

Palladium Books® Presents:

THE

RIFTSER®

Your Guide to the Megaverse®

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Rifts® Necromancy – New Spells
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Palladium Fantasy® – Castle Sturmgard
Heroes Unlimited™ – Global Lawmen
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L·O·N·G

The Palladium Fantasy RPG® – Celebrating 30 Years of Adventure

(order #8386490)

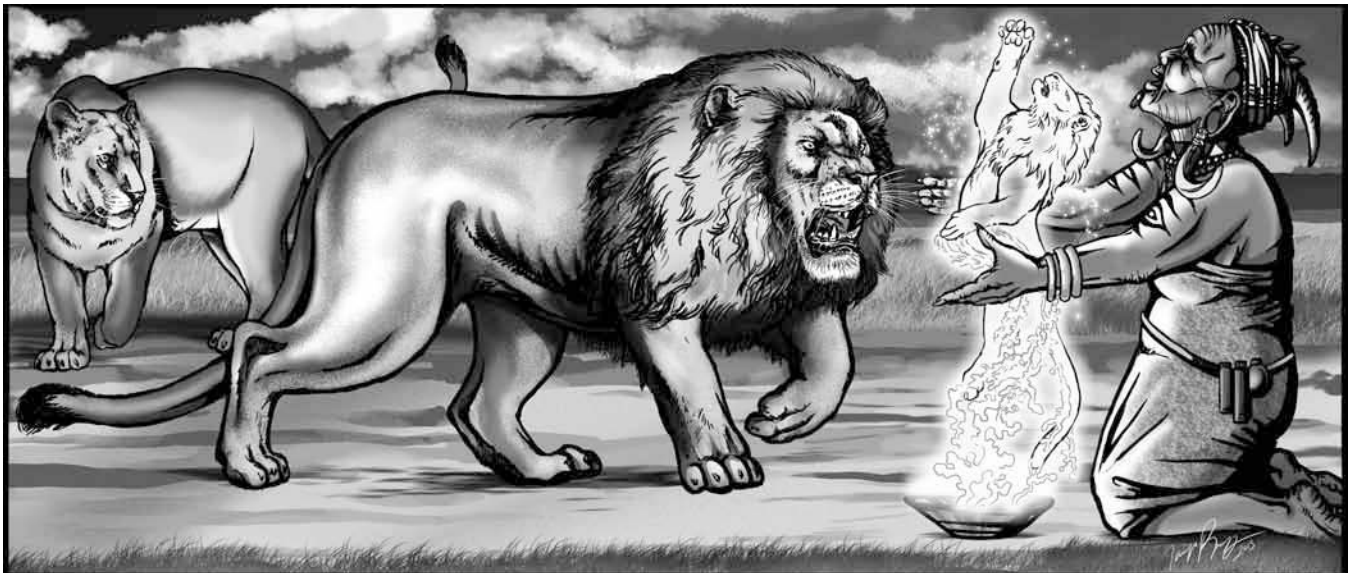
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The Rifter® Number 62

Your Guide to the Palladium Megaverse®!

Special Palladium Fantasy 30th Anniversary Dedication:

To Julius Rosenstein: Friend, Game Master and a founding member of *the fabled Defilers*. Without you, Julius, there may very well have never been a Palladium Fantasy RPG or even Palladium Books. Thank you for introducing me to the wonders of role-playing and joining me on so many grand adventures. I am forever grateful.

– Kevin Siembieda, May, 2013

First Printing – May 2013

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Palladium Books® Presents:

THE RIFTER® #62



Sourcebook and Guide to the Palladium Megaverse®

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Special Thanks to all our contributors, writers and artists. Our apologies to anybody who may have gotten accidentally left out or their name misspelled.

– Kevin Siembieda, 2013

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Page 6 – From the Desk of Kevin Siembieda

It's the Palladium Fantasy RPG's 30th Anniversary. This fan favorite game line has been enjoyed by hundreds of thousands of gamers for generations. It has never been out of print. Kevin Siembieda, the creator of the Fantasy RPG® and founding Publisher of Palladium Books, presents a fun and startling story of how the Fantasy RPG® started everything you have come to know and love as Palladium Books. It is a fun read and offers a lot of little known information on how *Palladium* (the RPG and the company) got started. Enjoy.

Artwork by *Kevin Siembieda* (one of his favorite illustrations, reprinted from the first printing of the Palladium Fantasy RPG®).

Page 9 – News

First, let us apologize for the April issue of The Rifter® coming out . . . in May. This is only the second time in 15 years that The Rifter® came out a month late. It has been crazy at Palladium as we launch one of our biggest undertakings in years, **Robotech® RPG Tactics™** and a related Kickstarter crowdfunding for it. Meanwhile, we are working hard to get the books you have been waiting for in your hands. This News section brings you up to speed on our progress and some of the goings-on at Palladium.

Page 11 – Coming Attractions

The books you have been waiting for are getting finished and will be coming your way all year long. **Rifts® Vampires Sourcebook** is in stores and wowing fans everywhere, **Rifts® Northern Gun™ One** is in final production and should be available soon. **Rifts® Northern Gun™ Two** will follow soon after. Then prepare for Rifts Earth to get shaken up by the events of **Rifts® Megaverse® in Flames™**. It will be followed by the **Robotech® UEEF Marines™ One Sourcebook**, **Robotech® RPG Tactics™**, **Rifts® Chaos Earth™**, and more. Descriptions for the titles we anticipate coming out between now and Summer are found in this section.

Page 17 – The Megaversal Ambassadors want you

Megaversal Ambassadors are a growing army of gamers who run Palladium demos and games at conventions and stores. The idea is to champion Palladium Books and spread the word about our games. This article tells you all about this fun program.

Page 20 – Deathspike and the Vampire Lands – Official source material for Rifts® Vampires Sourcebook

Matthew Clements and Kevin Siembieda reveal more “official” source material for your Rifts® campaigns set in the Vampire Kingdoms and the Yucatan.

- Page 20 – The Many Faces of Death (opening story)
- Page 21 – Deathspike Key Personnel
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- Page 23 – Drill Sergeant Antonio Martinez
- Page 24 – Deathspike Infiltrator/Observer O.C.C.
- Page 25 – Deathspike Werewolf Agent O.C.C.
- Page 27 – Deathspike Chupacabras

Page 27 – Top Ten Enemies List

Page 29 – Hook, Line and Sinker™ Adventures

Page 32 – Additional Exotic Weapons

Page 33 – Harvesters and their Meat Wagons

Artwork by *Kent Burles, Nick Bradshaw, Kevin Long*.

Page 36 – Dark Magic – New Rifts® Necromancy Spells – Official source material for Rifts®

Jeff Duncan presents 26 new Necromancy spells and magic for your Rifts® games. A perfect companion to **Rifts® Vampire Kingdoms** and **Vampires Sourcebook** (not to mention **Rifts® Africa** and **Mystic Russia**) and any setting where there are Necromancers present.

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Page 38 – Blood Barrier: Stop Undead (60)

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Page 44 – Create Bloodlust Zombie (850; Legend)

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Page 41 – Decay Living Flesh (12)

Page 41 – Flexible Bone (6 or 25)

Page 41 – Nails of the Dead (4 or 8)

Page 42 – Preserve Remains (8)

Page 42 – Rigor Mortis (12)

Page 42 – Sense Vampires (10; special)

Page 42 – Senses from the Dead (6)

Page 43 – Siphon Component/Talisman (125 or 250)

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Page 43 – Sphere of Pitch Black (20)

Page 44 – Spinal Whip (320)

Page 45 – Turn Dead: Superior (90; Legend)

Page 44 – Unrest (15)

Page 44 – Zombie Tongue (25)

Artwork by *Tanya J. Ramsey*.

Page 46 – Experience Tables

– Official source material for **Rifts® Black Market Sourcebook** and **Vampire Kingdoms™**

By *Kevin Siembieda*. When we published these two books, the experience tables of the new O.C.C.s were accidentally omitted. Well, here they are. We'll also be posting them online for those who need them, so feel free to share this info with other gamers.

Page 47 – Rifts® Northern Gun™ Preview

– Official source material for **Rifts®**

Matthew Clements and *Kevin Siembieda* present the Gunbot Robot-Killer. It is just one of the many new, cool robots, weapons and gear in Rifts® Northern Gun™ One.

Artwork by *Charles Walton*.

Page 50 – World Association of Super-Humans – Optional source material for Heroes Unlimited™

Thomas Morrison presents the international superhero organization WASH and how it works with other world agencies such as INTERPOL. This is a great way to give your superhuman heroes international crime fighting credentials. There is background info about the organization, its goals, key individuals, field agents, and place in the world.

Page 61 – Climbing Skill Expanded – Optional source material for ALL Palladium game settings.

Michael Strom takes a closer look at the Climbing skill and its many applications in the worlds of role-playing.

Artwork by *Benjamin Rodriguez*.

Page 65 – Castle Sturmgard – Optional source material for The Palladium Fantasy Role-Playing Game® and just about any Palladium game

Michael Long gives us the layout for a castle and sprawling castle compound, complete with descriptive notes and setting ideas. Just drop it into your Palladium Fantasy world or any setting where a castle might be suitable. Enjoy.

Maps and floor plans by *Michael Long*.

Page 94 – Doc Reid’s Vampire Survival Guide – Official source material for Rifts® Vampires Sourcebook

The Theme for Issue 62

Clearly, the theme of this issue is **Rifts®** and **Palladium Fantasy®**. And much “official” Rifts® source material at that. The Vampire data was written for *Rifts® Vampires Sourcebook*, but it had to be cut to make page count. The Necromancy spells were the perfect companion and so much fun, the Publisher decided to make them “official.” The Gunbot is a preview of the good stuff that awaits you in the two *Northern Gun* titles (coming soon). To celebrate the 30th Anniversary of Palladium Fantasy®, we will make sure every 2013 issue of **The Rifter®** contains Fantasy source material.

The Rifter® Needs You

We need new writers and artists to fill the next few decades of **The Rifter®**. You do not need to be a professional writer to contribute to **The Rifter®**. This publication is like a “fanzine,” written by fans for fans. A forum in which gamers just like *you* can submit articles, G.M. advice, player tips, house rules, adventures, new magic, new psionics, new super abilities, monsters, villains, high-tech weapons, vehicles, power armor, short works

of fiction and more. So think about writing up something short (even something as small as 4-6 pages). Newcomers and regular contributors are always welcomed.

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

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

The Cover

Every 2013 cover of **The Rifter®** will be fantasy, to celebrate the 30th Anniversary of the *Palladium Fantasy RPG®*. This one reprints one of Kevin’s favorite Fantasy covers by artist **Kevin Long**.

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 – Palladium Online

The Rifter® #63

The Rifter® #63, our July issue, is sure to contain more thrills and data to help you build new adventures.

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

**Bringing you infinite possibilities limited
only by your imagination™**

Celebrating 30 years of Palladium Fantasy RPG®

From the Desk of Kevin Siembieda



The *Palladium Fantasy*® RPG celebrates its 30th Anniversary this year. For 30 years this game line has been bringing joy and adventure to fans around the world. 30 years makes it one of the longest, continually published game settings and game rules in role-playing game history. And by the same publisher. 30 years, I'm proud of that accomplishment. 30 years . . . no wonder my hair has turned silver.

Palladium Fantasy Origin Story

There would be no *Rifts*® without the *Palladium Fantasy Role-Playing*® Game.

No *Rifts*®. No *Rifts*® *Chaos Earth*. No *Phase World*® or *Dimension Books*. No *Heroes Unlimited*™, *Teenage Mutant Ninja Turtles*® RPG, *Robotech*® RPG, *Beyond the Supernatural*™, *Nightbane*®, *Dead Reign*™, *RECON*®, *Mechanoid Invasion*®, *After the Bomb*®, or *Megaverse*® of Palladium worlds, adventure, products and creators. Heck, there would be no Palladium Books.

The Palladium Fantasy® RPG started it all.

That might surprise some people. Palladium Books was, after all, founded in 1981. **The Mechanoid Invasion**® **Trilogy** was our first game product. **The Palladium Books of Weapons & Armor** and **Weapons & Castles** came next. **The Palladium Fantasy**® RPG did not hit store shelves until Spring 1983. But what you may not know is that **The Palladium Fantasy RPG**® and the concept for *one* Megaverse® spanning set of game rules, rules that would cross every genre, came first. And it came years before I published a single book.

I was working as a clerk at an art supply store by day and trying to keep my fledgling art career as a freelance artist going by night and on weekends. I had dropped out of art school (the *College for Creative Studies*) after three years when I could not get a scholarship for my 4th and final year. Little did I know that disappointment would lead me on a career of writing, drawing and publishing role-playing games.

I had burned through a number of unfulfilling jobs and landed at an art supply store not far from the college I had been attending. It was also off the campus of *Wayne State University*. One of my co-workers was a cheerful punster and martial artist named *Julius Rosenstein*. He trained me at the store and was a fellow nerd who liked many of the same comic books, movies and TV shows as me. One day, Julius bound into work clutching some books and raving about a new kind of game. Something called "role-playing." I think this was the end of 1978 or very early 1979.

I must confess, despite my friend's rants and raves, role-playing games sounded stupid. Yes, you read that correctly. I thought role-playing games were a stupid idea. I mean, I had always been a teller of stories even as a child. My goal at the time of Julius' discovery was to become a comic book artist and writer, so I loved telling stories, but this? This sounded dumb. Grown men role-playing characters like let's pretend when we were children? No way. And when I looked at the rules – expecting to see a page or two of them like any normal board game – Julius handed me a thin book. A book! You expect me to read an entire *book* of rules! That's crazy. Besides, reading it was like reading a foreign language. A foreign language intermingled with a secret code. No thank you. Count me out.

Over the next few weeks, role-playing games were all Julius could talk about. I have to admit, his enthusiasm was infectious, and his recounting of his character's adventures were very cool. Still, every time I tried to flip through one of his RPG books, my mind went blank. He also told me about these other cool gamer

guys he was gaming with. They were members of the Wayne Weregamers (cool name), a club at the university. Guys by the name of *Eric Wujcik, Matthew Balent, Thom Bartold, Rene Vega, Mary Walsh, William Messner-Loebs* and others. (Any of those names sound familiar?) The next thing I know, Julius has half the store employees convinced to try playing this new role-playing game. Now I have five other people telling me I “need” to play too.

I’ve never been one to buckle under peer pressure, but the game did sound kinda interesting, and one of my old college pals, Benita (also a clerk at the store), was going to play, so I figured, what the heck, how bad can it be?

My first gaming experience was awful.

First, I tried to read and comprehend the game, **Dungeons and Dragons**. Yep, the first edition rules that came as two booklets in a little box. For me the concept was too foreign, the text dry and uninteresting, and there were too many charts, and too much math. I was lost.

Second, Julius had us join an existing game run by a Game Master who left me with the strong impression he didn’t want an additional 4-5 people in his group and he didn’t like me in particular.

Third, the other players had been gaming together for a while, so they had already established their group dynamic. Making us outsiders being dropped into a group with a history and in the middle of an ongoing storyline.

Fourth, most of the established players were 3rd level characters and us newbies were all puny first level schmoes. Slap my thief character hard and his Hit Points were down by half. The newbies had lousy equipment, no money to buy anything better, and we were all floundering to learn the rules. Worse, I felt like a moron because I could not EVER remember which dice to roll, what damage my lousy weapons did, or what charts to look at to determine results. I felt like a complete idiot. To make matters even worse, the game was painfully slow and us newbies were clearly the unwanted third wheel.

It was awful. Role-playing was stupid, just like I thought. We all felt that way. Julius convinced us to all to give it another try with the same G.M. the next week, but it was only more boring, confusing junk. All of us said, “Forget it, Jules, role-playing ain’t for us.” However, a persistent Julius got us to try one more time by offering to run a game just for us with him as the G.M. Actually, I still wasn’t going to play. I was through with D&D and role-playing!

The other four players all came to me and said if I wasn’t going to play, they were not going to play. I protested, saying, what is this? Grade school? Come on. Get real. But they insisted if I didn’t play, they wouldn’t play. I knew this would break Julius’ heart, so I reluctantly agree to one final game. But *this* would be my last time ever! No ifs, ands or buts!!

I had the time of my life. I didn’t even mind that some of the players were a no show. Julius is a great Game Master. And that night he was G.M.ing for the very first time! A fact I was shocked to learn 20 years later! He was patient and made the adventure awesome fun. Heck, my character even died at the very end of the game (from my own stupidity) and I still loved it. I went from role-playing games are stupid and suck, to this is the best game concept ever!

I think I loved the storytelling and how after the game ended you remember it as if you had just watched a great movie, only

YOU and your friends were the heroes. Your words and deeds changed the course of the story. Your quick thinking saved the day, bluffed the bad guys, won you treasure or got yourself into hot water. It was like the ultimate excursion into the realm of imagination. I was in love.

The next thing I knew I was meeting *Erick Wujcik, Matthew Balent* and a host of other imaginative role-players who would become friends and play a role at Palladium Books. We quickly defected from the *Wayne Weregamers* and started own gaming organization: The **DGC** (Detroit Gaming Center). But that’s a whole other story. Let it suffice to say that the Detroit Gaming Center exposed me to every style of game play imaginable. And it was at the DGC that I decided to try my hand at running games. In a matter of a month, I had one of the most popular weekly games going. Never wanting to disappoint, I kept letting people join my campaign. The maximum number of players that I have ever run was 32 or 36, but that was sheer madness. Thankfully, the number of players in my weekly game was 26. Yes, I know most people still consider that crazy or even impossible. It’s not impossible, but it is a little crazy. Over the years, I found my favorite range of players is 8-12, but I still run as many as 16 at game conventions and special events.

I’m good as a player, but I’m a troublemaker. I get bored as a player. And when I get bored, I start instigating trouble among the players or with NPCs or I go off wandering. As the G.M. I have so much more to do – a story to improvise, NPCs to play, and the needs of 8-16 players to address – that I’m engaged all the time and in heaven. I love weaving stories with my players and very much riff off the interactions and conduct of the characters. Gosh, I love role-playing.

So you’re probably thinking to yourself right about now, that all of this is interesting, but what does it have to do with Palladium Fantasy? Good question.

When I started running games as G.M., they were fantasy adventures using the original D&D rules. Only, *Dungeons and Dragons* fell flat for me. Not only did I not care for many of the rules and charts, and the emphasis on rules over story, I had my own ideas about what you could do with role-playing games. My games focused upon the characters and story. And to help facilitate that, I automatically began to write my own house rules. My players liked them, so I wrote more and more. In no time, I had pretty much written an entire new game with my magic system, psionics, and other stuff. A fact that I had not noticed myself, until my players pointed it out. Those rules were an early version of what would become the Palladium Megaversal game system and the setting we were playing in, pure *Palladium Fantasy*.

Soon after, my crew of 26 madmen began to relentlessly suggest that I talk to game publishers and sell the Palladium RPG to become rich and famous. I liked that idea, especially the rich and famous part, so I shopped my game rules around to everybody making RPGs in 1980. The only taker was Judges Guild, a D&D licensor and maker of adventure products. Their offer was not acceptable to me, but we hit it off and the owner hired me to create illustrations for his publications. This would put me on the map among gamers.

I was content to just play my game with my buddies. After all, I didn’t create the Palladium Fantasy RPG for publication, I created it for fun. My players wouldn’t have it. They said, “Kev, you have publishing and magazine experience. You should publish the game yourself.” I laughed and said no, but the idea stuck.

The publishing bug had hit me when I was in grade school and Alex Marciszyn and I published our first fanzine, **Megaton**. They stayed on me too, urging me to self-publish. That got me to start polishing the game rules, work out details and formulate ideas. *Erick Wujcik* helped me develop concepts and the creation system. He loved my alignment system and the rest. Diabolism, Summoning, Wolfen and all the rest was stuff from my own Palladium Fantasy campaign. Erick also wrote the Tombs of Gersidi adventure for the book and I began to create most of the artwork. By this time, there was no question I was going to start a publishing company and produce my own games. This was, to me, my magnum opus.

I named the company Palladium Books after my ongoing fantasy campaign, the Palladium of Desires. I named the Fantasy RPG after “Palladium” as well. It just seemed appropriate.

There was only one problem: Money.

I was poor. Though my fledgling freelance art career was starting to take off and I was making decent money, it was barely enough to live on. After saving up for a year, I only had \$1,500 toward it. Erick suggested publishing Palladium Fantasy as a series of small, Traveller-sized books, but I didn’t want that. I had a vision of a big, thick, juicy, perfect bound, softcover book printed on quality paper. I wanted it to be impressive and epic. Now if only I had the \$10,000 to print it.

Dreams are easy to come by; making them a reality is the really, really hard part. I finally came up with a solution, to start with something smaller and less expensive to print. I had an idea for a science-fiction game I called **The Mechanoid Invasion**®. I could divide it into three small, Traveller or comic book-sized books. Alex and I had dabbled in comic book publishing, so I knew all about it, including cost and even had a printer lined up. This could work.

So I spent six months writing the Mechanoid Invasion, doing all the artwork with a little help from my pal, William-Messner Loeb, and in October, 1981, Palladium Books’ first publication was born. I was as happy as a clam even with a zillion typos and every shortcut and cost-saving feature I could imagine – one color cover, newsprint paper, web press printing, comic book size, no artists or writers to pay, because I did 90% of the writing and art. Bill did some extra art, and Erick wrote the adventure and did a couple of maps. He was also there as a sounding board and moral support, and so was Alex. To even publish this flimsy little book, I had to borrow half the money. That came from my dear friend, *Mrs. Francis Loeb*, Bill’s mom.

The book was a modest success and got some critical acclaim, the most notable being a letter from Traveller co-creator, *Marc Miller*. That was very, very cool and that letter meant a lot to me. I still have it, tucked away. Though I was disappointed by the sales, I was undeterred. (Actually, sales were pretty good for the day with that type of low-end product, but I had higher aspirations.) Our next product, **Weapons & Armor** (written by *Matthew Balent*) was our first quiet hit, selling 20,000 copies in just the first year of release (100,000+ in its life time), with **Weapons and Castles** right behind it. All the profits went back into building the company.

The whole time my motivation behind each of these smaller products was to earn enough money to publish the **Palladium Fantasy RPG** as the book I envisioned. The desire to publish the Fantasy RPG drove almost everything we did in those early years. Heck, it was the very reason I started Palladium Books Inc.

In June, 1983, the **Palladium Fantasy RPG** finally became a reality. It was everything I had hoped it would be. Gamers found and fell in love with the juicy, 256 page tome, making it an instant success. Thirty years later, the RPG has never been out of print and remains my personal favorite game to run as a campaign and at conventions. The **Palladium Fantasy RPG** is what started everything. Without it there would be no Palladium Books. I would probably be a comic book artist and/or writer. There would be no Rifts or Mechanoids, no Beyond the Supernatural or Nightbane, no Ninja Turtles or Robotech RPG. Erick Wujcik might never have written a single role-playing game, not Ninja Turtles or Amber Diceless, which would have meant there would never have been an Amber Con. Dynamic artists like Kevin Long, Ramon Perez, Chuck Walton, Mike Mumah, Mark Dudley, Freddie Williams, and countless others may have never crossed your path. Writers like . . . well, *me*, and Erick Wujcik, Carl Gleba, Carmen Bellaire, Bill Coffin, C.J. Carella, Matthew Clements and others might never have written an RPG or anything at all. Over the years I have learned **Rifts**® and other game books have inspired countless other creators, including video game designers, writers, actors, directors, screenwriters, comic book artists, RPG game designers and other creators. A number of other successful pen and paper RPGs were inspired by Palladium’s success and our style of play with an emphasis on characters and story (an innovation in the 1980s and early 1990s).

Amazing, isn’t it, how one turn of events can affect so many lives? I love that my words and pictures have helped to unlock the imaginations of so many creative people and quite literally, millions of gamers. Wow. I am humbled and truly blessed.

Palladium Fantasy is 30 years old this year. Palladium Books is 32. I hope you will join us for 30 more years of imagination unleashed. Because as impossible as it may sound, me and my fellow creators have countless more stories, worlds and adventures we want to share with you. Game on.

– *Kevin Siembieda, Game Designer, Publisher, Dreamer*



Palladium News

By Kevin Siembieda, the guy who should know

Our Apology

This is the second time in 15 years that **The Rifter**® was released a month late. We apologize for the delay and any frustration it may have caused you. The development of **Robotech**® **RPG Tactics**™ and the launch of the **Kickstarter** for it was much more demanding of our time than we had anticipated. Try as we might (and we were working even more ridiculously long hours than usual!), we just couldn't get **The Rifter**® #62 to the printer in April. We hope you understand and forgive us. Please enjoy this very special issue.



Robotech® RPG Tactics™ Kickstarter

The big news is Palladium Books' first ever Kickstarter. We had done three, smaller crowdfunding of a few books, but never an undertaking this large.

It is for our upcoming Autumn game release of **Robotech**® **RPG Tactics**™ – a fast-paced, tabletop combat game that captures the action and tactics of **Robotech**®. Two or more players can engage in small squad skirmishes or scale up to massive battles. Relive the clashes of the First Robotech War, engage in stand-alone tactical games or use the dynamic game pieces to enhance your Robotech® RPG experience. Or gamers can collect your favorite mecha from an expanding range of world class game pieces.

By the time you read this, the **Robotech**® **RPG Tactics**™ **Kickstarter** will be over. It started April 18 and ran till May 20, 2013. As I write this, we are only half-way through the Kickstarter and doing wonderfully. We blew past the \$70,000 goal in the first three hours, and as of this writing, the Kickstarter is approaching \$600,000 with 12 days to go!!

The more Kickstarter pledges we get, the more we can do for the **Robotech**® **RPG Tactics**™ product line. Not only that, but the Kickstarter and a successful retail launch later this year will benefit Palladium in other ways. It is creating positive buzz, increasing the awareness of Palladium Books and all our role-play-

ing games, creating additional opportunities, and in the long run, will make Palladium stronger. An exciting and expanding game line like this will increase revenues and reach a new audience (tabletop gamers and Robotech fans), increasing Palladium's reach across the gaming market. This all serves to generate sales, increase revenues and provide Palladium with the resources to do even more. And for us, that last part means a lot more role-playing game products at a faster clip.

Don't feel bad if you missed the Kickstarter, the **Robotech**® **RPG Tactics**™ box set and expansion packs will be sold at retail at hobby stores. It will also be available from Palladium Books directly. Anticipated release date is this Autumn. We'll keep you posted.

Increased Productivity

We are working hard to get you the RPG product you want and have been so patiently waiting for. By the time you read this, **Rifts**® **Northern Gun**™ **One** should be at the printer and coming your way by the end of May. **Rifts**® **Northern Gun**™ **Two** should be out in June, **Megaverse**® in **Flames**™ should follow in July, and **Robotech**® **UEEF Marines One** after it (I'm hoping in time for Gen Con).

What comes after that? We have plenty of big plans. Without going into specifics, they include **Chaos Earth**™, **Splicers**®, **Beyond the Supernatural**™ and **Palladium Fantasy RPG**®.

Rifts® Northern Gun™ One

Rifts® **Northern Gun**™ **One** is in final production right now. Hopefully, by the time you're reading this, the book is at the printer and will see release by the end of May or early June.

Rifts® Northern Gun™ Two

NG-2 comes next. Half the art is done, the overall manuscript is in, and NG-2 is the very next book we finish and get into your hands.

More Robotech® releases are coming

The manuscript for the first of two **Robotech**® **UEEF Marines** sourcebooks from writer *Irvin Jackson* is in my hands, and Irvin is currently working on the second one even as you read this. Meanwhile, I have a gent by the name of *Jim Sorenson* (yes, some of you know Jim for his *Transformers* books) working on another **Robotech** sourcebook set in the *Macross* era. Palladium is on a roll.

Rifts® Vampires™ Sourcebook

– Available now

Rifts® **Vampires**™ **Sourcebook** has been generating a lot of heat and excitement. Everyone who has seen it goes wild over it. In fact, people are enjoying it so much, that some fans and friends have been calling the Palladium office and sending emails and Private Messages to let us know just how much. Very nice. Thank you. We aim to please. I think you'll have the same reaction to the two **Rifts**® **Northern Gun**™ books, coming very soon.

FREE Sneak Previews Online

The FREE Preview of **Rifts® Vampires Sourcebook** is available on DriveThruRPG.com for your enjoyment. (WARNING: The preview is likely to compel you to buy this book. You have been warned.)

There are also previews available for **Rifts® Vampire Kingdoms™ (Revised Edition)**, **Rifts® Black Market**, **Rifts® Lemuria**, **Dead Reign™ RPG**, **Endless Dead™ sourcebook** and others. The original **Rifts® Vampire Kingdoms World Book** is also available as a PDF on DriveThruRPG, for those of you who may be interested.

More than 90 other Palladium titles can be found on DriveThruRPG.com as PDFs, including **Splicers®**, **Rifts® RPG (the edition before RUE)**, **The Rifter® #1-52**, and first edition rule books and sourcebooks for **Palladium Fantasy RPG®**, **Heroes Unlimited™**, **The Mechanoid Invasion® Trilogy**, **Beyond the Supernatural™** and lots of other good titles. DriveThruRPG.com also offers the **Rifts®** and **Palladium Fantasy® Game Master Kits** (\$5 each; both written by *Carl Gleba* and complete with maps, combat matrix, character sheets, spell list, and 20 pre-rolled characters created by *Julius Rosenstein*).

Palladium at Anime North

– May 24-26 – Toronto, Canada

Anime North is a mixed media event that includes gaming, anime, cosplay, and fun. For more information go to www.animenorth.com.

Me, Wayne Smith and many Palladium creators will be invading **Anime North** to run games, sell product, sign autographs and have a blast. This will be my first time at a major convention in Canada (Toronto area) in something like 20 years.

Palladium Related Anime North Highlights:

- Meet Palladium Founder, Writer and Game Designer **Kevin Siembieda**.
- Meet Palladium Writer and Game Designer **Carmen Bellaire**.
- Meet Palladium Artist **Kent Burles**.
- Meet Palladium Editor **Wayne Smith**.
- Meet Palladium Writer **Matthew Clements**.
- Meet Palladium Writer **Greg Diaczyk**.
- Meet Palladium Writer **Braden Campbell**.
- **Carmen Bellaire to run Robotech® RPG Tactics™ demos!** Carmen is one of the game rules designers behind **Robotech® RPG Tactics™** along with *David Freeman* of Ninja Division, legendary *Alessio Cavatore*, and others. Carmen will be running demos of **Robotech® RPG Tactics™** all three days, May 24, 25 and 26, which means those who participate will be among the very first to get a look at this fun, fast-paced Robotech game from one of the creators!
- I, **Kevin Siembieda**, am the winner of the prestigious *Momiji Award* for achievements in promoting anime and Canada. How cool is that? I couldn't believe it when I got the news. There will be an award ceremony, a short speech and everything. I am very, very honored.
- I, **Kevin Siembieda**, will be participating in many panel talks and running a game or two. I am happy to sign autographs and chat with fans at the panel talks, after the talks and all weekend

long at the Palladium Booth located in the Guest Autograph area.

- **Palladium Dealer Tables** in the **Guest Autograph area**. We'll bring a good selection of Palladium products, new releases, art prints and other goodies. Plus, Wayne Smith, Matthew Clements, Carmen Bellaire, Greg Diaczyk, Braden Campbell and all Palladium creators present are available to chat and sign autographs.
- We are coming to Canada and Anime North to have a rip-snorting, fun weekend.



2013 Momiji Award Winner:

Kevin Siembieda

Not only am I one of the guests of honor at **Anime North** this year, but I am the winner of the coveted *Momiji Award* and I even did some artwork of Momiji, the convention's mascot, for use by the convention organizers.

Each year, Anime North presents the **Momiji Award** to an individual or group of individuals who have made a significant contribution to anime, manga or Japanese culture. I have to admit, when my friend Todd Spencley first told me I won the award, I was surprised. Me? What did I do to contribute to anime? Todd quickly said something like, "Are you kidding? **The Robotech® Role-Playing Game**, the **Ninja Turtles RPG**."

I think I said something underwhelming like, "Oh, yeah," because I just didn't feel like I deserved this wonderful honor.

Still a bit dumbfounded and humbled by winning the **Momiji Award**, I mentioned to another friend that I didn't think I deserved it. He had a similar reaction as Todd.

Coming Attractions

Palladium's 2013 Release Checklist

Notable 2013 Releases

- **The Rifter® #61** – available now.
- **The Rifter® #62** – available now.
- **Rifts® Vampires Sourcebook** – available now.

May 2013

- **Robotech® RPG Tactics Kickstarter** – (product ships in the Fall)
- **CONVENTION: Anime North** – Toronto – May 24-26
- **Rifts® World Book: Northern Gun™ One** – New (may slide into June)

June 2013

- **Rifts® Northern Gun™ Two** – New (may slide into July)

July 2013

- **The Rifter® #63** – New
- **Rifts® Chaos Earth™: Rise of Magic™** – back in print
- **Rifts®: Megaverse® in Flames™** – New – July/August

August

- **Robotech® UEEF Marines Sourcebook One**
- **CONVENTION: Gen Con** – Indianapolis – August 15-18

Also Tentatively Coming in 2013

- **Rifts® Chaos Earth™ Sourcebook: First Responders**
- **Rifts® Chaos Earth™ Sourcebook: Resurrection**
- **Robotech® UEEF Marines™ Sourcebook Two**
- **Robotech® RPG Tactics™ & Expansion Packs of Game Pieces**
- **Beyond the Supernatural™ Sourcebook: Beyond Arcanum**
- **Beyond the Supernatural™ Sourcebook: Tome Grotesque** (tentative)
- **Rifts® sourcebooks** (tentative)
- **Splicers® Sourcebook** (tentative)
- **Dead Reign™ Sourcebook** (tentative)
- **Palladium Fantasy® Sourcebook** (tentative)

Palladium RPGs are 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 and all additional costs incurred as a result

“Kev, what are you thinking? You helped keep **Robotech®** alive via the role-playing game for what, now, something like 22 years? In 1989 and 1990, Palladium was the first to release **The Sentinels** and the uncut **Masters Saga/Southern Cross** and **New Generation** on videocassette. I remember when they came out. I own them. The quality was beautiful. I was happy they were available, at last. And you did it when anime was just being introduced to North America. You were one of the first to put anime on videocassette even when your distributors didn't think there was a market for them. Your game books helped inspire the writers of the **Robotech®** novels, and now you're doing **Robotech® RPG Tactics.**”

Still unconvinced, I said something like, “Yeah, but I didn't do them to promote anime or the Japanese culture. I was just a fan-boy geek who loved **Robotech®**, and I knew a lot of other fans wanted **Robotech®** on videocassettes like I did. And creating the **Robotech® RPG** was a pure joy. Kevin Long and I had so much fun on those first six books. Just another thing I did because I knew **Robotech®** fans would enjoy it.”

My friend laughed and said, “Listen to yourself, you did the **Robotech®** games and videocassettes for the love of **Robotech®** and the fans. I can't think of a more pure motive. You deserve this award. Enjoy it.”

So it is with humility and appreciation that I accept this wonderful honor. This means more to me than you may realize. I have never won anything and this is my first award recognizing my work and contributions to gaming and **Robotech®**. I smile every time I think about it. Thank you.

By the way, there is an award ceremony where I'll be expected to give a short speech. What you've just read is that acceptance speech.

Gen Con® Indy

Indianapolis, Indiana – August

Palladium will at **Gen Con Indy** in August with Chuck Walton, Mike Leonard, Carmen Bellaire, Brandon Aten and other Palladium creators to sign autographs and chat awhile. We'll also have shelves full of new products. *Palladium Books* and *Ninja Division* will both be running demos of **Robotech® RPG Tactics™**. Join us, won't you?

Phyllis Opolko, we are glad to have known you

Phyllis Opolko passed away in March. Her name is another many of you will not know.

Phyllis was a very special lady to many of us in the gaming industry. To Palladium Books, she was a good friend and supporter. Through thick and thin, Phyllis was there for us. Always ready with good advice, a kind word, and a helpful suggestion. She was another one of those unsung heroes behind the scenes helping to make everything work. She will be missed by many. May we all live our lives as well as Phyllis and be a positive force in the world. Make certain you tell those you love how much they matter often, and enjoy the beauty and the goodness around you.

of Customs fees and taxes are the responsibility of the foreign 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.

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 a superior but more costly shipping method.

BACK IN PRINT:

Palladium Fantasy® Book Two:

Old Ones

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.
- \$24.95 – 224 pages. Cat. No. 453. Available now.

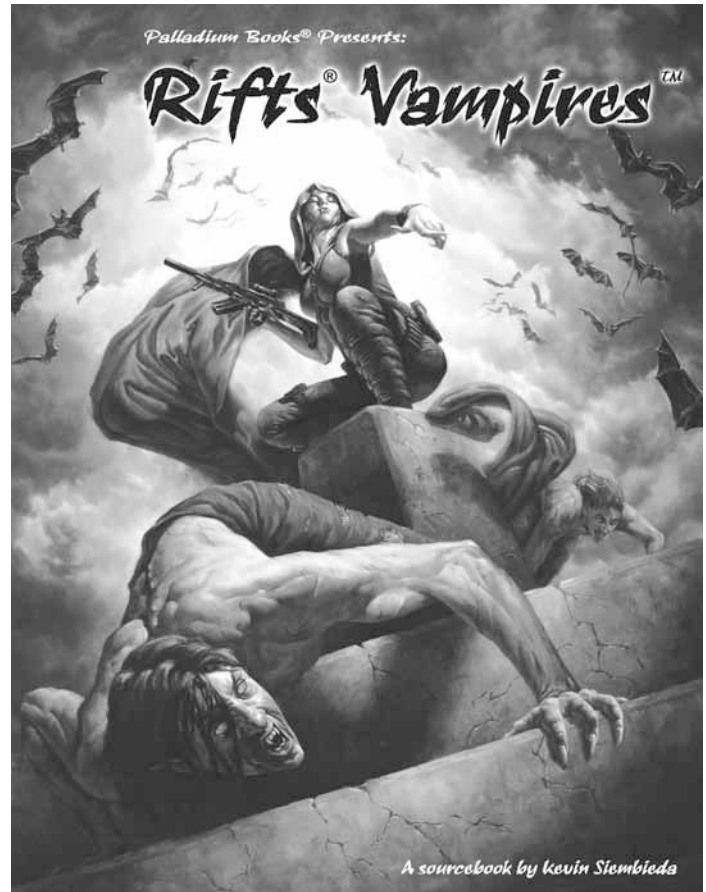


BACK IN PRINT:

Rifts® World Book 22: Free Quebec™

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.



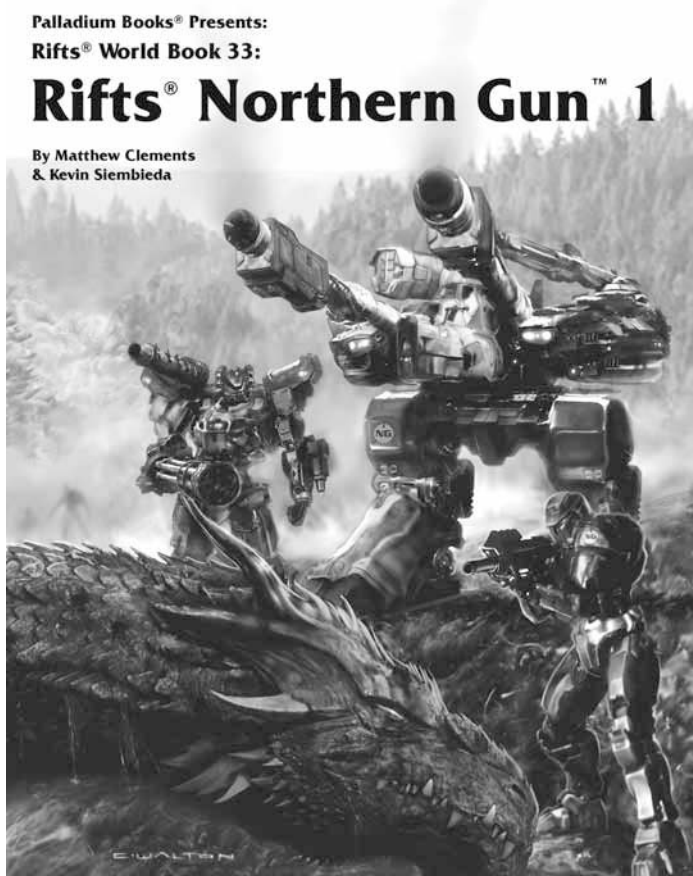
Rifts® Vampires Sourcebook™

– Available now

New secrets, new monsters and danger, new places to explore, new magic to wield, dark magic and forces to fear, new trouble and adventure in Mexico and the Yucatan. New conflicts between rival forces are brewing as Doc Reid prepares to take his private war with the vampires to a whole new level. Meanwhile, the vampires live like smug tyrants and gods, dominating an underclass of slaves and people used as cattle to feed upon. Learn more about the vampires, their rivals, allies and the humans who willingly serve them. A must-have guide for those who wish to travel deeper into the Vampire Kingdoms or play as vampires and their human minions.

- New Vampire Hunter weapons and equipment.
- New Techno-Wizard weapons and special gear.
- New Lemurian gifts to better fight vampires.
- The horror of Soulcrafting and Dark Weapons.
- Hero Necromancers and their role in fighting vampires.

- **Fort Reid, an entire city devoted to hunting undead.**
- **The history and stats for *Doc Reid* & top Reid's Rangers.**
- **Deathspike – the vampires' special forces operations.**
- **Slayers of Vampire Hunters – hunters of heroes.**
- **New strategies and tactics for fighting vampires, plus Mage Vampire Hunters, D-Bee Vampire Hunters, Bandit Vampire Hunters, and other slayers of the undead.**
- **The human strongholds expanded with much more detail.**
- **The Yucatan Peninsula and its many monsters and mysteries.**
- **The Mayan god Camazotz, Lord of Bats and Darkness.**
- **Werebeasts of Mexico and the Yucatan.**
- **Desert Survival rules and more!**
- **Written by Kevin Siembieda, Matthew Clements, Christopher Kluge and Braden Campbell.**
- **176 pages – \$20.95 – Cat. No. 884. Available now.**



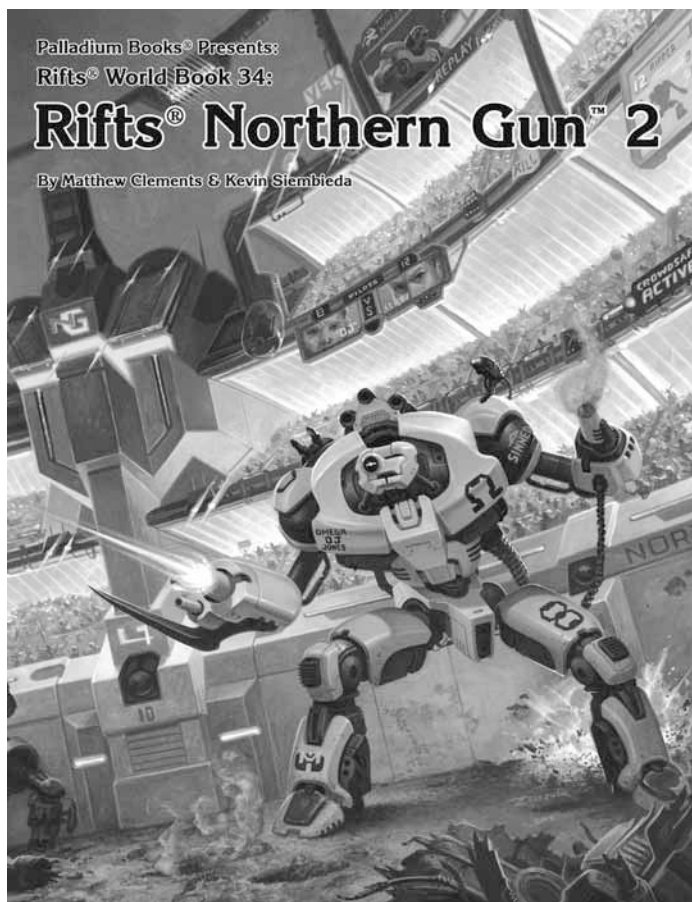
Rifts® World Book 33:

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.

- **In-depth look at Northern Gun and its business operations.**
- **Ishpeming, the face and people of Northern Gun.**
- **Northern Gun weapons and combat gear; new and old.**
- **Northern Gun robot drones; new and old.**
- **Northern Gun giant combat robots; new and old.**
- **Northern Gun freighters and hover trains.**
- **Northern Gun O.C.C.s and enforcers.**
- **The NG Mercenary army and police.**
- **The NG Bounty Board, the largest collection of bounties and mercenary contracts anywhere on Rifts® Earth.**
- **Key locations, people and sales outlets in and around Northern Gun.**
- **Northern Gun's relationship with the Coalition States, Tri-ax Industries, the Black Market and others.**
- **Written by Matthew Clements and Kevin Siembieda.**
- **Interior Artwork by Chuck Walton, Nick Bradshaw, and others.**
- **Wraparound cover by Chuck Walton.**
- **160 pages – \$20.95 retail – Cat. No. 887 – May or June release.**
- **Check out the FREE Sneak Preview on DriveThruRPG.com!**

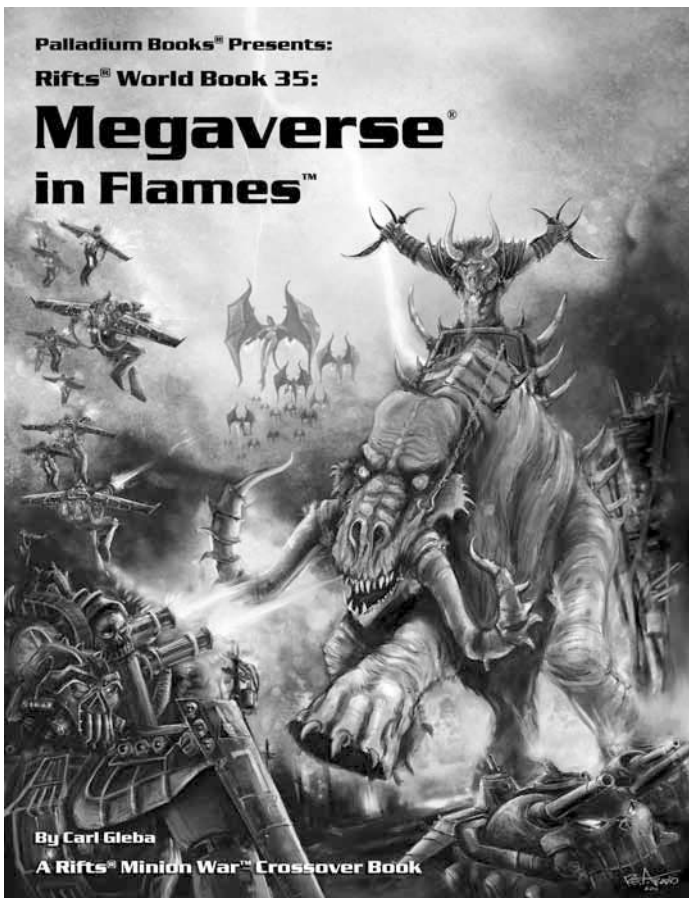


Rifts® World Book 34:

Northern Gun™ Two

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

- Northern Gun body armor; new and old.
- Bionic and cybernetic services.
- Northern Gun power armors; new and old.
- Northern Gun hovercycles & land vehicles; new and old.
- Northern Gun aircraft; new and old.
- Northern Gun boats, ships and submarines; new and old.
- Northern Gun Robot Gladiatorial Arena; new!
- Robot Gladiator O.C.C. and robot gladiators.
- Pirates and more.
- Written by Matthew Clements and Kevin Siembieda.
- Interior Artwork by Chuck Walton, Nick Bradshaw, and others.
- Wraparound cover by John Zeleznik.
- 160 pages – \$20.95 retail – Cat. No. 888 – June or July release.



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 Devils already have a strong presence. Demons, Devils 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 “Cross-over” series.
- 192 pages – \$24.95 retail – Cat. No. 876. July or August.

The Rifter® #63

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.

- Source material for Palladium Fantasy.
- Source material for Rifts® and 1-3 other game settings.
- News, coming attractions, and more.
- 96 pages – still only \$11.95 retail – Cat. No. 163. July release.



Robotech® RPG Tactics™

– Coming Fall 2013

If you're a Robotech® fan, this is the game you've wanted for decades, with beautifully sculpted, in scale, game pieces and the fast action of **Robotech®**.

Robotech® RPG Tactics™ is a fast-paced, tabletop combat game that captures the action and adventure of the **Robotech®** anime. Two or more players can engage in small squad skirmishes or scale up to massive battles. Relive the clashes of the First Robotech War, engage in stand-alone tactical games or use the dynamic game pieces to enhance your Robotech® RPG experience. Or simply collect your favorite mecha from an expanding range of top notch game pieces.

Mecha vs Mecha. Take command of the fighting forces of the *United Earth Defense Force (UEDF)* valiantly defending Earth from alien annihilation. Or lead the massive clone armies of the

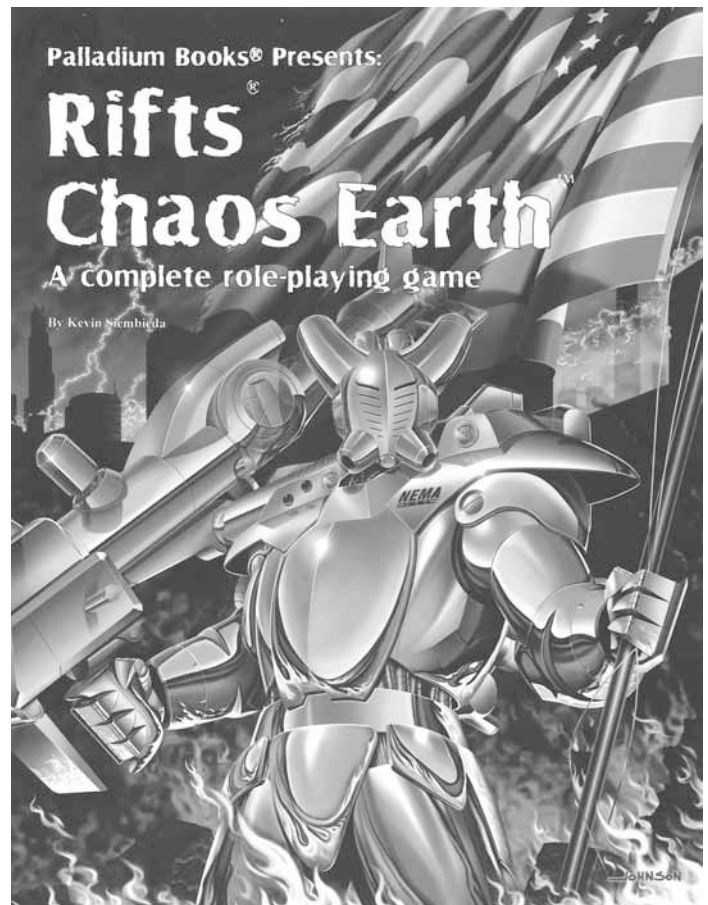
Zentraedi Armada to recover an alien artifact of immense power and enslave humankind.

Robotech® RPG Tactics™ Box Set

- Brought to you by **Palladium Books®** and **Ninja Division** (the creative minds behind *Soda Pop Miniatures* and *Cipher Studios*).
- Rules by legendary *Alessio Cavatore*, Ninja Division's *David Freeman* and Palladium's *Carmen Bellaire*.
- Full color, 90+ page, softcover rule book; wraparound cover and lots of new, color artwork.
- 24 Battle Dice.
- 40 color game cards (unit cards, etc.).
- 4x VF-1A Valkyries (in Fighter, Guardian, and Battloid modes).
- 1x VF-1J "Officer" in all three modes.
- 2x Destroids (includes parts to make them Tomahawks, Defenders, or one of each).
- 12x Regult Zentraedi Battlepods.
- 1x Glaug Officer's Battlepod.
- 1/285th scale, high quality, multi-pose plastic game pieces (40mm to 70mm tall). World-class sculpts from sculptors around the world.
- Game rules use D6.
- Turn-based system of play.
- Scalable from small squad skirmishes to mass battles. Can accommodate two to several players.
- Combat is fast and designed to emulate the anime action.
- Measuring tape required to determine targets and distance.



- Tournament play support is planned. **Ninja Division** will help Palladium to develop and launch the program.
- Barring any unexpected delays, the **Robotech® RPG Tactics™** box game and initial expansion sets should go to manufacturing in June. An exact street date is unknown at this time and we'd rather not speculate, but definitely Fall, 2013.
- Retail price for the box set is not yet determined, but we want to hold it at the \$80-\$90 range. Expansion kits will fall into the range common for this type of item.
- Several **expansion kits** will be released at the same time as the box set. More will follow. Exactly how many, and how fast, will depend on the level of success we see with the Kickstarter.
- Palladium plans to release the mecha and settings for *ALL eras of Robotech®*. Many other details are still in development.
- **Robotech® RPG Tactics™** is designed in partnership with **Ninja Division**. Ninja Division brings together the design talents of *Soda Pop Miniatures* and *Cipher Studios*, makers of **Super Dungeon™ Explore**, **Relic Knights™**, **Helldorado™** and **Anima Tactics™**.



Rifts® Chaos Earth™ RPG – Revisited

The **Chaos Earth™** series is the story of the *Great Cataclysm* and *Coming of the Rifts* as they are happening. This isn't a post-apocalyptic setting, *it is the apocalypse!* The end of the world as people know it, and the chaotic beginning of something new and very, very different. People struggle to come to grips with not only the global devastation and collapse of civilization, but also with things that seem beyond belief, such as waves of demons and monsters, the appearance of alien beings, inexplicable psychic phenomena, magic, demon plagues and beings that can only be described as dragons and gods of myth. In short, a modern world that is torn to shreds and turned upside down.

The **Chaos Earth™ RPG** sets the stage and introduces our heroes, the valiant men and women of NEMA. A defense force between North American allies, Mexico, USA and Canada. Heroic men and women who try to save lives and make sense of the madness while civilization crumbles all around them.

I wanted to do this brief recap, because Palladium is planning several more sourcebooks for this series starting this Fall.

Rifts® Chaos Earth™ is a complete setting and time-line in and of itself and takes place almost 300 years *before* the current Rifts® setting with the Coalition States. Thus, Chaos Earth™ is truly unique and different, with new O.C.C.s, heroes, villains, magic and concepts.

- **Overview and history of the Great Cataclysm.**
- **Introducing NEMA – the Northern Eagle Military Alliance – heroes who struggle to save lives and bring peace to the chaos.**
- **11 different character classes including the Chromium Guardsman (predecessor to the Glitter Boy), the Silver**

Eagle (predecessor to the SAMAS), Para-Arcane, Witch Hunter and others.

- NEMA power armor, robots, weapons, and equipment.
- Powerful, life and death adventures.
- World information, missions and adventure ideas by the dozen.
- A Mega-Damage setting role-playing game.
- Complete stand-alone RPG with skills, weapons, rules and guidelines for using other Palladium settings.
- Written by Kevin Siembieda. Compatible with Rifts®.
- 160 pages – \$20.95 – Cat. No. 660. The RPG is available now.

Rifts® Chaos Earth™ Sourcebook:

Creatures of Chaos

The surface of the planet has been devastated by storms, earthquakes, tidal waves and the return of magic. Only pockets of civilization have survived. Then come the *Demon Plagues*.

- 20+ demons and monsters specific to the Apocalyptic setting.
- Information on Chaos Storms and Ley Lines.
- The Demon Plagues and “Blue Zones,” the ley lines of Chaos Earth™.
- Day Demons and Night Demons and their strengths and weaknesses.
- More on NEMA and how they respond to the Demon Plagues.
- Written by Kevin Siembieda.
- 64 pages – \$12.95 – Cat. No. 661. Available now.



Rifts® Chaos Earth™ Sourcebook:

Rise of Magic – Coming back in print

The return of magic has empowered humans with strange and wondrous powers, unlike anything quite yet seen (and different from most conventional types of magic). This only complicates things for Earth’s defenders as the line of distinction between “good guys” and “bad guys” begins to blur.

- Chaos Magic, new magic specific to the Chaos Earth™ setting.
- More than 100 unique Chaos Magic spells.
- New magic O.C.C.s like the Blue Zone Wizard and Chaos Wizard.
- New evil magic users like the Chaos Witch and Demon Caller.
- More on NEMA and the Demon Plagues.
- Written by Kevin Siembieda.
- 64 pages – \$12.95 – Cat. No. 662. Back in print July, 2013.

Rifts® Chaos Earth™ Sourcebook:

First Responders – Coming Fall 2013

The Great Cataclysm has devastated civilization, but humanity fights for survival. The struggles of civilian law enforcement, fire and rescue, and everyday men and women are some of the most epic tales to be told in a world gone to hell. They fight monsters, aliens, the paranormal, the elements, and each other, all with the hope of reclaiming their lives from the Chaos.

- New D-Bees and monsters from the Rifts.
- First Responder O.C.C.s, skills and special equipment.
- New “average citizen” Occupational Character Classes (O.C.C.s).
- New equipment for NEMA “Roscoes” and other emergency personnel.
- Notable rescue vehicles, robot drones, and technology.
- Source information and stats for common Golden Age technology (weapons, vehicles, medical tech, etc.).
- Apocalypse Plagues brought from other worlds to Chaos Earth.
- Adventure ideas and more.
- Written by Jason Richards. Additional text by Clements & Siembieda.
- Final size not yet determined; probably 96 pages – \$16.95 retail – Cat. No. 665. Coming this Fall.

Rifts® Chaos Earth™ Sourcebook:

Resurrection – Coming Fall 2013

In the shattered depths of Wisconsin, survivors are besieged by the dead come back to life. Zombies. But not just any type of zombie, Zombies done Rifts-style. And unless the source of the zombie plague can be found and neutralized by NEMA defenders, North America may be overrun by the dead.

This was actually something Taylor White and I have been kicking around for years, even before we released the *Dead Reign™* RPG line. We think you’ll love it.

- Something has animated the dead in Wisconsin. It is up to NEMA heroes to find the cause and stop it before it spreads beyond control.
- Scrap Zombies of all types.
- Snatcher Ghouls, Carrion Cleaners, Screaming Puppet Ghosts, Sour Maggot Parasites, and other monsters.
- The Zombie Pox and other dangers.
- Setting background, adventure and adventure idea table.
- Written by Taylor White.
- 128 pages – \$16.95 retail – Cat. No. 666. Fall release.

Do you enjoy running role-playing games?

Wish you could tell the world about Palladium Books®?

You can do both as a *Megaversal Ambassador*

Megaversal Ambassadors are a growing legion of volunteers who run Palladium role-playing game events and demos (**Rifts®**, **Palladium Fantasy®**, **Robotech®**, **Nightbane®**, **Dead Reign™**, **Heroes Unlimited™**, or whatever you enjoy running) at stores, conventions and game clubs. *Zachary Houghton*, a fan like you, came up with the idea and launched the program on Palladium's behalf several years ago. We loved it and people have been joining the MAs (Megaversal Ambassadors) ever since.

Thanks to the efforts of several new, motivated Megaversal Ambassadors, Nate "Zennis" Bingham, Gary "Ingex" Miller, Victor "Zyanitevp" Peterson, and Jeff "NMI" Ruiz, the program is expanding and we need **YOU**.

If you're a good Game Master, enjoy introducing new people to gaming, and like running Palladium games and demonstrations, we encourage you to join the ranks of the **Megaversal Ambassadors**.

As Palladium makes plans to grow and reach more gamers, your efforts to spread awareness matter more than ever. Through your efforts we can introduce more people to the fun, Palladium role-playing game experience. And involving them in great games at stores conventions and other events is one of the best ways to do that.

1) What is an MA?

Answer: The MAs (Megaversal Ambassadors) are an ever-growing number of Palladium Game Masters who volunteer to run Palladium role-playing gaming events and/or demos at conventions, stores and other gatherings to introduce *new players* to the Palladium Megaverse®. They are also active in positive ways, talking about Palladium products and the enjoyment and merits of role-playing, online and at events. All of this gets gamers who have never played Palladium's games interested in them and helps to keep the enthusiasm alive among our established family of thousands of gamers.

This makes YOU a volunteer who represents one of your favorite game companies. It also makes you an Ambassador of Goodwill. A sort of evangelist or "Johnny Appleseed" planting and spreading the word and the fun of playing RPGs in general. That means we need you to be good-natured, friendly and patient. A true ambassador, willing and able to teach new gamers how to play and have fun, and to introduce gamers of other RPGs unfamiliar with Palladium to our game system and many worlds. It means showing people how and why Palladium RPGs are so much fun, *making you a gateway* to Palladium role-playing games for others.

Requirement to become an "official" Megaversal Ambassador: Run two or more Palladium gaming events at one or more public venues (conventions, store, library, school, etc.) during the year, and provide us with all the contact information we need

(your name, street address, email address, and telephone number, as well as the name, street address, telephone number, contact person and dates where you are gaming), and you are an MA!

Of course, you should inform us of your activities and coordinate with the managing MAs, because there may be ways we can make an even bigger splash at local events.

Your Goal: To introduce *new gamers* to the Palladium Megaverse and game system. To show gamers unfamiliar with Palladium's games and settings the fun we all enjoy and love.

2) How do you join?

Answer: Easy. Send Palladium an email at **ambassadors@palladiumbooks.com** with the following information:

- Forums user name.
- Email address.
- Given name (e.g. Thom Smith; not just your online moniker).
- Street mailing address. (For our non-USA Ambassadors, please provide your mailing address exactly as it should appear on any packages that may be mailed to you.)
- Telephone number.
- Where and when you plan to run Palladium gaming events.
- And whatever else you may have in mind to help spread the word about Palladium Books and its role-playing games.
- Please let us know if you are available to run Palladium RPG games or demos at special events in your area or conventions you are planning to attend, like Origins or Gen Con.

3) How else can you help?

- Answer:** There are a bunch of ways.
- Even if you are not a Megaversal Ambassador, tell people about new Palladium releases coming out. Talk about why you enjoy our games so much. Post online about local gaming conventions and events, especially if you are running Palladium game events there, or you know there are Palladium events being run.
 - Everyone, as well as MAs, can post information on Palladium's forums, the Palladium Facebook page and other places online about upcoming gaming conventions, clubs and store events that you *know* are fun, have Palladium events and are worth attending. Make sure you tell folks that YOU are running something at the event, when and where you'll be playing, and whether you are looking for more players/gamers to attend.
 - If you are running at a convention or part of a convention, let us know the name, date and Palladium gaming events and we will plug the convention and let fans know about it, whether it's a local store or a convention, on our message boards. Like-

wise, YOU should make your own posts and announcements everywhere you deem appropriate.

- After the gaming event, talk about the success and fun you had there, especially with running or playing in a Palladium event. Use the web and the Palladium website, Facebook page, your own website and elsewhere to promote your public gaming events and to share your positive experiences with Palladium's games. These are all valuable tools to promote your event and Palladium. And make sure you tell us how things went. Perhaps post or email us a few photos.
- Encourage your favorite Game Masters to consider becoming Megaversal Ambassadors, especially if they enjoy running games with new people. And we may need entire demo teams to showcase the **Robotech® RPG Tactics** game across the country.
- Do not underestimate the power of word of mouth and positivity. Palladium Books has an amazing community of gamers. We encourage all of you to be a more active part of that community. Please focus on fun and the sharing of ideas and experiences. Our hobby is gaming, which is all about fun, laughter and imaginations unleashed.
- Be an MA online, meaning, answer the questions of other gamers and try to be a positive, cheerful and friendly force online.

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

Answer: For the most part, *you* need to work up pre-generated characters and all the details of the game, tournament or demonstration you are running on your own. Sorry. However, you should not hesitate to run the same game/tournament and especially demos, over and over again with different players. You'll be surprised how different and fun most sessions are with different players. Kevin Siembieda does this all the time and has a blast. He says another trick is to use the same pre-generated characters over and over again for different adventures. That helps make running easy, because you know the characters so well regardless of the actual adventure.

Game Master Kits to help you. Palladium has put together what we call the **Rifts® Game Master Kit** and the **Palladium Fantasy RPG® G.M. Kit**. Both provide G.M. aids, character sheets, event sign-up sheets, event poster, and 20 or so pre-generated characters for players. It is free to *Megaversal Ambassadors* and available to *everyone* for \$5 as a PDF download from *Drive-ThruRPG.com*. Both of these were written and created by two of Palladium's outstanding Game Masters and writers, *Carl Gleba* and *Julius Rosenstein*.

As we expand the Megaversal Ambassador program, we hope to offer more **G.M. Kits** for other Palladium game lines in the future and perhaps even some pre-designed tournament games and demonstration packages.

Robotech® RPG Tactics™ Demo Runners NEEDED. Palladium will be looking for volunteers to run demonstrations for **Robotech® RPG Tactics™** using the game pieces and tactical rules at conventions and stores throughout the rest of 2013 and 2014. We may even launch special demo events, tournaments and organized play (still in development). Think about it.

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

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

If you can find the time, we'd also like to get your overall opinion and review of the convention. Did you think it was fun and well run, your estimate and the "official" attendance numbers, the general level of satisfaction from those who attended the con (i.e. did you hear grumbling and complaints or were people happy), how much role-playing was at the convention (i.e. was it a major part of the convention or a small part of it), news and observations, and whether or not you had fun and would run an event(s) there again. This helps us evaluate the success of your game(s), but more importantly, it gives us cues as to how much support (more or less) we should offer the convention in the future, whether Palladium should consider exhibiting at the event, and other valuable information. In short, you are not only our goodwill ambassador at the event, but you are also our eyes and ears. The report can be posted on the Megaversal Ambassador forum, emailed to Palladium or presented as a written and printed report mailed to us with the program book. We have a couple MAs who put together fun packages complete with photographs of their games along with notes, comments and other data.

Convention Support: If you are a member of the convention staff or know people on staff, and would like to have Palladium games run at your convention, have the appropriate convention person contact Palladium. Perhaps we can contact an MA or two to run games or demos (especially if they can get into your convention for no charge). Palladium can also offer other types of convention support such as a few signed books for a charity auction, flyers, posters and/or catalogs, and even a few hundred copies of **The Rifter®** to give away to some or all of the attendees at the event. **Note:** We do the same for special, advertised store events coordinated with the owner or manager, just have them contact us via an email, help ticket, Facebook, or telephone call (734-721-2903).

5) What other resources are there for an MA?

Answer: The following, with more to come in the future.

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

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

- **The Game Master Kits help** with pre-designed flyers, signs and sign-up sheets. They also give you ideas for making your own for your personal use and the promotion of Palladium at gaming events.
- **Think like a team and help each other.** Megaversal Ambassadors should “talk,” “trade” and “share” pre-generated characters, villains, monsters and adventures for the various game settings. Please post them in the MA forum for all of us to see and use. You never know when Kevin Siembieda, Julius Rosenstein or one of our other G.M.s might want to run your game and characters at an event. Also exchange them and other ideas via email. Please think of yourselves as a truly elite team of volunteers and Palladium’s advance guard promoting Palladium RPGs and role-playing in general. **WORK TOGETHER AS A TEAM.** Share ideas and gaming materials, coordinate gaming events where more than one of you may be attending – especially events like the *Palladium Open House*, *Gen Con*, *Origins*, *Anime North* and other large conventions – and so on. Don’t forget about running games at local science fiction and comic conventions that have a gamer presence; many offer gaming events.
- **You have a direct line to Palladium Books.** Let us know your ideas and suggestions. They give us ideas and keep us in the loop. If there are questions, concerns and suggestions to make the MA program better, we want to hear them, and if we can, help implement them. However, we are often swamped with the running of the company and getting out product, so we need Megaversal Ambassadors who are motivated and able to run on their own, not wait for Palladium.
- **We want Megaversal Ambassadors to feel “official.”** We’re slowly working on this front.

What is available at the moment: A Megaversal Ambassador I.D. Card – a color business card identifying you as a Megaversal Ambassador, with a space you can print your name in.

We plan to do a T-shirt that identifies you as a Palladium Books Megaversal Ambassador. Probably black with white printing and some nice design.

Make sure Palladium has ALL your contact info, including a mailing address, cell phone number and your T-shirt size so we can send you “official MA” paraphernalia as we create it for you.

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

Answer: Yes and no. We do not have one dedicated head of the program, but we do have a quartet of dedicated volunteers (Nate “Zenvis” Bingham, Gary “IngeX” Miller, Victor “Zyanite-yp” Peterson, and Jeff “NMI” Ruiz) who take turns managing the Megaversal Ambassadors and they also coordinate with each other, with Palladium Books and the rest of the MA volunteers. As noted earlier, we need MAs who are self-reliant, motivated

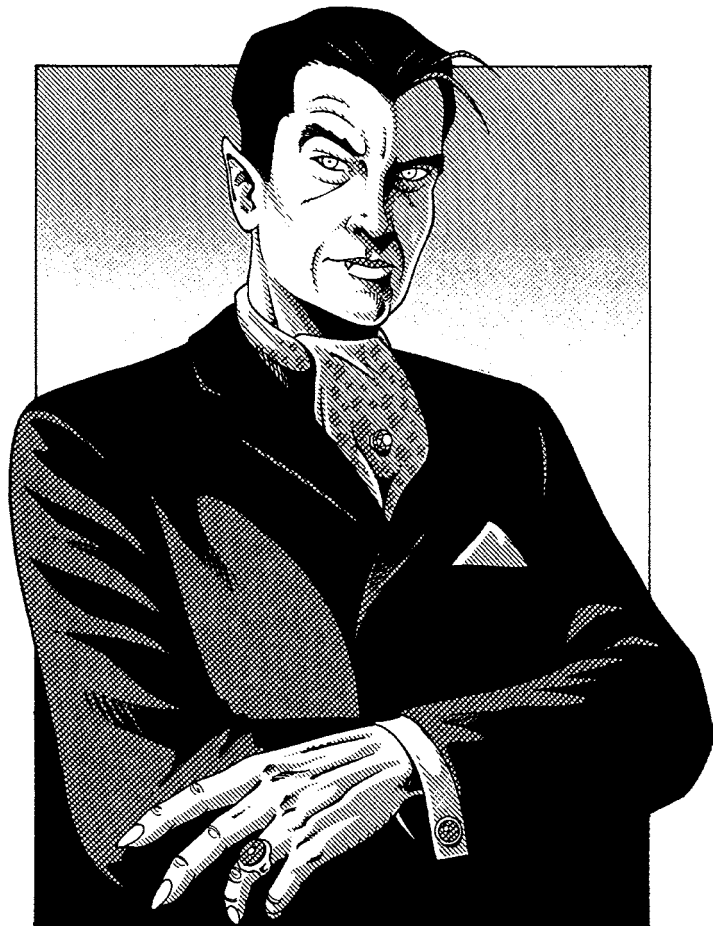
and willing to work as a team with other MAs. Use the MA forum as a means to coordinate and work together as well as share ideas and G.M. tips and materials. The Palladium staff and others will help as they can.

Send emails to ambassadors@palladiumbooks.com.

7) Do Megaversal Ambassadors get paid?

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

Over time, Palladium hopes to provide the MA I.D. card, MA T-shirt, and more gaming resources to our MAs for free. For example, when Kevin Siembieda knows someone is an MA ordering a Christmas Surprise Package he usually tries to make that Surprise Package even more special. Other perks and rewards for MAs may come in the future. (Another reason to make sure we have your correct and current mailing address and other contact info.)



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

DEATHSPIKE

AND THE VAMPIRE LANDS

Official source material for Rifts®, Rifts® Vampire Kingdoms and the Rifts® Vampires Sourcebook

By Matthew Clements. Additional text and ideas by Kevin Siembieda.

Note: This source material was originally written for the **Rifts® Vampires Sourcebook**, but was cut due to space limitations even though the sourcebook was expanded by more than 50%! That should give you some idea of how much cool stuff is in the **Rifts® Vampires Sourcebook**. – Kevin Siembieda, Proud Publisher

The Many Faces of Death

Diego slid the door shut behind him, sealing out the stifling night air of Ciudad Juarez. The moon hung low in the sky and the stars began to appear as the city lights flickered on one by one.

Safe in his apartment, Diego set down the crossbow he carried with him. At his side was a 9mm pistol loaded with silver ammo; he placed it on the end table along with the silver-plated throwing knives he kept in each boot.

Diego went to the sink and poured himself a glass of water. He drained it in one gulp and set it in the sink, his parched lips and tongue soothed.

“I was wondering when you would get in.”

Diego whirled around. Sitting in a chair in a shadowy corner of the room was a man in a dark suit and tie.

“Javier? Is that you?”

“In the flesh.”

“You scared the crap outta me.”

Javier smiled. “I know.”

“I haven’t seen you in weeks. What are you doing here in Juarez?”

“Oh, just seeing the sights. Visiting some old friends.”

“You should have been here, Javier. We’ve been on the grind lately. Been kicking ass and cleaning out a lot of the local blood-suckers.”

Javier kicked back, putting his feet up on a crate of stakes and mallets.

“So I’ve heard. Actually, that’s what I’m here to talk to you about.”

“You want back on the team? You’re in. I’ve never worked with anyone who had as good a sense for the undead as you.”

Javier laughed fully.

“You’re good at what you do, Diego. You always were. But you were never that smart.”

“What the hell are you talking about?”

“Are you telling me you still haven’t figured it out?”

Diego went stiff.

“Now you’re getting it,” Javier added.

Diego backed up a step, towards the end table where he had left his weapons.

“But, but that can’t be possible.”

“Why not? Because it’s not fair? Think about it, you moron. When was the last time you saw me during the day? Five months ago? Six? It’s been a while since I’ve been human.”

“I... I...”

“Cat got your tongue?”

Diego jumped backward, snatching the pistol off the table. Javier was upon him before he could raise the gun, crossing the room in the blink of an eye. With one motion he broke the gun into a dozen different pieces with his bare hands.

“Sorry Diego, but we have to make an example out of you. Prove that even a guy who has left Reid’s Rangers doesn’t just get a free pass.”

“Please Javier . . . you don’t have to do this.”

“Why? So you can track me down and put a stake in my heart? I think not.”

Javier tossed his old teammate across the room, breaking furniture with the impact. Diego pulled himself to his feet, already bleeding. Several ribs broken.

“You can’t be one of them! We killed vampires together! Don’t do this. We’re friends, for god’s sake!”

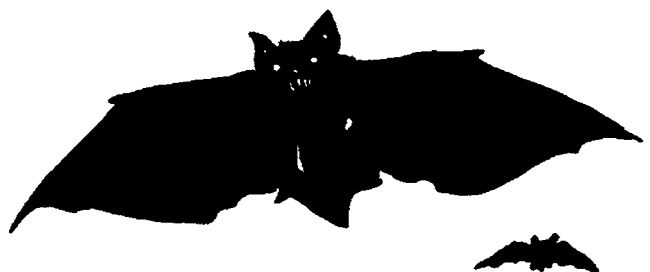
“Friends? Maybe once upon a past life. Not now.”

Javier plunged his fangs into Diego, tearing his veins as he pulled out. Blood spurted from Diego’s jugular and painted the room in red sprays and spatters. He finally collapsed dead on the floor.

Javier overturned the kitchen table and smashed a lamp as he passed by. He peered into a mirror set near the door on his way out. His sharp features produced no reflection. Javier smashed the mirror apart with a light slap of his blood splattered hand. Satisfied, he pulled out a field radio and keyed the “transmit” button.

“Alpha Lead, this is Field I-7. I’m going to need extraction in zero-five minutes. Message delivered.”

Javier headed out the door, leaving it ajar behind him. He wanted to be sure someone found the grisly scene inside while it was still fresh. Straightening his suit jacket, he disappeared into the streets of Juarez, just another face in the crowd.



Deathspike Key Personnel

Deathspike is truly unique to vampire-kind – a military-style *Vampire Special Forces* that uses human espionage and black ops strategies and tactics as well as human weapons, armor and technology. Moreover, their sole purpose is to hunt down and kill Vampire Hunters and their like.

Full details on this organization, tactics, weapons and O.C.C.s are presented in the new, **Rifts® Vampires Sourcebook**. What follows are more details and material for Deathspike that didn't make into that sourcebook (because it is filled with other pulse-pounding material).

A few notes first: The idea for Slayers of Vampire Hunters and other assassins who hunt and slay heroes and Vampire Hunters came from artist/writer *Mark Dudley*, when I was first starting to write the book. Mark is a great concept guy. I loved the idea and decided to include it in the **Rifts® Vampires Sourcebook**. Matthew loved it too and asked if he could run with his own ideas for such a group as organized by the vampires. Both are in the sourcebook.

The original name for this group was *Bloodwatch*, but we later learned from *Carmen Bellaire* there is a series of books by that name and there have been other uses of the Bloodwatch name. To avoid potential trademark issues we changed the name. The next three names we came up with had similar prior use concerns. It was finally *Wayne Smith* who came up with Deathspike. I think I like it even better than Bloodwatch. – *Kevin Siembieda*

Master Vampire Damacio Vega Director of the Deathspike

Authority over an organization as controversial, diverse and independent as the **Deathspike** requires a Master Vampire, the most powerful and experienced minions; a veteran with years of service to a Vampire Intelligence. Vampires instinctively fight amongst each other depending on the Intelligence that is responsible for their creation, and it takes the power and psychic influence of a Master Vampire to prevent the Deathspike organization from devolving into blood rivalry and frenzied hand to hand combat. Masters are the first vampires that a Vampire Intelligence creates to solidify its hold in a new dimension. They have to be personally sought out by the Intelligence and corrupted with a dark pact. Only a few handfuls of them are known to exist on all of Rifts Earth.

In his previous human life, *Damacio Vega* was a professional spy, assassin and intelligence operative who sold his services to many kingdoms throughout North America. He even worked for the *Coalition States* a handful of times, about 50 years ago, in which he had infiltrated the *Pecos Empire* at the behest of the military commanders at CS Lone Star. Vega made himself quite a bundle on that assignment, pocketing the payment from the Coalition and then selling his top secret briefing information to the Pecos warlords. After that, he had to get out of Texas for a while, and headed south across the Rio Grande.

Entering old Mexico, Vega heard stories about vampires from the local villagers, and had a few harrowing encounters with the wild variety of the undead. He was impressed by their supernatural powers, but the creatures were stupid. Wise enough to

have purchased some silver ammunition at a town outside Juarez, Vega eluded the majority and gunned down the most persistent. Like most people, he developed an idea of vampires as somewhat mindless predators, enslaved by their own dark and violent nature. Vega was confident that his special forces training would give him the edge and upgraded his kit with water pistols, weapons of wood and additional silver ammo.

Arriving at Ciudad Juarez, Damacio Vega booked himself a room and began looking for work. There were plenty of clients in Mexico looking for spies and hit men, and soon he had his first assignment: eliminate a local businessman suspected to be a vampire. Vega armed himself appropriately and set off in the middle of the night to carry out the task.

He tracked the target and an assistant that Vega presumed was a mind-controlled slave back to a shadowy office building in a run-down part of the city. He found himself a well-concealed perch and prepared to execute his mark with a high-powered crossbow.

Vega fired, and just as the crossbow bolt smashed through the office's window, the vampire commanded its slave to throw himself in its path. The arrow stuck into the human slave who fell, mortally wounded. As he watched through the crossbow's scope, Vega saw the vampire vanish into a puff of mist.

He was unready for that surprise. Vega abandoned the sniper crossbow and fled, pulling out a water pistol. He made his way down back alleys and through slums, trying to disappear. What he did not notice was the single bat following him. Vega made his way toward the better lit, more populous portion of the city, hoping the vampire would be afraid to strike in public. He was wrong, and the moment he stopped for a breather, the shadows came to life and took him.

When Damacio Vega awoke, he was in the back of a truck, bound at the hands and feet and heading further south into Mexico. He was surrounded by frightened peasants, fresh human-cattle for the masters of the Vampire Kingdoms to feed upon. Vega was not about to settle for such a fate, and squirmed free of his bonds. He released the other prisoners and kicked open the back door of the truck.

As the peasants ran for their lives, fleeing in all directions, Vega sat tight in the cargo area. The two drivers stopped the vehicle and ran off to chase after their human cargo. His captors occupied, he casually hot-wired the truck and headed back to civilization.

Damacio drove through the day, trying to stay away from locals on the road. One of them must have tipped off the vampire authorities, however, because that night there were bats flying about in the moonlight, looking for him. Before long, Vega had one of the bloodsuckers clinging to the roof of the truck.

He knew it would be pointless to try and outrun the supernatural fiend, so Vega buckled himself in tight and pushed the truck to high speeds. The vehicle overturned at a bend in the road, tumbling several times. As the wreck smoldered, he crawled away, hoping the vampires would think that he perished in the crash.

Using his stealth training, the spy quietly left the area confident in his daring escape. Without food or water, he had to risk stopping at a nearby farmhouse to find supplies. Rather than put himself at the farmer's mercy, Vega resolved to steal what he needed and be on his way. He located a side door to the cellar, snapped off the lock, and broke in.

Inside, he found rows of crypts and man-made caverns, but no food. Vega was about to slip out when a pair of hands grabbed him from behind. Amazingly, it was the same vampire that he had tried to assassinate back in Juarez. In his misadventures, Vega had almost made his way out of vampire territory and had, by sheer coincidence, found the country home of the vampire that had captured him and sent him along with the slavers in the first place. The vampire was surprised and quite impressed and insisted he become his human servant. Vega had other ideas and proved difficult to confine while traveling, and managed three more escapes. In the end, the vampire successfully dragged Vega to the **Kingdom of Milta**. There the vampire shared stories of Vega's cunning and escapes – killing several vampires and servants along the way. He then presented his human catch to the Master Vampire as a gift. The Master realized Vega's potential, and presented him to the Vampire Intelligence itself. The dark monstrosity immediately saw great potential of wickedness and death, and gave the man two choices: join him fully and willingly to become a Master Vampire or be set free. The offer of freedom was important, because the choice truly had to be his own and done so willingly. To sweeten the offer, the Vampire Intelligence would give Vega power and autonomy, as well as slaves and servants, both human and vampire. Always fond of power, having seen the contrast between the hollow-eyed and broken humans and the hedonistic vampire lords, Vega accepted the dark pact and was reborn as one of the most powerful vampires in Mexico.

For decades, Vega has served his demonic master as a spy, assassin and leader of vampire forces. He has quelled rebellion among the slaves and has been responsible for the deaths of thousands. He enjoys his power over the living and the undead even more than he had imagined when alive. In the last decade, however, he had grown weary of the routine he had fallen into, and began a campaign of hunting and slaying the very heroes who hunted him and his people. This led Vega to realize just how powerful Reid's Rangers was becoming. And how the madman was inspiring an entire generation of people to join in his mad crusade. A threat many of his fellow vampires scoffed at and dismiss as nonsense. For any other Vampire Lord, this would have been the end of the matter, but Vega has the power and clout to be heard by the Vampire Intelligence he serves. The monster found Vega's ideas intriguing and gave him the authority to develop his plan. So it was that Master Vampire Vega established **Deathspike**, a paramilitary organization to fight Vampire Hunters. But not in en masse attacks or outright war. No, Vega would meet the humans' "secret war" with his own secret counterinsurgency operation. Using his own experience and what he knew about intelligence agencies, both before and after his death and rebirth as a vampire, he would create a force the humans would never see coming. A force that uses both human and undead operatives. A force unlike any deployed by other vampires. A force so covert, that even today, most Vampire Hunters don't even know it exists.

Vega had Deathspike vampire agents scour the land for Golden Age records and history. The Central Intelligence Agency, British MI-6 and the Israeli Mossad were all studied in detail and used to model Deathspike operations. Vega has relished in his task: his personality was preserved but his soul was gone, his essence now completely devoted to the vampires' cause.

Now that his dominance has been established, Vega has resumed his role as the consummate professional. He has more power than he could have ever acquired as a normal human. He

has been completely won over to the undead and uses his talents specifically to help secure the Vampire Kingdoms against their most hated enemies.

Vega's directorship is hands on. He runs several of the agency's most delicate operations personally and has eyes and ears everywhere, even monitoring the Deathspike itself. Other agents who have tried to out-politic him have ended up with their careers cut short, sometimes being sacked for not following regulations, sometimes being sent out on mission after mission until they fail to return. Vega is not afraid to eliminate his rivals with deception and outright murder; they are the tools of his trade and he is quite comfortable wielding them, even against other vampires.

Vega is Deathspike's greatest asset and its weakest link. Killing Vega could destroy the Deathspike organization. The Vampire Intelligence he serves couldn't care less about it. It is Vega's passion and exploits via the organization that the monster finds amusing. It also enjoys the fact that Deathspike's existence ruffles the feathers of so many undead and keeps them worried and guessing. Nobody but Vega could have had gotten Deathspike authorized, let alone built. Most vampires loathe the idea of using human weapons, gear and technology. It's an embarrassment and beneath them to use the "trappings of man." Most feel that Deathspike makes them look like cowards and weaklings, and would be happy to see it go away. Without Vega to champion and run the organization, the group is likely to crumble and disintegrate in less than a year. Of course, few people inside or outside the organization realize this. And though the undead sneer behind his back, they do nothing to oppose the will of the Vampire Intelligence or Vega, its prized henchman.

Damacio Vega Stats – NPC Villain

Real Name: Damacio Berenguer Vega

Race: Master Vampire; was human.

Alignment: Diabolic.

Attributes: I.Q. 25, M.E. 24, M.A. 27, P.S. 30 (Supernatural), P.P. 24, P.E. 22 (Supernatural), P.B. 20 (6 in true vampire form), Spd 30.

Height: 6 feet, 0 inches (1.8 m) **Weight:** 190 lbs (85.5 kg).

Hit Points: 190 (+50 in true vampire form). **S.D.C.:** Not applicable.

Horror Factor: 14 (+2 in true vampire form).

Age: 93; looks 43.

P.P.E.: 40. **I.S.P.:** 180.

Experience: 9th level Master Vampire, was a 7th level Freelance Spy.

Description: Vega is meticulously well-groomed and fashionably dressed, almost never seen without his dark suit and tie. He is heavily built for a vampire, possibly owing to the fact that he was converted into a Master Vampire while already middle-aged. Vega normally sports a trim goatee, though he is willing to part with it if he needs to assume an identity or alter his appearance.

Disposition: Director Vega is definitely on the cold side of the vampire spectrum. Where certain other vampires are prone to fits of rage and bloodlust, he is cool, calm and collected, even for one of the undead. It is next to impossible to ruffle the director's feathers, and he makes a habit of staying one step ahead of his opponents and, even more importantly, his associates. Vega long ago learned the importance of doing his homework and carefully checks and double checks informa-

tion himself. For particularly important operations, he assigns agents to conduct research outside the traditional chain of command and is often the only Deathspike agent in possession of all the facts. His office, home and personal vehicle are all spotless and routinely checked for listening devices. Vega takes little pleasure in the act of killing, even if it means eliminating a rival. For him, the real satisfaction is in dominating the giant chess game of murder and intrigue that exists all around him.

Skills of Note (Freelance Spy): Speaks English 90% and Spanish 98%, Basic Math 99%, Computer Hacking 65%, Computer Operations 85%, Demolitions 81%, Detect Ambush 65%, Detect Concealment 60%, Disguise 70%, Escape Artist 75%, Forgery 65%, History: Pre-Rifts 60%, I.D. Undercover Agent 58%, Impersonation 60%, Intelligence 70%, Literacy: English 85%, Literacy: Spanish 90%, Pick Locks 80%, Prowl 70%, Public Speaking 65%, Radio: Basic 95%, Research 75%, Sniper, Surveillance 65%, Tracking (people) 60%, Trap/Mine Detection 55%, Undercover Ops 65%, W.P. Automatic Pistol, W.P. Crossbow, W.P. Energy Pistol and W.P. Knife. **Skill Note:** As a vampire, some Physical Skills and the Hand to Hand combat no longer apply.

Special Abilities: All standard powers for a Master Vampire. See page 14 of *Rifts® Vampire Kingdoms™, Revised* for full details on vampire powers and page 27 for specific info on *Master Vampires*.

Psionics: Considered a master psychic. See page 27 of *Rifts® Vampire Kingdoms™, Revised* for full details on vampire psychic powers.

Magic Knowledge: None.

Combat Training: Supernatural and instinctive.

Attacks per Melee: Eight.

Bonuses: +3 to initiative, +5 to strike, +5 to parry and dodge, +16 to damage, +8% to all skills (already included), +4 to save vs psionics/insanity, impervious to all forms of mind control and psionic and magic sleep and paralysis, 60% trust/intimidate, +3 to save vs magic, 55% charm/impress, and +5 to save vs Horror Factor.

Other Combat Info: Killing bite (3D6 M.D.), restrained punch (4D6 S.D.C., plus the damage bonus above), full strength punch (2D6 M.D.), and power punch (1D4x10 M.D., counts as two attacks).

Body Armor: Vega typically wears a stake-proof vest under his suit, and may don environmental M.D.C. armor when out in the field.

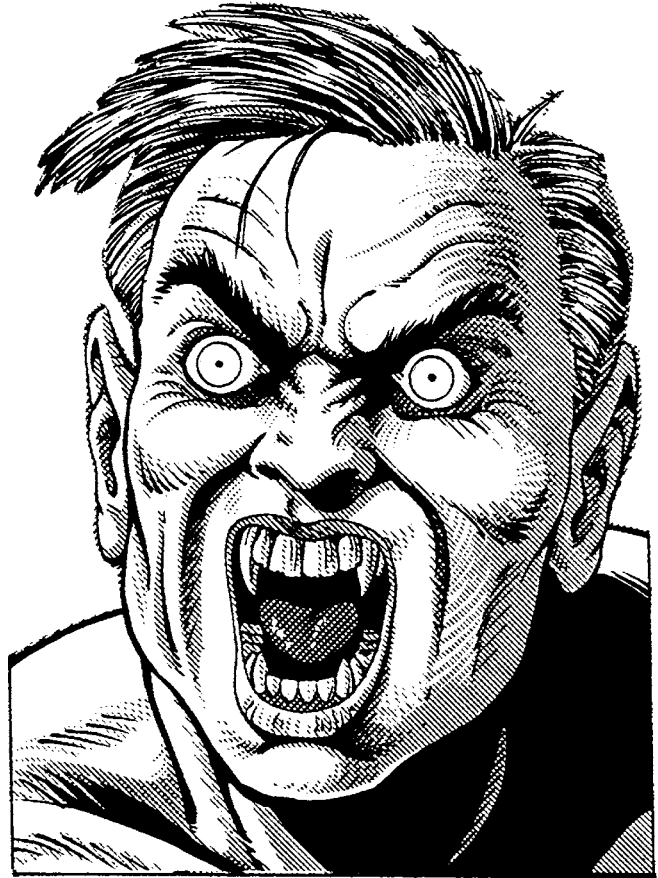
Weapons of Note: Director Vega has access to *everything* in the Deathspike arsenal, plus some weapons and tricks up his sleeves he keeps to himself (like a light Naruni Force Field). He normally carries a Model 27 pistol on his person with a pair of extra clips for each weapon type. Vega is also fond of Wilk's and Triax precision lasers, and has a small selection of such weapons in his office as well as a collection of various S.D.C. guns: pistols, automatic weapons and a high-powered sniper rifle along with corresponding silver ammo for each.

Other Equipment: Director Vega is familiar with many different types of sensors, bugs and listening devices, and has access to a wide range. He may even have the Deathspike techs custom-build equipment to suit his needs.

Vehicles: When in Mexico City, Director Vega uses a personal hover-limo with concealed armor and Mega-Damage glass.

The vehicle's main body has 400 M.D.C., 100 M.D.C. for the front and rear windshields and 60 M.D.C. for each window and armored tire. In the field he is typically transported inside an APC or helicopter, and accompanied by 1-4 trusted human bodyguards and two trusted vampires. The vehicle always contains a Field Coffin for him (see *Rifts® Vampires Sourcebook*).

Cybernetics: None, incompatible with vampires.



Drill Sergeant Antonio Martinez

Secondary Vampire, Former Vampire Hunter

The Deathspike's most senior drill sergeant at the Milta academy is a Military Specialist named Antonio Martinez. Before becoming one of the undead, he was a Vampire Hunter, working for none other than Reid's Rangers.

Out on a long duration search and destroy mission, Martinez's unit fell victim to an ambush by vampire forces from Milta. They were out testing tactics that would become commonplace for the Deathspike, but came as quite a surprise to the out-gunned Vampire Hunters. Human agents in service to the undead walked right through jets of holy water and some of the vampires themselves seemed to be impervious to being staked or shot with crossbows. Martinez's comrades were decimated, and the few survivors taken captive and bitten each night to be transformed into Wild Vampires, humiliated and abandoned to the wilderness.

And while the others descended into madness, Martinez found that he could still think and reason. He walked off into the desert, knowing what he had become, prepared to commit suicide by sunlight rather than accept his fate as one of the undead.

As Fate would have it, he was discovered before sunrise by vampires returning to the city. They brought him along and made

him drink human blood. Martinez could feel the power flowing through his veins as his supernatural abilities reached full strength for the first time.

Gradually, Martinez accepted the finality of what had beome of him. He traveled and lived amongst those who had once been his greatest enemies. His reputation as a former Reid's Ranger giving him great mystique and fear among the other Vampires, especially the Wild Ones.

It was not long before Damacio Vega and the vampires tasked with forming the Deathspike were made aware of Mr. Martinez and his background. He was invited to tour the Deathspike academy, let in on the organization's mission, and asked to participate. Knowing his reply determined his standing with the Vampire Intelligence itself, Martinez readily agreed.

He now works as the head Drill Sergeant training human and vampire operatives in *anti-Vampire Hunter* techniques and combat strategies. His hands-on experience in his previous life has become invaluable. Specialized hand to hand combat against silver weapons and defensive strategies for dealing with holy water and garlic are among his specialties.

Martinez is gruff and no-nonsense, never really recovering his sense of humor after being turned into a vampire. He pushes his troops hard, never accepting any whining or complaining from the vampires or human loyalists he is tasked with training. With his undead cadets' extraordinary resistance to pain and damage, his physical training maneuvers are grueling, and he works such specialized areas as rapid shape-shifting, surprise attacks, ambush and the like. Every Deathspike vampire spends some time learning from Sgt. Martinez.

Antonio Martinez Stats – NPC Villain

Real Name: Antonio Marcial Martinez

Race: Secondary Vampire; was human.

Alignment: Miscreant.

Horror Factor: 13 (+2 in true vampire form).

Attributes: I.Q. 17, M.E. 20, M.A. 18, P.S. 27 (Supernatural), P.P. 18, P.E. 21 (Supernatural), P.B. 14 (5 in true vampire form), Spd 26.

Height: 6 feet, 5 inches (1.9 m). **Weight:** 215 lbs (97 kg).

Hit Points: 100. **S.D.C.:** Not applicable.

Age: 39.

P.P.E.: 40. **I.S.P.:** 110.

Experience: 5th level Secondary Vampire, was a 6th level Vampire Hunter.

Description: Martinez is a man of impressive height and build, a substantial character even after being transformed into a typically gaunt vampire. He is in uniform most of the time, and tends to dress plainly as to not attract attention to himself. When on duty, his uniform is well-pressed and immaculate, his boots carefully shined by some unlucky subordinate.

Disposition: Drill Sergeant Martinez is grim and business-like. He maintains a certain air of bitterness and constant anger about him. Subconsciously blaming the vampires he lives amongst for taking away his humanity, even though he is now one of them. This comes out in the semi-sadistic way he conducts his training exercises. For while Sgt. Martinez is tough on the human Deathspike agents, he is an absolute nightmare for the vampires under his charge. He does everything he can to break them of the arrogance and overconfidence that comes with being a supernatural predator, rebuilding them as part of

a cohesive team, often united only by a shared hatred of their taskmaster and the enemy.

Skills of Note (Reid's Ranger Vampire Hunter): Speaks American and Spanish 98%, Athletics, Camouflage 50%, Detect Ambush 70%, First Aid 75%, Forced March, Intelligence 66%, Interrogation 60%, Land Navigation, Literacy: Spanish 65%, Lore: Demons & Monsters 70%, Military Etiquette 65%, Pilot: Automobile 72%, Optic Systems 65%, Prowl 55%, Public Speaking 65%, Running, Tracking (people) 65%, Wilderness Survival 60%, W.P. Archery and Targeting, W.P. Automatic Pistol, W.P. Automatic and Semiautomatic Rifles, W.P. Crossbow, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy Energy Weapons, W.P. Knife and Hand to Hand: Expert (for training purposes).

Skill Note: As a vampire, some Physical Skills and the Hand to Hand combat skill no longer apply.

Special Abilities: All standard powers for a Secondary Vampire. See page 14 of **Rifts® Vampire Kingdoms™, Revised** for full details on vampire powers.

Psionics: Considered a master psychic. See page 27 of **Rifts® Vampire Kingdoms™, Revised** for full details on vampire psychic powers.

Magic Knowledge: None.

Combat Training: Supernatural and instinctive.

Attacks per Melee: Six.

Bonuses: +2 to initiative, +2 to strike, parry and dodge, +10 to damage, +4 to save vs Horror Factor, +3 to save vs magic and +3 to save vs mind control.

Other Combat Info: Killing Bite 2D6 M.D., Restrained Punch 3D6+10 S.D.C., Full Strength Punch 2D6 M.D., Power Punch (counts as two attacks) 4D6 M.D.

Weapons of Note: Martinez is extremely proficient with all Deathspike weapons and bows and silver firearms designed to kill vampires. When acting in his capacity as Drill Sergeant, he carries a silver-plated baton that won't permanently harm his students, but stuns and disorients them.

Body Armor: Martinez sometimes wears a stake-proof vest under his uniform, especially when directing live-fire exercises with crossbows and javelins.

Other Equipment: Drill Sergeant Martinez has access to most of the Deathspike's array of training gear and field equipment, but very rarely goes out into the field himself and is usually found at the academy in Milta.

Vehicles: Martinez has a personal jeep that he drives on the academy grounds and sometimes makes trainees push in circles around the running track.

Cybernetics: None and not possible.

Deathspike Infiltrator/

Observer O.C.C.

As much as it engages in missions of assassination and paramilitary operations, Deathspike is an intelligence agency. Its eyes and ears are the Infiltrator/Observer agents, humans and D-Bees trained to blend in with ordinary people, adventurers and heroes, and listen for information about Vampire Hunters, their locations, their plans and their vulnerabilities.

In their role as observers, IO agents slip into human communities, seeking out work in hotels, restaurants, meeting places and

establishments that cater to Vampire Hunters, mercenaries and adventurers. They memorize names and faces, write coded notes, take discreet pictures and place hidden video cameras to record Vampire Hunters. Service jobs are perfect for this kind of work and attract little attention to the operative, and can often give them access to a Vampire Hunter's food, lodgings or equipment.

Infiltration work is much more dangerous. Sneaking moles into positions within bands of heroes, administration offices, mercenary companies, military organizations and even the local human community takes time, planning and a steady set of nerves. The most challenging and potentially beneficial assignment is to infiltrate a group of Vampire Hunters, a task reserved for only the boldest and most experienced human and D-Bee agents.

All of this requires that IO's are trained in the art of disguise and are skilled actors. They occasionally plant bombs, engage in sabotage and conduct assassinations themselves, but deep-cover moles are usually too valuable to risk by being put in harm's way.

Deathspike IO Agent Stats

Racial Requirements: Mortal human (75%) or D-Bee (25%).

Attribute Requirements: I.Q. 12, M.E. 12 and M.A. 12 or higher.

Alignment: Anarchist or evil (any). All of the operatives recruited into the Deathspike are either evil or brainwashed vampire sympathizers who willingly serve their vampire masters' twisted plans. Nobody is pressured into the job or accepted because they see it as a way to escape the feeding pens and life as food stock for the vampires.

O.C.C. Bonus: +2D6 to S.D.C., +2 on Perception Rolls regarding spotting and gathering intelligence/information, and +2 to save vs Horror Factor.

O.C.C. Skills:

Computer Operation (+5%)

Cryptography (+15%)

Disguise (+20%)

Forgery (+10%)

Impersonation (+20%)

Intelligence (+16%)

Language: Spanish and English (+10%)

Literacy: Choice of Spanish or English (+10%).

Performance (+25%)

Pilot: Automobile, Hovercycle or Motorcycle (+5%).

Radio: Basic (+10%)

Undercover Ops (+15%)

W.P. Energy Pistol

W.P. Archery or W.P. Automatic Pistol.

Hand to Hand: Expert, which can be changed to Hand to Hand: Assassin or Martial Arts at the cost of one O.C.C. Related Skill.

O.C.C. Related Skills: Select skills from the categories below, but at least two must be selected from Espionage. Plus select two additional skills at level three, two at level six, one at level nine, and one at level twelve.

Communications: Any (+5%).

Cowboy: None.

Domestic: Any.

Electrical: Basic only.

Espionage: Any (+10%).

Horsemanship: General and Exotic Animal only.

Mechanical: Basic and Automotive only.

Medical: First Aid only.

Military: Any (+5%).

Physical: Any.

Pilot: Any.

Pilot Related: Any.

Rogue: Any (+5%).

Science: Any.

Technical: Any.

W.P.: Any.

Wilderness: Any.

Secondary Skills: Select three skills from the Secondary Skills List on page 300 of **Rifts® Ultimate Edition**, and one additional Secondary Skill at levels 3, 6, 9 and 12. These are additional areas of knowledge that do not get any bonuses other than a possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: Whatever basic gear and clothing/disguise that fits the persona and role of their current undercover operation, plus one weapon and two extra ammo clips for each W.P. Additional weapons, armor or vehicles are available on an as-needed basis. Field gear includes rations, canteen, medical kit, camo-paint and desert netting, M.D.C. body armor and camping equipment. Crossbows, silver ammunition and water weapons are made available when the agents are expected to blend in with Vampire Hunters, mercs or adventurers, or when they may have to fight other vampires as opponents.

Money: Human operatives are not paid for their service, as the vampire kingdoms do not use credits. Agents in the field may carry 2D6x100 credits for trading with locals.

Cybernetics: Deathspike agents may have 1D4+2 cybernetic implants or Bio-Systems; mostly those that help with disguise, espionage and infiltration.

Deathspike Werewolf Agent O.C.C.

Vampires have a connection to the canine. They can turn into wolves and can control canines. This supernatural connection with canines makes vampires and werewolves natural allies and the two often associate with each other. In fact, Werewolves of evil and Anarchist alignments enjoy working with vampires, especially if it gives them some level of power, luxury or freedom to kill. As supernatural predators that maintain a link to their human origins, Werewolves are easy for vampires to understand and associate with. Most do not fully integrate themselves into vampire society, preferring instead to stick to the periphery and only enter the Vampire Kingdoms to trade, shop and rest. There are those, however, who feel completely comfortable amongst the undead and their great cities, and have basically become *citizens* of the Vampire Kingdoms. That having been said, Werewolves are not an official part of vampire society, and are always seen as inferior to them.

Amongst those Werewolves (and the small number of *rogue* Werejaguars, Werepanthers and Werecelots that have also joined with the vampires), Deathspike recruits field agents. Werebeasts, while still vulnerable to silver, are immune to most other anti-vampire weapons, but still retain Supernatural Strength, speed and shape-changing abilities. They can move about during the day in animal or human form as well, a huge advantage, and provide daytime leadership and supernatural assistance to human Deathspike operatives. With the flare-up of the *Jungle War* over



the last few years, Deathspike is working to locate and recruit Werewolves who can help them infiltrate and study the *Bone Werewolves of Palenque* and the *Jaguar People of Tikal* and other Werewolf resistance groups.

Deathspike Werewolf Agent Stats – NPC Villain

Alignment: Anarchist or evil (any).

Attribute Requirements: None, any Werewolf or Werebeast is considered powerful enough to do the job. A high I.Q. and M.E. (8 or greater) are recommended to be a Deathspike agent.

Attributes: I.Q. 1D6+5, M.E. 3D6, M.A. 3D6, P.S. 2D6+16, P.P. 2D6+14, P.E. 2D6+16, P.B. 2D6+7, Spd 2D6+14 in human form, 50 (35 mph/56 km) as a wolf.

Hit Points (same as vampires): 2D4x10 +10 per additional level of experience. S.D.C. not applicable.

Size: 6 and 7 feet (1.8 to 2.1 m) tall in human and humanoid monster form respectively, 4-5 feet (1.2 to 1.5 m) tall at the

shoulders in animal form; (5-6 feet 1.5 to 1.8 m) long, not including the tail.

Weight: 200 to 300 lbs (90 to 135 kg).

Horror Factor: 12 as a half-man/half-beast monster or giant wolf; +3 for a pack of seven or more. No H.F. in human form.

I.S.P.: 5D6 +1D4 per level of experience. **P.P.E.:** 2D4x10 +10 per additional level of experience.

Average Life Span: 300 years.

Average Experience Level: 1D4+1 or as set by the Game Master for NPCs. Player characters should start at first level.

R.C.C. Skills (Werewolf): Supernatural predator. Werewolves can speak Gobblely, American, Old French, Euro and the local language at 98%, Basic Math (+15%), Land Navigation (+15%), Prowl (+25%), Swim (+5%), Track Humanoids (+20%) and Track Animals (+10%), plus two Espionage (+5%), two Wilderness (+10%), two W.P., two Pilot, and two Technical or Domestic skills of choice.

Deathspike Agent Skill Bonuses: All Deathspike werebeast operatives are expected to know the following skills and have undergone special additional training like all its agents.

Language: Spanish (+20%) and English (+5%).

Literacy: One of choice (+5%).

Intelligence (+10%)

Interrogation (+5%) or Tailing (+15%).

Radio: Basic (+10%)

W.P. Modern: One of choice (any).

Natural Abilities of the Werewolf: Shape-change, limited invulnerability, speak while in animal form, track by smell 70% (+10% to follow blood scent), Nightvision 300 feet (91.4 m), and Bio-Regenerates 4D6 Hit Points an hour. Also see Magic and Psionics.

Attacks per Melee: Monster or Wolf Form: 5. Human: 3.

Damage: Varies depending on physical form. **Human:** Punch does 2D6 H.P./S.D.C. damage, a kick 3D6, and bite does only 1D4 damage. **Wolf-Man or Wolf:** As per Supernatural P.S., claw strike does an extra 1D6 M.D., bite does 2D6 M.D., and a power bite does 4D6 M.D. (counts as two attacks). **Note:** All S.D.C. damage from claws or bite inflicts full damage to the Hit Points of vampires and other werebeasts.

Bonuses (in addition to possible attribute bonuses): +2 on Perception Rolls pertaining to hunting/tracking, +1 on initiative, +2 to strike and parry, +3 to dodge, +1 to pull punch, +2 to roll with impact, +6 to save vs Horror Factor, +2 to save vs psionics and magic.

Deathspike Agent Bonus: +2 to resist Vampire Hunters' Horror Factor.

Magic: Summon and Control Canines (50), Repel Animals (7), See the Invisible (4) and Tongues (12).

Psionic Abilities: Mind Block (4), Sixth Sense (2) and See the Invisible (4).

Habitat: Found throughout Mexico but especially in the south, the Yucatan and Central America. Less numerous in South America.

Allies: Fellow Werewolves, vampires, and may join forces with any supernatural beings of like alignment. Thousands of Werewolves fight alongside and serve the vampires. Otherwise, tend to keep to their own kind and like to run in "packs" of 2D6 to 5D6 in number.

Enemies: Werewolves are at the top of the list and are the most hated of rivals, followed by supernatural predators, humans,

D-Bees and most humanoids. Sees other species of werebeasts as rivals and may fight even other Werewolves for territory or dominance.

Note: Love the taste of human and humanoid flesh and blood. Vicious and cruel, they will slaughter livestock for fun and kill humanoids for both food and pleasure. Werewolves prefer the wolf or monster form above human. Shifters and evil practitioners of magic sometimes summon Werewolves as assassins.

Weapons: Deathspike Werewolves mostly rely on their natural ability to hunt, fight and kill. As trained special ops “agents,” however, even werebeasts are instructed in modern weapons and tactics.

Money: Most werebeasts have even less need or interest in money than vampires. On field operations, they sometimes carry 2D6x100 credits with them for dealing with locals.

Cybernetics: None, werebeasts cannot receive or use bionics. Their supernatural healing powers mean their body rejects all implants and heals all non-fatal damage quickly.



Deathspike Chupacabras

The Deathspike organization uses *Chupacabras* in the same way that pre-Rifts elite military units, like the Navy SEALs, once used *combat dogs*. Human units rely on the hideous creatures' advanced senses and predatory nature, and vampires feel right at home with the animals. To use the beasts to full advantage, the Deathspike has designed basic Chupacabra “equipment,” including a light M.D. vest and a collar radio that allows handlers to deliver spoken commands from a distance. Also included in the package is an infrared camera affixed to the creature's head. A Deathspike agent with a receiver screen can essentially *see* what the Chupacabra sees and use the animal as an expendable scout. And with the Chupacabras' natural Mega-Damage nature and resistance to most standard anti-vampire weapons, they can be used to take down opponents armed with only wood or garlic. When the target is “pacified,” there is also an electrical stun box attached to the collar which can be used to persuade the Chupacabra to leave its victim alive should it fail to respond to verbal orders. Some Chupacabras even have their canine teeth removed and replaced with silver prosthetics or their canine teeth capped in silver so that they can harm werebeasts (and vampires) that Deathspike may be forced to eliminate.

Stats: See **Rifts® World Book One: Vampire Kingdoms™, Revised** for details about the Chupacabra and other creatures of Mexico.

Special Chupacabra Gear:

Deathspike Chupacabra Armor: 20 M.D., no movement penalties. Non-environmental.

Collar Radio/IR Image Receiver Range: 1 mile (1.6 km); half range in the mountains, in bad weather and in the Yucatan Peninsula.

IR Camera View Distance: 500 feet (152 m).

Silver-Capped Canine Teeth: 1D6 Hit Point damage to vampires and werebeasts.

Top Ten Enemies List

The following list is the Top Ten Enemies of the Vampire Kingdoms, and therefore, of the Deathspike organization. Each enemy on the list represents a group of people who oppose and fight vampires.

Reid's Rangers – Enemy Number One

The most famous Vampire Hunters on Earth are Reid's Rangers. Much more than a band of warriors or a mercenary company, the Rangers include thousands of trainees and support staff and an entire town as their base of operations at Fort Reid. More than that, they have inspired two generations to dream of freedom from the yoke of vampire oppression and to take a stand. Thousands of new recruits join Reid's Rangers every year, and though many perish, the ranks of the Rangers continues to swell.

Reid's Rangers are led by the megalomaniacal Doc Reid. Other than his close associates and personal cohort, Doc has always encouraged young and inexperienced Vampire Hunters to go out and find bloodsuckers to slay. The fact that many of them don't survive their first mission doesn't bother him: Those killed become martyrs and attract even more new recruits to his cause. Unwittingly, this strategy has indirectly led to the establishment of Deathspike. The droves of novice Vampire Hunters are usually scared and make easy prey, giving the Deathspike plenty of practice fighting rather ineffectual enemies that use the same weapons and tactics as the real Rangers.

Fort Reid, the Vampire Hunters' headquarters near the end of the Nazas river, is an object of intense interest to the Deathspike organization. If they had a nuclear weapon, they would not hesitate to use it on the entire town full of their most hated enemies. There is no bigger threat. The agency has tried and failed three times to get an infiltrator into the Fort, and plans are in the works for a fourth attempt.

Doc Reid and the other Rangers have yet to become aware of Deathspike's existence. Some of the Vampire Hunters have started to suspect that the undead have reached a new level of sophistication and organization, but they would be shocked if they knew the true extent of Deathspike's resources and operations. Vampire hunting is a dangerous occupation, and if a group disappears it is difficult to tell if they have been wiped out by elite special forces or captured and consumed – overwhelmed by “normal” vampires. For now, the Deathspike remains in the shadows, even to vampire experts.

Here is a list and brief description of Doc Reid and the most notorious of his Rangers as the people describe them. As you can see, people see them as the symbol of courage and strength.

Doc Reid. Depending on the perspective of the storyteller, the good doctor is described as tall and handsome to short and common in appearance, young to late 50's, powerfully built to deceptively slender and average. All agree that he comes from a city in the northeast, though that place of origin appears to be in dispute, as Chi-Town, Whykin, Manistique, and Iron Heart are

commonly assigned such auspicious credit with equal verve and certainty. To most people, Doc Reid is the *Savior of Mexico*, a messianic hero destined to liberate the country from the tyranny of the vampires. To the vampires he is the *Four-Armed Devil* who makes their lives miserable and has managed to escape death more times than seems humanly possible.

Planktal-Nakton is said to be a wizard-philosopher of great power and Doc Reid's right-hand man. He is a solemn, compassionate, and courageous champion of good who consorts with the Gods of Light, yet commands the dead to rise up and fight on the side of good.

Sir Raoul Lazarious is the Commander of Reid's Rangers and said to be one of the greatest Cyber-Knights to ever walk the Earth. He was trained by the legendary Lord Coake, and is said to be just as noble. Some people even insist that he has been sent by Lord Coake, personally, to combat the denizens of evil that plague the Vampire Lands.

Carlotta la Blanca, also called Carlotta the White, is a sorceress so pure of heart that she is impervious to the powers of the undead. She is also known to be the lover of Sir Lazarious and protected by the gods.

Mii-Tar the Destroyer is an inhuman D-Bee both massive and monstrous in appearance, but has the heart of a warrior and the soul of a child.

Robert "Grizzly" Carter is an ancient Wilderness Scout said to have accidentally drunk from a spring of Eternal Youth. Locals insist that Grizzly Carter has roamed these lands for over 200 years and is a master of the longbow.

Vyurr Kly, the Hunter is a famous Psi-Stalker Scout renowned for the *Battle of Eagle Peak* where he is credited with single-handedly slaying over 100 vampires. He was one of three survivors in this famous battle against the undead, and is also known for his flamboyant use of twin flaming swords.

Meetal the Butcher is a frequent companion of Vyurr Kly and a Psi-Stalker of great prowess and great savagery as a hunter and slayer of vampires. She is called the "Butcher" because she severs the heads from all the monsters she slays.

Pequita, "The Faceless One" is said to be a dragon, or demon, or perhaps even a demigod with the power to shape-change. She possesses great magic and is said to never wear the same face twice.

Commander Wilding is the guardian of Fort Reid and said to have orchestrated the successful defense of the Fort more than 1,000 times.

The preceding descriptions provide the larger than life portrayals of Doc Reid and his Rangers by the local people of Mexico and Southwest America. The stories are so consistent that one must wonder whether Reid's Rangers are fictional heroes of myth or real people who have been deified by the superstitious and downtrodden. The vampires hate them above all others.

Vampire Hunters

– Enemy Number Two

All Vampire Hunters are the sworn enemy of vampires in general, and Deathspike in particular. The agency has been built and designed to destroy and undermine Vampire Hunters at every turn. Its agents are trained to find, stalk and uses any and all resources at the organization's disposal to wipe them from the face of the Earth. In fact, they hope to launch such an effective

campaign of terror against the heroes that people will be to afraid to follow in their footsteps.

Vampire Hunters can be well-intentioned amateurs, elite specialists, vengeful mobs or mercenaries hired for the purpose. Whatever their motivation, Deathspike's goals are to terrorize and destroy them all. Established Vampire Hunters from South America to as far north as Texas and Arizona are all potential targets for destruction and persecution. Any Vampire Hunters who enter Mexico immediately become viable targets.

Arzno Mercenaries

– Enemy Number Three

The Deathspike organization has only recently learned of the existence of the Arzno Mercenary Corps after debriefing one of General Xavier Stuart's vampire soldiers who returned to the Vampire Kingdoms. The undead are alarmed at the existence of another city with a large population of vampire hunting specialists, and are currently deploying agents to find out more about this city, its strengths and weaknesses, and the best ways to undermine and destroy it. (For more information on the *Arzno Mercenary Corps*, Arizona, and *Vampire General Xavier Stuart* and his vampire army, see **Rifts® World Book 28: Arzno – Vampire Incursion.**)

The Shadow Warriors

– Enemy Number Four

The Splugorth-sponsored mercenary company known as the *Shadow Warriors* are located in southern Texas, deep within Deathspike's northern theater of operations. They have been slowly building up information about the Vampire Kingdoms to the south and gaining enmity amongst the bandits and rogues of the Pecos Empire. The Deathspike has a dossier on Commander Grey and each of his principal lieutenants, and is waiting for them to mount a serious operation south of the Rio Grande to test their mettle. (For more information on the Shadow Warriors, as well as other mercenary companies and weaponry, see **Rifts® Mercenaries.**)

Minions of Splugorth

– Enemy Number Five

The Splugorth and vampires have been rivals and enemies for countless eons. Both always seek each other's destruction, and so it is on Rifts Earth. While the Splugorth take no obvious and direct hand in the affairs of Mexico, the vampires know they are up to no good. Thus, the Minions of Splugorth, and even people loosely affiliated with the Splugorth, are targeted for slaughter. This includes Horune Pirates, Tattooed Men and Sunaj assassins. (For more information about the Minions of Splugorth and Tattooed Men, see **Rifts® World Book Two: Atlantis.**)

Shemarrians

– Enemy Number Six

For reasons beyond the vampires' comprehension, these Warrior Women of the North have been coming to Mexico by the thousands and bent on the destruction of vampires and the protection of humans. Though Shemarrians are known to be a warrior race from the northeastern United States, the vampires are start-

ing to suspect that at least the ones in Mexico are really cyborgs or robots created and sent against them by the Splugorth, or possibly the Coalition States. Nobody realizes the warrior “women” are human-like androids created by a secretive and cunning pre-Rifts artificial intelligence. An A.I. with sentience and delusions of godhood that calls itself Archie Three. However, the vampires have fought and slain enough of them to know something is not right. That these “women” appear to be cyborgs or even robots of some kind. (For more information about Shemarrians and Archie Three, see **Rifts® Shemarrian Nation Sourcebook** and/or **Rifts® Sourcebook One**.)

Undead Slayers and True Atlanteans

– Enemy Number Seven

True Atlanteans are ancient humans who have a long history of opposing vampire dominion. They are old enemies known to the Vampire Intelligences and their Demonic Familiars, Master and Secondary Vampires. The Undead Slayers are a specific sect of warriors within Atlantean and Splugorth society. (For more information about the True Atlanteans, Undead Slayers and other Tattooed Men, see **Rifts® World Book Two: Atlantis**.)

Lemurians

– Enemy Number Eight

Lemurians are another ancient people who have a long history of opposing vampire dominion on Earth. They are an old enemy known only to the Vampire Intelligences and their Demonic Familiars. Actually, the monsters thought the Lemurians had perished thousands of years ago, so their reappearance on Earth will be a surprise. Even more staggering is the fact that the Lemurians known to Vampire Intelligences were a people of peace. This new breed of Lemurian and their array of Biomancy weapons, armor and subservient war steeds is something the Vampires know nothing about. Deathspike agents will be the first to encounter and fight them, before Doc Reid’s war with 10,000 Lemurians at his side. (For more information about Lemurians and their living weapons, vehicles and war steeds, see **Rifts® World Book 32: Lemuria**.)

Necromancers

– Enemy Number Nine

Necromancers are a class of practitioners of magic that is hated more than any other. Generally speaking, Necromancers are slain whenever they are discovered and opportunity permits. They are ranked toward the bottom of the Top Ten Enemies List simply because their numbers are small and Necromancers are usually part of a larger group of Vampire Hunters and heroes to whom they provide strategic and tactical advantages against the undead. (For more information about Necromancers and Necromagic, see **Rifts® Book of Magic** or **Rifts® Mystic Russia**.)

Cyber-Knights™

– Enemy Number Ten

Cyber-Knights are another group of revered heroes that give the downtrodden hope and the courage to rise up against their vampire masters. The Knights are also formidable foes in and

of themselves, and often lead groups of heroes and Vampire Hunters against the undead legions. Like Necromancers, they are at the end of the Top Ten list only because their numbers are small. They make the list at all because, though their numbers are small, their influence is great. (For more information about Cyber-Knights, see the **Rifts® Ultimate Edition** and the **Cyber-Knights™ Sourcebook**.)

Other Enemies of Vampire-kind

The Lyn-Srial Sky Knights, Glitter Boys, Gunfighters and brigands from the Pecos Empire, soldiers of the Coalition States, Psi-Stalkers, dragons and other heroes and crusaders, are also considered threats to vampires, but secondary and low level dangers. Their presence is noted and reported whenever they are encountered. If there is opportunity, such outsiders are observed and perhaps captured, interrogated and murdered. The Deathspike agency is putting together a database of their activities and movement patterns.

Private Vampire Hunter Exterminators

Deathspike and their tactics against Vampire Hunters is unlike anything found elsewhere in the Vampire Kingdoms. Virtually all the Kingdoms have taken to hiring Private Vampire Hunter Exterminators more commonly known as *Slayers of Vampire Hunters*. These Slayers are mortal humans and D-Bees, who like Bounty Hunters, willingly sell their services to hunt down and kill Vampire Hunters. These are usually small bands of assassins, mercenaries and killers who stalk heroic Vampire Hunters for profit and freedom to roam the Vampire Lands of Mexico without fear of attack. They are considered traitors to humanity and the worst of any villains or monsters in Mexico.

Slayers of Vampire Hunters are just as effective at infiltration, ambush, and getting close to get the drop on Vampire Hunters as agents of Deathspike. The big difference between these two types of Vampire Hunter Exterminators is that Slayers don’t usually gather intelligence nor care about the Vampire Kingdoms. They are in it for the money, the power and the fun of it all. Their approach is less like spies and more like gunslingers, bushwhackers, assassins, and bounty hunters. Their job is simple: find Vampire Hunters, kill them and take their heads to prove they made the kill and to claim the bonus payment the head earns them. (For more information about Slayers of Vampire Hunters, see the new **Rifts® Vampires Sourcebook**.)

Deathspike Hook, Line & Sinker Adventure Ideas

Meet the Deathspike

By Matthew Clements

Hook: The player characters enter a town that has been rumored to have a vampire problem. Some of the locals even confirm the rumor in hushed tones and whispered warnings. Nothing seems amiss during the day, but when night falls, all bets are off.

Line: Since the moment the players walk into town they feel as if they are being watched. Eyes peer from windows, people drop anything to help the players, and everyone just seems too courteous and observant for normal folk.

Sinker: The “town” is really a Deathspike kill zone. The human populace are cattle people, subservient to the vampires and they are in on the entire operation. The player characters must escape once the trap is set in motion. Should they linger past night-fall, the vampire operatives will come out to play, making things much more dangerous.

Greenhorn Heroes

By Matthew Clements and Kevin Siembieda

Hook: While in the old Southwestern US or northern Mexico, the player characters run into a group of Vampire Hunters. They are eager, well-equipped and prepared to do battle. The hunters are happy to share information and basic supplies. They know a lot about vampire lore and are full of enthusiasm, but reluctantly admit they have little real world experience. These newbies could use guidance from experienced heroes.

Line: The Vampire Hunters extend the invitation to join them on their hunt for the undead or to liberate a town rumored to have vampire problems. In the alternative, the Vampire Hunters might ask if they can accompany the player characters, join forces and learn from their experience. Together, your forces should be greater than the sum of their parts. As the sun begins to set, wolves howl and the group of newbies are attacked by a band of Wild Vampires (both groups are attacked if the two forces are together or nearby). The inexperienced Vampire Hunters do well for themselves, though there are a few minor injuries and one of the newcomers might even get himself captured and carried off by the marauding vampire tribe.

This trial by combat may convince the player group that these guys are “okay” and worthy comrades, or that they have good hearts but need guidance. Either way, it may convince our heroes to let the team travel with them or to join forces to take on the undead. If the player group decides not to team-up, they’ll keep running into these guys anyway. Heck, the green Vampire Hunters might even show up in one adventure to pull our heroes’ fat out of the fire or to save a bunch of innocent people.

Sinker: This green group of Vampire Hunters seem to be genuine starry-eyed heroes with hearts of gold. As you might already suspect, they are really deep undercover agents of Deathspike. Their mission, to infiltrate a group of known heroes, befriend and join them if possible, and use their street cred to win a good reputation for themselves. Then, gather information on the heroes and other groups they meet, and, when the opportunity presents itself, wipe them out and go back to wipe out the other Vampire Hunters they have met.

G.M. Note: This could be a long-term subplot with a few twists. The imposters might let the player group live and move on. However, a short time later, our heroes learn that the other Vampire Hunters, groups and innocent people they met while the other team was with them, have met with a grim fate one after the other. Do they realize the faux Vampire Hunters have gone back and bushwhacked them? Do they investigate and do something about it? Sooner or later, the faux heroes will attack the player group, or use them to set up other freedom fighters and Vampire Hunters.

Inversion

By Kevin Siembieda

Hook: Same as Greenhorn Heroes, above.

Line: Same as Greenhorn Heroes, above.

Sinker: The group of well-intentioned, but green Vampire Hunters are, indeed, the real deal. Good guys with hearts of gold! However, *they* have been targeted for destruction by Deathspike agents – or – even more sinister, their team has been infiltrated by Deathspike. One of them is a Deathspike imposter posing as a hero. That spy is feeding information to a team of Deathspike assassins who are shadowing the unsuspecting newbies and killing those they meet. And that might include targeting the player characters.

Save the Day or Let Heroes Die

By Kevin Siembieda

Hook: Same as Greenhorn Heroes, above.

Line: Same as Greenhorn Heroes, above.

Sinker: A few days or weeks after parting company with the well-intentioned greenhorns, our heroes learn that the young heroes have either gotten themselves captured by vampires or other bad guys and will die unless someone rescues them; or the greenhorns successfully liberated a small town or village, but unknown to them, a group of vampires and their henchmen are riding in to take the town back, slaughter the impudent young heroes, and make the villagers suffer.

In the latter case, the player characters learn of the vampires’ plans and know the monsters will launch their attack in a day or two. If the player group gets to the town first (and they do if they decide to help), they can join forces to turn the tables on the would-be vampire strike force; lure them into ambushes, set traps, and certainly be prepared for combat. Coming to save the day not only helps the greenhorn heroes (many of whom may still perish depending on the size of the assault team gunning for them), but is likely to save the entire town of innocent people. **G.M. Note:** The vampires and henchmen coming to town probably are not Deathspike operatives, though there could be one Deathspike spy among them who will take note of all defiant heroes and pass that information on to his/her superiors.

Den of Lies

By Matthew Clements

Hook: While visiting Ciudad Juarez, El Paso or one of the nearby cities or kingdoms, the player characters stop to rest. They find a small inn or are directed by one of the locals to a private citizen with rooms to rent.

Line: Upon arriving, the accommodations turn out to be even better than promised. They even offer air-conditioning, an unexpected luxury in an area with uneven tech levels and few power grids. The host is welcoming and seems thrilled by the prospect of housing a group of adventurers and hearing some stories. His/her family or staff are polite and helpful. Everything seems fine and the player characters bed down for the night.

Sinker: Everything is not fine. The players have stumbled into a secret vampire lair. They are awoken in the middle of the night by screams as the player characters’ guide or another guest is

attacked. Do they go to the person's aid? Do they beat a hasty retreat? Can they? The entire building is rigged with traps, secret passages, reinforced room dividers, booby-traps and cameras. The host's family and/or staff are Deathspike human agents ready to fight to the death for their vampire masters.

Vampire Lair Wipe-Out

By Kevin Siembieda

Hook: A frightened villager comes across our fearless Vampire Hunters and warns them to take a different route. The reason is there is a vampire lair nearby, and when night comes, the demons rise in search of blood. This could be a cave that has become the home of Wild Vampires, or the lair of vampires who terrorize one or more local villages in the area. Our heroes will have heard enough rumors (or will as the adventure goes on) to know there are vampires in the area.

Line: The villager knows exactly where this lair is and can provide clear directions or draw a map. However, he warns that the demons are too dangerous, and his village too small for great heroes to worry about. They should move on. If pressed, the villager will grudgingly agree to accompany them, but only after much persuasion. It is daytime and there are plenty of sunlight hours ahead of the player group even by the time they find the lair.

Sinker: This lair is real, only it is one of Deathspike's nefarious traps. The entire subterranean "lair" is rigged with traps, secret doors and passages, booby-traps, cameras and defenders waiting to jump unsuspecting heroes. There are at least two real vampires present, two Werewolf agents, and a few (G.M.'s discretion as to how many) human Deathspike agents. The whole point of these false lairs is to lure Vampire Hunters to their doom during the light of day when they think they are fairly safe.

The villager may be a Deathspike agent or an innocent dupe who has played right into their hands. Ambush and combat ensues. One group or the other is likely to get wiped out. Let's hope it is not our heroes.

Trust Me

By Matthew Clements

Hook: Before the player characters depart to do some vampire hunting or go on a mission into the wilderness, they hire a local guide. The guide is helpful and informative, and takes the players on a back route to their objective that saves time and effort.

Line: The guide's second proposed route seems like another winner until the players run into booby-traps and 1D6 human ambushers. They survive, and the guide says he/she knows a quick escape route.

Sinker: The "guide" is a Deathspike agent trying to lead the team to their deaths. The guide's acting is good and he or she seems to be just as surprised as the others. The next path, however, is much safer, according to the guide. Do the players trust him, and walk into a bigger ambush? Do they squeeze the guide for information and learn of the existence of the Deathspike? Does the guide admit being "forced" to serve an evil vampire and offer up the location of his master's lair? If so, the lair is, of course, a Deathspike trap. Are other Deathspike agents watching them right now?

Field Coffin Campout

By Matthew Clements

Hook: Out in the wilderness, the player characters spot a suspicious looking, black helicopter or ATV; both are unusual in these parts. As they watch from a distance, the vehicle stops/lands and drops off several containers. The chopper or ATV departs just as quickly as it came, not noticing the player group.

Line: If the heroes investigate, they find 1D6 strange, armored metal canisters. The canisters are extremely tough, seem impervious to tampering, and they have no markings of any kind. Characters with Robotic or Superhuman Strength will find the containers difficult to get a good grip on, but if they really work at it, they may be able to crack one open after 1D4 hours. Or cutting one open with a laser torch or blasting one until there is a hole to look into takes minutes, but the latter will make noise. If they open one, there are shrieks and screams of agony and the contents evaporate once exposed to sunlight.

Sinker: The canisters are Deathspike Field Coffins, containing vampires. Do the player characters even realize what just happened and what's inside? Do they ignore the rest? Break them all open? Carry them off someplace? Do they wait for the vampires to awaken and ambush them? Is there a river nearby? The sun is about to set, and a decision must be made. By the way, the vampire's teammates or henchmen may arrive at any time. Whatever happens next, good luck.

No Harvest

By Kevin Siembieda

Hook: The player characters stumble across a truck with a large, canvas, covered tarp. A pair of humans step out from one side of the vehicle. The female is giggling and buttoning her blouse. The male is smiling and zipping his fly. Both are startled to see even one member of the player group, let alone more. The male steps forward and reaches for the sidearm hanging from his belt. As he does so, both exclaim how they want no trouble and how the stranger(s) has no business here. Move on!

Line: The sounds of sobbing can be heard from behind the tarp covering. As soon as those under the tarp hear someone else is there they plead to be rescued. This a vampire's Harvesters truck.

Sinker: Inside are 2D6+6 people slated for death as human cattle. The two humans are vampire servants and no match for any seasoned fighter, and backdown to a group of them. Before the servants try to run away, they'll warn the player characters that their undead masters will be back in at any moment. They have stepped away from the truck to deal with a small, rogue band of unruly Wild Vampires and/or Werewolves. If the heroes leave now the servants promise their vampire masters will leave them alone and head away, back to the nearest Vampire Kingdom.

It is evident that the player group can take the Harvester truck from these two without bloodshed (unless they want to kill the servants). However, the vampires (2 Secondary Vamps) are almost certain to pursue and try to take back the truck and cattle people. Worse, they might be bring the Wild Vampires or band of Werewolves to join the hunt. There is no way of knowing how many Wild Ones or werebeasts might be present. Then again, the servants said these are "rogues" and as such, they might disobey orders or run off the second the two Secondary Vampires are tak-

en out of action. Heck, the rogues might even turn on them and feed upon the servants if they thought they could get away with it.

What the group decides to do next is up to them.

Meat Wagon

By Kevin Siembieda

Hook: Our heroes encounter a small village that looks like it has just suffered an attack or raid. Men are consoling the women and children.

Line: The villagers look upon outsiders with suspicion and worry, but as soon as they realize the player group are Vampire Hunters or heroes, the villagers beg for their help. A vampire Meat Wagon rolled into town earlier that evening and Harvesters dragged out the old and the lame, as well as a handful of the men and women, even a few children to the rolling prison. Everyone knows the fate of these people: to be penned like cattle, drained of their blood over and over again until their bodies' give out and they die. "Please," the people beg, "please won't you rescue them?"

The vampires boasted about the next village they were going to hit. They should be there now. It is not far, perhaps an hours journey, and the vampires always take their time bragging about their superiority and terrorizing the villagers they leave behind.

Sinker: Oh, and the vampires bragged of one more thing. They had a special prisoner beaten and chained to the outside of the Meat Wagon cage. A *Vampire Hunter* who had, single-handedly, tried to save the people of the last village the Harvesters had pillaged. (These villagers don't know which village that may have been.) A woman the bloodsuckers claimed was one of the mighty founders of Reid's Rangers: **Meetal the Butcher!** She, they said, would be the centerpiece in a special feast for a Vampire Lord at the nearest Vampire Kingdom – after weeks of torture, of course. The Harvester Meat Wagon with Little Meetal split off from a larger group to hit the next village before regrouping. According to the villagers, they only saw two Secondary Vampires and three human servants in that Harvester truck. **Note:** Whether the woman is really *Little Meetal* or some other, heroic Reid's Ranger, or perhaps a Cyber-Knight, is up to the Game Master, but this is NOT a trap. She is a genuine hero who will face a slow and gruesome death, as will the many innocent people caged in that truck.

Delivery

By Kevin Siembieda

Hook: This adventure can happen on the road, but more likely to have at a town or city like Ciudad Juarez, El Paso, or other community on either side of the Mexican border. This can take place day or night.

Two, medium-sized, tarp covered trucks go rolling by one or more of the player characters.

Line: As the last truck rolls past, a tattered teddy bear falls out from the back. A little girl, no older than five years of age, pokes head out, her tiny hands reaching out after her precious toy. Her face stained with tears. A pair of woman's hands, presumably mommy, pulls her back behind the tarp. In the moment that the tarp was pushed up, jail bars could be seen.

Sinker: It is clear this the truck either contain slaves or, more likely, cattle-people to be held in captivity and fed upon by vampires. Most Vampire Hunters will correctly presume the latter. These are

Harvester trucks, and the people inside are food for the undead. This is the case even if the city or town is thought to be vampire free. Vampires present. Perhaps they are even relatively new arrivals and unknown, or live on the outskirts of town. The truck drivers (human or D-Bee servants, there is only one Werewolf or vampire supervisor) are driving a delivery circuit making stops to a number of vampire clients in several towns. This is just a quick delivery of a few of the people to a vampire client secretly living in town.

Do our heroes intervene or let the deliveries continue? Or, perhaps, do they follow the trucks, watch who gets the deliveries, and comeback later to kill the vampires during daylight hours and free the human cattle? It's not likely those delivered into the hands of vampires will be killed immediately.

Additional Exotic Weapons

By Matthew Clements

Caltrops

Caltrops are ancient devices that could be looked at as the ancestor of tire spikes and spike strips. They are essentially pointed, multi-headed metal bits that are designed to land with one end pointing up when scattered across a road or path. Traditionally, they were used to deter pursuers, especially horsemen and cavalry. In the age of vampires and werebeasts, however, caltrops with silver plated spikes are an easy, low-tech way to slow down and injure attacking werebeasts and careless vampires giving chase, with the caltrops doing minor damage to their feet.

Wooden Caltrops: 1D4 Hit Point damage to barefoot vampires. No damage to vampires wearing shoes, boots or Mega-Damage armor nor to werebeasts. **Cost:** 5 credits each.

Silver-Tipped Caltrops: 1D6 Hit Point damage to barefoot werebeasts and vampires or those wearing simple S.D.C. shoes or sandals. No damage to vampires wearing boots or Mega-Damage armor. **Cost:** 50-100 credits per caltrop because of the high price of silver.

Spraybot

The Spraybot is simple device designed to assist Vampire Hunters. Basically, it is simple robot and a water tank on wheels. The "bot" has a pair of small hoses on top that shoots blasts of water in various random directions when the unit is activated. To activate, there is a simply wind-up hand crank. When released, it rolls in a straight line for approximately 120 feet (36 m), spraying jets of water. Each burst of water hurts vampires the same as a blast from a water gun without the Vampire Hunter needing to expose him or herself to enemy attacks. Spraybots are simple to design and build, and can be very effective if used cleverly.

Robot Weight: Approximately 60 lbs (27 kg) fully filled.

Robot M.D.C.: 10 standard, 42 for the heavy M.D.C. drone version.

Range of Water Blast: 40 feet (12.2 m).

Damage: 3D6 Hit Point damage per blast that hits a vampire. Other targets just get wet.

Payload: The internal tank holds enough water for 90 blasts or two, 120 foot (36 m) straffing runs. After that the 32 lb (14.4 kg) tank must be refilled.

Cost: 15,000 credits for the simple windup version.

A more sophisticated robot drone version runs on a battery, has an extra water tank, 42 M.D.C., a camera used by a manned-operator, and the drone is operated via remote control by one operator. In this case, the controller can direct the Spraybot to fire at specific targets, rather than a random spray; +1 to strike, number of attacks is equal to the operator's number of hand to hand attacks. Each blast counts as one melee attack. Cost is 62,000 credits.

Water Bombs

Water balloons are sometimes used as anti-vampire weapons, but they are notoriously unreliable and certainly not designed as military equipment. Actual water grenades are slightly more complex, but still very simple weapons, involving the insertion of a waterproof M-80 or other small explosive charge into a water bottle or similar container. When the charge goes off, the water is forced in all directions under high pressure. While the water dissipates quickly and the blast area is extremely limited, water bombs are much more dependable than water balloons. Range Thrown: 40 feet (12.2 m). Damage: 2D6 Hit Points to vampires within the 4 foot (1.2 m) blast radius. Weight: 0.5 lbs (0.23 kg). Cost: 100 credits each.

Harvesters

By Matthew Clements

Those who venture near the Vampire Kingdoms of Mexico may notice trucks with jail-like cages built into their cargo bed and full of desperate people being moved around the countryside. Some might think they are refugees or share-croppers, forced laborers or human slaves. Those who are aware of the nations of vampires will know them to be cattle people, bloodstock for their undead owners. Inquisitive outsiders may be given many different cover stories, lies and excuses, but the truth is, these people are human cattle from which the vampires feed.

In Northern Mexico and the American Southwest where vampires are supposed to be uncommon, the cage of such trucks are covered with tarps to conceal the human cargo. Deeper within the Kingdoms and in the villages that come under vampire attack, however, all pretense has been cast aside. Cattle people are openly herded, bought and sold, disposed of or captured fresh from "free range" populations. Over time, the vampires developed specialized "cage" vehicles for catching, holding and transporting human and D-Bee livestock. Known as "harvesters" and "harvester vehicles" there are several different basic types, each designed for a different purpose.

Bloodrunner Harvest Vehicle

Designed for the deserts of northern Mexico and the Mayan jungles to the south, the Bloodrunner is a nimble all-terrain vehicle with a secure, built-in prison cell. The smallest of the harvest vehicles, Bloodrunners are used to apprehend fugitives and runaways, and even have the capability to lock down mortals, werewolves and lesser supernatural prisoners.

The Bloodrunner is a simple overall design. Four rugged tires are connected to the ATV's body by a system of hardened sup-

ports and shock absorbers. A powerful engine gives it the speed to chase down dangerous runaways and rogue vampires, along with the traction to pull itself out of mudholes and loose sand.

The prisoner compartment in the back has room for up to five captives. The Mega-Damage construction of the cage means prisoners with Supernatural P.S. cannot simply smash or easily chew their way out their way out. Bloodrunners are common amongst slave catchers and bounty hunters, as well as vampires tasked with going out and capturing new people to serve as cattle. Of course, the vehicle is also used to transport mortal prisons and slaves, and sometimes to round up and transport Wild Vampires to new locations. In the latter case, the Wild Ones could easily slip through the bars and escape in bat or mist form, but most dare not defy any Secondary Vampire. For them, riding in the cage is just a matter of obedience.

Model Type: HRV-1

Class: All Terrain Vampire/Bloodstock Capture Vehicle.

Crew: One pilot with room for two passengers and up to five, human-sized prisoners.

M.D.C. by Location:

* Headlights (4) – 5 each

* Armored Tires (4) – 12 each

Rear Prisoner Cage – 175

* Prisoner Cage Door – 85

** Main Body – 110

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a "Called Shot", but even then the attacker is -3 to strike.

** Depleting the M.D.C. of the main body will shut the vehicle down completely, making it useless.

Speed:

Land: 135 mph (217 km) on decent roads or flat desert. Maximum speed is about 75 mph (120 km) on uneven terrain.

Water: Not applicable.

Flying: Not applicable.

Statistical Data:

Height: 7 feet (2.1 m).

Width: 6.5 feet (2 m).

Length: 16 feet (4.8 m).

Weight: 1.5 tons, two tons when fully loaded with prisoners.

Cargo: There is a cargo compartment for the driver designed to carry a pair of rifle-sized weapons and a pair of sidearms, along with a 30 gallon (113 liters) water tank built into the vehicle.

Power System: Nuclear; average life is 15 years. Liquid fuel engine and electric battery versions can also be found, with a range of about 650 miles (1045 km) per tank/charge. Reduce by half for rough terrain.

Cost: Nuclear: 975,000 credits. Liquid fuel engine: 300,000 credits. Electric battery: 450,000 credits. Note: This vehicle, without the jail cage on the back, is sold by the Black Market and is popular among adventurers and explorers.

Weapon Systems: Optional. Most Bloodrunners are unarmed, relying on the small arms carried by their driver and crew, and the abilities of the one or more vampire supervisors. One weapon system and one sensor or communications array can be added to the cab. None on the cage.

Sensor System Note: About 30% of Meat Wagons come with a basic radio system (50 mile/80 km range) for communicating with vampire clients, authorities and other vehicles.

Cage Truck or “Meat Wagon” Harvest Vehicle

Cage Trucks are more commonly known as “Meat Wagons.” They are any small to mid-sized trucks that have had their cargo bed enclosed in a jail-like cage with vertical bars on the sides and top. There is usually double doors and a pullout ramp in the back, but some also have one or two side cages, and some have divided cages rather than just one large one. Cage Trucks come in many forms and are a common sight in the Vampire Kingdoms. Most are random trucks that have been reinforced and rebuilt with the jail bar cage. No matter what the design of the vehicle’s cab and mechanics, the “cage” is almost always the same, M.D.C. jail bars. Sometimes there are a few steel benches, but usually the cage is filled to standing room only, and when there is space, people sit on the floor. Most also have holes or slotted in the metal floor that allows waste and blood to drip through. There is no thought of comfort, only the need to cram as many bodies into the locked cell area as possible. When the truck approaches an area where Meat Wagons are unwanted or may be attacked, a heavy tarp covers the cage from top to bottom to conceal the human cargo.

Harvester teams are usually quite small, with a human or D-Bee willing servant as a driver, another mortal or two to wrangle and manage the human livestock, and one Secondary or Wild Vampire to supervise. Even convoys of two or more are not likely to have more than 1-3 Secondary Vampires present, total. When the cargo is large or the delivery is important another 3-6 men, willing servants of their vampire master, and an additional vampire may ride along in an escort vehicle. Vampires like to bring one or two Werewolves on such deliveries as well as on Harvesting Runs, because they can function during the night and day and can change to human, animal, or man-beast form.

Caravans of Cage Trucks large and small come and go from pens and slave markets and the estates of vampire lords. Here in the vampire cities they are barely noticed by the inhabitants.

Away from the Vampire Kingdoms, however, they are known as Meat Wagons, and represent everything that is horrible about living under the dominion of the undead. The vehicles are symbols of captivity and death to communities on both sides of the Rio Grande River. Meat Wagons are things to be feared and avoided. Children run to warn their friends and parents whenever they suspect one far off in the distance. Women and children hide, and men gear up for combat. Many people’s last glimpse of a loved one is as they are being loaded onto a Meat Wagon.

Among communities that have lost their will to fight, or just don’t have the capability, the people weep as their loved ones are selected and dragged off to Cage Cars by vampires or their human or Werewolf henchmen. There even rumors of some communities that have lotteries to select citizens who go without a fight into Meat Wagons to protect and preserve the rest of the town. Others are rumored to capture bandits and adventurers, imprison them in the town jail and hand them over to the Meat Wagons when they comes. These poor fools may not realize their fate until they are in the hands of the undead.

In Northern Mexico and the American Southwest, Meat Wagons and Harvesters are dispatched in a single Cage Truck or in pairs or small groups of 3-5. These “Harvesters” roam the roads of the badlands and city streets like Juarez plucking up drunks

and homeless people off the street and into the cages to carry them off to their doom. Some have deals with corrupt or desperate authorities who empty out their jails and prisons by handing over criminal, troublemakers, drunks and vagrants arrested for crimes. This is seen as killing two birds with one stone: they keep the vampires happy and they get rid of the dregs of society. Sadly, outsiders and even heroes who may become regarded as troublesome, dangerous or could bring the unwanted attention or wrath of vampires to the community, may be included in this lot.

Model Type: HRV-7

Class: Secure Bloodstock Transportation Vehicle.

Crew: One driver with room for two passengers in the cab.

M.D.C. by Location:

Reinforced Crew Compartment – 100

* Armor-Capped Tires (4) – 50 each

* Reinforced Rear Door – 80

** Main Body – 185

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a “Called Shot”, but even then the attacker is -3 to strike.

** Depleting the M.D.C. of the main body will shut the vehicle down completely, making it useless.

Speed:

Land: 75 mph (120 km) on decent roads or flat desert. Maximum speed is about 40 mph (64 km) on uneven terrain.

Water: None.

Flying: None.

Statistical Data:

Height: 9.8 feet (3 m).

Width: 8 feet (2.5 m).

Length: 23 feet (7 m).

Weight: 2.8 tons empty. Roughly 5.3 tons if fully loaded with prisoners.

Cargo: Minimal, storage space in the cab with enough room for two or three personal weapons. Additional cargo can be latched to the roof or sides of the vehicle or stored in the prison area if unoccupied.

Cage Cargo: Varies with the size of the truck. Small trucks can carry 12-20, medium-sized truck 30-40, and a large truck 50-70. All of these are single axle trucks, not semi-truck and trailer.

Power System: Liquid fuel engine or electric battery. Range of about 400 miles (643 km) per tank/battery charge. Reduce by half for rough terrain.

Cost: Varies according to size, M.D.C. and type of engine. The following are the cost of liquid fuel based engines, add 350,000 for battery powered electric engine and 1.2 million for nuclear. Small Cargo Truck: 60,000-170,000 credits. Medium: 80,000-250,000 credits. Large: 150,000-450,000 credits. Additional special features such as weapon systems, extra M.D.C., sensor array, long-range communications, and others all costs extra and can add thousands to hundreds of thousands to the cost of the Cage Truck.

Weapon Systems: Optional. Most Cage Trucks are unarmed, relying on the small arms carried by their drivers and crew, and the abilities of the one or more vampire supervisors. One weapon system and one sensor or communications system can be added to the cab. None on the cage.

Sensor System Note: About 30% of Meat Wagons come with a basic radio system (50 mile/80 km range) for communicating with vampire clients, authorities and other vehicles.

Blood Hungerer Harvest Vehicle

The largest harvest vehicles are often referred to as Blood Hungerers. They are rolling prisons the size of semis that appear after a rebellious town has been pacified or a vampire prince's slave stock goes to a new master. A single Blood Hungerer can replace an entire caravan of trucks or smaller harvest vehicles, and is an intimidating sight worthy of serving as a mobile headquarters or rolling fortress. Like a semi-trailer, the walls are made of heavy canvas or light metal, with reinforced bars inside as the prison area.

The trailer section of the Blood Hungerer is divided into two areas; the cage/cargo area for the human cattle and crew compartment that resembles a mobile home where the one or two vampire managers and their loyal servants ride and sleep. The prison may be divided into sections for different group of cattle with different levels of comfort; i.e. stand, sit on the floor or sit on metal benches. Some Blood Hungerer cargo areas in the trailer have special compartment used for draining and/or storing blood that often doubles as a torture chambers. Above the cells are metal catwalks that let the guards patrol back and forth and each cell is usually topped with a hatch that lets them yank prisoners right up out of their confinement.

The top and exterior of Blood Hungerers are usually outfitted like a luxury yacht, with covered balconies and hatch-style windows adorning the sides and spare equipment is lashed down between radio antennas and exhaust tubes. There are only a hundred or so of these trucks within the Vampire Kingdoms, and they are seldom seen north of Ixzotz.

Model Type: HRV-9

Class: Mobile Prison and Bloodstock Harvester.

Crew: Four vehicle crew, including two drivers, an engineer and a chief guard; all mortals. May include up to eight additional guards. There is usually 2-3 vampire overseers. The internal prison and cells can hold up to 200 prisoners under cramped conditions. Additional crew or defenders ride in separate vehicles.

M.D.C. by Location:

- * Radio Antenna – 5
- * Headlights (4) – 2 each
- Radar Dish – 15
- * Mounted Rail Guns (2) – 75 each
- ** Armored Tracks (6) – 100 each
- Entry Ramp – 75
- Cab Section – 150
- *** Main Body – 300

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a "Called Shot", but even then the attacker is -4 to strike.

** Destroying one of the tracks will reduce the vehicle's speed by 25%. Destroying two will reduce the speed by 40%. Destroying three or more of the tracks will immobilize the vehicle.

*** Depleting the M.D.C. of the main body will shut the vehicle down completely, making it useless.

Speed:

Land: 26 mph (42 km) maximum.

Water: None.

Flying: None.

Statistical Data:

Height: 30-40 feet (9.1 to 12.2 m).

Width: 12-18 feet (3.6 to 5.5 m).

Length: 50-70 feet (15.2 to 21.3 m).

Weight: 20 tons. 70-80 tons fully loaded with prisoners or cargo.

Cargo: Humanoids; seldom used to transport ordinary cargo.

Power System: Nuclear; average energy life is 10 years.

Cost: 10-20 million credits depending on the level of luxury and extra features.

Weapon Systems:

1. Mounted Rail Guns (2): A pair of rail guns are mounted on swivels that give them enough reach to fire outside the vehicle at pursuers or inward at rioting cattle people.

Primary Purpose: Defense.

Secondary Purpose: Riot Control.

Range: 4,000 feet (1220 m).

Mega-Damage: A burst is 40 rounds and inflicts 1D4x10 M.D. A single round inflicts 1D4 M.D.

Rate of Fire: Each burst or single round counts as one melee attack/action.

Payload: Each gun connects to an 8,000 round drum, enough for 200 bursts.

2. Mini-Missile Launcher: A simple mini-missile launcher system allows the Blood Hungerer to defend itself from more serious threats like robots and power armor.

Primary Purpose: Anti-Armor.

Secondary Purpose: Anti-Aircraft.

Range: About one mile (1.6 km).

Mega-Damage: Varies with missile type. Plasma (1D6x10 M.D.) and silver armor piercing (1D4x10 M.D.) are standard.

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

Payload: 16 missiles total.

3. Water Cannons (2): Two water cannons are mounted in a similar fashion as the vehicle's rail guns. They can also fire into the vehicle to suppress prisoners attempting to escape or be turned outward to defend the vehicle from enemy vampires attempting to take its valuable human cargo.

Primary Purpose: Crowd Control.

Secondary Purpose: Anti-Vampire.

Range: 800 feet (244 m).

Damage to Vampires: 5D6 Hit Points per blast. Only a full environmental suit or force field can shield the undead. There is also a 01-15% chance of the blast knocking a vampire off his feet causing him to lose initiative and one melee attack. Against ordinary people, the likelihood of being knocked down is 01-40% and the sharp, short blast of water inflicts 2D6 S.D.C. damage.

Rate of Fire: Single shot only. Each blast counts as one melee attack; each weapon has its own human gunner.

Payload: A single blast uses up 10 gallons (38 liters) of water. Each 500 gallon (1893 l) tank provides enough water for 50 blasts to its corresponding weapon, or can be emptied to sustain the human cattle for long trips through the desert.

4. Crew Weapons: The crews of Blood Hungerers are heavily armed in case the prisoners should get out of control, as well as to defend the vehicle from Vampire Hunters and the like. Blood Hungerers are also usually overseen by powerful vampire commanders and contain 1D6 additional vampires amongst their crew.

5. Sensor System Note: Unlike more common harvest vehicles, Blood Hungerers come fully equipped with basic radar, long-range radio (100 miles/160 km), an environmentally sealed crew cabin and other basic features common to most combat vehicles, robots and power armor.



DARK MAGIC

By Jeff Duncan

“Official” Rules for use in *Rifts*® settings. Adaptable to *Palladium Fantasy RPG*® and other settings where magic exists. Reviewed, tweaked and approved by *Kevin Siembieda*. Some additional text and spells by Kevin Siembieda.

A Lesson in Necromancy

“My former apprentice, though I find your unexpected visit disappointing, though all in all, I am pleased that you are here and contributing to my own magic. Now that you’ve regained consciousness, I can see you are upset by your situation.

“What’s that, you say?”

“You’ll have to forgive me if I can’t decipher your gurgling. And my-my, all this bleeding. Give me a moment to explain. I know you can find the patience to listen to your old master one last time.

“If I had not . . . um, rendered you silent as I have, your grief would be replaced with all manner of questions. Why, Master, must you do this? And what would have come next? Appeals to my long forgotten humanity, perhaps? Or pleas for mercy? And as you may recall, the thing I despise most in this process is the begging from those about to be sacrificed for a higher cause. No doubt you’ve experienced this yourself? And once it starts, really, there is no end to it is, there? And the sobbing and weeping . . . it all becomes so unbearably tiresome, doesn’t it? I suppose it’s the nature of our magic. I wanted to spare you of the shame of begging, so you see, I can be merciful after all.

“But as I said, you disappoint me. You were never an attentive apprentice. Oh, you were adequate. You picked up the dark art of Necromancy well enough, but if you had listened, you would not be on the slab at this moment, would you? No, you wouldn’t.

“How many times did I instruct you that no matter how strong you believed you had become, no matter how accomplished your own dark magic, that you should *never* seek me out after we parted company. Now, look at you. Bound to my table, soon to die. And since your tongue has been mercifully removed, I must do the talking for both of us. Ah, at least that’s not as annoying as the begging, eh? Besides, your eyes tell me everything I need to know.

“Rest easy, my former apprentice, you will live on, in a way. And I shall find good use of your tongue. And your eyes. And all of the rest of you.”

Necromancy/Bone Magic & African Witch Magic Expanded

The list of magic invocations/rituals below, are an expansion in the arcane fields of Necromancy and Witchery. Standard invocations for these two magic O.C.C.s, can be found in *Rifts*® **Book of Magic**, *Rifts*® **World Book 4: Africa**, and *Rifts*® **World Book 18: Mystic Russia**.

The P.P.E. cost is listed as per the specific O.C.C.; e.g. Necromancy: Spell X or African Witch: Spell Y. The number in parenthesis is the P.P.E. required for that listed O.C.C.(s) to cast the

spell. All *other* magic O.C.C.s must expend twice the amount of P.P.E. listed in order to cast any of these same spells. Moreover, such O.C.C.s specific dark magic spells are NOT commonly available to O.C.C.s other than those listed.

Level One

Necromancy/Bone Magic: Bone Torch (3)
Necromancy/Bone Magic: Bury Bone (2; special)

Level Two

Necromancy: Nails of the Dead (4 or 8)
African Witch & Necromancy: Senses from the Dead (6)

Level Three

None.

Level Four

Necromancy/Bone Magic: Flexible Bone (6 or 25)
Necromancy & African Witch: Preserve Remains (8)
Necromancy & African Witch: Sense Vampires (10; special)

Level Five

Necromancy/Bone Magic: Bone to Dust (10)
Necromancy & African Witch: Decay Living Flesh (12)
Necromancy: Rigor Mortis (12)
Necromancy & African Witch: Unrest (15)

Level Six

Necromancy & African Witch: Blood Barrier: Stop Dead (15)
Necromancy & African Witch: Sphere of Pitch Black (20)

Level Seven

African Witch; summoning ritual: Call Predators (25)
African Witch & Necromancy: Zombie Tongue (25)

Level Eight

Necromancy & African Witch: Cursed Grave (35)
Necromancy: Speed from the Dead (35)

Level Nine

Bone Magic: Bone Shovel (100)

Level Ten

Necromancy & African Witch: Blood Barrier: Stop Undead (60)

Level Eleven

Necromancy/Bone Magic: Bone Meld (125)
Necromancy/Bone Magic: Create Bone Well (92)

Level Twelve

Necromancy & African Witch: Siphon Components/Talisman (125 or 250)

Level Thirteen

Necromancy/Bone Magic: Spinal Whip (320)

Level Fourteen

None.

Level Fifteen

None.

Necromancy & African Witch Spells of Legend

Turn Dead: Superior (90)

Create Bloodlust Zombie (850)

Necro-Magic Spells

Descriptions Listed Alphabetically

Blood Barrier: Stop Dead

(African Witch & Necromancy)

Level: Six.

Range: A single five foot (1.5 m) span per level of experience. May be a line, a circle, square or other configuration; ideal as a straight line in a doorway.

Duration: Six minutes per level of experience.

Saving Throw: Special.

P.P.E.: Fifteen.

The Necromancer must spill some of his own blood in a short line across the desired area to be blocked/protected, followed by a short arcane verse. This line of blood creates a barrier of protection that prevents *animated dead* raised by anyone but himself, to cross that line/magic barrier for the duration of the spell. This invocation is best used in confined spaces – doorways, hallways, windows, rooms, caverns, dungeons, etc. – because the animated dead can go around the barrier if there is a way to do so. This spell affects only simple animated dead.

Blood Barrier: Stop Undead

(African Witch & Necromancy)

Level: Ten

Range: A single five foot (1.5 m) span per level of experience. May be a line, a circle, square or other configuration; ideal as a straight line in a doorway.

Duration: Six minutes per level of experience.

Saving Throw: Special.

P.P.E.: Sixty.

The Necromancer must spill some of his own blood in a short line over the desired area to be protected and say a short arcane verse. This creates a barrier of protection that prevents lesser undead such as mummies, zombies, and even Grave Ghouls and Wild Vampires, from going past that mark. The creatures can go around the barrier if such an avenue exists, but many are so simpleminded they are stopped for the duration of the spell. Greater undead such as Secondary Vampires are NOT stopped by this barrier at all.

Bone to Dust

(Necromancy/Bone Magic)

Level: Five.

Range: Touch.

Duration: Fifteen minutes per level of experience; once in effect, equal to hand to hand.

Damage: Undead only; 4D6x10 S.D.C.

Saving Throw: None. Spell does not work on the living.

P.P.E.: Ten.

The Necromancer can turn dead bone (not the bones in a living creature) into dust. This does, however, include the bones of animated skeletons and those removed from bodies. Animated dead and bone barriers take 5D6 S.D.C. Ordinary bone remains are instantly turned into a powder without the Necromancer having to spend time grinding the bone down; affects up to 25 pounds (11.2 kg) of bone per spell casting. An excellent way to quickly dispose of regular bone remains. **Note:** Mummies, zombies, creatures of magic, and supernatural beings, even if made of bone, and living creatures are immune to this effect.

Bone Meld

(Necromancer/Bone Magic)

Level: Eleven.

Range: Touch.

Duration: Five minutes per level of experience.

Saving Throw: Not applicable.

P.P.E.: One Hundred Twenty-Five.

The invocation enables the Necromancer to Shape Bone (same as the spell) as well as the ability to join two separate bones together. Joining the bones of multiple S.D.C. creatures is possible and the mage is able to shape and mend the bone as desired to create bone weapons, bone armor, fences, walls, and structures. **Note:** This spell does not work on the bones of creatures of magic or supernatural beings.

Bone Shovel

(Necromancy/Bone Magic)

Level: Nine.

Range: An enchanted bone tool or optional melee weapon.

Duration: Enchanted item; until destroyed.

Damage: 2D6 S.D.C. or 1D4 M.D. to M.D.C. beings; double damage (2D4 M.D.) to demons, and does 2D6 Hit Point damage to werebeasts, vampires and other undead.

Saving Throw: None.

P.P.E.: One Hundred; creates a permanent magic item.

The bone shovel usually consists of two parts, the handle, often consisting of 2-3 large human bones such as the femur (leg) and the blade, which is usually crafted from a pelvis, a partial hip bone, or the back of a skull. The shovel is used as most shovels are, as a tool for digging. Bone Shovels enable their creator to dig and remove earth three times faster than a normal human. The Necromancer is able to dig or unearth an average full-sized grave (8x6x4 feet/2.4 x 1.8 x 1.2 m) in less than one hour, and without fatigue. Digging clay or rocky earth is also possible, but takes three hours. Digging through solid rock is NOT possible. The Bone Shovel can be used as a magical divining device the same as the spell *Divining Tombs & Graves*; equal to 3rd level, and requires the mage to expend only 3 P.P.E. to do so. A specific grave can be located by expending 10 P.P.E.

The shovel is considered a magic item with 30 M.D.C. (on S.D.C. worlds it has 300 S.D.C.). The weapon suffers damage only when being specifically targeted. If used as a blunt weapon,

a Bone Shovel inflicts 2D6 S.D.C./Hit Points to mortals/S.D.C. creatures and 1D4 M.D. to M.D.C. creatures and M.D.C. armor/material; double damage (2D4 M.D.) to demons, and 2D6 Hit Point damage to vampires and other undead as well as werebeasts.

Bone Torch

(Necromancy/Bone Magic Spell)

Level: One

Range: Touch or 10 feet (3 m).

Duration: Varies

Saving Throw: None.

P.P.E.: Three.

The spell creates a sickly greenish flame onto bone, which the Necromancer can utilize as a low-light torch. This ghoulish magical flame produces zero heat and doesn't burn beyond the bone it has been cast on. Even attempting to set fire to normally combustible materials (paper, gasoline, etc.) will not work. However, the flame does slowly consume the bone it's been cast on. An average-sized human femur (leg bone) will allow for up to four or five hours of light before being completely used up; smaller bones offer proportionately less time based on size. Bones that are from supernatural or magical creatures will burn up to six times as long. The flame only works on bone and produces a slightly unpleasant aroma as it burns. The spell does not work on (or consume) the undead or animated bones. The flame is purely magical and does not produce heat or burn in any conventional sense. The amount of light radiated from a Bone Torch is the equivalent of a normal torch.

Bury Bone

(Necromancy/Bone Magic)

Level: One.

Range: Bone is buried; one foot (0.3 m) per level of experience.

Duration: Instant; counts as one melee action (about 3 seconds).

Saving Throw: None.

P.P.E.: Two (special).

This simple invocation only requires the Necromancer to utter the command word while simultaneously stepping on (or pushing with his hands) the bone he wishes to bury. Within moments, the

bone is buried with little sign of the earth being disturbed and as deep as the mage wishes, within the range of the spell. The invocation only works on natural earth/dirt, clay or sand which is relatively dry or soft. Bone cannot be buried in areas that are completely rock, littered with rocks or filled with dense plant roots. The bone must also be clean, meaning it cannot have any flesh, muscle or fibrous material on it. Only bare bone can be buried.

The Necromancer's Animated Dead or a full skeleton can also be buried using this invocation; though the bones of the skeletons must be perfectly clean and the body cannot be clothed nor wear armor, and no weapons can be buried with it. To bury an entire skeleton, the Necromancer must expend 2 P.P.E. for every 10 S.D.C. of the skeletal remains, and the depth is six inches (15 cm) per level of experience.

Note: The Necromancer will always remember where he has buried the skeleton(s), just as a squirrel can find the nuts it has buried. A favorite tactic for Necromancers is to bury skeletons in shallow graves and then animate them to reach up and grab unsuspecting victims or cause the skeletons to rise up and attack as a trap, ambush or as desired. It is common for many Necromancers to have such buried skeletons in or around their lairs or strategic locations around their home to call upon as needed.

Call Predators

(African Witch; summoning ritual)

Level: Seven.

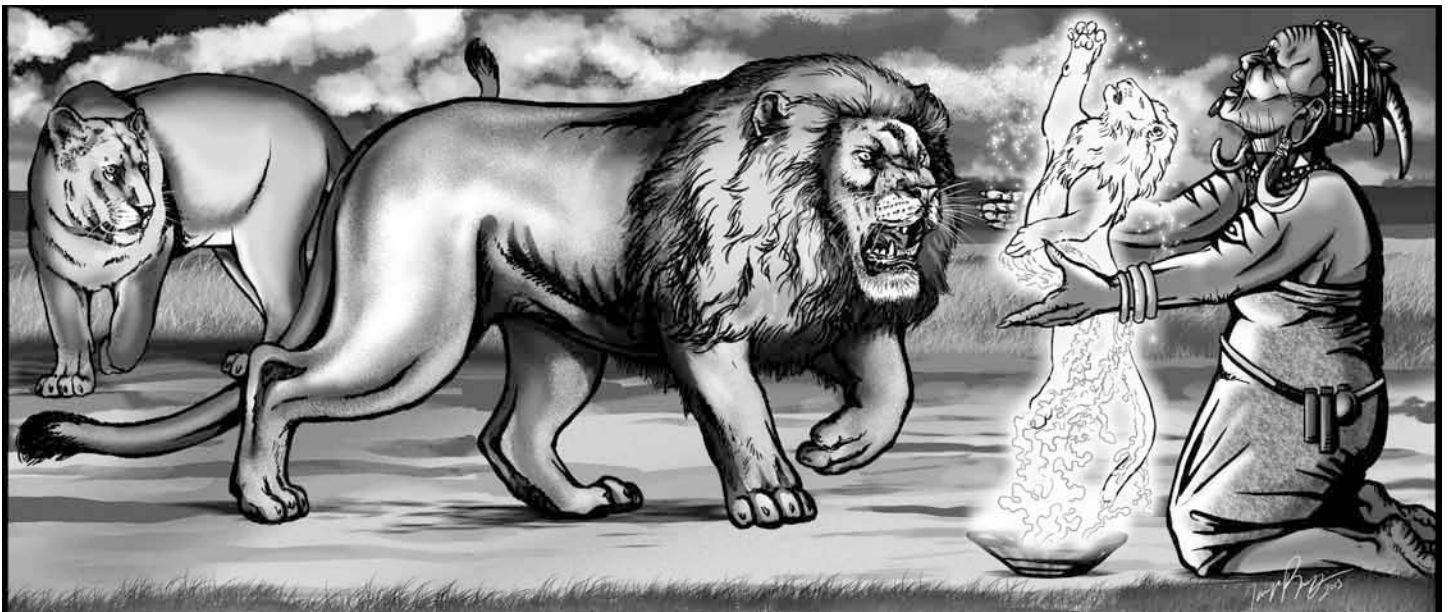
Range: Draws predators from up to five miles (8 km) per level of experience.

Duration: One hour per level of experience.

Saving Throw: Standard.

P.P.E.: Twenty-Five.

The Witch can summon 1D6 predatory creatures +1 per level of experience within a five mile (8 km) radius of where he is located, and it is the large predators and monsters that are attracted by this spell. The Witch can only *summon* predatory animals and has no control over them, nor has any choice as to the type of predators the spell attracts. Depending on the spell knowledge of the witch, he or she may establish control over one or more of the animals after they arrive via the use of other spells. Unless the Witch can seize control of the predators, he himself is in danger



of attack, except he knows that they are coming and should be able to avoid them.

What specific species of animals respond depends entirely on the region. The most common or closed large predators are the most likely to respond. However, other than the animals' desire to "hunt" in the area for the duration of the spell, the predators behave as they would normally. However, being in an unfamiliar area, and especially if within a human community, puts the animals on edge making them jumpy and more aggressive than usual, which means they are more likely to attack people, pets and livestock. Likewise, livestock and pets seeing predators become extremely agitated and may try to run away, break out of their pen, wail and wne. All of this (including reports of large predators in town) can cause distraction, panic and chaos among people and authorities/protectors, even if nobody is attacked or harmed. Just the presence of such dangerous animals scares people. **Note:** The spell has no effect in summoning animals or monsters with human level intelligence, creatures of magic or supernatural beings.

Create Bone Well

(Necromancy/Bone Magic)

Level: Eleven.

Range: Beneath foot; sense location 10 miles (16 km) per level of experience.

Duration: One year per level of experience.

Saving Throw: None.

P.P.E.: Ninety-Two.

Using this invocation, the Necromancer must select an area of ground (usually secluded) that is free of many rocks and mostly barren of plant life. A circular trench that is 1-2 feet (0.3 to 0.6 m) deep is dug and bones are placed inside of it, filling the trench from top to bottom. In the alternative, the *Bury Bone* spell can be used. The circle can be no smaller than 4 feet (1.2 m) in diameter and once all the bones are buried, the mage chants the final incantation that will bind the location as his Bone Well. Only a slight, circular mound marks its existence, though if the dirt is dug away even a little, it reveals the bones underneath. The bones a Necromancer drops into the center of the circle automatically disappear, as if swallowed by the Earth.

Necromancers use these circles to store their collections of bone components, which they can summon forth while standing at the circle any time in the future. As much as 500 pounds (225 kg) of bones, per level of experience, can be kept inside a single well. Once created, the location of a Bone Well can be sensed by the Necromancer up to 10 miles (16 km) away, and the dark mage can sense exactly what bones it contains. As one might expect, nothing ever grows within a 10 foot (3 m) diameter around the well. This is damned soil, and those with psionic abilities receive an unpleasant, "spine tingling," sensation whenever walking over a Bone Well.

Even components such as small organs, valuable gems, as well as other small items, can be cast into the Bone Well to be swallowed and concealed by the earth until it is desired again. To do this, however, the Necromancer must place the items inside a bone skull, rib cage, or skeleton's hand. Standing on the circle, the Necromancer can recall with near perfect (98%) accuracy, any one, several or all of the bones buried within the well. Summoning a specific bone only requires 2 P.P.E. from the mage re-

gardless of its size. As with the Bury Bone invocation, the bone must be mostly (90%) clean of any fibrous material, or be mummified, to be buried.

Other Necromancers have only a slim chance of being able to detect a fellow Necromancer's Bone Well (+3% per level of experience) and they cannot magically retrieve the bones from the well. But anyone can dig them up at the location as bones start to be found only two feet (0.6 m) deep. Such wells are best concealed in deserts and barren land, inside basements, crawl spaces, inside dry wells, and caves. **Note:** A Necromancer will seldom reveal the secret location of his Bone Well, even under torture and threat of death.

Cursed Grave

(African Witch & Necromancer)

Level: Eight.

Range: Sense disturbance of grave; 10 miles (16 km) per level of experience.

Duration: Two months per level of experience for the curse to remain in place on the grave. Once the curse is activated, the grave becomes harmless. However, a Necromancer or Witch can place as many Cursed Grave spells into the grave site as they have P.P.E.

Duration of the curse upon the individual is 2D6 days +1 day per level of the spell caster.

Saving Throw: -2 to save.

P.P.E.: Thirty-Five.

The Cursed Grave spell can be utilized on any existing grave regardless of its age or one recently dug (a body is required to fill the grave) and filled in by the Necromancer or Witch. A grave created by a Necromancer or Witch does require at least a simple marker (cross, pile of stones, etc.). A grave marker or headstone is optional, and many use one because most people are creeped out by graves and graveyards. Disturbing a Cursed Grave requires someone to merely walk over it, activating the curse. The four possible curses and effects are described below.

In addition, the Necromancer or African Witch knows the very instance one of his graves have been disturbed, as well as exactly which specific grave has been disturbed, provided the character is in sensing range. A failed saving throw vs magic means the curse is placed upon each individual who disturbed the grave; i.e. were present within a 6 foot (1.8 m) radius when the grave site was disturbed. Disturb can mean something destructive such as digging it up or defacing/vandalizing/destroying the grave marker or as innocent as walking over any part of it. Note: A successful saving throw means the person is unaffected.

Curse of Sudden Grief: Those affected are suddenly overcome with the feelings of sorrow, loss and grief associated with losing a close loved one and even those with no loved ones so to speak, struggle with the same feelings of sudden sorrow and depression. **Penalties:** -2 to Perception Rolls, -1 on initiative, -10% on all skills and they take twice as long to perform; the character feels sad and lacks motivation.

Curse of Morbidity: The character is overcome with questions about their own mortality and the feeling that his days may be numbered. This makes the individual wonder what value his life has had, and makes him distracted and hesitant to fight or engage in any very risky or dangerous action. **Penalties:** -1 on Perception Rolls, -3 on initiative, and -5% on all skills; double penalties

when the cursed character encounters people who are sick or suffering from a plague, and situations involving graveyards, tombs, and the death of young people and innocent children.

Curse of Something Ominous Awaits: The feeling that if they continue on their chosen path, something terrible will happen. This feeling also exists at night whenever the characters are in a graveyard, tomb, or have to face animated dead, mummies, zombies, Necromancers, Witches (of any ilk), vampires and other undead, as well as demons and creatures that resemble the undead, corpses or skeletons. The cursed characters are jumpy and nervous for the full duration of the curse. **Bonus:** +1 on initiative. **Penalties:** -1 on Perception Rolls, -2 to strike, parry, and dodge, -1 to save vs Horror Factor and -10% to perform skills when any of the above situations occur.

Curse of Sickness: The symptom of sickness often varies, be it a cough, fever, or sore throat, but for the duration of the curse, the characters are sick. Body aches and the characters have a slight fever and feel fatigue. **Penalties:** -1 on initiative, -1 to strike, parry and dodge, reduce Spd and Hit Points by 10% and fatigued twice as fast as normal. When suffering from fatigue, double the penalties. Needs a half an hour nap or one hour of rest to get penalties undoubled.

Decay Living Flesh

(African Witch & Necromancer)

Level: Five.

Range: Touch, but must touch bare skin.

Duration: Instant.

Damage: 1D6 S.D.C. +1 per level of experience.

Special: +10% bonus to Interrogation skill when this spell is used as a means of torture.

Saving Throw: Standard, but the target is -2 to save vs magic.

P.P.E.: Twelve.

The slightest touch of a Necromancer performing this invocation creates a discolored (or decayed) area on his victim's once vibrant flesh. The victim at first feels an intense cold at the point of the touch that is similar to an ice cube against the skin. The touch decays the surface of the skin and a small amount of muscle tissue below. The flesh is dead and if left untreated (the dead flesh removed; and the wound cleaned), runs the risk of becoming infected over time (01-35%). Only *magical healing* or psychic healing (including Psychic Surgery) prevents infection and restores the damage without leaving a permanent scar. The Necromancer or African Witch can control the amount of flesh decayed (less or more) per touch. If the invocation is used on the face of the victim, permanent scarring may result in a reduction of P.B. (-1 to P.B. recommended or G.M.'s discretion). Only healing by magic or psionics leaves no scarring and restores the damage immediately. **Note:** Creatures of magic and supernatural beings are immune to the effects of this spell.

Flexible Bone

(Necromancy/Bone Magic)

Level: Four.

Range: Self or other by touch.

Duration: One minute per level of experience.

Saving Throw: Standard.

P.P.E.: Six on mortals; Twenty-five on magical and supernatural beings.

The invocation's effect allows the Necromancer to make ordinary hard bone as malleable as cartilage. The Necromancer should be specific in regards to the location he wishes the spell to work, whether on his intended target or himself to achieve the desired effect. The spell can only be cast on one hand, one arm, one leg or foot, per each casting of the spell. Casting the spell on the spine, rib cage, pelvis or skull will not work. The spell works on mortal S.D.C. beings, as well as on creatures of magic and supernatural beings, though a considerable amount of additional P.P.E. is required for the latter two.

Casting the spell on a limb has good and negative consequences. On the good side, the flexible bones cannot be easily cracked so there is no damage to it from a fall or impact. The limb can also be bent in unnatural ways to bend around corners, fold, twist, etc., with minor discomfort and NO broken bones. This can be handy for contorting one's body to hide inside a small space, slip out of handcuffs or bonds, and so on.

Bonuses: +35% bonus to Escape Artist skill if the character has it, or a base 35% chance per attempt to escape per melee round if he does not have the skill; +2 to roll with impact, and the flexible limb(s) is not broken from a fall, impact or attack that bends the limb in an unnatural position, even when folded in half. The muscles and skin feel tight and sore afterward, but there is no permanent damage.

Penalties: On the negative, these soft, flexible bones make it exceedingly difficult to wield weapons weighing more than four pounds (1.8 kg), run fast or engage in hand to hand combat. Arms and Hands: -3 to strike, parry and disarm when the bones of the hand or arm are made flexible, -4 to entangle/pin, P.S. is reduced by 20% and punches and melee attacks via the flexible limb do half damage!

Legs and Feet: -2 to dodge and reduce speed by 25% when one foot or leg is made flexible, -4 to dodge and reduce speed by 50% if both feet or legs are made flexible.

In all cases, skills that require strength or physical acumen (Acrobatics, Climb, Swimming, Wrestling, etc.) suffer a skill penalty of -20% as the flexible limb feels strange and uncomfortable, lacks the usual strength, and every time the victim puts weight on their leg or pressure on a flexible arm, he feels off balance, weak and clumsy.

Note: This spell does not work on bone that has been magically manipulated or strengthened (Fragile Bone to Wood/Stone), or made M.D.C. (Fragile Bone to M.D.C. Bone).

Nails of the Dead

(Necromancer)

Level: Two.

Range: Self or by touch; can be used only on animated dead.

Duration: Permanent on the Undead; 5 minutes per level of experience on self.

Saving Throw: None.

P.P.E.: Four on himself. Eight and permanent if used on animated dead skeletons, mummies or zombies.

This invocation causes the Necromancer to grow his own fingernails a full three inches (7.6 cm) in length and makes them hard enough to use as claws or to climb or dig; a claw strike does 1D6+3 S.D.C. damage (plus any damage bonus). If the Necro-

mancer uses this spell on himself and partners it with the *Death Strike* invocation, then the claw strike damage becomes M.D.!

The spell can also be used to permanently grow the nails of the animated dead as a durable claw-like weapon that inflicts 1D6+3 S.D.C. damage when used as a claw attack.

Preserve Remains

(African Witch & Necromancer)

Level: Four.

Range: Touch.

Duration: Two months per level of experience.

Saving Throw: None.

P.P.E.: Eight.

This invocation stops the natural process of decay, extending the useful duration of components (body parts and organs), that African Witches and Necromancers commonly need for their spell magic. The remains are preserved in an invisible magic field that prevents natural deterioration/rot. The spell only works on organic material such as bones, flesh, body parts and organs. Twenty-five pounds (11.2 kg) of remains are preserved per 8 P.P.E. expended by the mage. Larger remains and entire bodies can be preserved at a rate of 8 P.P.E. per 25 pounds (11.2 kg) of weight. The spell cannot be cast and divided among several components or bodies; either an entire body (8 P.P.E. per 25 lbs/11.2 kg) or each individual "component" separated from a body (arm, leg, pair of eyes, heart, brain, tongue, lungs, etc.) weighing up to 25 pounds (11.2 kg) requires a separate invocation. Once the spell expires, natural decay resumes as normal, though the mage may recast the spell to extend the components duration longer. The spell does not work on living things nor prepared food like a chicken sandwich or apple pie.

Rigor Mortis

(Necromancer)

Level: Five.

Range: By touch or cast up to 5 feet (1.5 m) per level of experience; clear line of sight required.

Duration: One melee round per level of experience on the living. One hour per level of experience upon the dead.

Saving Throw: Standard.

P.P.E.: Twelve.

By touch or at a short distance, the Necromancer can induce symptoms reminiscent to rigor mortis, but upon the living. In death, the body temporarily becomes stiffened and frozen in one position. When this spell is cast upon the living, the physical effect causes the body and joints to stiffen. Every movement is painful and met with resistance from one's own body, makes all movement slower, and causes the victim's leg and arm movements to be jerky and uncoordinated. **Penalties:** Reduce running speed by half, leaping is impossible, -2 attacks per melee, -2 on all combat moves (strike, parry, dodge, disarm, etc.), and skills requiring any amount of dexterity or precision suffer a -10% penalty. **Note:** Magical and supernatural creatures are immune to the effects of this invocation.

When the rigor mortis spell is used upon dead bodies, the Necromancer can pose them like mannequins. One minute after he is done with the pose, the corpse is frozen in place for the duration of the spell. This is usually done to create horrifying displays, to

send a message or create terror. **Note:** Does not work on magically animated dead, mummies or zombies. However, the Necromancer can animate any of his rigor-posed creations. This spell does not stop or slow decay.

Sense Vampires

(African Witch & Necromancer)

Level: Four.

Range: One mile (1.6 km) per level of experience.

Duration: Instant.

Saving Throw: None.

P.P.E.: Ten; special.

The witch or Necromancer can sense the presence of vampires and vampire intelligences within the radius of the spell. The invocation does not allow the Necromancer to specifically sense the direction or location; only the presence of vampires in the general area. This spell is often utilized by the Necromancer as a precursor to the Summon Vampire spell. Though the range is limited (by comparison), the P.P.E. utilized is minimal. The Necromancer can also boost the range of the spell by pumping double or triple the amount of P.P.E. designated, which, in effect, doubles or triples the sensing range. The spell cannot be used to recognize vampires by sight (see *Recognize the Undead* in **Rifts® Book of Magic and Mystic Russia**), and cannot detect other types of undead, only vampires.

Senses from the Dead

(African Witch & Necromancer)

Level: Two.

Range: Self or other via touch.

Duration: 10 minutes per level of experience.

Saving throw: None.

P.P.E.: Six.

To use this simple invocation, the Necromancer must touch or have physical contact with the recently departed. Touch the body of the recently deceased and casting this spell imparts upon the spell caster the five natural senses possessed when the deceased was alive: hearing, sight, taste, touch, and smell for himself. This spell works on mortals, supernatural beings, creatures of magic, and animals. For the duration of the spell, the mage's own five senses are replaced, and presumably, enhanced. Use whichever sense is superior; the spell caster's own sense or the one he is *borrowing*. If the Necromancer should only be able to have contact with an eye of the recently departed, then he may draw only upon the ability of that eyeball to improve sight alone, not all five senses; the whole or mostly whole body is required to enhance multiple senses. Using this spell, the mage can temporarily gain such abilities as nightvision, track by smell, be able to hear in ranges humans cannot, have a heightened sense of touch, and so on. **Note:** The invocation does not work on physical remains that have been decaying for longer than 72 hours.

The African Witch uses this invocation to similar effect and with double the duration, but is limited to drawing upon only a sense at a time, though that sense may offers several enhancements/abilities. For the invocation to work, the African Witch must taste (yuck) the component from which he or she wishes to draw the sense/ability. The P.P.E. amount expended is the exact same as listed.

Note: Magic abilities and psionic powers are NOT considered one of the *five senses*. We are talking about sight, hearing, smell, taste, and touch. P.S. is not linked to the sense of touch, nor are enhanced speed or abilities such as flight, shape-changing, Bio-Regeneration, resistance or imperviousness to cold, heat/fire, or extra-sensory abilities such as sense vampires, sense evil, sense magic, etc.; none of these are available via this spell.

Siphon Component/Talisman

(African Witch & Necromancer)

Level: Twelve.

Range: Touch.

Duration: Until used or 50 years per level of experience.

Saving Throw: None.

P.P.E.: One Hundred Twenty-Five to just preserve, 250 to create a Siphon Component.

This invocation has two possible functions: First, spending 150 P.P.E. extends the physical life of any organic component for decades. The component does not bio-degrade in any way until it is used by in magic or to draw upon an ability.

Second, for double the P.P.E., it turns the organ or body part into a sort of organic Talisman. Once the *Siphon Component* is made, it can be filled with P.P.E. the Necromancer or African Witch can draw upon at a later time, as desired or needed. The amount of P.P.E. that can be stored inside a Siphon Component depends on what the item is (see the list of components below), and many body parts can NOT be used in this fashion. Moreover, no Siphon Component can exceed the amount listed nor be filled and drained more than a total of three times. After three uses, the component seems to rot before one's eyes in a matter of a few melee rounds.

After the creation of the Siphon Component, the Necromancer can fill it with P.P.E. and wait to use it decades later, or minutes after its creation. Utilizing the body part/organ in any other way prior to being turned into a Siphon Component, such as to draw upon other powers, ruins the item for use as a Siphon. **Note:** The P.P.E. contained by the Siphon Component is in addition to the 225 P.P.E. necessary to create it. However, the magical component can be filled two additional times (3 total) for just the cost of the P.P.E. placed in the macabre talisman. Another limitation is that only the maker of the Siphon Component can place his own P.P.E. inside the Siphon, or P.P.E. channeled by the Necromancer from a blood sacrifice. Anyone with the knowledge and in possession of the Necro-Talisman, however, can draw upon the P.P.E. contained within the item.

This spell does not protect the Siphon Component from physical attack, though it does protect them from bacteria, water, air and earth elements as well as decay that, over time, would normally deteriorate it. If the Siphon Component is targeted, magical S.D.C. or M.D. attacks of any kind will completely destroy the item; though the mage may have the option to draw upon the P.P.E. released the moment it is destroyed. Such components radiate with magic energy, though the character sensing the magic may not understand why an eye or liver in a box or bottle reads as magic. **Note:** Necromancers and Witches may carry such components in a box, bag or even wear them as a necklace or tie them to their belt.

Siphon Components:

The maximum amount of P.P.E. storable is listed below.

Brain: Creature of Magic: 120. Supernatural Being: 60. Mortal Being/Human/D-Bee: 30. Animal: 10.

Eye (1): Creature of Magic: 35. Supernatural Being: 22. Mortal Being/Human/D-Bee: 10. Animal: 3.

Hand (1): Creature of Magic: 75. Supernatural Being: 50. Mortal Being/Human/D-Bee: 25. Animal: 10, but applicable only to animals that have hands or hand-like appendages (gorilla, monkey, raccoon, squirrel, etc.).

Heart: Creature of Magic: 200. Supernatural Being: 100. Mortal Being/Human/D-Bee: 50. Normal S.D.C. Animal Predator: 30. Animal (other): 12.

Intestine: Creature of Magic: 60. Supernatural Being: 35. Mortal Being/Human/D-Bee: 10. Animal: 5.

Kidney: Creature of Magic: 80. Supernatural Being: 50. Mortal Being/Human/D-Bee: 15. Animal: 8.

Liver: Creature of Magic: 100. Supernatural Being: 60. Mortal Being/Human/D-Bee: 20. Animal: 10.

Tongue: Creature of Magic: 50. Supernatural Being/Creature: 25. Mortal Being/Human/D-Bee: 12. Animals: 3.

Speed from the Dead

(Necromancer)

Level: Eight.

Range: Self and must touch the dead creature.

Duration: Fifteen minutes per level of experience.

Saving Throw: None.

P.P.E.: Thirty-Five.

The invocation temporarily awards the Necromancer the Spd that the corpse had when the creature was alive. This includes any leaping ability it may have had. Considering most fast animals, even animals such as the jackrabbit, canines, deer, and horses, have an average running speed of 30-35 mph (48 to 56), this ability can come in very handy. Of course, if the animal is alive, it must be slain before the spell can be used.

If the Necromancer has wings as part of his *undead appendages*, he can use the same spell on winged creatures to improve his flight capabilities and speed. The spell can be utilized on the remains of regular (S.D.C.) creatures, as well as those considered magical or supernatural. **Note:** The invocation does not work on physical remains that have been decaying for longer than two weeks.

In all cases, the speed cannot exceed that of the animal or individual.

Sphere of Pitch Black

(African Witch & Necromancer)

Level: Six.

Range: Around self or other up to 90 feet (27.4 m) away.

Duration: Two minutes per level of experience.

Saving Throw: None.

P.P.E.: Twenty.

The sphere is devoid of light and prevents light from entering. It can be cast around the spell caster or upon another person or over an area up to 90 feet (27.4 m) away. From outside of the sphere, it looks like a solid black mass, which encompasses an 8 foot (2.4 m) diameter per level of the Necromancer. Trying to see

inside the sphere is futile. Weapons that utilize light/laser technology are rendered totally useless (yes, M.D. lasers included!) when fired into the black sphere as it stops all light. Firing any other type of weapon into the sphere is equal to shooting blind: -10 to strike anything inside the blackness.

Anyone inside the Sphere of Pitch Black can see whatever is inside it with him, as if looking through a dark haze or late twilight. Moreover, they can see dimly up to 10 feet (3 m) beyond the outside of the sphere (-1 to shoot at people close to the exterior of the sphere). While immersed in total darkness, only the spell caster is unaffected and can see throughout this darkness as well as beyond the effect of the sphere.

If the mage desires, the sphere can be moved via mental command, along with himself, but the maximum speed the sphere can move is 7 mph (11 km), equivalent to a Spd attribute of 10. The size of the sphere can be adjusted as the spell caster desires.

Note: The effects of this invocation can be dispelled by Dispel Magic Barriers, Negate Magic, or its effects neutralized with the spell, See in Magic Darkness; but no light based magic spell works inside the sphere nor is it affected by light outside. *Vampires* inside the sphere are 100% protected from the light of day.

Spinal Whip

(Necromancy/Bone Magic)

Level: Thirteen.

Range: Typically 4-6 foot (1.2 to 1.8 m) reach.

Duration: The whip is so empowered until it is destroyed.

Damage: 1D6x10 direct to the Hit Points to the undead, half damage to werebeasts; 3D6 M.D. to all other supernatural and Mega-Damage beings and M.D.C. structures, and 5D6 S.D.C./Hit Points to mortals and S.D.C. structures.

Saving Throw: Dodge or parry with a penalty of -1.

P.P.E.: Three Hundred Twenty; creates a permanent magic weapon.

The whip is made entirely from the spine of the victim it was removed from during a blood sacrifice ritual that creates the weapon. The permanent Bone Magic enchantment turns this fearsome looking, sickly green glowing weapon into a formidable, enchanted bone weapon. Though it holds no additional spell magic, the damage from a lash of this weapon can be devastating. The wielder is only limited by the number of his hand to hand attacks per melee round, but if W.P. Whip is not known to the wielder, each strike attempt counts as two melee attacks.

Unrest

(Necromancer)

Level: Five.

Range: 60 foot (18.2 m) radius +5 feet (1.5 m) per level of experience.

Duration: Three minutes per level of experience.

Saving Throw: None.

P.P.E.: Fifteen.

This spell puts any of the Necromancer's animated dead, mummies, zombies and Ghouls in an excited or aggressive state. As long as these creatures are within range of the spell and under the spell caster's control, add the following temporary bonuses: +6 to Spd attribute, +1 attack per melee, +2 to damage, and +1 to

strike. The caster can use this invocation to influence up to 1D6 undead per level of experience.

Zombie Tongue

(African Witch & Necromancy)

Level: Seven.

Range: Touch or within 20 feet (6.1 m); add 5 feet (1.5 m) per level of experience.

Duration: Two minutes per level of experience.

Saving Throw: Standard.

P.P.E.: Twenty-Five.

The spell enlarges the victim's tongue making speech difficult to understand. Clear communication is turned into a rough series of groans, grunts, and mumbles, and languages are spoken with a -20% penalty. If the victim is a mage, spell casting is still possible though much more difficult. The mage must use one additional melee attack/action to cast spells from levels 1-6, two additional melee attacks/actions for levels 7-12, and three additional actions to cast spells of any higher level.

African Witch & Necromancer Spells of Legend

Create Bloodlust Zombie

Range: Special; Thirty miles (48km).

Duration: Unlimited.

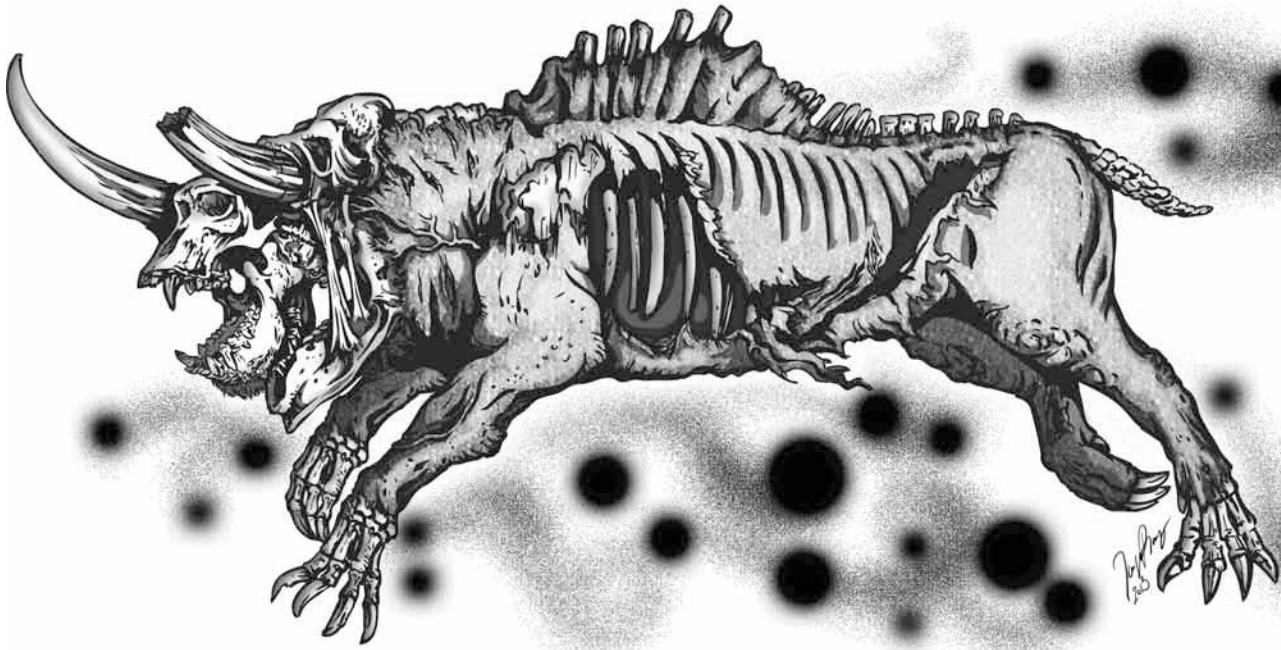
Saving Throw: None; creature is a supernatural undead minion.

P.P.E.: Eight Hundred Fifty.

Though not as powerful as some of Death's (the Apocalypse Demon's Nightmare Zombie) undead creations, the invocation used to create these hideous supernatural minions is a well-kept secret. The spell is rumored to have been created by Anubis, taught to Pharaoh Rama-Set of Africa, and passed down to only the most loyal Necromancers among his court. The invocation is rare and largely unknown outside the *Phoenix Empire* (Africa).

A typical sorcerer is limited in the number of Bloodlust Zombies that he can create and control at one time. At levels 1-7, a mage can create and control one (Necromancers two). At levels 8-14, two (Necromancers three), and at level 15 or higher, three (Necromancers four). Unless the mage is a god or Godling, four is the maximum they can control at any one time; a Godling or Demigod can create and control four at levels 1-7, eight at levels 8-14 and twelve if 15th level or greater, provided the deity is willing to perform dark magic (gods of light and those of good alignment will not). Additionally, to create one of these foul beasts, the Necromancer must know the following invocations: *Bone Meld*, *Shape Bone*, *Preserve Remains*, and *Nails of the Undead*.

The Necromancer can construct the Bloodlust Zombie by combining bones from a variety of animals and humans, as well as joining those bones, adding density, strength and power. The time required to initially put together his monstrosity is 1D4 days. Once the bones have been constructed, bringing the creature to (undead) animation is the easy part, requiring the mage to recite a



forsaken verse that typically takes one to two hours to complete; being interrupted will ruin the spell. **Note:** The P.P.E. amount listed under this spell description, only includes the arcane verse which brings the Bloodlust Zombie to final undead life.

The Bloodlust Zombie follows its creator's every command without fault, with no regard for itself. The creature cannot venture farther than 50 miles (80 km) from its creator, and if by chance (Dimensional Teleport, etc.) this happens, the creature will drop like a collection of loose bones on the spot and only performing the creation ritual again will restore it. The creature may be put in a state of suspended animation by its creator by expending 10 P.P.E. and uttering a secret verse. Doing this means the Bloodlust Zombie will be vulnerable to attacks or theft, but the mage is able to travel out of the designated range without it falling into a heap of bones. Upon its maker's return and his expending 20 P.P.E., the zombie awakens to do his bidding. The time that the creature can remain in stasis is indefinite and most Necromancers hide or bury the creature beneath the earth to protect it from intruders. Only the original spell caster can reanimate his undead abomination. **Note:** As usual with zombies, the creature will sacrifice its own existence to protect its maker.

Bloodlust Zombie Stats

The typical Bloodlust Zombie is 6-12 feet (1.8/3.6 m) tall, never shorter, never taller. It is always a thick collection of bones and flesh that weighs 250 to 800 pounds (112.5 to 360 kg). Bloodlust Zombies are vulnerable to Turn Dead and similar spells that turn/repel the undead, but even then, the creature never ventures more than two miles (3.2 km) from their creator.

Bloodlust Zombies are famous for stripping the flesh from the bones of those they vanquish in combat and eat them. Though gruesome, the truth is the creatures do not naturally regenerate, but munching on bone absorbs the bone into their system, working exactly like regeneration. Regardless of size, most Bloodlust Zombies have similar statistics. The creatures are not free thinkers or good strategists and have intelligence similar to that of a six year old child. It's best if commands are short, direct and specific.

Attributes: I.Q. 7, P.S. 20, P.P. 16, P.E. 17, Spd. 20; all physical attributes are considered supernatural.

M.D.C.: 3D6x10+20; (100 to 150 average).

Horror Factor: 13

Natural Abilities: Nightvision 1,000 feet (305 m), keen hearing but no sense of smell, and a poor sense of touch, and impervious to mind control, disease, poison and psionic attack. Most M.D. weapons do half damage. Bio-Regenerates 6D6 M.D.C. per 25 pounds (11.2 kg) of bone devoured. A Bloodlust Zombie that has its M.D.C. reduced to zero and even up to 100 points below zero, can be *restored and reanimated by its maker* via the **Bone Meld** spell (125 P.P.E.) and the addition of 75 pounds (33.7 kg) of new bone. But only if there are remains of the zombie left and only if the magic is performed within 48 hours of its destruction.

Attacks per Melee: Four, plus add one additional attack if the creature is created with a tail or by a Demigod or Godling.

Damage: Restrained Punch: 3D6 S.D.C., Full Strength Punch: 1D6 M.D., Power Punch: 2D6 M.D. Kick: 2D4 M.D. **Bite:** 1D6 M.D., Claw Swipe: 1D6+2 M.D., Head Butt: 1D6 M.D., Tail Swipe: 1D4 M.D. (65% chance to sweep; lose initiative and one melee attack).

Bonuses: +2 to strike, parry and dodge, and +1 to save vs magic.

Vulnerabilities: S.D.C. weapons made of silver do full damage as M.D., point per point, and magic spells and magic weapons do full damage. Normal fire does half damage and M.D. fire does full damage.

Turn Dead: Superior

Range: 100 feet (30.4 m).

Duration: Instant.

Saving Throw: Varies.

P.P.E.: Ninety.

At a single word (only one melee attack), the Necromancer can turn/repel up to 2D6+10 undead per level of experience. Lesser undead such as animated dead, skeletons or corpses, have no saving throw and will immediately leave the area. The invocation is almost exactly the same as the standard, "Turn Dead"

but much more powerful. Undead such as zombies, mummies, Wild and Secondary Vampires, or corpses possessed by a living entity, have to roll a saving throw of 15 or higher to avoid being repelled. Master Vampires and other superior undead are immune to this spell.

Note: The availability of this invocation is left to the G.M. but (as all Spells of Legends are) it should be considered exceedingly rare; strike that, even rarer. The placement of this invocation on a scroll would fetch upwards of 10 million credits. Standard magic O.C.C.s, such as but not limited to, the Ley-Line Walker or Shifter, would require twice the P.P.E. to cast this powerful invocation.

Experience Tables

Official Source Material for Rifts®

By Kevin Siembieda

I don't know what was with us the last few books, but we have forgotten to include the experience tables for the new O.C.C.s and everyone editing and proofreading before going to press missed it. Sorry about that. Here they are. We'll also post them on the Palladium website. Game on!

Rifts® Black Market O.C.C.s

Black Market Banker

Black Market Merchant/Trader

1	0,000 – 1,875	9	51,201 – 71,200
2	1,876 – 3,750	10	71,201 – 101,500
3	3,751 – 7,250	11	101,501 – 136,500
4	7,251 – 14,100	12	136,501 – 186,500
5	14,101 – 21,200	13	186,501 – 236,500
6	21,201 – 31,200	14	236,501 – 286,500
7	31,201 – 41,200	15	286,501 – 326,500
8	41,201 – 51,200		

Black Market Case Man

1	0,000 – 1,925	9	54,001 – 75,000
2	1,926 – 3,850	10	75,001 – 105,000
3	3,851 – 7,450	11	105,001 – 140,000
4	7,451 – 15,000	12	140,001 – 190,000
5	15,001 – 21,500	13	190,001 – 240,000
6	21,501 – 31,500	14	240,001 – 300,000
7	31,501 – 41,500	15	300,001 – 350,000
8	41,501 – 54,000		

Black Market Con Artist

Deathspike Infiltrator/Observer

1	0,000 – 2,110	9	69,881 – 94,880
2	2,111 – 4,220	10	94,881 – 129,880
3	4,221 – 8,440	11	129,881 – 179,880
4	8,441 – 16,880	12	179,881 – 229,880
5	16,881 – 24,880	13	229,881 – 279,880
6	24,881 – 34,880	14	279,881 – 329,880
7	34,881 – 49,880	15	329,881 – 389,880
8	49,881 – 69,880		

Black Market Enforcer

1	0,000 – 1,970	9	54,441 – 74,660
2	1,971 – 3,940	10	74,661 – 104,880
3	3,941 – 7,880	11	104,881 – 139,220
4	7,881 – 14,880	12	139,221 – 189,440
5	14,881 – 21,880	13	189,441 – 239,660
6	21,881 – 31,880	14	239,661 – 290,880
7	31,881 – 41,220	15	290,881 – 335,000
8	41,221 – 54,440		

Black Market Expediter

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

Raider

Black Market Information Broker

1	0,000 – 2,050	9	69,901 – 95,000
2	2,051 – 4,100	10	95,001 – 130,000
3	4,101 – 8,250	11	130,001 – 180,200
4	8,251 – 16,500	12	180,201 – 230,000
5	16,501 – 24,600	13	230,001 – 280,400
6	24,601 – 34,700	14	280,401 – 340,500
7	34,701 – 49,800	15	340,501 – 400,600
8	49,801 – 69,900		

Black Market Refurbisher

1	0,000 – 1,900	9	53,001 – 73,000
2	1,901 – 3,800	10	73,001 – 103,000
3	3,801 – 7,300	11	103,001 – 138,000
4	7,301 – 14,300	12	138,001 – 188,000
5	14,301 – 21,000	13	188,001 – 238,000
6	21,001 – 30,000	14	238,001 – 288,000
7	30,001 – 40,000	15	288,001 – 328,000
8	40,001 – 53,000		

Black Market Rift Runner

1	0,000 – 2,250	9	72,251 – 96,500
2	2,251 – 4,500	10	96,501 – 140,000
3	4,501 – 9,000	11	140,001 – 190,250
4	9,001 – 18,000	12	190,251 – 250,500
5	18,001 – 26,250	13	250,501 – 300,000
6	26,251 – 36,500	14	300,001 – 360,250
7	36,501 – 52,000	15	360,251 – 420,500
8	52,001 – 72,250		

Rifts® Vampire Kingdoms O.C.C.s

Vampire Hunter O.C.C.

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

Reid's Rangers O.C.C.

1	0,000 – 2,100	9	70,001 – 96,000
2	2,101 – 4,200	10	96,001 – 132,000
3	4,201 – 8,400	11	132,001 – 182,100
4	8,401 – 16,800	12	182,101 – 232,300
5	16,801 – 24,600	13	232,301 – 282,500
6	24,601 – 34,800	14	282,501 – 335,700
7	34,801 – 50,000	15	335,701 – 395,900
8	50,001 – 70,000		

Werebeast R.C.C.s (General)

Deathspike Werewolf Agent

1	0,000 – 2,100
2	2,101 – 4,200
3	4,201 – 8,400
4	8,401 – 16,800
5	16,801 – 25,000
6	25,001 – 35,000
7	35,001 – 50,000
8	50,001 – 70,000
9	70,001 – 96,000
10	96,001 – 138,000
11	138,001 – 192,000
12	192,001 – 248,100
13	248,101 – 306,200
14	306,201 – 396,300
15	396,301 – 476,400

Note: The P.B. attribute number for Bone Werejaguars is P.B. 2D6+13.

Rifts® Northern Gun™ Preview

Official source material excerpted from the hotly anticipated Rifts® World Book 33: Northern Gun™ One.

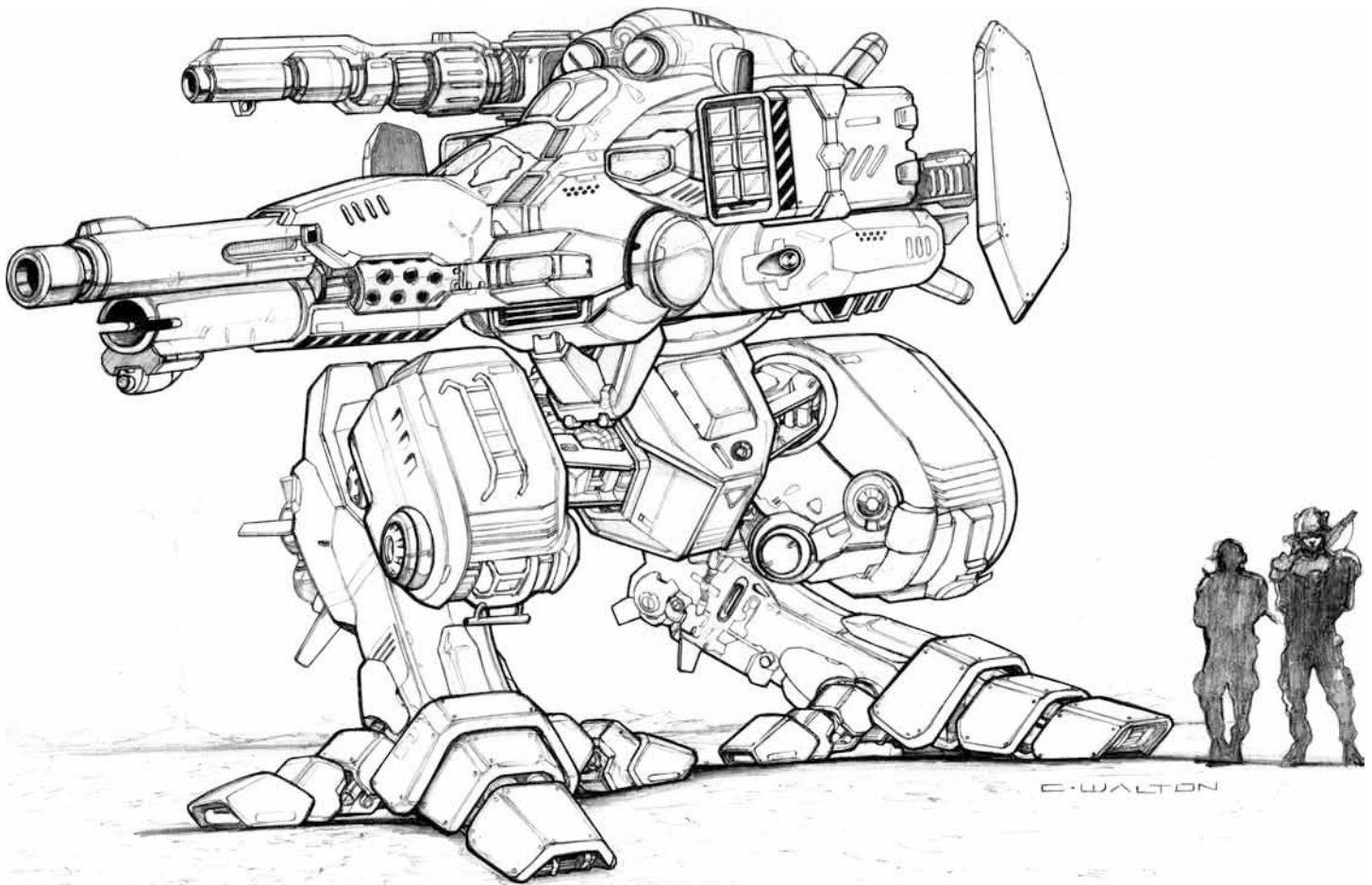
Concept by Matthew Clements. Written by Matthew Clements and Kevin Siembieda. Art by Charles Walton.

Gunbot Robot-Killer

The Gunbot is a mobile weapons platform loaded down with more guns and firepower than armor. It is an anti-armor/anti-monster, “robot-hunter” like the tank-hunters of old. In this case, it is a low profile, bipedal walking cannon made for ambushing and engaging larger, more heavily armored opponents and holding defensive positions. Though designed for robot to robot combat, the Gunbot performs admirably against living, armored juggernauts, such as Fury Beetles, Dinosaurs, dragons and monsters. The Gunbot’s armaments can deliver devastating attacks to such armored opponents, but to avoid taking damage itself, the pilot must rely on the speed and mobility of the Gunbot to escape enemy fire. To this end, the robot’s ability to run, leap, crouch down low and pop up to fire, goes a long way. Jet thrusters in the back of the lower legs, and a trio of jets in the back of the main body, enable the pilot to make jet-assisted leaps that would seem otherwise impossible for a robot this size. A dozen strategically placed stabilizing thrusters in the undercarriage of the main body, and elsewhere, help provide balance. Running and leaping, and bobbing and weaving makes the Gunbot Robot-Killer a truly difficult target to hit. (**Note:** All attackers are -1 to strike in general and -2 to strike on *Called Shots* whenever the Gunbot is in motion.)

This motion defense system is something new and experimental, developed by the design team of Walton, Clements, Martin and Beedah. It can take some getting used to, but once the pilot and gunners get the hang of it, the bounding and blasting Gunbot can become a blur of motion and destruction without peer. Initial market acceptance has been slow, but mercenaries and adventurers are starting to come around to the idea, and Northern Gun uses the robot in its own defenses and “hunting” missions.

In the field, a common strategy is to have the Gunbot Robot-Killer take a strategic position behind cover (trees, debris, etc.), or under camouflage netting, and lie in wait. When an armored target appears, the Gunbot makes the first attack from its concealed location, like a sniper, often unleashing rapid-fire from multiple weapon systems (i.e., rail gun, ion cannon and missile volley), before the target knows what hit it, or from where. A moment later, the Gunbot abandons its “sniper” position and begins to move, leaping and running, bobbing and weaving behind other cover or new firing positions, or moving up, fast, on the enemy for the kill shot or additional attacks on other armored units. In



the alternative, the Gunbot may choose to hit and run –fleeing the area entirely or leading the pursuing enemy into an ambush.

Gunbot Robot-Killers may also be used in perimeter defense of towns, lookout posts, and military base camps. In this case, the robot is used as a mobile weapon turret and may even rest inside a bunker or behind a defensive wall or barrier made of debris, with only its guns and upper body showing. As enemies or hostile intruders move in, the robot functions as a sort of bunker turret blasting away with its weapon systems, while its lower torso and legs are protected by the bunker walls. However, there is never a roof to such a “bunker” arrangement, enabling the Gunbot to leap up and out from behind the defensive walls to pursue enemy targets or take up a new, superior defensive position as the battle progresses. Enemies not familiar with the Gunbot Robot-Killer are surprised when the bunker turret leaps out to reveal it is a mobile combat robot. It is this mobility to that makes the Gunbot a versatile field and defense robot.

It’s main weakness is lack of heavy armor. Northern Gun does not have the same advanced M.D.C. alloys, nor propulsion systems and avionics as the CS and Triax, so the Gunbot trades armor to make it light enough to take advantage of its jump-jet system. The Gunbot is too heavy and ungainly to actually fly, but can certainly surprise opponents with its jumping abilities and speed.

Enemy targets unfortunate enough to step into the Gunbot’s sights will come under fire from its main gun: a heavy ion cannon and rail gun combined weapon system. Mini-missiles and a grenade launcher complete the package, giving the Gunbot a nice range of different weapons capable of taking out armored opponents such as other giant robots, tanks, and Mega-Damage monsters as well as infantry troops. The variety of weapons also

gives the Gunbot combat options with varying effects and range. Many mercenaries and even NG salespeople often refer to the Gunbot as both a “Robot/Tank-Killer” and a “Dragon Slayer.”

Model Type: NG-V47.

Class: Infantry Assault Robot.

Crew: One pilot and two gunners.

M.D.C. by Location:

- Legs (2) – 220 each
- * Feet (2) – 105 each
- ** Pilot’s Cockpit (1, upper) – 120
- ** Gunners’ Cockpit (1, lower) – 140
- * Ion Cannon (1, lower barrel) – 100
- * Rail Gun Combo (1, upper barrel) – 130
- * Mini-Missile Box Launchers (2, right and left side) – 50 each
- * Grenade Launcher (1, right side) – 100
- * Maneuvering Thrusters (12, small, mostly undercarriage) – 5 each
- * Leg Jump-Jet Clusters (2) – 25 each
- Rear Jet Thrusters (3, back of main body) – 40 each
- Shield Panel Arms (2, behind Box Launchers) – 80 each
- *** Main Body (top “gun” section/upper torso) – 320

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a “Called Shot,” but even then the attacker is -3 to strike; even more difficult (-2) when the Gunbot is moving and leaping.

** Two asterisks indicates a small or difficult target to strike, requiring the attacker to make a “Called Shot,” but even

then he is -4 to strike; even more difficult (-2) when the Gunbot is moving.

*** Depleting the M.D.C. of the main body shuts the vehicle down completely, making it useless.

Speed:

Running: 75 mph (120 km). Power Jumping and Travel/Running and Bounding: 105 mph (168 km).

Leaping: The robot's powerful legs and jet boosters enable it to perform leaps and running-leaping movement. *Leaps without jets:* 30 feet (9.1 m) high or across. *Jet-assisted leaps:* 50 feet (15.2 m) high and up to 100 feet (30.5 m) across.

Flying: Not possible.

Underwater Capabilities: Not recommended. Poor to fair; the Gunbot can walk along the bottom of lakes and seas at a maximum speed of 25 mph (40 km). Maximum depth tolerance is 2,000 feet (610 m).

Statistical Data:

Height: 18 feet, 10 inches (5.8 m).

Width: 12 feet (3.6 m) at the hips. The low profile upper torso/gun turret main body is long and narrow; 9 feet (2.7 m) from box launcher to box launcher, 11 feet (3.3 m) with shields fully extended.

Length: 18 feet (5.5 m).

Weight: 12 tons for the robot, plus 3.2 tons fully loaded with ammo and missiles.

Physical Strength: Equal to a Robotic P.S. 35.

Cargo: Minimal, a small locker with enough room for a rifle, pistol, survival kit, 10 gallons (37.9 liters) of water and a few personal items.

Power System: Nuclear; average energy life is 15 years. Solid oxide and electric battery versions with a 5.6 year life are also available.

Cost: Nuclear: 31 million credits. Solid Oxide: 24 million credits. Electric Battery: 21 million credits. Good availability.

Weapon Systems:

Note: The pilot and two dedicated gunners sit in two separate cockpits. The pilot in the upper cockpit handles all the movement, running and leaping. The lower cockpit contains two gunners. One handles the rail gun/ion cannon nose guns, the other fires the mini-missiles and grenade launcher. All coordinate their actions with each other. To point the main guns (numbers 1 & 2), the entire upper torso of the Gunbot must turn and aim like the turret of a tank. The upper weapon platform of the robot can turn 180 degrees side to side, and has a 45 degree, up and down arc of fire.

1. NG-1001 Rail Gun: The Gunbot's primary weapon is an NG-1001 Rail Gun with an underbarrel ion cannon built in. The rail gun has superior range and fires hard shells that cannot be mitigated by energy-reflecting armor or magic. A dedicated gunner mans this dual weapon system.

Primary Purpose: Anti-Armor.

Secondary Purpose: Anti-Aircraft/Flyers.

Range: 4,000 feet (1,219.2 m).

Mega-Damage: A burst is 20 rounds and inflicts 1D4x10 M.D.

Rate of Fire: Each burst counts as one melee attack/action.

Payload: 3,680 rounds for a total of 184 bursts; 1,840 rounds or 92 bursts in each of two detachable drum magazines (accessed from the sides).

2. NG 2020 Underbarrel Ion Cannon: Beneath the rail gun barrel is a high-powered ion cannon. The weapon has good range, does impressive damage and should not be used carelessly. A dedicated gunner mans this dual weapon system.

Primary Purpose: Anti-Armor.

Secondary Purpose: Anti-Monster, Anti-Infantry and Assault.

Range: 1,800 feet (548.6 m).

Mega-Damage: 1D4x10 M.D. per single blast.

Rate of Fire: Each blast counts as one melee attack/action.

Payload: Effectively unlimited.

3. Shoulder Mini-Missile Launchers (2): Each of the robot's shoulders sports a series of six mini-missile tubes. The mini-missiles can be used for extra long-range attacks, to shoot down aircraft or simply as bombardment weapons. The mini-missile launchers can tilt out 25 degrees and rotate 360 degrees to fire forward, upward and behind the robot. The second gunner or pilot operates the mini-missile launchers.

Primary Purpose: Anti-Armor.

Secondary Purpose: Anti-Aircraft/Flyers.

Range: About one mile (1.6 km).

Mega-Damage: Varies with missile type.

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

Payload: 24 total; 12 per box launcher.

4. NG-GL100A Grenade Launcher: Mounted atop the robot's right side is a rapid-fire grenade launcher. It is used to suppress enemy infantry, punch holes in defenses, create cover and deal damage around corners and cover. The Grenade Launcher can sweep from front to back, 220 degrees and has a 90 degree up and down arc of fire. The second gunner operates this weapon.

Primary Purpose: Anti-Personnel and Assault.

Secondary Purpose: Riot Control.

Range: 1,200 feet (366 m).

Mega-Damage: 3D6 M.D. to a 12 foot (3.7 m) radius for fragmentation grenades, 4D6 M.D. to a 3 foot (0.9 m) radius for high explosive/armor-piercing grenades, 6D6 M.D. to a five foot (1.5 m) radius for plasma grenades, while a smoke grenade covers a 40 foot (12.2 m) radius in a dense cloud of smoke, obscuring vision and creating cover.

Tear gas grenade covers a 25 foot (7.6 m radius) and makes the eyes and nose of victims not protected by gas masks or environmental armor burn and tear, as well as gag and choke them (-10 to strike, parry, dodge, -3 on initiative and lose one melee attack as long as they are in the gas cloud and for 1D6+1 melee rounds after exiting it; protected individuals suffer no penalties).

Stun or flash grenades unleash a bright flash, sparkles and white smoke that temporarily blind victims (-10 to strike, parry, and dodge, -1 on initiative, and lose one melee attack for 1D4 melee rounds).

Rate of Fire: Single shot or volley of three. Each shot or volley counts as one melee action/attack.

Payload: 90 grenade drum. Can be all one type of rifle grenade or a "mixed load" of 2-5 different types. A Riot Control payload contains only non-lethal grenades: Tear Gas, Stun/Flash and Smoke.

5. Sensor System Notes: Basic Robot systems with advanced radar. Improved sensors, cameras and optic system packages available at additional cost.

The World Association of Super-Humans (WASH)

An Optional Resource for Heroes Unlimited™

By Thomas Morrison

Introduction

Did you ever have a campaign in Heroes Unlimited where the players eventually asked the question, “It seems like the bad guys all have some kind of organization that provides them recruits, money, information, and hideouts. Is there a crime-fighting organization that we can join that will do the same for us?” While the *Ninjas & Superspies™* book gives several good examples of secret groups that can fill the role fairly well for vigilantes and secret agents who operate on the fringes of the law, costumed crime-fighters may need something with a more overt, official and legal status. The World Association of Super-Humans (WASH) is just such an organization.

Background

WASH began as a United Nations initiative, spearheaded by an extra-terrestrial law enforcement expert in the employ of INTERPOL. Dyehakihu Dureannedees (“D.D.” for short) was eager to harness the good intentions and abilities of Earth’s superhumans in the service of justice. As there are 190 countries that signed the INTERPOL agreement, creating a superhuman department within INTERPOL seemed the easiest way to give Earth’s various superhumans international support and status. However, despite D.D.’s charisma and formidable diplomatic skills, Earth’s initial enthusiasm for the idea soon ebbed in the face of nationalist fears of the establishment of a “one world government police force” that would fail to respect national sovereignty, citizens’ rights, and local laws and customs. For its first two years of existence, WASH’s funding was anemic and its training was minimal at best.

The real breakthrough came from Peter Wiesniewski, an American master psionicist who escaped from alien slavers. During his escape, Peter used Telemechanics, Speed Reading, and Total Recall to memorize volumes of advanced information regarding “soft” sciences – macro- and micro-economics, business theory, management practices, market analysis, investment strategies, educational methodology, etc. – that required only minimal research and development to put into use. Peter’s newfound knowledge of stock markets enabled him to become a multi-millionaire; money which he used to establish P.W. Idea-Corp, a top-notch mutual fund and business analysis and consulting firm that vaulted him into multi-billionaire status. When the time demands of his growing business frustrated his heroic pursuits, Peter sought out D.D. U.N. organizations are allowed to accept donations from private citizens; Mr. Wiesniewski’s initial contribution of US\$2.3 billion and financial and organizational

know-how gave WASH the resources it needed to become the world-class crime-fighting organization it is today.

Overview of INTERPOL

The concept of international police cooperation began in the 1920s as a League of Nations program to help the nations of the world combat what was then a new phenomenon: transnational crime. The same Industrial Revolution that enabled soldiers, merchants, and missionaries to operate throughout the globe enabled criminals to do the same. As more and more canny criminals and anarchists were able to escape justice in one nation by fleeing to (and getting a fresh start in) another where they were not known, the need for the police forces of the world to share data became clear. After World War II, the League of Nations dissolved in favor of the more robust United Nations, which, in 1956, reestablished the international police program under the name of INTERPOL, headquartered in Lyons, France.

INTERPOL’s constitution clearly spells out its neutrality in national and international politics: It is strictly forbidden for INTERPOL to undertake any activities of a political, military, religious or racial character. Furthermore, INTERPOL’s constitution specifies that international police cooperation is to be conducted within the spirit of the Universal Declaration of Human Rights. For example, this commitment to human rights is expressed through INTERPOL’s cooperation with international courts and tribunals and through the careful processing of personal data (source: INTERPOL, 2013). Interpol is dedicated to the fight against transnational crime, specifically in the areas of government corruption, crimes against children, cybercrime, environmental crime, financial crime, fugitive investigations, maritime piracy, organized crime, pharmaceutical crime, terrorism, and the trafficking in human beings and illicit goods (especially drugs, black market firearms, stolen vehicles and works of art).

Prior to the establishment of WASH, INTERPOL’s main contributions to international police work were in the fields of communication, cooperation, and training. Each of the 190 signatory countries benefits in different ways. Less advanced countries gain access to police training that is on par with those of more advanced countries. More advanced countries gain access to fugitives who would otherwise be untouchable or undetectable in less advanced countries. Each participating country has a National Central Bureau (NCB), where duly-appointed INTERPOL-trained personnel can enter and retrieve the data in INTERPOL’s secure database (known as “I-24/7”) as well as use its excellent criminal analysis tools (“I-Link”).

INTERPOL also conducts seminars for law enforcement personnel, acting as a clearinghouse of data, ideas, and “best practices” for combating various transnational criminal activities. These seminars also facilitate international police cooperation by acting as a forum where senior police officials of the world can meet and network. Below is a sample of some of the seminars scheduled for 2013:

INTERPOL Capacity Building Program on Organized Crime for the Americas – Seminars held in Panama City, Panama; Mexico City, Mexico; and Guatemala City, Guatemala.

INTERPOL Capacity Building Program on the Prevention of Migrant Smuggling and Illegal Migration in Southeast Asia – Seminars held in Kuala Lumpur, Malaysia and Phuket, Thailand.

International Threat Assessment and Intelligence Workshop – Held in Jakarta, Indonesia and Manila, Philippines.

INTERPOL Capacity Building Program on Counter-Terrorism for the Horn of Africa – Seminars held in Dar es Salaam, Tanzania and Kampala, Uganda.

INTERPOL Capacity Building Program on Counter-Terrorism for Asia – Seminars held in Sydney, Australia; Phuket, Thailand; Bangkok, Thailand; and Baku, Azerbaijan.

INTERPOL Capacity Building Program on Counter-Terrorism for Sahel – Held in Casablanca, Morocco.

INTERPOL Training Seminar on United Nations Security Council Sanctions and their Implementation at the National and International Level – Held in Rome, Italy and Bratislava, Slovakia.

Complementary Training Initiative on the Enhancement of INTERPOL Notices – Seminars held in Lyon, France; Dar es Salaam, Tanzania; Bangkok, Thailand; and Yaoundé, Cameroon.

Additionally – and this is where it gets good for the superhumans – INTERPOL has often been called upon to send INTERPOL Response Teams (IRTs) to assist the national police of member countries when a disaster (natural or manmade) overwhelms a country’s ability to respond or a serious crime is beyond a country’s ability to investigate. The first IRT was deployed in October 2002 to assist in the investigation of the terrorist bombing in Bali, Indonesia. Since then, over 60 IRTs have been deployed worldwide. An IRT is typically composed of expert police and support staff, tailored to the specific nature of the crime or disaster and the type of assistance INTERPOL is requested to provide. An IRT can be briefed, equipped and deployed anywhere in the world within 12 to 24 hours of an incident. With the establishment of WASH, IRTs can be a legal means to send superhuman agents to the world’s crisis locations.

Similarly, INTERPOL Major Event Support Teams (IMESTs) are also called upon to support security at major international sporting events, political conferences, and cultural festivals. IMEST members assist the national and foreign liaison officers of participating countries in making the most efficient use of INTERPOL’s full array of databases. They facilitate the real-time exchange of messages and vital police data among all member countries. This data includes fingerprints, photos, wanted person notices, and data relating to stolen and lost travel documents and stolen motor vehicles. Naturally, superhuman IMEST members would be called upon to take a more active role in supporting local security forces to combat the unique threats that super-villains, international terrorists, and master criminals pose.

But There Are Rules...

Does this mean that INTERPOL superhuman agents can traipse at will around the globe to hunt down evildoers? Sadly, no. In order to protect their national sovereignty, most countries have strict rules regarding the activities of foreign law enforcement personnel on their soil. For example, Canada requires that foreign law enforcement personnel seeking to conduct any investigation on Canadian soil have their foreign ministry submit a request to the Canadian foreign ministry two weeks in advance. Although Canada allows INTERPOL personnel to liaise directly with the Royal Canadian Mounted Police (RCMP), which greatly expedites the process, the RCMP maintains control of any approved investigation and reserves the sole right to decide to arrest or not to arrest the suspect(s). The United States is even more a stickler for national sovereignty: Its response to requests from foreign law enforcement personnel is almost invariably, “Thank you for the information; we will take it from here.”

...And a Loophole for (Almost) Every Rule

What makes WASH such a potent force for good is that it can (usually) get around the red tape regarding foreign law enforcement personnel because its members normally operate in their native countries. Not a foreigner? No need to wait two weeks. Welcome to the short line. So long as the WASH member’s assistance is requested by “appropriate police or civil authority” (a deliberately ill-defined term) and/or can make a reasonable case that the crime in question is, indeed, transnational in character, WASH may operate under the joint aegis of INTERPOL and the “appropriate police or civil authority.” In theory, this means that *any* judge, district attorney, special prosecutor, mayor, county commissioner, state or provincial governor, or police officer can authorize a WASH superhuman agent to assist him or her in the investigation of *any* type of crime within that official’s legal jurisdiction. Since WASH provides the police forces of the world with a pool of well-trained and properly-vetted superhuman agents, it is relatively easy for a WASH member to find an amenable “appropriate police or civil authority”; however, for legal purposes, it is best to get such authorization in writing. An e-mail from an official government account will do.

What happens if a WASH member’s quarry manages to escape to another country? While WASH *can* go through the (usually) much-expedited bureaucratic process of requesting permission for the original WASH member to gain access to the foreign country, standard operating procedure is to avoid the red tape by handing off the case to the appropriate WASH member in that country. While this may cause some players consternation when a much sought-after villain slips across the border, it provides plenty of adventure opportunities when a high-profile villain flees a foreign country and comes into the players’ nation. By definition, a wanted fugitive crossing the border is a transnational crime. Furthermore, it provides WASH members a ready back-up in case of a hot pursuit: One phone call to a foreign colleague can mean that another superhuman is waiting to head off the villain right across the border.

Vetting and Training

The members of WASH know well that their existence relies heavily on the goodwill of the people and the governments of the world. Therefore, the maintenance of a disciplined, professional, and effective membership is paramount. Screening of potential candidates is thorough and done via multiple means. Characters must be at least third level to be considered for membership, must have clean police records, must have a demonstrated and verifiable record of fighting crime within the confines of the law, must provide their true identities to INTERPOL, and must pass the initial WASH INTERPOL Basic Skills (W.I.B.S.) program. Characters with no track record at all of crime fighting will not be considered for membership. INTERPOL will keep the superhuman's true identity a secret, unless he or she is a wanted criminal.

All WASH training is conducted at WASH expense in Chuuk Lagoon, a beautiful and isolated Pacific Ocean archipelago, far from criminal or governmental distractions. W.I.B.S. uses the most advanced instructional methodology, to include semi-hypnotic super-learning techniques, to pack three months' full-time instruction into a mere four weeks. It is the rough equivalent of the first half of a world-class police academy training in the law enforcement skill program. During the training, a complete evaluation of the candidate's suitability for police work is performed via psychic and psychological means: Crazies, villains, criminals, imposters, and vigilantes with no respect for the law are quickly weeded out and sent home. Completion of W.I.B.S. confers the following benefits:

WASH INTERPOL Basic Skills (W.I.B.S.) Program

- Computer Operation
- Law (general) (includes international criminal law)
- Research (plus read-only access to the I-24/7 INTERPOL database)
Note: If any of the above basic skills duplicate a skill the character already has, the character is placed in a more advanced class that provides a +10% bonus to that skill.
- Close combat training (choose one):
 - One W.P.: Blunt, Revolver, or Automatic Pistol. If the character chooses a duplicate W.P. (i.e., is placed in a more advanced class), the character gains an additional +1 to strike (and parry, if applicable) with that weapon.
 - Hand to Hand: Basic. If the character already has Hand to Hand: Basic, the character can gain more advanced training to upgrade to Hand to Hand: Expert. Likewise, if the character has Hand to Hand: Expert, he or she can upgrade to Hand to Hand: Martial Arts. If the character already has Hand to Hand: Martial Arts or one of the Ninjas & Super-spies martial arts, the character gains either 1) a +1 to initiative, strike, parry, and dodge, or 2) a martial arts technique or special kata.
- Associate Member status in WASH, meaning the authority to act under the supervision of a fully-certified INTERPOL member as a duly authorized deputy. The INTERPOL member acts as a mentor in police matters and is usually (but not always) also a super-powered member of WASH. Law enforcement agencies of the character's nation are well aware of the character's "probationary" status and normally will cooperate with the character only if he or she already has a good reputation with that particular police department. Law enforcement

agencies of other nations won't cooperate with the character at all unless absolutely necessary.

- An INTERPOL identification badge with private key infrastructure (PKI) microchip (-35% to forge), used to authenticate the user and to encrypt/decrypt digital communications when using the satellite laptop (see below).
- A hardened laptop with secure Internet via satellite communications, used to access INTERPOL databases on the go. Again, the character initially has just read-only access to I-24/7. For security purposes, the laptop requires three-factor authentication to operate: 1) an INTERPOL identification badge, 2) an 8-character password, and 3) a biometric identifier (thumbprint or retina scan). If the character is (or operates) a robot, a simple USB connection will allow automated control of the laptop (no need to press keys); a 512-bit identification code takes the place of the biometric data. The laptop's hard drive is encrypted and it has a GPS locator and a remote wipe in case of theft.
- A top-of-the-line, Internet-capable, waterproof cell phone, paid for by WASH. The cell phone also has a GPS locator and a remote wipe in case of theft. If the character is (or operates) a robot, a mini-USB connection can link the phone to the robot's computer for automated control; if requested, WASH will even pay to have the phone installed inside the robot itself.
- A basic home security alarm system, linked to the cell phone (above) as well as WASH headquarters, paid for by WASH.
- A personal website – authorized, paid for, and maintained by WASH – for the superhuman to publicize his/her crime-fighting exploits and to solicit the public for information and donations. While the tip line automatically feeds into INTERPOL's database, 100% of the donations are automatically loaded into a pre-paid debit card for the superhuman agent's professional expenses. Donations typically run US\$10-1000 (1D100×10) times the experience point value of any villain(s) overcome, all appropriate bounties (if any), plus 10-15% (1D6+9) of the value of any stolen money or goods recovered. (Superhuman agents are strongly counseled that the easiest way for them to lose this privilege is to use these donations for *personal* use. And yes, WASH keeps tabs on how the debit card is used.)
- A one-time grant of \$5,000 to acquire or upgrade a base of operations and/or police-type weapons, equipment, and vehicles. If the character is (or operates) a robot, this money can be used for repairs, armor, fuel, ammunition, spare parts, and police-type weapons. This money is "use it or lose it," meaning that unspent funds return to WASH. No, this money cannot be diverted for personal use.
- A monthly stipend of \$500 (for personal or professional use).
- \$50,000 in life insurance, free.
- A free health and dental plan for the character that provides for full treatment for the character, contracted via a top-notch health management organization or hospital (as appropriate for the character's country).

Characters who advance two levels after completion of W.I.B.S. without a disciplinary infraction are strongly encouraged to attend the WASH INTERPOL Intermediate Skills (W.I.I.S.) training, a four-week program that provides the equivalent of the second half of a world-class police academy education in the law enforcement skill program. During the training, another complete

evaluation of the candidate is performed to weed out undesirable personnel. Completion of W.I.I.S. confers the following benefits:

WASH INTERPOL Intermediate Skills (W.I.I.S.) Program

- Find Contraband & Illegal Weapons (+5%)
- Criminal Science (not including *Forensic Medicine*) (+5%)
- Intelligence (plus access to I-Link INTERPOL intelligence software) (+5%)

Note: If any of the above intermediate skills duplicate a skill the character already has, the character is placed in a more advanced class that provides a +10% bonus to that skill.

- An additional +5% on the Computer Operation, Law (general), and Research skills
- Full membership in WASH, meaning the character is now a credentialed INTERPOL member and can supervise Associate Members. Law enforcement agencies of the character's nation will normally respect and cooperate with the character, but are unlikely to share "close-hold" secrets. Law enforcement agencies of a foreign nation will normally only cooperate with the character if he or she already has a good reputation with the police of that nation.
- Read and write access to all INTERPOL databases, but no administrator rights (cannot alter, delete, or reprogram the I-24/7 or I-Link software).
- Personal advertising paid by WASH to gather popular support, information, and donations for the superhuman: One local television ad (non-prime time), three radio ads, a half-page local newspaper ad, and one month of billboard space. The additional advertising means additional donations, typically US\$20-2000 (1D100×20) times the experience point value of any villain(s) overcome, all appropriate bounties (if any), plus 10-15% (1D6+9) of the value of any stolen money or goods recovered.
- The ordinary cell phone issued at the end of W.I.B.S. is replaced by a top-of-the-line, Internet-capable, waterproof, shockproof, encrypted *satellite* cell phone, paid for by WASH. Like the W.I.B.S. cell phone, the satellite phone also has a GPS locator and remote wipe in case of theft, can connect to a robot or computer via a mini-USB, and can be built into a robot at WASH expense.
- A comprehensive, thief-proof (-35% to bypass) home security alarm system, linked to the satellite cell phone (above) as well as WASH headquarters, paid for by WASH.
- A one-time grant of \$20,000 to acquire or upgrade a base of operations and/or police-type weapons, equipment, and vehicles. If the character is (or operates) a robot, this money can be used for repairs, armor, fuel, ammunition, spare parts, and police-type weapons. This money is "use it or lose it," meaning that unspent funds return to WASH. No, this money cannot be diverted for personal use.
- A monthly stipend of \$2,000 (for personal or professional use).
- \$100,000 in life insurance, free.
- A free health and dental plan for the character that provides for full treatment for the character and his or her spouse and children, contracted via a top-notch health management organization or hospital (as appropriate for the character's country).

Characters who advance two levels after completion of W.I.I.S. without a disciplinary infraction are strongly encouraged to attend the WASH INTERPOL Advanced Skills (W.I.A.S.) training, a

program that packs a full six months of an advanced police academy into nine weeks. (Thus, the completion of W.I.B.S., W.I.I.S., and W.I.A.S. gives the character the equivalent of a full year of world-class police academy training in only four months.) During the training, another complete evaluation of the candidate's psyche is performed to screen out any whose conduct may bring discredit to the good name of WASH. Completion of W.I.A.S. confers the following benefits:

WASH INTERPOL Advanced Skills (W.I.A.S.) Program

- Nuclear, Biological, and Chemical Warfare (+15%)
- Demolitions Disposal (+15%)
- An additional +10% on the Computer Operation, Criminal Science, Find Contraband & Illegal Weapons, Intelligence, Law (general), and Research skills.
- Any two skills from Espionage, Rogue, Military, or W.P. categories. The character can use one of these skill choices to learn Hand to Hand: Basic, upgrade from Hand to Hand: Basic to Hand to Hand: Expert, or upgrade from Hand to Hand: Expert to Hand to Hand: Martial Arts. If the character already has Hand to Hand: Martial Arts or one of the N&SS martial arts, the character may use one of these skill choices to gain either 1) a +1 to initiative, strike, parry, and dodge; or 2) a martial arts technique or special kata.
- Senior membership in WASH, meaning that the character is a recognized expert in the field of law enforcement. The character may be called upon to give presentations at national or international police seminars. Police forces of the character's nation will likely request the character by name and will normally share all but the most sensitive of their undercover operations. Law enforcement agencies of a foreign nation will normally respect and cooperate with the character, but are unlikely to share "close-hold" secrets unless he or she already has a good reputation with the police of that nation.
- Personal advertising paid by WASH to gather popular support, information, and donations for the superhuman: Two local television ads (one during prime time), six local radio ads, a full-page local newspaper ad for a week, and one year of billboard space. The additional advertising means additional donations, typically US\$50-5000 (1D100×50) times the experience point value of any villain(s) overcome, all appropriate bounties (if any), plus 10-15% (1D6+9) of the value of any stolen money or goods recovered.
- A one-time grant of \$80,000 to acquire or upgrade a base of operations and/or police-type weapons, equipment, and vehicles. If the character is (or operates) a robot, this money can be used for repairs, armor, fuel, ammunition, spare parts, and police-type weapons. This money is "use it or lose it," meaning that unspent funds return to WASH. No, this money cannot be diverted for personal use.
- A monthly stipend of \$8,000 (for personal or professional use).
- \$200,000 in life insurance, free.
- A free health and dental plan for the character that provides for full treatment for the character and his or her spouse and children, contracted via a top-notch health management organization or hospital (as appropriate for the character's country).

Funding

As noted above, private donations make up a large proportion of WASH's total operating budget. A recent series of successful, high-profile cases have highlighted WASH's unique capabilities and have acted as free advertising for money, recruits, and access. Riding high on this wave of popular goodwill, WASH has organized fund-raising at the global grassroots level. People from all parts of the world and from all socio-economic strata have held fund-raisers for the group. In the United States, several celebrities who portray superhumans in movies have donated to, or advocated on behalf of, WASH; civic organizations such as the Boy and Girl Scouts and the Rotary Club conduct WASH fund-raisers; children dressed up as superhumans even collect coins for WASH during Halloween and comic conventions. Several local and national politicians have pledged, or have proposed pledging, significant sums of money for local WASH members and/or WASH headquarters. However, actual disbursement of government money usually takes 7-12 (1D6+6) months and is often only 20-70% (2D6x5 +10) of what was promised.

WASH's finances are tightly controlled by the group to prevent any improprieties. All members are clearly told that abuse of any WASH expense account is grounds for immediate and permanent dismissal. This policy is enforced zealously to avoid any kind of scandal that would reduce the goodwill that is one of WASH's greatest assets.

While the stipends for its members are far below the salaries the characters could earn in an industrialized country as an employee at a global, private security corporation, WASH's prestige and the potential for private fund-raising can provide a way of life with excellent benefits. Each hero is individually incorporated as a non-profit (and therefore, in most countries, tax-free) entity, both to limit WASH's liability in case of inappropriate behavior and to reward those heroes who uphold its high standards. Furthermore, WASH has negotiated with many major corporations for significant discounts on goods and services such as vehicles, weapons, hotels, computers, commercial air travel, etc. Many businesses offer discounts to WASH members, similar to those offered to military, police, and firefighters. Some WASH members have supplemented their personal incomes by landing lucrative endorsement contracts for products ranging from milk to cosmetics to athletic wear; so long as the product and advertisements do not bring discredit upon WASH, INTERPOL, or the United Nations, they are generally acceptable. WASH offers a 24-hour toll-free hotline and e-mail access to provide financial and legal advice for its members.

WASH has good reason for wanting the superhuman agents' finances to be beyond reproach: Many of the world's governments have individual politicians who, for reasons varying from nationalism to corruption to personal ambition, seek to destroy WASH. The character's office, crime-fighting vehicle, weapons, ammunition, health care costs, paid informants, etc. are normally considered business expenses and must be kept separate from his or her private expenses (luxury items, social life, etc.). Using tax-free business money to pay for a taxable personal lifestyle is illegal in every nation and *will* prompt the local government to assess a hefty tax bill as well as possible prison time. Any such scandal would reduce private donations for *all* WASH members by 5-30% (5D6) for six months.

WASH and the ICC

The International Criminal Court (ICC; CPI in its French acronym), centered in the Hague, Netherlands, is the permanent international court for genocide, crimes against humanity, and war crimes. Although it nominally has the authority to try persons who are members of signatory states, persons who committed one of the abovementioned crimes in a signatory state, and any cases referred to it by the U.N. Security Council, the ICC is considered a "court of last resort" as it generally only tries persons who cannot be brought to justice in their own countries. Of the 190 member states of the United Nations, 149 of them accept the jurisdiction of the ICC. Notable exceptions include the United States, the Peoples' Republic of China, India, and Russia.

How does a case come to the ICC and what process does the ICC follow to issue a warrant?

1. An international crime (genocide, crime against humanity, or war crime) must have occurred that cannot be prosecuted in the country or countries where it occurred.

2. The person(s) suspected of committing said crime(s) must be determined to be within the jurisdiction of the ICC by one of the following means:

- A. Jurisdiction is granted to the ICC by the recognized government of the nation of which the suspect is a citizen.

- B. Jurisdiction is granted to the ICC by a unanimous vote of the U.N. Security Council (China, France, Russia, UK, US) and a majority vote of the U.N. General Assembly. (Note: This means that citizens of China, France, Russia, the UK, and the US will almost never be subject to ICC jurisdiction.)

3. Sufficient evidence of the crime must be brought before an appropriate panel of ICC judges to establish probable cause for the issue of the warrant. This is normally done by the ICC Prosecutor, who has the authority to liaise directly with the governments of ICC signatory states and to request U.N. fact-finding missions in order to gather information.

4. The ICC does *not* issue search warrants.

5. This process normally takes months to years due to the U.N.'s slow bureaucracy and the fractious and contentious nature of international politics. However, should a super-villain ever be stupid enough to threaten the world overtly, expect the international community to unite and push through an ICC warrant within hours.

In the past, the ICC has relied upon the goodwill of U.N. member states to act upon its warrants. While required to do so by international law, most U.N. member states who refer matters to the ICC do so because they are too weak to bring the offender(s) to justice themselves; those U.N. member states who are most capable of arresting the suspect(s) usually are reluctant to place their personnel in harm's way to deal with "someone else's problem." Now that INTERPOL has WASH, however, the ICC has a means by which to take action on the warrants directly. (Game Masters, this is an excellent legal way to involve your heroes in the global hunt for super-powered villains, rogue dictators, brutal warlords, and international terrorists.)

In the last six months, INTERPOL/WASH has taken an increasingly active role in serving ICC warrants and has successfully arrested three of the most notorious warlords in Africa. While the INTERPOL Constitution strictly forbids the organization

from engaging in military operations, international law holds that an armed force that is not openly declared by a recognized sovereign government is not military. Thus, pirates, terrorists, militias, mutineers, and rebels are fair game for what are euphemistically termed “enhanced police operations (EPOs)”³; commando-type raids to arrest wanted persons. To stay on the right side of international law, EPOs must follow the below rules:

1. The target person(s) must be the subject(s) of one or more ICC warrants.

2. The host government must concur with the EPO and is responsible for completing any and all local judicial proceedings prior to the dispatch of the EPO force. (This means that the WASH heroes will *not* have to deal with foreign legal or bureaucratic “red tape” so long as they act within the scope of the approved EPO mission. The host nation will almost always insist on having some kind of presence and/or participation in the EPO, ranging from a token liaison officer to a substantial security force contingent.)

3. Minimal force will be used. The EPO force will have an appropriate array of non-lethal means to deal with non-lethal threats. Lethal force will only be used against lethal threats. A person with a lethal weapon (one that reasonably could kill, maim, or substantially harm a normal person), and who indicates intent to use that weapon (aiming, verbally threatening, or refusing a clear order to disarm), is considered a lethal threat. However, the target person(s) *must* be brought in alive: INTERPOL/WASH is extremely sensitive to any perception of it being, forming, or becoming a U.N. assassin squad.

4. No person other than the target person(s) may be arrested; however, person(s) materially interfering with the EPO or who may reasonably be believed to be criminally associated with the target(s) of the EPO may be detained on site. All such persons must have their biometric identifiers taken (photograph, DNA sample, fingerprints, and retina scan). All such non-target detainees must be turned over to the local authorities. If for any reason that is not possible, non-target detainees are to be restrained (flex-cuffed and hooded) and left on site.

5. The EPO force will destroy only what is required by the mission to service the ICC warrant.

6. The EPO force may seize only that property that is known, or is reasonably believed to be, evidence of the crime(s) for which the ICC warrant was issued. Other property must be handed over to the host nation’s authorities, but should be documented (photographed, electronically copied, etc.) prior to any such hand-over.

7. Any violation of the above rules *will* result in an international incident, followed by a highly-politicized U.N. inquiry.

WASH and the World

As noted above, while costumed superhumans currently are enjoying a groundswell of popular support in most parts, not every government or government official supports WASH. Rather than give a comprehensive chart of how much the people, law enforcement agencies, and governments of every country in the world support WASH, only a few of the most notable countries are described below. G.M.s are free to embellish or change the information as they see fit; politics change all the time and popular opinion can be fickle.

Africa

- *North Africa* includes the Arab countries of Algeria, Egypt, Libya, Morocco, and Tunisia. In the early 1990s, Algeria underwent an extremely brutal decade of civil war against Islamic fundamentalist groups, remnants of which retreated into the Sahara Desert and allied with al-Qaeda. Egypt, Libya, and Tunisia all underwent regime change during the 2011-2012 “Arab Spring” and remain volatile. While the situation in Tunisia is tense but fairly peaceful, Libya’s various militias keep the country teetering on the brink of chaos and Egypt is experiencing ongoing social unrest over the policies of the democratically-elected Islamic regime. Of the North African countries, Morocco is the most cooperative with INTERPOL, while nationalist Egypt is the least. Both Morocco and Egypt have small WASH branches. Donations for heroes based in North Africa are generally half of what is listed above.
- *Sub-Saharan Africa* includes dozens of countries, most of which are poor, underdeveloped, ruled by corrupt strongmen, and grappling with some kind of ethnic and/or religious unrest. Unless otherwise stated, sub-Saharan countries have no local WASH members and are somewhat uncooperative toward INTERPOL. Donations for heroes based in sub-Saharan Africa are generally one-tenth of what is listed above, but in a country where an average person makes less than \$1,000 per year, that is (relatively) very good money. The region’s extreme poverty, vast mineral wealth, rare animals, and general lack of law means that sub-Saharan Africa provides one of the best locales for international criminal organizations to obtain recruits and money (“blood diamonds,” illegal endangered animal products, drugs, stolen oil, pirated ships, kidnapped Westerners, etc.). It is also one of the areas where INTERPOL focuses its efforts and therefore one of the more likely foreign destinations for a Western WASH member. Countries located in this region are discussed in some detail below.
- *Burundi* has no WASH branch, but will grudgingly accept INTERPOL assistance, so long as its 1972 Tutsi vs. Hutu and 1993 Hutu vs. Tutsi genocides are neither to be investigated nor discussed.
- *Cameroon* is a polyglot republic with an unusually high level of political stability and economic development. It and Liberia are the most cooperative African countries regarding INTERPOL. It has a small but respectable WASH branch that sometimes is called upon to assist neighboring countries.
- *Chad* is one of the poorest and most corrupt countries in Africa. Its history of internecine warfare has made its military forces more experienced than those of its neighbors and its recent discovery of oil has made more resources available for its troops. Chad is often willing to send military forces to assist neighbors – unfortunately, not always at the host government’s invitation. It has a small local WASH branch and is generally only minimally cooperative toward INTERPOL.
- *The Democratic Republic of Congo* (formerly *Zaire*) has been in semi-anarchy since 1996, with armies from nine foreign nations allying with various armed domestic factions in order to control the nation’s vast mineral wealth. Over five million people (mostly civilians) have died in the violence to date. Currently, rebellious military units in its eastern part are traf-

ficking in gold and “blood diamonds” – allegedly with Ugandan and Rwandan military assistance. It has a single associate WASH member and is increasingly cooperating with INTERPOL.

- *Ethiopia* is a drought-plagued nation that is a republic in name, but is currently ruled by a political strongman. It has a history almost as long as Egypt and has been an independent nation for all but six of the last 3,000 years. Strongly nationalist but desperately poor and underdeveloped, Ethiopia’s heavy reliance on U.N. assistance programs makes it much more cooperative with INTERPOL than its pride and internal politics would normally dictate. Ethiopia will gladly share data with INTERPOL, but will insist that its local WASH affiliate take the lead in any INTERPOL operations in its territory. Ethiopia boasts a small but well-trained team of magic-wielding monks who work mostly on supernatural and counter-terrorism issues.
- *Kenya* is a developing country with a long history of despotic rule and corruption, but recently has made great strides toward democratization and economic development. Poaching endangered species is a big problem in Kenya due to the lucrative East Asian black market for rhino horn and elephant ivory. Kenya has long been politically involved in events in East Africa and increasingly has become militarily involved in Somalia. Kenya has a small WASH branch and is generally cooperative toward INTERPOL, except in matters of crimes against children: Child labor and child prostitution are prevalent in Kenya.
- *Liberia* recently emerged from decades of brutal civil war and despotism. Its democratically-elected leader is energetically pursuing economic development and political stability. Liberia has a WASH affiliate (two associate members only); it and Cameroon are the most cooperative African countries regarding INTERPOL.
- *Mali* underwent an unpopular military coup in 2012; during the ensuing unrest and anarchy, Tuareg rebels in the north allied with Algerian al-Qaeda affiliates to seize the northern half of the country. Al-Qaeda’s repression of the local populace and the rebels’ attempt to conquer the southern half of the country prompted swift (and so far, successful) French, Chadian, and West African military intervention. The weak Malian government will eagerly accept any INTERPOL assistance to combat terrorism, but not government corruption. Mali has no local WASH affiliate.
- *Nigeria* also has a WASH branch and is the major power of West Africa, but its fairly democratic government is notoriously corrupt and seemingly incapable of dealing with its multiple internal economic, ethnic, and religious issues. Nigeria has a full-blown Islamic insurgency in the north and increasingly bold maritime piracy, kidnapping, and oil theft in the petroleum-rich delta region. It generally cooperates with INTERPOL, except in cases regarding Nigerian government corruption.
- *Rwanda* has no WASH branch, but will grudgingly accept INTERPOL assistance, so long as its 1994 Hutu vs. Tutsi genocide is neither to be investigated nor discussed.
- *Somalia* plunged into anarchy and recurring famine when feuding warlords overthrew the government in 1991. Two parts of northern Somalia (Somaliland and Puntland) established semi-functional and fairly democratic governments whose declarations of independence have not been recognized by any other nation. Southern Somalia fell under the harsh rule of al-Qaeda-affiliated Islamist radicals, whose support for international maritime piracy led to hundreds of attempted (and dozens of successful) hijackings of merchant vessels; ransoms of ships, cargoes, and crews allegedly netted the pirates tens of millions of dollars. During the 2011 East Africa famine, the radicals refused to accept Western food aid, which caused it to lose popular support and prompted foreign military intervention. In 2012, Somalis elected a pro-Western regime that has exhibited growing confidence and leadership. Although the radicals still control most of southern Somalia’s countryside, their power is waning. Despite this history of disunity, Somalis retain a high degree of nationalism. While the three democratic governments of Somalia will gladly cooperate with INTERPOL, they will insist that their police forces take a large and visible role in any operations. Somalia has no local WASH affiliate.
- *Tanzania* is a developing but relatively stable country. Poaching endangered species is a big problem in Tanzania due to the lucrative East Asian black market for rhino horn, elephant ivory, live monkeys, and dead gorillas. It has a small WASH branch and is very cooperative with INTERPOL on matters of wildlife protection and counter-terrorism.
- *South Africa* has transformed socially since the end of its apartheid policies twenty years ago, but it suffers from a violent crime rate far worse than the U.S. South Africa has a world-class military-industrial complex that is willing to supply unsavory governments and warlords with excellent weaponry and thousands of (mostly white) mercenaries. South African mining companies control almost all of the legal and illegal trade in gold and gemstones on the continent. Although South Africa has an excellent and robust WASH branch, it is simply overwhelmed; nationalist fervor precludes all but the most low-key foreign INTERPOL assistance.
- *Sudan* has an Islamic fundamentalist regime that has a penchant for genocide against minorities and cooperation with al-Qaeda. Sudan has no local WASH affiliate and does not cooperate with INTERPOL. The current leader of Sudan, Omar al-Bashir, has an outstanding ICC warrant for his arrest for repeated war crimes and crimes against humanity.
- *Uganda* is a generally stable but notoriously corrupt “republic,” long ruled by a strongman. It has a cult terrorist group called “The Lord’s Army (LRA)” that engages in child slavery, rape, and murder; the LRA leader also has an outstanding ICC arrest warrant for crimes against humanity. Uganda is often willing to send military forces to assist neighbors – unfortunately, not always at the host government’s invitation. Uganda’s military is fairly well trained; it supplies most of the (overwhelmingly black) mercenaries for both legitimate international security companies and shadowy African warlords. It also has a small but respectable local WASH branch. It is one of the more cooperative African countries regarding INTERPOL, but will stonewall any investigation of its corruption or its clandestine involvement in neighboring countries’ civil wars.

Asia

- *Afghanistan* is a failed “moderate” Islamic republic propped up by NATO military forces and United Nations aid. It is in the midst of a civil war against Islamic fundamentalist warlords allied with al-Qaeda. While the corrupt government often cooperates with INTERPOL in combating terrorism and the Afghan public generally is supportive of United Nations aid programs, any INTERPOL action against the firmly-entrenched and highly-lucrative opium trade will almost certainly trigger a backlash by terrorists, local warlords, and Afghan government officials. Afghanistan has no local WASH affiliate.
- *Arab countries* include Bahrain, Iraq, Jordan, Kuwait, Lebanon, Oman, the Palestinian Authority, Qatar, Saudi Arabia, Syria, the United Arab Emirates, and Yemen. Of these countries, Jordan, Kuwait, Lebanon, and Yemen are the most amenable to INTERPOL assistance. While Jordan and Kuwait are fairly free and stable, Lebanon and Yemen are grappling with such extreme internal social and political turmoil that their futures as intact and independent nations are in doubt. Iraq and Saudi Arabia are highly nationalist nations that are generally disinclined to cooperate with INTERPOL operations on their soil, but will eagerly request assistance to apprehend fugitives beyond their borders. Syria is in the midst of a civil war; the current despotic regime is guilty of numerous crimes against humanity and will *not* allow any INTERPOL activities in its territory. Only Jordan, Kuwait, and Lebanon have local WASH affiliates. Saudi Arabia has an alleged superhuman group formally subordinate to its volunteer religious police; however, as INTERPOL is forbidden to conduct any operation of a religious nature, this group has been refused admittance into WASH.
- *Central Asia* comprises what are known as “the five ‘Stans’”: Kazakhstan, Turkmenistan, Uzbekistan, Kyrgyzstan, and Tajikistan. All five are diplomatically termed “fragile democracies,” meaning that they are more or less run by local strongmen whose commitment to freedom and fair elections ranges from lukewarm to lip service. Of these countries, Turkmenistan is hands-down the worst offender. The less free the country is, the more likely the government is to attempt to use superhumans to hunt down political opponents and guerrillas or to refuse cooperation with U.N. entities altogether. Almost all of these countries have internal conflicts with al-Qaeda-affiliated terrorist groups, so those heroes tempted to aid the rebels should think twice.
- *China (People’s Republic)* is a totalitarian, Communist state. Chinese nationalism runs high; both government policy and popular sentiment are strongly against “foreign devils meddling in domestic affairs.” Any Chinese citizen who questions the government is imprisoned for “re-education” (brainwashing). Imprisoned super-powered beings are subjected to experiments to discover bio-technology; China is second only to Russia in human experimentation to create super-soldiers. Communist China’s booming free-market economy means that those who do support the government have a range of generally non-violent crimes to combat, ranging from smuggling stolen works of art and endangered animal products to drug trafficking and child prostitution, often controlled by well-connected organized crime families. China is the world leader in transnational cybercrime, much of it officially encouraged by China’s intelligence agencies. China’s lack of freedoms, however, means that tens of thousands of Chinese flee to other countries every year, often falling prey to unscrupulous human traffickers. Communist China claims Taiwan as part of its territory and will retaliate politically and economically against any country or organization that deals with Taiwan.
- *China (Taiwan)* is a modern, wealthy, industrialized republic with a culture that embraces both ancient traditions of heroes and modern concepts of cartoon super-beings. It has its own superhuman organization, but has been stymied in its attempts to affiliate formally with WASH and INTERPOL due to Communist China’s efforts to keep Taiwan internationally isolated.
- *India* is a modernizing republic with wide divides between the newly rich and the chronically poor. It has a long cultural and religious tradition of hero worship and a highly active media industry, so popular acceptance of its native-born superhumans is very high. However, nationalism also runs high in India, so its national police force is generally disinclined to assist foreign WASH members.
- *Iran* is a semi-modern “Islamic republic,” which means that Shiite clerics (mullahs) control almost every aspect of life in the country, from the rigged political process to people’s private lives. Since 2009, ongoing peaceful protests against the mullahs’ political and social repression have been met with harsh (and often bloody) government crackdowns. The Iranian government’s oppressive policies, support for international terrorism, and avowed ambition to build nuclear weapons firmly place it on the international pariah list. Iran has no domestic superhuman organization. Iranian mullahs routinely denounce the United Nations as “lackeys of the Great Satan [United States]” and will never cooperate with WASH, INTERPOL, or the West.
- *Israel* is a modern industrialized nation with an ancient past and a current dilemma. If Israel is the homeland of the Jews, what should be the status of its sizeable (and rapidly growing) non-Jewish population? Political, religious, ethnic, and economic divides fuel virulent domestic terrorism. Israeli nationalism forbids any INTERPOL operation on its soil, but Israel is always eager to get INTERPOL assistance in apprehending wanted fugitives outside Israel’s borders. Israel’s WASH branch is highly active in counter-terrorism matters.
- *Japan* is a modern, wealthy, industrialized republic with a long cultural tradition of belief in heroes and fantastic creatures possessed of magical powers; it is one of the foremost driving forces behind modern comic book and cartoon super-beings. It is no wonder, then, that it has a near-worshipful public opinion of its homegrown superhumans. All donations in Japan are increased by +30% over the above-listed amounts. Private collectors in Japan are often the end buyers for stolen works of art and endangered animal products. Police agencies are almost as enthusiastic about superhumans as the public, but maintain professional reserve and formality when dealing with WASH.
- *Korea (North)* is another totalitarian, Communist state. Unlike Communist China, however, its leaders have rejected free-market economics in favor of Stalinist central planning, which means that food is severely rationed for the semi-starving public while high government and military officials dine

sumptuously on imported foods and drive luxury European cars. North Korea is a big player in the global weapons black market and often supplies well-trained military and medical personnel to embargoed dictators, for a price. It routinely denounces the United Nations as a “tool of the American capitalist-imperialist running dogs” and will *never* cooperate with the U.S., INTERPOL, or WASH.

- *Korea (South)* is a modern, wealthy, industrialized republic. Its public is favorable to superhumans. Its branch of WASH is formally part of its national police, so cooperation for South Korean WASH members is not an issue. As national policemen, however, South Korean WASH members are expected to wear the appropriate uniforms and cannot accept donations or rewards, but they do still get the WASH stipends, grants, and benefits in addition to their national police salaries.
- *Southeast Asia* includes Indonesia, Kampuchea (Cambodia), Laos, Malaysia, Myanmar (Burma), the Philippines, Singapore, Thailand, and Vietnam. Most of these countries have problems regarding human trafficking, drug trafficking, and maritime piracy. Singapore is remarkable for its low crime rate and well-trained police force; it often hosts regional political and law enforcement conferences and is highly supportive of INTERPOL. Vietnam is still a Communist dictatorship, but it has embraced a free-market economy and has softened many of its internal policies. Many of these nations have sizeable Chinese minorities who wield disproportionate economic power, to the chagrin of the local populaces; Indonesia, Malaysia, and Myanmar have had murderous anti-Chinese riots in the past. Terrorism is a small but growing problem in Thailand, Indonesia, and Malaysia. Thailand is notorious for crimes against children, especially in the sex trade. Indonesia’s national oil company is one of the world’s worst environmental offenders. While Laos, Kampuchea, and Vietnam generally do not cooperate with INTERPOL, the rest of the nations of Southeast Asia generally do.
- *Turkey* is a fairly modern, secular Muslim state with a high degree of nationalism and a driving ambition to be more accepted in the Western world, especially the European Union (EU), to which it has been petitioning for membership for nearly a decade. If not for its poor human rights record regarding its Kurdish minority, it would already be a member of the EU. While its national police generally are disinclined to cooperate with foreign WASH personnel, circumstances can and do arise of such political sensitivity that Turkey is compelled to request INTERPOL assistance.

Oceania

- *Australia*: The Australian Federal Police (AFP) is a professional force with a history of bilateral cooperation with the police forces of other nations throughout the South Pacific. In INTERPOL matters, the AFP will take the lead in any investigation within Australia’s borders and retain the sole right to arrest or not to arrest any person within their jurisdiction. Australia has a robust and very professional WASH branch that, like AFP, is often called upon to assist the national police forces of other nations in the South Pacific region.
- *Fiji* is an independent and fairly prosperous nation with a well-trained police force and an excellent record of cooperation

with INTERPOL. Fiji has a small WASH branch that often is called upon to assist other independent Pacific Island nations.

- *Pacific Island nations* are generally poor and underdeveloped. Many have populations under 10,000 persons, low crime rates, and meager police resources. The Federated States of Micronesia are an independent collection of several independent island nations that, until recently, were under an internationally-recognized American mandate; the U.S. still keeps these nations under its protection. Of note, Chuuk Lagoon, a member state of the Federated States of Micronesia, is home to the World Association of Super-Humans, which established its headquarters and training facilities in some of the newly-renovated (and still formidable) bunker complexes built by the Japanese in WW II.

Europe

- *European Union* member states (Austria, Belgium, Bulgaria, Cyprus, Croatia, the Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Hungary, Ireland, Italy, Latvia, Lithuania, Luxembourg, Malta, the Netherlands, Poland, Portugal, Romania, Slovakia, Slovenia, Spain, Sweden, and the United Kingdom) are wealthy and highly industrialized Western nations with professional police forces. While the United Kingdom has no national police force, the other nations do. Outside of an overwhelming crisis or high-profile international event, foreign INTERPOL personnel are not allowed to operate in other than an advisory capability in any EU country. Donations for EU-based heroes in Germany, France, and the UK are 15% above what is listed above; donations in other EU countries are 5% higher.
- *Non-EU* member states are also relatively wealthy (by world standards); most are petitioning for EU member status and have fairly professional police forces. These nations are more likely to be overwhelmed by an internal crisis or high-profile international event and thus more likely to request an IRT or IMEST. Without an invitation, however, foreign INTERPOL personnel are not allowed to operate in other than an advisory capability in any of these countries, either. However, Norway is notable for its WASH affiliate’s support of IRTs, IMESTs, and donations to WASH headquarters. Donations for individual Norwegian WASH members are 15% higher than what is listed above.
- *Russia* is a republic in name, but in reality is a kleptocracy that is ruled by a nationalist strongman who tolerates corruption so long as it buys him loyalty. Russian nationalism runs deep and the Russian desire to return to superpower status is strong. Foreign law enforcement personnel are not allowed to operate on Russian soil in other than a liaison capacity and must be declared at least thirty days in advance by their nation’s embassy. Russia reserves the right to refuse entry to any foreign law enforcement official and *will* do so if the official has ever had any ties to a foreign military or intelligence agency. Conversely, Russia is very keen on sending its own military intelligence officers to its embassies around the world as “law enforcement liaison officials.” Russia is also the most likely country to conduct human experiments to create a race of super-beings and had had limited success with this endeavor back in the Soviet Union days; many of these super-soldiers are now acting as

mercenaries for unsavory groups and governments worldwide. Russia has several super-powered units attached to its special forces, interior ministry, and military and foreign intelligence agencies, but very few truly independent superhumans. Over 90% of Russians petitioning for WASH membership are spies who seek to gain access to WASH's secret personnel files and/or acquire DNA samples from its membership to further Russian super-power research. The Russian mafia has worldwide reach and employs many former (and current) Russian police and intelligence personnel. It is heavily involved in transnational black market weapons trafficking and human trafficking (mostly prostitutes, who often double as collectors of information for Russian intelligence).

- *Switzerland* is a wealthy, peaceful, and advanced industrialized confederacy. Its famed neutrality in world affairs has led to it being one of the preferred locales for international political summits as well as the banker of choice for shady people worldwide. While Switzerland cordially cooperates with INTERPOL to ensure the security of international events in its territory, it will *never* cooperate in the investigation of its banking customers unless that customer committed serious violent or financial crime in Switzerland. Switzerland has a local WASH branch comprised of good Swiss citizens who will not compromise Swiss banking confidentiality.
- *Vatican City* is the world's smallest country and the seat of the Roman Catholic religion, which claims 1.2 billion adherents worldwide. It maintains an excellent cadre of personnel around the world who are experts in combating the supernatural; these experts are dispatched to do just that, independent of WASH and INTERPOL. Fortunately, the Vatican will normally cooperate with WASH and INTERPOL when they are working the same case as these experts. Unfortunately for WASH and INTERPOL, the Catholic Church has historically acted as a refuge, meaning that any non-supernatural criminal can, in theory, go to a local church and plead for sanctuary. While local police forces normally can enter a church, monastery, or convent to arrest a wanted criminal, papal embassies are inviolate under international law (just like everybody else's embassies).

North America

- *Canada* is a peaceful, wealthy, industrialized nation. The Royal Canadian Mounted Police (RCMP) is its federal police force and it is a competent and professional organization. The RCMP maintains primacy in all INTERPOL operations in Canadian territory and retains the sole right to arrest or not to arrest any person suspected of violating the law. WASH has a local branch which, due to the low crime rate, is nearly as active in civil search and rescue operations as it is in criminal investigations. Canadian WASH members are often sent on IRTs, both due to their high availability and for investigations dealing with American citizens in host nations whose political sensitivities preclude the sending of American WASH members.
- *Caribbean island nations* tend to be poor and underdeveloped, with police forces that lack sophisticated forensic laboratories or training academies. Drug trafficking and money laundering tend to be the most common transnational crimes for which

IRTs are requested. Violent crime is generally rare, except in Jamaica, while the banks of the Bahamas are second only to those of Switzerland for catering to the illicitly rich. Jamaica has a WASH affiliate; all but the Bahamas eagerly cooperate with INTERPOL.

- *Central American nations* tend to be poor and underdeveloped republics, with a history of peasant revolts, poor governance, and police forces that have basic training academies but lack sophisticated forensic laboratories. All dealt with Cuban-backed Marxist guerrillas during the Cold War and all have become much more democratic in the past twenty years. Central America is a favorite market for cars stolen in the United States. While El Salvador has a high level of nationalism and Costa Rica has no standing army, all have a WASH branch and generally cooperate with INTERPOL.
- *Cuba* is an underdeveloped Communist dictatorship that cooperates with drug traffickers in order to finance the lifestyles of its elite as well as to weaken its number one enemy, the United States. Cuban mercenaries are active in several African countries (especially Angola), while Cuban intelligence agents can be found seconded to several Latin American drug cartels and Marxist terrorist organizations. Cuba has a world-class pharmaceutical and medical industry that caters to the rich and unscrupulous and conducts super-power experiments on the side. Cuba has no WASH affiliate, nor does it cooperate with INTERPOL.
- *Mexico* is a chronically corrupt and underdeveloped republic that is grappling with a de facto guerrilla war against drug traffickers, whose easy money and above-the-law lifestyle have so entrenched themselves into Mexican street culture that they have their own saints and holy days. Well-armed gangs keep whole districts of border cities off limits to police, while Mexican WASH members who take on the cartels have life spans measured in weeks, not years. When the Mexican government sent its federal police against the drug cartels, the cartels eventually bought off the *federales*. Then the Mexican government sent its army against the drug cartels; the cartels so corrupted the Mexican Army that the members of one elite, military anti-drug unit even formed a drug cartel of their own (the Zetas). Now the Mexican government has resorted to using its naval special warfare unit to take down the cartels. If they get bought off, the Mexican government will have nothing left with which to fight drug trafficking. Human trafficking is another major problem in Mexico; the Mexican government normally turns a blind eye to this, as the exportation of its unemployed to the United States essentially makes them an American problem, not a Mexican one. Mexico is another favorite destination for stolen American cars. Mexico generally accepts INTERPOL assistance in all cases except for those concerning the corruption of the current regime. Mexico is a prime IRT destination for U.S.-based WASH members.
- *The United States* is a modern, wealthy, industrialized republic. It was the first representative democracy in the world since the time of ancient Athens and its constitution continues to serve as a model for the free nations of the world for over 225 years. It is the world's sole superpower and the pride its people have in its history and status feeds their intense nationalism. However, despite its wealth, freedom, and power, the

U.S. grapples with seemingly Third World problems of drug use, human trafficking, and violent crime. The United States has the most costumed superhumans (both WASH and freelance) of any country, and a media and entertainment industry that revels in hero worship; all donations are 30% higher than those listed above. However, the American media also revels in gossiping about public figures, so scandals and rumors of scandals about WASH members abound, making donations from the notoriously fickle American public go up one month, down the next. The Federal Bureau of Investigation (FBI) is the American federal police; it is a world-class, professional law enforcement agency that employs its own force of super-beings and steadfastly refuses to permit foreign law enforcement personnel to operate in U.S. territory. However, the tiered system of government and the principle of local control mean that independent police forces also exist at the city, county, and state level. The level of acceptance that American superhumans have at the state and local level varies wildly. For example, New York City idolizes its caped crusaders, but Los Angeles refuses to work with *any* costumed superhuman, WASH included. The U.S. is quick to ask for INTERPOL assistance to apprehend fugitives outside its territory.

South America

- *Argentina* is a fairly modern, developing republic that suffers from regular economic crises. Its military has a sordid history of involving itself in politics and internal security; it caused thousands of suspected leftists to disappear during its 1976-1983 “Dirty War.” Argentina’s national police now generally cooperate quite well with INTERPOL and its local WASH members.
- *Bolivia* is a chronically poor, developing republic with a drug trafficking problem. Its current leadership is a left-wing populist who is cozy with Cuba and not so cozy with INTERPOL. Bolivia has some notable freelance superhumans but no WASH members.
- *Brazil* is a breathtakingly free, fairly modern, developing republic that has such great divides between rich and poor that its police did not patrol the slums for decades. When the police recently did attempt to extend the rule of law to the cities’ poor, they found gangs so well-armed that the Brazilian Army had to be called in to provide tank and helicopter gunship support. Drug trafficking, crimes against children, organized crime, and environmental crime are major problems in Brazil. Brazil has a large number of superhumans (both WASH and freelance), who generally enjoy the cooperation of Brazilian authorities. However, Brazil is decidedly neutral in its dealings with foreign WASH members.
- *Colombia* is divided by civil war into two parts: The U.S.-backed democratic part and the Cuban-backed Marxist part. The Marxist part is under the control of the Revolutionary Armed Forces of Colombia (FARC, in the Spanish acronym), which cooperates with drug traffickers. Fueled with hundreds of millions of dollars of drug money, FARC is notoriously well-armed, well-trained, and dangerous. The democratic part has made significant progress in reducing the territory under FARC control by a combination of sound military strategy, good governance, and intelligent diplomacy. Drug traffick-

ing and terrorism are Colombia’s two major problems, and the democratic part of Colombia eagerly accepts INTERPOL assistance in these areas. WASH twice established branches in Colombia, but both were quickly wiped out by FARC. Overly brave U.S.-based WASH members sometimes will volunteer for an IRT deployment to Colombia; those who survive rarely volunteer for a second deployment.

- *Peru* is a developing nation with a drug trafficking problem. It is generally neutral toward superhumans, both foreign and domestic. WASH has a branch in Peru.
- *Venezuela* is a developing country that, until recently, was under the control of a corrupt, left-wing populist who charismatically cultivated a cult of personality. Venezuela’s government is cozy with Cuba and Iran and is stridently anti-American. Drug trafficking continues to be a major problem, as well as environmental crimes by its national oil industry. Venezuela has a WASH branch but its national police refuse to work with it.

Summary

The World Association of Super-Humans is a global force for truth, justice, and law. As an official part of INTERPOL, it benefits from the established infrastructure and worldwide acceptance of its parent organization as well as the international cooperation fostered by the United Nations. Its ability to sidestep much of the red tape involved in international police operations, its superlative training program, its access to confidential police information, and its excellent benefits and fund-raising potential can provide worthy superhumans with the ideal means to pursue crime fighting.

Additional Reading

- International Criminal Court: http://www.icc-cpi.int/EN_Menus/icc/Pages/default.aspx
- INTERPOL: <http://www.interpol.int/>
- INTERPOL’s Constitution (PDF): <http://www.interpol.int/About-INTERPOL/Legal-materials/The-Constitution>
- Recent arrests facilitated by INTERPOL: [http://www.interpol.int/News-and-media/News-media-releases/\(SearchText\)/arrest/\(years\)/16460](http://www.interpol.int/News-and-media/News-media-releases/(SearchText)/arrest/(years)/16460)
- INTERPOL’s member countries: <http://www.interpol.int/Member-countries/World>
- Hunt for African warlord Joseph Kony (LRA): <http://konyfacts.com/blog/>
- Hunt for African warlord Bosco Ntaganda: <http://www.guardian.co.uk/world/2012/nov/28/terminator-search-bosco-ntaganda-congo>
- African warlord Bosco Ntaganda in ICC custody: <http://freeafricanmedia.com/article/2013-03-28-international-criminal-court-a-congolese-warlords-last-refuge>

Climbing, Expanded

Climbing Skill Expansion and Specialty Equipment

Optional Rules for All Palladium Games

By Michael Strom

I have been a fan of Palladium Games and role playing for some 20 years now. Recently, I took up Rock Climbing as a hobby. I have come to the realization that the modeling of climbing within the gaming world as a whole is somewhat problematic - due largely to the fact that Climbing is a rare skill in the general populace. I do not consider myself to be a total expert on the subject but I am one of the few gamers that is also a Rock and Mountain Climber. To this point, I have climbed natural rock at Index in Washington State and at Devil's Tower in Wyoming. I have also climbed at 4 different indoor gyms around North America. I shall do my best to convey the conditions I have encountered and to provide some guidance to G.M.s that include climbing within their scenarios and campaigns. My goal in this is to try and upgrade everyone's knowledge and thus make my gaming more enjoyable.

Many people think that climbing is a "new thing" that has only become popular in the last 100 years or so. In reality, Climbing is a skill that definitely existed in medieval times. Sailors and Ship Builders were well versed in knot tying, and many of them were expert climbers due to the necessity to climb the masts for rigging purposes. Thieves and Ninjas were known to climb on an as necessary basis to perform their trade also. Climbing was also important in the construction of many trails, bridges, and other large constructions around the world. Some soldiers that participated in castle siege warfare also did some climbing to scale walls for surprise attacks of castles.

It is important to know that all climbing is done with the hands and feet. Rope and line are NEVER attached to the legs or arms while climbing. If you fall and all your weight is placed onto your arm or hand after some distance, you are quite likely to dislocate a joint or break a bone. Climbers almost always have a harness which puts weight onto a combination of their thighs and waist in the event of a fall. The clips you see hanging off of the knees and forearms of body armors and robots (in pictures) allow them to clip into the line for balance for fighting purposes. They do not ascend and descend using these.

In any discussion of climbing, the first thing you need to know is that a grading system exists for climbing. It is a way that the climbers speak to each other to try and express how difficult particular climbs are when talking about them to each other. The grading system is used in numerous books that many climbers read in advance of going on a climb they have never been on before. This grading system allows the guides and novices alike

to know what the difficulty of the climb is, what conditions on the face of the rock are and what sort of gear they should take with them.

Members of the Sierra Club began development of the *Yosemite Decimal System (YDS)* of rock grading back in the 1930s. Their system has become the most used in North America. There are many other climbing grading systems in use around the world, but for game purposes, I will use this one. The *YDS* has indications not only of the difficulty of the climb, but also how difficult it is to place protection, how "clean" the rock is, and if the climb will involve multiple days of climbing. Multiple day climbs are quite common in Mountain Climbing but are a rarity in Rock and Ice Climbing.

Class 1: Trail – fairly level, potentially paved & wheelchair accessible. You might get hurt on a fall, but if you do fall it probably won't be fatal and even injury is not likely to be that severe.

Class 2 & 3: Steeper with scrambling over rocks. A fall in one of these places is much more likely to result in injury but again, probably not fatal. Average grade might be 20 to 30%.

Class 4: Steeper with some very steep sections. A rope for protection is advisable, as a fall here while climbing unprotected will probably result in severe injury and possibly be fatal. Average grade of 40 to 50%.

Class 5. Where Climbing is used. Climbs are on grades above 70%, for the most part. All ascents on Class Five rock should include the use of ropes for protection because a fall here will almost certainly result in severe injury and probably be fatal. Within Class Five there are sub-dividers:

5.0 – 5.6: Areas where a beginner could be successful. I have personally witnessed 5 year olds climbing 5.6s in a matter of minutes with ease. Robots and power armor that have climbing equipment will be climbing in these type areas. Skill roll every 30 feet (9.1 m).

5.7: Steep with great holds for hands and feet. This is where the men get separated from the boys. The lowest graded climb on Devil's Tower is graded 5.7 and it is very strenuous. Note that there is some 600 feet (183 m) of climbing at grades of 80%+ on Devil's Tower, which means you will have to break the climb into sections because your standard 200 foot (61 m) rope is not long enough to be used to go all the way to the top in one jaunt. Robots and power armor can climb in these areas provided that they have assistance from pre-placed protection such as grappling hooks and people climbing ahead stringing cables for the occasional assistance for balance and winching up. Skill roll every 25 feet (7.6 m).

5.8: Very steep with pretty good holds. It took me approximately a week of training 5 to 8 hours per day with some of the best instructors in North America to get to this level of climbing and to develop the endurance to be able to go to the top of the Tower via one of these routes ("El Cracko Diablo"). Robots and power armor on this difficulty level and above will absolutely need lots of cable winching up. Skill roll every 20 feet (6.1 m).

5.9: Very steep, potentially with some small (1 to 2 feet/0.3-0.6 m) overhanging sections. Smaller hand and foot holds. Skill roll every 15 feet (4.6 m).

5.10: Very steep, with mostly toe and finger holds. Some overhanging sections of 2 to 3 feet (0.3-0.6 m) possible. Skill roll every 10 feet (3 m).



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5.11 & 5.12: The realm of very experienced climbers. Overhangs of 6 to 8 feet (1.8-2.4 m) are possible. Skill roll every 6 feet (1.8 m).

5.13, 5.14, 5.15: The land of the competition type climbers and the “kings” of climbing. Lots of overhangs of more than 10 feet (3 m) are very common in this realm. You’d better be in very good shape to attempt this stuff, because your entire body weight is going to be on your fingertips with some regularity. Skill roll every 3 feet (0.9 m).

Class 6: More commonly referred to as Class A or Aide Climbing. At a certain point, the holds become so small that you have no choice but to put your weight on your climbing devices and the rope to make the climb. You put pieces of gear into the tiny cracks in the rock to create your hand and foot holds. Note that many climbers such as myself will turn 5.10s and above into Aide routes for difficult sections. Lead skill rolls are at every 2 feet (0.6 m); subsequent climbers’ skill rolls are at every 20 feet (6.1 m; much easier to follow than lead).

Cracks in the rock are your friends. Cracks provide you with lots of places to put your fingers, hands, toes, and feet into. The only problem is you want your rope to ride on the surface of the rock, not in a crack, because you do not want your rope to get caught.

Climbing is done in teams of at least two most of the time. The “lead,” who goes up and places protection, and the “belay,” who holds the rope and feeds out just enough rope to let the lead climb, but yet not let him fall a great distance if and when he does fall.

There is an inherent risk to lead climbing, because you climb and then have to balance as you place a piece of gear for your own protection. If you fall, you do so to the next piece down, which could be a few feet or 50 feet (15.2 m) if you have not placed protection in some time. It is quite common for experienced climbers to go 20 to 30 feet (6.1-9.1 m) between devices, which means they are in for some pain if they mess up.

Climbing Aids and Protection

Most climbers (95%) use different types of devices to hold onto the rock and clip their rope to these devices with the use of carabiners. The purpose of protection is to save your butt when you fall. All climbers, including the kings of climbing, lose footholds and handholds on occasion. This can and does cause falls. Your fall will be stopped by the rope when your rope goes taut at the protection below you. Thus, if your protection is five feet (1.5 m) below you, your fall will be ten feet (3 m) – or to the next rock ledge, whichever comes first. Note that most of these devices are commonly made from metal: Special Forces in the military, such as the Delta Force, Navy SEALs, SAS, and the Mountain Offensive Squad, will most certainly have rubber-coated versions of these to prevent the sound of metal clinking which could give their position away.

Climbing Equipment (Old World)

There is not much information regarding the devices that were used in climbing from the medieval times into the early 1900’s. What I shall present here are items that are in use in modern times but could have been created with the use of a competent black-

smith and/or a good seamstress or tailor. Prices are in modern terms for these items. As the G.M., you will have to convert to pricing applicable to your world.

Climbing Harness – \$50-250: Nearly all climbers and even rescue workers who are rappelling wear some sort of harness. It typically wraps around the waist and has leg loops that go around the upper thighs. Most harnesses have loops on them for attaching various equipment, similar to a utility belt.

Slings – free to \$15: Loops of rope or strap that you wrap around rocks. They have almost no cost to them and are quite useful in any situation. Slings are also often attached to other pieces of protection to change where the rope will run (specifically, away from the crack).

Nuts or “Chocks” – \$10-15: They fit into small cracks (less than 1 inch/2.5 cm commonly) and are moved around slightly to get them to wedge in between imperfections (small bumps) in the rock. The beauty of these is that they can be removed after use. Nuts can be made from metal, plastic, or even rope tied into various sized knots with loops. A device called a nut removal tool, which is effectively a hook on the end of a flat piece of metal, is also needed. The nut removal tool is \$15.

Pitons – \$10-20: These are wedges that are hammered into the rock. Most modern climbers prefer to avoid their use, as they have a tendency to damage the rock that they are being placed into. They are also difficult to remove after use. Thieves and Special Forces will avoid them like the plague because they have to be hammered in, which means lots of noise will be made.

Climbing Hooks – \$15-20: A large, fish hook-type item with a handle. They allow the “hooking” of very small places in the rock, thus creating handholds where barely finger holds existed previously. They are extremely useful for climbing masonry walls (+5% to climb rock and masonry).

Climbing Protection for Ice, Trees, and Wood Poles

Note that all of these devices leave holes where you have been, thus they will damage the ice or tree and leave a trace that you have been there, which is bad if you do not want to be tracked by someone.

Crampons – \$150-200: Metal spikes that attach to the bottom of the climber’s shoes or boots. You effectively kick as you move and the spikes stick into the ice or wood, giving you a foot hold (+15% to climb ice, wood poles, and trees).

Tree Climbing Spurs (a.k.a. Gaffs) – \$50-200: Similar to crampons but the spikes are attached to the sides of the lower legs. These are what many utility linemen use to climb wood poles (+10% to climb wood poles and trees).

Tree/Pole Climbing Strap – \$150-200: A large leather strap that is attached to the climbing harness and then goes around the tree or pole. It allows the climber to sit back and use his or her hands without sliding down. To climb you would gaff up, slide the strap up and then gaff up again (+5% to climb trees and poles).

Ice Axe – \$75-250: Think of this as a small pick axe with a strap on it. The climber swings it above his head to make his next handhold (+15% to climb ice).

Modern Climbing Protection and Aids

I included general prices for modern equipment in dollars; change to credits for **Rifts®**. Just about all of these could be made by someone with the Mechanical Engineering skill and repaired by someone with Basic Mechanics.

Helmet – \$10-20: Most climbers outdoors use helmets to protect themselves from loose rock and debris that can fall as a result of other people climbing, wildlife, and the occasional windstorm. Helmets also protect you from cracking your skull open in the event of a fall.

Climbing Shoes – \$80-150: These are specially made shoes with very sticky rubber on them. Think anti-skid shoes on steroids, or racing slick tires but for climbers instead of cars. They are usually made of leather and have very thin soles to allow the climber to get his feet into much smaller areas. Note that most climbers do not walk around with these on, as they won't last very long as regular shoes (+10% to climb rock).

Chalk – \$10-30: Powdered chalk that is stored in a small pouch. Climbers' hands can get very sweaty while climbing, and this helps to soak up the moisture. The potential downside is that the white from the chalk will give away your trail to trackers (+5% to climb rock).

Rope – \$150-250: Modern rope is synthetic in construction. It is a central core made of shock absorbing material similar to bungee cord, and an outer sheath to keep it all together. The sheath is abrasion resistant to allow it to pass over rock and ice and through carabiners with little if any damage. A good climbing rope can last many years if used only for climbing and kept in a dry place when not in use.

Carabiner – \$6-20: This is essentially a loop of metal that is spring-loaded, with one side that opens to allow clipping onto a piece of protection or rope.

Modern Climbing Protection

Cams – \$60-120: Mechanical devices that expand inside of the crack. They are spring loaded and automatically expand. The climber has a release that he pulls to cause the device to be placeable and removable as well. This release is attached to the load-bearing structure but it is tripped only by manual intervention.

Bolted Anchors – \$10: If you have ever used drywall anchors, you will understand the principle behind these. You drill a hole, put this in and tighten the bolt. The bolt has a sheath around it that expands as the bolt is tightened. Most people who use these leave them in place for future use.

Quick Draws – \$12-20: Two carabiners attached to each other by a short amount of rope or strap (two to twelve inches/5-30 cm). Climbers do not attach their rope directly to the protection. Instead what they do is attach a speed clip to the device and then clip their rope into that. Protective devices such as cams, nuts, and bolts can cost big money. Quick Draws are cheap. As rope moves through somewhere, it causes friction and thus a removal of metal over time. It is much cheaper to replace the speed clip at a cost of a few dollars than it is to replace the protection device, which could cost 20 to 100 dollars.

Ascenders - \$60-80: Devices that grip the rope, and allow one to climb the rope instead of the rock or a tree.

Ice Screw – \$60: Like a bolted anchor but for ice. Most climbers try to avoid their use as much as possible and protect with rock outcroppings next to the ice they are climbing on.

High-Tech Climbing Equipment

The rise of technology present in the Robotech and Rifts worlds presents some new and interesting options to our hero climbers. Sadly, these tools do damage the rock, but they add the ability to go places no climber could have gone before. These tools also have some application for battle on the ground and as tools for other purposes.

Laser Pen/Scalpel: Presented previously in several of the books. The size of a pen, and on a high setting, can be used to drill holes for bolted anchors. It can also be used to "carve" footholds and handholds by cutting away small chunks of rock. Be careful disposing of what you cut though; you don't want to hit people climbing with you with these chunks. Useful also in creating items to be thrown down slope at individuals you do not wish to have following you.

Vibro-Piton: This is a Vibro-Knife with a clip-in point for attachment to a carabiner. The advantage of this device is it can be turned on, plunged it into the rock (no drilling), and then turned off. If done right, it would then be a solid piece of protective gear just like a bolted anchor. It has a sensor that causes two small hooks to pop out inside the rock just before shut down to make it hold tight. Turn on to retract hooks, and remove. Can also be used as a weapon: 1D6 M.D.C. damage. 7,500 credits.

Vibro-Climbing Axe: Works the same way as an ice axe and a Vibro-Piton combined – turn on, pray you don't hit yourself with it, swing, and turn off. +15% to all climbing. Can also be used as a hand to hand weapon: 2D6 M.D.C. (on), 3D6 S.D.C. (off). 10,000 credits.

Vibro-Crampons (pair): Works similarly to a Vibro-Climbing Axe (+10% to all climbing). Activated by big toe movement – pull the toe away to turn on, push the toe in as you are taking a step to turn off (2 second delay to allow the blade to plant in the rock). The blades are retractable with a small switch on the side of the boot. **Note:** Can be used to add Vibro-Blade damage to any kick; 1D6 M.D.C. 12,000 credits.

Robot-Climbing Kit: A set of Vibro-Climbing Axes and Vibro-Crampons to allow up to a 15 ton robot to climb in any rock conditions. Of course, these are sized to fit a giant robot, thus they do 3D6 M.D.C. and 2D6 M.D.C. respectively. 50,000 credits.

Potential Skill Penalties Assessed in Climbing:

"Dirty Rock": -10% to -30%, depending on how much loose material such as dirt, gravel, or moss is present in the climbing area on the rock.

Wet Rock: -20% to -50%, depending on how wet the rock is (moist from dew as opposed to having running water across it).

Improper Equipment such as tennis shoes and using nails for pitons: – 10% to -30%.

Climbing Ice: -30%.

Lead Climbing: -10%.

Self Belay: -10%. It is possible to climb alone and to protect yourself while doing so. However, this requires twice as much climbing, and thus twice as many skill rolls.

Climbing Skill Levels

Secondary Skill: The hobbyist. These people predominately climb 2 to 50 times a year. They are often self-taught. Attribute Bonuses: +1 to P.S., +1 to P.E. Base Skill: 30% +5% per level.

O.C.C., O.C.C. Related, M.O.S. or Scholastic Skill: These are people who climb or rappel as a part of their jobs - utility linemen, motion picture stuntmen, climbing guides, Special Forces, Marine Recon, firefighters, SWAT team members, etc. They often attend a school as a part of their work to learn climbing techniques. Attribute Bonuses: +2 to P.S., +2 to P.E. Base Skill: 40% +5% per level. Special Climbing Bonus: No penalty for lead climbing.

Climbing Professional (spend two skill slots, only one may be a Secondary Skill): These are people specially trained in climbing and it is usually a key part of their job - climbing guide instructors, climbing guide service owners, high angle rescue team members, motion picture stunt coordinators, Mountain Offensive Squad, climbing competition contestants, etc. Attribute Bonuses: +3 to P.S., +3 to P.E. Base Skill: 50% +5% per level. Special Climbing Bonuses: No penalty for lead climbing or self belaying. Additionally, they add +10% to the Climbing skills of party members of lesser skill levels to themselves, because they are able to instruct people on the best places to put hands and feet as they climb.

General Athletics or Aerobic Athletics (Climbing): It is not uncommon for climbers to spend many hours climbing for sport and to build muscle and speed in their climbing. Bonus: +5% to Climbing skill for each skill slot used in this fashion. This is in addition to the physical attribute bonuses listed in each skill description within the rule books.

CASTLE STURMGARD

Optional Material for the Palladium Fantasy RPG®

By Michael Long

Castle Sturmgard is a Game Master aid that maps out and provides information on a medieval castle and walled city. The castle is known as Sturmgard and the city as Caldorne. This setting can be used in any fantasy role-playing game and in any part of your campaign world. Caldorne is an average medieval walled city commanded by a large and powerful castle that overlooks it. The city is located in the forested foothills on the outskirts of a huge forest. It lies on a busy trade route between the wilderness and the civilized kingdoms. Although Caldorne is a civilized city, its proximity to the wilderness gives it a wild, border-town feel.

Sturmgard, or "storm castle," was built many centuries ago by a Knight named Agimar. It started as a small motte and bailey castle on a spot overlooking the Dorne River. Over the years, the castle grew and many successive rulers added to the existing castle, creating the mighty stone fortress that now stands. During these years, a small village blossomed at the foot of the castle walls; villagers and freedmen seeking the protection from the lord of the castle from marauding bands of Orcs, Goblins and Trolls. As the village grew into a city, its name changed from Valdorpe ("the valley of the Dorne") to Caldorne.

Caldorne is made up of four quarters: the Merchant Quarter, the Town Quarter, the Traveler's Quarter and the Temple Quarter. The city is made up of 485 buildings and other structures. These include:

130 Houses	12 Temples
93 Merchant Shops	9 Wall Towers
83 Artisan Shops	8 Guildhalls
50 Craftsman Shops	3 City Gatehouse/Barbicans
29 Warehouses & Granaries	2 Shrines
26 Stables	1 Preceptory
23 Taverns & Inns	1 Monastery
14 Brothels	1 Castle

The castle and city have a total population of 10,668 inhabitants. There are 4,696 castle-dwellers and 5,972 city-dwellers. In the city there are nearly 2,400 officers and soldiers and nearly 3,700 civilians and city-dwellers. Castle Sturmgard has a total of nearly 4,000 officers and soldiers, and about 700 civilians of various ranks.

Of the entire population of the city and the castle, there are:

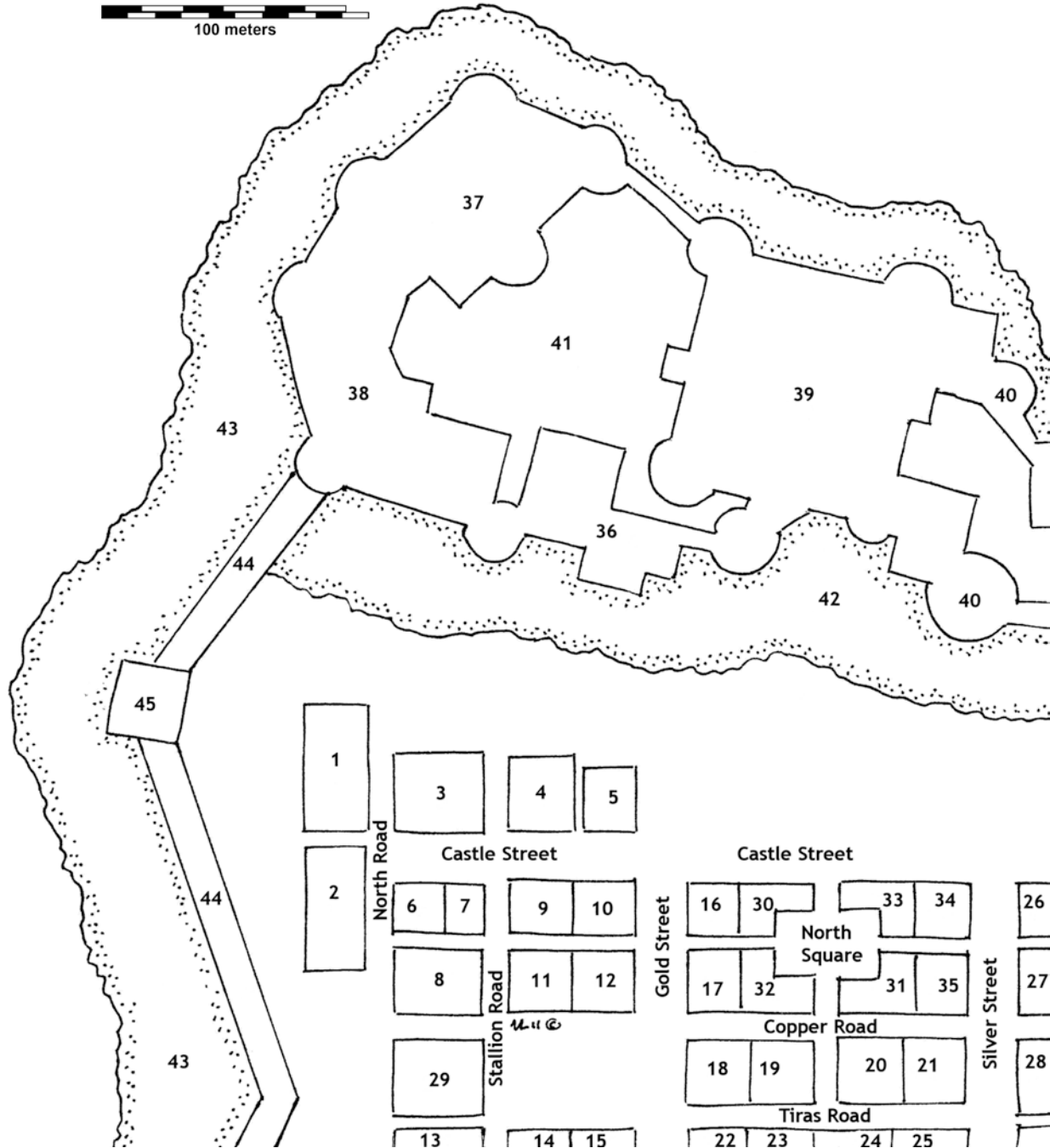
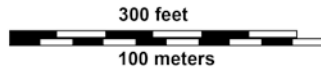
2,840 Archers	265 Sergeants
827 Halberdiers	102 Lieutenants
635 Pikemen	58 Captains
500 Horsemen	22 Lord-Captains
425 Horse-Archers	11 Captains-General
240 Knights & Paladins	6 Generals
130 Crossbowmen	3 Castellans
76 Men-at-Arms	1 Seneschal
72 Royal Guardsmen	1 Marshal
50 Rangers	1 High-Marshal
50 Spearmen	1 Lord-Marshal

For a grand total of 6,316 soldiers and officers.

2,665 Townspeople & Servants	25 Nobles & Dignitaries
970 Clergy & Healers	22 Temple Guards
576 Artisans & Craftsmen	6 Wizards
348 Merchants	6 Non-Military Sergeants
30 Tower Guards	4 Non-Military Captains

For a grand total of 4,652 civilians.

Map 1 - Northwestern Caldorne & Sturmgard Castle



The City of Caldorne

Map 1 – Northwestern Caldorne

Map 1 is comprised of the Town Quarter, which is located in northwestern and north-central Caldorne, north and west of the Dorne River.

#1-2 – Stables: These structures are two-story stables with approximately 100 stalls in each and are capable of holding 300 horses each. The second floor contains areas for storage, hay, wheat and rooms for the workers. Each stable is inhabited by 8 townspeople, one or more of whom are grooms, ostlers or stablehands.

#3-29 – Houses: These structures are two-story, three bedroom houses that are inhabited by six townspeople each.

#30-31 – Artisan Shops: These structures are three-story, three bedroom houses and workshops that are inhabited by an artisan and five townspeople each.

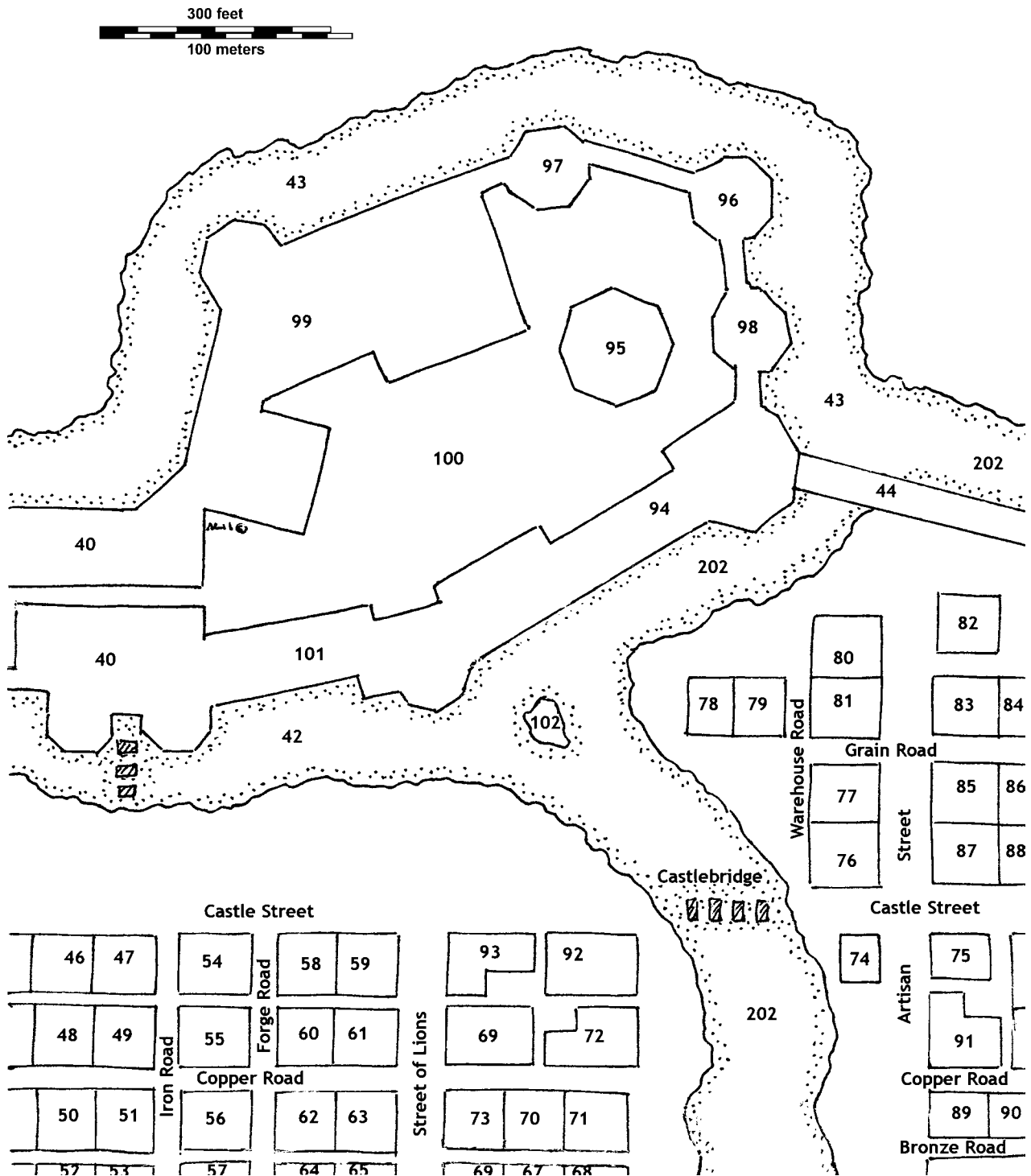
#32-35 – Merchant Shops: These structures are three-story, three bedroom houses and stores that are inhabited by a merchant and five townspeople each.

#36 – Castle – White Hall: Also called the Lower Hall.

#37 – Castle – The Temple of Ra: A large Temple of Light where weddings, church services, and all religious ceremonies within the castle are held.

#38 – Castle – The Rock of Tiras: The Stronghold and Barracks.

Map 2 - North-central Caldorne & Sturmgard Castle



#39 – Castle – Sturmgard, The Great Keep: The original keep constructed by Agimar centuries ago, still the heart of the castle as it is today.

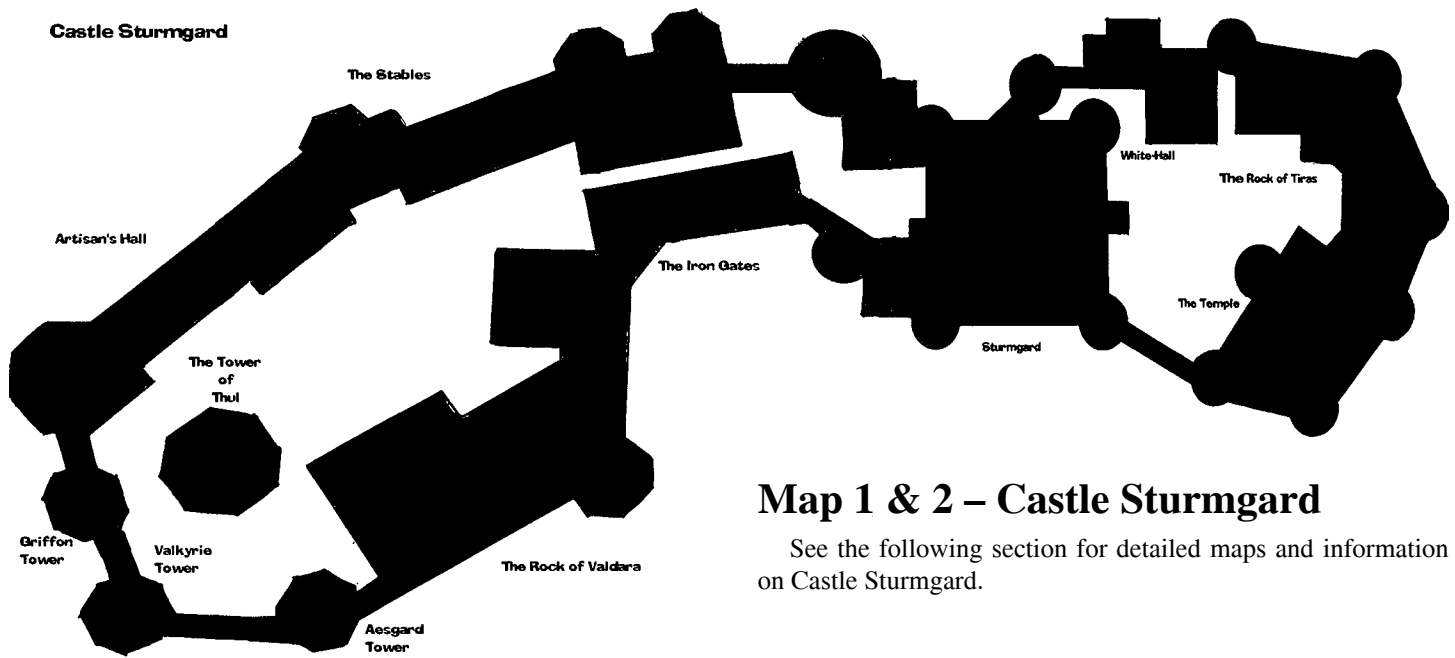
#40 – Castle – The Iron Gates: The Gatehouse and Barbican.

#41 – Castle – Courtyard: A large field used for training and assembly of soldiers, as well as the occasional parade, festival and other gatherings.

#42 – The Inner Moat: The Dorne River is partially diverted to fill this moat separating the castle from the city. The moat's waters are relatively still, moving just enough to keep it from becoming stagnant.

#43 – The Outer Moat: This moat surrounds the entire city. Its waters move very slowly, but steadily, as it is constantly replenished by the Dorne River, coming in from the hills to the west and running away to the east.

#44 – Town Walls: The walls of the city are between 50 and 75 feet (15-23 m) wide in spots and ring the city. They are topped with a battlemented walkway that is connected by the Wall Towers and the three City Gatehouse/Barbicans. Each Tower and Gatehouse mans their wall section with a total of 50 wandering Archers who keep watch for invaders. The walls are manned by a total of 600 soldiers.



Map 1 & 2 – Castle Sturmgard

See the following section for detailed maps and information on Castle Sturmgard.

#45 – Wall Towers: The city of Caldorne is defended by nine five-story Wall Towers in addition to the three Gatehouses/Barbicans and Castle Sturmgard. Each tower is armed with 3 catapults and 6 ballistae on the upper battlements. Each of the towers is manned by 150 Archers and 6 Sergeants. Three have 2 Lieutenants, 1 Captain and 1 Captain-General as well, while six have 3 Lieutenants, 2 Captains and 1 Lord-Captain. One of the Towers (the first one south of the Eastern Gatehouse/Barbican) is the Garrison Headquarters and is home to a General as well.

Map 2 – Northern-Central Caldorne

Map 2 is comprised of the Town Quarter, which is located in northwestern and north-central Caldorne, north and west of the Dorne River. It is also made up of the Warehouse District of the Traveler's Quarter, which lies east of the Dorne River and north of Templar Road.

#46-68 – Houses (see Map 1 description).

#69-70 – Artisan Shops (see Map 1 description).

#71 – Craftsman Shop: This structure is a three-story, three bedroom house and workshop that is inhabited by a craftsman and five townspeople.

#72-77 – Merchant Shops (see Map 1 description).

#78-91 – Warehouses/Granaries: These structures are two-story warehouses and Granaries. Each is inhabited by a warehouseman (merchant) and 3 laborers (townspeople).

#92-93 – Taverns & Inns: These structures are Taverns or Inns. Each is three or four stories tall, the smallest are three and the largest are four. Each can hold up to 60-100 travelers, while some of the very biggest ones can hold up to 140. Each Tavern or Inn is inhabited by a Taverner or Innkeeper (merchant) and 7 bar-wenches/townspeople.

#92 – The Everful Flagon.

#93 – The Drunken Wench.

#94 – Castle – Artisan's Hall: Also called the Smith's Forge.

#95 – Castle – Tower of Thul: Also called the Wizard's Tower.

#96 – Castle – Valkyrie Tower.

#97 – Castle – Aesgard Tower.

#98 – Castle – Griffon Tower.

#99 – Castle – The Rock of Valdara: Also called the Upper Hall and Stronghold.

#100 – Castle – Courtyard: A large field used for training and assembly of soldiers and exercising of horses, as well as the occasional parade, festival and other gatherings.

#101 – Castle – Stables.

#102 – The Isle of Justice: This small, treeless islet lies in the middle of the Dorne River. It is used for ceremonial occasions, trials, executions and important announcements. The island is also used by those who wish to settle a wrong by way of duel. A small ferry and dock connect the island with the city itself.

#202 – The Dorne River: The Dorne River passes through the heart of Caldorne, and is partially diverted to fill both the Inner Moat (#42) that surrounds Castle Sturmgard, and the Outer Moat (#43) surrounding the city. The Dorne also separates the Town Quarter from the rest of the city. The river is kept fairly clean and is a good source of fishing for the townspeople.

Map 3 – Northeastern Caldorne

Map 3 is comprised of the Traveler's Quarter in northeastern and eastern Caldorne. It lies east of the Dorne River and north of Templar Road. The area north of Bronze Road is known as the Warehouse District.

#103-118 – Warehouses & Granaries (see Map 2 description).

#119 – Artisan Shop (see Map 1 description).

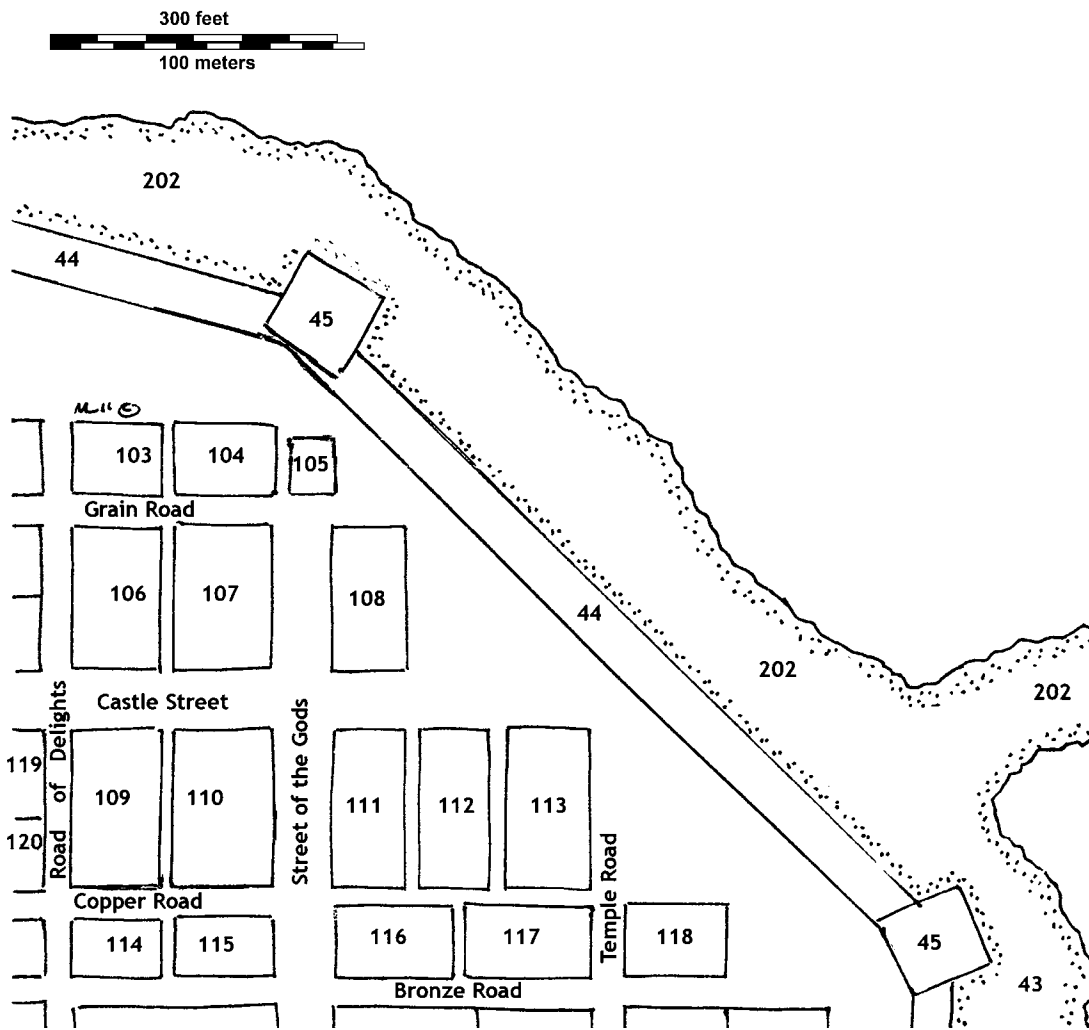
#120 – Merchant Shop (see Map 1 description).

#45 – Wall Towers (2) (see Map 1 description).

Map 4 – Western Caldorne

Map 4 is comprised of the Town Quarter, which is located in northwestern and north-central Caldorne, north and west of the Dorne River. It is also made up of the Merchant Quarter, which lies in western, central, southwestern and south-central Caldorne. It lies south of the Dorne River, and west of Artisan Street.

Map 3 - Northeastern Caldorme



- #121-167 – Houses (see Map 1 description).
- #168-174 and 372 Artisan Shops (see Map 1 description).
- #175-176 and 373 Craftsman Shops (see Map 2 description).
- #177-187 – Merchant Shops (see Map 1 description).
- #188-194 – Stables (see Map 1 description).
- #195-197 – Taverns & Inns (see Map 2 description).
 - #195 – *The Weary Warrior.*
 - #196 – *The Cat and the Fat Rat.*
 - #197 – *Raven’s Roost.*
- #198 – **Brothel:** These structures are three-story, multi-roomed brothels. Each is inhabited by a Madame (merchant) and 9 prostitutes (townspeople).
 - #198 – *The Willing Wench.*
- #199-200 – **Temples:** These medium and large structures are tall and magnificent Temples and/or Temple complexes. Each is inhabited by 10 Priests and 40 Warrior Monks (townspeople).
 - #199 – *Temple of Vald-Tegor, Lord of the Undead.*
 - #200 – *Temple of Ra, Lord of Light.*

#201 – Dragon’s Gate – Western Gatehouse & Barbican: This large, two-towered, five-story structure contains the mighty gates of the western part of Caldorme. Each tower is armed with seven catapults and 16 ballistae on the upper battlements. Each of the three Gatehouses/Barbicans are manned with 150 Archers, 100 Horse-Archers, 10 Sergeants, 5 Lieutenants, 2 Captains and

a Lord-Captain. One of the three (the southern Lion’s Gate) is the Headquarters and also has a Captain-General, a General and a Castellán. The inner gates and the outer gates are defended by 20 soldiers each and there are always 70 soldiers standing watch on the battlements.

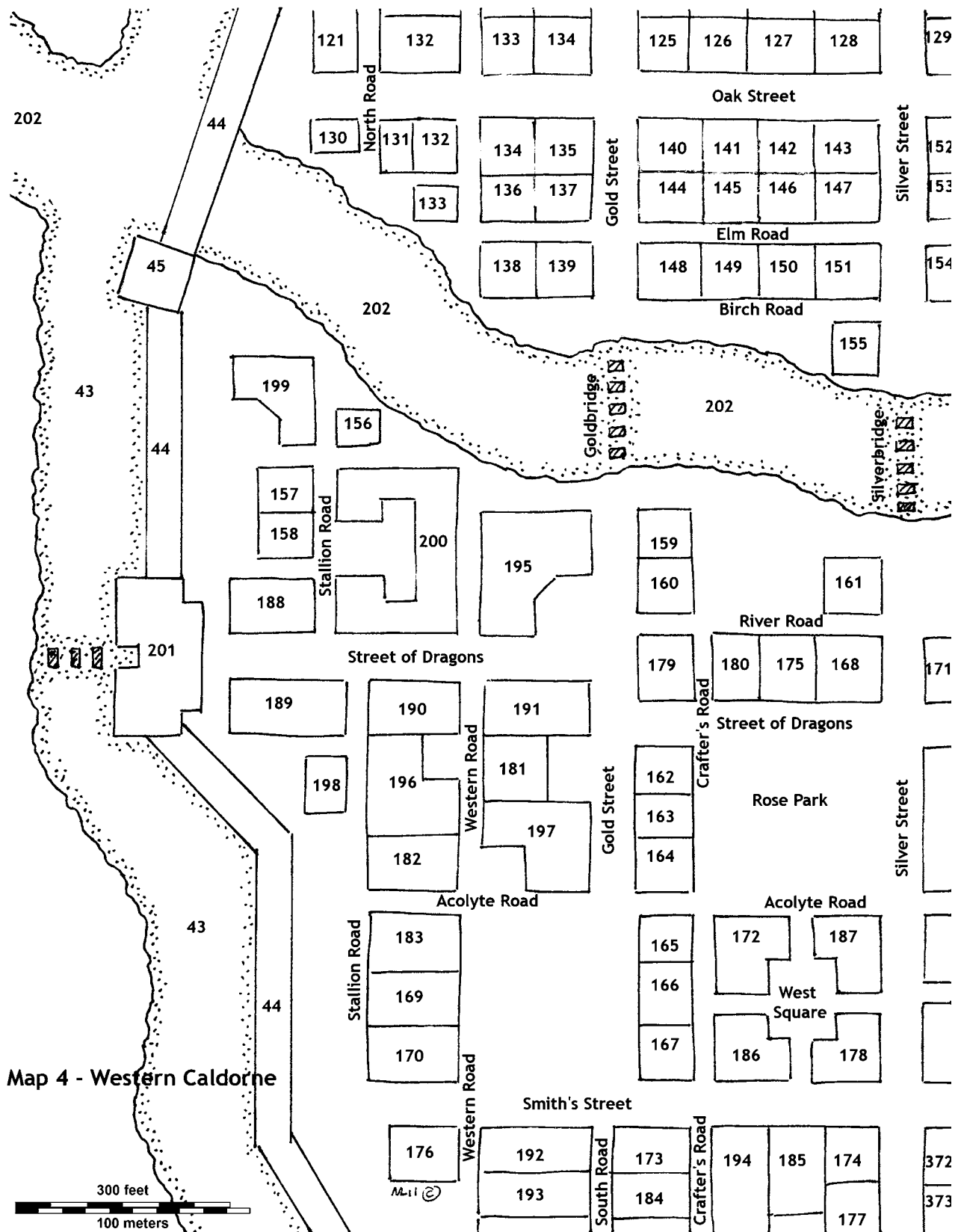
#202 – The Dorne River: The Dorne River runs through the heart of Caldorme, flowing out of the foothills to the west of the city, and is partially diverted to fill the Inner (#42) and Outer (#43) Moats. It also separates the Town Quarter from the rest of the city. The river is kept very clean and is a good source of fishing for the townspeople.

#45 – Wall Tower (1) (see Map 1 description).

Map 5 – Central Caldorme

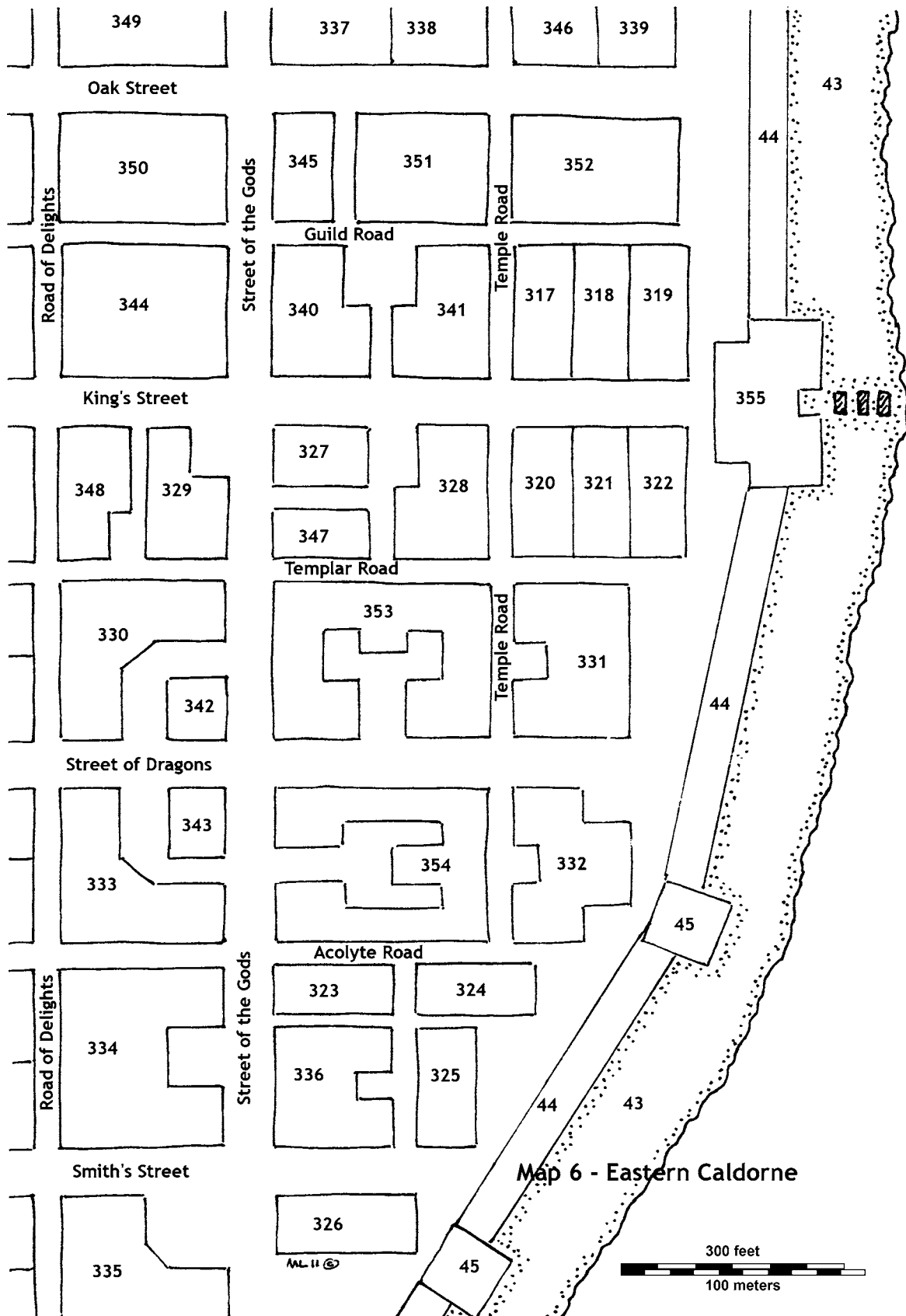
Map 5 is comprised of all of the city’s Quarters. The Town Quarter is located in northwestern, north-central, western and central Caldorme, north and west of the Dorne River. The Merchant Quarter lies in western, central, southwestern and south-central Caldorme. It lies south of the Dorne River, and west of Artisan Street. The Temple Quarter lies in central, eastern and southeastern Caldorme, east of Artisan Street and south of Templar Road. The Traveler’s Quarter lies in north-central, northeastern, central and eastern Caldorme, east of the Artisan Street and the Dorne River and north of Templar Road.

#203-234 – Houses (see Map 1 description).



- #235-254 – Artisan Shops (see Map 1 description).
- #255-275 – Craftsman Shops (see Map 2 description).
- #276-303 – Merchant Shops (see Map 1 description).
- #304-307 – Taverns & Inns (see Map 2 description).
- #304 – *The Crimson Jester.*
- #305 – *The Paladin's Prayer.*
- #306 – *The Broken Helm.*
- #307 – *The Grinning Goblin.*

- #308 – Stable (see Map 1 description).
- #309-312 – Brothels (see Map 4 description).
- #309 – The Brazen Minx.
- #310 – The Tasty Trollop.
- #311 – Ye Olde Cathouse.
- #312 – The Rose Petal and the Courtesan.
- #313-316 – **Guildhalls:** These large, four-story structures are guildhalls. There are eight in the city that are available to those



#317-326 – Stables (see Map 1 description).

#327-336 – Temples (see Map 4 description).

- #327 – *The Temple of Aco and the Juggernaut.*
- #328 – *The Temple of Od.*
- #329 – *The Temple of Algor, the Sea God.*
- #330 – *The Temple of Light.*

#331 – The Temple of the Seven Waters.

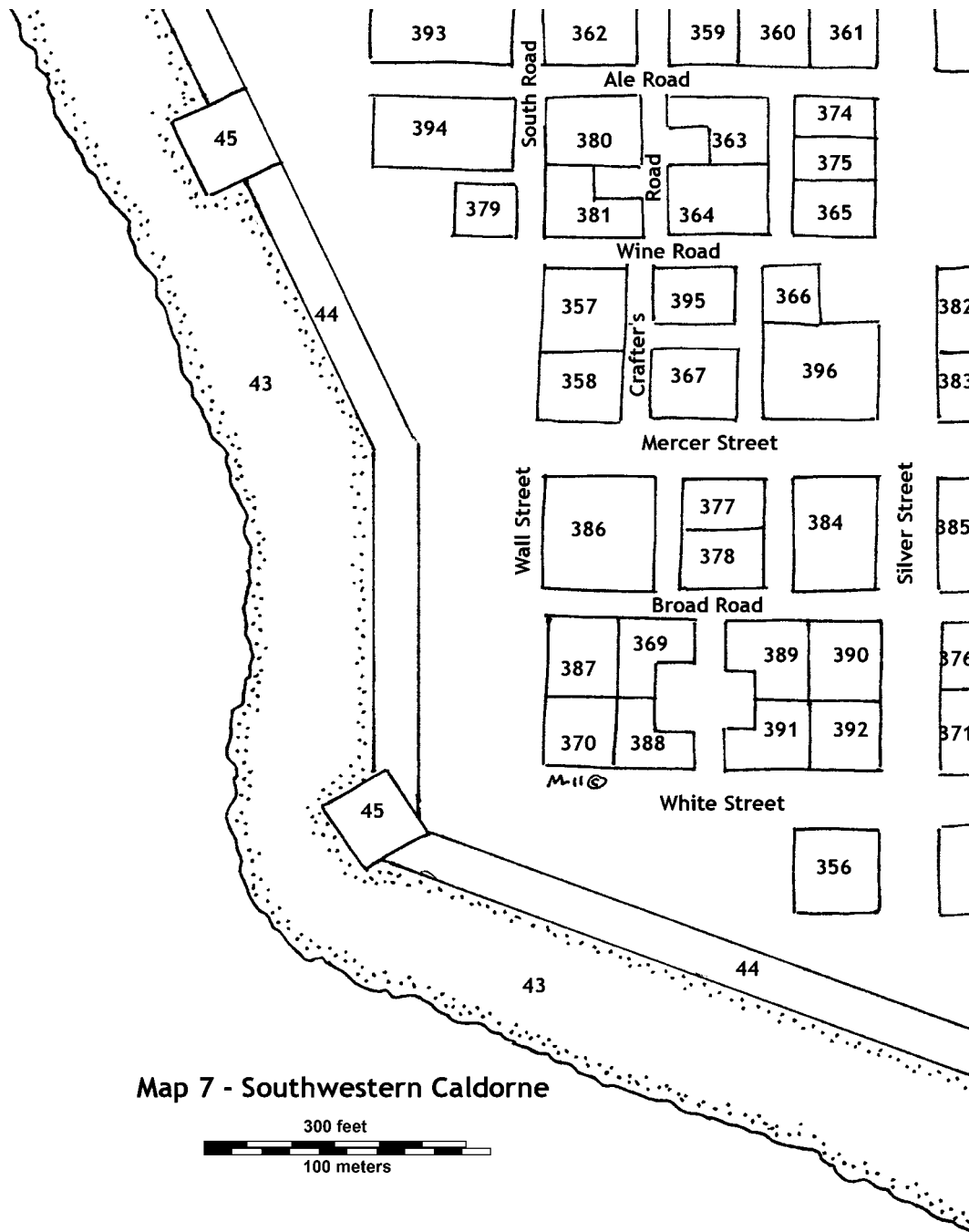
#332 – The Temple of Belimar.

#333 – The Temple of Darkness.

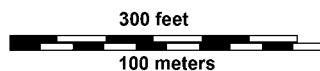
#334 – The Temple of Dragonwright.

#335 – The Temple of Thoth.

#336 – The Temple of Isis.



Map 7 - Southwestern Caldorne



#337-341 – Taverns & Inns (see Map 2 description).

- #337 – *Wayfarer's Rest.*
- #338 – *The Golden Dragon.*
- #339 – *The Black Arrow.*
- #340 – *The Hammer and the Forge.*
- #341 – *The Red Lion.*

#342-343 – Shrines: These structures are smaller versions of Temples. They are less magnificent and smaller in stature. Each is inhabited by 3 Priests and 10 Monks.

- #342 – *Shrine of Osiris, the Lawgiver.*
- #343 – *Shrine of Set, Lord of Darkness.*

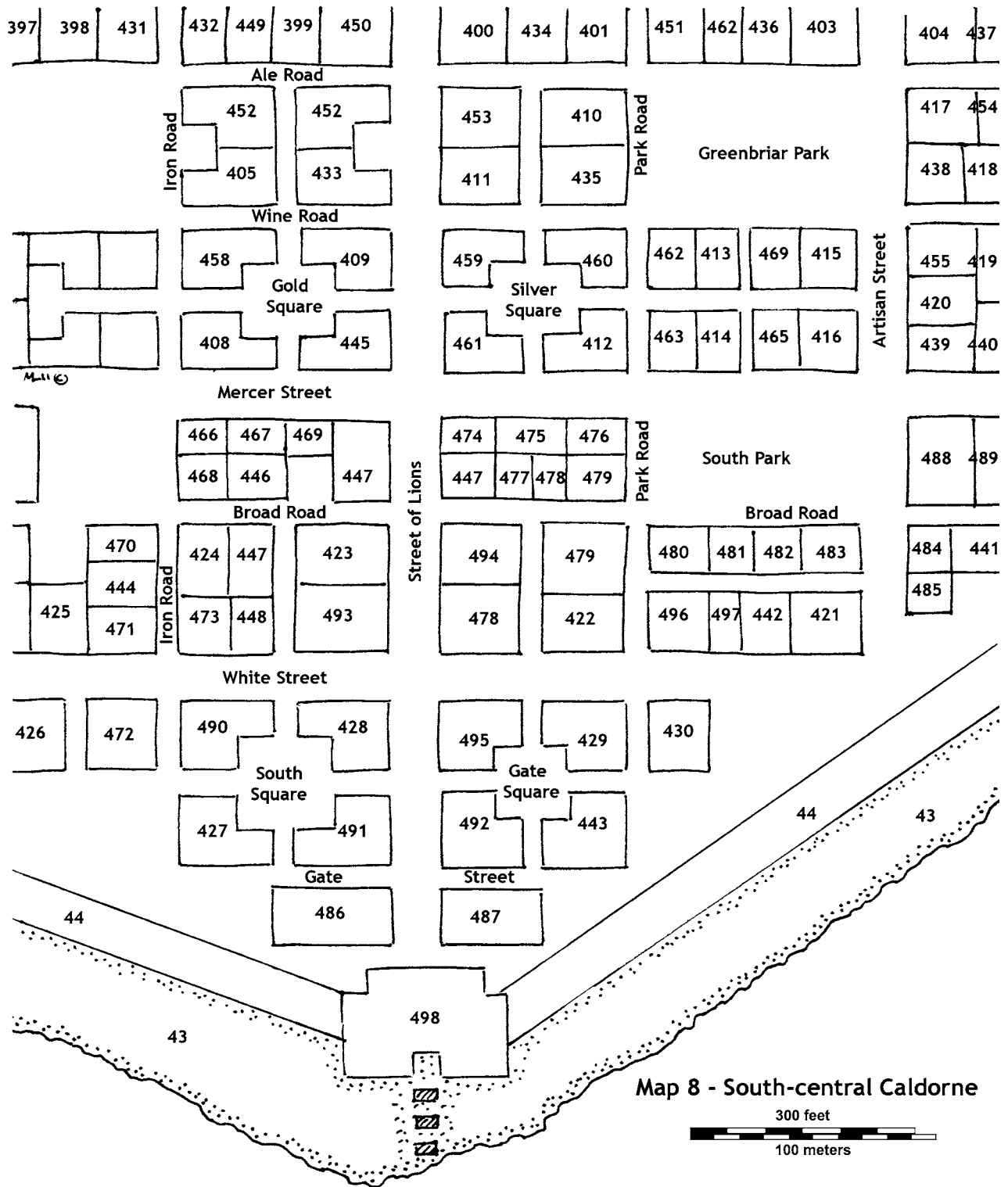
#344-348 – Brothels (see Map 4 description).

- #344 – *The Scarlet House.*
- #345 – *The Shameless Hussy.*
- #346 – *The Saucy Strumpet.*
- #347 – *The Cheery Tart.*
- #348 – *The Cheeky Tramp.*

#349-352 – Guildhalls (see Map 4 description).

#353 – The Preceptory of the Golden Knights: This large imposing three-story Temple complex is the Preceptory of the Golden Knights, a religious order of Knights, Priests, Monks and Paladins dedicated to the Gods of Light and the destruction of evil. The Preceptory is inhabited by 5 Priests and 95 Warrior Monks (Holy Brothers), as well as 92 Knights and 8 Paladins (Sword Brothers). There are also 4 non-military Sergeants and 2 non-military Captains. The holy order is well respected in the town and helps to maintain order in the city.

#354 – The Monastery of the Healing Hand: This large five-story Temple complex is the Monastery of the Healing Hand, a religious order dedicated to the gods and goddesses of healing and the healing of the sick. Their Monastery is used as a sort of hospital or infirmary for the city. The Monastery is inhabited by 200 Monks and Psi-Healers. The Holy Order is well-loved by the townspeople because of their gentleness and compassion.



#355 – King’s Gate – Eastern Gatehouse & Barbican (see Map 4 description).

#45 – Wall Towers (2) (see Map 1 description).

Map 7 – Southwestern Caldorne

Map 7 is comprised entirely of the Merchant Quarter, which lies in western, central, southwestern and south-central Caldorne. It lies south of the Dorne River, and west of Artisan Street.

#356-361 – Houses (see Map 1 description).

#362-371 – Artisan Shops (see Map 1 description).

#374-378 – Craftsman Shops (see Map 2 description).

#379-392 – Merchant Shops (see Map 1 description).

#393-394 – Stables (See Map 1 description).

#395 – Brothel (see Map 4 description).

#395 – *The Harlot’s Bed.*

#396 – Tavern (see Map 2 description).

#396 – *The Knight’s Quest.*

#45 – Wall Towers (2) (see Map 1 description).

Map 8 – South-central Caldorne

Map 8 is comprised of the Merchant Quarter, which lies in western, central, southwestern and south-central Caldorne. It

Map 9 – Southeastern Caldorne

Map 9 is comprised entirely of the Temple Quarter, which lies in central, eastern and southeastern Caldorne, east of Artisan Street and south of Templar Road.

#499 – Tavern (see Map 2 description).

#499 – The Frosty Mug.

#500-504 – Artisan Shops (see Map 1 description).

#505-506 – Craftsman Shops (see Map 2 description).

#507-509 – Merchant Shops (see Map 1 description).

#45 – Wall Tower (1) (see Map 1 description).

The Army of Caldorne

Type of Unit	Number	Number of men	Commander
Army	1	6,400	Lord-Marshal/High-Marshal
Legion	5	1,280	Marshal/Seneschal/3 Castellans
War-Company	10	640	5 Generals/5 Captains-General
War-Lance	20	320	20 Lord-Captains
Lance	80	80	80 Captains
War-Band	320	20	80 Lieutenants/240 Sergeants

Legion I – Legion of Valdara (Castle Sturmgard)

Legion II – Legion of Tiras (Castle Sturmgard)

Legion III – The Iron Legion (Castle Sturmgard) – The Iron Guard

Legion IV – Eastern Legion (Caldorne) – The Lion Guard

Legion V – Southern Legion (Caldorne) – The Dragon Guard

The Streets of Caldorne

There are thirteen streets in the city of Caldorne. Each of the streets is paved with cobblestone and lined with tall street lanterns that are lit every night at dusk. The streets are 50 feet (15.2 m) wide and are generally lined with plenty of small hardwood trees such as dogwoods, pears and cherries. The streets are kept clean and the gutters are washed daily. The sewer system of the city follows the pattern of the main thoroughfares.

Artisan Street (North-south, Maps 2, 5 and 8. Middle Caldorne.

Separates the Traveler's Quarter from the Town Quarter and the Temple Quarter from the Merchant Quarter.)

Castle Street (East-west, Maps 1, 2 and 3, crossing the Dorne River at Castlebridge. North Caldorne.)

Gold Street (North-south, Maps 1 and 4, crossing the Dorne River at Goldbridge. Western Caldorne.)

King's Street (East-west, Maps 5 and 6, crossing the Dorne River at Kingsbridge. Central and eastern Caldorne.)

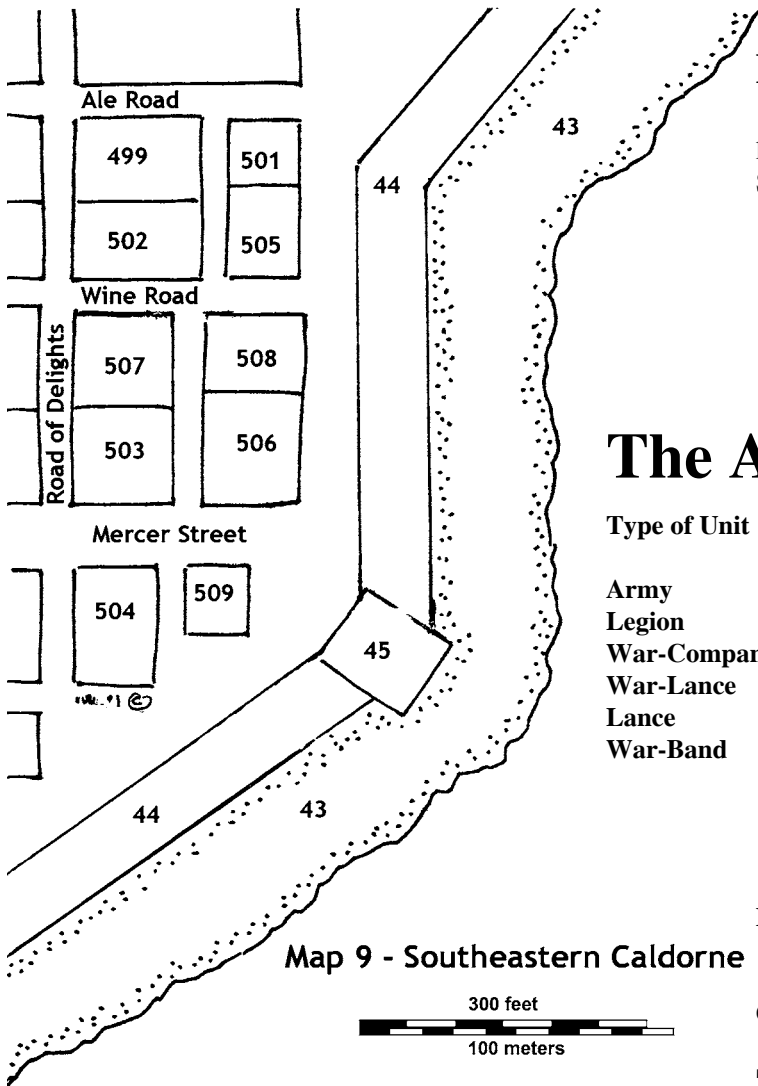
Mercer Street (East-west, Maps 7, 8 and 9. Southern Caldorne.)

Oak Street (East-west, Maps 4, 5 and 6, crossing the Dorne River at Oakbridge. Central Caldorne.)

Silver Street (North-south, Maps 1, 4 and 7, crossing the Dorne River at Silverbridge. Western Caldorne.)

Smith's Street (East-west, Maps 4, 5 and 6. Central Caldorne.)

Street of Dragons (East-west, Maps 4, 5 and 6. Central Caldorne.
Leads into the city through the Western Gates.)



lies south of the Dorne River, and west of Artisan Street. It also contains the Temple Quarter, which lies in central, eastern and southeastern Caldorne, east of Artisan Street and south of Temple Road.

#397-430 – Artisan Shops (see Map 1 description).

#431-448 – Craftsman Shops (see Map 2 description).

#449-479 – Merchant Shops (see Map 1 description).

#480-485 – Houses (see Map 1 description).

#486-489 – Stables (see Map 1 description).

#490-494 – Taverns & Inns (see Map 2 description).

#490 – The Giant and the Drunken Dwarf.

#491 – The Silver Tankard.

#492 – The Merry Minstrel.

#493 – The Crimson Queen.

#494 – The Blue Bull.

#495-497 – Brothels (see Map 4 description).

#497 – The Preening Paramour.

#498 – The Red Door.

#498 – Lion's Gate – Southern Gatehouse & Barbican (see Map 4 description).

Street of Lions (North-south, Maps 2, 5 and 8, crossing the Dorne River at Lionsbridge. Middle Caldorne. Leads into the city through the Southern Gates.)

Street of the Gods (North-south, Maps 3 and 6. Eastern Caldorne.)

Wall Street (North-south, Map 7. Western Caldorne.)

White Street (East-west, Maps 7 and 8. Southern and western Caldorne.)

The Roads of Caldorne

There are twenty-four roads in the city of Caldorne. Each of the roads is paved with cobblestone and lined with tall street lanterns that are lit every night at dusk. The roads are 25 feet (7.6 m) wide and are generally lined with plenty of small hardwood trees as the streets are. The roads are kept fairly clean and the gutters are washed every several days.

Acolyte Road – (East-west, Maps 4, 5 and 6. Central Caldorne.)

Ale Road (East-west, Maps 7, 8 and 9. Southern Caldorne.)

Birch Road (East-west, Map 4. Western Caldorne.)

Broad Road (East-west, Maps 7, 8 and 9. Southern Caldorne.)

Bronze Road (East-west, Maps 1, 2 and 3. Northern Caldorne.)

Copper Road (East-west, Maps 1, 2 and 3. Northern Caldorne.)

Crafter's Road (North-south, Maps 4 and 7. Western Caldorne.)

Elm Road (East-west, Maps 4 and 5. Western Caldorne.)

Forge Road (North-south, Maps 2 and 5. Northern Caldorne.)

Grain Road (East-west, Maps 2 and 3. Northeastern Caldorne.)

Guild Road (East-west, Maps 5 and 6. Eastern Caldorne.)

Iron Road (North-south, Maps 2, 5 and 8. Middle Caldorne.)

North Road (North-south, Maps 1 and 4. Northwestern Caldorne.)

Park Road (North-south, Maps 5 and 8. Middle Caldorne.)

River Road (East-west, Maps 4 and 5. Western Caldorne.)

Road of Delights (North-south, Maps 3, 6 and 9. Eastern Caldorne.)

South Road (North-south, Maps 4 and 7. Southwestern Caldorne.)

Stallion Road (North-south, Maps 1 and 4. Northwestern Caldorne.)

Templar Road (East-west, Maps 5 and 6. Eastern Caldorne. Separates the Traveler's Quarter from the Temple Quarter.)

Temple Road (North-south, Maps 3 and 6. Eastern Caldorne.)

Tiras Road (East-west, Map 1. Northwestern Caldorne.)

Warehouse Road (North-south, Map 2. North-central Caldorne.)

Western Road (North-south, Maps 4 and 7. Western Caldorne.)

Wine Road (East-west, Maps 7, 8 and 9. Southern Caldorne.)

The Alleys of Caldorne

There are some seventy-five unnamed alleys in the city of Caldorne. Each of the alleys is paved with loose dirt and gravel and is between 5 and 10 feet (1.5-3 m) wide, and they are rarely well-lit if at all. The alleys are usually cleaned only once every month and remain cluttered with trash and refuse in-between.

The Town Squares of Caldorne

There are a total of twenty-one town squares in the city. Many are simple courtyards where four buildings have some space in their center. Most of these squares are filled with statues and fountains as well as gardens and well-kept trees. The following are the better known and named ones:

Black Square (Map 5 – Central Caldorne.)

Gold Square (Map 8 – South-central Caldorne.)

North Square (Map 1 – Northwestern Caldorne.)

Silver Square (Map 8 – South-central Caldorne.)

South Square (Map 8 – South-central Caldorne.)

Wall Square (Map 8 – South-central Caldorne.)

West Square (Map 4 – Western Caldorne.)

White Square (Map 5 – Central Caldorne.)

The Parks of Caldorne

There are five main parks in the city although there are many open areas that could be considered to be park-like environments. Each of the parks contains plenty of flowers and trees and are excellent places for the townspeople to meet and just relax.

Grand Park (Map 5 – Central Caldorne): A beautiful park filled with flowering pear, dogwood and cherry trees.

Greenbriar Park (Map 8 – South-central Caldorne): An area of trellises, briars and ivy.

Marketplace Park (Map 5 – Central Caldorne): A large area where vendors, traders and caravaneers hawk their wares. A bazaar.

Rose Park (Map 4 – Western Caldorne): A beautiful garden park with thousands of different colored roses.

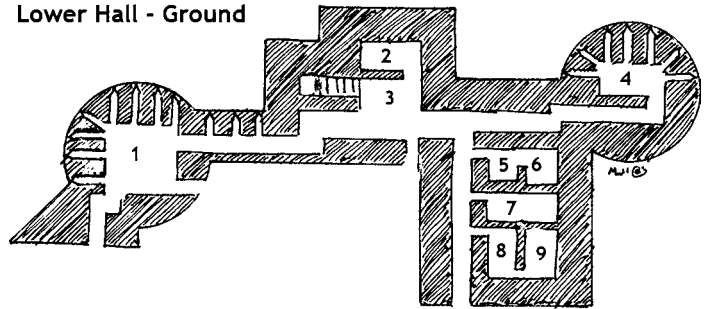
South Park (Map 8 – South-central Caldorne): Another park filled with flowering pear and cherry trees.

Castle Sturmgard

White Hall

The Lower Hall

Lower Hall - Ground



Ground Floor/1st Floor

#1 and 4 – Guard Room: Each of the Guard Rooms are occupied by 10 Men-at-Arms and a Sergeant.

#2 – Armory: The Armory contains 500 weapons, 100 suits of armor, and is guarded by 2 Men-at-Arms.

#3 – Entry Hall: 2 Men-at-Arms stand guard at the entrance.

#5 – Smith's Quarters: This room is occupied by an armorer, a weaponsmith and their 3 apprentices.

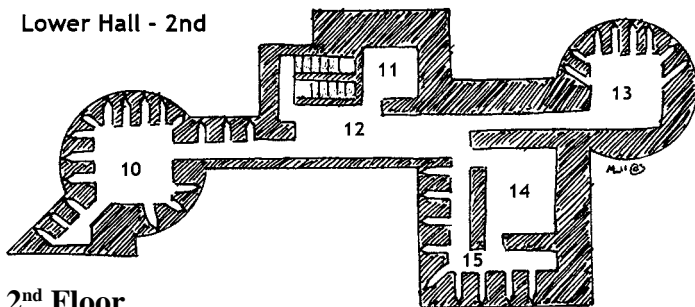
#6 – Smithy: This is the smithy of White Hall.

#7 – Dining Hall: This is the lower Dining Hall of White Hall.

#8 – Kitchens: This is the lower or Main kitchen of White Hall. It is occupied by 3 cooks.

#9 – Pantry/Larder: This room contains foodstuffs.

Lower Hall - 2nd



2nd Floor

#10 and 13 – Guard Room: Each of the Guard Rooms is occupied by 10 Men-at-Arms and a Sergeant.

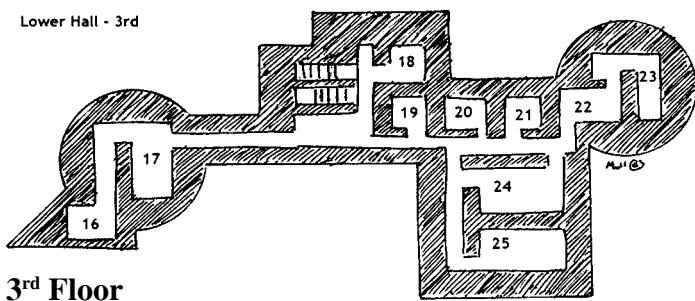
#11 – Kitchen/Pantry: This is the upper kitchen and a small pantry for foodstuffs as well. It is occupied by 2 cooks.

#12 – Dining Hall: This is the upper Dining Hall of White Hall.

#14 – Barracks: The barracks of White Hall are occupied by 20 Halberdiers and a Sergeant.

#15 – Archer’s Gallery: This corridor is dotted with arrow loops for archers to fire from.

Lower Hall - 3rd



3rd Floor

#16 – Chamberlain’s Room: This is the room of the Chamberlain of the Castle.

#17 – Maids’ Dormitory: This large common room is the dormitory of White Hall’s 10 maids.

#18 – Steward’s Room: This is the room of the Steward of the Castle.

#19 – Herald’s Room: This is the room of the castle’s Herald.

#20 – Officers’ Quarters: This room is occupied by 3 Lieutenants.

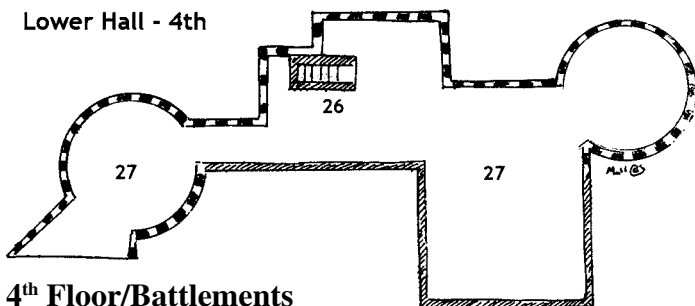
#21 – Officers’ Quarters: This room is occupied by 2 Captains.

#22 – Lord-Captain’s Room: This is the room of the Lord-Captain in command of White Hall.

#23 – Armory: The Armory contains 500 weapons, 100 suits of armor and is guarded by 2 Men-at-Arms.

#24 and 25 – Women’s Dormitory: These large common rooms are the dormitories of White Hall’s 25 ladies (each).

Lower Hall - 4th



4th Floor/Battlements

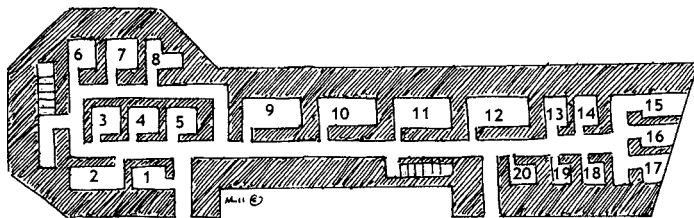
#26 – Stairs to the Battlements.

#27 – Battlements: Each of the two towers are armed with two catapults and two ballistae. 25 Men-at-Arms stand guard duty at any given time on the battlements.

The Smith’s Forge

Artisan’s Hall

Artisan’s Hall - Ground



Ground Floor/1st Floor

#1 – Tanners’ Quarters: This room is occupied by 2 tanners and their 3 apprentices.

#2 – Tannery: This is the tannery of the castle.

#3 – Dried Meat Storage: This room contains dried foodstuffs.

#4 – Salted Meat Storage: This room contains salted foodstuffs. It is guarded by 2 Men-at-Arms.

#5 – Cured Meat Storage: This room contains cured foodstuffs.

#6 – Leatherworkers’ Quarters: This is the quarters of the Leatherworkers and their apprentices.

#7 – Leatherworkers’ Shop: This room is the leatherworkers’ shop of the castle. It is occupied by 2 leatherworkers and their 3 apprentices.

#8 – Leather Goods Storage: This is the storage room for leather goods.

#9 – Flour & Meal Storage: This room contains flour, sugar and meal.

#10 – Dried Fruits & Vegetables Storage: This room contains dried fruit and vegetables.

#11 and 12 – Granary: Each granary contains wheat and other grains. Each is guarded by 2 Men-at-Arms.

#13 – Shoemakers’ Quarters: This room is the quarters of the shoemakers. It is occupied by 3 shoemakers and their 3 apprentices.

#14 – Shoe & Boot Storage: This room is the storage room for shoes and boots. It is occupied by 2 apprentices.

#15 – Cobbler’s Shop: This room is the cobbler’s shop of the castle.

#16 – Pottery: This room is the pottery of the castle. It is occupied by a potter, a basket-weaver and their 2 apprentices.

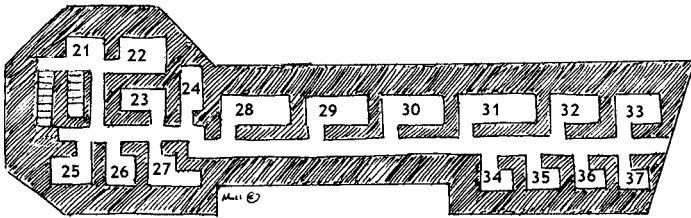
#17 – Carpenters’ Quarters: This room is the quarters of the castle’s carpenters and furniture makers. It is occupied by the Master Carpenter, 4 carpenters and 2 furniture makers.

#18 – Pottery Storage: This is the storage room for crockery and pottery.

#19 – Potters’ Quarters: This room is the quarters of the potters and weavers. It is occupied by a potter and his 2 apprentices.

#20 – Carner’s Room: This is the room of the castle’s Carner (grain master).

Artisan's Hall -2nd



2nd Floor

#21 and 22 – Butchers’ Room: Each of these rooms are the quarters of the butchers. #22 is occupied by 6 butchers.

#23 and 24 – Fresh Meat Cooler: Each of these rooms is connected to the dungeons by a vent-shaft that brings cool air from below. Meat is stored here for the castle.

#25 – Dried Meat Storage: This room contains dried food-stuffs.

#26 – Salted Meat Storage: This room contains salted food-stuffs. It is guarded by 2 Men-at-Arms.

#27 – Cured Meat Storage: This room contains cured food-stuffs.

#28 – Flour & Meal Storage: This room contains flour, sugar and meal.

#29 – Dried Fruit & Vegetable Storage: This room contains dried fruit and vegetables.

#30 and 31 – Granary: Each granary contains wheat and other grains. Each is guarded by 2 Men-at-Arms.

#32 – Bakery: This is the bakery. It is occupied by 3 bakers.

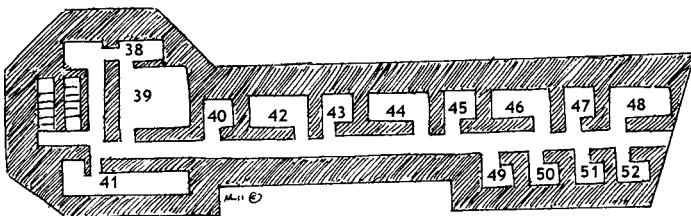
#33 – Kitchen: This is the kitchen of Artisan’s Hall. It is occupied by 3 cooks.

#34 – Bakers’ Quarters: This room is the quarters of the bakers. It is occupied by 3 bakers.

#35 – Pastelers’ Quarters: This room is the quarters of the pastelers (pastry cooks). It is occupied by 4 pastry cooks.

#36 and 37 – Cooks’ Quarters: These rooms are the quarters of the hall’s cooks. #36 is occupied by 2 cooks and #37 by 3 cooks.

Artisan's Hall - 3rd



3rd Floor

#38 – Wrights’ Quarters: This room is the quarters of the wrights of the castle. It is occupied by a cartwright, a wheelwright, a wainwright and their three artificer/apprentices.

#39 – Weaponsmithy: This room is a smithy dedicated entirely to manufacturing and repairing weapons.

#40 – Smiths’ Quarters: This room is the quarters of the hall’s smiths. It is occupied by an armorer, 3 weaponsmiths and their 5 apprentices.

#41 – Armory: This is the armory of the hall. It contains 500 weapons and 100 suits of armor. It is guarded by 4 Men-at-Arms and their Sergeant.

#42 – Ironsmithy: This smithy is used by blacksmiths and other non-armor or weaponsmiths.

#43 – Ironsmiths’ Quarters: This room is occupied by 3 blacksmiths, a tinsmith, a bronzesmith, and 2 coppersmiths.

#44 – Gold & Silver Smithy: This smithy is used by the hall’s gold and silver smiths.

#45 – Goldsmith/Silversmith’s Quarters: This room is occupied by the hall’s goldsmith and silversmith.

#46 – Bowyers’ Shop: This room is the workshop of the hall’s bowyers and fletchers.

#47 – Bowyers’ Quarters: This room is the quarters of the hall’s bowyers and fletchers. It is occupied by 3 bowyers, 4 fletchers and their 5 apprentices.

#48 – Coopersy: This room is the workshop of the hall’s coopers.

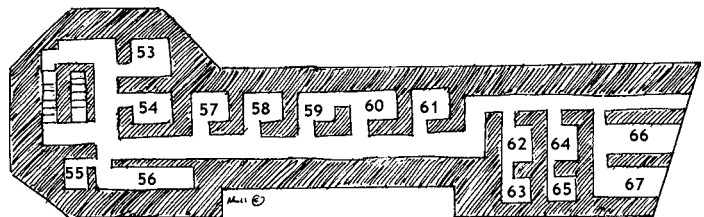
#49 – Jewelers’ Quarters: This room is occupied by a jeweler, a gemsmith, a lapidary and their 2 apprentices.

#50 – Glaziers’ Quarters: This room is the quarters of the hall’s glaziers and glassblowers. It is occupied by 2 glaziers and 4 glassblowers.

#51 – Coopers’ Quarters: This room is occupied by the hall’s 5 coopers.

#52 – Barrel Storage: This room is the storage room for the barrels, kegs and casks made by the coopers.

Artisan's Hall -4th



4th Floor

#53 – Master Engineer’s Room: This is the room of the castle’s Master Engineer, who builds and maintains the siege weapons, ballistae and catapults of the city and castle.

#54 – Master Architect’s Room: This is the room of the castle’s Master Architect.

#55 – Storeroom: This is a storeroom that contains lighting equipment, oil and other domestic supplies.

#56 – Granary: This room is a granary. It contains wheat and other grains.

#57 – Bards’ Quarters: This room is occupied by a Master Bard, 2 minstrels and a troubadour.

#58 – Chandlers’ Quarters: This room is occupied by the hall’s 4 chandlers (candle makers).

#59 – Chandlery: This room is the workshop of the candle-makers. It is occupied by a chandler and 5 apprentices.

#60 – Candle & Oil Storage: This cool room is used to store lamp oil and candles, as well as lanterns and torches.

#61 – Performers’ Quarters: This room is occupied by the Jester, 2 jugglers and 5 actors/acrobats/dancers.

#62 – Tailors’ Shop: This room is the workshop of the hall’s tailors and clothiers.

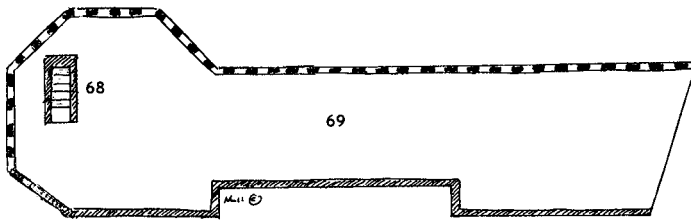
#63 – Tailors’ Quarters: This room is occupied by 3 tailors, a furrier and a dyer.

#64 – Laundresses’ Quarters: This room is the quarters of the hall’s 4 laundresses.

#65 – Laundry Room: This room is used by the laundresses to wash clothing.

#66 and 67 – Maids' Dormitory: These large common rooms are the dormitories of the hall's 20 maids (each).

Artisan's Hall - 5th



5th Floor/Battlements

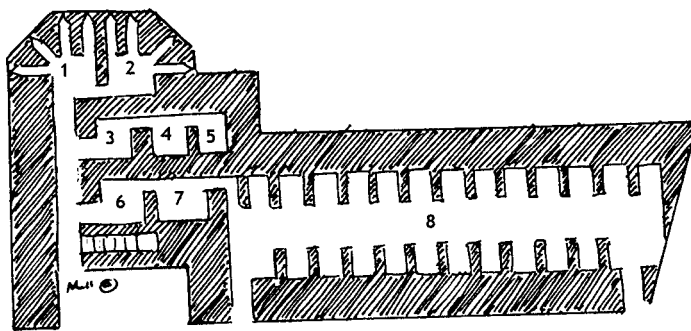
#26 – Stairs to the Battlements.

#27 – Battlements: The tower is equipped with two catapults and four ballistae. 15 Men-at-Arms stand guard duty at any given time on the battlements.

The Stables

The Castle Stables

Stables - Ground



Ground Floor/1st Floor

#1 – Guard Room: The Guard Room is occupied by 10 Men-at-Arms and a Sergeant.

#2 – Ostlers' Quarters: This room is the quarters of the stable's 4 ostlers.

#3 – Saddle & Harness Storage: This room is used to store the saddles, bits and bridles, and tack and harness of the stable's horses.

#4 – Kennel: This room is a kennel. It is occupied by 10 large dogs (German Shepherds), 15 medium dogs (Greyhounds) and 15 small dogs (Beagles).

#5 – Houndsmen's Quarters: This room is occupied by the kennel master and 5 houndsmen.

#6 – Farriers' Quarters: This room is occupied by 2 blacksmiths, 3 farriers and their 5 apprentices.

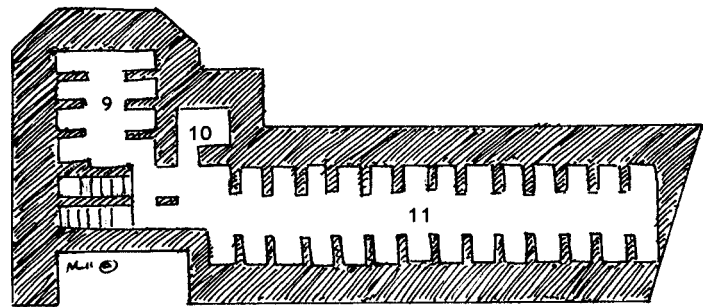
#7 – Grooms' Quarters: This room is occupied by 10 horse grooms.

#8 – Lower Stables: This is the lower stables. It contains 23 stalls that are capable of holding up to 70 horses.

2nd Floor

#9 – Middle Stables: This is the forward section of the middle stables. It contains 7 stalls that are capable of holding up to 20 horses.

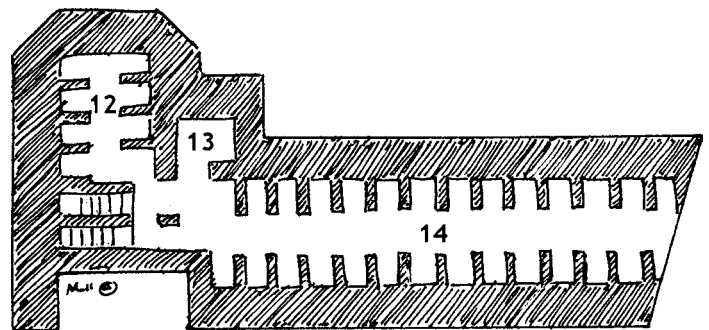
Stables - 2nd



#10 – Grooms' Quarters: This room is occupied by 10 horse grooms.

#11 – Middle Stables: This is the primary middle stables. It contains 26 stalls that are capable of holding up to 80 horses.

Stables - 3rd



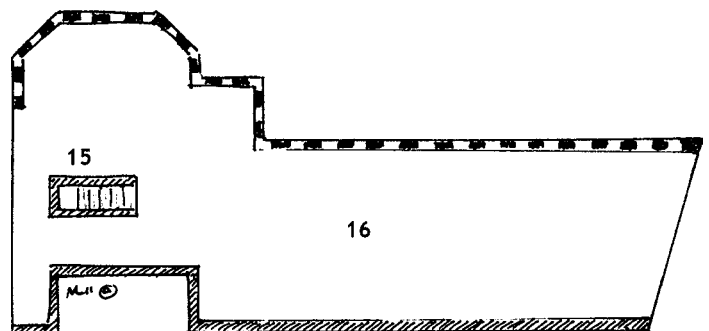
3rd Floor

#12 – Upper Stables: This is the forward section of the upper stables. It contains 7 stalls that are capable of holding up to 20 horses.

#13 – Grooms' Quarters: This room is occupied by 10 horse grooms.

#14 – Upper Stables: This is the primary upper stables. It contains 26 stalls that are capable of holding up to 80 horses.

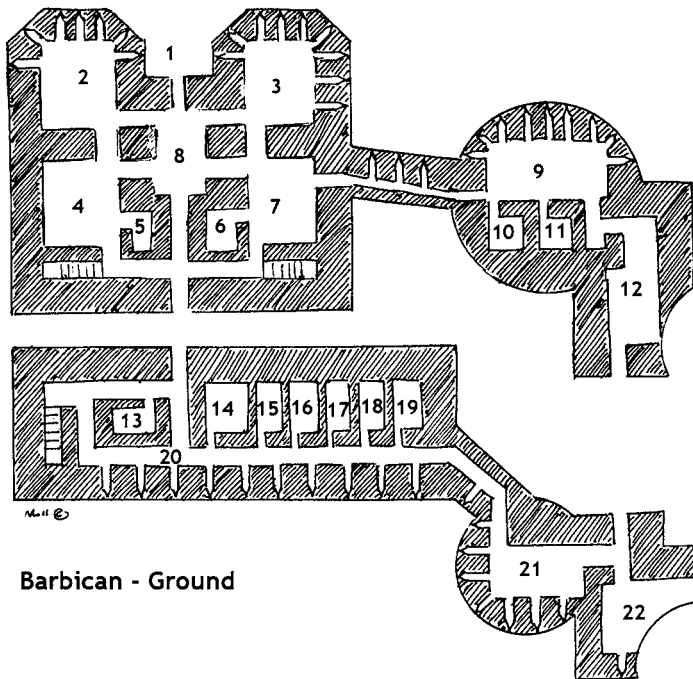
Stables - 4th



4th Floor/Battlements

#26 – Stairs to the Battlements.

#27 – Battlements: The tower is equipped with two catapults and four ballistae. 15 Men-at-Arms stand guard duty at any given time on the battlements.



Barbican - Ground

The Iron Gates of Sturmgard Gatehouse & Barbican

Ground Floor/1st Floor

#1 – Main Gates: The main gates are protected by a drawbridge, and an iron-bound door that is a foot (0.3 m) thick. It is further protected by an iron grate and then a portcullis inside the doorjamb. The portcullis and grate are only able to be raised by way of the portcullis room (#26). It takes the strength of 5-6 grown men (combined P.S. of 70 or more) to raise it even with the aid of the machinery. The gates are always guarded by 6 Crossbowmen and a Sergeant.

#2 and 3 – Guard Room: Each of the Guard Rooms are occupied by 15 Archers and a Sergeant.

#4 – Dining Hall: This is the lower dining hall.

#5 – Kitchen: This room is occupied by 3 cooks.

#6 – Pantry/Larder: This room contains foodstuffs.

#7, 9 and 22 – Barracks: These large rooms are the lower barracks. #7 is occupied by 14 Crossbowmen and a Sergeant. #9 is occupied by 20 Archers and a Sergeant and #22 by 20 Crossbowmen and a Sergeant.

#8 – Killing Floor: This area between the gates can be closed off in case of the gates being breached and hot oil poured on the invaders from holes in the floor above.

#10 – Officers' Quarters: This room is occupied by 3 Lieutenants.

#11 and 13 – Armory: These rooms are armories and contain 500 weapons and 100 suits of armor each. They are both guarded by 2 Halberdiers.

#14 – Castellan's Office: This room is the office for keeping records of who has entered the castle and what their business was. It is occupied by the Deputy Castellan and 6 Halberdiers. Visitors are required to leave their weapons here when entering the castle grounds.

#15 – Smiths' Quarters: This room is the quarters of the barbican's smiths. It is occupied by 2 armorers, 3 weaponsmiths and their 4 apprentices.

#16 – Bowyers' Shop: This room is the workshop of the hall's bowyers and fletchers.

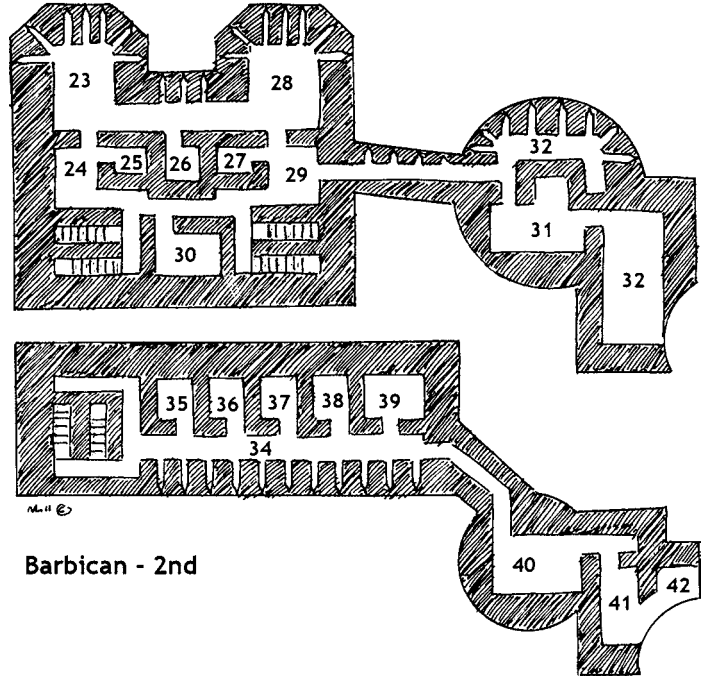
#17 – Bowyers' Quarters: This room is the quarters of the barbican's bowyers and fletchers. It is occupied by 2 bowyers, 3 fletchers and their 2 apprentices.

#18 – Leather Workers' Shop: This room is the leather workers' shop of the barbican.

#19 – Leather Workers' Quarters: This is the quarters of the 2 leather workers and their 3 apprentices.

#20 – Archers' Gallery: This corridor is dotted with arrow loops for archers to fire from.

#21 – Guard Room: This Guard Room is occupied by 10 Halberdiers and a Sergeant.



Barbican - 2nd

2nd Floor

#23 and 28 – Guard Rooms: Each of the Guard Rooms is occupied by 10 Archers and a Sergeant.

#24, 29 and 38 – Armories: These rooms are armories and contain 500 weapons and 100 suits of armor each. They are each guarded by 2 Halberdiers.

#25 and 27 – Storeroom: These are storerooms that contain lighting equipment, oil and other domestic supplies.

#26 – Portcullis/Drawbridge Room: This room contains the mechanism for raising the drawbridge, iron grate and portcullis. It requires a total strength of 70 or more (5-6 grown men) to move the gears. This room is guarded by 2 Halberdiers.

#30 – Castellan's Room: This room is the quarters of the Castellan and his Deputy Castellan. It is occupied by the Castellan of the Barbican.

#31 and 40 – Dining Hall: These rooms are dining halls. #40 is occupied by 3 servants.

#32 and 34 – Archers' Galleries: These corridors are dotted with arrow loops for archers to fire from.

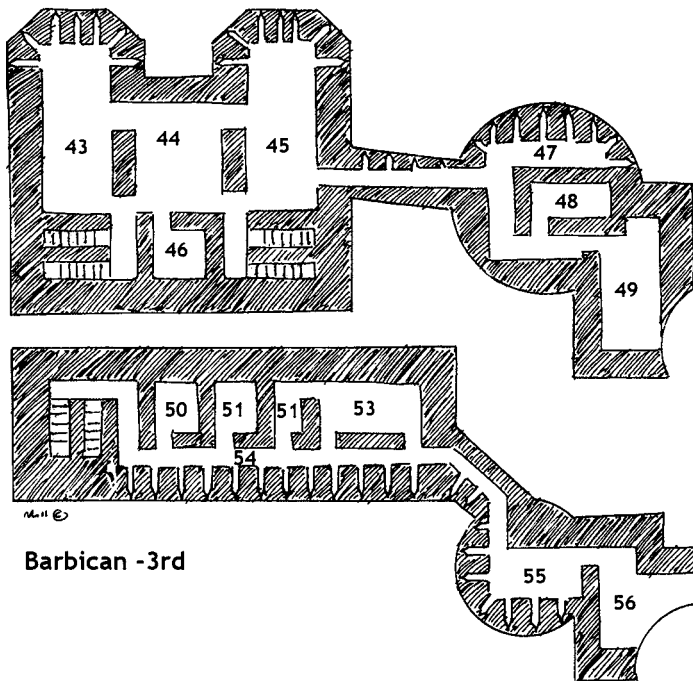
#33 – Barracks: This barracks is occupied by 25 Halberdiers and a Sergeant.

#35, 36 and 37 – Officers' Quarters: These rooms are the quarters of the officers of the barbican. #35 and 36 are occupied by 2 Lieutenants each and #37 by 3 Captains.

#39 – Lord-Captain’s Room: This is the room of the Lord-Captain of the Barbican. It is occupied by the Lord-Captain.

#41 – Kitchen: This is a kitchen.

#42 – Pantry/Larder: This room contains foodstuffs.



Barbican - 3rd

3rd Floor

#43, 45 and 56 – Barracks: These large rooms are the lower barracks. #43 and 45 are occupied by 30 Archers and 2 Sergeants each. #56 is occupied by 20 Halberdiers and a Sergeant.

#44 – War Room: This room is used for assemblies, announcements, musters and war planning.

#46 – Seneschal’s Room: This room is occupied by the Seneschal of the Castle.

#47 and 54 – Archers’ Gallery: These corridors are dotted with arrow loops for archers to fire from.

#48 and 52 – Armories: These rooms are armories and contain 500 weapons and 100 suits of armor each. They are each guarded by 2 Halberdiers.

#49 and 55 – Guard Rooms: #49 is occupied by 15 Archers and a Sergeant. #55 is occupied by 10 Archers and a Sergeant.

#50 and 51 – Officers’ Quarters: These rooms are the quarters of the officers of the barbican. #50 is occupied by 2 Captains and #51 by 2 Lieutenants.

#53 – Smiths’ Quarters & Smithy: This is the workshop and quarters of the barbican’s smiths. It is occupied by 2 armorers, 2 weaponsmiths and 2 apprentices.

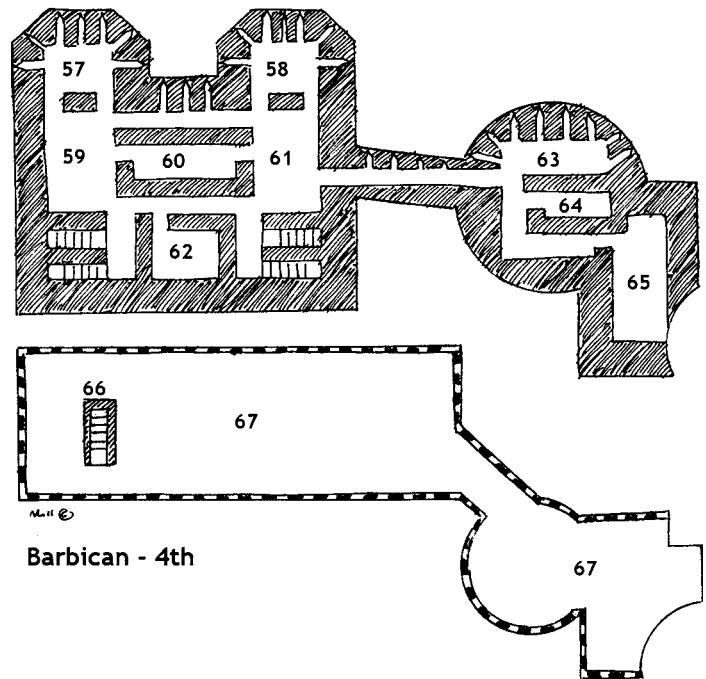
4th Floor/Lower Battlements

#57 and 58 – Guard Room: Each of the Guard Rooms are occupied by 10 Archers and a Sergeant.

#59, 61 and 65 – Barracks: These large rooms are the lower barracks. #59 and 61 are occupied by 10 Archers and a Sergeant each. #65 is occupied by 20 Archers and a Sergeant.

#60 – Armory: This armory contains 500 weapons and 100 suits of armor. It is guarded by 3 Halberdiers.

#62 – Recreation Room: This room is used by the garrison for drinking, gambling and playing games of chance when they are off duty.



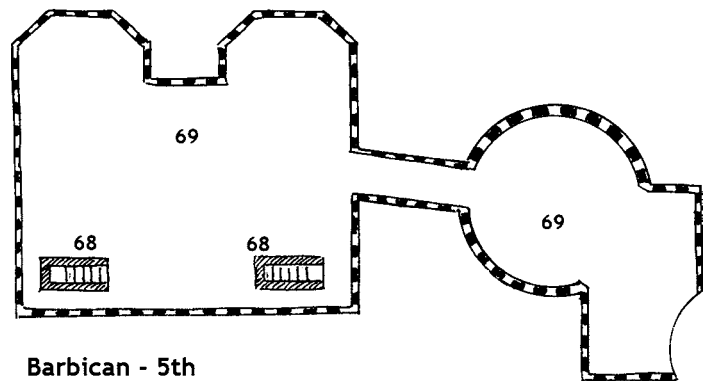
Barbican - 4th

#63 – Archers’ Gallery: This corridor is dotted with arrow loops for archers to fire from.

#64 – Gatehouse Commander’s Room: This room is occupied by the Gatehouse Commander (a Captain-General).

#66 – Stairs to the Lower Battlements.

#67 – Lower Battlements: The battlements and tower are equipped with 6 catapults and 8 ballistae. 50 Archers stand guard duty at any given time on the battlements.



Barbican - 5th

5th Floor/Upper Battlements

#68 – Stairs to the Upper Battlements.

#69 – Upper Battlements: Each tower is equipped with two catapults and four ballistae and the section over the gates by 2 catapults and 4 ballistae. 75 Archers stand guard duty at any given time on the battlements.

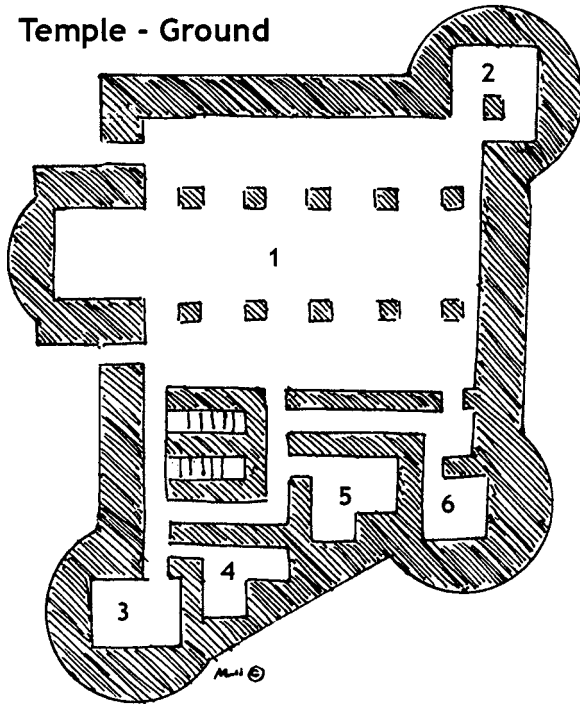
Chapel and Temple

The Temple of Ra, the Lord of Light

Ground Floor/1st Floor

#1 – Sanctum of the Temple of Ra: This is the main chapel of the temple.

Temple - Ground

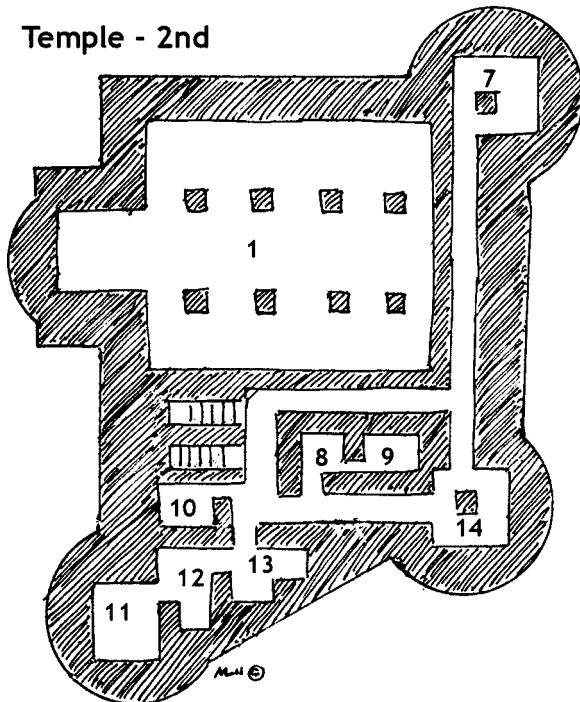


#2 and 6 – Private Chapels: These are smaller, more private areas of worship or prayer. Each is occupied by an Acolyte (Priest of Light).

#3 – Temple Study: This is the study of the temple.

#4 and 5 – Infirmaries: These two rooms are sick-halls. Each contains 25 beds and 2 Psi-Healers.

Temple - 2nd



2nd Floor

#7 – High-Priest's Room: This room is occupied by the High-Priest of Light.

#8 – Sacristy: This room contains sacred artifacts and the holy items of the temple.

#9 – Vestry: This room is used to store the Priests' robes and garments used in their rituals.

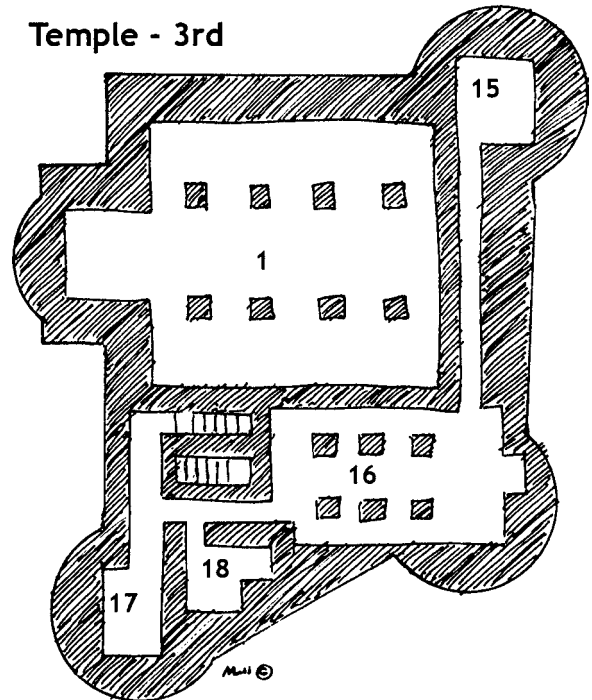
#10 – Storeroom: This room is used to store the domestic items of the temple.

#11 – Healers' Quarters: This room is occupied by the temple's 3 Healers.

#12 and 13 – Acolytes' Quarters: These rooms are the quarters of the Acolytes of the temple. Each is occupied by 4 Acolytes.

#14 – Captain of the Temple Guard's Room: This room is occupied by the Captain of the Temple Guard.

Temple - 3rd



3rd Floor

#15 – Dining Hall: This is the dining hall of the temple. It is occupied by 4 servants.

#16 – Kitchen/Pantry: This is the kitchen and the food storage area of the temple.

#17 – Treasury: This is the treasury of the temple. It is guarded by 2 Temple Guards.

#18 – Upper Chapel: This is a smaller, secondary chapel used for special events or occasions. It is occupied by 2 Acolytes.

4th Floor

#19 – Tower Battlements: These are guarded by 10 Archers each at any given time.

#20 – Storeroom: This room is used to store the domestic items of the temple.

#21 – Foyer: This is an entry hall.

#22 – Abbot's Room: This is the room of the Abbot, who governs the temple's Monks.

#23 – Temple Guard Barracks: This barracks is occupied by 20 Temple Guards and the Sergeant of the Temple Guards.

#24 – Monks' Dormitory: This room is occupied by the temple's 15 Monks.

5th Floor/Battlements

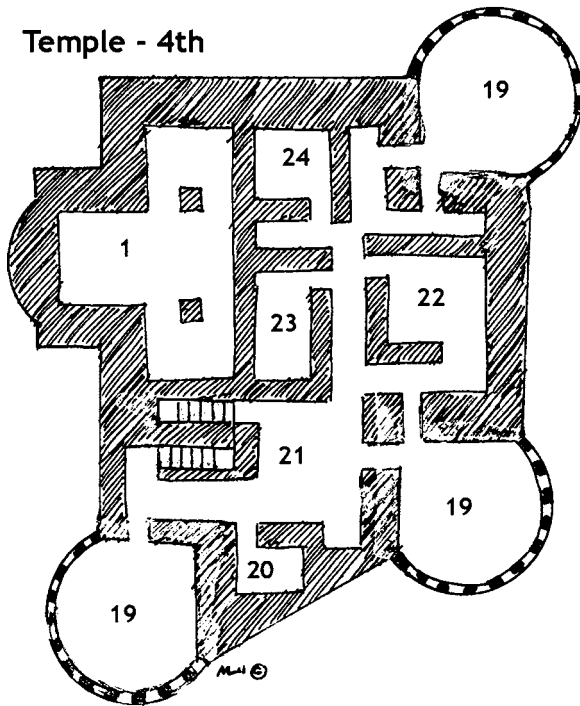
#25 – Stairs to the Battlements.

#26 – Battlements: The battlements are guarded by 25 Archers that stand guard duty at any given time.

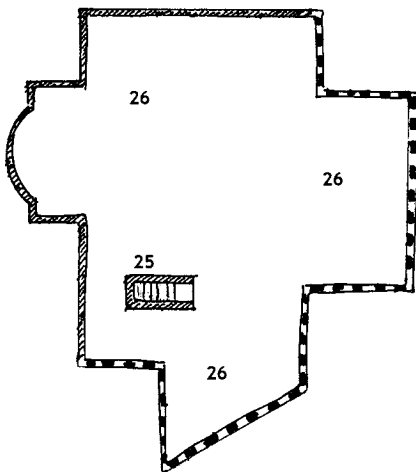
Crypts

#27 – Burial Crypts: There are 11 crypts in this area.

Temple - 4th



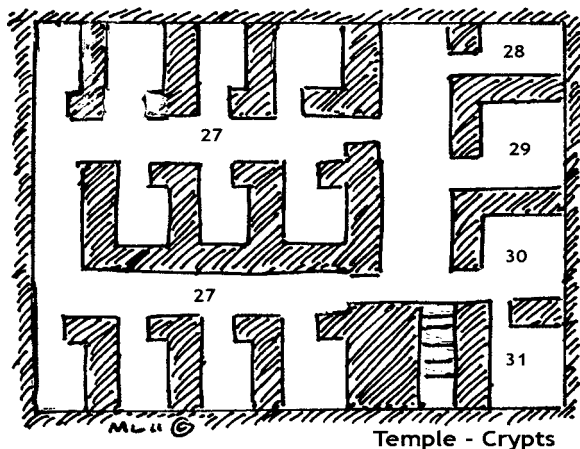
Temple - 5th



#28 – Morgue/Mortuary: This is where the dead are brought to be prepared for burial.

#29 – Cistern: This water source is fed by an underground spring.

#30 and 31 – Food Storage: These rooms are used to store foodstuffs and grain for the temple.

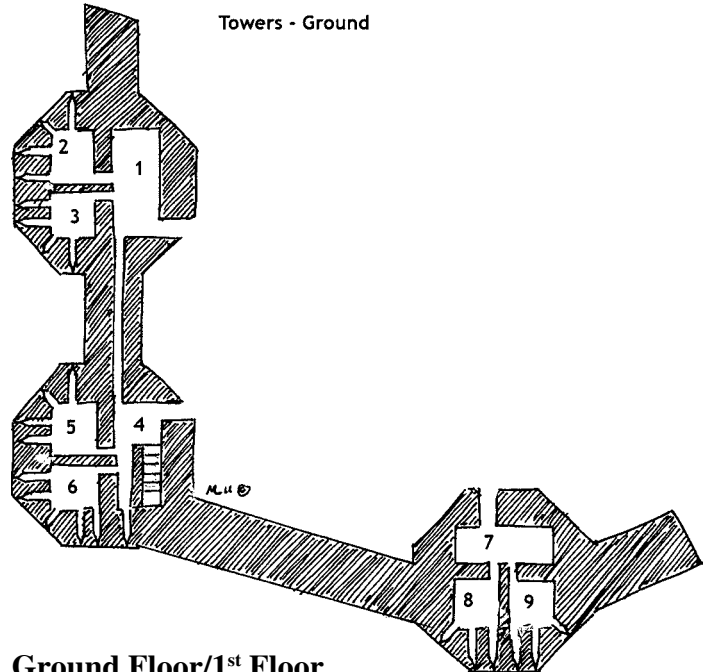


Temple - Crypts

Castle Towers

The Griffon Tower, The Valkyrie Tower & the Aesgard Tower

Towers - Ground

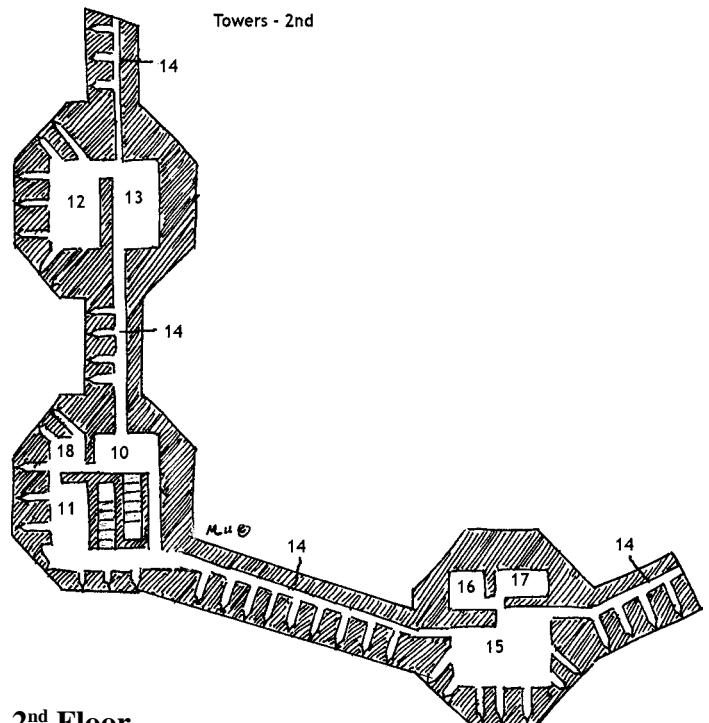


Ground Floor/1st Floor

#1, 4 and 7 – Guard Rooms: Each of the Guard Rooms is occupied by 10 Archers. #1 also has a Sergeant.

#2, 3, 5, 6, 8 and 9 – Barracks: Each of these rooms are barracks. #2, 3, 5 and 6 are occupied by 20 Halberdiers and a Sergeant. #8 and #9 are occupied by 20 Pikemen and a Sergeant each.

Towers - 2nd



2nd Floor

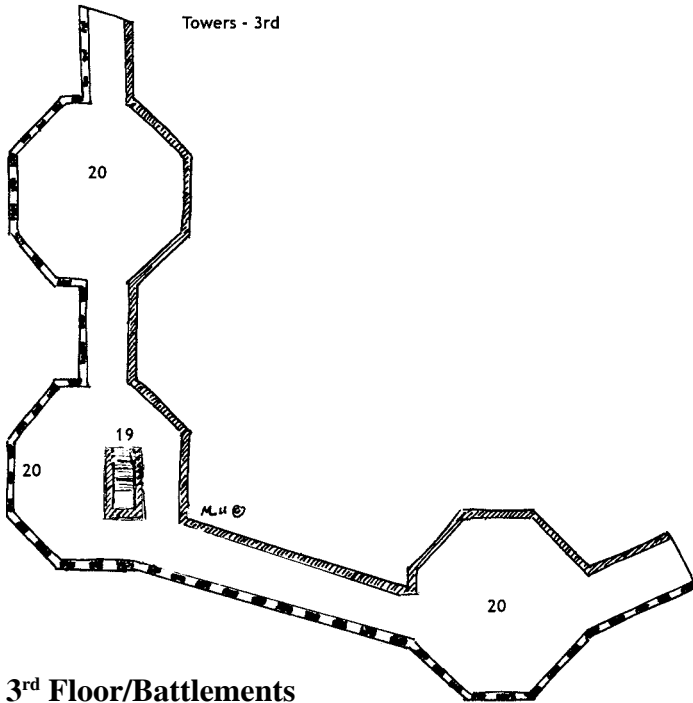
#10 and 17 – Armory: Each armory contains 500 weapons and 100 suits of armor. Each is guarded by 5 Halberdiers.

#11 and 13 – Guard Room: Each Guard Room is occupied by 10 Archers. #11 also contains a Sergeant.

#12 and 15 – Barracks: These are barracks. Each is occupied by 40 Crossbowmen and 2 Sergeants.

#14 – Archers’ Gallery: This corridor is dotted with arrow loops for archers to fire from.

#16 and 18 – Officers’ Quarters: These rooms are the quarters of the officers of the three towers. #16 is occupied by 6 Lieutenants and #18 by 3 Captains and a Lord-Captain.



3rd Floor/Battlements

#19 – Stairs to the Battlements.

#20 – Battlements: Each of the three towers is equipped with two catapults and four ballistae. 75 Archers stand guard duty at any given time on the battlements.

Sturmgard

The Great Keep

Ground Floor/1st Floor

#1 and 16 – Gates: These are the gates leading into the Inner Ward (#16) and Outer Ward (#1). Each gate is guarded by 5 Halberdiers and a Sergeant. The gates are equipped with a triple portcullis that can only be raised from the machinery rooms (#17 and 20). Each takes a combined Physical Strength of 70 or more to raise them even with the aid of the gears and machinery.

#2, 4, 5 and 6 – Guard Rooms: Each Guard Room is occupied by 10 Archers and a Sergeant.

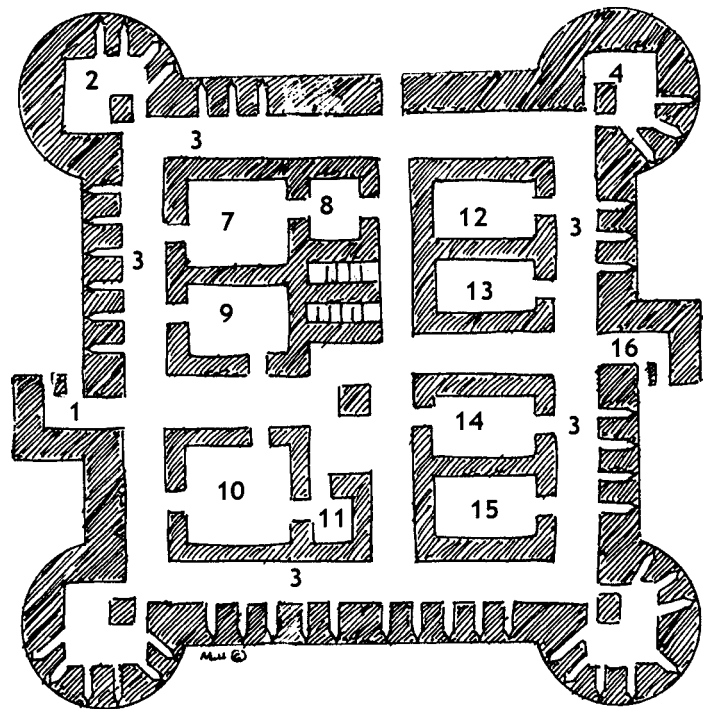
#3 – Archer’s Gallery: This corridor is dotted with arrow-loops for archers to fire from.

#7 – Smithy: This is smithy of the Great Keep.

#8 – Smith’s Quarters: This room is the quarters of the Keep’s smiths. It is occupied by 2 armorers, 3 weaponsmiths and 7 artificers/apprentices.

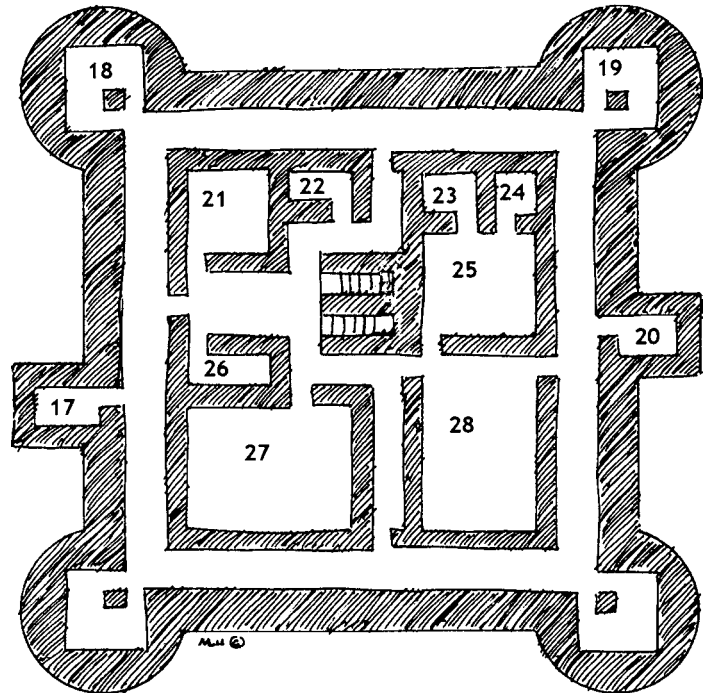
#9 – Granary/Food Storage: This room is used to store grain and foodstuffs.

Keep - Ground



#10, 12, 13, 14 and 15 – Barracks: These large rooms are the lower barracks. #10, 13 and 14 are each occupied by 50 Pikemen and 2 Sergeants. #12 and 15 are each occupied by 50 Halberdiers and 2 Sergeants.

#11 – Armory: This armory contains 500 weapons and 100 suits of armor. It is guarded by 2 Halberdiers.



Keep - 2nd

2nd Floor

#17 and 20 – Portcullis Machinery Room: These rooms contain the mechanisms for raising the three portcullises. They require a total strength of 70 or more (5-6 grown men) to move the gears. These rooms are guarded by 2 Halberdiers each.

#18, 19, 22, 29 and 30 – Guard Room: Each Guard Room is occupied by 10 Archers, with the exception of #22 which is occupied by 10 Halberdiers and a Sergeant. #18 and 29 each have a Sergeant as well.

#21 – Courtroom: This room is used for legal affairs and court cases.

#23 – Pantry/Larder: This room is used to store foodstuffs.

#24 – Scullery: This room is used to store pots and kettles for the kitchens. It is occupied by 3 Scullions.

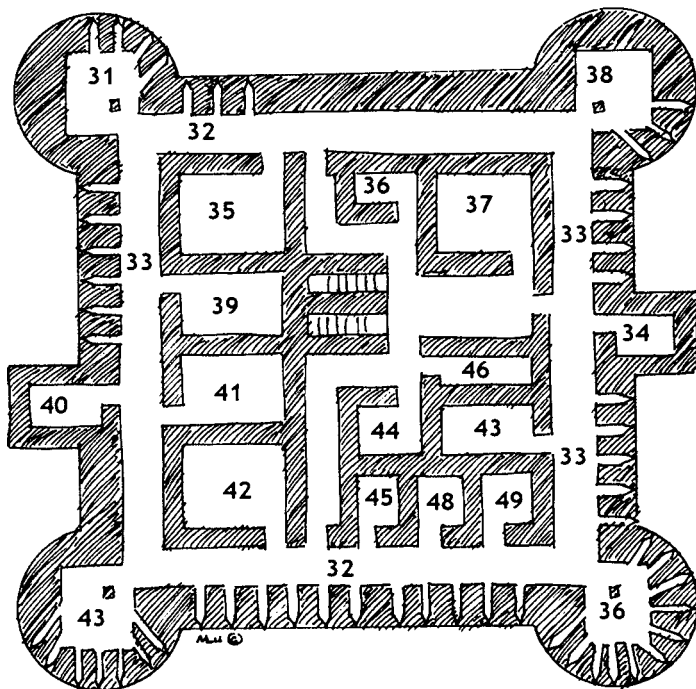
#25 – Kitchens: This room is occupied by 4 cooks.

#26 – Armory: This armory contains 500 weapons and 100 suits of armor. It is guarded by 2 Halberdiers.

#27 – Dining & Reception Hall: This hall is for feasts and events.

#28 – Throne Room & Audience Chamber: This large, elegant throne room contains two thrones that flank a central one on a higher pedestal for the King. It is occupied by 10 Royal Guardsmen and a Sergeant.

Keep - 3rd



3rd Floor

#31, 38, 43 and 50 – Guard Room: Each Guard Room is occupied by 10 Archers, #31 and 43 also contain a Sergeant as well.

#32 and 33 – Archers' Gallery: These corridors are dotted with arrow loops for archers to fire from.

#34 and 40 – Armory: These armories each contain 500 weapons and 100 suits of armor. They are each guarded by 2 Halberdiers.

#35, 39, 41 and 42 – Barracks: Each of these rooms are barracks. Each contains 50 Halberdiers and 2 Sergeants, with the exception of #42 which is occupied by 50 Pikemen and 2 Sergeants.

#36 – Pantry/Larder: This room is used to store foodstuffs.

#37 – Dining Hall: This is the Upper Dining Hall of the Keep.

#44 – Servants' Quarters: This room is the quarters for the Keep's servants. It is occupied by 7 servants.

#45 – Senior Officers' Quarters: This room is the quarters of the senior officers of the Keep. It is occupied by 9 Captains.

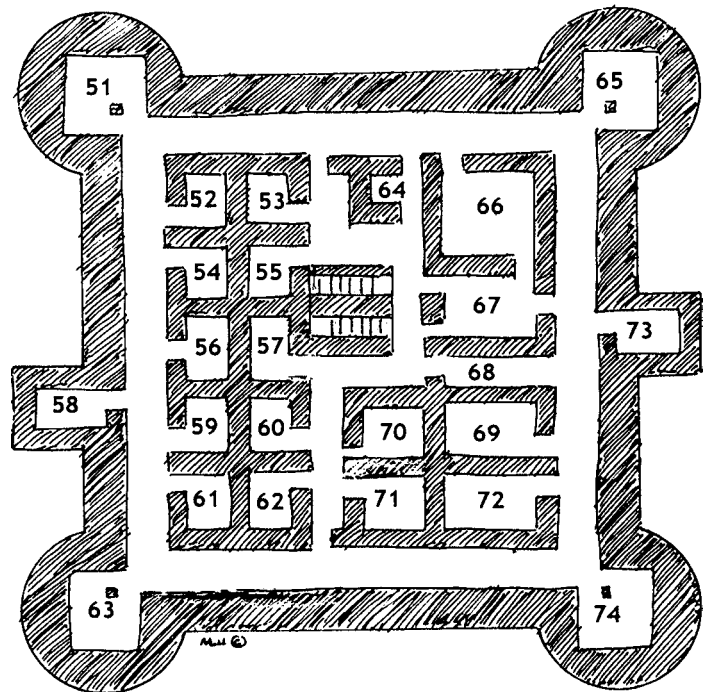
#46 – Kitchen: This is the Upper Kitchen of the Keep. It is occupied by 2 cooks.

#47 – War Room: This room is used for assemblies, announcements, musters and war planning.

#48 – Junior Officers' Quarters: This room is the quarters of the junior officers of the Keep. It is occupied by 9 Lieutenants.

#49 – Storeroom: This room is used to store the domestic items of the Keep.

Keep - 4th



4th Floor

#51, 63, 65 and 74 – Guard Rooms: Each of the Guard Rooms is occupied by 10 Archers. #51 and #65 also have a Sergeant as well.

#52 – Alchemist & Astrologer's Room: This room is occupied by the castle's Alchemist and Astrologer.

#53 – Apothecary & Chirurgeon's Room: This room is occupied by the castle's Apothecary and Chirurgeon (surgeon).

#54 – Lore-Master's Room: This room is occupied by the castle's Lore-Master and his 3 assistants.

#55 – Servants' Quarters: This room is the quarters for the Keep's servants. It is occupied by 10 servants.

#56 and 57 – Treasury: These are the treasuries of the castle. Each is guarded by 2 Halberdiers.

#58 – Headsman's Room: This room is occupied by the Headsman and 2 torturers.

#59 – Lord-Treasurer's Room: This room is occupied by the Lord-Treasurer/Exchequer.

#60 and 62 – Maids' Dormitory: Each of these large halls are occupied by the Keep's maids. There are 15 maids in each room.

#61 – Lord High-Steward's Room: This room is occupied by the Lord High-Steward.

#64 – Librarian's Room: This room is occupied by the Head Librarian and his 5 assistants.

#66 – The Great Library of Emris: This large chamber is the castle's great library. It is occupied by 2 assistant librarians and contains between 10,000 and 20,000 books, tomes and scrolls.

#67 – Cartographer & Astronomer’s Room: This room is occupied by the castle’s Map-Maker (Cartographer) and Astronomer.

#68 – Storeroom: This room is used to store domestic items for the Keep.

#69 – Knights’ Barracks: This barracks is occupied by the Keep’s 10 Household Knights.

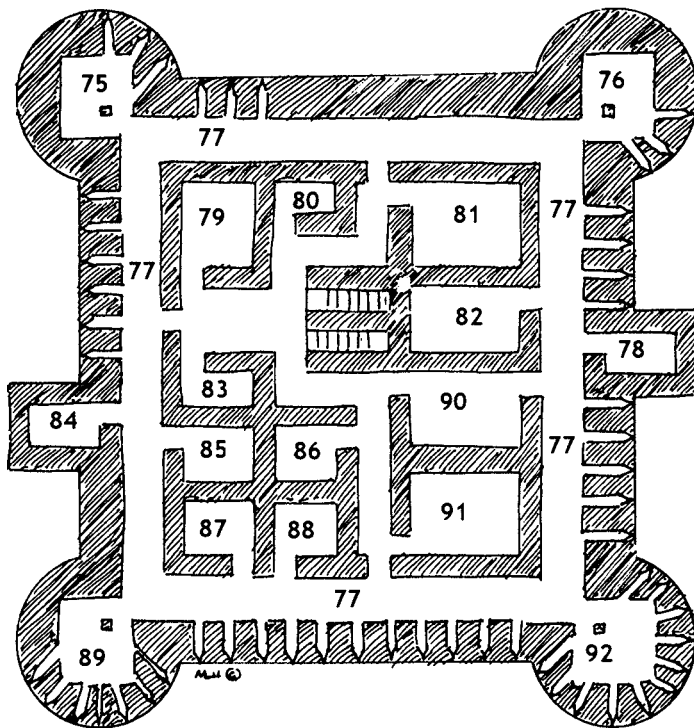
#70 – Lord High-Chancellor’s Room: This room is occupied by the castle’s Lord High-Chancellor.

#71 – Lord Magistrate’s Room: This room is occupied by the Lord Magistrate and his 2 sheriffs/constables.

#72 – Noblewomen’s Apartments: This large hall is occupied by the Keep’s 10 noblewomen.

#73 – Armory: This armory contains 500 weapons and 100 suits of armor. It is guarded by 2 Halberdiers.

Keep - 5th



5th Floor

#75, 76, 88, 89 and 92 – Guard Rooms: Each Guard Room is occupied by 10 Archers. #75 and 89 both contain a Sergeant as well.

#77 – Archers’ Gallery: This corridor is dotted with arrow loops for archers to fire from.

#78 and 84 – Armory: Each armory contains 500 weapons and 100 suits of armor. Each is guarded by 2 Halberdiers.

#79 – Trophy Room & Museum: This room contains artwork, sculptures and war trophies.

#80 – Bowyers’ Quarters: This room is occupied by 3 bowyers, 3 fletchers and their 2 apprentices.

#81 and 91 – Barracks: #81 is occupied by 50 Halberdiers and 2 Sergeants and #91 is occupied by 50 Pikemen and 2 Sergeants.

#82 – Junior Officers’ Quarters: This room is the quarters of the junior officers of the Keep. It is occupied by 9 Lieutenants.

#83 – Bowyers’ Shop: This room is the workshop of the bowyers and fletchers of the Keep.

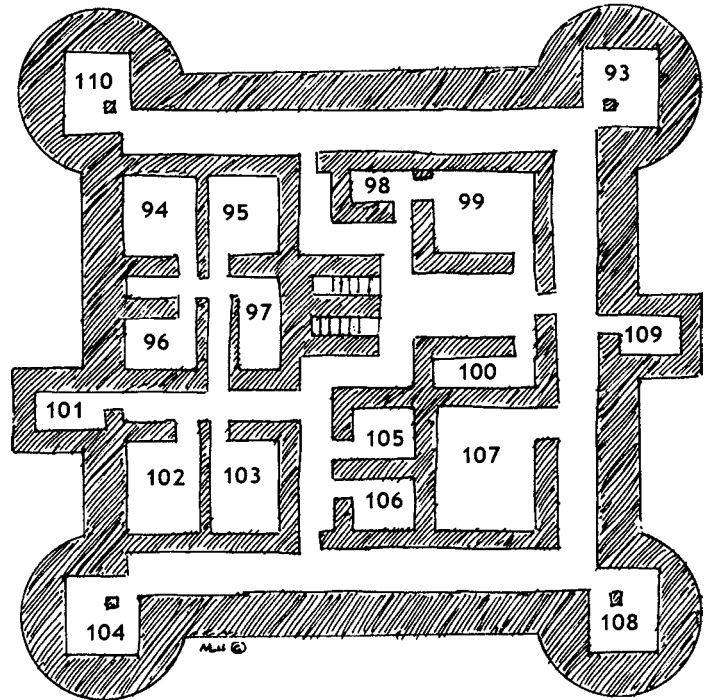
#85 – Smiths’ Quarters: This room is the quarters for the smiths of the Keep. It is occupied by 2 armorers, 3 weaponsmiths and their 3 artificer/apprentices.

#86 – Servants’ Quarters: This room is the quarters for the Keep’s servants. It is occupied by 10 servants.

#87 – Smithy: This is a smithy dedicated to the manufacture and repair of arms and armor.

#90 – Senior Officers’ Quarters: This room is the quarters of the senior officers of the Keep. It is occupied by 5 Lord-Captains and 3 Captains-General.

Keep - 6th



6th Floor

#93, 96, 98, 104, 108 and 110 – Guard Rooms: Most of these Guard Rooms are occupied by 10 Royal Guardsmen and a Sergeant each. #108 doesn’t contain a Sergeant and #98 only holds 8 Royal Guardsmen.

#94 – Princes’ Room: This room is occupied by the King’s 2 sons (Princes) and their 4 manservants.

#95 – Princesses’ Room: This room is occupied by the King’s 4 daughters (Princesses) and their 8 ladies-in-waiting.

#97 – The Baths: This room contains a heated and sunken pool in it for bathing.

#99 – King’s Room: This room is occupied by the King and Queen, 4 Royal Guardsmen (personal bodyguards), the King’s butler and the Queen’s 3 ladies-in-waiting.

#100 – Ladies-in-Waiting’s Apartments: This room is occupied by the Keep’s 10 ladies-in-waiting.

#101 – The Champions’ Quarters: This room is occupied by the King’s 5 Paladins (Champions).

#102 and 103 – Guest Rooms: These rooms are used for honored guests of the King.

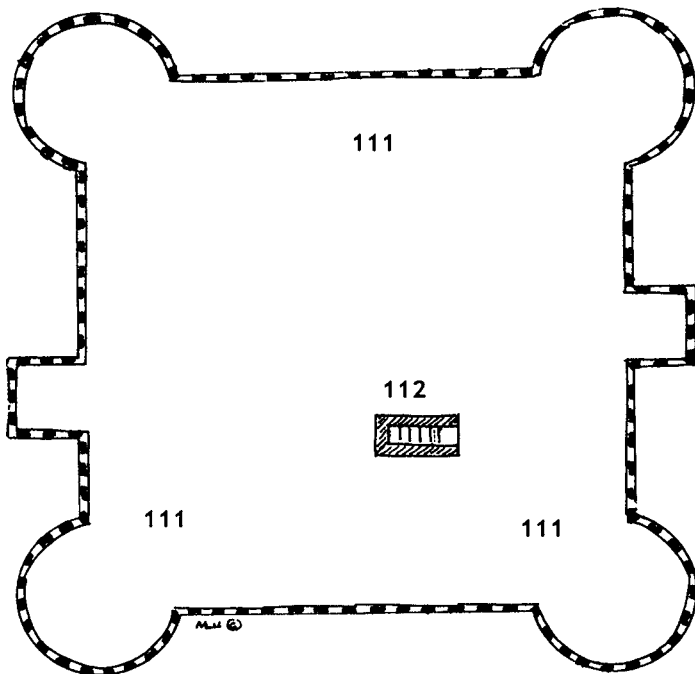
#105 – Armory: This armory contains 500 weapons and 100 suits of armor. Each is guarded by 2 Halberdiers.

#106 – Marshal & General’s Quarters: This room is occupied by the castle’s Lord-Marshall and 2 Generals.

#107 – Servants’ Quarters: This room is the quarters for the Keep’s servants. It is occupied by 15 servants.

#109 – Royal Officers’ Quarters: This room is occupied by 2 Royal Guardsmen Lieutenants and 1 Captain.

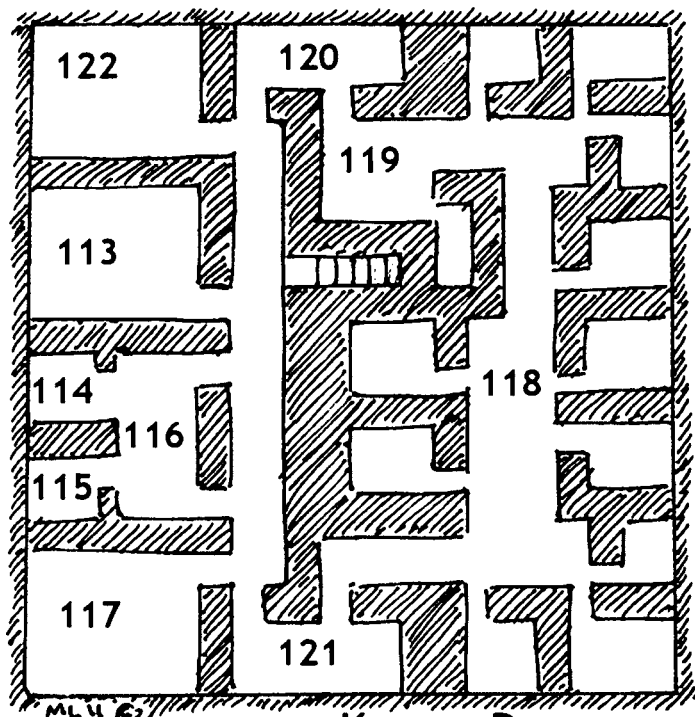
Keep - 7th



7th Floor/Battlements

#111 – Battlements: Each of the four towers is equipped with two catapults and four ballistae. The rooftop is equipped with four catapults and 3 trebuchets as well. 150 Archers stand guard duty at any given time on the battlements.

#112 – Stairs to the Battlements.



The Dungeons

Keep - Dungeons

#113 – Granary: This room is used to store grain and wheat for the Keep. It is guarded by 2 Halberdiers.

#114 – Dried Fruit Storage: This room is used to store foodstuffs.

#115 – Dried Vegetables Storage: This room is used to store foodstuffs.

#116 – Meat Storage: This room is used to store foodstuffs. It is guarded by 2 Halberdiers.

#117 – Buttery & Wine storage: This room is used to store kegs, casks and barrels of beer, ale, mead and wines.

#118 – Dungeons: This area contains 12 small cells that are each capable of holding 5-7 prisoners.

#119 – Guard Room: This room is occupied by 10 Halberdiers and a Sergeant (the Gaoler).

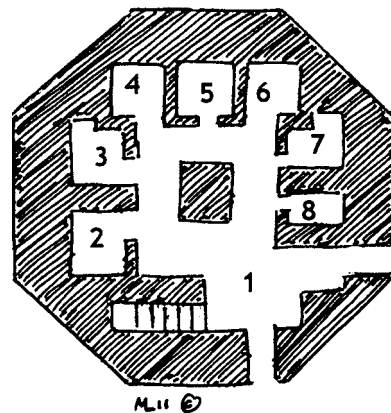
#120 and 121 – Entry Halls: These entry halls lead into the dungeons. They are closed off by heavy, iron-bound, locked doors. Each room is occupied by 5 Halberdiers.

#122 – Cistern: This water supply is fed by an underground spring.

The Tower of Thul

The Wizard’s Tower

Wizard's Tower - Ground



Ground Floor/1st Floor

#1 – Entry Hall: This room is merely an elaborate entrance hall.

#2 – Guard Room: This room is a Guard Room. It is occupied by 10 Tower guards.

#3 – Captain of the Tower Guard’s Room: This room is occupied by the Captain of the Tower Guard.

#4, 5 and 6 – Guest Rooms: These rooms are used by the honored guests of the High Wizard.

#7 – Maids’ Quarters: This room is occupied by 6 maids.

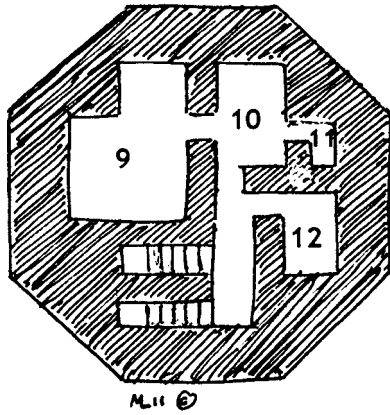
#8 – Storeroom: This room is used to store the domestic items of the Wizard’s Tower.

2nd Floor

#9 – Audience Hall: This large room contains a small, throne-like seat on a dais at one end. It is used as an Audience Hall by the High-Wizard. It is guarded by 4 Tower Guards.

#10 – Guard Room: It is occupied by 10 Tower Guards and the Sergeant of the Tower Guard.

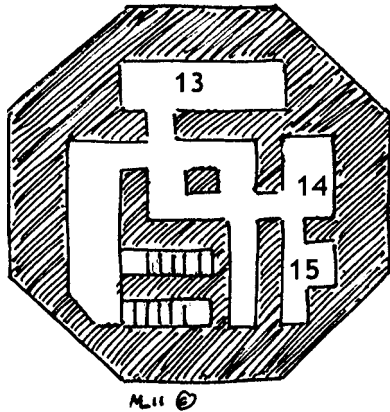
Wizard's Tower - 2nd



#11 – **Armory:** This is the armory of the Wizard's Tower. It contains 250 weapons and 50 suits of armor. It is guarded by 2 Tower Guards.

#12 – **Maids' Quarters:** This room is occupied by 6 maids.

Wizard's Tower - 3rd



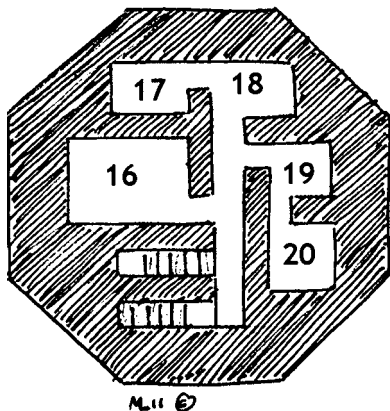
3rd Floor

#13 – **Wizard's Laboratory:** This is the laboratory of the High-Wizard and his apprentices. It is occupied by an Apprentice Wizard.

#14 – **Wizard's Study:** This is the Study of the High-Wizard and his apprentices. It is occupied by an Apprentice Wizard.

#15 – **Treasury:** This is the treasury of the Tower. It is guarded by 4 Tower Guards.

Wizard's Tower - 4th



4th Floor

#16 – **Dining Hall:** This is the Tower's dining hall.

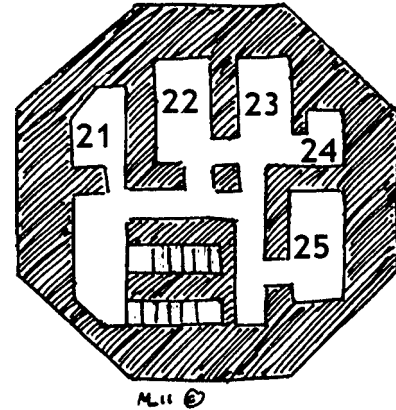
#17 – **Buttery & Wine storage:** This room is used to store beer, ale, mead and wines.

#18 – **Scullery:** This room is the Tower's Scullery.

#19 – **Pantry/Larder:** This room is used to store foodstuffs.

#20 – **Kitchen:** This room is occupied by 2 cooks.

Wizard's Tower - 5th



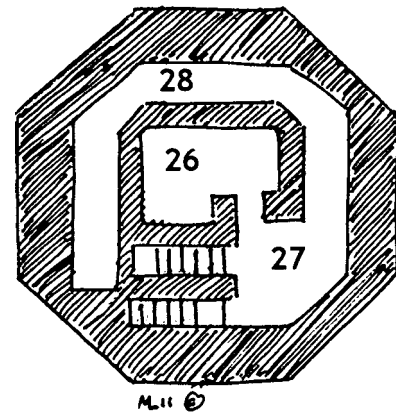
5th Floor

#21 – **Cook's Quarters:** This room is occupied by 1 cook.

#22, 23 and 25 – **Apprentice Wizard's Quarters:** These rooms are each occupied by one Apprentice Wizard.

#24 – **Storeroom:** This room is used to store the domestic items of the Wizard's Tower.

Wizard's Tower - 6th



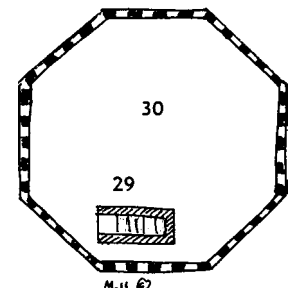
6th Floor

#26 – **High-Wizard's Room:** This room is occupied by the High-Wizard.

#27 – **Wizard's Private Study:** This room is the private study of the High-Wizard himself.

#28 – **Wizard's Gallery:** This corridor contains a covered walkway with arched windows that overlook the castle and the city.

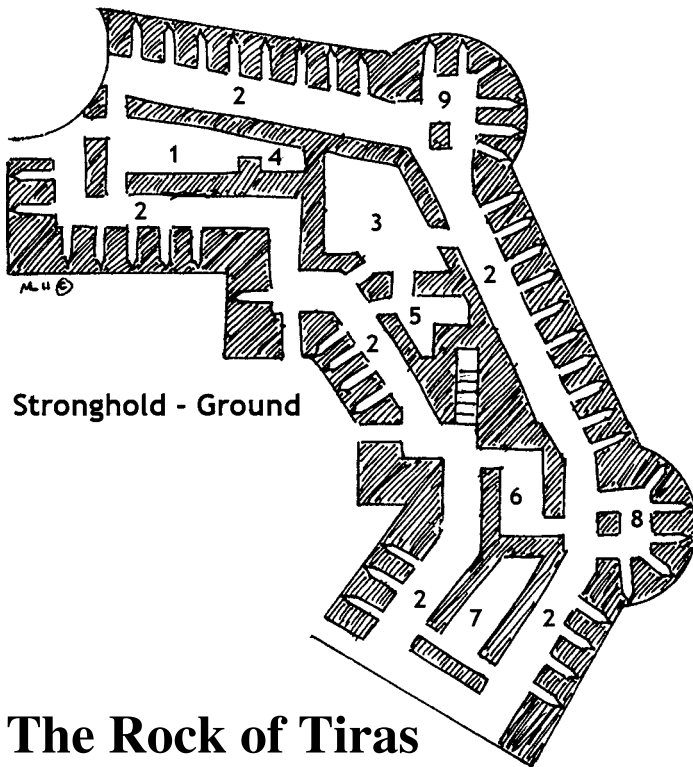
Wizard's Tower - 7th



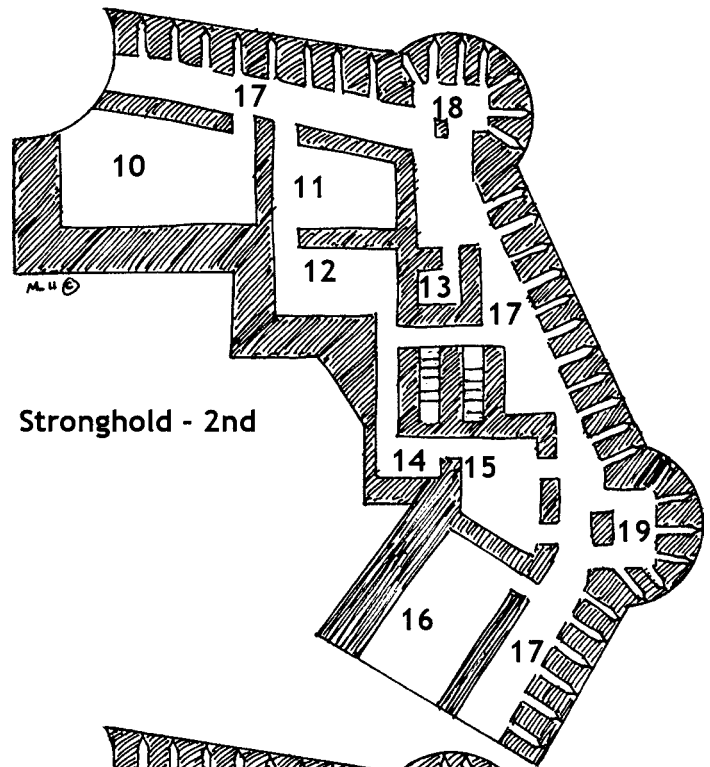
7th Floor/Battlements

#29 – **Stairs to the Battlements.**

#30 – **Battlements:** The battlements are equipped with astronomical instruments and other apparatus.



Stronghold - Ground



Stronghold - 2nd

The Rock of Tiras Stronghold & Barracks

Ground Floor/1st Floor

#1, 3 and 7 – Barracks: These rooms are barracks. They are each occupied by 30 Pikemen and 2 Sergeants, with the exception of #7 which is occupied by 20 Pikemen and a Sergeant.

#2 – Archers' Gallery: This corridor is dotted with arrow loops for archers to fire from.

#4 – Junior Officers' Quarters: This room is occupied by the junior officers of the stronghold. It is occupied by 6 Lieutenants.

#5 – Armory: This is the lower armory of the stronghold. It contains 500 weapons and 100 suits of armor. It is guarded by 2 Halberdiers.

#6, 8 and 9 – Guard Rooms: Each of these is occupied by 10 Archers. #6 and 8 also have a Sergeant as well.

2nd Floor

#10 – Stockade: This room is used to imprison disobedient soldiers. It is guarded by 5 Halberdiers.

#11 and 12 – Barracks: These large rooms are barracks. #11 is occupied by 30 Pikemen and 2 Sergeants and #12 by 30 Archers and 2 Sergeants.

#13 – Lord-Captain's Quarters: This room is occupied by a Lord-Captain.

#14 – Pantry/Larder: This room is used to store foodstuffs.

#15 – Kitchen: This room is occupied by 3 cooks.

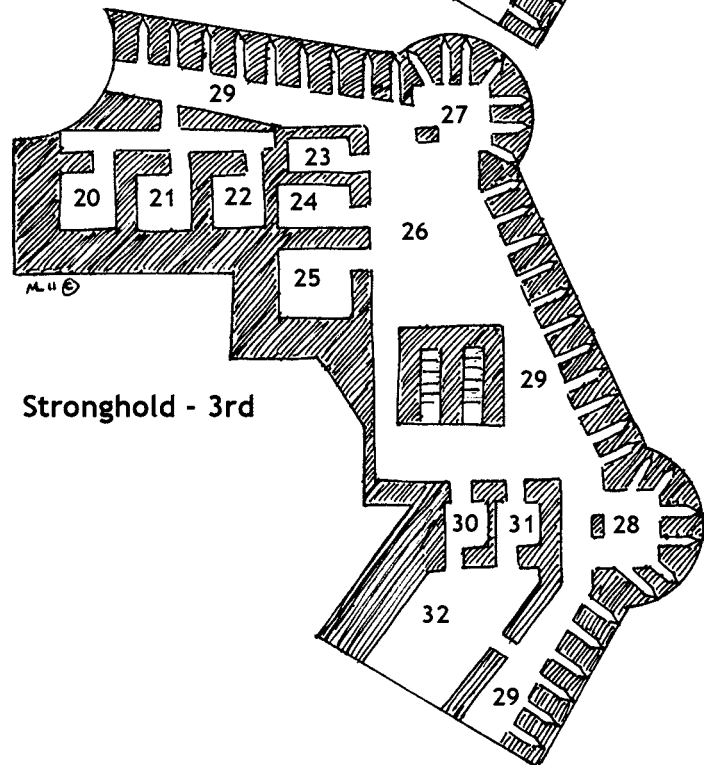
#16 – Dining Hall: This is the dining hall of the stronghold.

#17 – Archers' Gallery: This corridor is dotted with arrow loops for archers to fire from.

#18 and 19 – Guard Rooms: These are each occupied by 10 Halberdiers. #18 also has a Sergeant as well.

3rd Floor

#20 – Marshal's Room: This room is occupied by the Marshal of the Castle.



Stronghold - 3rd

#21 and 22 – General's Room: These rooms are occupied by a General.

#23 – Armory: This is the middle armory of the stronghold. It contains 500 weapons and 100 suits of armor. It is guarded by 2 Halberdiers.

#24 – Smiths' Quarters: This room is the quarters for the smiths of the Keep. It is occupied by 2 armorers, 3 weaponsmiths and their 3 artificer/apprentices.

#25 – Smithy: This room is a smithy dedicated to the manufacture and repair of arms and armor.

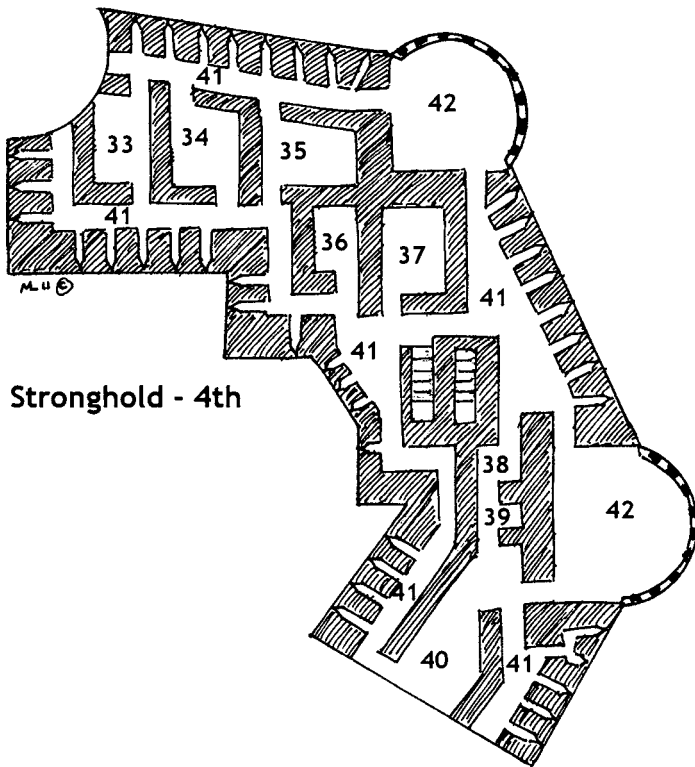
#26 and 32 – Barracks: These rooms are barracks. #26 is occupied by 30 Halberdiers and 2 Sergeants. #32 is occupied by 30 Archers and 2 Sergeants.

#27 and 28 – Guard Rooms: These are each occupied by 10 Spearmen.

#29 – Archers’ Gallery: This corridor is dotted with arrow loops for archers to fire from.

#30 – Junior Officers’ Quarters: This room is occupied by the junior officers of the stronghold. It is occupied by 6 Lieutenants.

#31 – Senior Officers’ Quarters: This room is occupied by the senior officers of the stronghold. It is occupied by 6 Captain.



Stronghold - 4th

4th Floor

#33, 34, 35 and 40 – Barracks: These are the upper barracks. #34 and 35 are occupied by 30 Archers and 2 Sergeants. #34 is occupied by 30 Halberdiers and 2 Sergeants. #40 is occupied 30 Spearmen and 2 Sergeants.

#36 – Captain-General’s Room: This room is occupied by a Captain-General.

#37 – Castellan’s Room: This room is occupied by the Castellan of the Stronghold.

#38 and 39 – Armories: Each of the upper armories contains 500 weapons and 100 suits of armor. Each is guarded by 2 Halberdiers.

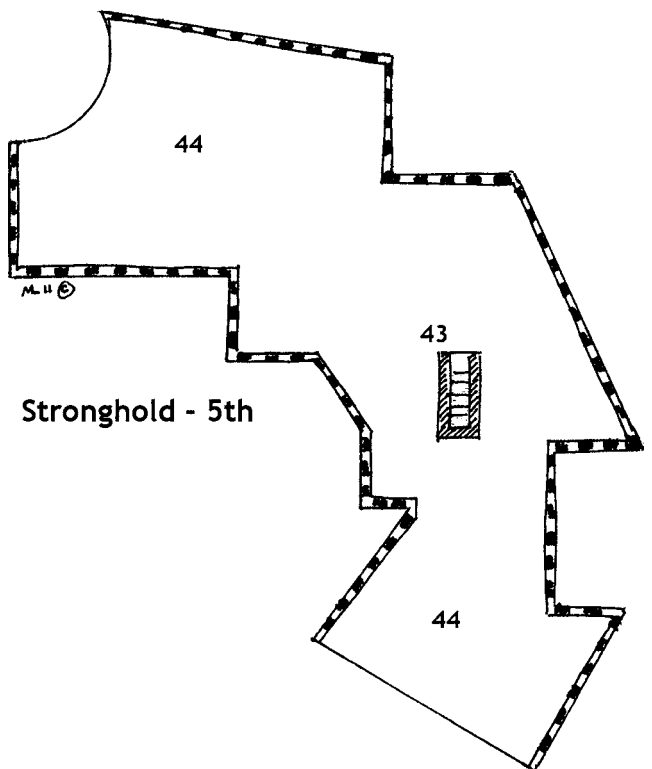
#41 – Archers’ Gallery: This corridor is dotted with arrow loops for archers to fire from.

#42 – Battlements: There are always 25 Archers on guard duty at any given time on these battlements.

5th Floor/Battlements

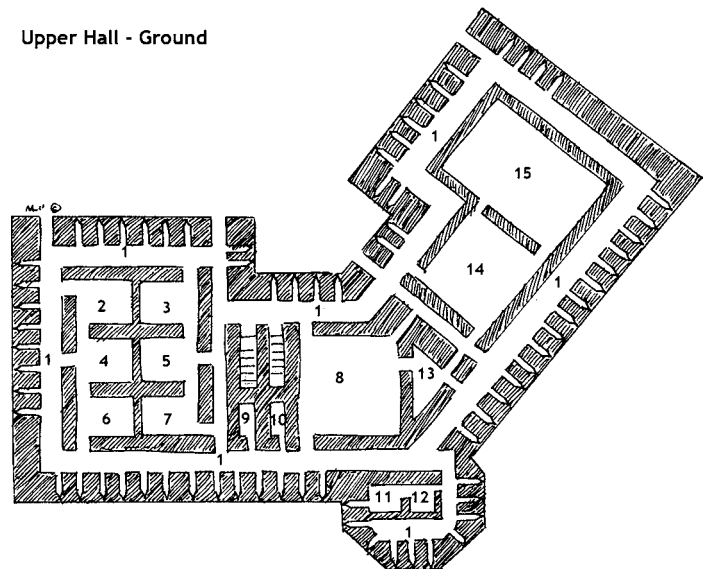
#43 – Stairs to the Battlements.

#44 – Battlements: The two towers are equipped with two catapults and four ballistae. The rooftop is equipped with four more catapults and 8 ballistae as well. 100 Archers stand guard duty at any given time on the battlements.



Stronghold - 5th

Upper Hall - Ground



The Rock of Valdara

Upper Hall & Stronghold

Ground Floor/1st Floor

#1 – Archers’ Gallery: This corridor is dotted with arrow loops for archers to fire from.

#2, 4, 8, 14 and 15 – Barracks: These are the lower barracks. #2 is occupied by 50 Pikemen and 2 Sergeants. #4 is occupied by 50 Halberdiers and 2 Sergeants. #8 is occupied by 150 Horsemen and 6 Sergeants. #14 is occupied by 100 Archers and 4 Sergeants. #15 is occupied by 100 Pikemen, 50 Archers, 50 Horsemen and 8 Sergeants.

#3 – Junior Officers’ Quarters: This room is occupied by the junior officers of the stronghold. It is occupied by 8 Lieutenants.

#5 – War Room: This room is used for assemblies, announcements, musters and war planning.

#6 – Smithy: This is a smithy that is dedicated to the manufacture and repair of arms and armor.

#7 – Senior Officers' Quarters: This room is occupied by the senior officers of the stronghold. It is occupied by 4 Captains.

#9 – Storeroom: This room is used to store the domestic items of the Upper Hall.

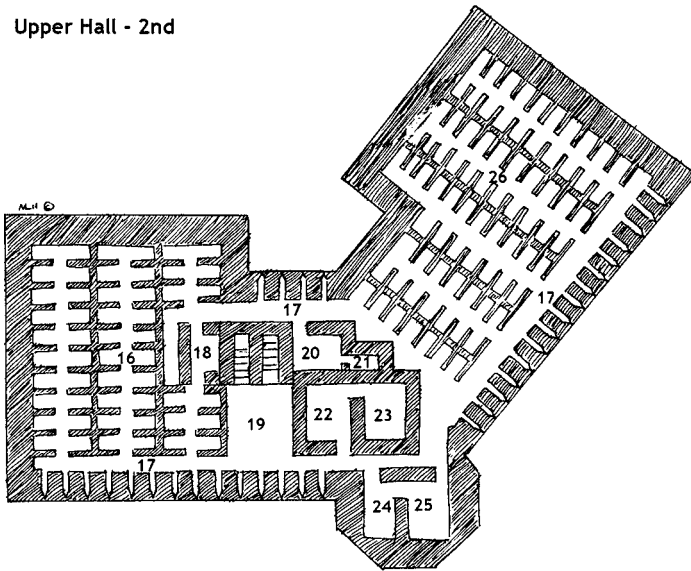
#10 – Food Storage: This room is used to store foodstuffs.

#11 – Bowyers' Quarters: This room is occupied by the stronghold's 4 bowyers, 4 fletchers and their 4 apprentices.

#12 – Bowyers' Shop: This room is used to craft bows and fletch arrows.

#13 – Armory: This armory contains 500 weapons and 100 suits of armor. It is guarded by 2 Halberdiers.

Upper Hall - 2nd



2nd Floor

#16 – Stables: This stables has 52 stalls and is capable of holding up to 156 horses.

#17 – Archers' Gallery: This corridor is dotted with arrow loops for archers to fire from.

#18 – Saddle & Harness Storage: This room is used to store saddles, bits and bridles and harnesses of the horses.

#19 – Guard Room: This room is occupied by 50 Horsemen and 2 Sergeants.

#20 – Falconers' Quarters: This room is occupied by 5 falconers.

#21 – Mews: This room houses 10 falcons and 10 hawks.

#22 – Houndsmen's Quarters: This room is occupied by the Kennel-master and 4 houndsmen.

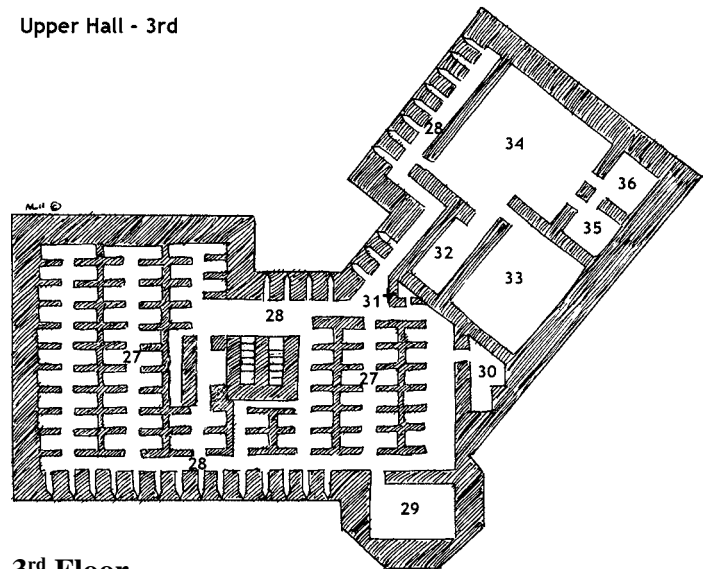
#23 – Kennels: This room is a kennel. It is occupied by 10 large dogs (German Shepherds), 15 medium dogs (Greyhounds) and 15 small dogs (Beagles).

#24 – Smiths' Quarters: This room is the quarters for the smiths of the Keep. It is occupied by 2 armorers, 3 weaponsmiths and 4 blacksmiths.

#25 – Blacksmithy: This smithy is used by non-armor or weaponsmiths to shoe horses and manufacture and repair domestic items. It is occupied by a Blacksmith.

#16 – Stables: These stables have 80 stalls and are capable of holding up to 240 horses.

Upper Hall - 3rd



3rd Floor

#27 – Stables: These stables have 79 stalls and are capable of holding up to 236 horses.

#28 – Archers' Gallery: This corridor is dotted with arrow loops for archers to fire from.

#29 – Saddle & Harness Storage: This room is used to store saddles, bits and bridles and harnesses of the horses.

#30 – Grooms' Quarters: This room is occupied by 25 horse grooms.

#31 – Storeroom: This room is used to store the domestic items of the Upper Hall.

#32 – Armory: This armory contains 500 weapons and 100 suits of armor. It is guarded by 6 Halberdiers.

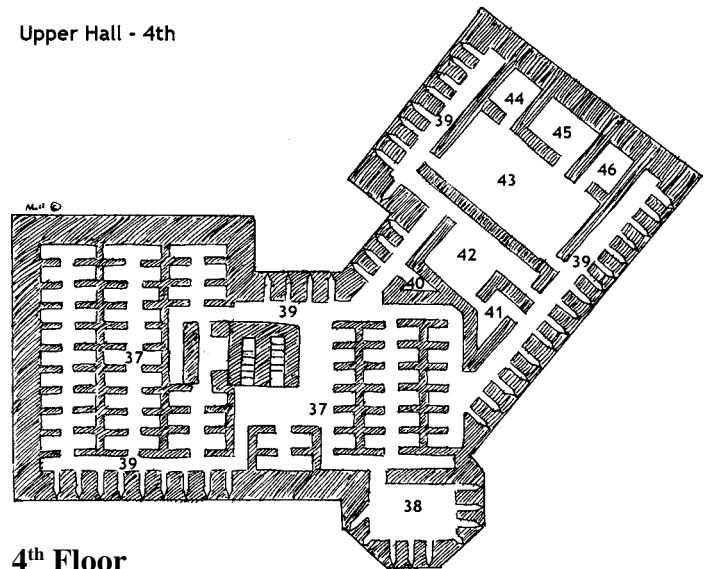
#33 – Dining Hall: This is the lower dining hall of the stronghold.

#34 – Barracks: This barracks is occupied by 150 Horsemen and 6 Sergeants.

#35 – Pantry/Larder: This room is used to store foodstuffs.

#36 – Kitchen: This room is occupied by 3 cooks.

Upper Hall - 4th



4th Floor

#37 – Stables: These stables have 80 stalls and are capable of holding up to 240 horses.

#38, 42 and 43 – Barracks: These rooms are the middle barracks. #38 is occupied by 50 Horsemen and 2 Sergeants. #42 is

occupied by 75 Horse-Archers and 3 Sergeants. #43 is occupied by 100 Horsemen and 4 sergeants.

#39 – Archers’ Gallery: This corridor is dotted with arrow loops for archers to fire from.

#40 – Armory: This armory contains 500 weapons and 100 suits of armor. It is guarded by 2 Halberdiers.

#41 – Grooms’ Quarters: This room is occupied by 20 horse grooms.

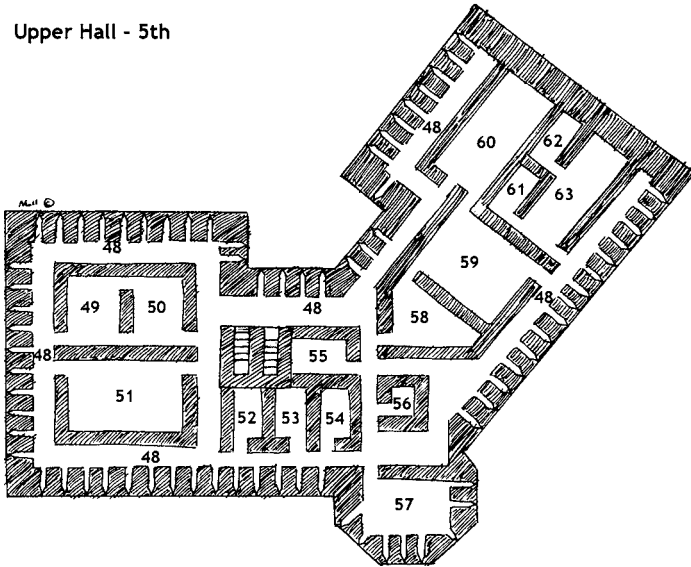
#44 – Kitchen: This room is occupied by 3 cooks.

#45 – Dining Hall: This is the upper dining hall of the stronghold.

#46 – Pantry/Larder: This room is used to store foodstuffs.

#47 – Saddle & Harness Storage: This room is used to store saddles, bits and bridles and harnesses of the horses.

Upper Hall - 5th



5th Floor

#48 – Archers’ Gallery: This corridor is dotted with arrow loops for archers to fire from.

#49 – Paladins’ Quarters: This room is occupied by 50 Paladins and 2 Sergeants.

#50 – Rangers’ Quarters: This room is occupied by 50 Rangers and 2 Sergeants.

#51, 57, 59, 60 and 63 – Barracks: These are the upper barracks. #51 is occupied by 100 Halberdiers and 4 Sergeants. #57 and 59 are occupied by 100 Archers and 4 Sergeants. #60 is occupied by 75 Pikemen and 3 Sergeants. #63 is occupied by 75 Archers and 3 Sergeants.

#52 – Junior Officers’ Quarters: This room is occupied by the junior officers of the stronghold. It is occupied by 8 Lieutenants.

#53 – Senior Officers’ Quarters: This room is occupied by the senior officers of the stronghold. It is occupied by 4 Captains.

#54 – Command Officers’ Quarters: This room is occupied by the command officers of the stronghold. It is occupied by 2 Captains-General, 2 Generals and the High-Marshall of the castle.

#55 – Staff Officers’ Quarters: This room is occupied by the staff officers of the stronghold. It is occupied by 6 Lord-Captains.

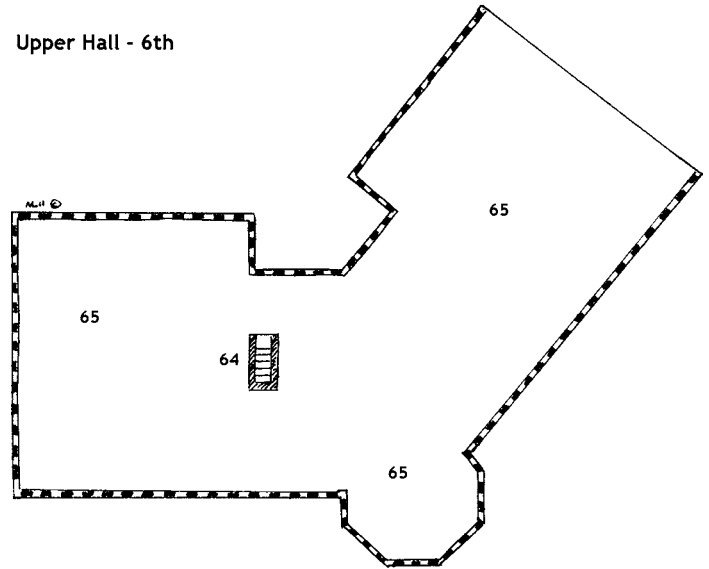
#56 – Armory: This armory contains 500 weapons and 100 suits of armor. It is guarded by 4 Halberdiers.

#58 – Knights’ Quarters: This room is occupied by 75 Knights and 3 Sergeants.

#61 – Junior Officers’ Quarters: This room is occupied by the junior officers of the stronghold. It is occupied by 6 Lieutenants.

#62 – Senior Officers’ Quarters: This room is occupied by the senior officers of the stronghold. It is occupied by 3 Captains.

Upper Hall - 6th

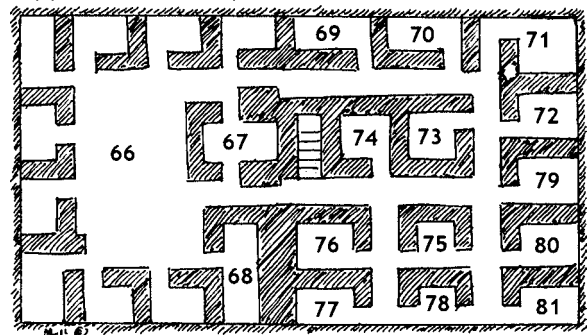


6th Floor/Battlements

#64 – Stairs to the Battlements.

#65 – Battlements: The tower is equipped with two catapults and four ballistae. The rooftop is equipped with four more catapults and 8 ballistae as well. 100 Archers stand guard duty at any given time on the battlements.

Upper Hall - Dungeons



The Dungeons

#66 – Dungeons: This area contains 9 cells that are each capable of holding 5-7 prisoners.

#67 and 73 – Guard Rooms: Each of these Guard Rooms is occupied by 10 Halberdiers and a Sergeant.

#68 – Large Prison Cell: This cell can hold 15-25 prisoners.

#69 and 70 – Granary: These rooms are used to store grain and wheat.

#71 – Cistern: This water supply is fed by an underground spring.

#72 – Dried Meat Storage: This room is used to store foodstuffs.

#74 – Dried Fruits & Vegetables Storage: This room is used to store foodstuffs.

#75 and 76 – Buttery & Wine Storage: These rooms are used to store barrels, kegs and casks of ale, beer, mead and wines.

#77 – Pantry/Larder: This room is used to store foodstuffs.

#78 – Dairy: This cooled room is used to store, cheeses, milk and other dairy products.

#79 – Salted Meat Storage: This room is used to store foodstuffs.

#80 – Cured Meat Storage: This room is used to store foodstuffs.

#81 – Flour & Meal Storage: This room is used to store bags of flour, sugar and meal.

Military & Townfolk Statistics

Unit, Class & Level, Armor, and Arms

Archers (2nd level Long Bowmen, Studded Leather, Longbows with 100 arrows, Daggers and Short Swords).

Crossbowmen (2nd level Soldiers, Studded Leather, Crossbows with 100 bolts, Daggers and Short Swords).

Halberdiers (2nd level Soldiers, Chain Mail, Halberds and Daggers).

Horse-Archers (2nd level Soldiers, Studded Leather, Horsebows with 100 arrows, Daggers and Falchions).

Horsemen (3rd level Soldiers, Plate Mail and Shield, Longswords, Daggers and Lances).

Knights & Paladins (4th level Knights & Paladins, Plate Mail and Shield, Longswords, Daggers, Flails, and Lances).

Men-at-Arms (1st level Soldiers, Ring Mail, Short Swords, Daggers and Voulges).

Pikemen (2nd level Soldiers, Chain Mail, Pikes and Daggers).

Rangers (5th level Rangers, Studded Leather, Longbows with 100 arrows, Longswords, Daggers and Throwing Axes).

Royal Guardsmen (3rd level Soldiers, Plate Mail, Longswords, Daggers and Glaive-Guisarmes).

Spearmen (1st level Soldiers, Ring Mail, Spears, Daggers and Short Swords).

Sergeants & Non-Military Sergeants (4th level Soldiers, Rangers, Knights or Paladins, Chain Mail, arms as per unit type).

Lieutenants (5th level Soldiers, Rangers, Knights or Paladins, Plate Mail and Shield, arms as per unit type).

Captains & Non-Military Captains (6th level Soldiers, Rangers, Knights or Paladins, Plate Mail and Shield, arms as per unit type).

Lord-Captains (7th level Soldiers, Rangers, Knights or Paladins, Plate Mail and Shield, arms as per unit type).

Captains-General (8th level Soldiers, Rangers, Knights or Paladins, Plate Mail and Shield, arms as per unit type).

Generals (9th level Soldiers, Rangers, Knights or Paladins, Plate Mail and Shield, arms as per unit type).

Castellans (10th level Knights, Plate Mail and Shield, arms as per unit type).

Seneschal (11th level Knight, Plate Mail and Shield, arms as per unit type).

Marshal (12th level Knight, Plate Mail and Shield, arms as per unit type).

High-Marshal (13th level Paladin, Plate Mail and Shield, arms as per unit type).

Lord-Marshal (14th level Paladin, Plate Mail and Shield, arms as per unit type).

Temple Guards (3rd level Paladins and Soldiers, Plate Mail, Quarterstaves and Maces).

Tower Guards (3rd level Soldiers, Plate Mail, Halberds, Short Swords and Daggers).

Artisans & Craftsmen: 1st-3rd level Merchants or Peasants.

Priests & Healers: 3rd-12th level Priests & Psi-Healers.

Merchants: 2nd-4th level Merchants.

Nobles & Dignitaries: 4th-12th level (any class, but mostly Nobles).

Townspople & Servants: 1st-3rd level Peasants/Vagabonds.

Wizards: 3rd-12th level Wizards, mostly, with a few Illusionists.

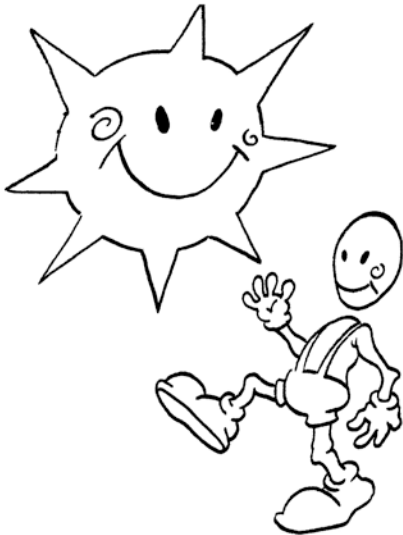
Doc Reid's Vampire Survival Tip Sheet

On the following two pages is Doc Reid's famous Vampire Survival Tip Sheet. Please feel free to reproduce and use it as a prop in your games. Also feel free to use it as a real world survival handout, should vampires invade your neighborhood.

This is a simple, one sheet of paper printed on both sides. It is presented in a comic book style with simple, cartoon-like pictograms and sequences for the purpose of instruction. This is necessary for the many illiterate people of Mexico and the American Southwest. The tip sheet includes the drawings and text written in American or Spanish. The tips are as follows:

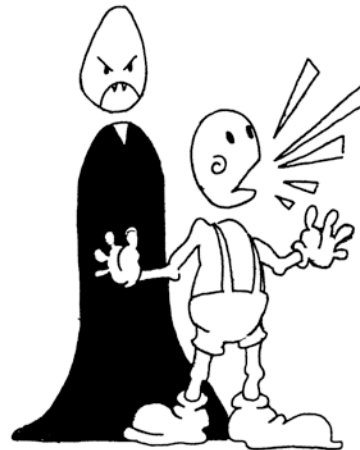
DOC REID'S VAMPIRE SURVIVAL TIP SHEET

1.



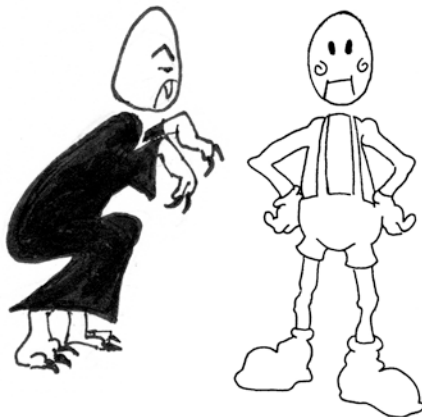
1. Daytime is safe. Vampires only come out at night. You are safe from them during the daylight hours. But beware of the vampires' servants who may be able to come out during the day and may look like you. Vampires come out at night. Take cover before the sun sets.

2.



2. Be vigilant. It only takes one vampire inside your village to compromise your defenses. Keep watch at night, maintain constant two-man patrols and the night-watch must not fall asleep.

3.



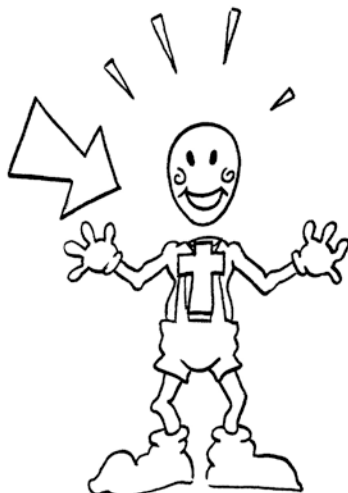
3. Vampires are quiet. They do not have noisy engines. They do not show up on radar, infrared or night vision systems. Keep watch for bats, wolves, dogs, Chupacabras or unnatural mists. Do not assume it was just your imagination.

4.



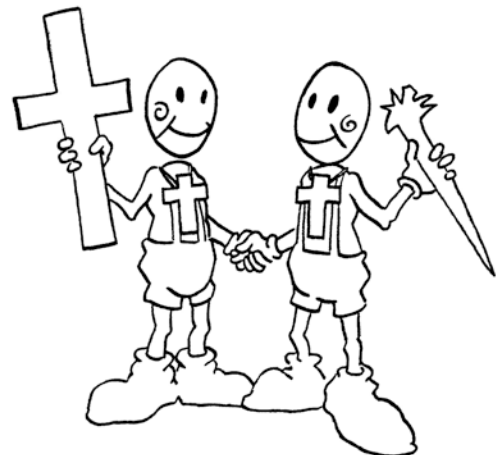
4. The cross can protect you. Point the cross at the vampire to hold it at bay. This is only a temporary defense and best to use on no more than 1-3 vampires.

5.



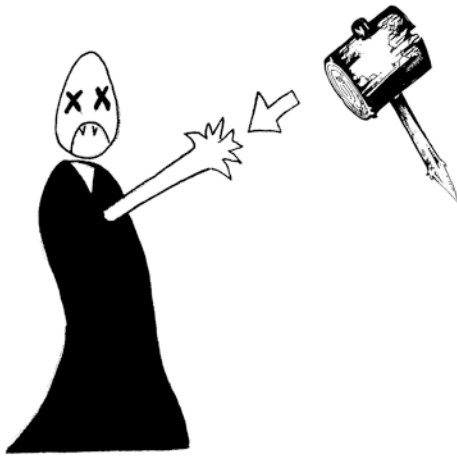
5. Wear a cross around your neck for additional protection.

6.



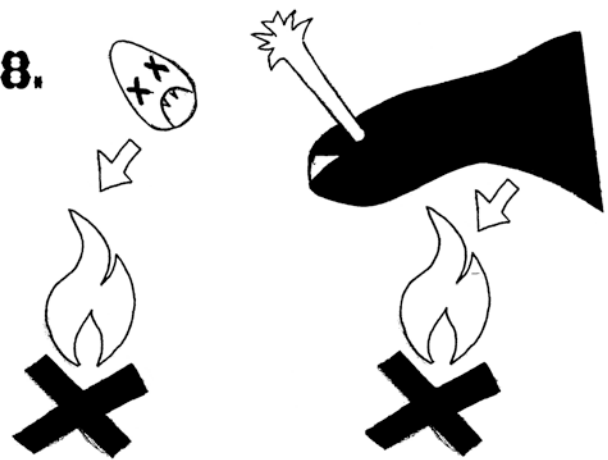
6. Work together. One man or woman has little chance even against one vampire. Use your numbers, stick together. Fight together. Watch out for your neighbor. There is **NO DISHONOR** in staking a vampire that is distracted or overwhelmed by several people.

7.

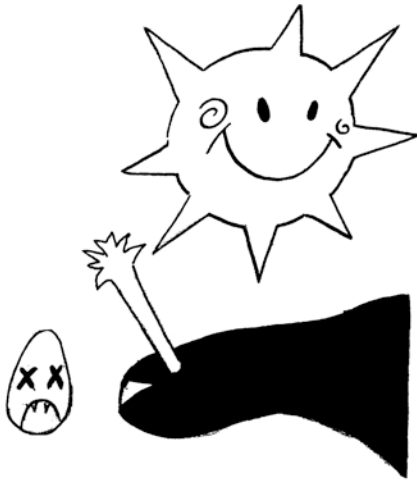


7. Wooden stake to a vampire's heart. Impaling the monster in the heart with a wooden stake, spear or arrow will stop it in its tracks. **WARNING:** The vampire may look dead but is not. The wooden stake in the heart immobilizes the vampire, but does not kill it. Remove the stake and the monster comes back to life! **DO NOT DO THIS!**

8.

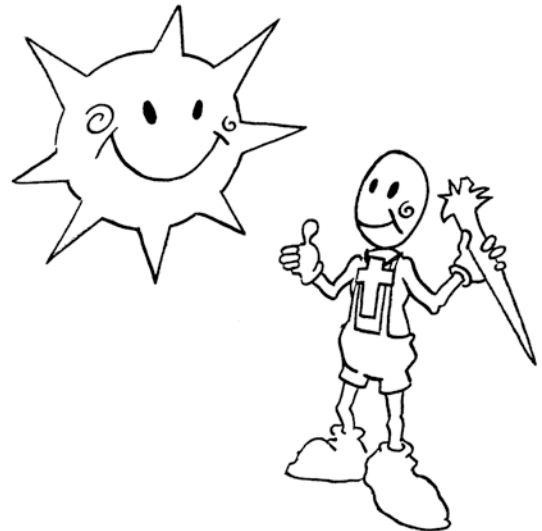


8. To kill a vampire. Remove the head. **NEVER** remove the wooden stake. Burn the head in one fire. Burn the body in a second fire. **NEVER** put the head and body in the same fire.



Another way to destroy a vampire is to put the severed head and body out in the sunlight after dawn. Both will burn and turn to ash in the sunlight.

9.



9. Hunt a vampire only during the day. Vampires sleep during the day. Hunt them only during the daylight hours, but even this is very dangerous. Send for a Reid's Ranger to destroy the vampires in your village.

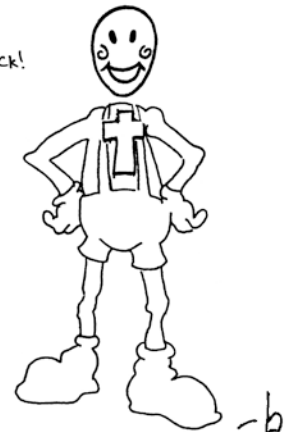
10.



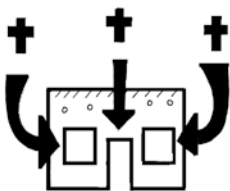
10. Weapons and bullets covered in silver. Silver weapons and bullets can hurt and kill vampires and werewolves.

12.

Good Luck!



11.



11. Find safe shelter at night. Make crosses, even if made from twigs tied together with string or yarn, and hang them outside above every window and every door. The fewer doors and windows you have, the better. Garlic and Wolf's Bay/Wolfsbane also keep vampires away and prevent them from entering your home or safe place. Note: None of this will keep out a vampire's servant, slave or minion. Arm yourself with weapons that can kill another man or Werewolf (Silver). Have an escape route planned in case the monsters set your home on fire or break in. Keep a fire burning in the fireplace.

By the authority of Doc Reid, please copy and share with everyone!

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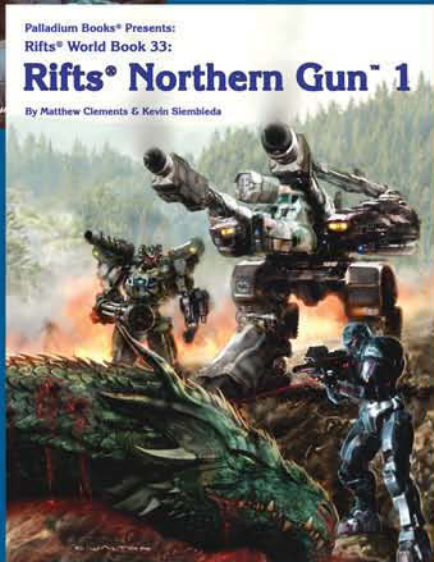
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