hunter/Warrior.

## Melt Rock, Metal, and Glass

This power originates from when the original Kezel started noticing their powers in the volcanic areas. The reason why they are called "Kezel" is that it means "handler" in their home language. They originally used their powers to handle hot lava, which was everywhere in their environment. They formed everything from bricks and tools to swords and shields. The super-hardened state of the aura needs to be active to be able to prevent the damage that the hot elements would otherwise cause.

Using this, the Kezel can even extract and purify metals from the raw rock. Since different metals melt at different tempera-

tures, all he or she has to do is keep the rock at a steady temperature and let the metal drain out. This power cannot be used to burn or melt organic material. Instead, it would shock it, doing 2D6 S.D.C.

Modern Kezel have noticed that this power of melting does not work well on alloys used for modern armor like power armor or mecha. The damage it would do would only be 2D6 M.D. per attack.

The training includes the Metallurgy skill at 40% +4% per level. This skill allows them to separate and refine metals, rock, and glass. The character will also learn the Blacksmith skill at 30% +5% per level. This skill includes the forming, shaping, and designing of weapons and equipment. A successful roll means that he has created a sturdy weapon or object. A failed roll means that the object is brittle and not well crafted.

**Range:** Touch.

**Duration:** A one cubic foot (0.028 cubic m) block of material will stay malleable for 1 minute if not continually heated.

**Saving Throw:** None.

**P.P.E.:** 16 P.P.E. per melee (15 seconds) of use.

**Level:** 5

**Damage:** Melts stone, metal, or glass, doing 6D6 S.D.C./M.D.C. per melee. Damage to modern armor would do 2D6 M.D. or 2D6x10 S.D.C.

**Rate of Use:** Must be heated consistently for 2 minutes to melt a 1 cubic foot (0.028 cubic m) stone, metal, or glass block.

**Required Abilities:** Change body shield & Extendage to super-hardened state.

**Active aura is required for use of this power.**

**Enhanced by Specialties:** Mason, Metallurgy/Crafter.

## Power and Operate Organic Machinery

This ability allows the character to bond with organic machinery using their aura. They will gain information about the machine so that he can power and use it. This applies to organic technology of any origin.

**Range:** Self.

**Duration:** Equal to the P.E. attribute in minutes.

**Saving Throw:** None.

**P.P.E.:** 18

**Level:** 5

**Bestowal is required for this power.**

**Active aura is required for use of this power.**

**Enhanced by Specialties:** Aura Master, Conduit, Leatherwork/Weave.

## Power Machines More Efficiently

This is a more efficient form of the other power machines ability. The energy cannot be stored for more than a melee. This should not be used more than two times per minute. Otherwise, there is a 40% chance that the machine could overheat and become permanently damaged. Typical weapons and gadgets include mini-missile launchers, lasers, beam cannons, other energy guns, booster packs, optical systems, sensory instruments, Vibro-Blades, etc. The P.P.E. cost for energy weapons is based on the M.D.C./S.D.C. that they can inflict. For example, for a weapon that does 3D6 M.D.C., the P.P.E. cost is 12 (3 x 4).

**Range:** Touch.

**Duration:** 1 melee.



**Saving Throw:** None.

**P.P.E.:** 3 per 1D4 M.D.C./S.D.C. of a weapon's max damage.

4 per 1D6 M.D.C./S.D.C. of a weapon's max damage.

1 for normal appliances (110 v).

2 for larger voltage machines (220 v).

4 for portable equipment such as sensory instruments.

50 per melee to power items such as power armor.

**Level:** 5

**Bestowal is required for this power.**

**Enhanced by Specialties:** Conduit.

## Redirect Kinetic Energy

This is the ability to redirect kinetic energy of a moving object to another object. The aura must be active in order to do this. This could be used to accelerate objects if the character receives an appropriate amount of kinetic energy coming from another source. It can only be stored for one attack and must be transferred to another object immediately or else the aura will take the intended damage. It cannot be transferred to the ground. It must be transferred to some object, even if it is the object generating the kinetic energy. If this is the case then it must be transferred to a different place on the object. So for example, using this, a large, moving boulder could be diverted off course by absorbing its kinetic energy and transferring it back onto the side of the boulder.

**Range:** Touch.

**Duration:** 2 melees.

**Saving Throw:** None.

**P.P.E.:** 15

**Level:** 5

**Damage:** Redirect up to 2D6 S.D.C./M.D.C. respectively per level.

**Active aura is required for use of this power.**

**Enhanced by Specialties:** Aura Master.

## Sound Wave Blast

This ability allows sound to be focused and to be used as a weapon. The shockwave will damage items effectively; double the range and damage in water. This can also be used as a diversion to make a high-pitched squeal as it is being used. This can act as a distraction to the enemies, causing them to lose the initiative. Can this also absorb, redirect and enhance sound for spying, stealth and as a weapon?

**Range:** 50 feet + 5 feet per level of experience.

**Duration:** Instant.

**Saving Throw:** dodge.

**P.P.E.:** 12 per blast.

**Level:** 5

**Damage:** 2D6 M.D. at first level + 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:** Aura Master.

## Level 6 Abilities

### Enchant Leather and Alchemy Items

This is the ability to create living leather items as well as creating alchemy items with creature body parts. The leather items will self-heal as well as provide the wearer with one or two abilities of the creature from which the leather was created. In order to

create the leather, a few ingredients are required. First, the living creature (preferred) or fresh carcass (no more than 2 days old) is required for the leather. Second, the creature's main source of food is required to cure the leather. Third, the creature's natural predator or a part of the predator is required for the several needles and bindings. Optional is a means of thread which provides for a finer seam. Otherwise, they will use strips of leather. The leather item will heal any seam as does a normal living creature.

Bio-alchemy items can be things such as salves that heal, cure poisons and other such creations. They are made using the respective parts of a fresh carcass. For example, a salve created from a heart will heal while one created from a liver will draw out poisons.

See Rifter #42 for in depth detail of leather and alchemy items.

**Time to Create:** 2D4 weeks for leather preparation with 2D6 hours per day.

**P.P.E.:** 10 per hour.

### Properties of Enchanted Leather Items:

- Items heal at the rate of 1D4+1 S.D.C./M.D.C. per 24 hours while the items are worn or while P.P.E. is provided. Healing spells and salves will be effective to speed up the healing.
- The wearer/wielder can use any abilities up to 3 times a day.
- Each of the abilities' effects last 3D4 minutes when activated.
- Requires 2D4 P.P.E. from the P.P.E. base of the magic user per item or 2D4 Hit Points of a non-magic user. This is not accumulative each time the armor is removed and replaced before the wearer can recover.
- When worn, the leather would be perceived (except by sight) as the original creature by other supernatural creature senses within a 1 mile (1.6 km) radius.
- The enchanted leather has the same inherent weaknesses of the original creature.
- An optional 4D6 M.D.C. can be added with supernatural cloth lining (see the Supernatural looming section below).
- Any object the same size or smaller than a helm can receive a single ability. A set of armor for legs and the main body can each receive two abilities.
- Full armor with natural physical features will have a horror factor that is equal to half of the original creature's.

**Level:** 6

**Bestowal is required for this power.**

**Enhanced by Specialties:** Leatherworker/weaver.

### Find Volcano

Using the energy of the environment, the Kezel have learned to sense the levels and types of energy created by volcanic activity. It is almost like smelling a volcano's energy. They can tell if a volcano is active, how close it is to erupting, and where any vents of the volcano are. This power was used by the ancient Kezel to find volcanic lava to use for shaping objects.

The volcanic environmental energy is more powerful to them and therefore reduces the cost of the environmental bestowed abilities in half while in the presence of lava. At a new level, add 1 mile (1.6 km).

**Range:** 100 miles (160 km) per level of experience.

**Duration:** 30 minutes.

**Saving Throw:** None.

**P.P.E.:** 15

**Level:** 6

**Bestowal is required for this power.**

**Enhanced by Specialties:** Environment, Mason.

## Gain Biologic Info

This is the ability to gain information about another human's body by sending and receiving the Kezel's energy. They can diagnose any major problems such as cancers, defects, broken bones, and internal bleeding. They will also be able to tell if the person that they are touching has extraordinary powers. If the person is unwilling, then they have a chance to resist. If the victim is unwilling and his roll to save is unsuccessful, it will cost twice the amount of P.P.E. to gain the information.

**Range:** Touch.

**Duration:** Equal to P.E. in minutes plus 1 minute per level.

**Saving Throw:** 13 or higher if resisting.

**P.P.E.:** 15

**Level:** 6

**Enhanced by Specialties:** Conduit.

## Hide Within Environment

This allows the character to become a chameleon in the environments that he or she has adapted to. This is only with the body shield active. If standing still, they only have a 10% chance of being found if anyone knows they are around. If they move more than 5 inches (12.7 cm) per melee, then there is a 60% chance of being noticed.

**Range:** Self.

**Duration:** ½ P.E. in minutes, plus 1 minute per level.

**Saving Throw:** None.

**P.P.E.:** 18

**Level:** 6

**Bestowal is required for this power.**

**Requires:** Manipulate light ability.

**Active aura is required for use of this power.**

**Enhanced by Specialties:** Aura Master.

## Hold Using Environmental Energy

This is similar to the golem ability. The character can control the environmental energy to pin or hold another person or object in place. The hold has a P.S. of 45 and is supernatural.

**Range:** 500 feet (152 m).

**Duration:** 1D4 minutes.

**Saving Throw:** Dodge.

**P.P.E.:** 21

**Level:** 6

**Bestowal is required for this power.**

**Enhanced by Specialties:** Environment.

## Kinetic Blast

This power allows the Kezel to create a kinetic force wave to knock things over as well as do damage. This special power has a 45% chance of knocking over humans with armor. It can also be used to detonate missiles, bombs and other explosive projectiles. This power can also be projected in all directions, but at half the proficiency and range. He can also fling scraps like bullets for an extra 1D6 of damage.

**Range:** 50 feet (15.2 m) + 5 feet (1.5 m) per level of experience.

**Duration:** Instant.

**Saving Throw:** Dodge.

**P.P.E.:** 14 per blast.

**Level:** 6

**Damage:** 2D6 M.D.C. and add 1D6 M.D.C. if projectiles are used. Add 1D6 M.D.C. per level.

**Special:** 45% chance of knocking down a humanoid-sized being. 70% chance to detonate missiles; 75% chance if there are sizable projectiles in the blast area.

**Rate of Fire:** Equal to the number of hand to hand attacks.

**Active aura is required for use of this power.**

**Enhanced by Specialties:** Aura Master, Hunter/Warrior.

## See Aura Characteristics of Other Kezel

This is the ability to detect information about a kezel's aura only when the target's aura is active. This information consists of learning the character's alignment, aura strength (S.D.C./M.D.C.), and whether or not he is bestowed. It will not reveal his abilities.

**Range:** 150 feet (45.7 m) per level of experience.

**Duration:** ½ P.E. in hours plus one hour per level.

**Saving Throw:** 15 or above.

**P.P.E.:** 12

**Level:** 6

**Bestowal is required for this power.**

**Enhanced by Specialties:** Aura Master.

## Supernatural Looming

Enchanted looming is the ability to take the cocoon, web, plant fibers or beast hair and turn them into cloth and rope. The cloth is super durable and light and is useful for clothes, blankets, bags, etc. These usually have 2D6 M.D.C. or 3D4+2 S.D.C. per square yard (0.83 sq. meters) in the respective settings. The woven rope can hold up to one ton.

The requestor of the item will be required to retrieve the items necessary from the spider's lair, animal's or plants habitat or from a den full of used or live cocoons.

Once the looming material is acquired and brought back, the character will generate as much fabric from it as possible. This usually averages to about 75% of the size of each cocoon for silk, 60% of the beast's length from fur and 60% of the plants' raw fiber mass. The cloth results are measured in square yards/meters. The Kezel usually asks for 10% of the yield as payment for their services.

**Time to Create:** 1D4 weeks for silk preparation with 4D6 hours per day.

**P.P.E.:** 10 per hour.

**Level:** 6

**Bestowal is required for this power.**

**Enhanced by Specialties:** Leatherworker/weaver.

## Level 7 Abilities

### Communicate Using Environmental Energy

This ability is an evolution of the "Communicate by touch" power. Each environment has energy that sustains it and the Kezel can access this energy to extend some abilities to great distances once he's harmonized with or adapted to the type of environment. This is the ability to communicate with another person anywhere within the current environment. This cannot be used across two unconnected environments. He can probe the environ-

ment to seek the person he's looking for within the range. The probing will trigger other beings' presence sense abilities while the use of the communication ability will not.

**Range:** 5 miles (8 km) + 1 mile (1.6 km) per level.

**Duration:** 5 minutes plus 1 per level. (Can communicate with 1 person per level simultaneously.)

**P.P.E.:** 20

**Level:** 7

**Bestowal is required for this power.**

**Requires:** Adapt to environment ability.

**Active aura is required for use of this power.**

**Enhanced by Specialties:** Environment.

## Create an Aura of Intangibility

They have found ways of altering an aura to turn the whole person intangible by meditation. This requires 1D4 melees of meditation to perform. This state can be damaged by another kezel's ethereal form, or by other ethereal beings or objects. The damage will be delivered to the character's S.D.C.

**Range:** Self.

**Duration:** Equal to P.E. in minutes plus 1 minute per level.

**Saving Throw:** None.

**P.P.E.:** 23

**Level:** 7

**Bestowal is required for this power.**

**S.D.C.:** Not applicable.

**Active aura is required for use of this power.**

**Enhanced by Specialties:** Aura Master.

## Create Aura of Invisibility

The body shield/aura can be manipulated to turn the whole body invisible by meditation. It takes 1D4 melees of meditation to make the change. While invisible, the person can only be seen by other magically invisible beings and by the see invisible spell. Others with Sense Presence, Sense Kezel or Kezel detection, can also detect the person, but they cannot tell the exact location.

Differing from the optical blend or blind spot, there isn't a movement restriction. Using this power prevents him from being seen using visual means.

This power used in conjunction with the 'Invisible to Technical Instruments' ability can be used at the same time to become completely invisible to mecha and other machinery.

**Range:** Self.

**Duration:** Equal to P.E. in minutes plus 1 minute per level.

**Saving Throw:** None.

**P.P.E.:** 23

**Level:** 7

**Bestowal is required for this power.**

**S.D.C.:** Varies depending on body shield S.D.C.

**Active aura is required for use of this power.**

**Enhanced by Specialties:** Aura Master, Hunter/Warrior.

## Energize Gems and 'Pearled' Objects

The character prepares the material to be energized by P.P.E. This gives the ability to have Kezel energy flowing through the material. This creates an energy focusing effect, which is the basis for the custom weapons. Any person with enough P.P.E. can power these. The Kezel can even power them when the body shield is active.

The gems are usually housed in an Extendage shape or aura with an exit point. The character carries them on his person when the aura is not active. Once he activates the aura, he needs to use a melee action to push the gems to their proper place in the aura. If not placed in the aura, the gems can be placed in a gun or rifle modified to fit the gems.

Pearled items can be energized to do more damage with the use of Kezel energy. The object is reconstructed to amplify their energy and will glow when the energy is surging through it. It's not uncommon to see a Kezel with a stone sword or weapon that was shaped by him or another Kezel since this power is more effective on natural occurring elements. Items created out of natural elements inflict 1D6 more damage.

**Range:** Touch.

**Duration:** Permanent.

**Saving Throw:** None.

**P.P.E.:** Varies.

**Level:** 7

**Custom Weapons:**

**1) Energy Beams (uses 1-3 carat energized gems):** The energized gem amplifies the kezel's natural energy into a beam or blast.

**Range:** 1,000 feet (304.8 m).

**Damage:** 3D6 S.D.C./M.D.C. per blast.

**P.P.E. to Energize:** 4 permanently to energize a 2 carat gem.

**P.P.E. to Use:** 4 per blast.

**S.D.C. of Gem:** 400 (4 M.D.C.).

**2) Energy Projectiles (uses 3 carat or larger energized gems):** Unlike the energy beams, these are energy spheres.

**Range:** 3,000 feet (914 m).

**Damage:** 5D6 S.D.C./M.D.C. per projectile.

**P.P.E. to Energize:** 7 permanently to energize a 3 carat gem.

**P.P.E. to Use:** 6 per blast.

**S.D.C. of Gem:** 800 (8 M.D.C.).

**3) Energize Pearled Melee Weapons per 10 cubic inches (163.8 cubic cm):**

**Damage:** Adds 3D6 S.D.C./M.D.C. to the initial weapon damage

**P.P.E. to Energize:** 8 permanently for 10 cubic inches (163.8 cubic cm).

**P.P.E. to Use:** 3 per melee.

**Bestowal is required for this power (to energize, not to use items).**

**Active aura is required for use of this power.**

**Enhanced by Specialties:** Mason, Metallurgy/Crafter, Conduit.

## Focus and Damper Radiation

The aura protects the Kezel from radiation. It also allows him to absorb high levels and manipulate it. This ability can damper radiation by temporarily absorbing it which, in turn, can be focused anywhere. A focused blast is very damaging.

He can only sustain the radiation for the duration noted. If he does not release it before then, the damage will be inflicted onto the character, making him extremely sick for 1D6+2 weeks. If the aura is destroyed or deactivated, all the radiation that was absorbed will be released again.

The radiation cannot be amplified, only focused or dampened. This can be used to absorb radar to be invisible to detection.

**Range:** Self.

**Duration:** Equal to P.E. in minutes plus 1 minute per level.

**Saving Throw:** None.

**P.P.E.:** 24

**Level:** 7

**Damage:** 4D6 M.D. +1D6 per level of experience.

**Active aura is required for use of this power.**

**Enhanced by Specialties:** Aura Master.

## Resist Effects of Environmental Exposure

These effects would include, but are not limited to, frostbite, heat stroke, and exposure. These things are resisted without the use of the ethereal body shield. The effects must be from those that occur in an environment that the Kezel has already adapted to. Gain one new type per two levels.

**Range:** Self.

**Duration:** Indefinite while character is alive.

**Saving Throw:** None.

**P.P.E.:** 6 permanently per environment.

**Level:** 7

**Bestowal is required for this power.**

**Requires:** Adapt to environment ability.

**Enhanced by Specialties:** Environment.

## Resist Some Weather Conditions/Disasters

This is the power that gives a Kezel the ability to resist severe weather conditions or disasters in the environments he's adapted to. This includes but is not exclusive to, tornadoes, hurricanes, sandstorms, avalanches, tidal waves and tsunamis, and volcanic eruptions. He will not be blown, moved or washed away because of these disasters. The environmental energy will simply pass around him. Therefore, anything moved by the environmental energy will also pass around him. Objects thrown by a tornado will avoid him, avalanche snow will miss him, tsunami waves won't move him, etc. This is effective against conditions created by magic as well.

The Kezel aura will need to be active and the Kezel must use P.P.E. to have this effective.

The Kezel can also select one type of disaster to resist every two levels.

**Range:** Self.

**Duration:** Equal to the P.E. in minutes plus 1 minute per level.

**Saving Throw:** None.

**P.P.E.:** 21

**Level:** 7

**Bestowal is required for this power.**

**Requires:** Requires adaptation to environment in which weather condition exists.

**Active aura is required for use of this power.**

**Enhanced by Specialties:** Environment.

## Sense Disguised Kezel Powers

This power allows a Kezel to be able to detect whether or not a Kezel is hiding any powers. This will not reveal what level the powers are or which ones. It will just tell the bestowed Kezel that something is hidden using this ability. He won't even be able to get a general sense of the disposition of the target, i.e. good or evil.

**Range:** 500 feet (152.4 m) + 100 feet (30.5 m) per level.

**Duration:** 5 minutes plus 1 minute per level of experience.

**Saving Throw:** None

**P.P.E.:** 25 P.P.E. per attempt.

**Level:** 7

**Bestowal is required for this power.**

**Enhanced by Specialties:** Aura Master.

## Sense Inactive Kezel Energy

This power allows the detection if a person produces the Kezel energy or not. This power is not constantly active and will only tell the Kezel that someone around has these powers. It will not specify the person or his exact whereabouts. The Kezel being detected won't know that he has been detected.

This is used to track down untrained Kezel. Kezel guards often use this power to search people that pass by them. Add 2D6 feet (0.6 m) per level.

**Range:** 50 feet (15.24 m) + 10 feet (3 m) per level of experience.

**Duration:** 1 minute per use.

**Saving Throw:** None.

**P.P.E.:** 20 P.P.E. per attempt.

**Level:** 7

**Bestowal is required for this power.**

**Enhanced by Specialties:** Aura Master.

## Level 8 Abilities

### Call and Channel Lightning from Storm

During a lightning storm, this ability offers a 50% (+5% per level) chance of being able to call lightning from the sky. If he successfully calls the lightning, he then has to roll to successfully channel it to somewhere else. If unsuccessful, the body shield and Extendages takes the intended damage.

He can also channel lightning from other sources such as weapons or spells. When redirected, the blast will do the same damage as the lightning's initial damage. Roll to strike as normal if the redirection succeeds.

**Range:** 1,000 feet (305 m) + 200 feet (61 m) per level.

**Duration:** Instant.

**Saving Throw:** Dodge.

**P.P.E.:** 30 per blast.

**Level:** 8

**Damage:** 2D6x10 S.D.C. from natural lightning or it does the same damage as the lightning blast that he rerouted.

**Rate of Fire:** Twice per melee and counts as two attacks.

**Skills:** Call Lightning: Base skill 50% +5% per level.

Channel Lightning: Base skill 35% +7% per level.

**Active aura is required for use of this power.**

**Enhanced by Specialties:** Environment, Conduit.

### Create Lightning Wall

This ability gathers all of the static electricity from an adapted environment and forms it into a 3 foot (.91 m) thick wall using the environmental energy.

**Range:** 200 feet (61 m).

**Duration:** ½ P.E. in minutes plus 1 minute per level.

**Saving Throw:** None.

**P.P.E.:** 3 per 5 square yards/4 square meters by 1 yard/0.9 meter thick of electric wall.

**Level:** 8

**Bestowal is required for this power.**

**Damage:** 3D6 M.D. to every part of anything that goes through it.

**Active aura is required for use of this power.**

**Enhanced by Specialties:** Environment.

## Create Strong Wind

In an environment that the character has adapted to, this ability allows him to create strong winds without using the weather. He can utilize strong winds combined with the environment to make more dangerous conditions. These can be conditions such as turn snowy weather into blizzards, desert sand into sandstorms, created small tornadoes in the plains, or cause large waves in the oceans, seas and lakes. These winds can be used to kick up particles to hinder visibility and radar, to prevent flight of jets or mecha, or to create other weather problems.

This power cannot create weather the same way the 'create weather conditions' ability does.

**Range:** 2,000 feet (610 m) +200 feet (61 m) per level.

**Duration:** ½ P.E. in minutes plus 1 minute per level.

**Saving Throw:** None.

**P.P.E.:** 30

**Level:** 8

**Bestowal is required for this power.**

**Damage:** None

**Active aura is required for use of this power.**

**Enhanced by Specialties:** Environment.

## Gain Electronic Device Information

Similar to the Gain Biologic Info ability, this ability allows a Kezel to receive any technical information about a device that he is powering. He can learn the workings of the device because he is sending his energy, not electricity through it. They also have a 75% chance of knowing why an unfamiliar machine might not be working.

**Range:** Touch.

**Duration:** 5 minutes plus 1 minute per level of experience.

**Saving Throw:** None.

**P.P.E.:** 30

**Level:** 8

**Duration:** 2D4 minutes + 1 per level.

**Enhanced by Specialties:** Conduit.

## Gain Geographic Map of Environment

Through meditation and the use of environmental energy, this ability allows the character to gain a general, basic surface map of the environment that he has adapted to. This requires hours of meditation while in the environment. The mental map will include locations of natural features, including mountains, hills, rivers, lakes, deep ravines, natural cave openings, etc. No detail can be gained of non-natural features such as buildings.

**Range:** 50 miles (80 km) + 5 miles (8 km) per level.

**Duration:** The Kezel will be shown the map and will have to remember it like anything else memorized. He may spend 1 minute of meditation to review it again.

**Saving Throw:** None.

**P.P.E.:** 35

**Level:** 8

**Bestowal is required for this power.**

**Requires:** Adapting to an environment and can only be used within environments that they have adapted to.

**Enhanced by Specialties:** Environment.

## Golem of Environmental Energy

This is the ability to shape a golem out of the environment's energy. The creator commands the golem. It must touch the ground at all times and will obey simple commands and will find the most direct way of completing the task. When the task is completed, it will wait for another command. It has 3 attacks per melee and cannot dodge or parry.

**Range:** 500 feet (152.4 m) plus 50 feet (15.2 m) per level.

**Duration:** ½ P.E. in minutes or until destroyed. (Can only summon 1 golem per hour.)

**Saving Throw:** None.

**P.P.E.:** Refer to the M.D.C. or S.D.C. of the golem.

**Level:** 8

**S.D.C.:** 5 S.D.C. per 1 P.P.E. spent to create it with a max of 200 S.D.C.

**M.D.C.:** Can be changed to M.D.C. like a kezel's Extendages and costs 2 P.P.E. per 10 M.D.C. (round up) or 2 per 50 S.D.C. in S.D.C. worlds.

**Damage:**

Punch 5D6 S.D.C. or M.D.C. depending on what state it is in.

Power punch 10D6 S.D.C. or M.D.C. depending on what state it is in (counts as two attacks).

**Strength:** 30 (becomes supernatural when in M.D.C. state).

**Requires:** Adapting to an environment and can only be used within environments that he has adapted to.

**Bestowal is required for this power.**

**Enhanced by Specialties:** Environment.

## Levitate

The character can use this ability to levitate using the environmental energy. He can float up 10 feet (3.05 m) +3 feet (1 m) per level. This power cannot be used to move horizontally, although it is sometimes used to gain altitude for gliding farther.

**Range:** Self.

**Duration:** 2 melees per use. The Kezel may stay levitated as long as he or she has enough P.P.E.

**Saving Throw:** None.

**P.P.E.:** 25

**Level:** 8

**Bestowal is required for this power.**

**Enhanced by Specialties:** Environment.

**Requires:** Adapting to an environment and can only be used within environments that they have adapted to.

## Level 9 Abilities

### Create Weather Conditions

Once the character adapts to a type of environment, he can use this ability to manipulate the environment's energy to change the weather. It takes 3D4 hours of concentration for the weather to change in the area. Or it takes 1D4 hours if the weather conditions are close to the desired state. The power can then be used to call thunderstorms, fog, heat waves, and so on. Thunderstorms can be used by the Kezel to call lightning.

**Range:** 50 miles (80 km).

**Duration of the Storm:** 1D4 hours.

**Saving Throw:** None.

**P.P.E.:** 10 per hour to call the storm.



**Level:** 9

**Bestowal is required for this power**

**Active aura is required for use of this power.**

**Requires:** Adapting to an environment and can only be used within environments that they have adapted to.

**Enhanced by Specialties:** Environment.

## Disguise Aura and Kezel Abilities

This ability counters the ability to detect inactive Kezel powers. It will also hide alignment and disguise the existence of their abilities from other Kezel, magic users and psionics trying to read or detect their powers.

**Range:** Self.

**Duration:** Equal to P.E. in minutes plus 1 minute per level.

**Saving Throw:** None.

**P.P.E.:** 45

**Level:** 9

**Active aura is required for use of this power.**

**Enhanced by Specialties:** Aura Master.

## Disrupt an Extendage or Body Shield

This is a very rare, but powerful ability. This power gives the ability to shoot lightning that can disrupt another kezel's Extendage or aura/body shield. Disrupting the body shield will also disrupt any Extendages. If the body shield is disrupted, the target takes no damage. However, he will be left vulnerable. Or the blast could be used to disrupt an Extendage only, which would leave only part of the body exposed without protection. This can also be used to disrupt abilities that use environmental abilities, including environmental energy golem and levitate using the environmental energy.

If the strike doesn't completely disrupt the Extendage, then it damages it greatly. If it is successfully disrupted, then it also stuns the Kezel for 1D4 attacks. This is important because a Kezel could physically be hurt until he regenerates his body shield. It will also disrupt the kezel's powers of intangibility and invisibility. It will disrupt M.D.C. and S.D.C. forms as well as the ethereal form or any combination.

Un-bestowed Kezel are not able to disrupt a bestowed kezel's aura. But a bestowed Kezel can easily disrupt an Un-bestowed kezel's aura.

**Range:** 300 feet (91.44 m).

**Duration:** Instant.

**Saving Throw:** 9 or dodge.

**P.P.E.:** 70 per attempt.

**Level:** 9

**Damage:** 80% chance to disrupt, otherwise it does the equivalent of 2D4x10 S.D.C./M.D.C. to the Kezel aura and environmental manipulations ONLY.

**Active aura is required for use of this power.**

**Enhanced by Specialties:** Aura Master, Hunter/Warrior.

## EMP Shockwave

This power also comes from the environmental energy. It allows the character to gather environmental energy and generate an electromagnetic pulse that will disrupt any electricity flowing through any machine. The only exception would be machines that were built with hardened circuitry.

**Range:** 200 feet (61 m) + 50 feet (15.2 m) per level.

**Duration:** Instant.

**Saving Throw:** Dodge.

**P.P.E.:** 50

**Level:** 9

**Bestowal is required for this power.**

**Damage:** None. Shuts down unshielded electrical equipment.

**Enhanced by Specialties:** Environment, Conduit.

## Sense Common Disasters

A few examples may include being able to tell when an earthquake, eruption, or tornado will happen. He can tell one minute per level before the disaster. The ability will activate automatically and take the required P.P.E. when activated. If the character doesn't have enough P.P.E. to use it, then it will not activate.

**Range:** 50 miles (80 km) per level.

**Duration:** Up to one minute before a disaster per level.

**Saving Throw:** None.

**P.P.E.:** 65

**Level:** 9

**Bestowal is required for this power.**

**Requires:** Adapting to an environment and can only be used within environments that they have adapted to.

**Enhanced by Specialties:** Environment.

## Spy Using Environmental Energy

The environmental energy is a catalyst of many of the Kezel's abilities. That is once they have adapted to or harmonized with the environment. The energy becomes an extension of their aura. This ability allows them to see, hear and smell at great distances using the energy. There needs to be an unobstructed path to the destination they are spying on. This will also trigger a being's 'presence sense' ability if they are spied on within their own sensing range.

**Range:** 50 miles (80 km) + 10 miles (16 km) per level.

**Duration:** Minutes equal to M.E. attribute.

**Saving Throw:** None.

**P.P.E.:** 50

**Level:** 9

**Bestowal is required for this power.**

**Active aura is required for use of this power.**

**Enhanced by Specialties:** Environment.

## Level 10 Abilities

### Affect the Potency of a Ley Line

This is the ability to use the environmental energy to refocus the effects of a ley line for whoever the character chooses. They can decide who this applies to and how much (5% per level) to reduce or increase the effects by. Thus an enemy or an area can be focused upon to reduce the benefit from a ley line while a friend or area can be set to gain more benefits.

**Range:** 100 miles (160 km) + 30 miles (48 km) per level of experience.

**Number of Targets:** 1 per level of experience.

**Radius of Effect:** 1 square mile (2.58 sq. km) per level of experience.

**Duration:** Minutes equal to M.E. attribute. Requires 1D6 minutes of meditation to cast.

**P.P.E.:** 100

**Level:** 10

**Bestowal is required for this power.**

**Requires:** Adapting to an environment and can only be used within environments that they have adapted to.

**Enhanced by Specialties:** Environment, Conduit, Aura Master.

### Locate Extreme Anomalies

This is the ability to find extreme anomalies within an environment that has been adapted to. This proves to be useful when seeking powerful enemies or friends. The Kezel will know the basic vicinity of the anomaly. Thus they will know the direction, depth and distance of the person or item they seek. This power does not, however, provide the ability to survey the terrain or land that this anomaly is in.

**Range:** 500 miles (800 km) + 100 miles (160 km) per level.

**Duration:** Minutes equal to M.E. attribute.

**P.P.E.:** 75

**Level:** 10

**Bestowal is required for this power.**

**Requires:** Adapting to an environment and can only be used within environments that they have adapted to.

**Enhanced by Specialties:** Environment.

---

# Creatures of the Xiticix Hivelands

## Optional Material for Rifts®

By Josh Sinsapaugh

The following was accidentally recorded by a Rogue Scholar at a bar in Escanaba, or so the story goes. It is unknown who Old Neil is or if any of the tales he weaves are true. However, the creatures he describes do match other wild yarns that have been coming out of the North these days:

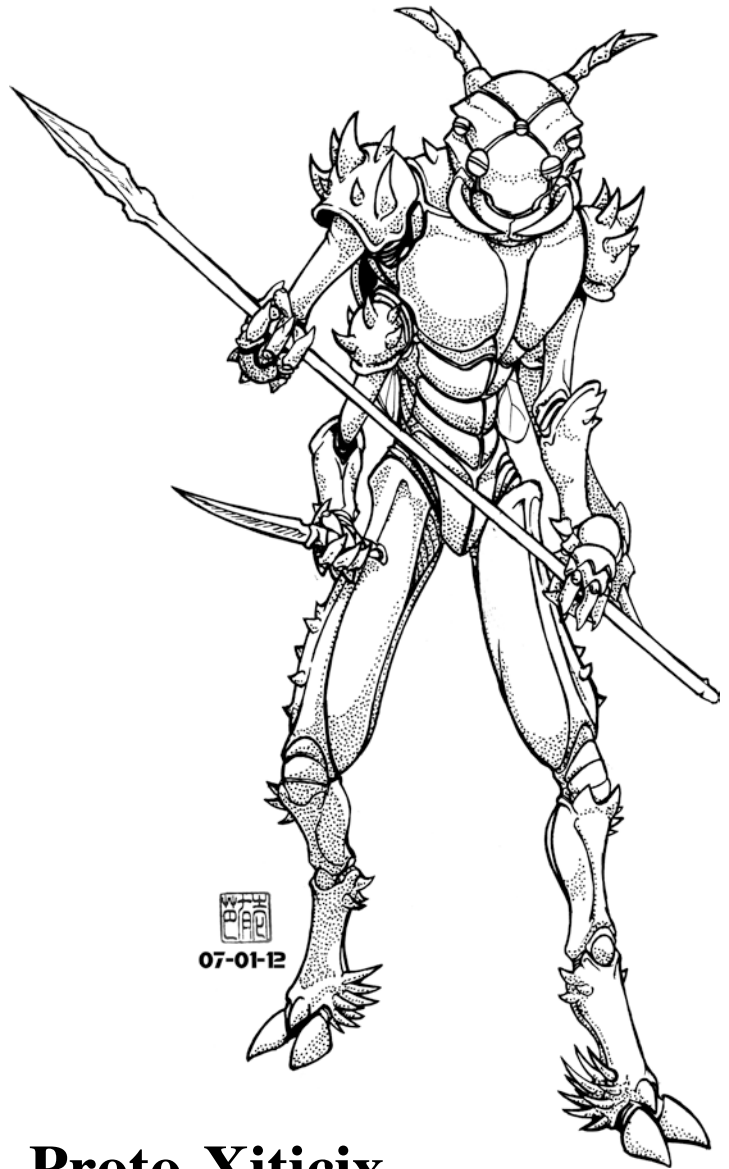
*“Look here, boy-o, the Xiticix ain’t the only thing you have to worry about in the Hivelands. Make no mistake, they are THE thing to worry about but you’re fooling yourself if you think they are the only reason that you should be looking over your shoulder. I’m telling you, they’re not. No sir. For you see, boy-o, there be some other critters from some other places if’n you catch my meaning. Either they’re from the Xiticix homeland – wherever the hell that is – or else they just happened to find a niche up there in the Hivelands.*

*“Oh, yeah. I see. I see. What!? Just saying: I’ve seen that look before. You don’t believe me. You don’t believe Old Neil. Looking at me like I don’t know my elbow from my ear! People have given me that look before when I’ve tried to warn them. This one punk, a scrawny know-it-all just like you? Fell afoul of a **Vesparix**. This other kid, some hotshot adventurer with an ugly nose just like yours? Beaten to death by an angry **Xiticix Eater**! You should of seen the self-righteous hotshot writer from New Lazlo, wore his laser pistol like a girl just like you do. He didn’t believe Old Neil either and I hear tell that he was scorched alive by **Thruster Bees***

*for wearing Xit pheromones too close to the nest. Oh, and this one idiot from Shaedo – or at least he said he was from Shaedo – wore a silly looking sword like the one you’re...*

*“Whoa! Whoa! Whoa! No need to get violent! Listen, you’re a handsome young man with a big heart, I can tell just by looking at you. Old Neil is just trying to look out for you. I’m your friend, boy-o. What would it hurt to listen to my advice anyways? You’re going up into Bugland! You need all the advice you can get! Besides, it won’t cost you nothin’ – well, except for a beer...*

*“You can buy Old Neil a beer, right boy-o?”*



## Proto-Xiticix

*“Think of ‘em as Xiticix cavemen. You ain’t knowin’ what a caveman is!?! Shoot. Well, think of them like a savage Xit. A primitive Xit. What’s that? Yeah, a less evolved Xit. Anyone ever tell you that you catch on fast? Yeah, that’s what the eggheads think, that they’re a species of Proto-Xiticix that were left behind when them Xits branched off. You have any sort of schooling? Well, it’s like they got held back a grade or two, genetically speaking. Anyhow, that’s what they are: primitive Xits. They got no wings, but otherwise look like wimpy versions of the Xiticix we know and love. Less pronounced fangs too. What’s that part of the bug called? A mandible?”*

“So, anywho, these caveman Xits can only build little mud mound towers and shallow tunnels. Problem with that is it ain’t really adequate protection in the Hivelands. So these Xits do something wild: they raid the Xiticix hive in order to get at the babies. If they don’t get killed trying, they carry off the young Worker and Digger Xits, which probably happens pretty dang often. When they do make it out they bring the babes back to their pathetic nests and they raise them! Don’t just raise ‘em, either; they basically treat them like slaves. Bully ‘em. Beat ‘em. Whatever they can do to put “the fear” into the little devils before they reach adulthood. You can see where this is going: they make the Diggers and Workers build them better nests, designed to make it difficult for a Xiticix to fly through. I hear tell that some even steal Warriors, but they can’t control them as well. They eventually snap and kill the Proto-Xits dead!

“What!?! No. It’s a real thing. I met one of ‘em Erin Tarn types once... no, not her, just one of those smart whips like her. The chap said that it’s called **social parasitism**. He told me that there are ants that do the same thing. It ain’t too outlandish a concept, boy-o. They’re real and you can find them on the fringes of the Hivelands or even further out, making long treks to raid the Xit nests for some little ones. They gather into small clans of forty or so – they like to stay pretty discreet – and don’t have any castes to speak of like the Xiticix. If’n you can believe travelers’ tales then the occasional Proto-Xit nest found far from the Hivelands can number into the hundreds. Some even say that the nests in the Hivelands are just satellite posts of these larger Proto-Xit hives. Be wary of any caveman Xits though, no matter what anyone tells you. They’re paranoid killers just like their bigger cousins.”

## Proto-Xiticix – NPC Monster

**Also known as:** “Caveman Xiticix (or “Caveman Xits”) and “Xiticix Savages.”

**Alignment:** Alien, considered to be Anarchist, Miscreant or Diabolic.

**Attributes:** I.Q. 1D6+4 and is considered to be in the same class as a supernatural predator, functioning on instinct as much as intellect, M.E. 2D6+8, M.A. 1D6, Supernatural P.S. 2D6+18, P.P. 2D6+10, P.E. 2D6+8, P.B. 1D6, Spd 2D6+14 running or climbing.

### M.D.C. by Location (Adult):

Main Body – 5D6+10 + P.E. attribute, plus an additional 1D4 M.D.C. per level of experience.

Eyes, Large (2) – 12 each

Eyes, Small (5) – 8 each

Antennae (2) – 12 each

Arms (4) – 30 each

Legs (2) – 44 each

**M.D.C. Resin Augmentation:** Can increase the M.D.C. of its main body by up to 5% but rarely does so.

**M.D.C. (Young; Main Body):** 3D6+8 for Proto-Xiticix under the age of two, with all other locations having half as much M.D.C. as an adult.

**Damage Capacity for S.D.C. Worlds:** Young: Hit Points are equal to P.E. with 2D6+6 S.D.C. and an A.R. of 8. Adults: P.E.x2 Hit Points plus 1D6 per level of experience, with 4D6+12 S.D.C. and an A.R. of 12.

**Horror Factor:** 7 or 11 for a hunting party of 10 or more.

**Size:** 5 feet, 6 inches (1.67 m) tall.

**Weight:** 250 lbs (112.5 kg).

**Average Life Span:** 25 years, with a few females living until 40.

All females can lay eggs, but only two per month during the spring, summer, and fall. Eggs hatch in 4-6 months with the Proto-Xiticix almost fully formed. Juveniles reach adulthood (full M.D.C.) after 2 years.

**P.P.E.:** 1D4x10

**Disposition:** Jittery, paranoid and quick to anger. Constantly on alert and if not on guard duty or patrol, can be found scurrying back and forth checking on the safety of other Proto-Xiticix in the hive. Treat all other creatures and Proto-Xiticix from rival hives as dangerous outsiders to be destroyed or else watched carefully.

**Natural Abilities:** Supernatural Strength and Endurance, can carry 1.5 times the normal weight allowed by the P.S. attribute, natural climb ability of 95% (can even climb on a ceiling if it can support its weight), instinctual (but poor) swimmers 40% and double-jointed and ambidextrous on all limbs. Bio-Regenerate 1D6 M.D. every 24 hours.

**Antennae (Special): Motion Sensing Capabilities of Antennae:** Track by sound alone 56%, detect movements and track by motion detection alone 40%, feel the vibrations of approaching vehicles, robots, and/or animals from up to 4 miles (6.4 km) away, humans from 2,000 feet (610 m) and flying power armor or Xiticix from 4,000 feet (1,219 m) and hear ultrasonic sound (2,000 feet/610 m, double if absolutely silent) and communicate through ultrasonic sound.

**Olfactory Capabilities of Antennae:** Identify common and strong scents 80% +1% per level of experience, identify specific odors (such as the scent of their mate) 50% +2% per level. Track by smell alone 70% (+10% if the scent is relatively new) and can sense/follow most scents from up to one mile (1.6 km) away, double the distance if the scent is carried by the wind. Automatically recognize the scent of its hive-mates. **Create Pheromones (Special):** Like their more evolved cousins, Proto-Xiticix can communicate via pheromones. The Proto-Xiticix have the equivalent of the following: Chemical Alarm, Colony Identification Scent, Death Scent Alarm and Trail Scent. Proto-Xiticix *cannot* imitate Xiticix pheromones but can “read” them and release a neutral pheromone that will mask their own scent and their trail scent while in or near an Xiticix hive, equivalent to a Prowl skill of 70% +2% per level of experience.

Proto-Xiticix also use beatings and *pheromone therapy* to train kidnapped Xiticix Workers and Diggers (and the occasional Warrior) to become their slaves. The regimen has an 80% success rate (35% on Warriors), a failed roll meaning that the adult Xiticix will rebel against its captors when their abuse goes too far.

**Create Resin (Special):** Same as Thruster Bees but at one fourth the M.D.C. and rate of a Xiticix Digger.

**Insect-like Vision(Special):** Proto-Xiticix have multi-faceted insect eyes that provide them with a 340 degree field of vision, polarized sight (can tell direction via position of the sun 80%), see in the infrared and ultraviolet spectrum and Nightvision 1,000 feet (305 m).

**R.C.C. Skills:** Wilderness Survival (+30%), Land Navigation (+20%), Basic Math, Detect Ambush (+15%), Detect Concealment, Prowl (+15%), W.P. Paired Weapons, W.P. Blunt and two ancient W.P.s of choice.

**Vulnerabilities:** None per se, although they are a truly primitive species with little understanding of technology or other species and thus frequently bite off more than they can chew.

**Equivalent Experience Level:** 2 to 5 (1D4+1) on average.

**Attacks per Melee:** 5 for males, 6 for females.

**Damage:** Bite inflicts 1D4 M.D. or by Supernatural P.S. and/or weapons. Will use stolen Xiticix and Vesparix weapons and Vibro-Blades. It is rare for Proto-Xiticix to use any sort of firearm, though when they do, they prefer Xiticix TK Rifles.

**Bonuses (in addition to possible attribute bonuses):** +4 on initiative, +1 to Perception Rolls, +1 to strike, +1 to parry, +3 to dodge, +2 to pull punch, +4 to roll with impact/fall/punch, +3 to save versus magic and disease and +2 to save versus Horror Factor.

**Magic:** None.

**Psionics:** None.

**Habitat:** The Xiticix Hivelands and sparingly throughout the surrounding territories of the Old American and Canadian Empires. Non-existent once one travels more than 300 miles (480 km) from the Hivelands. Feed off of the same alien fungus as the Xiticix and gather into "hives" of 1D4x10 members, with the occasional hive of 1D4x100+10.

**Allies:** Proto-Xiticix of their own hive and that's it – very anti-social.

**Enemies:** Proto-Xiticix from rival hives and all other life forms.

**Value:** None.



## Thruster Bees

*"Look, they ain't bees or even look anything like bees. They just act like bees. That's why we call 'em Thruster Bees. Weird alien creatures about the size of a big dog with natural thrusters that let them fly about and hover. Look sort of like someone took a slug, gave it armor and the means to fly. Lord knows what they eat, but they build large nests of their own by converting abandoned Xiticix towers whenever they can find them. Just as territorial as the Xits too... paranoid. Ever know anyone that was paranoid, boy-o? Well, not paranoid like this! No, Thruster Bees and the Xits, and the other creatures like them don't like lookie loos on their lawn, if'n you catch my meaning. 'Course, you may be thinkin': what is a big alien bee going to do to me? It's going to burn you alive, that's what!"*

*"See, what they do is lure a Xit scout into their hives – or pretend no one is home so the Xit comes looking anyhow. Then, when the Xit makes it inside they mob 'im and blast the fool with their thrusters. That's right: they torch the sucker! Give 'em the*

*ole hot foot! And torso, arms, legs and head! Even a blooming Xit Super-Warrior can be incinerated by Thruster Bees. Fair warning too: they will attack anyone with Xit pheromones as if they were a Xit. Hell, if they think you're a threat they are liable to light you up anyways, pheromones or no pheromones. Yeah, they usually mob and fry critters up if they enter their hive, but they've been known to do it to Xits and humanoids alike outside of their hives as well. One of my buddies once ate it thanks to Thruster Bees. We were laying low on the outskirts of the Hivelands when all of a sudden those damn devils were everywhere and soon so was Benny: turned to hamburgers by them damned bees! Never sure how we made it out alive.*

*"That's where they are, by the way: on the outskirts or else in forgotten parts of the Hivelands that the Xits overlook for one reason or another. Brilliant critters, the Thruster Bees definitely know how to exploit a niche. Talked to a Psi-Stalker once that swears his people have seen dozens of nests these last few years, and every year there are more and more. Like I said before though: lord knows what the hell they eat. Ain't even the 'Stalkers figured that out. They must be well fed though... I hear tell they're spreading out from the Hivelands. One day, they just might be buzzing the suburbs here in Escanaba!"*

### Thruster Bees – NPC Monster

**Also known as:** "Jet Bees," "Hover Bees" and "Inferno Flies."

**Alignment:** Animal predator, considered to be Anarchist.

**Attributes:** I.Q. 1D4+2, medium animal intelligence, M.E. 2D6, M.A. 1D6+2, P.S. 2D6+10, P.P. 3D6+10, P.E. 2D6+6, P.B. 1D6+1, Spd 1D6+1 crawling on land, 6D6+23 flying/hovering but can fly at three times that speed for 2D6 minutes at a time.

**M.D.C.:** 1D6x10 +P.E. attribute number. (On S.D.C. worlds, Thruster Bees have 3D6 Hit Points and 2D6+10 S.D.C. with an A.R. of 8.)

**Horror Factor:** 7, 13 for a group of three or more, 17 for a swarm of fifteen or more.

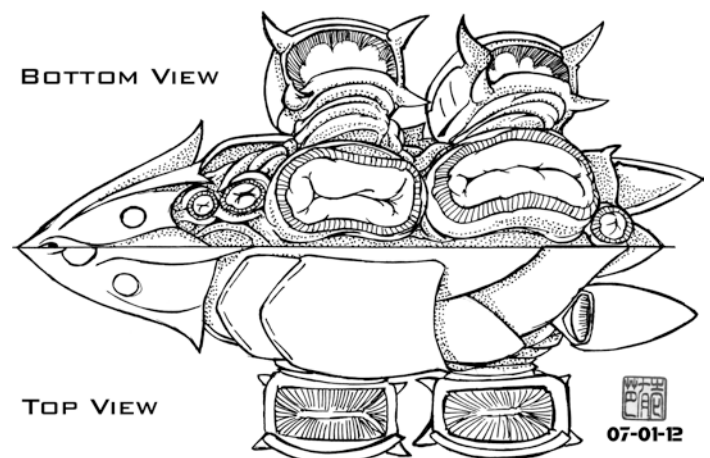
**Size:** 3.5 feet (1.07 m) long and about 1.5 feet (0.46 m) tall.

**Weight:** 500 lbs (225 km).

**Average Life Span:** 5 years. All Hover Bees are hermaphroditic and can lay 2D6 eggs each month during the spring, summer, and fall. Half of the eggs will hatch in just three months, the newborn emerging fully grown; the other half end up as still-borns.

**P.P.E.:** 4D6

**Natural Abilities:** Hover and fly using bio-thrusters up to a maximum altitude of 3,000 feet (914 m), uses smaller ma-



neuvering bio-thrusters to dodge and correct direction. Sharp, hawk-like vision capable of spotting a Xiticix from up to 2 miles (3.2 km) away, Nightvision 2,000 feet (610 m), does not breathe and is impervious to pain. Bio-Regenerates 2D6 M.D. per hour.

**Create Pheromones (Special):** Thruster Bees, like the Xiticix, communicate via pheromones. The alien creatures' use of pheromones allows them to act as a hive-mind, knowing when and approximately where (within 4 miles/6.4 km) their fellow "bees" are under attack. The creatures also know how to "read" Xiticix pheromones but cannot mimic them. They can, however, interfere with Xiticix pheromones by spreading pheromones of their own (reduce the effective range of the Xiticix pheromone by half).

**Create Resin (Special):** Thruster Bees can create resin in order to build hives of their own or modify existing Xiticix towers into Thruster Beehives. This ability is identical to the ability of the Xiticix Digger on page 49 of **Rifts World Book 23: Xiticix Invasion**, but with half the amount of M.D.C. and at half the speed. Thruster Bees can also perform a Resin Glob Attack, but only once per minute and all penalties are halved.

**Impervious to Fire and Heat (Special):** Thruster Bees are completely impervious to all forms of fire and heat, including magic fire and plasma. Such attacks deal no damage, and heat, no matter how hot, has no effect on these strange beings.

#### Attacks per Melee: 6

**Damage:** Bite (the preferred method of attack) inflicts 1D4 M.D., a body slam inflicts 4D6 M.D., and a power slam inflicts 1D4x10 M.D. but counts as *three* attacks.

**Thruster Burn:** The Thruster Bees' preferred mode of attack (often performed on Xiticix that have been lured into their hives). The alien gets as close as possible to its target and engages its main bio-thrusters. The thrusters inflict 6D6 M.D. per attack/action, or can inflict 2D4x10 M.D. when all thrusters are engaged at once (counts as two attacks). The bio-thrusters inflict double damage against Xiticix, Vesparix, Drizzit, Shamende Mo-Steeque and other insect-like beings.

**Bonuses (in addition to possible attribute bonuses):** +6 on initiative, +1 to Perception Rolls, +3 to strike, +1 to parry, +4 to dodge flying, +2 to automatic dodge flying, cannot dodge on the ground, +1 to save versus magic and disease, impervious to pain and +2 to save versus Horror Factor.

**Magic:** None.

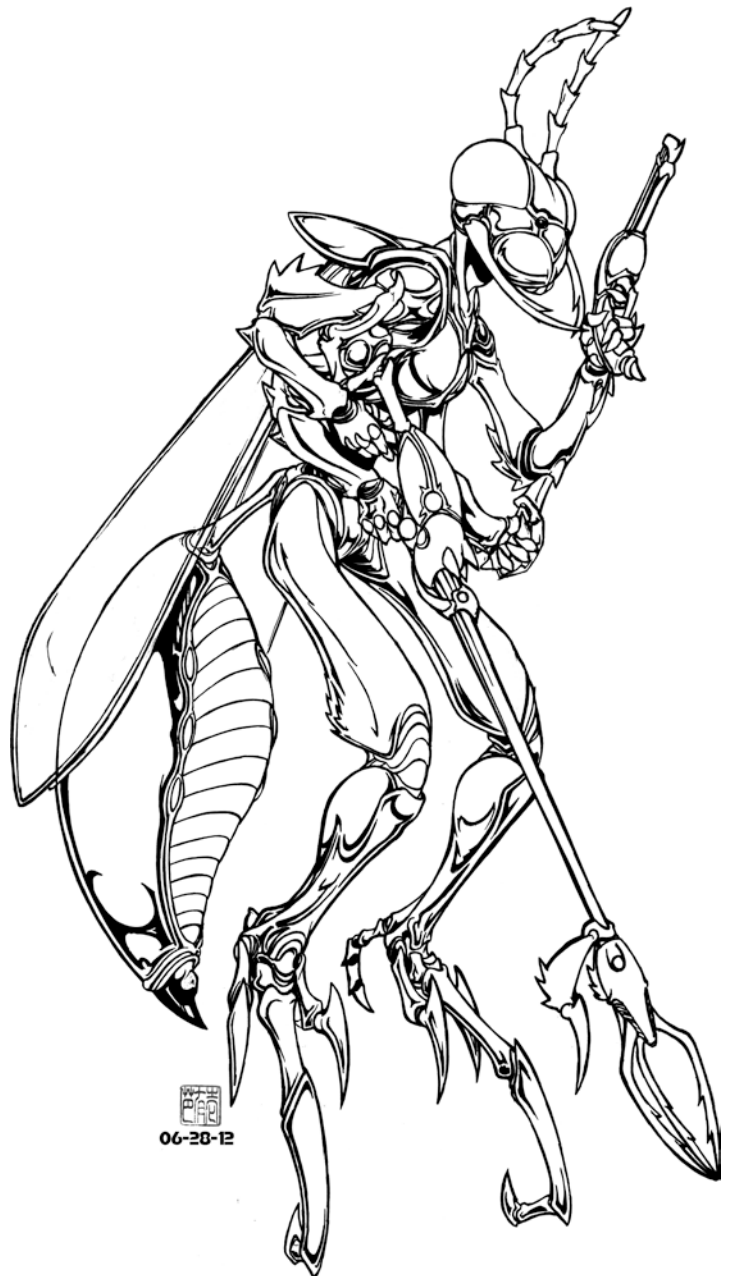
**Psionics:** None.

**Habitat:** The Xiticix Hivelands and surrounding territories. Non-existent once one travels more than 250 miles (400 km) from the Hivelands. Feeds off ambient magical energy and thus could thrive just about anywhere on Rifts Earth. Gather into hives of 6D6+6, 1D4x10+10 and 2D6x10+20.

**Allies:** Their own kind and that's it. Territorial and antisocial.

**Enemies:** Non-Thruster Bees and Thruster Bees from rival hives.

**Value:** None per se. An Eco-Wizard could possibly make an EW Jetpack out of parts of a Thruster Bee, though not a single Eco-Wizard has come across one of these odd creatures yet.



## Vesparix

*"Now I mentioned the Vesparix before, if'n you can recall. They might be something really amazing because they might just be another race of thinking bugmen from the Xiticix homeworld, like them caveman Xits I told you about. But not thinking like us. Thinking like those damn Xits. You know? Otherworldly intelligence. Don't understand us and don't want to. Who is to say if they understand the Xits either? One thing is for sure though, them Vesparix are bad news. They'd have to be if they lived in the shadow of the Xiticix and didn't get killed off.*

*"Anyhow, they're insect men like the Xits. Eight feet (2.4 m) tall with jet black skins, an' look sort of like those cricket Hunters... you know, a type of wasp? Four arms, two legs and wings to fly with just like them Xits. They're leaner than the Xits though, much more like cat burglars than Warriors. Fly twice as fast. They also don't build towers or socialize much with their own kind – they're loners that only come together to mate. And when they do mate? They sneak into a Xit hive and lay their eggs in*

*the backs of Xiticix larvae... or so I have heard. The egg stops the little Nit from becoming an adult somehow... shuts down hormones, some techie once told me... but doesn't stop it from getting bigger. All of a sudden, when there is a giant Nit, the Xits just expel it from the hive – apparently they ain't even worth eating. Eventually, the little guy inside gets big, wakes up, and eats that Grub from the inside out. Big guy goes mad and attacks anyone and everything. The new Vesparix comes out an adult, ready to start that whole dance over again.*

*“Society!? No, they ain't got no society. They're like the Xits. They're just different. Sure, they got weapons like the Xits do, or else use stolen Xit weapons. But no, they ain't got no society. They just live to keep their species going and kill Xits in the process. The adult Vesparix eat adult Xits – love the Warriors apparently and love killing them twice as much as they love eating them. Careful though, boy-o, they'll attack adventurers too if they got Xit pheromones on them. Using pheromones might hide you from the Xits, but rest assured, it might also buy you a Vesparix egg in your stomach! And no, ain't nobody knows how many there are and some just think they're another type of Xit. Let me tell you though, buckaroo: they ain't.”*

## Vesparix – NPC Monster

**Also known as:** “Wasp Men/Women” and “Xiticix Wasps.”

**Alignment:** Considered to be Anarchist, Miscreant or Diabolic.

**Attributes:** I.Q. 2D6+8 and is considered to be in the same category as a supernatural predator, functioning on instinct as much as intellect, M.E. 1D6+18, M.A. 1D6, P.S. 2D6+20, P.P. 2D6+16, P.E. 1D6+12, P.B. 2D6, Spd 4D6+20 running or climbing, 2D6x10+100 flying. Most Vesparix are faster flyers than even the Xiticix Super-Warrior, with an average Spd attribute of 160 (105 mph/168 km) when flying.

### M.D.C. by Location (Adult):

Main Body: 1D4x10+30 +P.E. number, plus an additional 1D4+1 M.D.C. per level of experience.

Eyes: Large (2) – 15 each

Eyes: Small (2) – 8 each

Antennae (2) – 15 each

Arms (4) – 35 each

Legs (2) – 45 each

Wings (2) – 48 each

**M.D.C. Resin Augmentation:** Can increase M.D.C. of main body by up to 20%, and often do so. Also fond of attaching resin holsters directly to their bodies.

**M.D.C. (Young; Main Body):** 4D6+10 with all other appendages having half as much M.D.C. as an adult.

**Damage Capacity for S.D.C. Worlds:** Young: Hit Points are equal to P.E.x2 with 3D6+10 S.D.C. and an A.R. of 9. Adults: P.E.x4 +P.E. number and 1D6 per level for Hit Points, with 6D6+20 S.D.C. and an A.R. of 13.

**Horror Factor:** 10 or 13 for a (rare) group of 10 or more.

**Size:** 8 feet (2.4 m) tall.

**Weight:** 480 lbs (216 kg).

**Average Life Span:** 65 years with a select few living to be 80. However, most will die in combat years before they reach their maximum age.

**P.P.E.:** 1D6x10+10

**Disposition:** Cold, calculating lone wolves with a penchant for letting their prey die an agonizing death. They are damn near impossible to provoke, unlike the Xiticix, and manage to keep

a clear head in even the most chaotic of situations. With that being said, the Vesparix can be just as merciless in combat as any Xiticix with the exception of the Super-Warrior.

**Natural Abilities:** Supernatural Strength and Endurance, natural climbing ability of 98% (can even climb on a ceiling if it can support its weight), instinctual (but poor) swimmers 30% and double-jointed and ambidextrous on all limbs. Bio-Regenerate 1D6 M.D. every 12 hours.

**Antennae (Special): Motion Sensing Capabilities of Antennae:** Track by sound alone 70%, detect movements and track by motion detection alone 55%, feel the vibrations of approaching vehicles, robots, and/or animals from up to 4 miles (6.4 km) away, humans from 2,000 feet (610 m) and flying power armor or Xiticix from 4,000 feet (1,219 m), and hear ultrasonic sound (2,000 feet/610 m, double if absolutely silent) and communicate through ultrasonic sound.

**Olfactory Capabilities of Antennae:** Identify common and strong scents 85% +1% per level of experience, identify specific odors 66% +2% per level. Track by smell alone 75% (+10% if the scent is relatively new) and can sense/follow most scents from up to one mile (1.6 km) away, double the distance if the scent is carried by the wind. Automatically recognize the scent of another Vesparix.

**Create Pheromones (Special):** Similar to the Xiticix and Proto-Xiticix, all Vesparix have the equivalent of the following: Call to Arms, Chemical Alarm, Death Scent Alarm and Trail Scent. *Cannot* imitate Xiticix pheromones but can “read” them.

**Create Resin (Special):** Same as Thruster Bees. Vesparix can also create weapons like the Xiticix Digger and Queen using this resin (see the brief descriptions at the end of this article).

**Insect-like Vision(Special):** Vesparix have multi-faceted insect eyes that provide them with a 340 degree field of vision, polarized sight (can tell direction via position of the sun 95%), see in the infrared and ultraviolet spectrum and Nightvision 4,000 feet (1,219 m).

**Shadow Meld (Special):** Vesparix can Shadow Meld (same as the spell) at will, disappearing even into the smallest shadow. The Vesparix cannot attack while Shadow Melding without coming out of hiding, though they can use their automatic dodge (a normal dodge will take them out of a shadow).

**R.C.C. Skills:** Wilderness Survival (+30%), Land Navigation (+30%), Aerial Navigation (+30%), Basic Math (+30%), Detect Ambush (+20%), Detect Concealment (+15%), Camouflage (+10%), Intelligence (+15%), Prowl (+20%), W.P. Paired Weapons, W.P. Sword, W.P. Spear, W.P. Knife, W.P. Energy Weapons (including Xiticix/Vesparix TK Weapons), and three ancient W.P.s of choice.

**Vulnerabilities:** Vesparix lose their ability to Shadow Meld for 1D6 minutes if they are within twenty feet (6.1 m) of a Xiticix Queen or Super-Warrior when it releases a Call to Arms pheromone.

**Equivalent Experience Level:** 3 to 9 (2D4+1) on average, a few live to be as high as level 11 or 12.

**Attacks per Melee:** 5, +2 attacks per melee round at levels 3, 6 and 12.

**Damage:** Bite inflicts 1 M.D. or by Supernatural P.S. and/or weapons. The Vesparix also has its main stinger and four concealed stingers in its wrists, each capable of releasing a potent neurotoxin.



Stingers and Neurotoxin (Special): Stab with concealed wrist stinger can be made to inflict 3D6 S.D.C. or 2D6 M.D., a stab with the main stinger can be made to inflict 6D6 S.D.C. or 4D6 M.D., though the real danger comes from the neurotoxin that is injected with each stab. If the stinger pierces the skin a save versus poison of 14 or higher must be made, and those who fail the save are wracked with pain and incur the following penalties for the next 2D4 minutes: -2 attacks per melee, -5 to strike, parry and dodge, -4 on Perception Rolls and Aimed shots with ranged weapons become impossible (-12 to strike). Subsequent stings (with failed saving throws) extend the duration by 1D4 minutes. Vesparix are immune to this neurotoxin.

*The neurotoxin affects Xiticix and Proto-Xiticix differently, requiring a save versus poison of 16 or higher. A failed save means the alien insectoid is driven into a state of delirium, lashing out at everyone and everything possible as unbridled rage and total confusion compete for control. The state of rage and confusion lasts for 2D6+6 minutes and incurs the following penalties: halve the number of attacks per melee (round down), -8 to strike, parry and dodge, -6 to Perception Rolls and all attacks with ranged weapons are treated as wild. Subsequent stings (with failed saving throws) extend the duration by 2D4 minutes. Payload: 6 stings worth of neurotoxin, each per arm (24 total) and 18 stings for the main stinger. 2 stings worth of neurotoxin is replenished every 6 hours.*

Egg Laying Sting (Special; Females Only): This stab from the main stinger against a Xiticix Nit/Larva only inflicts 1D6 S.D.C. and does not release the normal neurotoxin. Instead, the sting plants a Vesparix egg and releases a special neurotoxin that halts the creature's development and causes its growth to accelerate – essentially becoming a giant Nit in a few short days. The giant Nit is usually ejected from the Hive (the neurotoxin riddled Nit is unsuitable for creating more fungus) before it reaches its maximum size. It is unknown why the Xiticix simply don't destroy the infected larva.

*If the Egg Laying Sting is accidentally used on another creature (such as a human using a Xiticix pheromone) and the egg is actually inserted, the victim must make an immediate save versus magic of 12 or higher. A passed save means the target takes another 3D6 S.D.C. as the egg is expelled from the entry wound. A failed save is much worse, resulting in the victim being wracked with pain equal to the Agony spell until the egg is removed. If the egg is not removed after 12 hours, the victim loses half of his Hit Points, rounded down, and sees all combat bonuses reduced to zero. After 48 hours, the victim will lapse into a coma-like state and loses another Hit Point per hour until he reaches 0 H.P. (save versus Coma/Death) or the egg is removed.*

**Bonuses (in addition to possible attribute bonuses)**: +6 on initiative, +3 to Perception Rolls, +3 to strike, +2 to parry, +2 to dodge, +1 to automatic dodge, +4 to dodge flying, +2 to automatic dodge when flying, +4 to pull punch, +6 to roll with impact/fall/punch, +1 to save versus Magic and Disease and +4 to save versus Horror Factor. Also see additional bonuses below:

+1 to strike at levels 4, 8 and 12.

+1 to automatic dodge (air and ground) at levels 5, 9 and 14.

+1 to save versus Horror Factor at levels 2, 4, 8, 12 and 15.

**Magic**: None, aside from their innate ability to create pseudo-TW weapons and Shadow Meld.

**Psionics**: Considered a Minor Psychic with the abilities of Sixth Sense, Presence Sense and Object Read.

**I.S.P.**: M.E. attribute +1D4 per level of experience.

**Habitat**: Wherever Xiticix can be found. The rumors about the Vesparix coming from the Xiticix homeworld are true: they really are another race of intelligent(?), insect-like humanoids that have evolved alongside the Xiticix. With that being said, there are well over ten thousand or more Xiticix per every *one* Vesparix. The creatures feed on Xiticix and the fungus/mold that coats the interior of Xiticix colonies.

**Allies**: Other Vesparix. The wasp-like creatures are very social, despite their tendency to hunt alone, in pairs or small groups of three. Treat all other Vesparix as brothers or sisters and potential allies.

**Enemies**: All other life forms, though are generally indifferent toward non-Xiticix.

**Value**: None per se. Their weapons can fetch a fair price amongst humans and D-Bees operating in the Hivelands as well as amongst collectors – see the individual weapon description for details.

## Vesparix Weapons of Note

### Vesparix TK-Pistol

The Vesparix TK-Pistol is a sleek, organic looking pistol that apparently operates using similar “technology” to the Xiticix's infamous TK-Rifles.

Weight: 4 lbs (1.8 kg).

Range: 1,000 feet (305 m).

Mega-Damage: 2D6 M.D., double damage to other Vesparix, Xiticix and Proto-Xiticix.

Rate of Fire: Each blast counts as one melee attack.

Payload: 20 blasts. It costs 10 P.P.E. or 20 I.S.P. to magically recharge the weapon.

Black Market Cost: 50,000-80,000 credits. Considered a Techno-Wizard weapon and is highly sought after.

### Vesparix TK-Sniper Rifle

Another sleek and organic creation, the Vesparix TK-Sniper Rifle stands in stark contrast to the more bulky Xiticix TK-Rifle.

Weight: 10 lbs (4.5 kg).

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

Mega-Damage: 3D6 M.D., double damage to other Vesparix, Xiticix and Proto-Xiticix.

Rate of Fire: Each blast counts as one melee attack.

Payload: 30 blasts. It costs 15 P.P.E. or 30 I.S.P. to magically recharge the weapon.

Black Market Cost: 120,000-190,000 credits. Considered a Techno-Wizard weapon and is highly sought after and exceedingly rare.

### Vesparix Rapier

A thin rapier-like sword constructed out of resin and perfectly balanced.

Weight: 4 lbs (1.8 kg).

Mega-Damage: 1D4 M.D. + Supernatural P.S. punching damage. Double damage to other Vesparix, Xiticix and Proto-Xiticix.

Bonuses: +2 to strike, +1 to parry and +2 to disarm.

Black Market Cost: 12,000-17,000 credits, very rare.

# Giant Xiticix Nit

*“Them Nits sure do get big when they got a Vesparix egg inside ‘em – get awful mean too! That venom, or neurotoxin, or whatever lets ‘em grow big and tough – some say it’s magical! Not that the Nits like or care for these changes...”*

## Vesparix-Influenced Nit-Stage Larva – NPC Monster and Oddity

**Alignment:** Normally considered Miscreant, an enlarged Nit is effectively Diabolic and seething with rage.

**Attributes:** I.Q. 1D4+2, M.E. 1D4, M.A. 1D4, P.S. 2D6+22, P.P. 1D6+1, P.E. 3D6, P.B. 1D4+1, Spd 2D6+8

**M.D.C.:** 6D6+24 – large but squishy.

**Horror Factor:** 12

**Size:** 10-15 feet (3 to 4.6 m) tall and 15-25 feet (4.6 to 7.6 m) long.

**Weight:** 1 to 3 tons.

**Average Lifespan:** The Vesparix inside of them hatches and begins eating the Nit from the inside out after three months, emerging as a fully formed Vesparix in 3-4 months. This gives these giant Nits a “lifespan” of 6-7 months.

**P.P.E.:** 1D6x100+200 as a result of the developing egg and neurotoxin.

**Natural Abilities:** Large size and impervious to Horror Factor. They live to eat, and attack anyone and anything they come across.

**Attacks per Melee:** 3

**Damage:** Bite inflicts 4D6 M.D., head-butt inflicts 1D4x10 M.D. and a body slam/body block inflicts 2D4x10 M.D. but counts as two attacks.

**Bonuses:** None.

**Habitat:** Exclusively within the Xiticix Hiveworlds.

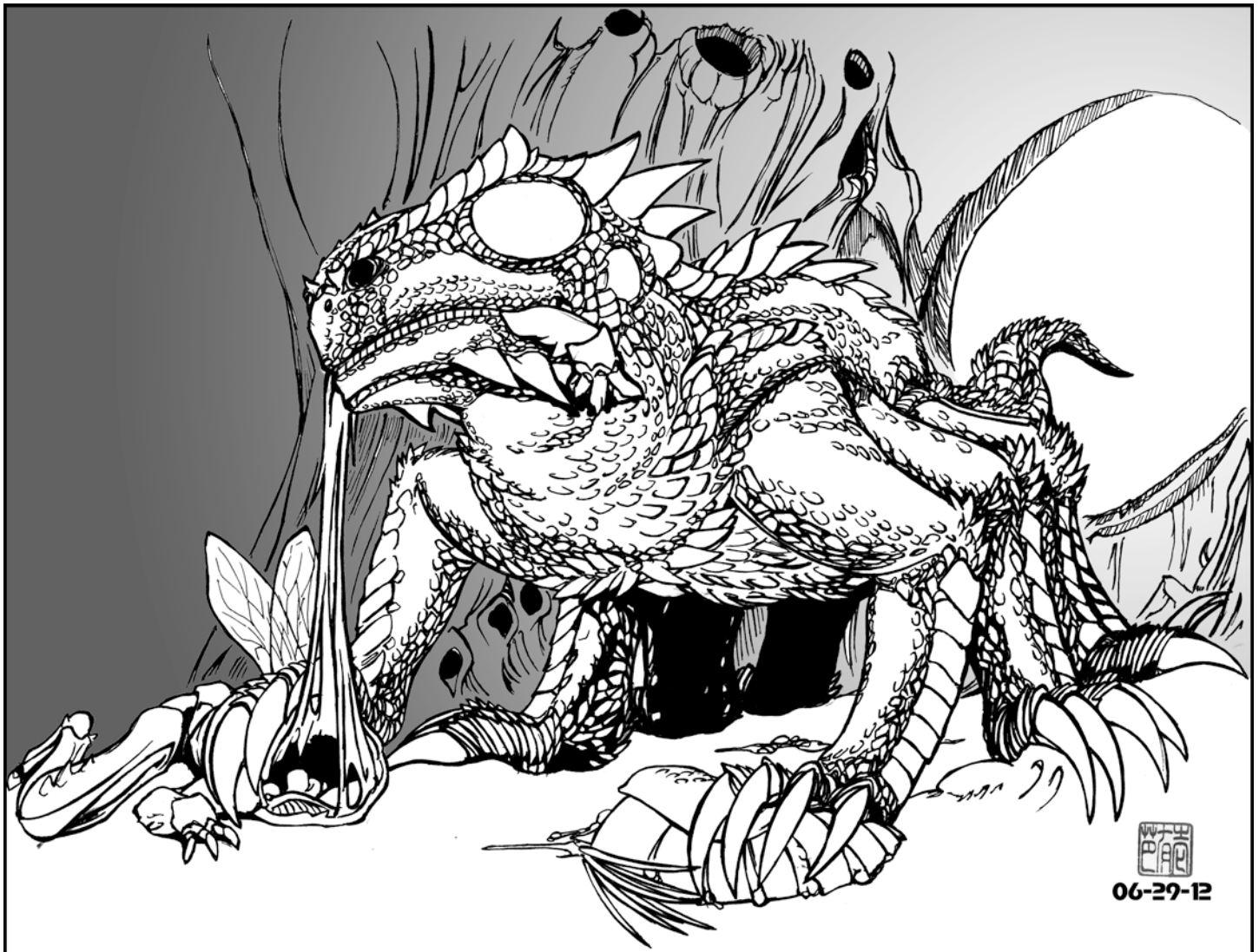
**Allies:** None.

**Enemies:** Anyone that gets in its way, including its former kin.

**Value:** None.

# Xiticix Eater

*“Xiticix Eaters are different than these other critters because they ain’t no alien bug. They’re big, eight-legged, green, red and black reptilian bastards with big, toothy mouths and even bigger claws. They can climb like no one’s business, running up the side of a Xit tower to wait for a Xit to fly by so they can catch and eat it like some lesser reptile chomping down on a dragonfly. They don’t need to wait for a bug man to come flying up though, they can bring the poor devils right to them. According to a Coalition defector I once met, the Xit Eaters can mimic the*



bug's pheromones! Supposedly, they can mimic all pheromones, but Xit pheromones are what's important here. One of these otherworldly behemoths need only mimic a Xit smell and a Xit will come to investigate. Guaranteed delivery in thirty minutes or less or else it's free!

"Heh, where was I? Oh yeah, Xit Eaters. I hear tell that one was first sighted some thirty or forty years ago out beyond the Hivelands. The suckers were scrawny back then, supposedly they came out of some Rift in the Old Canadian Empire like that and immediately decided that humans and our D-Bee chums were the opportune meal. That is, until they found the Xiticix. They took to eating the bugs like a Juicer takes to gambling. Apparently the bugs were good for them, too, doubling their size and making them into real killing machines. If you face a Xit Eater and live, then that sucker is probably human fed. Now they're the bane of the Xits. If the bugs catch on to the pheromone trick before they become an appetizer then they rain fire and brimstone down on the lizards. Let me tell you: it is biblical. Them Xits don't hate anything like they hate the Xit Eaters.

"Watch out for them on the edge of the Hivelands, boy-o. Deep inside too! You're more likely to run into one on the outskirts but the ones deep inside are persistent, tough monstrosities. Watch out for them, they make the lizards on the edge of Xiticix Territory look like a bunch of sad newts. I ain't kidding. I saw a dead Xiticix Eater once and the sucker was as big as a house. Mercs said that it took out two suits of power armor before they put it down. It attacked them and they weren't even using a pheromone. Wasn't attacking for food either – didn't even try to eat anyone. That's the thing about the Xit Eaters: they just don't give a damn."

## Xiticix Eater – NPC Monster

**Also known as:** "Hiveland Lizards" and "Xiticix Snatchers."

**Alignment:** Animal predator, considered to be Anarchist or Miscreant.

**Attributes:** I.Q. 1D6+2, medium to high animal intelligence, M.E. 1D4+15, M.A. 1D4+6, P.S. 2D6+30, P.P. 2D6+10, P.E. 1D6+18, P.B. 2D6, Spd 6D6+10 on land or climbing, 4D6 swimming, and 2D6 digging.

**M.D.C.:** P.E. attribute number x30. (On S.D.C. worlds: 4D4x10 +P.E. for Hit Points, 6D6x10 S.D.C. and an A.R. of 13.) "Human-fed" specimens have half as much M.D.C. while "elder" Xiticix Eaters have an additional 1D4x100 M.D.C. (or 1D4x10 Hit Points and 2D6x10 S.D.C.) for "elder" Xiticix Eaters.

**Horror Factor:** 13 normally, 10 for the wimpier "human-fed" Xiticix Eaters and 15 for "elder" Xiticix Eaters found deep in the Hivelands.

**Size:** Ten feet (3 m) tall at the shoulder and twenty feet (6.1 m) long from snout to hindquarters with an equally long tail. "Elder" Xiticix Eaters are 50% larger

**Weight:** 3-5 tons of muscle, scales and claws.

**Average Life Span:** 45 years, though a few have lived to be 75. Those that make it past 45 years are the dangerous "elder" Xiticix Eaters. Mate annually into their thirties, but do not mate for life. Female Xiticix Eaters give birth to 3D6+5 live young after a gestation period of 6 months. Young reach full maturity in a single year, although 90% of each brood is killed long before adulthood.

**P.P.E.:** 6D6+10

**Natural Abilities:** Warm-blooded despite their lizard-like nature, Xiticix Eaters can operate at peak efficiency for up to 24 hours without needing rest, after which they fatigue at twice the normal rate. At home in the water and on dry land: natural Swimming skill of 82%, and can hold their breath underwater for 2D6+12 minutes at a time. Can leap 10 feet (3 m) high and 20 feet (6.1 m) across, double with a running start. Adept climbers equal to a natural Climbing skill of 98% (can even run on a ceiling if it can support their weight) and possess keen day vision (equal to that of a human); Nightvision 3,000 feet (914 m).

**Magic Resistant (Special):** All Xiticix Eaters are resistant to magical spells and effects. This means that all effects, durations and damages are halved (rounded down). Magical weapons, including Techno-Wizard devices (like the TK Rifles used by their preferred prey), Eco-Wizard weapons and creations of Bio-Wizardry also inflict half damage. Rune Weapons and Millennium Tree weapons deal *full* damage.

**Mimic Pheromones (Special):** Xiticix Eaters have the extraordinary ability to "read" and mimic pheromones, including *all* Xiticix Pheromones (as well as Thruster Bee, Vesparix and Proto-Xiticix pheromones). This includes the ability to mimic each colony's specific Colony Identification pheromone. This allows Xiticix Eaters to move unimpeded through the Hivelands, though Warriors that they are attacking quickly catch on to the ruse (though many times, not quickly enough). A Xiticix Eater that has been found out by its Xiticix prey can attempt to evade its attackers by projecting a variety of pheromones, a maneuver that is equal to a Prowl skill of 60% (+10% for "elder" Xiticix Eaters, and the alien lizard must first be out of direct sight to use this ability).

**Excellent Sense of Smell (Special):** Xiticix Eaters have an extraordinary sense of smell, one that is far superior to that of an average human: Identify common and strong scents 90%; identify specific odors (such as the scent of their mate) 75%. Their advanced olfactory sense also makes them excellent trackers: track by scent 75% (+10% if the scent is relatively new, +20% if tracking via blood scent) and can sense/follow most scents from up to two miles (3.2 km) away, double the distance if the scent is carried by the wind.

**Attacks per Melee:** 5 for human-fed lizards, 10 if Xiticix-fed, 12 for "elders."

**Damage:** Bite (the preferred method of attack) inflicts 6D6 M.D., a power bite inflicts 1D6x10+10 M.D. but counts as two attacks, stomp or backhand strike deals Supernatural P.S. damage, a claw inflicts Supernatural P.S. damage +10 M.D. (+5 for human-fed, +20 for elders) and double on a power claw but counts as two attacks. A Xiticix Eater can also slash with its long tail, inflicting 4D6 M.D., bash with its large head 3D6 M.D., and tackle an opponent, inflicting 1D6x10 M.D. (counts as two attacks).

**Bonuses (in addition to possible attribute bonuses):** +2 on initiative and on Perception Rolls, +4 to strike, +2 to parry, +2 to dodge, +4 to save versus magic and +4 to save versus Horror Factor. Human-fed specimens see these bonuses halved while "elders" see these bonuses *doubled*.

**Magic:** None.

**Psionics:** Sixth Sense and Empathy. They cannot acquire other psionic abilities and have no other psychic aptitude.

**I.S.P.:** 6D6 +M.E. attribute number.

**Habitat:** The Xiticix Hivelands and surrounding territories. Non-existent once one travels more than 100 miles (160 km) from the Hivelands.

**Allies:** Indifferent toward other Xiticix Eaters (will occasionally hunt in packs of 1D4+2), but generally only get along with their seasonal mating partner (or partners).

**Enemies:** Pretty much everyone and everything. Xiticix Eaters are incredibly temperamental, cruel and treat most other species as prey.

**Value:** None per se. There is currently no demand for any part of a Xiticix Eater, hide, meat (inedible) or otherwise.

## Zombie Xiticix

*“These ain’t no Halloweenie stories I’m telling you, boy-o. These are the facts of life in the Hivelands. Now I’ve told you about the Xit Eaters and the Thruster Bees, let me tell you about Zombie Xits! What!? Hey! Wait! Get back here! Look, Old Neil ain’t joshing, this is the real deal. You ever run into a vampire? Well, they’re like that, you know: undead. You can riddle the damn thing with holes and it will just keep coming. True nightmares, let me tell you!”*

*“Psi-Stalkers say that it is a damn fungus that does it to ‘em. You see, if it’s damp like it gets during the summer rains in the Hivelands and a Xit doesn’t take care of his wounds in the proper way then a nasty fungus can develop. Anywhere else on the body it is just a painful, itchy, smelly ailment akin to athlete’s foot or maybe the gout. If it gets to the brain though all bets are off. Turns perfectly good Xits into mindless killing machines: slobbering hulks that attempt to kill everything they find. Retreat? Don’t know the word. Don’t know any words! Just pure instinct that makes ‘em want to kill and propagate the fungus in their heads. You see, if any of the blood of an infected Xit gets in the head wound of an uninfected Xit then there is a chance that Xit too is going to have fungus on the brain! All Xits are warlike, too, if’n you recall and this here fungus can spread like wildfire in a hive under the right conditions. I hear tell that they’ll quarantine off a section of a hive and collapse the whole damn thing, killing all the Xits inside if they have to.”*

*“So how do you kill ‘em? Well, the usual means that you kill the undead with: silver and the like. I hear magic works too, which is lucky for the Xits ‘cause they got them TK Rifles and such. Fire supposedly works the best I am told, but doesn’t work as fast as you might want it to. Yeah, it’ll kill ‘em and it’ll kill ‘em for good, but in the interim you’ll be facing down a flaming monster that don’t feel no pain. Don’t worry too much though: they are pretty rare. Most of ‘em die in the Hives fighting other Xiticix. They smell just like uninfected Xits, so the zombies can get in nice and close before they start their rampage – I hear tell that only the Queenies and Super-Warriors can tell the difference. How can you tell the difference? Well, they’re slower and they move kind of funny on account of being dead. That’s how you can tell the difference, boy-o: they’re DEAD! Dead like you’ll be if’n you don’t heed Old Neil’s advice!”*

*“Now how’s about another beer for your elder, boy-o...?”*

### Zombie Xiticix – NPC Monster

**Also known as:** “Fungus Heads.”

**Alignment:** Considered to be Diabolic.

**Attributes:** The same attributes as a pre-infection Xiticix, Proto-Xiticix or Vesparix with the following modifiers: Reduce I.Q. to 3, reduce M.E. by half, M.A. becomes 1, +2D6 to P.S., reduce P.P. by one-third, +3D6 to P.E., reduce P.B. and Spd by half. Always round down. Physical attributes remain Supernatural.

**M.D.C.:** Whatever the monster had pre-infection plus an additional 3D6 M.D.C. (On S.D.C. worlds, the Zombie Xiticix/Proto-Xiticix/Vesparix has whatever it had before the infection, plus an additional 6D6 S.D.C.)

**Horror Factor:** 17



**Size:** Equal to the creature's size pre-infection.

**Weight:** Equal to the creature's weight pre-infection, plus an additional 1D6x10 lbs (4.5 to 27 kg) due to tumors forming within the body.

**Average Life Span:** 2D4 weeks from the day of infection. At the end of the 2D4 week period the body is far too ravaged by the fungus and the tumors it creates to even function.

**P.P.E.:** Whatever the creature had pre-infection plus an additional 3D6x10.

**Natural Abilities:** Whatever abilities the creature had pre-infection with the following exceptions: antennae become useless (no bonuses or abilities), can only release the Colony Identification pheromone and cannot create resin, resin weapons or create magic weapons.

**Superior Bio-Regeneration (Special):** The stories of Zombie Xiticix being undead are false. In reality, the creatures have amazing regenerative abilities thanks to the influence of the magic fungus which activates and accelerates cancer cells in the monster's body. The end result is fast growing tumors "repairing" any breaks in the body, but eventually destroying the creature from the inside out. The entire process is extremely painful and only further enrages the infected creature. Bio-Regenerate 1D6x10 M.D.C. per melee round.

**R.C.C. Skills:** Maintains only Land Navigation, Aerial Navigation, Prowl and Swim – all with their percentages cut in half (round down). All other skills and W.P.s are too complicated for the infected creature to remember, though it can still use weapons (including rifles) without the benefit of any bonuses.

**Vulnerabilities:** Damage dealt from fire (including plasma), silver and magic weapons cannot be regenerated and is permanently lost. Rune and Millennium Tree weapons deal quadruple damage. S.D.C. fire deals its damage as M.D., magic and M.D. fire deal double damage.

There are only two ways to kill a Xiticix Zombie for good: deplete all of its M.D.C. by using silver, magic or fire, or by obliterating the head completely by reducing it to 20 M.D.C. below zero.

**Attacks per Melee:** Reduce the pre-infection number of attacks per melee by one.

**Damage:** Same as pre-infection, though damage may be higher for punches and kicks based on the creature's greater Supernatural Strength.

**Bonuses (in addition to possible attribute bonuses):** Maintains the same bonuses (except for antennae bonuses) that the creature had in life but is now impervious to mind control and Horror Factor, and receives an additional +3 to save versus psionics. Vesparix can still perform an automatic dodge but do so with no bonuses (aside from a possible P.P. attribute bonus).

**Magic:** None. **Psionics:** None.

**Habitat:** The Xiticix Hivelands and surrounding territories. Rare anywhere they can be found.

**Allies:** None. Not true undead, Zombie Xiticix will not follow or even acknowledge the authority of evil dragons, dark gods, Shifters or Necromancers.

**Enemies:** All life, although the fungus can only turn Xiticix, Proto-Xiticix and Vesparix into "zombies."

**Value:** None per se, aside from as a component in Necromancy.



# Techno-Wizardry Throughout the Megaverse®

Optional, *Unofficial* Material for  
Rifts® and Other Game Settings

By Anthony Lovato

## Rifts Earth

Techno-Wizardry on Rifts Earth has the most diversity of any world in the Megaverse. For many different people, Techno-Wizardry is the key to survival on this world of high magic, advanced technology and chaos. The birthplace of Techno-Wizardry is North America, thus Techno-Wizardry has the greatest impact on its people and governments. Here in North America one can find anything from Techno-Wizard can-openers to steel-clad war machines. Furthermore, Techno-Wizardry is the main industry of numerous magical kingdoms such as Lazlo, Tolkeen (before its fall), Dweomer, Stormspire, the Colorado Baronies, and Arzno. Elsewhere, in South America, the Anti-Monsters (TW Borg), Ultra-Crazies (TW Crazies), and Gizmoteers (psionic based Techno-Wizards) fight those who would destroy their people. Across the Pacific on the island of Japan, Techno-Wizard Ninjas bypass the most sophisticated security systems of the New Republic and best the Mystic Ninjas of the New Empire. Finally, in the land down under, a race of alien Techno-Wizards known as the Mokoloi intends to conquer all of Australia and possibly the entire world.

## Time-Line of Techno-Wizardry on Rifts Earth

**20 Years Before the Start of the P.A. Calendar:** A group of mages and their families are fleeing from their village located somewhere in the Magic Zone after it was attacked by some supernatural force. They settle near the site of Toronto, Canada. These magic users are experimenting with combining magic with technology but at this point in time, it is very primitive, consisting of using spells like Call Lightning directed at lightning rods which charge large batteries, or using Fuel Flame to power steam-driven turbines.

**1 P.A.:** Techno-Wizardry as it is known today is developed. The first Techno-Wizards begin training others who wish to learn the art of Techno-Wizardry and planning a monumental Techno-Wizard device that will aid the City of Magic.

**3 P.A.:** The Rift Generator is built, providing clean, cheap, and practically limitless electricity to the people of the City of Magic. In addition to the generator, the City of Magic has manufacturing capabilities, modern conveniences, and open mindedness that makes it a haven for practitioners of magic, D-Bees, scholars, and scientists, resulting in rapid growth. The population of the City of Magic will reach 100,000 by 49 P.A. and 250,000 by 62 P.A.

**40 P.A.:** A group of Techno-Wizards settle in the Barony of Hope. Techno-Wizardry instantly becomes popular and becomes very common throughout the Baronies and the New West, particularly among those who want Mega-Damage weapons with the look and feel of a chemical firearm.

**52 P.A.:** Stormspire is built by K'zaa and his followers. K'zaa immediately sets out to make a name for himself as a Techno-Wizard manufacturer and salesman.

**62 P.A.:** Lazlo is given its name by Erin Tarn. Up to this point, it has only been called "the Haven by the River" or "the City of Magic."

**66 P.A.:** A race of reptilian beings called the Mokoloi arrive on Earth. The Mokoloi practice a form of alien Techno-Wizardry which they are using to survive in the harsh environment of Australia. Unfortunately, the Mokoloi also intend to conquer Australia and possibly the entire Earth.

**78 P.A.:** A Techno-Wizard and amateur Alchemist known as Regius begins experimenting with dragon blood. By 89 P.A., the first full Dragon Juicers are created. In 100 P.A., the Federation of Magic purchases the exclusive rights to the Dragon Juicer process. The Federation of Magic begins creating Dragon Juicers beyond Kingsdale by 101 P.A.

**79 P.A.:** The first Faerie Bots appear on Earth. Their insatiable curiosity and shyness immediately gets them into trouble and gives them a reputation for vandalism and mischief. In 104 P.A., the Faerie Bots' Rift to their home dimension closes, stranding them on Earth.

**89 P.A. and Onward:** Techno-Wizardry undergoes a Renaissance of thought, discovery and invention. Techno-Wizardry begins to advance greatly and in time, this may become known as the "Techno-Wizardry Revolution." During this time, Techno-Wizard manufacturers such as Armstrong Armaments Co. and Mage Fire Weaponry Inc. begin popping up.

**92 P.A.:** Lanis of House Nemesio establishes Arzno Weapons Manufacturing, turning Arzno into a boomtown. A.W.M. generated the economy Arzno needed to grow and give its citizens an easier life.

**93 P.A.:** Professor Nostradamus Carvantes develops the first Techno-Wizard M.O.M. system in South America. By 100 P.A. there are over 3,000 (TW) Ultra-Crazies.

**99 P.A.:** A clan of Tech-Ninjas associated with H-Brand begins experimenting with combining the twin sciences of magic and technology in order to match the abilities of the Mystic Ninja. They are successful, developing Techno-Wizardry independently of similar discoveries. These Techno-Wizard Ninjas successfully complete difficult missions easily and are more than a match for the Mystic Ninja. However, at the present time, Techno-Wizardry is new to the ninjas, and their knowledge is primitive compared to the Techno-Wizardry of North America.

**100 P.A.:** Tolkeen begins building and developing new TW devices and weapons in order to defend themselves from the Coalition States and to counter their military build-up. The leaders of Tolkeen (correctly) believe that the Coalition intends to destroy them and conquer all of North America.

**105-109 P.A.:** Tolkeen deploys numerous Techno-Wizard creations such as the Iron Juggernauts and Daemonix. These Techno-Wizard weapons rain down death and destruction upon the Coalition Army but to no avail. Despite having the most advanced Techno-Wizardry on the planet (not to mention many of the most powerful magic users, supernatural beings, dragons and a vast arsenal of magic weapons), the Coalition Army proves too vast and technologically advanced to stop. After the fall of Tolkeen, its Techno-Wizard secrets will be plundered and sold or duplicated. The use of these powerful Techno-Wizard weapons in the Tolkeen-Coalition War has put the Techno-Wizard in the limelight and has made people all over North America take notice of their craft and creations.

## The Three Galaxies

The Techno-Wizardry of the UWW is more advanced than the Techno-Wizardry of Rifts Earth. The UWW has had thousands of years to develop the science, whereas on Earth Techno-Wizardry is a new science yet to see its full potential. The Techno-Wizards of the UWW have discovered numerous ways to get the most out of the science and have become experts at applying Techno-Wizardry to very large machines like starships. Furthermore, the devices of the Three Galaxies are more streamlined and technological looking than those of Rifts Earth (e.g. no crystals jutting out at odd angles, everything encased in modern looking plastic coverings, etc.). Throughout UWW space, numerous independent Techno-Wizards work and live in space, making them the UWW's equivalent to Spacers. These independents design and/or build Techno-Wizard devices, or take work as Spacers manning starships and transporting goods and people around the Three Galaxies.

### Some TW Manufacturers of the Three Galaxies

**The Smithy:** The largest manufacturer of Techno-Wizardry in the Three Galaxies, the Smithy produces much of the UWW's weapons, equipment, armor and vehicles. The Smithy is operated



by the Dwarven guild masters and employs millions of Dwarven Techno-Wizards, Alchemists and Rune Smiths, who hammer out each magic item at a time.

**Star Crystal Industries:** This Techno-Wizard manufacturer is the second largest in the Three Galaxies. Star Crystal Industries specializes in laser/light based Techno-Wizardry and TW FTL drives. The headquarters and factories of Star Crystal Industries are located on the planet Illumi and owned by the Illumians, a race of humanoid aliens with an affinity for light and the art of Techno-Wizardry.

**Naruni Enterprises:** For the past 100 years, the Naruni have tried to get into the Techno-Wizardry business. Fortunately, the Naruni haven't had any successes due to their treatment of employees, greed and reputation as ruthless profiteers. Naruni Enterprises have had to train company employees/slaves in the ways of magic because no self respecting Techno-Wizard (or any other practitioner of magic) will work for the Naruni, but even this has met with very little success. For one thing, the corporate culture within Naruni Enterprises (which is soul crushing and bleak) is not very fertile ground for magical talent; and for another, any employees/slaves who learn magic gain a sense of independence, free will and hope, and use it to escape. All of the setbacks have caused the Naruni to consider abandoning Techno-Wizardry production altogether.

## Sussuria

Sussuria is a village on the Palladium World, hidden in a secluded valley located somewhere in the northern mountains of the Land of the Damned. This multiracial village consists of various dying races and lost adventurers who have found their way to this village, which is so well hidden and secluded that most people don't even know it is there, thus Sussuria is never attacked from outside invaders. If Sussuria were ever attacked, the invaders would be in for a surprise because the Sussurians possess the knowledge of Techno-Wizardry. The Sussurians gained this knowledge 60 years ago when a Techno-Wizard from Rifts Earth became the victim of a dimensional anomaly and was flung through reality into the Land of the Damned. Fortunately, he was Rifted near Sussuria and was welcomed by the peaceful Sussurians.

**Population Breakdown:** 1,148 inhabitants; rarely any visitors.

**Racial Breakdown:** Ashada 15%, Barauder 2%, Jeridu 14%, Maledon 5%, Skage 5%, Vorloe 3%, Humans 12%, Elves 10%, Dwarves 8%, Goblins 8%, Ogres 8%, Orcs 8%, and others 2%.

**Occupational Breakdown:** Techno-Wizards 10%, regular Wizards 10%, Diabolists 5%, craftsmen 25%, general laborers 30%, and others 20%.

### Notable Places

**1. The Forge:** This large building is where various Techno-Wizard devices, metal products and other goods are manufactured or repaired.

**2. General Store:** Any piece of equipment can be purchased at this establishment.

**3. Power and Water Plant:** A large TW power and water generator that supplies the village and the surrounding farms.

**4. The Queasy Goblin:** An inn and tavern where the townspeople go to drink, relax and let off steam after a hard day's work. The rooms this establishment offers are clean, warm, and spacious.

**5. Library and Town Hall:** This tower serves as a library and contains over 1,000 books. It also doubles as a town hall where the locals gather to discuss important matters. The mayor of Sussuria, Morgan the Mage (8<sup>th</sup> level Wizard), resides on the top floor.

## Playing a Techno-Wizard on the Palladium World

For the most part, Techno-Wizards won't be encountered in the Palladium Fantasy setting, but *if the Game Master allows it*, a Techno-Wizard can be a player character. However, he will be out of his element on a technologically primitive world like Palladium, and if his equipment is lost or damaged, the Techno-Wizard may not be able to rebuild it with the local technology. Adding to the problem is that many of his skills will be useless on a primitive world.

## Manaa

Manaa is a primitive fantasy world that relies on crude Techno-Wizardry as its sole technology and science. The society, culture and architecture of Manaa are similar to late Medieval to Renaissance era Earth. The weapons of choice on Manaa are crude TW firearms followed by TW melee weapons as well as TW cannons. Various strange machines and vehicles are also used, many of which look like they were designed by Leonardo da Vinci. Manaa is a planet that exists in a galaxy just several thousand light-years across, contained within a pocket dimension. The primary dimensional medium is space, while the secondary dimensional medium is the galaxy that Manaa is a part of. The dominant races on Manaa are humans, Elves, Dwarves, Ogres and Wolfen.

## The Drolians

The Drolians are a race of ancient Techno-Wizards and insane dimension-spanning conquerors that even frighten the Splugorth and Naruni. The Drolians' mastery of Techno-Wizardry has allowed them to create a form of TW bionics, such as those used by Salkind the Metal Mage (see **Rifts® Coalition Wars® 6: Final Siege**, page 107), that rivals Splugorth Bio-Wizardry. As with Salkind, these TW creations are used to spy on worlds the Drolians intend to conquer. Unfortunately, this means that Rifts Earth is in their sights. The standard invasion plan is to seduce power-hungry madmen, or blackmail/manipulate unwilling and unwitting individuals, who the Drolians then convert into TW 'Borgs. The Drolians eventually begin manipulating world affairs so that all nations of that world are embroiled in a world war, then they send a suitably large army to conquer the warring and weakened combatants.

### Other Agents of the Drolians

**Corporal Stevens Alexson:** Scrupulous, 6<sup>th</sup> level CS Special Forces. Corporal Alexson is an unwitting spy for the Drolians and has been implanted with advanced TW bionics that are undetectable by mundane or psionic means. Alexson became the

Drolians' spy sometime during the siege on Tolkeen, when he was abducted by them and subjected to gruesome magical experiments. The Drolians then blanked his memories of them and dumped him near a CS military outpost, where he was found by Coalition scouts.

**Ger'tchom (a.k.a. Gears):** Diabolic, 8<sup>th</sup> level Manslayer Daemonix. After the fall of Tolkeen, Ger'tchom, or "Gears," was contacted by the Drolians. The Drolians offered Gears new TW bionic arms (his were destroyed during the siege) and the chance to terrorize anybody he pleases in return for loyalty to them. He accepted, and ever since then, Gears has spread death and destruction wherever he goes.

**Sera Loplane:** Unprincipled, 3<sup>rd</sup> level human Ley Line Walker. Sara Loplane is a Ley Line Walker residing in Lazlo. Abducted by the Drolians and subjected to TW bionic conversion, she is now forced to spy on the Council of Learning and the Congress of the Electorate or suffer unspeakable agony.

## The Dimension of Axion

The dimension of Axion is closely linked to the Elemental Plane of Air. It is ruled by the Elven Sky Kingdom, a brutal dictatorship that rules with an iron fist. The only resistance to Elven rule is the Human Alliance, whose goal is to overthrow the Elven Sky Kingdom and free humanity from Elven tyranny. Axion's primary dimensional medium is the element of air, and the second medium is floating land masses, ranging in size from small islands to continent-sized behemoths. The Elves of Axion use exotic flying steeds to travel between these land masses, and restrict the use of the animals only to Elves. Any human found riding on or in possession of an animal is executed on the spot. This has made it impossible for the Human Alliance to get their hands on enough animals to fight the Elves effectively, thus the humans have had to develop a primitive form of Techno-Wizardry. The development and use of Techno-Wizardry has given the Human Alliance two advantages: one, the Elves have never encountered this form of magic, and two, the dimension of Axion has a number of special gemstones that are useful in the creation of TW devices.

### Gemstones of Axion

**Aerosite:** This stone increases the speed and maximum altitude of TW devices that provide flight by 20%, and reduces their P.P.E. creation cost by 5%. **Cost:** 30,000 per carat.

**Mageium:** Extremely useful when creating P.P.E. batteries, Mageium, when properly enchanted, can store up to 40 P.P.E. per carat. **Cost:** 35,000 per carat.

## Wormwood

On the living planet of Wormwood, Techno-Wizardry has been used for thousands of years and is an important part of the Cathedral's war effort. Thus, Techno-Wizards are among Wormwood's high society. The Techno-Wizards of Wormwood build weapons and vehicles for the warriors and can provide amenities such as hot and cold running water, electricity, and heating and cooling which helps make people's lives easier. Furthermore, the Cathedral often hires Techno-Wizards to develop new TW devices and weapons to be used against the Unholy and his dark army.

## Worldgate

**Population Breakdown:** 275,431 permanent residents (population has grown slightly since Erin Tarn visited) and 120,000 transients.

**Racial Breakdown:** 50% D-Bees, 25% supernatural beings/creatures of magic, 25% humans.

**Overview:** Worldgate is the only dimensional trading center on Wormwood, thus numerous goods from other worlds arrive in the city constantly, attracting many warriors looking for off-world equipment and civilians looking for a place to build a better life. Worldgate is the last powerful free city left on Wormwood and will trade with anyone, however the king and ruling council realize that the Unholy (and to a lesser degree, the Cathedral) will not stop until all of Wormwood is under his (or their) control. To prevent any hostilities against the city, the rulers of Worldgate have begun planting spies among the Unholy's minions and sending rebels supplies, equipment and information, all in the hopes of thwarting the war effort.

### Notable Places

**1. Dimensional Gate Station:** Located in the center of the city underground, below the keep, is the gate station. Here in the tunnels of Wormwood, thousands of travelers and merchants arrive and depart every hour of every day. With the construction of the way-points, travel to and from the station is easier and safer.

**2. The Keep:** Directly above the dimensional gate station is the keep, a massive, skyscraper-like tower where the king and ruling council live and work.

**3. Dimensional Market:** North of the dimensional gate station is the dimensional market, where merchants sell their wares, customers browse the shops, and craftsmen, mercenaries, entertainers and criminals ply their trades. Available goods one can find range from Rune Weapons to technological equipment from the Three Galaxies; only slaves are not permitted to be sold in Worldgate. Notable establishments of the market include: **Hodge-Podge Hardware**, which sells an extremely diverse variety of weapons, armor, equipment and vehicles from throughout the Megaverse. **Stones and Stuff**, a mom and pop gem dealer run by a Techno-Wizard, a Stone Master and their 5 children. **Wormworks**, a construction company that uses Wormwood magic crystals to construct buildings from the living planet for those who pay. Finally there is **Off-World Electronics**, whose only unique feature is its store front which has an incredible array of neon lights, lasers, and holograms.

**4. Industrial District:** Here all manner of products are produced, from Techno-Wizard devices to household items. Most of what is made here is sent off-world to be sold or traded. Lashare Annthar spends most of her time here supervising the construction of Techno-Wizard devices.

### The King and Ruling Council

**King Luke Shrombek:** Unprincipled, 14<sup>th</sup> level human Shifter. King Luke is the benevolent ruler of Worldgate and a powerful practitioner of magic. The king is nearing the end of his rule and his life (he is over 113 years old), and must pick an heir soon. (**Note:** King Luke does not have a link to a supernatural force.)

**Ki El:** Anarchist, 10<sup>th</sup> level Temporal Raider. Loyal friend of King Luke, Ki El met him many years ago and they became close friends and traveling companions. The king offered Ki El a position on the ruling council because of his vast knowledge of dimensional travel.

**Robert Pastworth:** Anarchist, 6<sup>th</sup> level Temporal Wizard. Pastworth is a native of Wormwood and a student to Ki El. Before meeting Ki El, Pastworth was an orphan, his parents were killed by the Unholy's minions. Pastworth desires revenge against the Unholy and all who willingly serve him.

**Lashara Annthar:** Unprincipled, 11<sup>th</sup> level human female Techno-Wizard. Lashara is a smoking hot bombshell (P.B. 24, age 23) and a brilliant Techno-Wizard (I.Q. 28). This beauty hails from Rifts Earth and can often be found hanging out near the Rifts Earth portal. Lashara's duties include overseeing the production of Techno-Wizard devices or some special project.

**Badweather:** Aberrant, 8th level Sowki. Another old friend of King Luke who was also asked to join the ruling council. Badweather respects the king and is completely loyal to him.

**Hinderfruit:** Unprincipled, 6th level Morphworm. Hinderfruit is a rare Unprincipled Morphworm recruited by the king due to his knowledge of the Unholy.

## Chaotic Space

In the dimension of Chaotic Space, there lives a race of advanced Techno-Wizards who have accidentally damaged their dimension beyond repair. They did this by attempting to construct an ultimately powerful TW device that was supposed to provide an infinite amount of resources by tapping into the energy of the dimensional fabric itself. Unfortunately, something went horribly wrong, and the device is quickly destroying their dimension and they cannot stop it. In order to slow the tide of destruction and give them time to figure out a way to stop the device, the Chaotic Space Techno-Wizards have begun raiding the central Elemental Plane, capturing Elementals to be sacrificed and plundering the rich natural resources. Unfortunately, the wholesale slaughter of Elementals is causing the central Elemental Plane, the four individual Elemental Planes, and all other dimensions closely linked to them to destabilize. Thus, to protect their Elemental brothers and save the Elemental Planes, Warlocks from throughout the Megaverse have begun a secret war known as the Eco-War.

## Hades/Dyval

The demons and infernals in their war with each other have begun turning to technology and the combination of the twin sciences to give them an edge. However, demons and infernals are not known for their technical ability, thus they have had to "recruit" (i.e. enslave or corrupt) mortals with the knowledge the demons/infernals need. They have also established numerous secret manufacturing facilities throughout the Megaverse where Techno-Wizards labor day and night building weapons of war for both sides. Conditions in these manufacturing facilities can be described as Hell on earth, as each one operates as a sweat shop where every waking moment is spent working or suffering, and the only peace the laborers have is in sleep or death.

## Scorched Lands

The Scorched Lands are a dimension closely linked to Dyval, Hades and the Elemental Planes of Earth and Fire. In the Scorched Lands there exist incredibly rich deposits of gemstones and valuable metals, both relatively common and rare. The Scorched Lands also have some exotic gemstones and metals that are found on few other worlds. The rich deposits and exotic minerals have brought many Techno-Wizards to this dimension, either to purchase needed components or to prospect on their own.

### Notable Cities of the Scorched Lands

**Light Shard:** This moderate city of 300,000 surrounds a very tall, skyscraper-like dolmen. This city gets its name from the glowing doorway of the 3,000 foot (914 m) tall structure. The dolmen works like a stone pyramid, and allows the residents of Light Shard to open dimensional portals to other worlds.

**Green Town:** This city is built around a Millennium Tree that protects the inhabitants from demon and Deevil raiders. This city is small, with about 100,000 residents, but it is safe and peaceful.

**Lord Skull:** This city of 500,000 and the surrounding mines have been seized, and the population enslaved, by Naruni Enterprises after they couldn't pay the bills for weaponry they purchased. The city needed the weapons so they could defend themselves from an army of marauding demons led by a gigantic Demon Lord. The residents managed to defeat the demon army and sealed the Demon Lord inside his own skull (hence the name). Unfortunately, the price was high and had to be paid to Naruni Enterprises.

## Prospecting

Techno-Wizards (and others) searching for gemstones, precious metals and other valuable minerals must have the Prospecting (or Mining) skill. Prospecting involves a combination of topographical and geological knowledge, the use of sensors and gut feeling. Prospectors start by studying maps showing where other mining sites are and have been, as well as geological features which may point to where a potential strike may be. They will then go to the selected areas and take samples which will be analyzed for the presence of the desired minerals or signs that the minerals are in the area. Prospecting is very time consuming due to the amount of study and field work required, which can take several weeks to complete before digging actually begins.

### What is Found?

**01-20%:** Found the desired mineral.

**21-40%:** Found the desired mineral but pays out only half the amount.

**41-60%:** An old mine site that may or may not be played out.  
**01-50%:** Is played out. **51-00%:** Still has half the amount.

**61-80%:** Another mineral besides the desired one is found.

**81-00%:** Found the desired mineral but the site is also inhabited by a monster.

### Mineral Table

**01-19%:** Copper.

**20-29%:** Silver.

**30-39%:** Platinum.

**40-49%:** Gold.

**50-59%:** Gemstones worth 20-450 credits per carat.

**60-69%:** Gemstones worth 500-1,000 credits per carat.

**70-79%:** Gemstones worth 1,500-3,500 credits per carat.

**80-89%:** Gemstones worth 4,000-6,000 credits per carat.

**90-97%:** Gemstones worth 10,000-20,000 credits per carat.

**98-00%:** Super rare gemstone or metal such as gantrium or xanthine.

## Amount Found

**01-20%:** 3D6x10,000 credits worth.

**21-40%:** 5D6x10,000 credits worth.

**41-60%:** 3D6x100,000 credits worth.

**61-80%:** 5D6x100,000 credits worth.

**81-00%:** 3D6x1,000,000 credits worth.

## Extraction Time

This is the amount as a percentage that can be extracted from the site per day.

**01-50%:** 10% per day.

**51-70%:** 20% per day.

**71-85%:** 30% per day.

**86-95%:** 40% per day.

**96-00%:** 50% per day.

## Occurrences During Mining

Roll for a random occurrence every 1D6 days.

**01-08%: Demon Attack:** 2 Greater Demons or 6 Lesser Demons attack the mining site in an attempt to drive away the characters because the site is too close to one of their operations.

**09-16%: Raiders:** A group of 2D6+2 raiders (the equivalent to 3<sup>rd</sup> level Headhunters) attack the site. The raiders are looking for lightweight equipment and supplies which they can carry away and sell quickly.

**17-24%: Supernatural Predator:** 1D6 supernatural predators sneak into the site and attack the mining crew.

**25-32%: Ley Line Storm:** A Ley Line Storm flares up near the mining site. Reduce the amount that can be extracted by 30%.

**33-40%: Mine Shaft Collapse:** A mine shaft has collapsed and now the crew must dig out anyone who has gotten trapped. It will take 1D4 days to dig out trapped crew.

**41-48%: Bad Weather:** Bad weather reduces the extraction rate by 20% for 1D4 days.

**49-56%: Sabotage:** Someone (rival miners, old enemies, malicious vandal) has sabotaged mining vehicles and heavy equipment. No mining can be done until repairs are made. It takes 1D6 days to repair the damage.

**57-64%: Claim Jumpers:** Another group of miners attacks the site in an attempt to take it over and possibly shanghai the mining crew.

**65-72%: Work Site Accident:** Some sort of accident happens. It takes one day to clear it up before mining can again resume.

**73-00%: Nothing Happens:** Everything is running smoothly.

# TWW II

On a parallel Earth that is currently fighting a version of World War II, both the Axis and the Allies are using Techno-Wizardry as a potent weapon of war. The magical energies of this Earth are high enough to give the Techno-Wizard creations M.D. capabilities, but are nowhere near the levels of Rifts Earth. Because the TW weapons that are used are M.D.C. constructs, they often decimate conventional S.D.C. troops and vehicles. To prevent this, the leaders of the warring nations often send Techno-Wizards to fight each other rather than easily destroyed S.D.C. armies, and are currently developing ways to add M.D. capabilities to conventional troopers. Recently the Axis has been calling upon various evil supernatural beings and developing a form of crude Bio-Wizardry in order to give themselves an edge against the Allies' superior TW manufacturing capabilities. (**Note:** G.M.s and players will have to decide if they want to play in a world where they fight the Nazis, or some other power that merely wants to conquer the world rather than pursue an insane and savage policy of genocide.)

## Nazi Techno-Wizard Projects

**Lebensborn (Fountain of Life):** The Nazis have begun attempting to create an Aryan master race using two methods. One is a eugenics breeding program in which men and women believed to have superior/purer genetics are encouraged (or kidnaped and forced) to have many children. The children that are produced by these men and women, as well as kidnaped children from throughout Nazi occupied territory, are taken and placed in a group nursery where they are brainwashed into perfect Nazis. The second method uses a TW device that concentrates massive amounts of P.P.E. into a human subject, transforming him into a superhuman warrior (add Hit Points and S.D.C. together and make it M.D.C., add 2D6 to P.S. and make it Supernatural, increase size and weight by 75%). The second method has been deemed a complete success but what the Nazi scientists don't know is that the soldiers treated with P.P.E. will begin to mutate into monstrosities within 3D6+3 months.

**Wiedergeburt (Rebirth):** In an attempt to replenish lost soldiers, the Nazis have begun using a TW device that will turn any dead soldiers into undead zombies. So far, the operation has proven extremely successful with both Nazi and Allied soldiers "recruited" into the German army of death.

**Ausstrecken (Reach Out):** The Nazis' last major project is the attempt to contact any other dimensional beings that will aid them in the war effort. Any being, from Alien (or Vampire) Intelligences to mortal (and morally corrupt) practitioners of magic, to scientists from technologically advanced societies are being approached by Nazi agents. As of yet, the Nazis haven't made contact with any otherworldly beings, but if they do it may prove fatal for the entire planet.

## Heroes Unlimited™

Techno-Wizardry is all but unknown on the Earth of Heroes Unlimited; however, there are several heroes and villains who use their knowledge of Techno-Wizardry to whatever ends they see fit. Most of them come from other dimensions or are taught by a Techno-Wizard from off-world, but from time to time, an



individual with the opportunity to learn magic and with technological inclinations may be able to develop Techno-Wizardry.

### Notable Techno-Wizard Heroes and Villains:

**Dr. Freak:** This enigmatic villain is a Techno-Wizard and Cyber-Mage (see **Nightbane@: Through the Glass Darkly™**) from another dimension. His goal is to conquer the Earth of Heroes Unlimited and build an army of freakish cyborgs from the enslaved populace. He will then use this army to lay waste to numerous other worlds.

**Sky Queen:** This heroine is one of the few natives of Heroes Unlimited Earth to develop Techno-Wizardry independently from other discoveries elsewhere. The daughter of a Wizard and an Analytical Hardware Genius, she definitely has had the opportunity and inclination to learn both, but it's to her credit that she managed to combine the two.

**Time-Breaker:** The Time-Breaker is a Techno-Wizard from Rifts Earth, circa 120 P.A.! This dubious Techno-Wizard specializes in bypassing security systems, picking locks and cracking safes. He also has an interest in Temporal Magic and convinced a number of Temporal Raiders and Wizards to teach him

a few things. One day, while experimenting with Temporal TW devices, something happened and he was flung into a Temporal Rift and sent into the past of an alternate Earth. Recognizing the opportunity this provided him, he set to work stealing various treasures from throughout time and the Megaverse, using a combination of life-extending potions and suspended animation to maintain his youth.

## Playing Techno-Wizards in Heroes Unlimited™

Techno-Wizards will be the equivalent of the Hardware power category if played as part of the **Heroes Unlimited™** universe.

### Techno-Wizard Origin

**01-15%: Native:** Born on Earth and somehow learned Techno-Wizardry. The character may have figured it out himself or may have been taught by an off-world Techno-Wizard.

**16-80%: Rifts Earth:** The Techno-Wizard either willingly came to this Earth or he may be a victim of circumstance.

**81-00%: Other Dimension:** The Techno-Wizard came from another dimension other than Rifts Earth.

### Reason for Coming to Heroes Unlimited Earth

**01-20%: Accident:** The character was Rifted to the Earth of Heroes Unlimited by a malfunctioning TW device but decided to stay, because:

01-20%: It's better than home.

21-50%: He or she wanted to explore this world.

51-00%: He or she is unable to get home.

**21-50%: Exploration:** The character is a dimensional traveler that found this Earth with its super-powered heroes intriguing.

**51-60%: Fugitive:** The character is being hunted and has come to this Earth to hide.

**61-70%: Champion of Justice:** Has come to or was sent to this Earth to fight evil and tyranny.

**71-80%: Glory Hound:** The character came to this Earth in search of fame, glory and wealth.

**81-00%: Refugee:** The character, and others, are fleeing from something that has forced them from their home. This thing could be the Coalition, Splugorth, or any number of things.

### Budget

The Techno-Wizard hero will have a modest workshop/apartment along with tools, books, computers, electrical/mechanical parts and belongings (totaling 2D4x10,000 dollars), but is unlikely to have very large parts and equipment. The following is the budget for the devices, weapons, armor, and vehicles that the Techno-Wizard will use to fight crime. The Techno-Wizard isn't likely to work for a government or corporation, due to the fact that Techno-Wizardry is not known, let alone widely used, on Heroes Unlimited Earth.

**01-10%:** \$200,000.

**11-20%:** \$350,000.

**21-30%:** \$500,000.

**31-55%:** \$750,000.

**56-80%:** \$1 million.

**81-90%:** \$1.5 million.

**91-00%:** \$2 million.

# Techno-Wizard Designs

## Techno-Wizard Devices

### TW Canteen of Endless Water

A canteen with a silver-plated cap that has a silver coil and a sapphire on the inside. When activated, the canteen fills up with cool, fresh water.

**Size:** 15-35 fluid ounces (0.44-1.04 liters).

**P.P.E. Activation Cost:** 4

**Device Level:** 2

**P.P.E. Creation Cost:** 205

**Creation Requirements:** 300 credits in silver, a canteen, an aquamarine worth 4,000 credits, a garnet worth 1,000 credits, and the spells Create Water (primary) and Wave of Frost.

**Market Cost:** 30,000 credits.

### Energy Matrix Harmonizer

One problem of dimensional travelers, especially those who rely on technology (including all Techno-Wizards), is that different dimensions have different kinds of energy matrixes (which may prevent technology from another dimension from functioning; see **Rifts® Dimension Book 7: Megaverse® Builder**, page 15, for details). This device fixes that problem by attuning technological devices and weapons to the specific energy matrix of the dimension the traveler is visiting. Unlike the Universal Energy Matrix Converter from the Great Machine, which converts the energy to that of the device, the Energy Matrix Harmonizer alters the device's resonance frequency to match the dimension and any alien energy sources. This allows technology to operate within that dimension, or in the alternative, the device can be used to allow different technologies to function when used together in a universal energy matrix. The device can also be used to negate the effects of dimensional quirks as they pertain to technology.

**Weight:** 1.5 pounds (0.68 kg).

**P.P.E. Activation Cost:** 50 P.P.E. per day.

**Device Level:** 3

**Damage:** A normally M.D. weapon will always do S.D.C. in an S.D.C. dimension. Damage is a point for point conversion, so a weapon that normally does 4D6 M.D. will do 4D6 S.D.C. However, payload is doubled, but range remains the same.

An S.D.C. weapon in a Mega-Damage setting functions, but still only does its usual S.D.C.; no other changes.

**P.P.E. Construction Cost:** 1299

**Creation Requirements:** A small circuit board, copper wire, a small vacuum tube, 37,500 in black garnet, 700 in fire opal, 2,000 in red zircon, and the spells Enchant Weapon (Minor) (primary), Reality Flux, and Impervious to Energy.

**Notes:** 1. Applicable only to handheld devices no larger than a large suitcase or rail gun.

2. Devices powered by magic still require P.P.E., not an alternate energy source.

3. Each device requires its own Energy Matrix Harmonizer built into it in order to function in different dimensions. They are not easy to remove and swap out into another device; it takes

a Techno-Wizard 1D4 hours and 50 P.P.E., not to mention the proper tools for working on electronics.

**Market Cost:** 3-5 million credits.

### TW Brain Booster

A 1 inch (2.5 cm) wide band with contact pads similar to those of an EKG machine, with some circuits, copper wires, and crystals attached to it. The band is sometimes built into/hidden inside a bandana, hat, or helmet.

**Powers:** +5% to all skills and allows the wearer to speak/understand, read, and write all languages.

**Duration:** 2 minute per 15 P.P.E. pumped into the device.

**Device Level:** 5

**P.P.E. Creation Cost:** 235

**Creation Requirements:** Contact pads similar to those of an EKG machine, some circuits, copper wires, 1,840 in fire agate, and 1,000 in jade, and the spells Eyes of Thoth (primary), Instill Knowledge, Life Blast, Memory Bank, and Tongues.

**Market Cost:** 550,000 credits.

### TW Dimensional Travel Device

The Dimensional Travel Device is a powerful and extremely expensive TW device that allows the user to open and close dimensional portals effortlessly by turning the nexus point's energy in on itself.

**Powers:** The device can open, close and re-open dimensional portals (equivalent to the spells Dimensional Portal, Close Rift, and Re-Open Gateway combined). All powers draw energy from the ley line as well as the user, and can only be used when on a ley line or nexus point. Furthermore, the device provides a +15% bonus to Rift into another dimension.

**P.P.E. Activation Cost:** 200

**Device Level:** 5

**P.P.E. Creation Cost:** 967

**Creation Requirements:** 75,000 in onyx, 2,000 in red zircon, various other parts, and the spells Dimensional Portal (primary), Close Rift, Re-Open Gateway, and Sorcerous Fury.

**Market Cost:** 30-50 million credits.

### TW Portable Library

This TW device looks like an ordinary book with 300 bound pages and an internal memory chip built into the cover, on which up to three thousand books can be saved. When activated, the pages inside the book are temporarily printed with the desired data, and remain so until the book is closed. Furthermore, the TW Portable Library can store data that is written directly into it and can display it at a moment's notice. This makes it an invaluable tool for Techno-Wizards, allowing them to store all kinds of information including spell formulae, TW schematics, magical theories, diary entries, etc. To add a book to the Portable Library, the physical book must be scanned, page by page, and the digital files then transferred to the Library, which requires the expenditure of 30 P.P.E. per book or data file up to 2,000 pages. Each activation requires 10 P.P.E.

**Weight:** 5 pounds (2.25 kg).

**P.P.E. Activation Cost:** 10 to call up a specific book title up to 300 pages. If larger, it must be read in 300 page sections.

**Device Level:** 4



**P.P.E. Construction Cost:** 200

**Creation Requirements:** 300 pages of high quality paper, two circuit boards, 50,000 in red zircon, 1,200 in fire agate and the spells Energy Bolt (primary), Eyes of Thoth, and Memory Bank.

**Bonuses:** +10% to any Technical skill rolls.

**Market Cost:** 500,000 credits.

## TW Healing Wrap

This device is designed to accelerate the healing of wounds, from cuts to broken bones. The Healing Wrap is a long strip of cloth with thin wires running through it, and attached to a round doodad. When activated, the wrap increases the rate of healing to 2D6 per 10 minutes when it is worn for up to one hour, and provides a +15% bonus to save vs coma. Before the wrap is applied, the wounds must be bound and bones set. Bones are mended enough to walk or run after one hour. The patient cannot move or fight while the wrap is on or the healing will be negated.

**Weight:** 3 ounces (85 g).

**P.P.E. Activation Cost:** 30 P.P.E. per hour.

**Device Level:** 3

**P.P.E. Construction Cost:** 97

**Creation Requirements:** A strip of cloth, wires, a small circuit board, 1,000 in jade, 200 in topaz, 150 in rose quartz, 1,200 in red agate and the spells Life Blast, Negate Poison, Fortify Against Disease, and Greater Healing (primary).

**Market Cost:** 25,000 credits.

## TW Magic Key

This device is capable of opening any lock that requires a key or key card (including electronic locks).

**Weight:** 1 ounce (28 g).

**P.P.E. Activation Cost:** 6 per simple lock, 15 per elaborate lock, and 30 per complex electronic lock.

**Device Level:** 4

**P.P.E. Construction Cost:** 160

**Creation Requirements:** A small circuit board, a small vacuum tube with a gemstone in it, some wire, 10,000 in jade, 500 in opal, 300 in ruby quartz and the spells Escape (primary), Negate Mechanics, and Energy Disruption.

**Market Cost:** Two to five million credits.

## TW Ward Eraser

Used to overcome magical security measures and traps, and will completely negate a ward without setting it off or alerting the creator of the ward. All wards get a saving throw vs magic.

**Weight:** 4 ounces (113 g).

**P.P.E. Activation Cost:** 200 per each ward erased.

**Device Level:** 4

**P.P.E. Construction Cost:** 1,552

**Creation Requirements:** A small circuit board, wires, capacitor, 105,000 in lapis lazuli, 16,000 in emerald; the spells Negate Magic (primary), Anti-Magic Cloud, and Invisibility: Simple; and a thorough understanding of Ward Magic (may require an assistant who is a practitioner).

**Market Cost:** 50-100 million credits; extremely rare.

## Wormwood Stones and Crystals

Wormwood Techno-Wizards often incorporate Wormwood magic stones and crystals into their TW devices; however, these will lose their powers and die/crumble to dust if taken off the planet Wormwood. This modification allows the stones/crystals to exist away from the planet as long as they are part of a weapon or suit of armor. Any Blood Stone or Crystal except the Eye Stones, Pure Stones, Control Gem, Crystal Ball, Life Essence Crystal or any crystals that provide communion with Wormwood spells, can be kept alive and functioning.

**P.P.E. Activation Cost:** 50 P.P.E. per day or the stone/crystal will die.

**Device Level:** 5

**P.P.E. Construction Cost:** 365

**Creation Requirements:** Silver wire, small circuit board, small gold wire cage, 6,000 in amber, 1,000 in jade, 60 in red agate and the spells Sustain (primary), Life Blast, and Light Healing.

**Market Cost:** 1-3 million credits; rare.

## TW Prosthetic Limbs

These artificial arms and legs are similar to TW bionics except they are not implanted into the body. Instead, they are strapped or adhered to the body. In all respects, the prosthetic limbs are like the artificial limbs the Coalition States has developed, except they are attached and powered by magic. No special features or weapon systems can be built-in. All physical attributes are the same as for the normal flesh and blood limb, and the TW Prosthetic Limb feels completely natural. If there is a downside, it's that the TW prosthetic must be recharged with P.P.E. daily.

**Weight:** Varies.

**P.P.E. Activation Cost:** Must be recharged with 20 P.P.E. every day or 140 per week. Can draw on enough ambient P.P.E. for a day's use in one hour on a ley line.

**Device Level:** 5

**P.P.E. Construction Cost:** 580

**Creation Requirements:** A mannequin-like arm carved from wood and enchanted with the Ironwood spell, copper wire, a circuit board, EKG contact pads, 400 in amethyst, 13,000 in opal, 2,500 in malachite, 6,000 in black pearl, and the spells Manipulate Objects (primary), Telekinesis, Feather Light, Carpet of Adhesion and Superhuman Strength. Additional TW and conventional features will require additional spells and materials.

**Market Cost:** Varies; 150,000-500,000 credits each.

## TW Gem Extractor Tool

This Techno-Wizard device is a tool built for use by Techno-Wizards salvaging damaged or outdated TW devices, specifically the gemstones that are used in the devices. The Gem Extractor Tool allows Techno-Wizards to remove gemstones that have been bonded to a Techno-Wizard device without damaging the gem, and dispels any magic that has been imbued into the gem so that it can be reused.

**Weight:** 1 pound (0.45 kg).

**Power:** Extracts a gemstone from a Techno-Wizard device without damaging it and then dispels any magic imbued into it.

**Range:** Touch.

**P.P.E. to Activate:** 30

**Device Level:** 1

**P.P.E. Construction Cost:** 373

**Creation Requirements:** Gold wire, a vacuum tube, a laser wand, 6,600 in amber, 10,000 in lapis lazuli, 500 in opal and the spells Negate Magic, Negate Mechanics, Dispel Magic Barriers and Mend the Broken (primary).

**Market Cost:** 1-2 million credits.

## Techno-Wizard Weapons

### TW Auto-Crossbow

This crossbow fires bolts in rapid succession. The weapon is designed with vampire hunters (and to a lesser degree, demon slayers) with P.P.E. or I.S.P. (costs double the P.P.E. amount) in mind. The Auto-Crossbow is cost effective and easy to produce.

**Weight:** 12 pounds (5.4 kg).

**Damage:** Varies.

**Range:** 1,200 feet (366 m).

**Rate of Fire:** Single shot or rapid-fire burst of three bolts.

**Payload:** 30 bolts per drum.

**P.P.E. Activation Cost:** One P.P.E. (or two I.S.P.) per each bolt fired.

**Device Level:** 1

**P.P.E. Construction Cost:** 45

**Creation Requirements:** A crossbow, various copper components, an opal worth 2,000 credits, malachite worth 2,500 credits and a clear zircon worth 3,500 credits, and the spells Telekinesis (primary), Fingers of the Wind, and Mystic Fulcrum.

**Bonuses:** +2 to strike.

**Market Cost:** 30,000 credits.

### Auto-Crossbow Drums and Bolt Types

These drums hold the specially shaped bolts for the Auto-Crossbow. These are physical bolts made by Techno-Wizards and other manufacturers.

**Weight:** 1 pound (0.45 kg) loaded.

**Creation Requirements:** None, other than conventional materials needed to construct the drum. No spells are required.

**Market Cost:** 1,000 credits plus the cost of the bolts.

**Bolt Types:**

1) **Wooden Bolt:** 1D6 S.D.C. per single shot, 2D6 S.D.C. per 3 bolt burst; double damage to vampires. Ordinary wooden bolts designed for this weapon's drum.

2) **Ironwood Bolt:** 3D6 S.D.C. per single shot, 6D6 S.D.C. per 3 bolt burst; double damage to vampires and creatures vulnerable to wood, and has a 75% chance of staking a vampire when a burst is fired into its chest. **Creation Requirements:** A wood bolt and the Ironwood spell. **Cost:** 100 credits per bolt. **Note:** Ironwood Bolts can be retrieved and reused over and over again. (S.D.C. fire does not burn wood enchanted with the Ironwood spell.)

3) **Silver Bolt:** 2D6 S.D.C. per single shot, 4D6 S.D.C. per 3 bolt burst; double damage to vampires and creatures vulnerable to silver. **Creation Requirements:** None; it's just a plain, silver-tipped bolt. **Cost:** 250 credits per bolt. **Note:** The silver bolt tips can be retrieved and reused (in which case, reduce the cost of the drum by half).

4) **Enchanted Bolt:** 3D6 M.D. per single shot, 6D6 per 3 bolt burst. **Creation Requirements:** A bolt and the Enchant Weapon spell. **Cost:** 500 credits per bolt. **Note:** One time use.

## Mystic Fury Blade

This weapon has similar powers to the Battle Fury Blade, but has a number of additional features that make it more effective at long range combat. When activated, the magical symbols on the weapon glow blue and begin crackling with miniature, blue lightning bolts. This weapon comes in a variety of shapes but is always an axe, pole arm, or sword.

**Weight:** 7 pounds (3.15 kg).

**Damage:** 1D6 M.D. when not activated, 1D6x10 M.D. when activated.

**Powers:** When activated, the weapon inflicts 1D6x10 M.D., the user's attacks per melee are increased by two, the weapon can shoot blue lightning bolts (4D6 M.D., 500 foot/152 m range, each bolt counts as one melee attack action and is +2 to strike plus P.P. bonuses), and the user is encased in a suit of magical force with 100 M.D.C.

**Duration:** 2 minutes.

**P.P.E. Activation Cost:** 60 P.P.E.

**Device Level:** 5

**P.P.E. Construction Cost:** 817

**Creation Requirements:** A silver-plated sword blade, silver wire, 200,000 credits in red zircon, black garnet worth 2,500 credits, diamond worth 15,000 credits, a star sapphire worth 20,000 credits and a turquoise worth 480 credits. And the spells Sorcerous Fury (primary), Ensorcel, Speed Weapon, Power Weapon, and Invincible Armor and Enchant Weapon.

**Market Cost:** 11-15 million credits.

## TW Hellfire

### Guided Fire Ball Launcher

This weapon fires magical fire balls that pursue their targets like smart bombs (see missile section in the **Rifts®** main book). The user must have line of sight (optical enhancement can be used for long-distance targets), and each fire ball is +3 to strike.

**Damage:** 4D6 M.D. per single shot, or 1D6x10 M.D. per triple blast.

**Range:** 1,500 feet (457 m).

**Rate of Fire:** One at a time or as a triple blast.

**Weight:** 20 pounds (9 kg).

**P.P.E. Cost to Recharge:** 27 P.P.E. or 54 I.S.P. gives the weapon three guided fire balls.

**Payload:** Can hold up to nine guided fire balls.

**Device Level:** 5

**P.P.E. Creation Cost:** 275

**Creation Requirements:** Copper coil, metal tube that is silver plated on the inside, 494,000 credits worth of red ruby, 150 in smoky quartz, 3,500 in clear zircon, 500 in opal and the spells Fire Ball (primary), Ballistic Fire, Fire Globe, Dragon Fire, Wind Rush, and Telekinesis.

**Market Cost:** Four million credits.

## TW Power Halberd

A magically converted Power Halberd (see **Rifts® Dimension Book 2: Phase World®**, page 116) that no longer needs the power cable or pack, making it lighter and easier to use.

**Weight:** 20 pounds (9 kg).

**Damage:** 4D6 S.D.C. unpowered, or 1D6x10 M.D. when powered with P.P.E.

**P.P.E. Activation Cost:** 30 for 3 minutes.

**Device Level:** 5

**P.P.E. Creation Cost:** 587

**Creation Requirements:** 18,000 credits worth of ruby quartz, 280 in turquoise, 2,500 in black garnet, a Power Halberd with a silver-plated blade, and the spells Energy Field (primary), Power Bolt, Power Weapon, and Enchant Weapon.

**Market Cost:** 1-2 million credits.

## TW Plasma Cartridge Weapon Conversion

This is a Techno-Wizard conversion performed on Naruni plasma cartridge weapons, allowing them to use magical energy instead of the plasma cartridges. The conversion also makes the weapon lighter.

**Weight:** Varies; reduces the weapon's normal weight by 25%.

**Damage:** 1D4x10 Mega-Damage or 5D6 Mega-Damage.

**Range:** As per weapon.

**Rate of Fire:** Varies by weapon type.

**Payload:** Varies; as per original weapon. Each plasma bolt uses 12 P.P.E. (10 P.P.E. for the smaller, 5D6 M.D. weapons). Double the cost when I.S.P. is used.

**Device Level:** 3

**P.P.E. Creation Cost:** 135

**Creation Requirements:** Red ruby worth 190,000 credits, ruby quartz worth 300 credits, smoky quartz worth 150 credits, copper wire, a Naruni plasma cartage weapon and the spells Fire Ball (primary), Fire Bolt, Fuel Flame, and Ignite Fire.

**Market Cost:** 1-2 million credits for the converted weapon.

**Notes:** Weapons converted to magical energy can no longer use plasma cartridges.

## TW Sunlight Laser Conversion

The Sunlight Laser Conversion is a simple weapon modification that gives laser weapons the ability to damage and kill vampires and other undead.

**Weight:** Varies.

**Damage:** Varies; does normal laser damage, but also inflicts full laser damage to vampires (and other creatures vulnerable to sunlight), and can kill a vampire if enough damage is inflicted.

**Rate of Fire:** As per weapon.

**Range:** Varies; standard for the weapon used.

**P.P.E. Cost:** 2 P.P.E. per laser blast to make the blast suitable to inflict sunlight damage to vampires and others vulnerable to sunlight.

**Payload:** Varies; standard for the weapon used. Still requires its original power source (e.g. E-Clips) to fire laser blasts.

**Device Level:** 5

**P.P.E. Creation Cost:** 152

**Creation Requirements:** A laser weapon, silver wire, 62,000 in jade, 60 in quartz and the spells Life Blast (primary) and Globe of Daylight.

**Market Cost:** 500,000 credits for the conversion of the weapon.

## TW Light Rod

This device consists of a long, glass rod with a metal grip that is ornately engraved.

**Powers:** When activated, the glass tube glows like a Globe of Daylight (same as the spell at 4<sup>th</sup> level), makes the user impervious to lasers, and he can fire laser-like beams of light.

**Weight:** 2 pounds (0.9 kg).

**Damage:** 2D6 M.D. per blast.

**Rate of Fire:** Each blast counts as one melee attack.

**Range:** 1,000 feet (305 m) for laser-like blasts. Globe of Daylight effect illuminates a 24 foot (7.3 m) radius around the device.

**P.P.E. Activation Cost:** 10 P.P.E. per melee round.

**Device Level:** 4

**P.P.E. Construction Cost:** 216

**Creation Requirements:** A glass tube, gold wire, a small circuit board, metal handle, 10,000 in red zircon, 60 in clear quartz, and the spells Impervious to Energy (primary), Globe of Daylight, and Energy Bolt.

**Market Cost:** 1-4 million credits.

## TW Dark Slayer Blade

This TW device is a powerful weapon of light that can wreak havoc on supernatural evil, especially vampires, Shadow Beasts, Shadow Terrors and other creatures linked to darkness such as the Nightlords and their minions. The Dark Slayer Sword is usually a claymore or flamberge with a bright silver blade that has magic symbols running down the length of the blood groove, but it can be made from any large bladed weapon, including axes and polearms.

**Weight:** 6 pounds (2.7 kg).

**Damage:** 4D6 M.D.

**Powers:** Dark Slayer: By pumping 40 P.P.E. into the weapon, the wielder of the sword can activate the Dark Slayer power. While activated, the sword does 1D4x10 M.D. (double damage to creatures vulnerable to silver and light like vampires). Supernatural beings, including vampires, cannot regenerate damage inflicted by the sword for 5 minutes.

**P.P.E. Activation Cost:** 25 P.P.E. per minute.

**Device Level:** 4

**P.P.E. Construction Cost:** 1,090

**Creation Requirements:** A silver-plated blade, 2 glass bulbs, gold wire, 2,400 in clear quartz, 2,000 in red zircon, 700 in fire opal, 2,500 in black garnet and the spells Light Blade (primary), Enchant Weapon (Minor), Desiccate the Supernatural, and Sub-Particle Acceleration.

**Market Cost:** 2-5 million credits.

## TW Transformable Pistol/ Hand-Held Computer

This Techno-Wizard weapon appears to be an ordinary hand-held computer, but when activated, the computer transforms into a pistol with a stock and weapon sight.

**Weight:** 3 pounds (1.35 kg).

**Damage:** 2D6 M.D.

**Range:** 400 feet (122 m).

**Rate of Fire:** Each blast counts as one melee attack.

**Payload:** 20; 40 P.P.E. recharges the entire payload.

**Duration:** All transformations last until the device is transformed back into its other form.

**P.P.E. Activation Cost:** Transforming the computer into a weapon requires 20 P.P.E., and an additional 20 P.P.E. is needed to transform it back into a computer.

**Device Level:** 3

**P.P.E. Construction Cost:** 369

**Creation Requirements:** A hand-held computer, silver wire, 300 in ruby quartz, 30,000 in alexandrite, 500 in opal, 4,800 in turquoise and the following spell chains: 1) Metamorphosis: Superior (primary) and Telekinesis. 2) Power Bolt (primary) and Energy Field.

**Bonuses:** +4 to strike on Aimed and Called Shots only.

**Market Cost:** 250,000-500,000 credits.

## TW Transformable Knife/Watch

This Techno-Wizard device appears to be an ordinary watch, but it can transform into a small Vibro-Blade. This makes it a favorite of assassins and terrorists. The watch also contains the equivalent to a Clock Calendar and Gyro-Compass.

**Weight:** 2-3 ounces (57-85 g).

**Damage:** 1D4 M.D.

**Powers:** The watch can transform into a small knife each time P.P.E. is channeled into it, but the transformation is permanent until additional P.P.E. is channeled into it. The Vibro-Blade is also powered by P.P.E.

**Duration:** The transformation lasts indefinitely until additional P.P.E. is channeled into the device. The Vibro-Blade can be powered for 3 minutes per 6 P.P.E.

**P.P.E. Activation Cost:** Each transformation requires 10 P.P.E. Powering the Vibro-Blade costs 6 P.P.E. for 3 minutes.

**Device Level:** 3

**P.P.E. Construction Cost:** 316

**Creation Requirements:** A watch with a metal band, gold wire, 30,000 in alexandrite, 15,000 in garnet, 500 in opal, 300 in ruby quartz and the following spell chains: 1) Metamorphosis: Superior (primary) and Telekinesis. 2) Sonic Blast (primary) and Energy Field.

**Market Cost:** 200,000-300,000 credits.

## TW Capacitor Gauntlets

These gauntlets allow the wearer to fire energy blasts from the palms, inflict M.D. with punches and power/charge electrical devices. The gauntlets consist of a rubber glove with metal plates, wires and electrical circuits attached to it. The gauntlets crackle with blue electrical bolts when activated.

**Weight:** 2 pounds (0.9 kg).

**Damage:** 2D6 M.D. per bolt or per energized punch. 4D6 M.D. per double energy blast from both hands simultaneously at the same target, or per power punch (counts as two attacks).

**Range:** Touch. Bolts have a range of 1,000 feet (305 m).

**Powers:**

- Can recharge/power electronics by converting P.P.E. into electricity.
- Can power most, simple electronic devices by holding them in one hand and pumping in 1 P.P.E. point. Such items include a flashlight, radio, video camera, portable computer, language translator, electric shaver, etc.
- Recharge one small, S.D.C. energy battery for one P.P.E. point.
- Recharge large S.D.C. battery (the equivalent of an automobile battery) for 3 P.P.E. points.
- Standard E-Clip (M.D. energy) for 20 P.P.E.
- Long E-Clip (M.D. energy) for 40 P.P.E.
- Energy Canister for 80 P.P.E.

**Rate of Fire:** Equal to the user's hand to hand attacks. Each blast counts as one attack.

**Duration:** Recharging counts as two melee attacks/actions, energization lasts 5 minutes.

**P.P.E. Activation Cost:** 20 P.P.E. to energize; powering/charging electrical devices varies.

**Device Level:** 5

**P.P.E. Construction Cost:** 566

**Creation Requirements:** Rubber gloves with metal plates, copper wires, electrical circuits, 19,500 in red zircon, 300 in ruby quartz, 90,000 in white pearls and the following spell chains: 1) Fist of Fury (primary), Sorcerous Fury, Lightning Arc, and Call Lightning. 2) Sub-Particle Acceleration (primary) and Energy Field.

**Bonuses:** +4 to strike with energy blasts.

**Market Cost:** 4-8 million credits.

## TW Fire Storm Pistol

*Inspired by an illustration by Ramon Perez in Rifts® Coalition Wars® 6: Final Siege, page 123.*

One of the most powerful handguns on the planet, the Fire Storm Pistol consists of a series of 8 large barrels arranged around a circular central axis similar to an Old West Pepper Box Pistol. Each of the barrels holds a small fire ball which can be fired one at a time or all at once, which is what gives the pistol its incredible damage capacity.

**Weight:** 3.5 pounds (1.58 kg).

**Damage:** Each fire ball does 2D6+2 M.D.; 1D6x10+8 M.D. if the entire payload of eight is fired at once.

**Range:** 450 feet (137.2 m).

**Rate of Fire:** Each blast counts as a melee attack.

**Payload:** Eight. 10 P.P.E. reloads one round; 80 P.P.E. reloads all eight.

**Device Level:** 5

**P.P.E. Construction Cost:** 216

**Creation Requirements:** 8 barrels plated with gold on the inside, 304,000 in deep-red ruby, and the spells Ballistic Fire (primary), and Fire Bolt.

**Penalties:** -2 to strike due to the weight of the barrel.

**Market Cost:** 1-4 million credits.

# TW Hand Grenades

## Grenade Note

Throwing range is typically 120 feet (36.6 m); 50% greater for those with Robot P.S., double for Supernatural P.S.

## TW Shockwave Grenade

An antipersonnel grenade that produces a destructive shock wave the same as the spell Shockwave at 5<sup>th</sup> level.

**Damage:** 2D4 Mega-Damage to a 6 foot (1.8 m) radius. People/objects within the blast area that weigh 500 pounds (225 kg) or less will be knocked off their feet and hurled 2D6 feet outside the blast area. All lose initiative and one melee attack.

**Device Level:** 5

**P.P.E. Creation Cost:** 662

**Creation Requirements:** A garnet worth 4,000 credits, opal worth 500 credits, copper wire coil, circuits, various other parts, and the spells Shockwave (primary) and Telekinesis.

**Market Cost:** 40,000 credits.

## TW Sunlight Flash Grenade

This grenade produces a flash of sunlight that is absolutely devastating to creatures that are vulnerable to sunlight, such as vampires.

**Damage:** 1D6x10 M.D./H.P. to all creatures vulnerable to sunlight, 10 foot (3 m) blast radius. Does no damage to others, but the brilliant flash temporarily blinds people for 1D4 melee rounds.

**Device Level:** 2

**P.P.E. Creation Cost:** 257

**Creation Requirements:** Silver-plated metal parts, copper wire, glass cylinder, 270 in clear quartz, 2,000 in jade, and the spells Globe of Daylight (primary), Blinding Flash, Life Blast, and Life Ward.

**Market Cost:** 30,000-60,000 credits each.

## TW Water-Surge Grenade

This grenade creates an explosion of water that will damage vampires and other creatures vulnerable to water.

**Damage:** 6D6 S.D.C./H.P. to creatures vulnerable to water within a 10 foot (3 m) blast radius. No damage to others, but they get drenched.

**Device Level:** 1

**P.P.E. Creation Cost:** 350

**Creation Requirements:** Plastic parts, silver wire, an aquamarine worth 2,000 credits, a clear zircon worth 3,500, and the spells Create Water (primary) and Wind Rush.

**Market Cost:** 20,000-30,000 credits.

## TW Hellfire Grenade

The Hellfire Grenade releases hundreds of mini-fire balls that will lock onto the 5 nearest targets. This grenade is built using a Wilk's Beehive Grenade.

**Damage:** Sends out hundreds of mini-fire balls that fly at the 5 nearest (within 30 feet/9.1 m) targets, inflicting 1D6 Mega-Damage each. The fire balls are +3 to strike. The fire balls are too small to attack, thus targets of the grenade can only dodge them.

**Device Level:** 2

**P.P.E. Creation Cost:** 400

**Creation Requirements:** Wilk's Beehive Grenade, red ruby worth 19,000 credits, smoky quartz worth 150 credits, and the spells Ballistic Fire (primary) and Fuel Flame.

**Market Cost:** 25,000-30,000 credits.

## TW Entity Dispersion Grenade

This grenade creates a sparkling explosion which chases away 1D4 Entities within a 20 foot (6.1 m) radius. The Entities flee at least 1,000 feet (305 m) and hide. Most will not be active again for 1D4x10 minutes. Greater Entities are +3 to save vs magic to resist (need a 15 or better to save).

**Damage:** None.

**Device Level:** 1

**P.P.E. Creation Cost:** 666

**Creation Requirements:** Silver-plated metal parts, star sapphire worth 20,000 credits, a ruby quartz worth 150 credits and the spells Constrain Being (primary), and Energy Field.

**Market Cost:** 200,000-500,000 credits.

# TW Armor & Power Armor

## TW Bulletproof Armor

This armor protects the wearer from projectiles, arrows, bullets and shrapnel (but not physical hand to hand attacks), by creating bolts of lightning that vaporize the projectiles *before* they hit. The enchantment has no effect on energy blasts or Telekinesis, or magic unless the latter is a physical material like Shard of Ice.

Bulletproof Armor can be made from any type of body armor or power armor. This is done by adding filament that runs down the body, arms and legs (front, back and sides), replacing the helmet and adding a sort of mantle that covers the shoulders and chest. Any electronics or sensor systems in the original helmet are incorporated into the replacement.

**Weight:** Varies; original weight of the armor used, plus 6 pounds (2.7 kg).

**Damage:** Sufficient to vaporize most projectiles and 1D4 mini-missiles that come within 10 feet (3 m).

**M.D.C.:** The M.D.C. of the armor varies, and is the same as the armor used in the construction. The replacement helmet has 60 M.D.C., and usually has an animalistic, demonic or other stylized shape, depending on the tastes of the Techno-Wizard creator. The magic also provides an additional 50 M.D.C. points of magical protection when activated. Damage comes off the magic M.D.C. first.

**Range:** 10 feet (3 m) maximum.

**Duration:** Two minutes per activation.

**P.P.E. Activation Cost:** 25

**Device Level:** 5

**P.P.E. Construction Cost:** 450

**Creation Requirements:** A suit of armor, copper wire, 2,000 in red zircon, 300 in ruby quartz, 600 in clear quartz, and the spells Sorcerous Fury, Energy Field, and Chromatic Protection (primary).

**Market Cost:** Cost of the body armor or power armor, plus the TW modifications (helmet, mantle and other changes) are another 500,000-700,000 credits.

## Ecto-Skeleton Body Armor

This unique device looks like a Juicer drug harness, but when activated, the device generates ectoplasm and forms it into a suit of non-environmental body armor. The ectoplasm still has a wispy look, but provides M.D.C. protection, and the fact that the suit is the size of a Juicer harness makes it lightweight and easy to conceal. No movement penalties. The harness can be worn under clothing, over clothing or over conventional body armor. Ideal for mages who cannot wear conventional body armor, but can wear Ecto-Skeleton armor without any negative effect on spell casting. Also excellent for assassins and others who have a need for unobtrusive, hidden armor.

**Class:** Ectoplasm Body Armor.

**Model:** EBA-12

**Statistical Data:**

**Height:** One foot (0.3 m) taller than the wearer when activated.

**Width:** One foot (0.3 m) wider than the wearer when activated.

**Length:** One foot (0.3 m) longer than the wearer when activated.

**Weight:** About 10 pounds (4.5 m) when activated; plus 6 lbs (2.7 kg) for the harness.

**Strength:** As per usual for the character.

**M.D.C. By Location:**

\*Head – 30

\*\*Main Body – 90

Arms – 30 each

Legs – 30 each

\*\*\*Harness – 20

\* The head is a small target, -2 to strike on a Called Shot only.

\*\* Destroying the main body dispels the ectoplasm, but it can be reformed in 3 hours. The M.D.C. regenerates at 3D6 per hour.

\*\*\* The harness can *only* be damaged when all main body M.D.C. has been depleted. Even then, it is a small target, and can only be struck with a Called Shot at -3 to strike. If the harness M.D.C. is depleted, the Ecto-Skeleton unit is destroyed.

**Weapon Systems:** None; only handheld weapon systems and hand to hand combat.

**P.P.E. Activation Cost:** 30 P.P.E. (or 60 I.S.P.) for 10 minutes, or until main body M.D.C. is reduced to zero.

**Device Level:** 5

**P.P.E. Creation Cost:** 195

**Creation Requirements:** A Juicer drug harness, silver wire, EKG contact pads, a circuit board, 80,000 in citrine, 300 in ruby quartz, 15,000 in diamond, 12,000 in black pearl, 500 in opal, and the spells Telekinesis, Superhuman Strength, Superhuman Speed, Invincible Armor, Astral Projection (primary) and Energy Field.

**Market Cost:** 200,000-350,000 credits.

## TW Vehicles/ Vehicle Modifications

### TW Fire Wind Jet Pack

*Inspired by an illustration in Rifts® Coalition Wars® 6: Final Siege.*

This jet pack consists of two small hovercycle jet engines, with two fins and a series of micro-jets attached to them. The engines can perform VTOL maneuvers and can reach good speeds.

The jet pack uses a Telemechanic helmet that gives the pilot fast and precise control and frees up his hands so that the pilot can carry and fire a weapon. The pack has no standard weapon systems built in, but the flyer can use handheld weapons.

**Crew:** One pilot. One other can be carried in the pilot's arms for short distances.

**Speed:** Hover to 120 mph top speed; double along ley lines.

**Range:** Needs 10 P.P.E. points per minute of flight, or indefinite when on a ley line.

**Maximum Altitude:** 20,000 feet (6,096 m). However, most ley lines are no taller than one mile (1.6 km) high, so one cannot fly higher than that and remain "on" the ley line.

**Size:** 6 feet (1.83 m) wide, 3 feet (0.91 m) tall, 1.5 feet (0.46 m) wide.

**Weight:** 60 pounds (27 kg).

**M.D.C. by Location:**

Main Body – 50

Engines (2) – 30 each

Fins (2) – 10 each

**Device Level:** 5

**P.P.E. Construction Cost:** 1,232

**Creation Requirements:** 2 hovercycle jet engines, a small computer, 5 E-Clips, 7,000 in clear zircon, 600 in ruby quartz, 300 in smoky quartz, 2,000 in red zircon, 1,000 in opal, 3,000 in tiger eye, 16,000 in sapphire, 150,000 in diamond, and the following spells: Wind Rush, Ignite Fire, Fuel Flame, Fly (primary), Float in Air, Energy Field, Energy Bolt, Telekinesis, Impervious to Fire, Calling, Negate Mechanics, and Mental Blast.

**Bonuses:** +6 to dodge when flying above 300 mph (480 km).

**Market Cost:** 300,000-400,000 credits.

## Technical Stuff

### Additional Gem References

The following spells can be found in **Rifts® Dimension Book™ 12: Dimensional Outbreak™**, **Rifts® Dimension Book™ 13: Fleets of the Three Galaxies™**, **Rifts® Chaos Earth™ Sourcebook: The Rise of Magic™**, **Rifts® Adventure Sourcebook: Mercenary Adventures**, **Rifts® Dimension Book™ 7: Megaverse® Builder**, **Palladium Fantasy RPG®, Palladium RPG Book 12: Library of Bletherad™**, **Palladium RPG Book 13: Northern Hinterlands™**, **Nightbane® RPG**, **Nightbane® Book 1: Between the Shadows™**, **Nightbane® Book 3: Through the Glass Darkly™**, **Mystic China™**, and **Mysteries of Magic™ Book 1: The Heart of Magic™**.

### New Spell Categories

**Space Magic:** Quartz or Tourmaline.

**Demon Magic:** Ivory or Andnodite.

**Combat Magic:** Turquoise or Zircon (Red).

**Chi Magic:** Jade or Emerald.

**Blue Flame Magic:** Ruby (Blue) or Star Sapphire.

**Fleshsculptor Magic:** Jade or Agate (Red-Orange).

**Mirror Magic:** Onyx or Diamond.

**Chaos Magic:** Pearls or Garnet.

**Mystic Bulwarks Magic:** Diamond or Onyx.



**Fulmination Magic:** Zircon (Red) or Quartz (Ruby).

**Ice and Cold Magic:** Garnet or Zircon (Clear).

**Shadow Casting Magic:** Sapphire (Black) or Onyx.

## Individual Spells, Listed by Gemstone

**Agate (Red-Orange):** Draught of Life and Death (50).

**Agate (Fire):** Sense P.P.E. (3), Sense Nightbane (3), Impression (4), Night Vision (6), Dream Senses (8), Observe Dream (4), The Knowing Candle (5), Decipher Magic (4), Faerie Speak (5), Sense Traps (7), Detect Poison (10), X-Ray Vision (25).

**Amber:** Mend Cloth (12), Mend Wood (10).

**Alexandrite:** Control Beasts (18), Metamorphosis: Dragon (2,000), Cloud Animal Mind (5), Animal Eyes (23).

**Amethyst:** Magic Armor (10), Paralysis: Superior (25), Create Bread & Milk (15), Cobwebs (5), Spider Webs (10), Rags to Rope (13), Magic Weapon (25).

**Andnodite:** An Eye for an Eye (30), Temporary Insanity (45), Curse: Paranoia (70), Curse: Neurosis (95), Traitorous Hand (10), Friend in the Head (75), Fatal Growth (95), Maggots Curse (500), Faeries' Dance (55), Seasickness (5).

**Chrysochase (Quartz):** Summon Nightlord Avatar (150), Summon Nightlord (425), Summon & Control Astral Being: Major (200), Summon & Control Dream Being: Major (250).

**Citrine:** Call Creature of Light (10), Call Nightlands Denizen (15), Call Nightlord (25), Summon Nightlands Denizen (75), Control Nightlands Denizen (85), Summon & Control Astral Being: Minor (80), Summon & Control Dream Being: Minor (60), Call Ectoplasm from Others (40).

**Diamond:** Blood Ward (5+), Cloud of Slumber (6).

**Garnet (Black):** Charm Weapon (15), Temporary Enchantment (30), Enchant Weapon (300), Mystic Mark (3), Erase Mystic Mark (20), Create Magic Manikin (500).

**Garnet (all other colors):** Avalanche (60 or 100), Blow Snow (6), Cure Frostbite (12), Dig Through Snow (8), Ice Shield (10), Ride Ice Flow (24), Shield from Light/Polarized Vision (4), Skate Ice (8), Snow Walking (8), White Out (6), Wind Run (10), Ventri-  
loquism (3), Hands of Stone (15), Semi-  
Impervious to Cold (15).

**Jade:** Bonding (80), Life Plant (8), Spirit Attack (15), Destroy Undead Flesh (100).

**Ivory:** Reanimate Flesh (4), Destroy Dead Flesh (3+), the Druids' Head (40), Mictlantecutli's Command (150), and Aura of Undeath (12).

**Malachite:** Increase Weight (4), Weightlessness (6), Immobilize (25), Witch Bottle (28).

**Opal (Black):** Reverse (18).

**Opal (Fire):** Bind Nightbane (70), Finger of Lictalon (150), Expel Demons or Deevils (35).

**Opal:** Animate Object (15).

**Onyx:** Nightlands Portal (50), Astral Portal (60), Dream Window (30), Open Pathway (170), Teleport: Self (120).

**Pearl (Black):** Fleet Feet (20), Size of the Behemoth (12).

**Quartz (Clear):** Radiate Light (8).

**Quartz (Smoky):** Scarlet Pepper (10).

**Ruby (Deep Red):** Fire Fist (15), Flame Consuming Gem (125).

**Ruby (Blue):** Love Charm (40).

**Star Sapphire:** Watching Enchantment (40), Soul in a Bottle (50), Immure Entity (200).

**Tiger Eye:** Psychic Drain (200), Someone Makes Them (920), See Mystic Mark (4), Crystal Eye (42).

**Turquoise:** Circle of Concealment (15 or 100), Power Staff (50+).

**Zircon (Clear):** Midnight Wind (12).

**Zircon (Red):** Lightning Fist (12), Lightning Strike (18), Handful of Lightning (30), Lightning Ride (50).

**Zircon (Yellow):** Monster Insect (50 or 100), Rags to Raiments (13).

## Souped-Up TW Devices

Experienced Techno-Wizards can modify TW devices in order to get the most out of them. This involves making the device more efficient, adjusting the flow of P.P.E. and altering the energy resonant frequency, all of which increases all aspects of the device by +10%. Skill Penalties: -30% to TW Construction skill roll when souping-up the device, and takes twice as long to create.

## TW Malfunction Table (Optional)

**01-10%:** The device explodes. 01-40% small explosion doing 3D6 M.D., 41-70% medium explosion doing 5D6 M.D. to a 5 foot (1.5 m) area, 71-00% large explosion doing 1D6x10 to a 10 foot (3 m) area.

**11-20%:** Attracts 1D4 supernatural beings. Entities, the undead, demons or any number of things will be attracted to the device when it is used.

**21-30%:** Fizzle. Nothing happens. Device does not work.

**31-40%:** Temporal disturbance. When the device is activated, it causes a flash of light that blinds the character for what seems like a few seconds, but it has actually caused the user of the device to disappear for: 01-40% 2D6 melee rounds, 41-70% 2D6 minutes, 71-00% 1D6 hours. After this time, the user reappears where he was when he activated the device, with no idea how much time has passed.

**41-50%:** Super-charged. The device works at double the range or damage, but for half the duration, and if used more than 1D6 times a day it will explode, doing 4D6 M.D. to a 10 foot (3 m) radius.

**51-60%:** Half potency. Does half the damage and has only half the range and duration at the normal activation cost.

**61-70%:** Double the P.P.E. activation cost.

**71-80%:** Dimensional teleport. When activated, the device teleports the holder to another dimension. Roll on the table of dimensions in **Rifts® Dimension Book™ 7: Megaverse® Builder**.

**81-99%:** The device destroys itself! All gems are destroyed and cannot be salvaged.

**00%:** It's a miracle! The device works at double the normal potency (range, damage, duration, speed, etc.) but the effect can-not be replicated.

# Grimoire

## Technomancy

The following spells are a brand of magic that can be used by Techno-Wizards normally without the usual penalties to range, damage, duration, etc. Other magic users can also use these spells, but they will have to spend twice as much P.P.E. to cast them.

### Sense Machines

**Range:** 10 foot (3 m) radius.

**Duration:** One melee round per level.

**Saving Throw:** None.

**P.P.E.:** 6

**Level:** 1

Similar to the spells See Aura and Sense Magic, the Sense Machine spell can be used to locate machines and to sense certain information about machines.

- Locate all machines within the range of the spell, including hidden surveillance devices, listening bugs, etc.
- Recognize androids and cyborgs made to look like a flesh and blood being.
- Determine the level of sentience (e.g. drone, Robot Intelligence, Neural Intelligence, completely sentient, etc.).
- Determine if the machine has a mortal essence in it or is possessed by a supernatural being.
- Earth/human design or whether it is alien in origin or a TW device.

### Machine Diagnosis

**Range:** Touch.

**Duration:** Instant.

**Saving Throw:** None.

**P.P.E.:** 6

**Level:** 1

The mage can pinpoint the location/cause of damage or malfunctions and will know what needs to be done to correct it.

### Mend Machines

**Range:** Touch.

**Duration:** Instant/permanent.

**Saving Throw:** None.

**P.P.E.:** 50 plus the cost of repairs.

**Level:** 10

This spell is used to make simple repairs to electronics/machines that have been damaged. The spell repairs 1 S.D.C. per 1 P.P.E. point, or 1 M.D.C. per 10 P.P.E. Repairing software and malfunctions requires 5 P.P.E. per correction. All repair P.P.E. costs are in addition to the initial P.P.E. requirement.

### Biomech Familiar Link

**Range:** Self and Biomech; 600 feet (183 m).

**Duration:** Indefinite.

**Saving Throw:** None.

**P.P.E.:** 65

**Level:** 10

This spell is similar to the Familiar Link spell, except it is meant only to link the mage and a Biomech creature and will not work on any other living creature or machine. Once linked to the mage, the Biomech will obey his every command, no matter how wild it may have been.

#### Bonuses/Abilities from Link:

- The mage can see/sense what the Biomech can, but only when within 600 feet (183 m) of each other.
- The Biomech can run/fly 25% faster and can integrate twice the normal number of cybernetics.

#### Limitations:

- When the Biomech is damaged, so is the mage. For every M.D.C. point lost from the Biomech, the owner suffers one lost Hit Point.
- If the Biomech is killed, the mage permanently loses 5 Hit Points and there is a 01-50% chance he will fall into a coma for 1D6 hours.
- Only Biomechs can be used as a Familiar when this spell is used.

**Note:** For more information about Biomech creatures, see below.

## Transfer Intelligence

**Range:** Self.

**Duration:** Indefinite.

**Saving Throw:** None.

**P.P.E.:** 450

**Level:** 13

With this ritual, the mage is able to transfer his intelligence (I.Q., M.E., M.A., memories, emotions, skills, etc.) and energies (P.P.E. and I.S.P.) back and forth between a robot body and his original (if the mage's body is stolen or destroyed, the mage will be stuck in the robot body until the original body is recovered, if possible), like a magical version of the Transferred Intelligence AI (see **Rifts® Sourcebook One**). While within the robot body, the mage still has P.P.E./I.S.P. (regenerates and increases with experience normally), and can use his psionic abilities but cannot cast spells or use P.P.E. (natural/super powers may be affected; G.M.'s call). He has all his skills and mental faculties in addition to robot features. The ritual leaves the original body an empty but living shell which is magically sustained by this ritual (does not age, atrophy or starve) for up to one year per level of experience. After this period, the body must be sustained through other means. While in the robot body, the mage is immune to pain, fatigue, hunger, thirst, poison, toxins and does not breathe, though 3-5 hours of "rest/sleep" is still required to keep his mind sharp. Spells and psionics that affect the mind and emotions still affect the mage normally, but spells and psionics that would only affect a flesh and blood body do not work on the character. The mage can live indefinitely in the robot body without aging; however, the robot body can be destroyed and if that happens, the character is forcibly returned to his body and he permanently loses 5% of his P.P.E. If the physical body is dead, the mind inside the destroyed robot dies!

## Create Parts

**Range:** Touch.

**Duration:** Permanent.

**Saving Throw:** Not applicable.

**P.P.E.:** 50

**Level:** 10

With this spell, the mage can create a duplicate of a simple working part, or can re-create a part for a broken machine. In both cases, the mage must have at least a basic understanding of machines and electronics, and the necessary scrap/raw materials.

## Charge E-Clip

**Range:** Touch.

**Duration:** Until charge is used up.

**Saving Throw:** None.

**P.P.E.:** 25

**Level:** 7

The mage can recharge one E-Clip. The recharging process is safe and has no detrimental effect on the E-Clips, and takes one full melee round.

## Magic Tool

**Range:** Self.

**Duration:** 5 minutes per level.

**Saving Throw:** None.

**P.P.E.:** 20

**Level:** 4

By casting this spell, a Techno-Wizard can create any one simple tool such as a screwdriver, wrench, hammer, etc., out of thin air. The tool is made out of a translucent material that glows slightly blue but has all the same features and capabilities of the genuine article. The spell cannot create power tools or tools with M.D. capabilities, like a laser torch or laser wand.

## Mystic Bomb

**Range:** Touch. Can be thrown 120 feet (36.6 m).

**Duration:** Can be stored for 1 year per level of experience.

**Saving Throw:** None.

**P.P.E.:** 20

**Level:** 7

This spell creates a black orb the size of a tennis ball that when thrown, explodes on impact. The orb does 2D6 M.D., +1 M.D. per level of experience, to a 3 foot (0.9 m) radius per level of experience.

# Biomech Familiars

Biomechs were first discovered by Temporal Raiders and sorcerers in the *Three Galaxies* and are sometimes sold in the dimensional markets on *Phase World* and in the *United Worlds of Warlock* (UWW). Biomech animals are strange creatures from an unknown, alien dimension. They appear to be some sort of *living machines* similar to a cyborg, but are not man-made creations at all, but naturally occurring, *living beings*. This why they can be linked to by practitioners of magic as *Familiars*. How this can be, and what kind of world would spawn bio-mechanical animals, remains a mystery. Even stranger, why do they resemble *Earth* animals?

Biomechs take to being domesticated pets of humans and human-like beings quickly and easily. Those that become Familiars are fiercely loyal and protective of their mage, and happily obedient. Non-humans, especially monstrous looking beings, plant beings, demons and infernals, have a great deal of trouble with Biomech animals. Biomechs tend to be rebellious, finicky and uncooperative for such beings, with the Temporal Raider being the lone exception. Biomech animals seem to have an immediate disdain for evil supernatural beings, including the undead, demons of all kinds, Deevils, the Splugorth, and dark gods.

Due to their mechanized nature, Biomech animals can have a limited number of bionic and cybernetic systems added to them. How they arrive in our dimension is unknown, and even though Rifts Earth is a dimensional nexus with hundreds of ley line nexus points capable of Rifting to an, arguably, infinite number of worlds, Biomechs are exceedingly rare. In fact, the few hundred that may exist on Rifts Earth were brought there by dimensional travelers. Even in the dimensional markets of the Splugorth's Atlantis, there are seldom more than a few dozen sold every year.

Biomech animals appeal to many practitioners of magic, but especially to *Ley Line Rifters*, *Shifters*, *Temporal Raiders*, *Temporal Wizards* and *Techno-Wizards*. Techno-Wizards find these "living machines" to be fascinating and useful scouts and companions. However, some people, including Lemurians, find mechanical animals with minds and personalities of their own to be disturbing and "unnatural" (even though the creatures are natural to their mysterious, home dimension). The demand for Biomech Familiars is way beyond supply at most places, and the creatures remain exceedingly rare. On Rifts Earth, they can command one million to several millions of credits depending on the individual and circumstance, but remain super-rare.

**Note:** See **Rifts® Dimension Book Seven: Megaverse® Builder** for the first appearance of Biomech animals and stats for the *Avian* and *Saurian Biomech*. This issue of **The Rifter®** offers four new types of Biomechs, inspired by the Biomech concept created and written by Carl Gleba.

Canine Biomech

Feline Biomech

Serpentine/Snake Biomech

Chiropteran/Bat Biomech



## Canine Biomech

Canine Biomechs are very popular pets not only among Techno-Wizards and other magic users, but also among ordinary people because Canine Biomechs can be domesticated without having to use the Familiar Link spell. Canine Biomechs make extremely loyal pets and Familiars that serve their masters in a similar capacity as normal dogs.

**Alignment:** Scrupulous or Unprincipled as a Familiar or pet, Anarchist in the wild.

**Attributes:** I.Q. 1D4+4 (animal), M.E. 2D6+4, M.A. 3D6+3, P.S. 2D6+7, P.P. 2D6+10, P.E. 3D6+3, P.B. 2D6+6, Spd 1D4x10+35.

**M.D.C.:** P.E. x4.

**Horror Factor:** 9

**Size:** 1.5 feet (0.45 m) tall at the shoulder. 3 to 4.5 feet (0.9 to 1.4 m) long, with another 12-19 inches (30-46 cm) for the tail.

**Weight:** 40-60 pounds (18-27 kg).

**Average Life Span:** 15-20 years, but Familiars can live for three times as long.

**P.P.E.:** 6D6

**Natural Abilities:** Nightvision 30 feet (9 m), can leap 4 feet (1.2 m) high and 6 feet (1.8 m) long, has the equivalent of bionic amplified hearing, and a small, 3x3x4 inch (7.6x7.6x10 cm) compartment. Natural radar with a range of 1,000 feet (305 m), but is completely fouled up by rain, fog, smoke, snow, and dust storms. Strength is equal to Robotic and they have natural weapons described under damage. The Biomech is also able to integrate additional mechanical items into its body. These items can be any kind of cybernetics (or similar small mechanical items), from weapons to optics to sensors. The Biomech is limited to 4 items total and can integrate them in 1D4 days without surgery. Recovers 3D6 M.D.C. every 12 hours, twice as fast if it has metal scraps to incorporate into its body. Can feed on metal scraps, bionic parts, metal shavings, and iron

dust particles, but in its natural environment it feeds on other Biomech animals.

**Attacks per Melee:** 4

**Bonuses (in addition to attribute bonuses):** +1 on initiative, +4 to strike, +2 to dodge, +3 to save vs Horror Factor and impervious to diseases that afflict flesh and blood animals.

**R.C.C. Skill Equivalents:** Prowl 45%, Tracking (by smell) 80%, Swimming 65%, Land Navigation 75% and Tailing 50%.

**Damage:** Bite does 2D6 M.D., claws do 1D4 M.D.

**Magic:** None.

**Psionics:** None, but due to the alien nature of their minds, they save as if they were Minor Psychics (12 or higher). Familiars share a link with their human partner.

**Habitat:** Primarily found in their native dimension only, on a half dozen worlds.

**Languages:** None; communicates with other Canine Biomechs with synthesized growls, whines, barks and howls. Familiars respond to their human partner.

**Enemies:** None.

**Physical Appearance:** The Canine Biomech looks like a mechanical wolf or dog with silver or steel grey coloring. The metallic coloring is offset by blue fiber optic cables.

**Value:** The Canine Biomech is one of the few Biomech animals that can be domesticated and trained. A wild Canine Biomech sells for 50,000-70,000 credits, and a trained Canine Biomech sells for 100,000-150,000 credits on Phase World, ten times as much on Rifts Earth.

**Notes:** All Biomechs sustain themselves on a diet of other inorganic matter, preferably something with a high iron or nickel content.



## Feline Biomech

Like the Canine Biomech, the Feline Biomech can be domesticated, however the Feline is slightly more difficult to train. Despite this, the Feline is a popular pet, the same size as a house cat.

**Alignment:** Unprincipled as a Familiar or pet. Anarchist in the wild.

**Attributes:** I.Q. 1D6+2 (animal), M.E. 2D6, M.A. 2D6, P.S. 2D6+4, P.P. 2D6+12, P.E. 2D6+10, P.B. 2D6+8, Spd 1D4x10+10.

**M.D.C.:** P.E. x2.

**Horror Factor:** 6

**Size:** 1.5 feet (0.46 m) long, plus another 1 foot (0.3 m) of tail.

**Weight:** 10-20 pounds (4.5-9 kg).

**Average Life Span:** 16-25 years, but Familiars can live three times as long.

**P.P.E.:** 5D6

**Natural Abilities:** Nightvision 200 feet (61 m), can leap 5 feet (1.5 m) high and 6 feet (1.8 m) long. Natural radar with a range of 1,000 feet (305 m), but is completely fouled up by rain, fog, smoke, snow, and dust storms. Strength is equal to Robotic, and they have natural weapons described under damage. The Biomech is also able to integrate additional mechanical items into its body. These items can be any kind of cybernetics (or similar small mechanical items), from weapons to optics to sensors. The Biomech is limited to 4 items total and can integrate them in 1D4 days without surgery. Recovers 3D6 M.D.C. every 12 hours, twice as fast if it has metal scraps to incorporate into its body. Can feed on small metal scraps, bionic parts, metal shavings, and iron dust particles, but in its natural environment it feeds on other Biomech animals.

**Attacks per Melee:** 3

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

**R.C.C. Skill Equivalents:** Climbing 85%, Prowl 70%, Swimming 40%, Track Animals 50% and Tailing 80%.

**Damage:** Claws do 1D6 M.D.; bite does 1D4 M.D.

**Magic:** None.

**Psionics:** None, however due to the alien nature of their minds, they save as if they were Minor Psychics (12 or higher). Familiars share a link with their human partner.

**Habitat:** Primarily found in their native dimension only, on a half dozen worlds.

**Languages:** None; has synthesized growl, hiss, purr and meow. Familiars respond to their human partner.

**Enemies:** None.

**Physical Appearance:** Looks like a mechanical domestic cat, and comes in a variety of metallic colors and patterns offset by green fiber optic cables along its body.

**Value:** The Feline Biomech is one of the few Biomech animals that can be domesticated and trained. A wild Feline Biomech sells for 40,000-60,000 credits, and a domesticated Feline Biomech sells for 90,000-130,000 credits on Phase World, ten times as much on Rifts Earth.

**Notes:** All Biomechs sustain themselves on a diet of other inorganic matter, preferably something with a high iron or nickel content.

## Serpentine Biomech

Favored among magic users that specialize in assassination, Serpentine Biomechs are capable of producing a sort of venom that is composed of thousands of nano-machines that begin breaking down whatever it comes in contact with. However, it is designed to break down other Biomech animals so it is not as effective against organic beings.

**Alignment:** Unprincipled as a Familiar. Anarchist in the wild.

**Attributes:** I.Q. 1D4+2 (animal), M.E. 1D6+9, M.A. 1D6+4, P.S. 2D6+3, P.P. 2D6+6, P.E. 2D6+8, P.B. 1D6+3, Spd 2D6+6.

**M.D.C.:** P.E. x3.

**Horror Factor:** 12

**Size:** 3-8 feet (0.9 to 2.4 m) long.

**Weight:** 10-20 pounds (4.5-9 kg).

**Average Life Span:** 15-20 years, but Familiars can live three times as long.

**P.P.E.:** 6D6

**Natural Abilities:** Nightvision 100 feet (30.5 m), sees in the infrared spectrum with a range of 100 feet, Natural radar with a range of 1,000 feet (305 m), but is completely fouled up by rain, fog, smoke, snow, and dust storms. Strength is equal to Robotic, and they have natural weapons described under damage. The Biomech is also able to integrate additional mechanical items into its body. These items can be any kind of cybernetics (or similar small mechanical items), from weapons to optics to sensors. The Biomech is limited to 2 items total and can integrate them in 1D4 days without surgery. Recovers 3D6 M.D.C. every 12 hours, twice as fast if it has metal scraps to incorporate into its body. Can feed on small metal scraps, bionic parts, metal shavings, and iron dust particles, but in its natural environment it feeds on other Biomech animals.

**Attacks per Melee:** 3

**Bonuses:** +2 on initiative, +3 to strike, +1 to parry, +4 to auto-dodge, and +3 to save vs Horror Factor.

**R.C.C. Skill Equivalents:** Prowl 80%, Swimming 40%, Climbing 70%.

**Damage:** A constricting squeeze does 2D6 S.D.C. Bite does 1D4 M.D., plus the synthetic venom does an additional 2D6 M.D. (inflicts S.D.C. against organic beings) every melee for 1D4 melee rounds, unless a successful save vs poison is made *each* melee round. Because this venom is composed of nano-machines, there is no anti-venom that can neutralize it, thus most victims of the Serpentine must either wait out the venom or get magical aid. Another alternative is to use an IRMSS (see **Rifts® Ultimate Edition**, page 263), which will give the victim one additional chance to save, and if that is successful, the damage stops immediately.

**Magic:** None.

**Psionics:** None, however due to the alien nature of their minds, they save as if they were Minor Psychics (12 or higher). Familiars share a link with their human partner.

**Habitat:** Primarily found in their native dimension only, on a half dozen worlds.

**Languages:** None; has a synthesized hiss but it is only used when threatened. Familiars respond to their human partner.

**Enemies:** None.

**Physical Appearance:** A large, mechanical snake with a pattern of emerald green fiber optic cables running along the body.

**Value:** A wild Serpentine Biomech sells for 50,000-80,000 credits on Phase World, ten times as much on Rifts Earth.

**Notes:** All Biomechs sustain themselves on a diet of other inorganic matter, preferably something with a high iron or nickel content.

## Chiropteran (Bat) Biomech

Practitioners of magic who desire an out of the way guard for their homes and lairs often opt for the Chiropteran Biomech. Not only can the Chiropteran fly around patrolling the area, but it can also hang someplace out of the way for hours at a time. This, combined with its enhanced radar, makes it the perfect guard.

**Alignment:** Unprincipled as a Familiar. Anarchist in the wild.



**Attributes:** I.Q. 1D6+2 (animal), M.E. 2D6+3, M.A. 2D6+6, P.S. 1D6+8, P.P. 2D6+12, P.E. 2D6+6, P.B. 2D6, Spd 1D6x5.

**M.D.C.:** P.E. x2.

**Horror Factor:** 10

**Size:** One foot (0.3 m) tall/long body, six foot (1.83 m) wingspan, plus a small tail that is 2 feet (0.61 m) long.

**Weight:** 15-25 pounds (6.75-11.25 kg).

**Average Life Span:** 20-30 years in the wild but Familiars can live for three times as long.

**P.P.E.:** 5D6

**Natural Abilities:** Nightvision 1,000 feet (305 m). Natural radar with a range of 3,000 feet (914.4 m), but is completely fouled up by rain, fog, smoke, snow, and dust storms. Strength is equal to Robotic and they have natural weapons described under damage. The Biomech is also able to integrate additional mechanical items into its body. These items can be any kind of cybernetics (or similar small mechanical items), from weapons to optics to sensors. The Biomech is limited to 2 items total and can integrate them in 1D4 days without surgery. Recovers 3D6 M.D.C. every 12 hours, twice as fast if it has metal scraps to incorporate into its body. Can feed on small metal scraps, bionic parts, metal shavings, and iron dust particles, but in its natural environment it feeds on other Biomech animals.

**Attacks per Melee:** 4

**Bonuses:** +2 on initiative, +3 to strike, and +4 to dodge flying.

**R.C.C. Skill Equivalents:** Prowl 75%, Tailing 77%, and Land Navigation 85%.

**Damage:** Bite 1D6 M.D., wing slash 2D6 M.D., and can unleash a sonic blast that does 1D6 M.D. and has a range of 1,000 feet (305 m).

**Magic:** None.

**Psionics:** None, however due to the alien nature of their minds, they save as if they were Minor Psychics (12 or higher). Familiars share a link with their human partner.

**Habitat:** Primarily found in their native dimension only, on a half dozen worlds.

**Languages:** None; has a synthesized chirp but it is only used when mating. Familiars respond to their human partner.

**Enemies:** None.

**Physical Appearance:** This Biomech looks like a mechanical flying fox, with dark copper coloring around the neck and dark grey everywhere else. Blue fiber optic cables run along the body offsetting the coloring.

**Value:** None; cannot be domesticated but can command 50,000-100,000 credits as a Familiar on Phase World, ten times as much on Rifts Earth.

**Notes:** All Biomechs sustain themselves on a diet of other inorganic matter, preferably something with a high iron or nickel content.

# Adventure

## Ground Zero

### Getting Started

Ground Zero is an adventure for groups that have at least one Techno-Wizard as part of the team. The adventure begins in North America, either in the wilderness or perhaps a small town, somewhere within 100 miles (160 km) of the Old Chicago ruins. The setting is 109 P.A., after the fall of Tolkeen. The characters may be exploring, traveling or escorting a client (NPC Techno-Wizard maybe?) to some location when they come across the site of a recent battle between the Coalition and a Tolkeen Retribution Squad. Among the wreckage of a Mauler, a Glitter Boy Killer, 2 Super-SAMAS, and 10 Skelebots are 30 dead (25 Coalition troops and 5 TRS members), most of whom are in horrible condition. Characters with Tracking skill or who have psionic/magic abilities will be able to determine that the Coalition troops ambushed the Tolkeen Retribution Squad and paid dearly for it. Salvageable items include 20 E-Clips, 3 C-20 laser pistols, 2 C-30 pulse laser pistols, 3 CP-40 pulse laser rifles, 1 CP-50 Dragonfires, 1 C-29 heavy plasma rifles, 15 hand grenades (various), 10 Vibro-weapons, 1D6x1,000 credits in miscellaneous equipment, and a scroll case with some interesting information.

**The Scroll Case:** The contents of the scroll case include a schematic for a "Life Killer" bomb, a map of the Old Chicago ruins with the best route into the ruins through the underground sewers marked out, and a document detailing what the Tolkeen Retribution Squad plans to do. If Techno-Wizard characters study the schematics, they will realize that this bomb will kill all life within a 100 mile (160 km) radius from ground zero. The characters should feel compelled to stop the Tolkeen Retribution Squad's plan even if they have no love for the Coalition States, due to the fact that they will not be able to get out of the blast area. Other than that, characters should also feel compelled to stop them because the bomb will also kill many innocent people (including friends or allies in the 'Burbs).

# SAMAS Attack

As the characters are about to leave, 6 Super-SAMAS swoop down out of the sky. Upon seeing the characters among the wreckage and bodies of Coalition troops, the pilots immediately assume that the characters are responsible and attack. The pilots are all level 1D6+2.

## The Ins and Outs

Getting to the Old Chicago ruins will be uneventful, but getting in will be a big problem. The characters will be unable to go to the Coalition, thus they will have to sneak into the ruins and stop the Tolkeen Retribution Squad themselves. Getting into the ruins will be impossible by air or ground because of SAMAS and Sky Cycle patrols in the air and Spider Skull Walkers on the ground, which leaves only water and the underground. The water route will be the easiest, but the characters will still have to be wary of Coalition patrols. Furthermore, any means of transportation will need to be small to avoid detection, which means that vehicles, robots and perhaps power armor will have to be left behind. Going through the underground will be another possibility. If the characters have a Stone Master, Earth Warlock or a TW magic miner, they will be able to dig their way into the ruins without much trouble. Or the characters can use the same route that the Tolkeen Retribution Squad used.

## The Conflict Begins

Finding the bomb will be very easy if they have a competent Techno-Wizard, but will be virtually impossible otherwise. Techno-Wizard characters will have to roll under their Techno-Wizardry Construction skill at -30% to figure out that the bomb requires a nexus point to power itself, and that all connecting ley lines will be drained of P.P.E. The fact that there is only one nexus point in the ruins, makes finding the bomb much easier. The real challenge will be getting to the bomb and disarming it. The Tolkeen Retribution Squad will fight to the death to defend the bomb and keep it armed, and the Coalition troops that occupy the Old Chicago ruins will be attracted by any activity (especially magic), and will terminate anyone found in the ruins. Wise characters will try to pit the Coalition troops against the Tolkeen Retribution Squad and then sneak into the area where the bomb is being kept. The bomb is guarded by 2 Ley Line Walkers (8<sup>th</sup> level), 1 Shifter (6<sup>th</sup> level), 3 Greater Demons, 1 Necromancer (10<sup>th</sup> level) 6 zombies, 36 animated dead and 3 Juicers (6<sup>th</sup> level). These opponents will be the characters' main obstacle, and must be eliminated or distracted if the characters are to get the chance to disarm the bomb. Only a Techno-Wizard will be able to disarm the bomb, because it does not play by conventional rules; roll under the Techno-Wizardry Construction skill at -50%.

## Success or Failure

The conclusion of the adventure is left to the G.M. There are a number of options provided below, or the G.M. can come up with his or her own ending. It should go without saying that the Tolkeen Retribution Squad should not succeed. Furthermore, if the characters do manage to disarm the bomb, they will still have

to escape the remaining squad members and the Coalition troops. The following are suggested options for a conclusion:

1. The bomb is a dud; it simply does not work.
2. Works but at a reduced effectiveness; the bomb only kills everything in a 1-2 mile (1.6-3.2 km) radius. Somehow, the characters should manage to survive the effects of the bomb.
3. Malfunction; the bomb causes a dimensional anomaly that sends the characters to another dimension.
4. The bomb causes euphoria (same as a Ley Line Storm) over the 100 mile (150 km) radius, which lasts 1D6 hours.
5. The bomb causes a Ley Line Storm that covers the Old Chicago ruins. The storm lasts 1D6 hours and should cover the characters' escape.

# Hook, Line, Sinkers™

## The Derelicts' Call

### – Phase World®

**Hook:** The characters find an abandoned UWW ship (any type).

**Line:** Why is the ship abandoned? Do the characters explore it? Are there survivors or valuables aboard? What do the characters do?

**Sinker:** There is a reason the ship is abandoned and it could be anything from a dark coven planning to use the crew as sacrifices to monsters that devoured (most of) the crew. Whatever is still in the ship (good or bad) is up to the G.M.

## Dimensional Deviance – Any

**Hook:** One of the characters is either tinkering with an experimental TW device (if a Techno-Wizard), testing a prototype for a Techno-Wizard NPC, or has purchased a defective TW device from an unscrupulous merchant.

**Line:** A malfunction causes a dimensional anomaly which will suck up all the characters of the player group and send them to another dimension.

**Sinker:** What dangers lurk in this world the characters were sucked into? How do they get back home? Or do they stay and explore this alien environment?

## The Worm's Call

### – Wormwood™

**Hook:** The characters come across the scene of a recent battle between a small force of demons and Cathedral warriors.

**Line:** While searching the site for survivors or loot, the characters find a survivor who is mortally wounded. The survivor hands the characters a scroll case and with his dying breath, begs them to take it to the Cathedral. The scroll case has a number of TW schematics in it which are experimental Cathedral designs.



**Sinker:** Both the Cathedral and the Unholy want the schematics and are willing to pay for them, however, if the characters take a side, the other will try to hunt them down.

## Do Skelebots Dream of Electric Sheep? – Rifts®

**Hook:** The characters are traveling in or near CS territory when they spot a lone Coalition Skelebot with its lower half blown off, crawling toward them.

**Line:** The Skelebot speaks to the characters, begging for help! It tells them that its people were captured by Coalition troops and that if the characters don't help they will be destroyed.

**Sinker:** The characters may not believe the Skelebot, thinking that this is some kind of CS trap, but the Skelebot is telling the truth. It and its people are a group of Techno-Wizards (and their families) whose essence and intelligence were transferred into various robots by an experimental TW device. If the characters choose to help the Techno-Bots, they will have to work fast, because the Coalition is planning to send the 'Bots to a research lab in Chi-Town. Furthermore, the characters may also be asked to help the 'Bots to return their souls to their original bodies.

## Hi Ho, Hi Ho, a Mining We Will Go – Scorched Lands

**Hook:** The characters are prospecting in the Scorched Lands or have been hired to protect a mining crew.

**Line:** Success! The characters have hit the mother lode and have begun extracting tons of whatever metal or gemstone they are looking for. The value of the gems or metal is 1D4 million credits.

**Sinker:** All the activity and the payout have attracted the attention of demons, bandits or claim jumpers. Now the characters have to fight for their lives and the gems/metals.

## Emancipation – Scorched Lands

**Hook:** The characters are heading out into the Scorched Lands to do some prospecting.

**Line:** In the Scorched Lands, the characters encounter a group of ragged-looking individuals. These people are slaves of Naruni Enterprises and are on the run. When they see the characters, the slaves beg and plead with them for help. The slaves are being pursued by 1D6 Repo-Bots, and all are malnourished and dehydrated.

**Sinker:** Do the characters help these slaves, or turn them in to the Naruni? Helping the slaves means making an enemy of the Naruni.

## Curiosity Killed the Faerie Bot – Rifts®

**Hook:** The characters are traveling in the wilderness on their way to a town for some R&R, their next job, or the next step of an adventure.

**Line:** Suddenly, the characters hear a synthesized voice pleading for mercy. If the characters investigate, they find a Faerie Bot (see **Rifts® D-Bees of North America**, page 76) surrounded by a gang of bloodthirsty thugs.

**Sinker:** This intensely curious Faerie Bot was caught studying (i.e. taking apart) some vehicles that belonged to the thugs, so now they are hellbent on some murderous revenge.

## Blood, Sweat, and Tears – Hades/Dyval

**Hook:** The characters, an ally, or someone the characters need, has been captured by demons/infernales and put to work in a TW manufacturing facility.

**Line:** Now the characters must escape or orchestrate a prison break. If the characters are prisoners, they will only have what they can scrounge up, jury-rig, or build at their disposal.

**Sinker:** It's now or never. The characters have everything they'll need and now must fight their way out of the facility and escape.

## A Walk with the Dead – TWW II

**Hook:** The characters are on patrol near enemy lines.

**Line:** Suddenly, they are attacked by hordes of what they think are enemy soldiers, but something is wrong. The enemy soldiers are using a mishmash of weapons, move in an odd manner, are unaffected by bullets, and smell of death.

**Sinker:** The enemy soldiers are zombies. The Nazis have sent an army of the undead against the Allies, and now the characters must fight their way back to friendly territory and alert their commanding officer to the attack.

## Heavy Hitters – TWW II

**Hook:** The characters are locked in combat with the enemy.

**Line:** Suddenly, they are attacked by a platoon of large enemy soldiers clad in heavy armor and wielding heavy weaponry.

**Sinker:** Time to fight or die.

# The Lion, The Ditch & The Warlock

## A Lopanic Games Adventure

### Optional Material for the Palladium Fantasy RPG®

By Paul Herbert

**Writer's Note:** Originally, this adventure began life as a "Hook, Line and Sinker" idea for a manuscript submission entitled "The Lopanic Games." I then expanded on the story to endorse the manuscript at the Palladium Open House, as well as to have a fun time running the adventure at this exhibition. What you see below are the details of that game. I used pre-generated characters which are included at the back and at various points I have interjected with the scenarios or given optional pointers of how the exhibition games went in playtest. The adventure was scheduled to last approximately 4 hours and due to its intended nature, is quite linear in plot, but as you will see, it can easily be expanded upon further even without introducing many of the other adventure avenues that abound around the Lopanic Games. With the pre-generated characters and the short, lead plot line, it is a useful tool to other exhibitors and Megaversal Ambassadors. Enjoy!

## The Lopanic Games Overview

Hopefully, the submitted manuscript is well received, printed and an overview is not necessary (insert smiley here). But, with that possibility being versed in as much fantasy as the game you're about to play, I guess I'll just have to include an overview of the setting anyway, starting with the city of Lopania.

## Lopania

A city on the northwestern coast of Lopan, Lopania is built for one purpose: the Lopanic Games. Although open all year round (the stadiums are hired out to wealthy exhibitors), the majority of its industry is involved with the games, hosted once every three years (known as a Lopaniad). Therefore, when compared to other cities, Lopania can seem sparse. There is little in the way of permanent buildings; only the largest structures in each district are made of stone, such as the stadiums, amphitheaters, arenas, temples, official buildings, embassies and the homes of the ridiculously wealthy. During the month of the games (they last for one week only), the city comes alive, and innumerable temporary structures, tents, caravans, wooden makeshift taverns, fenced areas and Earth Warlock-constructed shelters make up this unusual city-scape. Although the Lopanic Games Committee (L.G.C.) attempt to organize the layout, this task is an impossible one and it generally becomes first come, first served. Ensure you have some protection for your belongings, as it doesn't take much to break into a tent! The shops are also temporary and most streets are lined with markets, stall, carts, vendors, traveling salesmen, preachers and the usual entertainers you would see on a market day in any large city. During the month (especially week) of the games, every day and every street is overcrowded and packed

with tourists, spectators, competing teams, guilds, vendors and thieves. Oh, you brought your items with you so as not to leave them in your tent? Best hold on to them tightly in the bustling streets of Lopania.

The actual city is split into five districts:

- **Religious District:** Temples, Alliance Park, Titan Park.
- **Merchant District (although this spills out to everywhere):** Markets, Stalls, Shops, Bazaars.
- **Official District:** L.G.C. H.Q., Hospital.
- **Tournament District:** Stadiums (no spoilers on the stadiums other than the Lopanic Bowl (outdoors).
- **Village District:** Athletes housing, Training grounds.

## The Lopanic Games

Originally an Elven tournament to honor the charge of the Alliance of Light and the defeat of the Dreaded Old Ones, the Lopanic Games have since allowed entry by "friends of Elves," namely Dwarves, Gnomes and humankind (although in the manuscript there is a clause to allow other non-humans). Oh, this is also a strictly male competition, sorry girls. Hosted every three years (a Lopaniad), the games consist of twenty-three regular events (athletic, equestrian, aquatic and combat), thirteen free-style events (where magic is allowed or even necessary!), and six underground events (an unauthorized tournament). Entrants must have been sponsored by a recognized merchant guild and compete for their chosen event all in one day. There are unique prizes for the champions as well as notoriety throughout Palladium. Psionics are not allowed due to the inability to monitor their fair play, although the L.G.C. has recently discovered a limited means to do this, thus allowing Minor Psychics entry who are tested during the quarterfinals onwards. The L.G.C. does its best to ensure fair play and prevent cheating with magical deterrents, drug testing, and even an athlete oath to Rurga to abide by the rules, but the sponsoring guilds, gamblers and bandits will attempt to sway favor in their direction at any cost. The money generated by the Lopanic Games and an event's outcome is life-changing for all involved.

For further details, pester Palladium Books and tell them you want to see the Lopanic Games manuscript printed! Ok, enough plugs, back to the story.

Before beginning, it is important to determine a couple of things with the players. Why are they at the tournament: entering, spectating, gambling, working the streets? What are their intentions and goals: to win, to earn money, to rob people, to sell a new item, to meet one of the celebrities, to gain employment? Where is their base and what is it: camped in Lopania, on the outskirts,

in the nearby forest, rented accommodation in Lopania's outrageous hotels?

---

---

In the original playtest, the group consisted of the athlete (competing in the discus), his sponsoring representative, a Psi-Healer trainer and their hired protection. Their goal was for the athlete to compete (and win). Their base was a collective group of single person tents on the outskirts of Lopania's main entry road.

---

---

## A Walk in the Park

On the evening of the first night, after the celebrations and opening ceremony of the morning, it is customary for tourists to explore the many Lopania parks. In particular, any athletes must take the "trial of truth" in front of Rurga's statue in Alliance Park and it is good luck to visit the statues of champions past in Titan Park. The opening to this adventure begins during the group's sightseeing in Titan Park...

*Read aloud to the players:*

*It is early evening on the first day of the Lopanic Games. You are still regaling over the sights and sounds of this morning's opening ceremony; the procession of athletes, the acrobatic displays, the marching bands and the parade of the carnival. All a wonder like none you believe you'll ever see again. As with most tourists, you find yourselves enjoying the scenery around Titan Park, one of Lopania's many picturesque gardens. This park has truly been well kept and all manner of the most beautiful and exotic plant life decorate the pathways, steps and grounds of the park, exquisitely framing the focus attractions – the celebrated statues of the Lopanic Games' former champions, each poised in majestic stance and titled by the plaques at their base. Slogans such as, "Ulthir Rysse, archery champion – a bull's-eye hit with the fans!" are etched onto each plaque describing the individuals depicted. As your group moves further to the far end of the park, the success of those portrayed dwindles as do the crowds and beauty of your surroundings. Neatly nestled between an enclosure of hedges, you [insert character here] notice something unusual out of the corner of your eye. Bordered in, like the other statues in this area, there appears to be a sculpture unlike the rest. This figure is much smaller than the rest, possibly of a different design and certainly not as splendid as its companions. The stonework would equal any Spriggan and is just as good if not better than what you have already witnessed. Each curve, each wrinkle is incredibly realistic, although the actual stone quality appears dull. The figure's pose also seems distinct as it is not celebrating its glory but seems to almost be cowering in fear! This uncanny monument has you intrigued as something this out of place in a garden so precise in arrangement definitely requires further investigating.*

Questions will abound about this statue. The stone is a dark grey color and appears dull and rough as though it had not been

processed or smoothed. Perhaps the age of the piece has worn it through? There is no plaque at its base. In fact, there is no base! The statue's feet rest directly upon the grass beneath. The figure itself is of a small human boy dressed in tattered clothes with a noticeably startled expression across his face. His hands are raised, palms out, whilst his upper torso leans back, his feet barely supporting him. The weight of the statue against the ground shows that it has not been here long. Should it remain for much over a week, the soft grass would sink and topple the statue onto its side. There are no markings or signatures of any known sculptors or monograms of the originator. The most useful skill to interpret the mystery of this monument is Lore: Magic or Recognize Enchantment, for if you haven't realized by now, this is no sculpture, but an actual boy magically petrified!

A psychometric reading will show nothing as the boy is no object which may help the group determine the statue's origins. Somehow, they will ascertain that in order to return the boy to his normal self, they will need to call upon the services of a mage with knowledge of the stone to flesh spell. In Lopania, this is most likely to be either a Wizard (in abundance to witness the experiences of the freestyle games) or an Earth Warlock (also in abundance as their services are used to build temporary shelters and reclaim the trodden lands during and after the mass influx of visitors). Both of these mages may also be competing in the freestyle games. One O.C.C. that may also be of assistance, should your player group be of unscrupulous nature, is a Summoner. There are many creatures that can possess such knowledge, including demons, Deevils, Elementals and Spirits of Light. Of course, the player characters themselves may know the spell. G.M.s may use whichever suits their campaign as it will not alter the main story plot. For this adventure (and the playtest), the characters' knowledge may lead them to sorcerous circles in search of a Wizard. After a few miscellaneous enquiries, the Wizard's haunt aptly named "The Mystic Marquee" will be repeated by locals and former patriots alike.

## The Mystic Marquee

This temporary yet popular tavern is in the form of a large, red marquee erected only during the week of the games. It can easily hold over a hundred patrons comfortably and looks more like a circus tent than a marquee if it were not for its rectangular shape. There are two entrances on each of the easterly corners, both of which have symbolic circles carved into the ground. Rumors have it that these circles prevent anyone but mages (or those with high P.P.E. reserves) from entering. In truth, these circles are not magical and are just an urban legend, for show. They increase the tavern's popularity, as rarely are its occupants disturbed by the common folk or non-practitioners of magic. A factor that most Wizards find appeals to their arrogance. Occasionally, an intrigued hopeful will attempt to sneak in through the side of the canvas or an open flap, only to find the entire populace of the marquee staring and laughing at them as they flounder to gain entry. This ridicule adds another reason as to why the Wizards frequent this haunt whilst increasing their arrogance even further. Other than the customer base and their conversations, one thing that truly does make this tavern truly unique is its staff – there isn't any! The entire operation seems to be run by animated objects all busy doing as they should be in real life.

*Read aloud to the players:*

*As you make your way to the bar at the far end of the marquee, it is quite apparent that if you are not a mage of sorts then you are far from your comfort zone. The ensembles of the many sorcerous orders are all that can be seen, but most noticeable are the flamboyant colors of the "Drifters" (those who compete in the Ley Line Drifting event) and those of their fanboy followers, both male and female aplenty.*

*A few tables and chairs are scattered around, although it is difficult to see through the bustling masses, all huddled together. Patrons push past you and others as they make new paths in the claustrophobic conditions toward their destination. As you look around, you see a young Wizard knocked off balance and into another. The bystander's drink is spilt and the angry mage begins to cast a spell. As he does so, you notice, out of the corner of your eye, a hand protrude forth from one of the many crowds. In a wave of his fingers, the other mage's spell dissipates into thin air. The young Wizard ducks off into the multitude as the aggressor questions, "who did that?!" with an angry scowl on his face. The stranger's hand extends forward as the gathering around him shuffles to give him space. It belongs to an elder gentleman adorned in golden jewelry and fine silks. He speaks in a confident, commanding manner as he answers, "I am Nyche Callister, Leader of Old Timiro's Wizard guild, and I will enjoy my wine in peace!" The aggressor, still with a scowl, nods in acknowledgment and turns back towards his comrades. The mob momentarily silenced by the outbreak follow suit and the marquee once again returns to the noisy, crammed tavern it was. The bar is at the most westerly end and although made of fine wood, looks as uninteresting as all others bars. The bar staff however is an instant shock as there are none. Glasses slide across the bar into the hands of thirsty patrons. A coin purse picks up the gold left on the bar and carries it over to a self-opening kitty. At the opposite end of the bar, a Wizard orders an ale by talking to the tankard in front of him, only to see it slide over to one of the many barrels racked up at the back of the room, the barrel then streaming ale right on cue to fill it. Bowls of appetizers, nuts and fruits also frequent the bar and as you approach, a stool pulls itself out in front of you, ready to help rest your feet. A sign above the bar reads in all human and Elven languages (no Dwarven): "What's your potion?"*

There are no knowledgeable barmen to question about hiring a Wizard so the players will have to rely on their charms. If they are not magic users themselves then most of the mystic marquee's inhabitants will not acknowledge that they are being addressed let alone converse with them in a conversation or actually help. This goes double for Old Timiro's Wizard guild leader, Nyche Callister, who will have his members block the players' entrance before they ever come close. Any Wizard player character may approach Callister but had better be a good salesman not to be ridiculed and chastised by the arrogant mage. He will certainly not help the players with their hypothesis no matter what, as tasks like that are far beneath him.

## Nyche Callister, Guild Leader

**Name:** Nyche Zireb Callister.

**Race:** Human.

**Alignment:** Miscreant.

**Attributes:** I.Q. 17, M.E. 16, M.A. 18, P.S. 10, P.P. 10, P.E. 19, P.B. 8, Spd 6.

**Birth Order:** Illegitimate.

**Size:** 6 feet tall (1.8 m). **Weight:** 150 pounds (68 kg).

**Age:** 58

**Disposition:** Selfish. Opinionated. Cruel. Outwardly, a distinct yet arrogantly rude gentleman and inwardly, even worse! He is bordering on diabolical.

**Land of Origin:** Timiro.

**Type of Environment:** Large City (Old Timiro).

**Social/Family Background:** Magic.

**Racial Hostilities/Biases:** Forsaken Mages and Half-Wizards.

**Hit Points:** 82. **S.D.C.:** 24.

**I.S.P.:** 0. **P.P.E.:** 303.

**Horror/Awe Factor:** 12 (if you know of his power and are about to fight Nyche, his reputation gives him a Horror Factor).

**O.C.C.:** Wizard.

**Experience Level:** 12

**Natural/Racial Abilities:** None.

**Magic:** All spell magic levels 1-13 plus the following: Restoration, Summon Greater Familiar, Teleport: Superior, Barrier of Thoth and Crimson Wall of Lictalon!

**Psionics:** None.

**Attacks per Melee:** 4

**Combat Info:** Hand to Hand: Basic, kick attack: 2D4 damage, Critical strike on natural 19 or 20, body flip/throw, W.P. Staff (+4 strike, +4 parry, +2 throw), W.P. Sword (+5 strike, +4 parry, +3 throw).

**Combat Bonuses (including all bonuses):** +4 to Spell Strength, +2 to strike, +3 to parry and dodge, +2 to damage, +4 to pull punch, +4 to roll with punch/fall/impact.

**Other Bonuses:** +2 save vs magic, +2 save vs poison, +1 save vs psionics, +8% save vs coma. Trust/intimidate 50%.

**Weapons:** Magical runic long staff named Yanis. Indestructible. I.Q. 14, damage 6D6. Knows all sensitive and physical psionic powers which it will impart on its wielder. However, the sensitive powers can only be accessed during the day and the physical powers only during the night. Day and night varies according to location and is irrespective of a presence of light (i.e. it is still daytime even if the wielder is underground). I.S.P. 120. Replenishes I.S.P. at the rate of six per hour.

**Armor:** None.

**Equipment:** An entire magic guild's resources at his fingertips. He has most components and the more common texts brought with him to Lopania.

**Magic Items:** Could have virtually anything on his person at any given time but always carries an Armor of Ithan ring and a scroll of Teleportation: Superior in case of emergencies.

**Money:** 20,000 Eastern crowns on his person! Millions in banks in Old Timiro and Lopania.

One character of note sits alone by one of the intended entrances, head to the floor, clearly attempting not to make eye contact with anyone. It is the young Wizard from the scuffle. He will introduce himself as "Davis" and is of an obviously timid dispo-

sition, unconfident, nervous and distracted by paranoia. If questioned about his occupation his tone will change. He describes himself as a “self-taught Wizard,” more commonly referred to as a Forsaken Mage, and is angered by anyone who would belittle his trade. Davis can and will help the player characters as one of the few spells that he knows is Stone to Flesh. However, there is a “but” to his efforts; he has a task for them as payment for services rendered. Davis will ask them to follow him and will escort them to his caravan on the main road into Lopania (Lopania Drive). This mage’s disposition is a nervous one, not revealing this task until he can be assured of privacy. Once inside his abode he will calm down and reveal that he wishes the group to meet an acquaintance of his in the woods outside Lopania, tonight! He will provide them with a quickly drawn map to this grove (it is not too far away) and informs them that his contact’s name is “Spooney.” Davis will pull out, from a seemingly secret pocket in his coat, an envelope and hand it to them, instructing them sternly that they are to exchange it for another package and bring that back to him in his caravan at dawn the next day as long as they swear that their discretion in this private matter is, of course, assured.

If at any point the players question Davis about his spell knowledge or Nyche Callister (or pry too much generally), they will hear the response of “You’re more inquisitive than Nyche Callister.” Davis can confirm that Nyche is “all powerful” but has approached Davis about teaching him a rare spell known as Darklight, a Shadow Magic invocation. He does not like the arrogant Wizard and whilst his “stocks” last, he will make do with earning his funds in other ways. The Forsaken Mage will not disclose where he learnt this spell but only reveals; “When you make a deal with an infernal make sure you know what you’re getting into and I can tell you, what I don’t know about demons, Deevils and other monsters isn’t worth knowing!”

## Davis, the Forsaken Mage

**True Name:** Baltoric McDavis-Massedan.

**Race:** Human.

**Alignment:** Unprincipled.

**Attributes:** I.Q. 11, M.E. 6, M.A. 7, P.S. 6, P.P. 9, P.E. 12, P.B. 9, Spd 10.

**Birth Order:** Last born of twins. His family are all long since deceased.

**Size:** 5 feet, 7 inches tall (1.7 m). **Weight:** 130 pounds (59 kg).

**Age:** 27

**Disposition:** Timid, weak and cowardly. Likes to bully others as he is bullied but is easily frightened by a small display of backbone. Those who know him tend to tease and mistreat him. Those who don’t jump to the conclusion that he is a washed out drug addict and poor excuse for a mage.

**Land of Origin:** Old Kingdom Highlands.

**Type of Environment:** Medium tribe.

**Social/Family Background:** Magic.

**Racial Hostilities/Biases:** Ogres.

**Hit Points:** 28. **S.D.C.:** 7.

**I.S.P.:** 0. **P.P.E.:** 60.

**Horror/Awe Factor:** None.

**O.C.C.:** Forsaken Mage.

**Experience Level:** 3

**Natural/Racial Abilities:** None.

**Magic:** Cloud of Smoke (2), Death Trance (1), Increase Weight (4), Thunderclap (4), Climb (3), Concealment (6), Weightlessness (6), Faerie Speak (5), See Wards (8), Darklight (6), Stone to Flesh (30).

**Psionics:** None.

**Skills of Note:** Lore: Demons & Monsters (specialized) 71%.

**Attacks per Melee:** 2

**Combat Info:** Hand to Hand: Basic, kick attack: 2D4 damage, W.P. Blunt (+2 strike, +2 parry).

**Combat Bonuses (including all bonuses):** +1 to Spell Strength, +2 to parry and dodge, +2 to pull punch, +2 to roll with punch/fall/impact.

**Other Bonuses:** +1 save vs magic.

**Weapons:** Arab Mace (2D6 damage).

**Armor:** Soft Leather (A.R.: 10, S.D.C.: 20) worn at all times under his cloak.

**Equipment:** A collection of traveling clothes, including a coat with 4 secret pockets woven into it, books on magic (common), and useless Alchemical experiments. All kept in his caravan which is the only thing of worth. He has unfortunately sold his horse for a night’s worth of recreational substances. He is now out of those as well!

**Magic Items:** Carries a supply of fumes, including Apparitions (4), Daze (6), Fire Candles (6), and Smoke Bombs (5).

**Money:** 800 Eastern crowns to his name.

## Lopania Grove

The grove is a group clearing of trees near a modest mushroom patch just west of Lopania. The woods they are in belong to Empress Jesslyn but this close to Lopania it is expected to have tourists and other strangers exploring, so one would have to wander much farther west before encountering royal guards and rangers. At this time of night there is only one type of stranger that the player characters will meet that is a shadowy one. The journey can be as fraught or as simplistic as the G.M. desires.

---

---

In the original playtest there were no encounters on the way to the grove due to time restraints. G.M.s should put in any encounters they wish but they should also consider that at the grove, a fight may ensue so the characters should have most of their Hit Points and S.D.C. when arriving.

---

---

On the way, many an unscrupulous character may give in to the urge to open the envelope from Davis. This may lead to an argument within the group as those of good alignment will wish to honor their part of the bargain. Should the players examine the contents they will find a blank note. The note registers in magic and has been written in mystic ink. Should the players be able to interpret the writings using the Decipher Magic spell or any form of See the Invisible, they will see that it reads:

*Room 502, “Acba Zireb.”*

---

---

I am a keen user of handouts and therefore, I would recommend that the G.M. gives the group an actual envelope. In the

playtest I had this envelope be blank for additional shock value and then handed the player (Wizard) a piece of paper with the above writing once he had used the Decipher Magic spell. Priceless.

*Read aloud to the players:*

*When you all arrive at the point on the map, the tall trees clear, revealing a single large tree centered by rings of mushrooms. From behind the tree slowly walks a short, hooded figure veiled by a black cloak. Although his hood overcasts his face, his tattered cloak does little to hide his dirt ridden, scuffed rags, riddled with tears, divulging the greenish hue of his skin. As if you needed confirmation, the figure softly whispers in the Gobblely tongue, "It is late in the hour to be taking a walk in the woods. What reason have you for this midnight stroll? Be you lovers perhaps, seeking to enrich your virtues beneath the moonlight or maybe you suffer from the lycanthropic plague and seek to set boundary against this tree? Tell me. What matters do you have in the forest this night?"*

*This Goblin is the contact, "Spooney." He is quite a confident Goblin, which is unusual for his kind, especially when alone and outnumbered in a dark wood. When he realizes that the player characters have come as a party, he will be more coy and all humor will cease. Spooney is here to do business, and ever the true professional, this will be the only focus of conversation. He has with him a bag, which he will display should the group mention their recruiter and their intentions. The contents of the bag are a variety of recreational drugs and herbs intended for Davis but Spooney will never disclose the nature of the goods nor the information in the envelope (unless under extreme torture). This should be a simple trade but the real danger of this meeting lies with the player characters. Depending on how many have accompanied the envelope to Lopania Grove and what dialogue the party have with Spooney, will dictate just how nervous he becomes. Should he think that he is in danger at any point or feel that he is the victim of a trap, he will call in his reinforcements. Hiding amongst the trees, concealed by the leaves and branches are the rest of this smugglers' guild. All ready to pounce. G.M.s should stagger the numbers accordingly to the quantity in the players' party. Whatever the outcome, hopefully the player characters will be successful in fulfilling their end of the bargain with Davis and bring him his mix of intoxicants.*

## Spooney, the Drug Dealer

**True Name:** Ghistle Rhyzz.

**Race:** Goblin.

**Alignment:** Anarchist.

**Attributes:** I.Q. 11, M.E. 10, M.A. 8, P.S. 11, P.P. 18, P.E. 11, P.B. 6, Spd 13.

**Birth Order:** First born.

**Size:** 3 feet tall (0.9 m). **Weight:** 70 pounds (31.5 kg).

**Age:** 38

**Disposition:** Paranoid, untrusting, suspicious of everyone and scared of getting burnt on every deal.

**Land of Origin:** Old Kingdom Highlands.

**Type of Environment:** Small wilderness tribe.

**Social/Family Background:** Scavengers.

**Racial Hostilities/Biases:** Anyone bigger, stronger, smarter than Spooney (so most).

**Hit Points:** 43. **S.D.C.:** 19.

**I.S.P.:** 0. **P.P.E.:** 21.

**Horror/Awe Factor:** None.

**O.C.C.:** Thief.

**Experience Level:** 7

**Natural/Racial Abilities:** Nightvision 90 feet (27.4 m), Underground Tunneling 60%, Underground Architecture 50%, Underground Sense of Direction 50%.

**Magic:** None. **Psionics:** None.

**Combat Info:** Hand to Hand: Expert, kick attack: 2D4 damage, Critical strike on natural 18, 19 or 20, paired weapons, W.P. Blunt (+3 strike, +3 parry, +1 throw), and W.P. Knife (+3 strike, +3 parry, +3 throw).

**Attacks per Melee:** 4

**Combat Bonuses (including all bonuses):** +4 to strike, +5 to parry and dodge, +2 to pull punch, +2 to roll with punch/fall/impact.

**Other Bonuses:** +2 to save vs Horror Factor, +1 save vs Faerie Magic.

**Weapons:** War Hammer (3D4 damage), Dagger (1D4 damage).

**Armor:** Studded Leather (A.R.: 13, S.D.C.: 38).

**Equipment:** Backpack, water skin, two large sacks, and two small sacks (filled with "Bolt," "Warlord" and the rare "Beast," as well as most common drugs).

**Magic Items:** None.

**Money:** 200 Eastern crowns.

## Average Goblin Bandit

**True Name:** Various.

**Race:** Goblin.

**Attributes:** I.Q. 7, M.E. 8, M.A. 6, P.S. 9, P.P. 16, P.E. 10, P.B. 7, Spd 12.

**Birth Order:** Various.

**Size:** 3 feet, 6 inches tall (1 m). **Weight:** 80 pounds (36 kg).

**Age:** 25

**Disposition:** Mean and lack initiative. They are used to combat but overestimate their strength in numbers. They will fight viciously, only later realizing they should have fled at the moment when it is already too late.

**Land of Origin:** Old Kingdom.

**Type of Environment:** Small wilderness tribes.

**Social/Family Background:** Thieves.

**Racial Hostilities/Biases:** Humans.

**Hit Points:** 24. **S.D.C.:** 12.

**I.S.P.:** 0. **P.P.E.:** 18.

**Horror/Awe Factor:** None.

**O.C.C.:** Mercenary Warrior.

**Experience Level:** 3

**Natural/Racial Abilities:** Nightvision 90 feet (27.4 m), Underground Tunneling 60%, Underground Architecture 50%, and Underground Sense of Direction 50%.

**Magic:** None. **Psionics:** None.

**Combat Info:** Hand to Hand: Expert, W.P. Sword (+2 strike, +1 parry), W.P. Spear (+2 strike, +2 parry, +1 throw).

**Attacks per Melee:** 3

**Combat Bonuses (including all bonuses):** +3 to strike, +4 to parry and dodge, +2 to pull punch, and +2 to roll with punch/fall/impact.

**Other Bonuses:** +2 to save vs Horror Factor, +1 save vs Faerie Magic.

**Weapons:** Short sword (2D4 damage), Javelin (2D4 damage).

**Armor:** Hard Leather (A.R.: 11, S.D.C.: 39).

**Equipment:** Water skin, one large sack.

**Magic Items:** None.

**Money:** 20 Eastern crowns.

## Return to Titan Park

Should Davis be satisfied with his “purchase,” he will keep to his promise and in the morning, he will accompany the group to the enchanted statue. Read aloud to the players:

As the Forsaken Mage gains some of his former glory and weaves magic that you would never have thought possible within the man of lesser appearance standing before you, the energies surrounding the statue begin take hold. There is little wind in the air but the leaves on the lawn begin to dance. The ground vibrates through the soles of your boots like the bass drum of a marching band. Cracks begin to appear in the statue, splintering towards its zenith and spilling stone chips on the ground and rustling dust at its base. As the hardness of the stone turns translucent, the statue cautiously moves, gaining new strength with each moment. The cold grey tint transforms into the peach hue of skin and in a few short seconds, the fraudulent sculpture is replaced by the cowering figure of a boy who looks up, shielding his eyes from daylight and questions, “Wh-wh-what happened?”

The petrified boy (pun intended) will introduce himself as “Marlen.” A second ago for Marlen it was twilight. In fact, he was turned to stone some time just barely before the player characters discovered him in his petrified state (did the players disrupt the assailant?). He claims to be a leisure attendant at the Lopanic Bowl stadium who works assembling and preparing the stadium grounds for the upcoming events. He had finished working yesterday morning (they work through the night) and was collecting his belongings when, inside his overshirt pocket, he found a note that someone had left for him. He believes two other colleagues, Wesley Harple & Simon Greaves, may have received notes but is not sure what the contents of the other boys’ notes were (he doesn’t get on with them), but his read; “Meet me at Titan Park this evening!” It was signed “Coram Findlay,” who is a well known celebrity of the long jump event. Excited to meet a real celebrity, Marlen keenly rushed to the park and after an hour or so of searching amongst the thousands, he heard a voice whisper his name in the surrounding hedgerow. When he turned into the concealed bushes, the last thing he remembers seeing is a giant, over twenty feet tall, wearing a black, demonic mask. That is all he knows.

### Marlen, the Petrified Boy

**True Name:** Marlen Linstus.

**Race:** Human.

**Alignment:** Anarchist.

**Attributes:** I.Q. 5, M.E. 9, M.A. 13, P.S. 16, P.P. 15, P.E. 14, P.B. 8, Spd 12.

**Birth Order:** Illegitimate.

**Size:** 5 feet, 4 inches tall (1.63 m). **Weight:** 160 pounds (72 kg).

**Age:** 15

**Disposition:** Shy, timid, but polite and respectful. He is stronger than he looks and would make for a good man at arms. He has dreams of becoming a gladiator should he one day receive the necessary training and could overcome his confidence issues.

**Land of Origin:** Lopan.

**Type of Environment:** Small resort town.

**Social/Family Background:** Peasant laborer.

**Racial Hostilities/Biases:** Supernatural (especially demons).

**Hit Points:** 20. **S.D.C.:** 15.

**I.S.P.:** 0. **P.P.E.:** 30.

**Horror/Awe Factor:** None.

**O.C.C.:** Peasant.

**Experience Level:** 1

**Natural/Racial Abilities:** None.

**Magic:** None. **Psionics:** None.

**Combat Info:** No hand to hand or weapon proficiencies.

**Attacks per Melee:** 1

**Combat Bonuses (including all bonuses):** +1 to damage.

**Other Bonuses:** None.

**Weapons:** None.

**Armor:** None.

**Equipment:** Clothes (which he is wearing), small coin purse, little else.

**Magic Items:** None.

**Money:** 5 Eastern crowns.

Davis wants nothing to do with the party and this weird predicament. He has “more important issues” stressing him out at this juncture of his life and doesn’t care for any more. He will wish them well in their visit to Lopania and with a parting, “Enjoy the games,” Davis will retreat back to his caravan. However, before he goes he may be able to confirm what Marlen knows of Coram Findlay. Coram was once the long jump champion of the Lopanic Games. He won the title at his debut appearance aged just sixteen and it has been at least six Lopaniads since then. Coram announced his retirement two games ago but the distance he won with his debut jump still holds the record to this day. That is all the information most folks know of the current record holder but it is common knowledge that the Lover’s Leap tavern is the hub of long jump activity in Lopania. Marlen will leave the group and head to the Lopanic Bowl stadium in an effort to explain his absence and hopefully, keep his job.

## Lover’s Leap Tavern

Indeed, the Lover’s Leap is the heart and soul of the long jump event during the Lopanic Games.

*Read aloud to the players:*

*This modest wooden tavern appears to be of little difference than that of your average watering hole. But when you consider that this is a temporary structure built for less than a month’s use, the quality of the lumber and the craftsmanship is actually quite astounding. The Lover’s Leap Tavern has definitely been marketed towards quality over quantity and proves that size doesn’t matter to everyone. Upon en-*



*try, there are, again, few sights to amaze as the decor is bland and continues the wood theme, but the establishment is clean, tidy, polished and a pleasant odor can be smelled circulating around the patrons which is an unusual experience for any tavern drinker. However, quirky memorabilia adorns each wall representing previous long jumpers, their successes as well as a few failures. Paintings, small tapestries, ornaments and record tallies can be seen all around. Even an hourglass full of sand, allegedly taken from the pit after the current Lopanic Games record was set, keeps time on the bar and behind it, a portrait of the record holder himself, entitled "Coram Findlay." To the right of the bar, a similar yet much older looking man to the painting can be seen. He sits atop a large table, one foot on the floor, the other poised on a chair propping up his elbow as he leans forward to address a small crowd settled around him. The onlookers are hanging on his every word with eager smiles spanning their faces and eyes wider than the Old Kingdom River. The storyteller himself also appears to be enjoying the lecture just as much as his audience as another listener brings him over a glass of wine.*

The man at the table is Coram Findlay. He is regaling some of his glory stories to a group of interested fans and loving every minute of it. If the player characters approach, Coram will finish his sentence to the rapturous laughter of the gathering in front of him. He will then turn his attention to what he believes are more fans come to hear his tales and welcome them over. As the players begin to question (or just chat to) Coram, a giggling sound can be heard outside and the doors of the tavern open. Through them, walks a young, muscular, attractive man with a pretty girl on each arm. These scantily clad maidens have the words "I love Andre Pyke" sewn into their tiny blouses. The scraping sounds of chairs being shuffled across the wooden floor suddenly fills the player characters ears as the group of listeners around Coram vacate their seats and flock towards the newcomer. The record holder's smiling expression changes to a frown, as he mutters something under his breath. He will bid a sharp farewell to the player characters and exit the tavern. The newcomer is Andre Pyke, the current favorite to win the gold at this Lopaniads long jump event. He has already beaten the record distance in a national tournament and is likely to repeat the act in tomorrow's contest. Needless to say, Coram seems (is) a little bitter about this and can't stand to be around the athlete.

## Coram Findlay, Former Champion

**True Name:** Coram Findlay.

**Race:** Human.

**Alignment:** Unprincipled.

**Attributes:** I.Q. 10, M.E. 13, M.A. 18, P.S. 19, P.P. 12, P.E. 14, P.B. 12, Spd 23.

**Birth Order:** Illegitimate.

**Size:** 6 feet, 3 inches tall (1.9 m). **Weight:** 180 pounds (81 kg).

**Age:** 35

**Disposition:** Courteous, polite, always greets people with a smile but is more than noticeably just going through the motions. Coram seems a little distant, not really listening and concerning thoughts of elsewhere.

**Land of Origin:** Western Empire.

**Type of Environment:** Small fishing community.

**Social/Family Background:** Sailor.

**Racial Hostilities/Biases:** The supernatural. Demons in particular.

**Hit Points:** 62. **S.D.C.:** 32.

**I.S.P.:** 0. **P.P.E.:** 12.

**Horror/Awe Factor:** None.

**O.C.C.:** Professional Athlete (Long Jump).

**Experience Level:** 9

**Natural/Racial Abilities:** None.

**O.C.C. Abilities:** Inner confidence, combat reputation/Horror Factor (N/A), improved focus, improved coordination, improved alertness, and event specialization.

**Magic:** None. **Psionics:** None.

**Attacks per Melee:** 5

**Combat Info:** Hand to Hand: Basic, kick attack: 2D4 damage, Critical Strike on a Natural 19 or 20, body flip/throw, and W.P. Sword (+4 strike, +3 parry, +2 throw).

**Combat Bonuses (including all bonuses):** +3 to initiative, +1 to strike, +2 to parry and dodge, +6 to damage, +5 to pull punch, and +2 to roll with punch/fall/impact.

**Other Bonuses:** +3 to save vs Horror Factor, +1 save vs mind control. Trust/intimidate 50%.

**Weapons:** Long sword (2D6+3 damage. It is magically eternally sharp).

**Armor:** Hard Leather (A.R.: 11, S.D.C.: 39) worn at all times, usually under his cape.

**Equipment:** Coming to the ends of his amassed fortune, he now savors his last few gold pieces (even though he actually has plenty, see below) as he sees his celebrity income dying any day now. He still has plenty of luxury items but does not indulge himself in servants or slaves. Oh, he also has a certain urn still in his possession, ready to be used once more should the opportunity arise.

**Magic Items:** Has a rare medallion that he wears at all times that grants protection from supernatural evil. It bestows +2 to save vs any magic cast as well as +2 to dodge or parry any strikes made by supernatural evil.

**Money:** 100,000 Eastern crowns to his name tied up in the bank of Lopania.

## Andre Pyke, Current Contender

**True Name:** Andre Pyke.

**Race:** Human.

**Alignment:** Scrupulous.

**Attributes:** I.Q. 8, M.E. 16, M.A. 20, P.S. 23, P.P. 17, P.E. 14, P.B. 15, Spd 25.

**Birth Order:** First born.

**Size:** 6 feet, 6 inches tall (1.98 m).

**Weight:** 210 pounds (95 kg).

**Age:** 19

**Disposition:** Pleasant, cheerful but very serious about the competition – he lives for it. Andre seems quite child-like due to his sheltered existence but is far from being immature.

**Land of Origin:** Eastern Territory.

**Type of Environment:** Little farm community.

**Social/Family Background:** Peasant Farmer.

**Racial Hostilities/Biases:** Cheaters!

**Hit Points:** 46. **S.D.C.:** 36.

**I.S.P.:** 0. **P.P.E.:** 2.

**Horror/Awe Factor:** None.

**O.C.C.:** Professional Athlete (Long Jump).

**Experience Level:** 7

**Natural/Racial Abilities:** None.

**O.C.C. Abilities:** Inner confidence, combat reputation/Horror Factor (N/A), improved focus, improved coordination, improved alertness, and event specialization.

**Magic:** None. **Psionics:** None.

**Attacks per Melee:** 3

**Combat Info:** Hand to Hand: Basic, kick attack: 2D4 damage, Critical strike on natural 19 or 20, and W.P. Spear (+3 strike, +3 parry, +2 throw).

**Combat Bonuses (including all bonuses):** +2 to initiative, +2 to strike, +3 to parry and dodge, +10 to damage, +4 to pull punch, and +2 to roll with punch/fall/impact.

**Other Bonuses:** +3 to save vs Horror Factor, +1 save vs psionics, +3 save vs mind control. Trust/intimidate 60%.

**Weapons:** Short spear (1D6 damage).

**Armor:** None, he has minders.

**Equipment:** Very little himself as he is given most of what he uses by his sponsor and the current batch of franchisee merchants.

**Magic Items:** None.

**Money:** 2,000 Eastern crowns as an allowance from his sponsor. He is destined to make hundreds of thousands of gold coins should he win the Lopanic event.

## Coram's Tent

If the player characters follow Coram (they haven't gotten any answers yet) then he will allow them to walk with him to his tent. If they act like they are still his fans then he will be delighted and actually invite them inside so he can offer some insight to his experiences over some wine! The more the player characters converse with Coram, the more they will see that this man isn't really a bitter (and certainly not vengeful) fellow. He is disappointed that his record may be beaten as he enjoys his status but it will not take long for him to come to terms with it as he realizes that he has had more than generous longevity as a Lopanic Games champion. One thing he can say as being true are the rumors about Andre Pyke's athletic prowess. Coram will verify two key points. Firstly, he did not send the note to Marlen and does not know who did (although he could make the correct assumption about who did but won't let on) and secondly, he does not know anything about any twenty foot tall giant with black demonic masks (a blatant lie but again, unless forced to tell, he will deny this until he is blue in the face). Coram will not divulge any further knowledge or useful information about Marlen and will play the incident down as people using his name, claiming that it happens all the time to celebrities.

Later that afternoon, when the players have left Coram's tent (if they ever went there), the boy, Marlen, hurriedly approaches the group glad that he has found them at last (it is a needle in a haystack in the bustling city of Lopania during the games). He has news for the group. Marlen has spotted his two co-workers in a bar. Not an unusual pastime for these teenagers but they are spending money like nobody's business, money they simply didn't have before, buying rounds of drinks for everyone and

entertaining the crowds, splashing out on girls, cards and other festivities. Marlen also mentions that he has been fired for his missed attendance and his "ridiculous excuse." So did these other two boys who Marlen will describe should the player characters seem eager to interview. Which tavern, you ask? The Lover's Leap...

## Return to Lover's Leap Tavern

The tavern is in full swing although the celebrity long jumpers have all since gone, for it is time for the long jump event, the pinnacle of the last three years, tomorrow, and for some, it is an early start. Both Simon Greaves and Wesley Harple are just as Marlen described and are easily identified by the crowd of hangers-on and "yes" people trying to get a free ride (or drink) out of the two youths. Depending on how strong the player characters' method of approach is with the two boys will depend on if they encounter any trouble. Both the boys are easily scared and their cowardice runs deep. But, they are surrounded currently by a group of freebooters who would gladly cash in on knocking a few heads together for free drinks for the rest of the night. The boys will reveal all they know but all they are able to tell the group is that they too found notes in their coat pockets after work the same evening as Marlen. Both had exactly the same message, as well: "Meet me at Titan Park this evening! - Coram Findlay." But neither of the boys went to Titan Park, their excuse being, "Well, he's no Andre Pyke, is he?!" On the evening of the appointed meeting, the pair instead headed to work as usual when a tall (eight foot if questioned about it), hooded stranger stopped them in their stride. He showed them two small sacks containing 250 Eastern crowns each and told them to take the night off, saying that he would take care of their chores. Both boys snatched the bags and ran, never looking back. The only clue they can recall is that as they were running off they heard the "man" laugh deeply and mutter something about a lion. Yep, they said a lion!

## Wesley Harple

**True Name:** Wesley Harple.

**Race:** Human.

**Alignment:** Unprincipled.

**Attributes:** I.Q. 8, M.E. 7, M.A. 7, P.S. 12, P.P. 11, P.E. 14, P.B. 9, Spd 11.

**Birth Order:** First born.

**Size:** 5 feet, 5 inches tall (1.65 m). **Weight:** 140 pounds (63 kg).

**Age:** 16

**Disposition:** Bullish, disrespectful, filled with the arrogance of youth. All of this is an act, however, and he and Simon are both easy intimidated.

**Land of Origin:** Lopan.

**Type of Environment:** Small resort town.

**Social/Family Background:** Peasant laborer.

**Racial Hostilities/Biases:** Dwarves.

**Hit Points:** 20. **S.D.C.:** 9.

**I.S.P.:** 0. **P.P.E.:** 15.

**Horror/Awe Factor:** None.

**O.C.C.:** Peasant.

**Experience Level:** 2  
**Natural/Racial Abilities:** None.  
**Magic:** None. **Psionics:** None.  
**Combat Info:** No hand to hand, W.P. Sword (+1 strike, +1 parry).  
**Attacks per Melee:** 1  
**Combat Bonuses (including all bonuses):** None.  
**Other Bonuses:** None.  
**Weapons:** Short sword (2D4 damage).  
**Armor:** None.  
**Equipment:** New clothes, large coin purse, little else.  
**Magic Items:** None.  
**Money:** 302 Eastern crowns.

## Simon Greaves

**True Name:** Simon Greaves.  
**Alignment:** Unprincipled.  
**Attributes:** I.Q. 8, M.E. 7, M.A. 7, P.S. 12, P.P. 10, P.E. 15, P.B. 11, Spd 10.  
**Birth Order:** Second born.  
**Size:** 5 feet, 6 inches tall (1.67 m). **Weight:** 145 pounds (65 kg).  
**Age:** 16  
**Disposition:** Similar to Wesley, as the two have known each other since the previous Lopanic Games and fuel each other's worst traits.  
**Land of Origin:** Lopan.  
**Type of Environment:** Small resort town.  
**Social/Family Background:** Peasant laborer.  
**Racial Hostilities/Biases:** Elves.  
**Hit Points:** 22. **S.D.C.:** 12.  
**I.S.P.:** 0. **P.P.E.:** 12.  
**Horror/Awe Factor:** None.  
**O.C.C.:** Peasant.  
**Experience Level:** 2  
**Natural/Racial Abilities:** None.  
**Magic:** None. **Psionics:** None.  
**Combat Info:** No hand to hand, W.P. Sword (+1 strike, +1 parry).  
**Attacks per Melee:** 1  
**Combat Bonuses (including all bonuses):** None.  
**Other Bonuses:** None.  
**Weapons:** Sabre (2D4 damage).  
**Armor:** None.  
**Equipment:** New clothes, large coin purse, little else.  
**Magic Items:** None.  
**Money:** 258 Eastern crowns.

## Lopanic Bowl Stadium

Day two the Lopanic Bowl plays host to the long jump event of the Pentathlon. This is a much smaller event and only two out of the possible four sand pits are used. The pentathlon draws a loyal following and the stadium, although not full to capacity, is certainly packed. The finals of most events do not take place until the early evening hours and today is no exception. Depending on what time the players decide to investigate the stadium, they may very well be met by closed doors and an L.G.C. steward. Without a ticket (available but costly – approximately 300 gold each still

at this point in the day although the price will drop as the day goes on), there is no legitimate way in. Bribing the steward will work but the steward is aware of the ticket prices and will only risk his job for approximately 60-70% of the ticket value (depending on the players' bartering skill or good role-playing). Breaking in illegally is a possible decision for the players (don't they always pick the illegal way, fraught with danger?) but the Lopanic Games Security (L.G.S.) guards are never far away and take their job very seriously. Finding an L.G.S. guard who will take a bribe would take all day.

Whether or not the players get into the stadium or not and regardless of what time of day they enter, they will be approached by a tall, thin man introducing himself as Moffen Quantishall, the stadium manager. Moffen has an interesting offer for them. Addressing his conversation towards the wealthiest looking member of the group, he will ask them if they are aware of his special tours. These are an "after hours" affair whereby, for a small managerial fee, he will open the doors and allow them free access to see the stadium in its vacant glory, and even run along the track before the grounds work is completed for the following day. The price for this entry is an extortionate 500 Eastern crowns each (!) but he may do a 25% discount for large groups or a 25% additional payment if trading in a foreign currency. If they question Moffen about the previous night's absences he will say that he wasn't aware of it until the early hours of this morning for their tasks all seemed to have been completed promptly and efficiently upon his inspection. Of course, such a prominent manager does not tolerate absenteeism in "peasant boys" and he has no regrets in dismissing the lads. If questioned about a 20 foot tall giant he will laugh and say that Marlen ("was that the boy's name?") gave him the same lame story which no sane man, Elf or Dwarf would believe. Yet, if the player characters question Quantishall about the tall, hooded figure, his body language and expression will immediately give him away, although he will do his best to disguise it. If pressed, intimidated or if any of the player characters are able to interrogate him, he will relay that he too was approached by the shrouded figure late last night. He allowed him in on one of his special tours and left him to his own devices (Moffen was/is extremely intimidated by the man). After a about an hour, the man approached him again and gave him a further 500 Eastern crowns to see the program or "line up" for tomorrow's long jump event, to which Moffen greedily obliged. The mysterious man didn't look at it for more than a few seconds before handing it back. He couldn't have read more than the starting few names in that time. After that, he left. Moffen never saw his face but confirms that he spoke in a deep, raspy voice. If the characters enquire with Moffen as to the long jump events line up (which comes at a price), they can see that the first five names are (in chronological order): Andre Pyke, Lial Mallik, Billy Rotherson, Callip Freeman, Medeuque Shannilon...

## Moffen Quantishall, Lopanic Bowl Stadium Manager

**True Name:** Moffen Quantishall.  
**Race:** Elf.  
**Alignment:** Unprincipled.  
**Attributes:** I.Q. 17, M.E. 9, M.A. 7, P.S. 9, P.P. 16, P.E. 8, P.B. 25, Spd 8.  
**Birth Order:** First born.

**Size:** 6 feet, 8 inches tall (2.03 m). **Weight:** 180 pounds (81 kg).

**Age:** 434

**Disposition:** Very serious at most times during the month surrounding the Lopanic Games. Friendly enough at all other times. Moffen is open to a little corruption and “back hander” in regards to access to the stadium and minor details, but sabotage and violence are too much for this successful Elf to feel comfortable with. He wishes to retire at 450 but feels the pressure of living up to the expectations of his already wealthy family, which in all reality, he will never be able to do unless he became king!

**Land of Origin:** Phi.

**Type of Environment:** Large bustling city (Eldritch; the Capital of Phi).

**Social/Family Background:** Businessmen, well off.

**Racial Hostilities/Biases:** Changelings.

**Hit Points:** 43. **S.D.C.:** 10.

**I.S.P.:** 0. **P.P.E.:** 27.

**Horror/Awe Factor:** None.

**O.C.C.:** Merchant.

**Experience Level:** 8

**Natural/Racial Abilities:** None.

**Magic:** None. **Psionics:** None.

**Combat Info:** Hand to Hand: Basic, kick attack: 2D4 damage, Critical strike on natural 19 or 20, body flip/throw, and W.P. Sword (+3 strike, +3 parry, +2 throw).

**Attacks per Melee:** 3

**Combat Bonuses (including all bonuses):** +2 to strike, +3 to parry and dodge, +2 to damage, +2 to pull punch, and +2 to roll with punch/fall/impact.

**Other Bonuses:** Charm/Impress 75%.

**Weapons:** Short sword (2D4 damage).

**Armor:** Ironhide ring (A.R. 14).

**Equipment:** Keys to the entire stadium, papers and identification into most private areas of Lopania and the official program of events, including tomorrow’s running order. The latter two are usually kept in his office.

**Magic Items:** Moffen has acquired an ironhide ring which he wears at all times. This ring confers him with a natural armor rating of 14.

**Money:** Plenty but always room for more.

Hopefully, the players will have some free time to explore the stadium grounds in the late evening/dusk when everything has already been immaculately prepared for the following day, but (G.M. spoiler alert), as there is something untoward going on with one of the sand pits (see the G.M. section for details), the players shouldn’t be allowed to roam around for too long. Should the players get too close to the pit (there is three that are normal so G.M.s can guide the players to these), such as finding out specifically which pit will be used to open the event, they will be approached by a bold and muscular Dwarf armed from head to toe. The Dwarf sternly announces that he is Wyatt M’Kiln, director of security for the L.G.C.(!), and that the player characters are unauthorized to be in here at this hour. As part of L.G.C. executive board, he far outranks Moffen Quentishall (who may be about to get fired depending on what the players say about their unauthorized presence). M’Kiln will immediately direct them to exit the stadium. If they do so without hesitation, they will be allowed to leave peacefully with no prosecution. The guards will be

doubled (with a few magical guards appointed) and a full-scale fight would be the only way back in.

**Note:** No lions are to be seen anywhere!

## Wyatt M’Kiln, L.G.C. Director of Security

Wyatt hails from the Dwarven city of Northolme nestled in the Bruu-Gar-Belimar mountains. He lost his parents just as he was reaching his adulthood and with no kin to look after him, the clan authorities decided that he should be trained as a soldier. He lived (and worked) predominantly from the surface city, patrolling the forts between Northolme and the coastal town of Ladden where he would spend many winters. All of this interracial interaction has made him a much more tolerant Dwarf than most would expect. Any habitual prejudices he may have once had have since passed and M’Kiln has only one thing he hates - trespassers!

It was not through his military recognition that this Dwarf ascended to his current position but with his ties to the many mercenary groups around Llorn and the Inland Sea, as well as being in the right place at the right time. Wyatt would frequent the taverns and haunts of the visiting mercenaries and sailors and had made several solid friendships with some of the returning patrons. It was only a matter of time before he was invited to join one of the mercenary bands and as soon as his service ended with Northolme, having few ties to the Dwarven city, he accepted the invitation.

M’Kiln is a natural fighter and strategist but was no sailor. Finding himself sea-sick once too often, he found work on the Island of Lopan through a friendly reference as an increasingly paranoid ex-Long Bowman Elf was securing his residence. The Elf happened to be director of the L.G.C. and quickly noticed the Dwarf’s expertise in defending and fortifying his home and quickly placed him in charge of his personal security. He also frequently mentioned the Dwarf’s name to the executive board, praising him for his excellent work. When the position as Security Director arose it was actually Lord Avery’s suggestion that the person who fitted the specifications the best was this Dwarven soldier that Garley raved about constantly (this suggestion was actually an attempt to lower the Nillion’s home security as well as bringing some more Dwarven attention to the Lopanic Games). Although Nillion opposed the decision, the majority ruled and Wyatt was appointed.

Today he runs a tight ship (although he’ll not use that phrase as he gets a little nauseous at the mention of anything nautical). Wyatt does his best to ensure all aspects of security are covered for the hosting of the Lopanic Games but this responsibility is simply a never-ending, uphill struggle and M’Kiln is just not up to the task. There are few permanent members of the Lopanic Games Security (L.G.S.) team with too many provisional mercenaries to manage during the actual games to be able to guarantee a safe and secure. Add into the mix the competing merchant guilds and athletes and you can see that this assignment is an impossible one. However, the L.G.S. does its duty where it can and every post is manned by someone and the security around Empress Jeslynn and President Garley are second to none. One aspect of security that has recently caught the attention of this Dwarf is a rumor regarding a secret cult that wishes to see the downfall of the Lopanic Games, led by a strange woman known

only as “Maggie.” As such, M’Kiln is extremely paranoid of any female characters.

**True Name:** Wyatt M’Kiln.

**Race:** Dwarf.

**Alignment:** Scrupulous.

**Hit Points:** 86. **S.D.C.:** 60.

**Height:** 4 feet tall (1.2 m).

**Weight:** 200 pounds (90 kg) of pure muscle!

**Age:** 126

**P.P.E.:** 4. **I.S.P.:** 0.

**Attributes:** I.Q. 11, M.A. 10, M.E. 7, P.S. 32, P.P. 16, P.E. 20, P.B. 10, Spd 18.

**Disposition:** Friendly and polite (some say he’s not assertive enough for the role of director; perhaps, but that is yet to be proven). He is currently suspicious of women due to the fresh information about an anti-Games organization.

**Experience Level:** 12th level Soldier.

**Special Abilities:** None.

**Psionics:** None. **Magic:** None.

**Attacks per Melee:** 5

**Combat Info:** Hand to Hand: Martial Arts, kick attack: 2D4 damage, Critical Strike on a Natural 18, 19 or 20, body flip/throw, disarm, all jump kicks, leap attack, Paired Weapons, W.P. Shield, W.P. Sword, W.P. Axe, and W.P. Blunt.

**Combat Bonuses (including all bonuses):** +3 to strike, +7 to parry and dodge, +21 damage, +4 to pull punch, +6 to roll with impact, + 1 initiative.

**Other Bonuses:** +3 to save vs magic, +3 to save vs poison, +4 to save vs Horror Factor.

**Weapons:** M’Kiln uses nothing but the finest Dwarven weapons. Any of his own personal collection (which he has dozens of!) will all have bonuses to strike, parry or damage!

His favorite weapon of choice is a magical dagger that can transform into a huge (for him) flamberge that does 3D6+4 damage (plus his formidable P.S. bonus) and is +3 to strike and parry! As a dagger, it maintains the bonuses but does 1D6 damage. His guards in the L.G.S. have named it “the Wyatt Riot” as he has proven to be a one Dwarf show stopper.

**Armor:** Plate and Chain: A.R. 15, S.D.C. 200 (magically increased S.D.C.).

**Magic Items:** The use of one magical sword is already too much use of magic for this Dwarf although he does often use a variety of magical powders such as sneezing powder, itching powder and fire dust.

**Other Equipment:** Nothing of note.

**Money:** More than he can handle. He has taken to collecting Dwarven manufactured weapons as a means to “doing something with it.” He may well take it upon himself to equip the most trusted members of the L.G.S. team with these one day but for now, they rest secured in the armory of his home.

Should the players believe that the mysterious figure has something unscrupulous planned for Andre Pyke (which he does, although they shouldn’t have figured out what), they may want to try and warn him. Not only is access to him impossible due to his entourage of bodyguards and the fact that he needs his rest before tomorrow’s event (they will assume the player characters to be saboteurs from a rival competitor), Andre would not believe them anyway and nothing will stop him from becoming the champion he is destined to be, especially scare tactics! If questioned, Co-

ram will maintain his innocence in this mystery, although he is acting edgy and nervous. He will put this down to the fact that his Lopanic Games record is about to be broken and he has some reasonable anxiety about tomorrow’s long jump event.

---

---

By now it will be late and the player characters should be feeling the effects of sleep deprivation and will need to get some rest. In the playtest, one of the characters was a Professional Athlete O.C.C. (New!) and was in Lopania to compete in the discus event the next day. Yes, the same day as the long jump to add to the sacrifice should he wish to help save Andre! Of course, if the players are successful in spoiling the assassination plot then the gratitude of Wyatt M’Kiln can pull any strings to get him into the discus event late.

---

---

## A Sudden Awakening

Wherever the player characters sleep, they will be awoken in the early hours of the morning by Marlen, the previously petrified boy. For gaming purposes, I suggest that the time of day is described as just “morning” unless asked. Marlen has some new information for them about the mysterious situation. He encountered Greaves and Harple last night in the streets, drunk and a little bit worse for wear. They had blown most of their money on drinks for other people and been swindled out of the rest by miscreant thieves, gamblers and pickpockets (flashing cash around in Lopania is not a good idea). But their story is not the point of interest. Marlen is not sure whether the new information is vital or not but he had to let the player characters know just in case. Simon and Wesley remembered what it was that their mysterious benefactor muttered as he left their encounter: “Ant-Lion.” Marlen has deduced that the two drunken boys have gotten themselves in a muddle and that the phrase they are searching for is “lying, not lion, in ants” – has someone put ants, poisonous ants, in the Lopanic Bowl sand pits? For those characters with the Lore: Demons & Monsters skill, a roll will be necessary. A successful roll means that the players can recall the name Ant-Lion as a demonic monstrosity that dwells in the nether-realm of Hades’ desert of Taut. Much more about the creature is unknown (this is one of the rarest of demons) and more specialist advice must be sought. If only they knew of someone who could claim that “what I don’t know about demons, Deevils and other monsters isn’t worth knowing!” Someone like Davis, the Forsaken Mage, perhaps...

---

---

In the original playtest and some of the exhibition games, I ran short on time and therefore decided to leave out the following scenario. If you are in that situation then similar action is recommended and allowing those players who rolled successfully to have full knowledge about Ant-Lions and their behavior, or to have Davis in his caravan safe and sound and ready to answer all questions as helpfully as possible. If so, then skip ahead to the section entitled Return to the Lopanic Bowl Stadium.

---

---

*When the player characters arrive at Davis's caravan, read the following aloud to the players:*

*As you approach the mage's caravan, you notice that the signs of morning are beginning to appear. Others are leaving their tents and lodgings and smoke can be seen rising out of caravan windows and wagons alike. You notice that Davis's caravan, too, has its windows open, wide open in fact with the scraggily curtains flaying in the breeze. The knocking sound of the door can also be heard as it chimes to the rhythm of the wind suggesting that it is also ajar.*

*Davis's caravan does indeed have the door open, banging open then shut in the wind. Upon entry it is immediately obvious that Davis is not inside. His belongings and the rest of the caravan's contents have been thrown carelessly across the floor. His wooden bath tub and other furniture have been smashed and his books and clothes have been shredded torn except for his coat, which hangs on the swinging door. There is nothing much of worth inside the ransacked caravan and no clues as to who may have done this. Within one of the secret pockets in Davis's coat is another note. It reads:*

*Nyche Callister, Ras Magiras Hotel, Room 502.*

The note is part of the information that Davis gathered to take vengeance on Nyche Callister's arrogance towards Forsaken Mages. He gave the Wizard's temporary residential address and its magical password to the Goblin bandits so that they could plan a heist in the Wizard's quarters and deal a blow to the otherwise untouchable sorcerer. Depending on whether or not the player characters slaughtered them all in battle may affect this plan! If the players deduce that Nyche has been kidnaped (or killed), then a visit to his hotel room should be their next point of call (and therefore, as a G.M., you may wish to make the time of day slightly earlier for this detour). Otherwise, if the players are not the detectives you'd hoped for, have one of the remaining books be labeled as "Demons of Hades" and detail a section on Ant-Lions, thus enabling the game to skip ahead to the section entitled *Return to the Lopanic Bowl Stadium*.

## Ras Magiras Hotel

As one of the more deluxe hotels in the city and one of the limited permanent buildings, the hotel "Ras Magiras" is easy to locate. It is named after the equally luxurious Ras Magiras Desir resort in southern Lopan, controlled and managed by innumerable Warlocks who ensure that the surrounding climate is always sublime and the sights and sounds are pleasant to the senses. It is truly an exotic paradise and one of the most exclusive vacation destinations on Palladium. Read aloud to the players:

The five story palace is a marvel that you see the moment you step out of the tournament district. The closer you get to the hotel the easier on your feet the journey becomes as the dirt roads gradually ease into smooth, cobbled streets. A fine carriage has just pulled up outside the hotel's grand entrance and its lady patron is assisted by three men attempting to help both her and her oversized gown exit the cabin. Another man (a Dwarf actually) in a similar uniform attends at the rear of the horse as he discreetly clears up the steed's welcome gift. Once the lady is unrestricted

by the confines, she is led through the majestic entrance doors whilst the other men clamber up to the roof of the carriage to begin transporting her luggage to its new residence.

How the player characters get to their location of room 502 is up to them but subtly is the best way to go. The opening description is designed to aid this should they wish to disguise themselves as servants or even hotel porters. The hotel is plush and even at this hour (could be early morning or perhaps breakfast time), many of the hotel's staff are active and a visible presence is noticeable. With all typical well-to-do establishments, most of the hotel's staff are just as arrogant to their peers as the guests (if you're going to be a busboy then at least do it where you get the largest tips). However, none are fighters of any kind. Should a more aggressive approach be used by the players, there will be little in the way of obstruction but the hotel staff will alert the L.G.S. as soon as possible and there are a half dozen guards stationed in the hotel's staff quarters for just such occasions. If the players hesitate in their course during the following scenario then these guards will be encountered but most likely, as the player characters are fleeing the scene and not beforehand.

On the fifth floor there is nothing but silence. No carts are in the halls, no maids, no porters and no sounds coming from any of the eight rooms (just eight). Each room faces out into a long, straight corridor and they are numbered as odds and evens on opposing sides. Two stairwells seal the corridor at either end as does a stained glass window of a Warlock and depending on which way the player characters came, 502 is numbered as the first door on the right. There are no interruptions up to the door and even on closer inspection, only the faint sound of voices can be heard from within. The door will unlock with the spoken words "Acba Zireb," otherwise it has 100 S.D.C. The large room consists of the basics of most modern hotels (which is luxurious in itself for Palladium), including a bed, side table, dining table with silver cutlery and a platter of exotic fruits, writing desk and utensils, wardrobe, and dressing table, as well as a separate bathroom for all the guests sanitary requirements. All furniture is of the highest quality. In the room there are Wizards (or as many as suits your games needs) and one in the bathroom that cannot be seen upon first entry. One of the three Wizards stands in front of a podium scribing texts whilst another sits at the table eating buttered bread and sipping tea. Davis can be seen chained to the wall in the far corner as the third Wizard engages in the action of stabbing his captive in the leg. Davis screams although no sound is heard. It is clear to any mage in the group that a faint glow of a Globe of Silence enchantment shields the environment from Davis's screams! The Wizards will attack on sight and fight to the death (they are more frightened of Callister, and death is all that will await them anyway should they fail), and don't forget the one in the bathroom!

### Average Park-Side Guild Wizard

**True Name:** Various.

**Race:** Predominantly human (stats as follows are for humans).

**Attributes:** I.Q. 13, M.E. 9, M.A. 12, P.S. 9, P.P. 11, P.E. 13, P.B. 9, Spd 8.

**Birth Order:** Various.

**Size:** 5 feet, 8 inches tall (1.73 m). **Weight:** 165 pounds (74 kg).

**Age:** 21 (reflecting the young and easily influenced).

**Disposition:** Most are greedy followers who are only part of the guild because they worship Callister so much. The truth be

told, most are just so afraid of him after witnessing the things he's done that they would rather fight anyone else. They will never betray his loyalty because of this fear.

**Land of Origin:** Timiro.

**Type of Environment:** Various.

**Social/Family Background:** Various.

**Racial Hostilities/Biases:** Forsaken Mages.

**Hit Points:** 26. **S.D.C.:** 5.

**I.S.P.:** 0. **P.P.E.:** 115.

**Horror/Awe Factor:** None.

**O.C.C.:** Wizard.

**Experience Level:** 3

**Natural/Racial Abilities:** None.

**Magic:** Any spells from levels 1-3.

**Psionics:** None.

**Combat Info:** Hand to Hand: Basic, kick attack: 2D4 damage, and W.P. Staff (+2 strike, +1 parry).

**Attacks per Melee:** 2

**Combat Bonuses (including all bonuses):** +1 to Spell Strength, +2 to parry and dodge, +2 to pull punch, and +2 to roll with punch/fall/impact.

**Other Bonuses:** None.

**Weapons:** Short staff (2D4 damage).

**Armor:** None.

**Equipment:** None of note.

**Magic Items:** Potion of Superhuman Speed.

**Money:** 150 Eastern crowns on their person.

When the player characters have taken care of the kidnapers and freed Davis (the chains are basic 25 S.D.C. shackles), he will thank them profusely and explain that Nyche and his lackeys kidnaped and tortured him in an effort to get Davis to give over his knowledge of the rare Darklight spell. Needless to say, he had yet to deliver. Davis will be able to enlighten them with the information they seek on Ant-Lions (the detail may depend on how well healed the Forsaken Mage is). Indeed, these are a rare monster from the deserts of Hades, only they dwell under the sands, not out in the open, and they lie in wait as their prey approaches. Once within range, the beast strikes with extended mandibles and grabs its foes, pulling them into its giant, toothed maw where they are devoured. In case the obvious isn't apparent, there is an Ant-Lion in one of the sand pits in the Lopanic Games long jump, and Andre Pyke is about to begin the event any minute! He is in grave danger and only the players know about it. Only they can stop this terrible tragedy! Inevitably, one of the players may suggest informing the authorities, in this case the L.G.S. Of course, the player characters will also need to explain the dead Wizards and how they got into the hotel room as well as explain how an unknown demon was buried by an unknown adversary in one of the Lopanic Bowls sand pits which is about to eat Andre Pyke. Unless the character has an M.A. of 30, he'd best get over to the stadium fast! Davis is a little shaken up from his ordeal (if fully healed physically) and will not help the group. Instead, he thoroughly intends to get as far away from Nyche Callister and Lopania as is possible.

---

In the playtest and Open House exhibition, as mentioned, one of the characters was an athlete who should be headed towards his own event at this point – a test I threw in to role-play the ul-

timate sacrifice to save someone else's life! Did all of the exhibition players make the choice to help save Andre Pyke? Nope, but hey, that's role-playing!

---

---

## Return to the Lopanic Bowl Stadium

The player characters' biggest problem about warning Andre is that as soon as they arrive at the stadium, they'll see that all entrances are closed. Similar to the previous day, the gates are manned and this time, guarded by members of the L.G.S. (the number depending on the G.M.). The tournament playoffs are about to start (could be any time now) and without a ticket, the group cannot enter. The only real viable option with such an immediate necessity is force. Of course, these guards are only doing their job and any serious injury would be diabolical assault. Can the group defeat the L.G.S. forces unarmed? Who would have thought that hijacking Palladium's biggest ever tournament would be so tricky?

### Average L.G.S. Guard

**True Name:** Various.

**Race:** Predominantly human (stats as follows are for humans).

**Attributes:** I.Q. 8, M.E. 9, M.A. 11, P.S. 17, P.P. 16, P.E. 14, P.B. 9, Spd 12.

**Birth Order:** Various.

**Size:** 6 feet tall (1.8 m). **Weight:** 175 pounds (78.8 kg).

**Age:** 29 (reflecting the retired soldier constituency).

**Disposition:** Most are fully prepared to do their duty and protect the grounds and the tournament with their life. These guards are not of the corruptible nature and will fight with the deadly force they are authorised to use (and love).

**Land of Origin:** Various. Most commonly Lopan or the Eastern Territory/Llorn.

**Type of Environment:** Various.

**Social/Family Background:** Men-at-arms.

**Racial Hostilities/Biases:** Various, most commonly Wolfen.

**Hit Points:** 28. **S.D.C.:** 35.

**I.S.P.:** 0. **P.P.E.:** 5.

**Horror/Awe Factor:** None.

**O.C.C.:** Soldier.

**Experience Level:** 4

**Natural/Racial Abilities:** None.

**Magic:** None. **Psionics:** None.

**Combat Info:** Hand to Hand: Martial Arts, disarm, kick attack: 2D4 damage, W.P. Sword (+2 strike, +2 parry, +1 throw), and W.P. Shield (+1 strike, +2 parry).

**Attacks per Melee:** 4

**Combat Bonuses (including all bonuses):** +3 to strike, +4 to parry and dodge, +2 to damage, +3 to pull punch, and +3 to roll with punch/fall/impact.

**Other Bonuses:** None.

**Weapons:** Broadsword (2D4+1 damage), large shield.

**Armor:** Chain Mail (A.R.: 14, S.D.C.: 44).



**Equipment:** Uniformed Tabbard over the armor, blowhorn (for alerting other guards over the noise of the crowds).

**Magic Items:** None.

**Money:** 120 Eastern crowns on their person.

## The Finale

Unless specifically mentioned, the player characters will enter the stadium on the side closest to the ambush-laden sand pit. Andre Pyke can be seen at the other end of the runway and before they can warn him, he begins his approach. The only way for the players to save Andre is to physically intervene using magic, psionics, or a football tackle on the athlete himself.

---

---

In the playtest, the Psi-Healer character had a high Speed attribute and Telekinetic Leap. Combining the two, she ran towards the pit and just as Andre leapt into the air, the Ant-Lion's mandibles shot out from the sand to grab him, but our hero's leap attack dramatically knocked him out of the way, saving his life. Unfortunately for her, the Ant-Lion turned on her and a battle ensued.

---

---

Should a similar action occur, or even if the players fail to save Andre, the Ant-Lion will appear from the sand pit. The sight of the monster or even just its limbs is enough to cause a panic and the crowds will begin to flee in terror. Their screams echo around the stadium and players may feel obliged to help with some of the dangers occurring due to the sudden mass evacuation. The L.G.S. and stadium stewards will certainly have their hands full with the crowd and none will come to battle the demonic fiend. At some point shortly after the first melee with the Ant-Lion, one walking Mud Mound for each player will rise from a grass freestyle track close by, and launch an attack on the group, as if the Ant-Lion alone wasn't enough to deal with. For anyone who is able to see the invisible, a twenty foot tall, black-skinned demon can be seen hovering fifty feet above the stadium grounds. He is casting his Elemental magic (such as Little Mud Mound) and is clearly the cause of this devilry (or demonry, in this case). The being is a Jinn, specifically an Earth Jinn, whose primary goal is to injure or kill Andre so that he may not compete. That task can wait for the moment, as his anger with the player characters for foiling his spectacular plot has just taken precedence. The Jinn will use spells such as Chasm (maybe unveiling all of the Ant-Lion), River of Lava (flowing down from the bleachers and endangering the lives of the innocent spectators) and Wall of Thorns (to prevent any L.G.S. guards or heroic bystanders from attacking). The final fight is with Lagustal, the Jinn.

## Lagustal, the Jinn

**True Name:** Unknown.

**Race:** Demon.

**Alignment:** Miscreant.

**Attributes:** I.Q. 14, M.E. 18, M.A. 17, P.S. 38, P.P. 19, P.E. 18, P.B. 9, Spd 70 running or 180 flying.

**Size:** 8 to 24 feet (2.4-7.3 m) tall. Can change size at will.

**Weight:** Varies with size.

**Age:** Unknown.

**Disposition:** Lagustal likes to play the political game of subterfuge. Manipulating or intimidating others to do his bidding gives him the greater sense of satisfaction than just using his strength or powers. But be warned, he, like most demons, can fight and is unreserved in his wrath.

**Land of Origin:** Hades.

**Hit Points:** 68. **S.D.C.:** 50.

**I.S.P.:** 70. **P.P.E.:** 500!

**Horror/Awe Factor:** 15

**R.C.C.:** Jinn.

**Experience Level:** 7

**Natural Abilities:** Natural state is invisible, can turn visible and invisible at will, turn into mist at will, metamorphosis into an insect at will, resistant to fire and cold (magic attacks do half damage), nightvision 90 ft (27.4 m), see the invisible, fly, float, dimensional teleport 53%, magically knows all languages, Bio-Regenerate 3D6 S.D.C. or Hit Points once per melee round, and can increase size at will (24 ft/7.3 m tall maximum).

**Vulnerabilities:** All Jinn are creatures of the twilight and are strongest at night. During the daytime, whether sunny or overcast, all of their powers, abilities, number of attacks, bonuses, physical S.D.C., etc., are reduced to half! Jinn are also vulnerable to weapons made of silver (at any time of day or night). Silver coated weapons inflict double damage. Magic weapons do full damage.

**Magic:** Black Jinn: All earth elemental magic from levels 1-8. All at eighth level of proficiency (fourth during the day).

**Psionics:** Possess all sensitive and physical psionic powers at fifth level proficiency.

**Attacks per Melee:** Six physical attacks per melee or two by magic.

**Supernatural Damage:** 2D6 restrained punch, 6D6 full strength punch or 2D4x10 power punch.

**Combat Bonuses (including all bonuses):** +2 on initiative, +6 to strike, +5 to parry and dodge, +6 to dodge in flight, +23 to damage, +5 to pull punch, +4 to roll with impact. Note: Remember to reduce bonuses by one-half during the daytime which will likely be when the players encounter this Jinn (+1 on initiative, +2 to strike, +2 to parry and dodge, +2 to dodge in flight, +3 to pull punch, and +2 to roll with impact).

**Other Bonuses (including all bonuses):** +6 save vs psionics, +6 save vs magic, +6 save vs poison, +6% save vs coma. +4 save vs all other saving throws. Trust/intimidate 45%.

**Weapons:** None.

**Armor:** Natural A.R. 14.

**Equipment:** Nothing of note.

**Magic Items:** None.

**Money:** 2,000 Eastern crowns on his person.

If the players are unable to see the invisible then the G.M. can have Davis find his courage and return to repay his debt to the group. He has gotten into the stadium and can cast his rare spell Darklight. This spell illuminates an area 40 feet (12.2 m) wide and will reveal all those invisible within its diameter. As with all super powerful final boss fights, some banter should go back and forth, assuming the player characters can see the demon. He may even reveal himself, as he is so overly confident. If the player characters are near death and are struggling to defeat the Ant-Lion and the Little Mud Mound foes, then the G.M. can use the

next ploy to save the characters' lives. Either way, a Jinn is an extremely difficult opponent to defeat (even in the daylight), for as soon as they are relatively close to dying, they are likely to flee and spend the next decade plotting a painful revenge against their vanquishers. After the Ant-Lion and Mud Mounds have been bested and the player characters face only the Jinn, or are low on Hit Points, another familiar face will enter the trackside from his place in the stalls. It is Coram Findlay, the long jump record holder (still). He runs towards the Jinn and stops suddenly. Coram points at Lagustal and in a commanding voice, shouts, "I WISH YOU GONE FROM THIS REALM, NEVER TO RETURN!" With a demonic scream of "NOOOOOooooo – as you wish, master..." the Jinn vanishes in a flash of light!

The L.G.S., led by Wyatt M'Kiln, will have cut through the walls of thorns by then, and approach the player group for an explanation. Coram will reveal his story, exonerating the player characters, and face whatever punishment he deserves. The players have earned the gratitude of the L.G.S. director, Wyatt M'Kiln, Andre Pyke and all to the glory of the many other spectators in the stadium. Rewards may abound aplenty, and M'Kiln will certainly grant as much favor as he can within the confines of the Lopanic Games (as long as they are honorable requests). This is always a good point to introduce other scenarios where N.P.C.s are looking to hire famous adventurers for their next quest...

---

---

Ok, the lion is actually an Ant-Lion, the ditch is actually a sand pit and the Warlock is actually an Elemental demon but you had fun anyway, right?

---

---

## Game Master Section

### (Spoiler alert!)

Coram Findlay was a dedicated athlete who one day, whilst practicing on the sand dunes of his hometown beach, landed on a jar, cutting his foot badly and smashing the jar. From the broken glass came smoke, or rather mist, which then turned into ten foot tall black creature, a Jinn, an Earth Elemental demon named Lagustal. It granted Coram three wishes and he took the first one straight away, asking to become a champion in the Lopanic Games. Once this had been done and a new Palladium record set, Coram asked for his second wish: "Let my record never be broken." For this mammoth task, the Jinn flew away and had not been seen since, until now, when it seems his tactics could not prevent Andre Pyke from competing altogether. Should the Jinn prove too much for the players to handle, a G.M. intervention of Coram stopping the demon with his last commanding wish of the Jinn is a handy thing to have up your sleeve.

Lagustal had wanted Marlen, Wesley and Simon, the stadium attendants, out of his way so that he could discover which sand pit would not be used in the pentathlon event and be able to place his magically controlled Ant-Lion in the pit. The boys were easily duped although more expensively than his first plan. Covering up the deed and keeping other staff off his back was actually an easy task for the Warlock and his magical powers of the earth.

His only difficult task was to transport the creature to the stadium from the netherworld. The Jinn also needed to discover the running order of the event which he forged whilst in front of an unknowingly petrified stadium manager, Moffen Quentishall.

---

---

Below are the pre-generated player characters I used for the Palladium Open House exhibition in all their glory. Because they were intended to be used again and again by different players, I deliberately left out any background stories or history. Just the alignment and disposition is enough to be prepared for as the G.M. and it allowed each player to put his own, unique spin on the character. Enjoy...

---

---

## Gaston Mirr, Athlete

**True Name:** Gaston Mirr.

**Race:** Human.

**Alignment:** Scrupulous.

**Attributes:** I.Q. 8, M.E. 11, M.A. 16, P.S. 26, P.P. 17, P.E. 16, P.B. 16, Spd 15.

**Birth Order:** First born.

**Size:** 6 feet, 3 inches tall (1.9 m). **Weight:** 260 pounds (117 kg).  
**Age:** 23

**Disposition:** Arrogant, self-obsessed. Naively believes himself to be unbeatable.

**Land of Origin:** Eastern Territory.

**Type of Environment:** Small city.

**Social/Family Background:** Craftsman (he hides his ignoble heritage).

**Racial Hostilities/Biases:** Nobles.

**Hit Points:** 31. **S.D.C.:** 48.

**I.S.P.:** 0. **P.P.E.:** 5.

**Horror/Awe Factor:** None.

**O.C.C.:** Professional Athlete (Discus).

**Experience Level:** 4

**Natural/Racial Abilities:** None.

**O.C.C. Abilities:** Inner confidence, combat reputation/Horror Factor (N/A), improved focus, improved co-ordination, improved alertness, and event specialization.

**Magic:** None. **Psionics:** None.

**O.C.C. Skills:** Language: Native Eastern at 98%, Language: Elven 75%, Athletics, Biology 50%, Mathematics: Basic 65%, W.P. Sword, Body Building, W.P. Throwing Weapons, W.P. Targeting, Sense of Balance 75%, Hand to Hand: Basic.

**O.C.C. Related Skills:** Sing 45%, Dance 45%, Swimming 55%, Language: Dwarven 55%, History 45%, Streetwise 37%, Prowl 40%, Holistic Medicine 35/25%.

**Secondary Skills:** Wrestling, Boxing, Horsemanship: General 50/35%, Forced March, Climb 55/50%, First Aid 40%.

**Attacks per Melee:** 4

**Combat Info:** Hand to Hand: Basic, kick attack: 2D4 damage, W.P. Sword (+2 strike, +2 parry, +1 throw), W.P. Thrown Weapons, W.P. Targeting (+2 throw).

**Combat Bonuses (including all bonuses):** +2 to initiative, +1 to strike, +5 to parry and dodge, +11 to damage, +2 to pull punch, +4 to roll with punch/fall/impact.

**Other Bonuses:** +3 to save vs Horror Factor, +1 save vs disease, +2 save vs mind control, +1 save vs magic, +1 save vs poison, +4% save vs coma. Trust/Intimidate 40%, Charm/Impress 30%.

**Weapons:** Two-handed Espandon (2D6+2 damage) and his magical Chakram.

**Armor:** Soft Leather (A.R. 10, S.D.C. 20).

**Equipment:** Two sets of clothing, one competing outfit (flamboyant or practical sportswear), a cloak or robe with a hood, boots, a pair of soft leather gloves, belt, 4 practice discs, bedroll, backpack, a medium sized satchel, two small sacks, a water skin, 4 candles, a wooden cross, small mirror, box of chalk dust and a flint & tinder box.

**Magic Items:** Chakram (1D6 + P.S. damage) that returns to wielder when thrown!

**Money:** 200 Eastern crowns.

## Lyndham Durst, Merchant

**True Name:** Lyndham Durst.

**Race:** Dwarf.

**Alignment:** Scrupulous.

**Attributes:** I.Q. 12, M.E. 12, M.A. 6, P.S. 18, P.P. 16, P.E. 16, P.B. 8, Spd 8.

**Birth Order:** Last born.

**Size:** 4 feet tall (1.2 m). **Weight:** 200 pounds (90 kg).

**Age:** 89

**Disposition:** Blabbermouth, nice guy but talks too much.

**Land of Origin:** Eastern Territory.

**Type of Environment:** Large city (Penington).

**Social/Family Background:** Merchant (poor).

**Racial Hostilities/Biases:** Nobles.

**Hit Points:** 48. **S.D.C.:** 15.

**I.S.P.:** 0. **P.P.E.:** 10.

**Horror/Awe Factor:** None.

**O.C.C.:** Merchant.

**Experience Level:** 5

**Natural/Racial Abilities:** Nightvision 90 feet (27.4 m), Underground Tunneling: 65%, Underground Architecture: 55%, Underground Sense of Direction: 65%, Metalworking: 65%, Recognize Precious Metals & Stones: 60%.

**Magic:** None. **Psionics:** None.

**O.C.C. Skills:** Basic Math 90%, Language: Dwarven 98%, Language: Eastern 70%, Language: Western, 70%, Literacy: Dwarven 60%, Public Speaking 60%, W.P. Axe, W.P. Sword, Hand to Hand: Basic.

**O.C.C. Related Skills:** Language: Elven 70%, Literacy: Eastern 60%, Literacy: Western 60%, Sign Language 55%, Math: Advanced 75%, Carpentry 45%, Art 65%, Masonry 65%, General Repair & Maintenance 55%, Sew 50%, Cryptography 35%.

**Secondary Skills:** Streetwise 36%, Pick Pockets 45%, Palming 40%, Brewing 45/50%, Card Shark 36%, Concealment 32%, Horsemanship: General 39/24%, Prowl 30%.

**Attacks per Melee:** 3

**Combat Info:** Hand to Hand: Basic, kick attack: 2D4 damage, W.P. Axe (+3 strike, +2 parry, +2 throw, +1D6 damage), W.P. Sword (+2 strike, +2 parry, +1 throw).

**Combat Bonuses (including all bonuses):** +2 to strike, +3 to parry and dodge, +3 to damage, +2 to pull punch, +2 to roll with punch/fall/impact.

**Other Bonuses:** +2 to save vs Horror Factor, +1 save vs poison, +2 save vs magic, +4% save vs coma, +2 save vs possession.

**Weapons:** Invisible & Eternally Sharp, Two-Headed Bipennis Axe (2D6+3 + P.S. damage, +2 strike & parry!) and a normal quality short sword (2D4 damage).

**Armor:** Cloak of Armor (A.R.: 14, S.D.C.: 100).

**Equipment:** Two sets of clothing, pair of boots, hat, bell blanket, backpack, one large sack, 6 small sacks, a water skin, bottle of wine, food rations for 1D4 weeks, a notebook, two crow quill pens, a bottle of ink, a small lantern and a tinder box.

**Magic Items:** Medallion of Telepathy: 10 minutes, twice daily. The following potions (one dose each): Change Appearance to Look Older (makes the character appear twenty years older; used for disguise, lasts 8 hours), Change Appearance to Look Youthful (makes the character appear by fifteen years younger), Foresee the Future (Divination same as clergy), Healing (superior; 2D6 Hit Points or 4D6 S.D.C. are restored), Impervious to Fire (no damage), Sleep (same as spell), and Might of the Palladium (adds one additional attack per melee round and a bonus of +2 to strike, parry, dodge, and damage!).

**Money:** 2,000 Eastern crowns of his own money plus 1,200 crowns in guild finances budgeted for the trip and a further 1,800 crowns from a dominion syndicate to bet at the games (who expect to see a return).

## Davina Connelly, Psi-Healer

**True Name:** Davina Connelly.

**Race:** Elf.

**Alignment:** Principled.

**Attributes:** I.Q. 10, M.E. 10, M.A. 6, P.S. 12, P.P. 18, P.E. 18, P.B. 26, Spd 22.

**Birth Order:** Second born.

**Size:** 5 feet, 8 inches tall (1.72 m). **Weight:** 140 pounds (63 kg).

**Age:** 45

**Disposition:** Bubbly, lively, polite and friendly. Hard to get down. Always has a positive outlook.

**Land of Origin:** Lopan.

**Type of Environment:** Large city (Ethaniel – Capital).

**Social/Family Background:** Merchant.

**Racial Hostilities/Biases:** Dragons.

**Hit Points:** 32. **S.D.C.:** 32.

**I.S.P.:** 130. **P.P.E.:** 2.

**Horror/Awe Factor:** None.

**O.C.C.:** Psi-Healer.

**Experience Level:** 4

**Natural/Racial Abilities:** None.

**Magic:** None.

**Psionics:** Master; Deaden Pain (4), Exorcism (10), Healing Touch (6), Increased Healing (10), Psychic Diagnosis (4), Psychic Purification (8), Psychic Surgery (14), See Aura (6), Empathy (4), Bio-Regeneration (6), Telekinetic Leap (8), Telekinetic Punch (6).

**O.C.C. Skills:** Cook 55%, Biology 60%, Holistic Medicine 65/55%, Identify Plants & Fruits 50%, Preserve Food 55%, Language: Native Elven 98%, Language: Eastern 70%, Language: Dwarven 70%, Math: Basic 70%, W.P. Sword, W.P. Blunt, and Hand to Hand: Basic.

**O.C.C. Related Skills:** Botany 50%, First Aid 55%, Surgery 55/45%, Brewing 50/55%, Public Speaking 45%, Literacy: Elven 55%, and Animal Husbandry 60%.

**Secondary Skills:** Athletics, Running, Gymnastics, Forced march, Dance 30%, Prowl 25%.

**Attacks per Melee:** 3

**Combat Info:** Hand to Hand: Basic, kick attack: 2D4 damage, W.P. Sword (+2 strike, +2 parry, +1 throw), W.P. Blunt (+2 strike, +2 parry).

**Combat Bonuses (including all bonuses):** +2 to strike, +4 to parry and dodge, +2 to pull punch, +5 to roll with punch/fall/impact.

**Other Bonuses:** +2 to save vs Horror Factor, +2 save vs poison, +2 save vs magic, +18% save vs coma, +1 save vs mind controlling drugs, potions and charms, +7 save vs possession. Charm/impress 80%.

**Weapons:** Silver coated dagger (1D6 damage), Short sword (1D6 damage), Morning star (2D6 damage).

**Armor:** Soft Leather (A.R.: 10, S.D.C.: 20).

**Equipment:** Two sets of clothing, boots, hat, belt, blanket, bedroll, backpack, two medium-sized sacks, six small sacks, a water skin, small kettle, small frying pan, 5 vials (for herbs and potions), small pouch with six surgical knives (each does 1D4 damage if used as a weapon), several rolls of cloth bandages, first-aid kit, food rations for 2 weeks, cooking utensils, a six inch (15 cm) wooden cross, a pocket mirror, 3 wooden stakes, a small mallet, tin of snuff and a tinder box.

**Magic Items:** None.

**Money:** 300 Eastern crowns.

## Asteuce Ryne, Assassin

**True Name:** Asteuce Ryne.

**Race:** Changeling.

**Alignment:** Scrupulous.

**Attributes:** I.Q. 13, M.E. 21, M.A. 19, P.S. 13, P.P. 20, P.E. 8, P.B. 6, Spd 15.

**Birth Order:** Illegitimate.

**Size:** 7 feet tall (2.13 m). **Weight:** 230 pounds (104 kg).

**Age:** 102

**Disposition:** Tough guy, self reliant but out to make amends for his past.

**Land of Origin:** Eastern Territory.

**Type of Environment:** Large city (Kaash).

**Social/Family Background:** Thief.

**Racial Hostilities/Biases:** Wolfen.

**Hit Points:** 30. **S.D.C.:** 50.

**I.S.P.:** 0. **P.P.E.:** 30!

**Horror/Awe Factor:** 10

**O.C.C.:** Assassin.

**Experience Level:** 4

**Natural/Racial Abilities:** Shape changing ability.

**Magic:** None. **Psionics:** None.

**O.C.C. Skills:** Climb/Scale Walls 55/50%, Concealment 49%, Detect Concealment & Traps 51/31%, Math: Basic 80%, Pick Locks 60%, Prowl 50%, Track Humanoids 50%, Language: Native Elven 98%, Language: Eastern 70%, Language: Western 70%, W.P. Sword, W.P. Knife, W.P. Grappling Hook, W.P. Blunt, Hand to Hand: Assassin.

**O.C.C. Related Skills:** Disguise 60%, Imitate Voice & Impersonation 58/38%, Use & Recognize poison 46/38%, Ventriloquism 38%, Palming 45%, Escape Artist 50%, Land Navigation 42%, Intelligence 52%, Streetwise 42%, Forgery 45%.

**Secondary Skills:** Boxing, Athletics, Paired Weapons.

**Attacks per Melee:** 4

**Combat Info:** Hand to Hand: Assassin, W.P. Sword (+2 strike, +2 parry, +1 throw), W.P. Knife (+2 strike, +2 parry, +2 throw), W.P. Grappling Hook (+2 strike, +1 entangle), W.P. Blunt (+2 strike, +2 parry).

**Combat Bonuses (including all bonuses):** +5 to strike, +3 to parry, +3 to dodge, +4 to damage, +4 to disarm, +3 to pull punch, +3 to roll with punch/fall/impact.

**Other Bonuses:** +3 save vs psionics, +4 save vs insanity, +2 save vs telepathic probes. Trust/intimidate 55%.

**Weapons:** Pair of Kobold made, silver coated daggers (1D6+1 damage), Sabre, short sword (2D4 damage), Cudgel (2D4 damage), Grappling hook.

**Armor:** Studded Leather (A.R. 13, S.D.C. 38).

**Equipment:** Two sets of clothing, a cape or cloak with hood (with 6 inside pockets), boots, a pair of soft leather gloves, belt, bedroll, purse, backpack, one medium-sized sack, three small sacks, a water skin, a set of lock picking tools, 50 feet (15.2 m) of rope, grappling hook, 4 iron spikes, a small hammer, pocket mirror, and a tinder box.

**Magic Items:** None.

**Money:** 200 Eastern crowns.

## Lemmink Shawltry, Wizard

**True Name:** Lemmink Shawltry.

**Race:** Gnome.

**Alignment:** Principled.

**Attributes:** I.Q. 14, M.E. 9, M.A. 19, P.S. 5, P.P. 18, P.E. 20, P.B. 17, Spd 13.

**Birth Order:** First born.

**Size:** 2 feet tall (0.6 m). **Weight:** 30 pounds (13.5 kg).

**Age:** 176

**Disposition:** Paternal and over-protective. Has a sense of duty to help all children which is stemming to include all those younger than him (most races). They just have so much to learn that they can't protect themselves...

**Land of Origin:** Western Empire.

**Type of Environment:** Large City where magic is commonplace.

**Social/Family Background:** Magical but one of the poorer families.

**Racial Hostilities/Biases:** Goblins.

**Hit Points:** 35. **S.D.C.:** 14.

**I.S.P.:** 0. **P.P.E.:** 178.

**Horror/Awe Factor:** None.

**O.C.C.:** Wizard.

**Experience Level:** 4

**Natural/Racial Abilities:** Nightvision 90 feet (27.4 m), Underground Tunneling 45%, Underground Architecture 35%, Underground Sense of Direction 35%.

**Magic:** Enchanted Cauldron 32%, Decipher Magic (4), Sense Magic (4), Cloud of Slumber (6), Globe of Daylight (2), Tongues (12), Detect Concealment (6), Levitation (5), Chameleon (6), Armor of Ithan (10), Energy Bolt (5), Paralysis: Lesser (5), Multiple Image (7).

**Psionics:** None.

**O.C.C. Skills:** Literacy: Western 60%, Literacy: Elven 60%, Lore: Magic 60/50/45%, Lore: Geomancy & Ley Lines 55%, Mathematics: Basic 80%, W.p. Staff, Hand to Hand: Basic.

**O.C.C. Related Skills:** Language: Western 65%, Language: Elven 55%, Literacy: Dwarven 55%, Writing 50%, Lore: Religion 55%, Lore: Faerie Folk 50%, Lore: Demons & Monsters 55%, Anthropology 45%, History 55%, Art 50%.

**Secondary Skills:** Athletics, Forced March, Horsemanship: General 50/35%, Horsemanship: Exotic 45/35%, Prowl 35%, Swimming 50%.

**Attacks per Melee:** 3

**Combat Info:** Hand to Hand: Basic, kick attack: 2D4 damage, W.P. Staff (+2 strike, +1 parry).

**Combat Bonuses (including all bonuses):** +2 to Spell Strength, +2 to strike, +4 to parry and dodge, +2 to pull punch, +3 to roll with punch/fall/impact.

**Other Bonuses:** +4 to save vs Horror Factor, +3 save vs poison, +1 save vs disease, +4 save vs magic, +10% save vs coma. Trust/Intimidate 55%, Charm/Impress 35%.

**Weapons:** Long staff (1D6 damage, 3 feet/0.9 m long).

**Armor:** Soft Leather (A.R.: 10, S.D.C.: 20).

**Equipment:** Two sets of clothing, a cloak with a hood, boots, a pair of soft leather gloves, belt, bedroll, backpack, a medium-sized satchel, two small sacks, a water skin, 11 sheets of parchment paper, a 100 page notebook, three crow quill pens, two bottles of ink (one black, one red), 4 sticks of graphite, 4 sticks of chalk, 4 candles, a wooden cross, flint & tinder box.

**Magic Items:** None (yet).

**Money:** 150 Eastern crowns.

## Gallacus Bastion, Gladiator

**True Name:** Gallacus Bastion.

**Race:** Human.

**Alignment:** Unprincipled.

**Attributes:** I.Q. 11, M.E. 7, M.A. 14, P.S. 23, P.P. 22, P.E. 18, P.B. 18, Spd 17.

**Birth Order:** Illegitimate.

**Size:** 6 feet, 1 inch tall (1.85 m). **Weight:** 255 pounds (115 kg).

**Age:** 32

**Disposition:** Sullen, quiet, always with a thought to elsewhere. He is troubled by his past and finds little in the way of escapism other than when in battle.

**Land of Origin:** Land of the South Winds.

**Type of Environment:** Large city.

**Social/Family Background:** Serf/Peasant Laborer.

**Racial Hostilities/Biases:** Pirates.

**Hit Points:** 31. **S.D.C.:** 52.

**I.S.P.:** 44. **P.P.E.:** 8.

**Horror/Awe Factor:** None.

**O.C.C.:** Gladiator.

**Experience Level:** 4

**Natural/Racial Abilities:** None.

**Magic:** None.

**Psionics:** Major; Deaden Pain (4), Resist Fatigue (4), Suppress Fear (8), Summon Inner Strength (4), Resist Hunger (2), Resist Thirst (6).

**O.C.C. Skills:** Climb/Scale Walls 65%, Dance 55%, Disguise 50%, Imitate Voices & Impersonation 55/35%, Language: Native Southern 98%, Recognize Weapon Quality 55%, Sign Language 50%, Streetwise 41%, W.P. Sword, W.P. Spear, W.P. Forked Weapons, W.P. Net, W.P. Shield, Hand to Hand: Gladiator.

**O.C.C. Related Skills:** Language: Eastern 65%, Language: Elven 65%, Streetwise 40%, Card Shark 44/24%, Wrestling.

**Secondary Skills:** Lore: Demons & Monsters 40%, Swimming 55%, Sailing 50/35%, Athletics, Boxing, Body Building.

**Attacks per Melee:** 4

**Combat Info:** Hand to Hand: Basic, kick attack: 2D4 damage, disarm on a natural 19 or 20, Paired weapons, W.P. Sword (+2 strike, +2 parry, +1 throw), W.P. Spear (+2 strike, +2 parry, +1 throw), W.P. Forked Weapons (+2 strike, +2 parry, +1 throw, +2 entangle), W.P. Net (+1 strike, +2 parry, +1 entangle), W.P. Shield (+1 strike, +2 parry).

**Combat Bonuses (including all bonuses):** +5 to strike, +7 to parry and dodge, +10 to damage, +3 to pull punch, +4 to roll with punch/fall/impact.

**Other Bonuses:** +2 to save vs Horror Factor, +2 save vs poison, +2 save vs magic, +6% save vs coma. Charm/Impress 30%.

**Weapons:** Small shield, Short Sword (2D4 damage), Caestus (weighted gloves) (1D6 damage), Trident (2D6+2 damage), Net.

**Armor:** Scale Mail; half suit (A.R.: 11, S.D.C.: 35).

**Equipment:** Two sets of clothing, three sets of arena costumes, bedroll, backpack, shoulder bag, a water skin, a tinder box.

**Magic Items:** Has a set of magical, retractable forearm blades built into his half suit of scale mail armor (2D6+2 damage each).

**Money:** 200 Eastern crowns.



# Explosives Data for the Palladium Role-Playing System

## Optional Rules for Any Palladium Game

By Thomas Morrison

In the real world, trinitrotoluene (TNT) is the standard against which all explosives are measured in terms of effectiveness. Why TNT? Because for the greater part of the past century, TNT has been the most common military-grade explosive. It is powerful, reliable, stable, and stores well. Conventional explosives are generally rated as having a “relative effectiveness” of between 55% and 170% that of TNT, while nuclear weapons are described in terms of kilotons and megatons – the equivalent of thousands or millions of tons of TNT. In keeping with this convention, this paper will also use TNT as the standard by which the relative effectiveness of other explosives are rated.

The Palladium RPG generally reflects that a 3.6-ounce (100 g) quantity of TNT causes 10D6 (1D6x10) damage to a radius of 10 feet (3 m). My personal research indicates that this is about right. It then becomes an easy matter to determine the damage other explosives cause, given the quantity used and their relative effectiveness.

But what of blast radius? Does a doubling of explosive power double the effective radius of the explosion? Let us consider that an explosion is the violent, rapid conversion of a solid, liquid, or gas into (another) gas or gasses. In short, the stick of TNT com-

busts and turns into a large quantity of gas, sufficiently violently to create a shock wave that will damage people and property within 10 feet (3 m). Doubling the quantity of TNT should double the quantity of gas produced. Since volume is a cubic measure and blast radius is a linear measure, the cube root of the volume determines the length of the radius. In the case of a doubling of explosive power, the blast radius would be the cube root of 2, or 1.26, times the original radius of 10 feet (3 m):  $10 \times 1.26 = 12.6$  feet (3.8 m). Thus, 7.2 ounces (200 g) of TNT would cause 20D6 (2D6x10) damage to a radius of 12.6 feet (3.8 m).

Fragmentation, however, provides another set of problems. Just as a person can spit a watermelon seed farther than he or she can blow a puff of air, the metal fragments thrown out by military ordnance travel much farther than the shock wave of an explosive blast. Seeds and shrapnel lose less momentum over distance. My research has found that older military ordnance generally relied upon the round's cast iron or steel casing for fragmentation effects, while more modern military ordnance has thinner, higher-grade steel casings and specially-designed fragmentation sleeves for enhanced fragmentation effects. Explosives can throw individual fragments about ten times as far as the effective shock

wave of the blast itself, but the effective casualty radius of the shrapnel as a whole is, on average, about 2-4 times the explosive's blast radius.

It is best to check with authoritative sources to determine the effective casualty radii of military ordnance. Care must be taken, however, because not all sources will agree on the effective casualty radius of a given type of ordnance. Russia, for example, uses TNT as the standard fill for its ordnance. The United States uses similar fill weights of RDX compounds that have 1.3 to 2.2 times the power of TNT. The Russians, however, claim that their ordnance has the same effective casualty radii of American ordnance, whereas American evaluations of captured Russian ordnance do not support the Russian claims. The Russians may be evaluating their effective casualty radii by more liberal criteria than the Americans. Alternatively, they may be exaggerating the efficacy of their ordnance due to reasons of national pride, or to avoid being at a competitive disadvantage in the highly lucrative international arms market. Comparison of Russian ordnance to Western TNT-filled ordnance of similar fill weight is instructive. When in doubt, calculate the blast radius and assume that the effective casualty radius of the fragmentation is three times the blast radius.

The foregoing discussion, of course, begs the question: What is an effective casualty radius? According to the United States Department of Defense, it is the distance from an explosion to a radius where 50% of the persons exposed will become casualties – dead or wounded. While death is self-explanatory, the definition of a wound is fairly liberal – basically, anything that breaks the skin. A scratch that draws blood counts as a wound. So when an American M67 fragmentation grenade boasts a 50-foot (15 m) effective casualty radius, that means that at 50 feet, half the exposed personnel will suffer some trauma ranging in severity from death to a simple nick, but the other half will show no visible harm. Closer to the center of the explosion, of course, the odds of being hurt and the severity of the damage increase dramatically. The below rules seek to capture that reality.

The chart on the following page shows several common explosives, their relative effectiveness, and their damage and blast radii per 3.6 ounces (100 g). Below are descriptions of the explosives, followed by special rules governing blast and fragmentation.

## Descriptions

Aluminum: Powdered aluminum, while not exactly an explosive, is often used as an accelerant for other explosive compounds and mixtures. The optimal amount for a given compound or mixture varies between 5 and 20% and its precise effect for a given blend of explosives is still a matter of scientific research, the results of which are not openly published. Because powdered aluminum is relatively easy to obtain, it is often added to ANFO (see below).

Amatol: This is a mixture of ammonium nitrate and TNT. It is cheaper and slightly more powerful than straight TNT. Data is given for both 20% ammonium nitrate/80% TNT and 50% ammonium nitrate/50% TNT mixes. Amatol, with a higher ratio of ammonium nitrate, is cheaper but less powerful than the 50/50 mix. Amatol's weakness is that it doesn't store well: it readily absorbs moisture, which reduces its effectiveness, making it a "use it or lose it" explosive. Except during wartime, most military

forces stick to explosives with a better "shelf life," like Composition B and TNT.

Ammonium Nitrate (AN): This deceptively simple compound requires a large industrial facility to produce. Its primary use is as a high-grade fertilizer. It is a poor explosive on its own; however, when mixed with other explosives, it often has a synergistic effect.

Ammonium Nitrate – Fuel Oil (ANFO): This mixture of fertilizer and Diesel fuel is highly explosive but somewhat unstable, earning it the nickname, "witches' brew." It is a good, cheap choice for thrown and placed explosives such as hand grenades and mines. It is not as safe as TNT for use in firearms, mortars, artillery, or rockets: 15% chance that it will detonate prematurely upon launch. Given access to the ingredients, however, anyone with a Chemistry skill and a container can create ANFO, making it a favorite of terrorists and militias worldwide.

Ammonium Perchlorate (AP): This compound is usually not used in pure form, but mixed with other explosive compounds for synergistic effect.

Black Powder: Also known as gunpowder, this is a basic mix of potassium nitrate, powdered charcoal, and sulfur. It is the easiest explosive to make from scratch, requiring only a Chemistry skill, basic chemistry tools, and access to the raw materials (aged urine and/or manure, wood ash, coal, and sulfur). It is stable and reliable, but useless when wet. It was the standard propellant in firearms and artillery until the advent of nitroglycerin-based compounds like cordite (see below) and was known for its large smoke signature. Its relative effectiveness is highly variable, depending on the skill of the chemist and the purity of the ingredients. Military and industrial black powder is high grade.

Composition A3: This U.S. explosive is 91% RDX and 9% wax. It is often used in aircraft ordnance.

Composition A5: This U.S. explosive is 98.5% RDX and 1.5% stearic acid. It is used in aircraft ordnance in place of Composition A3.

Composition B: This U.S. explosive is 59.5% RDX, 39.5% TNT, and 1% paraffin wax. It is the standard fill for U.S. ordnance. It stores well and is highly effective. It is stable under normal conditions; however, prolonged exposure to extreme fire may cause it to detonate and direct exposure to a powerful blast may cause sympathetic detonation. As of 2011, Composition B was being phased out in favor of more pure RDX-based explosives that will not detonate from fire or other explosions.

Composition C-4: This U.S. plastic explosive is 91% RDX, 9% plasticizer, binder, and SAE 10 motor oil. It is used for demolitions. Electricity detonates it; fire will cause it to burn, not explode. American troops in Vietnam used to burn a pinch of C-4 to heat up their morning coffee.

Cordite: More powerful than black powder, this stable propellant is made from insoluble nitrocellulose, nitroglycerin, petroleum jelly, and various stabilizers. It was the standard propellant in the mid- to late-20<sup>th</sup> century. Cordite makes a unique scent when used. It is known as a "smokeless" propellant, but it actually does make some smoke when used, just not nearly as much as black powder. Certain early blends of cordite became unstable over time, but modern, standard military cordite does not.



## Relative Power of Explosives

Name of Compound	Relative Effectiveness	Damage per 3.6 Ounces (100 g)	Blast radius, in feet, for 3.6 Ounces	Blast Radius, in meters, for 100 g
Amatol 80% TNT/20% AN	1.17	9D8	11	3.4
Amatol 50% TNT/50% AN	1.26	2D8x5	11	3.4
Ammonium Nitrate (AN)	0.42	4D6	7	2.1
Ammonium Nitrate-Fuel oil (ANFO)	0.80	8D6	9	2.7
Ammonium Perchlorate (AP)	0.79	8D6	9	2.7
Black Powder, low grade	0.20	2D6	6	1.8
Black Powder, high grade	0.55	8D4	8	2.4
Composition A3	1.46	2D4x10	11	3.4
Composition A5	1.58	2D10x5	12	3.7
Composition B	1.30	2D8x5	11	3.4
Composition C4	1.34	2D8x5	11	3.4
Dinitroanisole (DNAN)	0.87	9D6	10	3.0
Dynamite				
60% AN/40% Nitroglycerin	0.41	4D6	7	2.1
50% AN/50% Nitroglycerin	0.46	3D10	8	2.4
40% AN/60% Nitroglycerin	0.53	3D12	8	2.4
60% Nitrocellulose/40% Nitroglycerin	0.42	4D6	7	2.1
50% Nitrocellulose/50% Nitroglycerin	0.47	3D10	8	2.4
40% Nitrocellulose/60% Nitroglycerin	0.76	6D8	9	2.7
Military Grade, low velocity	0.92	9D6	10	3.0
Military Grade, medium velocity	1.22	12D6	11	3.4
Straight, 40% Nitroglycerin	0.65	5D8	9	2.7
Straight, 50% Nitroglycerin	0.79	5D10	9	2.7
Straight, 60% Nitroglycerin	0.83	8D6	9	2.7
HBX-1	1.33	2D8x5	11	3.4
HBX-3	1.11	7D10	10	3.0
HMX	1.70	2D10x5	12	3.7
Nitrocellulose	0.47	3D10	8	2.4
Nitroglycerin	1.50	3D6x5	11	3.4
PAX-2A	1.70	2D10x5	12	3.7
PAX-21	1.95	2D6x10	12	3.7
PAX-25	2.20	3D4x10	13	4.0
PE4	1.34	2D8x5	11	3.4
PETN	1.66	2D10x5	12	3.7
RDX	1.60	2D10x5	12	3.7
Semtex	1.66	2D10x5	12	3.7
Semtex 1A, Semtex H	1.34	2D8x5	11	3.4
Tetryl	1.25	8D10	11	3.4
Tetrytol	1.20	12D6	11	3.4
TNT	1.00	2D6x5	10	3.0

**Dinitroanisole (DNAN):** Technically, the chemical name for this is “2, 4-dinitroanisole” to specify where the nitrogen atoms are linked to the parent chemical chain. It is often used in compounds with other explosives, particularly RDX, where it may have a synergistic effect.

**Dynamite:** There are many grades and blends of dynamite, with varying degrees of effectiveness and stability. Typically, dynamite consists of 40-60% nitroglycerin (by weight), some type of absorbent, and a small amount of sodium carbonate. Since nitroglycerin is dangerously shock-sensitive, the role of the absorbent (usually ammonium nitrate, nitrocellulose, or sawdust) is to make it stable enough to handle. Ammonium nitrate (AN) is cheap, but doesn’t have much of a synergistic effect with nitroglycerin. Soluble nitrocellulose is explosive in its own right

and turns nitroglycerin into a more stable gelatin. “Straight” dynamite uses sawdust as an absorbent. Fire, electricity, or hard shocks may cause dynamite to explode prematurely, as can thawing it from a frozen state: 10% chance for AN- and nitrocellulose-mixed dynamite, 15% for straight. Dynamite that is stored for too long (over 10 years) tends to “sweat” beads of nitroglycerin, making it hazardous to handle: the chance per year over 10 that it will prematurely detonate if handled is 5% for AN- and nitrocellulose-mixed dynamite, 7% for straight. Dynamite’s shock sensitivity makes it unsuitable for use in rockets or artillery. U.S. “military grade dynamite” is actually not dynamite, but an RDX-TNT compound that stores better and is not shock-sensitive.

**HBX-1:** High Brisance eXplosive-1 (HBX-1) is an explosive designed for naval munitions. It is a mix of 40% RDX, 38% TNT,

17% powdered aluminium, and 5% D-2 wax with calcium chloride or lecithin as desensitizers.

**HBX-3:** This variant of HBX is another naval explosive, with a lower sensitivity to impact than HBX-1.

**HMX:** This is an RDX-type explosive. Like Composition B, it is safe to handle and to store, but is prone to cook-off under extreme heat and sympathetic detonations. As of 2011, the U.S. Picatinny Arsenal was manufacturing a replacement explosive, PAX-2A (see below).

**Nitrocellulose:** This compound is made by treating cotton fibers with nitroglycerine. It is more stable than nitroglycerine but less powerful. It is often mixed with nitroglycerine in the manufacture of dynamite (see above).

**Nitroglycerin:** This liquid explosive is extremely powerful but also highly shock-sensitive. It can be handled *gently*. Most industrial use of nitroglycerin avoided the dangers inherent in transporting it by mixing it on site from much safer precursor chemicals. Nitroglycerin forms the basis for many other explosives, such as dynamite and cordite (see above).

**PAX-2A:** Picatinny Arsenal eXplosive-2A is the RDX-based replacement for HMX (see above). Like all the new Picatinny Arsenal explosives, it will melt rather than explode under intense heat and is immune to sympathetic detonations. Very little data is published about this explosive; however, it is at least as effective as HMX.

**PAX-21:** Picatinny Arsenal eXplosive-21 is one of the two replacements proposed for Composition B (see above). It is made of RDX, DNAN, AP and trace amounts of methyl-nitroaniline (MNA) (for processability). It boasts a 25% greater blast radius than Composition B, from which its relative effectiveness was derived. It will melt rather than explode under intense heat and is immune to sympathetic detonations. Its stability, however, has a slight drawback: it is harder to detonate than previous-generation explosives, requiring a more powerful fuse charge.

**PAX-25:** Picatinny Arsenal eXplosive-25 is the second proposed replacement for Composition B (see above). It is made of RDX, DNAN, AP and trace amounts of MNA (for processability). It boasts a 30% greater blast radius than Composition B, from which its relative effectiveness was derived. Like PAX-21, it will melt rather than explode under intense heat, is immune to sympathetic detonations, and requires a more powerful fuse charge.

**PE4:** Plastic Explosive 4 is the United Kingdom's version of U.S. Composition C4 (see above), using different plasticizers.

**Pentaerythritol-tetranitrate (PETN):** This chemical is the main ingredient in Semtex (see below).

**RDX:** Also known as hexogen, this explosive's chemical name is cyclotrimethylenetrinitramine, a more-advanced compound than TNT. It is extremely stable and powerful – so stable, in fact, that it is normally mixed with another explosive to ensure detonation. RDX forms the basis for almost all explosives made at Picatinny Arsenal as of 2011. There is an improved RDX (I-RDX) that is chemically identical but manufactured in smaller crystals for improved blast effects.

**Semtex:** This is a Czech plastic explosive, composed of 94.3% PETN and 5.7% RDX. It was originally manufactured without any “marker scent” so as to be undetectable by bomb-sniffing

dogs. Back in the bad old days of Communism, the Czechs exported this to terrorists worldwide. Once democracy came to the Czechs, blowing up civilian airplanes was no longer in their national interests. The unscented version of Semtex is no longer in production.

**Semtex 1A:** This version of Czech Semtex is 76% PETN, 4.6% RDX, 9.4% binder, 9% plasticizer, and 1% other. Unlike the original Semtex, bomb-sniffing dogs can smell it.

**Semtex H:** This version of Czech Semtex is 40.9% PETN, 41.2% RDX, 9% binder, 7.9% plasticizer, and 1% other. Unlike the original Semtex, bomb-sniffing dogs can smell it. Despite the big differences in the PETN/RDX mix between Semtex 1A and Semtex H, they are reportedly equally effective.

**Tetryl:** Tetryl (2,4,6-trinitrophenyl-methylnitramine) is often used in detonators and explosive booster charges, which are used to ensure the detonation of high-powered but low-sensitivity explosives.

**Tetrytol:** This is a 70/30 mix of tetryl and TNT, first used in auxiliary boosters for U.S. ordnance in World War II. Although slightly less powerful, tetrytol is more reliable in ensuring detonation.

**TNT (Trinitrotoluene):** This is a powerful, stable explosive, suitable for use in rockets, artillery shells, demolitions, etc., but like Composition B, it is prone to “cook off” in fire and sympathetic detonation. TNT is the primary military explosive in the world. However, by the beginning of the 21<sup>st</sup> century, there were no facilities in the U.S. that produced TNT, which forced the U.S. military to rely on foreign suppliers while it developed even more stable RDX-based explosives (see PAX entries, above). TNT is the standard against which all other explosives are measured.

## Special Rules

**Blast:** Military explosives are designed to form a shock wave – an expanding sphere of overpressure where air molecules are so tightly pressed together that they strike everything in their path with near-solid force, tearing flesh and rupturing the soft tissues of the ears, nose, lungs, and brain. Like a violent gust of wind, blast can follow channels and wrap around small obstacles. It can even enter the noses and mouths of exposed personnel to cause “blast lung,” bursting thousands of air sacs like miniature balloons, leaving the victim to drown in his or her own blood. The following rules govern blast damage:

- If a weapon does both Mega-Damage (M.D.) and blast (such as a High Explosive Anti-Tank warhead), the target directly struck takes the M.D., not the blast or shrapnel (if any).
- Distance to blast is zero (i.e., a direct hit): Target takes the listed damage and cannot reduce damage by rolling with the impact or dropping prone.
- Distance to blast is 1-5 feet (0.3-1.5 m) (e.g., a hand grenade detonating by one's feet): The target takes the listed damage and cannot drop prone to reduce damage, but may roll with the impact.
- Distance to blast is between 6 feet (1.8 m) and half the listed blast radius (i.e., a near miss): All persons and objects take half damage, but may reduce damage further by rolling with the impact, dropping prone, and/or ducking behind cover.

- Distance to blast is greater than half the listed blast radius, out to maximum effective radius: All persons and objects take one-quarter damage, but may reduce damage further by rolling with the impact, dropping prone, and/or ducking behind cover.
  - Body armor that is airtight (i.e., robot armor): Protects its wearer as normal, absorbing the full damage of the blast until destroyed.
  - Body armor that is not airtight (i.e., everything other than robot armor): Provides partial protection, absorbing up to half the blast damage until destroyed.
  - Rolling with the impact: Success halves the damage, as normal.
  - Dropping prone: A successful Dodge against a ground burst means that the character drops prone and “hugs the ground,” minimizing exposure to the shock wave. This reduces damage to one-quarter; however, this maneuver is not effective against air bursts or when dropping prone would bring one *closer* to the blast.
  - Cover that is airtight (e.g., inside a sealed bunker or vehicle): Unless the cover is destroyed, occupants take no damage from blasts that occur outside the cover. However, a blast inside a solid, airtight space is extremely *lethal*, because the solid structure concentrates the overpressure. If the enclosed area is smaller than the blast’s area of effect, then the occupants take maximum damage and cannot reduce damage by dropping prone or rolling with the impact.
  - Cover that is not airtight (e.g., a wall or a building without blast-proof windows): In an S.D.C. world, the attacker must beat the A.R. of the cover to penetrate it. Unless the cover itself is destroyed, anyone sheltering behind (or in) it takes one-quarter damage from blasts that are outside the cover. However, a blast inside an enclosed (but not airtight) area that is smaller than the blast’s area of effect means that the occupants cannot reduce damage by rolling with the impact, but can attempt a dodge for one-half damage if another form of hard cover is within 5 feet (1.5 m).
  - Cover that is destroyed: Destroyed cover means debris pelts (or collapses on) anyone sheltering behind (or in) it. Anyone sheltering behind cover that is destroyed takes damage as if the cover did not exist.
  - Air burst: Only overhead cover and body armor protect against air bursts. Dropping prone does not minimize exposure, but characters can roll with the impact as normal.
  - Air burst in a forest: This is especially deadly because the force of the blast shreds the tree branches, adding giant wooden splinters to the hail of shrapnel. This causes an amount of additional shrapnel damage equal to one quarter of the blast damage.
  - Example of blast: A hero hurls a satchel charge at a villain’s tank, rolling a modified 12 on the strike. The satchel charge detonates under the vehicle, inflicting 360 points of blast damage. The tank survives the attack, which means that the tank crew suffers no damage. However, four of the villain’s henchmen were riding on top of the tank. Each faces 360 points of blast damage that is reduced as follows:
    - Distance to blast is greater than 5 feet (1.5 m; top of the tank) but less than half the listed blast radius of 80 feet (24.4 m): Half damage ( $360 \div 2 = 180$  points).
    - Hard cover that is not airtight: While the buttoned-up tank itself is airtight, these four henchmen are not inside it. One-quarter damage ( $180 \div 4 = 45$  points).
    - Body armor that is not airtight: The henchmen’s helmets and flak jackets would have absorbed up to half ( $45 \div 2 = 22.5$ ) of the damage, but the hero’s strike roll exceeded the armor’s A.R. of 11.
    - Dropping prone: This is not an option because dropping to the ground in this case would put the henchmen *closer* to the satchel charge and would negate the protective value of their cover – the hull of the tank.
    - Rolling with the impact: Two of the henchmen succeed in rolling with the force of the blast, halving the damage they suffer ( $45 \div 2 = 22.5$ , round up to 23). The two that failed take 45 points of damage each.
- Shrapnel:** This is the fragments blown out from a blast. Unlike blast, shrapnel travels more or less in straight lines. The following rules govern shrapnel damage:
- If a weapon does both M.D. and shrapnel (such as a High Explosive Dual Purpose warhead), the target directly struck takes the M.D., not the shrapnel or blast (if any).
  - Roll separate damage for each target subjected to shrapnel. Someone may be killed while the person next to him or her is only grazed.
  - Unlike blast, shrapnel is piercing damage, so the target cannot roll with the impact of shrapnel.
  - Since shrapnel damage represents hundreds or thousands of harmful projectiles threatening a character, the penalty to Dodge is -5 and involves dropping prone or ducking behind cover to minimize exposure.
    - Against ground-burst shrapnel, a character who is already prone gains a +5 bonus to Dodge.
    - Against air-burst shrapnel, a character needs overhead cover; dropping prone provides no bonus.
    - Ducking behind cover requires hard cover that can withstand the blast and shrapnel damage, within five feet (1.5 m) of the target.
  - Distance to shrapnel is zero (i.e., a direct hit): Target takes the listed damage and cannot drop prone or duck behind cover.
  - Distance to shrapnel is 1-5 feet (0.3-1.5 m) (e.g., a hand grenade detonating by one’s feet): The target takes the listed damage and cannot drop prone to avoid damage. However, the target may attempt to duck behind cover as above.
  - Distance to blast is between 6 feet (1.8 m) and half the listed casualty radius (i.e., a near miss): All persons and objects take half damage, but may avoid damage by dropping prone or ducking behind cover.
  - Distance to blast is greater than half the listed casualty radius, out to the maximum effective radius: All persons and objects take one-quarter damage, but may avoid shrapnel damage by dropping prone or ducking behind cover.
  - Body armor: Protects its wearer as normal, absorbing the full damage of the shrapnel until destroyed.
  - Cover that is destroyed: Destroyed cover means debris pelts (or collapses on) anyone sheltering behind (or in) it. Anyone sheltering behind cover that is destroyed takes damage as if the cover did not exist.

# The Rifter® Subscription

*The Rifter®* is your doorway to unlimited imagination and numerous Palladium role-playing worlds. It offers new heroes, powers, weapons, magic and adventure for your games. It presents new villains, monsters and dangers to battle, and new ideas to consider.

It helps you unlock your imagination by showing you what gamers, just like *you*, have created. That's right, many of the articles and source material are written by ordinary gamers and fans like *you*. Other articles are by freelance writers and staff.

**The Rifter® is made for you, our fans.** Each issue presents unofficial (and sometimes official) source material, adventures, characters, monsters, villains, powers, weapons, equipment, ideas and fiction for **Rifts®**, **Chaos Earth™**, **Splicers®**, **Beyond the Supernatural™**, **Heroes Unlimited™**, **Ninjas & Superspies™**, **Palladium Fantasy RPG®**, **Nightbane®**, and/or any variety of other Palladium games and world settings. It's also a place where we test new ideas, and showcase new games, like *Dead Reign* and the upcoming *Mechanoids® Space*.

It is also a way to get the latest news, coming attractions, and sneak previews of upcoming Palladium products, events and secret projects.

## Sourcebook

As a **sourcebook**, each issue of **The Rifter®** presents optional and/or official source material for a variety of Palladium's role-playing settings – **Rifts®**, **Phase World®**, **Palladium Fantasy RPG®**, **Heroes Unlimited™**, **Nightbane®**, **Beyond the Supernatural™**, and other titles such as **After the Bomb®**, **Ninjas & Superspies™**, **Rifts® Chaos Earth™**, **Splicers®**, and others. Every issue includes material for 3-6 different Palladium RPG lines.

## Magazine

As a **magazine**, each issue includes the latest news and goings on at Palladium Books, information on new product, our schedule of releases, convention appearances, special offers, and even sneak previews and extra “official” material for new Palladium games or sourcebooks.

## Talent Show

**The Rifter** is unlike anything on the market because it is a way for *you*, the fan, the unpublished writer and hopeful young artist to get published and break into the industry.

No other game company does that, so take advantage of the opportunity to see *your* work and *your* name in print! You'll get a small payment (about \$10 per printed page of text), four free copies of the issue your work appears in, and bragging rights to all your friends. Best of all, you get to share your ideas with thousands of other Palladium gamers.

Think it can't happen to you? Think again. Many of Palladium's artists and writers got started in **The Rifter®**, including *Apollo Okamura*, *Brian Manning*, *Mike Mumah*, *Carl Gleba*, *Todd Yoho*, *Brandon Aten*, *Taylor White*, *Jason Richards*, and many others.

Palladium is always looking for written material for **Rifts®**, **Chaos Earth™**, **Beyond the Supernatural™**, **Nightbane®**, **Palladium Fantasy RPG®**, **Heroes Unlimited™**, **Ninjas & Superspies™**, **After the Bomb®**, and all our game lines. We'd also like to see cartoons and comic strips.

Send your “article/source material” (5-30 pages) or art samples (photocopies, never original art), to *The Rifter® Submissions Dept*, 39074 Webb Court, Westland, MI 48185.

## Subscribe Today

### Lock in the current price and discount

The price of **The Rifter®** is \$11.95 retail (a steal for 96 pages of RPG source material and adventures), but a subscription saves you even more money, and you have the convenience of delivery right to your door. All prices are in U.S. dollars.

- **\$39.80 – that's only \$9.95 each**, a savings of \$8, and Palladium picks up the shipping cost. **Note:** This rate is *limited* to subscribers in the USA only.
- **\$61.80 – Canada.** Our apologies, but Palladium Books can no longer cover the increased cost of postage to other countries. We hope you understand.
- **\$75.80 – Overseas:** Overseas subscriptions *are* charged an additional fee for overseas shipping costs. Sorry. We are only passing along the additional postage costs, but it is hefty. Our apologies.
- **Free Shipping anywhere in the USA.**
- **Great Savings.**
- **A Megaverse® of adventure and fun.**
- **How to order.** Send mail orders with a check or money order (for \$39.80 in the USA) to:

**The Rifter® Subscription Dept.**  
**39074 Webb Court**  
**Westland, MI 48185**

Credit Card Orders: Can be made on our web site ([www.palladiumbooks.com](http://www.palladiumbooks.com)) or by telephone 734-271-2903 (this is an order line *only*).

Check or Money Orders: Send them to the address above with a note indicating which issue number you want your subscription to start.

**Please indicate what issue number you'd like your subscription to start** (i.e., last issue, current issue, next issue, or when your current subscription ends).

This offer is good till October 31, 2013.

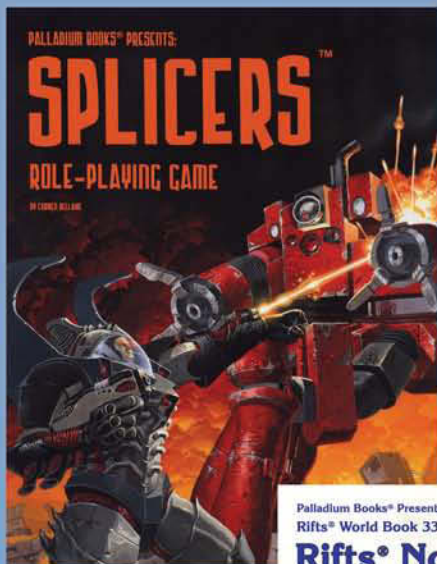
© Copyright 2012 Palladium Books Inc.

[www.palladiumbooks.com](http://www.palladiumbooks.com)

- Air burst: Only overhead cover and body armor protect against air bursts. Dropping prone does not minimize exposure, but characters may attempt to duck behind (under) overhead cover, if available.
- Air burst in a forest: This is especially deadly because the force of the blast shreds the tree branches, adding giant wooden splinters to the hail of shrapnel. This causes an amount of additional shrapnel damage equal to one quarter of the blast damage. (See Blast, above.)
- Example of shrapnel: Super Sally hurls a hand grenade at Evil Ed, the leader of a group of terrorists and rolls a modified 14 for her strike, beating Evil Ed's modified dodge roll of 7. The grenade lands at Evil Ed's feet. Unfortunately for him, the grenade has an impact fuse, giving him no chance to pick it up and throw it back before it explodes. Evil Ed already failed in his dodge attempt, has no hard cover within five feet, and cannot drop prone. He fails to roll with the blast (see Blast, above), so he suffers 70 points of damage (40 points of shrapnel and 30 points of blast). Evil Ed's mystic Armor of Ithan (A.R. 18) only had 65 Hit Points left and his concealed Kevlar jacket is only A.R. 10, so the remaining 5 points of damage wound him slightly. However, Evil Ed had four henchmen with him, all of whom are within the grenade's casualty radius (blast 13 feet/4 m, shrapnel 50 feet/15.2 m). They suffer effects as follows:
  - Henchman #1 was standing right next to Ed. Because the distance to the shrapnel is 5 feet or less, he can't drop prone. There is no hard cover within five feet, so there is nowhere to which he can dodge. He attempts to roll with the blast and succeeds, halving it. His hard armor is A.R. 14, has 150 S.D.C. remaining, and is not airtight. Sally rolls for his damage separately: 60 points of shrapnel and 20 points of blast. The henchman's armor absorbs all 60 points of shrapnel and half of the remaining 10 points of blast. The henchman suffers only 5 points of blast damage, but his armor now has only 85 S.D.C. remaining. Since nothing broke his skin, the United States Department of Defense would not consider him a casualty.
  - Henchman #2 was prone behind a big oak log 10 feet (3 m) away when the grenade blew up. His A.R. 12 vest likewise

does not protect him from Sally's strike roll of 14, but the oak log, though it only provided cover equal to A.R. 10, is solid and can provide hard cover if he ducks behind it. This henchman succeeds on his dodge roll (at +5 because he is already prone) to avoid the shrapnel. Sally rolls 40 points of shrapnel damage and 30 points of blast. However, the distance from the grenade reduces the shrapnel damage to one half and the blast damage to one quarter: 20 points of shrapnel and 8 ( $30 \div 4 = 7.5$ , round up) points of blast. The oak log had 200 S.D.C., so it is not destroyed; the henchman takes no damage from the shrapnel. The cover the log provides is not airtight, so he faces one-quarter of the remaining blast damage, or 2 points ( $8 \div 4$ ). The henchman succeeds in rolling with the impact and suffers only 1 point of blast damage. Since nothing broke his skin, he technically isn't a casualty, either.

- Henchman #3 was crouching behind a bush 25 feet (7.6 m) away when the grenade blew up. The bush, while it is excellent concealment, cannot stop blast or fragmentation and therefore, does not count as hard cover. His A.R. 12 vest likewise does not protect him from Sally's strike roll of 14. This henchman also fails his dodge roll (at -5) to drop prone, but he is beyond the effective range of the blast. Sally rolls only 30 points of shrapnel, which is halved due to the distance. The henchman marks off the 15 points of damage; he is still alive and in the fight.
- Henchman #4 was standing in the open 50 feet (15.2 m) away from Evil Ed when the grenade blew up. He, unfortunately, has no hard cover nearby and failed his dodge roll (at -5) to drop prone; he is beyond the effective range of the blast. He was wearing an A.R. 12 vest, but it provides him no protection because Sally's strike roll of 14 exceeds it. Sally rolls 50 points for the shrapnel damage. However, the distance from the grenade reduces the shrapnel damage to one quarter: 13 ( $50 \div 4 = 12.5$ , round up). The wounded henchman had only 11 Hit Points remaining, so he is in a coma and near death.



## Also from Palladium Books®

### Splicers® Role-Playing Game

War against the machines on an alien world. Killer robots dominate, led by an insane artificial intelligence with nine personalities, each worse than the last. Genetically altered humans fight back with living weapons and organic power armor. They are the Splicers.

- All the rules to play and setting in one book.
- The superhuman Splicer O.C.C.s and Bio-Weapons.
- Living host armor, war mounts and organic technology.
- The robot hordes of the Machine, Necrobots and more.
- Epic adventure. Compatible with Rifts® and other M.D. settings.
- 224 pages by Carmen Bellaire.

### Rifts® Northern Gun™ One and Two

These two World Books delve into the realm of *Northern Gun*, the largest and most famous manufacturer in Rifts North America. So large, it took two books to describe the many new (and old) NG robots, power armor, vehicles, weapons and gear.

- Many new, giant combat and adventuring robots.
- Many new power armors, weapons and gear.
- Many new vehicles, robot drones and services.
- In-depth background about Northern Gun and Upper Michigan.
- The Robot Gladiator arena and much more.
- Each Northern Gun™ book is 160 (or more) pages.

### Also Coming Soon:

Rifts® Black Market

Rifts® Vampires Sourcebook

Rifts® Megaverse® in Flames™

Chaos Earth™ sourcebooks

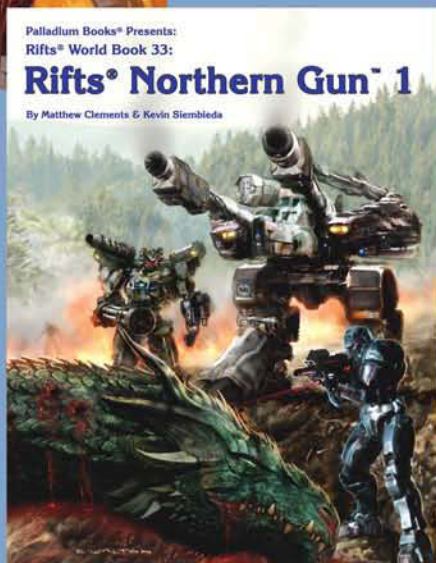
Splicers® sourcebooks

Robotech® Genesis Pits™ Sourcebook

Palladium Fantasy RPG® sourcebooks

Beyond the Supernatural™ Sourcebooks

Rifts® Chaos Earth™ series & more



## The Rifter® Number Fifty-Nine

The Rifter® is an *idea factory* that helps players and Game Masters to generate new ideas and keep their games fresh. It provides useful, ready to go, source material that gamers can just drop into their ongoing games. A doorway to new possibilities and numerous Palladium role-playing worlds. It offers new monsters, villains, characters, O.C.C.s, powers, magic, weapons, adventure and ideas for your games. It presents new villains, monsters and dangers to battle, and new ideas to consider. Every issue has material for Rifts® and at least two or three other Palladium game lines.

**The Rifter® Number 59 is an extravaganza of source material**, jam-packed with page after page of useful new gadgets, weapons, gear, magic weapons, monsters, adventure and material suitable for use in many different Palladium RPG settings.

### The Rifter® #59 includes:

- **Rifts® Xiticix Hivelands** – a frightening look at the Xiticix threat, expanding hivelands, and new Xiticix menaces.
- **Rifts®, Phase World® and many other settings** – *Techno-Wizard™* weapons, devices and information from across the Megaverse®.
- **Splicers®** – The Pack Mentality article provides an array of new, genetically engineered *Gorehounds* as well as new skills, collars, weapons and Bio-Equipment.
- **Palladium Fantasy®** – Adventure and intrigue on the island kingdom of Lopan during Olympic-style games.
- **All Settings** – Rules for using explosives in all RPG settings.
- **Various Settings** – The second half of The Kezel™ – weird, new superhumans for use in *Rifts® Chaos Earth™*, *Rifts®*, *Phase World®*, *Heroes Unlimited™* and even *Palladium Fantasy®*. Part Two concludes the many super abilities. Written by Joseph Larsen.
- **News and coming attractions.** A lot of news and coming attractions.
- **96 pages of fun and adventure.**

## Unleash your imagination™

\$11.95

Cat. No. 159

ISBN-10: 1-57457-201-6

ISBN-13: 978-1-57457-201-8

**Palladium  
Books Inc.®**  
www.palladiumbooks.com