

Palladium Books® Presents:

THE

RIFTER®

Your Guide to the Megaverse®



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Rifts® Coalition Psi-Battalion

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Adventure, treachery, & more.

The Palladium Fantasy RPG® – Celebrating 30 Years of Adventure

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The Rifter® Number 63

Your Guide to the Palladium Megaverse®!

Special Palladium Fantasy® 30th Anniversary Dedication:

To Thomas Bartold: Friend, Game Master and another founding member of *the fabled Defilers*. Thom was the guy who took a chance and lent me the money to publish the *Palladium Fantasy RPG* in 1983. Thanks, Thom, for your many years of friendship.

To Alex Marciniszyn, another founding member of *the fabled Defilers*, a comrade in creative madness, dabbler in art and writing, and my best friend since 8th Grade. What a journey we have shared.

And in memory of Erick Wujick, who passed away around this time in 2008. Erick, you are remembered with love, and your presence is felt often as I write.

– Kevin Siembieda, July, 2013

First Printing – July 2013

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Palladium Books® Presents:

THE RIFTER® #63



Sourcebook and Guide to the Palladium Megaverse®

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

– *Kevin Siembieda, 2013*

Contents – The Rifter® #63 – July, 2013

Palladium Fantasy RPG® 30 Year Anniversary

It's the Palladium Fantasy RPG's 30th Anniversary, so we are making every issue of **The Rifter®**, throughout the year, dedicated to it. That means a wealth of official and unofficial source material. Enjoy.

Palladium Fantasy® is a fan favorite game line enjoyed by hundreds of thousands of gamers for three decades. It has never been out of print.

Page 6 – From the Desk of Kevin Siembieda

Publisher Kevin Siembieda talks about the latest goings-on at Palladium Books, progress on **Robotech® RPG Tactics™**, a mini-Palladium Open House event at **Detroit Fanfare** in October (and in the future?), and a full-scale **Palladium Open House for the Spring of 2015**. Read all about it.

Page 7 – News

Palladium news covers a number of updates and convention appearances. We hope to see a lot of you at Gen Con Indy in August and at Detroit Fanfare in October, 2013. These are the last two conventions of the year for us, so join the fun.

With all the excitement over **Robotech® RPG Tactics™**, it was probably inevitable rumors would start flying that Palladium Books would be moving away from publishing RPG books. That's crazy talk and Publisher Kevin Siembieda addresses that.

Page 9 – Coming Attractions

Rifts® remains Palladium's most popular game line. To make sure **Rifts® Ultimate Edition** didn't run out, we sent the book in for reprinting (same text and art). Have you discovered this amazing realm of blended genres, dimensional travel, magic, technology, and endless adventure? **Robotech® The Macross® Saga Sourcebook** is back in print as a new 8½ x 11 inch edition. And though we forgot to include the description for it in the Coming Attractions, **Robotech® UEEF Marines™ Sourcebook One** is scheduled for a Fall release. (160 pages, \$20.95 retail. Watch for it in September or October.) Of course, we have all kinds of RPG sourcebooks in the pipeline: **Rifts® Northern Gun™ One** is in final production and ships in August. **Rifts® Northern Gun™ Two** will be released later in August. Then prepare for Rifts Earth to get shaken up by the events of **Rifts® Megaverse® in Flames™**. It will be followed by **Robotech® UEEF Marines™ Sourcebook One**, **Robotech® RPG Tactics™**, **Rifts® Chaos Earth™ Sourcebooks**, and more. Descriptions for the titles we anticipate coming out between now and the Fall are found in this section. Including the full description of **Robotech® RPG Tactics™** and the first six **Expansion Packs**.

Page 15 – A Revisit to Timiro

– Official material for Palladium Fantasy RPG®

Glen Evans and Kevin Siembieda present a history of the Timiro Kingdom whose events provide background and adventure ideas for your Fantasy campaigns. There are also stats for a few notable leaders and scoundrels to use as a catalyst for more ad-

venture and intrigue. And check out the Sword of Light Rune Sword.

- Page 15 – Geographic Overview
 - Page 16 – Map of the Timiro Kingdom (with new details)
 - Page 18 – A Chronological History of Timiro
 - Page 19 – Humans Come to Power
 - Page 20 – The Dark Years
 - Page 21 – The Orc Conflict & War with the Western Empire
 - Page 23 – The Lost Years
 - Page 23 – Yisterwald & the Death of Kings
 - Page 24 – 32 years Ago to Present
 - Page 25 – Timiro Royalty & Family Bloodlines
 - Page 26 – King Gedro the Third
 - Page 28 – Sword of Light (Rune Sword)
 - Page 29 – Tarat, the Crown Prince
 - Page 31 – Cardinal Medean
 - Page 33 – Duke Spatenrok
 - Page 33 – Lady Cedess
- Artwork by *Michael Leonard*.

Page 36 – Mythic Beasts

– Optional material for Palladium Fantasy RPG®

Timothy A. Dorman takes a fascinating look at nine rare and mythic creatures of the Palladium World, and the mage-warriors who covet their power. **Note:** Includes conversion stats for use in **Rifts®**.

- Page 36 – Behemoth Turtle
- Page 38 – Ebonstorm Eagle
- Page 39 – Ferrous Aurochs
- Page 41 – Furtive Panther
- Page 42 – Gorgon Serpent
- Page 44 – Grim Wolf
- Page 46 – Hexalisk
- Page 48 – Hoarfrost Goat
- Page 49 – Mythic Behemoth
- Page 51 – Mythic Warrior O.C.C.
- Page 53 – Powers of the Mythic Beasts
 - Page 53 – Ferrous Aurochs/Bull
 - Page 54 – Ebonstorm Eagle
 - Page 54 – Hoarfrost Goat
 - Page 54 – Hexalisk/Lizard
 - Page 55 – Furtive Panther
 - Page 55 – Gorgon Serpent
 - Page 56 – Behemoth Turtle
 - Page 56 – Grim Wolf

Artwork by *Tanya J. Ramsey*.

Page 58 – BTS Random Adventure Generator

– Optional Adventure Tables and ideas for creating Beyond the Supernatural™ adventures

Chai Gallahun has created a number of fun, easy to use Random Tables for generating adventures and encounters for **Beyond the Supernatural™**. A nice tool to have for any Game Master. Game on.

Page 60 – Places
Page 61 – Scary Things One: Stage Dressing
Page 62 – Scary Things Two: Threats
Page 63 – Story Items: Typical
Page 65 – Story Items: Curious
Page 66 – Weather
Artwork by *Charles Walton*.

Page 68 – The Black Malice Legacy, Part One

– Optional source material for Rifts®

Matt Olfson presents the little known and dark underside of the Coalition Army’s special forces in Psi-Battalion. Additional ideas and suggestions by *Will Hunter*.

Page 70 – Birth of the Psi-Battalions
Page 75 – Astral Security Force
Page 80 – Psi-Bat Organization
Page 81 – New Locations
Page 85 – Coalition Psychic Population
Artwork by *Jeffrey A. Burke*.

Page 90 – Robotech® RPG Tactics™ Preview

– Sneak peek of our new Robotech game pieces

Wayne Smith and *Kevin Siembieda* have put together a visual preview showcasing the sculptures for the many different Robotech game pieces that are going to be part of the **Robotech® RPG Tactics™** product line. Kickstarter participants will get most of these immediately. The rest of you will have to wait until they are released in batches or waves in the months to come after the core game and initial expansion packs are released.

By various sculptors under Ninja Division.

The Theme for Issue 63

The theme of **The Rifter® #63** is secrets, adventure, and learning from history and past mistakes. There is an emphasis on **Rifts®** and **Palladium Fantasy®**, including some “official” Palladium Fantasy® source material at that. Since we are celebrating the 30th Anniversary of Palladium Fantasy®, we are making sure every 2013 issue of **The Rifter®** contains Fantasy source material. New Fantasy titles should be coming your way in 2014.

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 welcome.

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 is by long-time Palladium artist and fan favorite cover artist, **John Zeleznik**.

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® #64

The Rifter® #64 is our annual horror issue filled with monsters, danger and things to chill your bones.

- Source material for Rifts®.
- Source material for Palladium Fantasy®.
- Source material for other 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 the Palladium Fantasy RPG®

From the Desk of Kevin Siembieda

Robotech® RPG Tactics™ is our biggest, most sweeping product release in a decade. And the excitement has only just begun. As our advertising starts to hit and demonstrations appear at conventions across the country, the excitement will only build. You'll be hearing a lot about this exciting new game line and Palladium's first venture into the world of tactical rules and detailed game pieces.

While **Robotech® RPG Tactics™** may be catching most of the headlines and attention for the next several months, please don't think that it's all Palladium is working on. Quite the contrary. We have BIG plans for our RPG game lines, with all kinds of exciting new sourcebooks in development. Role-playing games are our first love and we are brimming with ideas for all of them, especially **Rifts®**, **Palladium Fantasy®**, **Splicers®**, **Robotech®** and **Beyond the Supernatural™**.

By the time you read this, **Rifts® Northern Gun™ One** should be at the printer. And **Rifts® Northern Gun™ Two** had better be hot on its heels. We're working on wrapping up both titles as I write this article. All of Palladium's artists have done a wonderful job bringing the writing and tech designs to vivid life. *Amy L. Ashbaugh, Nick Bradshaw, Mark Dudley, Allen and Brian Manning, Tanya Ramsey, Ben Rodriguez, Chuck Walton, Mike Wilson*, and others have knocked it out of the ballpark.

Rifts® Megaverse® in Flames and **Robotech® UEEF Marines Sourcebook One** are the two titles that follow. Meanwhile, several titles are being reprinted, including **Rifts® Ultimate Edition** hardcover and **Robotech® The Macross® Saga Sourcebook** in its new, 8½ x 11 inch format.

The Great Delays

Our apologies for the long and frequent delays in the release of product. We are as frustrated as you with all of these delays. We are working our tails off all the time, hired an extra person and continue to work 6-7 days a week. It's crazy.

A big reason for the delays has been the demands placed upon us in the development and launch of the **Robotech® RPG Tactics™** game line. It has demanded much more of our time and attention than we had anticipated. On the good side, the successful Kickstarter and subsequent attention has produced many unexpected opportunities for marketing and advertising, among other things. All of this will help Palladium and make the company stronger. But in the short term, it has contributed to delays.

A “Mini”-Palladium Open House?

Another contributing factor has been other opportunities that have appeared unexpectedly. **Detroit Fanfare** is a great example of this. It is a local comic book, gaming and media convention that is fun and growing by leaps and bounds every year. 8,000 people are expected to attend this year.

The convention is in Palladium's backyard (20 minutes away in Dearborn), and this year, **Detroit Fanfare** has offered Palladium the opportunity to feature our games and products by running a few dozen events and having a booth with many Palladium creators present.

This has segued into discussions of making **Detroit Fanfare** the home of a “**Mini**” **Palladium Open House-like event**. A convention within a convention! If we can swing it, the *Mini-Open House* could become an *annual event* at the end of *every October*. It could be a extra Palladium gaming event to hold gamers over until an “official” full-scale Palladium Open House is held every 2-3 years like the Olympics. That's sounds pretty sweet to us. What do you think?

Detroit Fanfare is only a two day event – Saturday and Sunday – (setup on Friday). Open House attendees are used to a 3-4 day event (that's four days for those of you who attend V.I.P. Night). Still, to have an annual get together of at least local Palladium gamers sounds like a fun idea. I'm talking with the convention organizers to see about the possibilities and we're all pretty excited. It might be cool to run a sort of “Mini-Palladium Open House” every October and a full Open House every few years.

The current site for **Detroit Fanfare** is close to the airport, close to Palladium Books' office/warehouse and across from Dearborn's *Fairlane Shopping Mall*, which has a multiplex movie theater, food court, restaurants and ample shopping two minutes down the road. Nice.

2013 Detroit Fanfare, October 26-27. Whatever unfolds, Palladium Books will attend the 2013 Detroit Fanfare and we'll have a big presence there, with a dealer's booth, artists, writers and a couple dozen Game Masters and Palladium creators running games. **Robotech® RPG Tactics™** may even debut there, and the convention is part of the **Robotech® National Tour**, sponsored by Harmony Gold, USA, Inc., with guest speakers, prizes, panel talks and fun, fun, fun. I'll be part of the Robotech® programing, panel talks, and we'll be running demos and games all weekend. Join the fun.

2015 Palladium Open House?

It's looking like Palladium will host a 2015 Open House! We haven't decided for certain, but we are seriously looking into hosting a full-blown **Palladium Open House** in **April or May, 2015**.

I will keep you posted, but we're 95% sure we want to do this. You can start saving your money and making *tentative* plans. The Open House is a ton of work, but EVERYONE (from gamers to the Palladium crew) enjoys it so much, and we've had so many requests to do it again, that we are engaged in serious discussions about it among ourselves. It will be held at the Palladium warehouse like always and the hotel that everyone likes five minutes down the street. Besides, with everything looking so positive for Palladium, we're thinking this could be the most fun Palladium celebration ever. You've been warned.

Meanwhile . . .

We continue to develop and work on an array of new RPG sourcebooks that will blow your minds. Keep those imaginations burning bright and game on.

– Kevin Siembieda, Publisher, Writer, Game Designer

Palladium News

By Kevin Siembieda, the guy who should know

Role-Playing Games Forever

We are working like demons to bring you all kinds of exciting game products. **Robotech® RPG Tactics™** is the “big” project that is currently getting a lot of hype and will continue to do so through the end of the year, but that is not all we’re working on.

The hype and excitement over **Robotech® RPG Tactics™** has prompted some gamers to speculate that Palladium Books will be moving away from RPGs in the future. No way, Jose! We love role-playing games and will never stop doing them as our main focus. Besides, even **Robotech® RPG Tactics™** has role-playing game applications, and the rules include ways to bring your RPG characters into the game, and suggestions for how to use the game pieces and elements of **Robotech® RPG Tactics™** in role-playing.

If you’re like me, you probably enjoy a variety of different types of games. I bet you play the occasional card game, board game, and maybe even war games, as well as online and videogames. But if you really are like me, as fun as those games may be, nothing compares to the stories, characters and unlimited imagination of role-playing games.

Palladium has all kinds of RPG products in development, and a few surprises coming your way over the next few years. Game on.

Rifts® Ultimate Edition – New Printing

Rifts® remains Palladium’s top selling game line, and we recently needed to send the **Rifts® Ultimate Edition Hardcover** in for a new printing. Fear not, we still have the last printing in stock and we’ve timed the reprint to arrive shortly after the current stock runs out. We shouldn’t be out of stock for more than a week, if at all.

Same price. Same quality. Hardcover. Color pages.

376 pages – \$39.95 retail – Cat. No. 800HC – July release.

The **Rifts® Ultimate Edition RPG** is all you need to start your **Rifts®** campaign. Sure, there are dozens of other exciting sourcebooks, but the *role-playing game* (core rule book) is all you need to take your first step into the world of Rifts®. Adventure possibilities are truly limited only by your imagination.

Robotech® Macross® Saga Sourcebook

New size, same great book – 8½ x 11 size

Palladium is re-releasing the **Robotech® The Macross® Saga Sourcebook** as an 8½ x 11 sourcebook. It is no longer available in the “manga” size format.

Though we at Palladium Books and Harmony Gold (and many of you) thought the manga size and format was a great idea, the format did not go over well. There have been never-ending requests to release it at 8½ x 11 size, so due to popular demand, the Second Printing of this epic sourcebook will be in our usual 8½ x 11 size and format. That will mean larger art images but otherwise, the content of **The Macross Saga Sourcebook** is *exactly the same* as the prior manga edition.

We considered adding some additional material, but we don’t want those of you who bought the manga-size edition to feel like you need to buy a new copy just to get 16-32 pages of additional stuff. We intend to release a few other Macross era sourcebooks in the future, and will include new material in new releases. **\$16.95 retail – Cat. No. 551, and 96-128 pages.** Available early August.

Robotech® RPG Tactics™ Kickstarter

This is the game EVERYONE is already talking about, and we have only just begun our advertising campaign. Excitement is running high among gamers on all fronts concerning this expanding game line.

The sculptures of the 40-90 mm game pieces are gorgeous.

The combat rules capture the speed, action and warfare of **Robotech®**.

For Kickstarter supporters, the **Kickstarter Survey** has been sent and by the time you read this, the **Kickstarter Pledge Manager** will be up and running.

The **Robotech® RPG Tactics™** boxed game should retail for around \$90, and it and the first 6 expansion kits will be released this Fall (November?). Watch for them.

Rifts® Northern Gun™ One

Rifts® Northern Gun™ One is in final production right now. Hopefully, by the time you’re reading this, the book will be at the printer and will see release in early August.

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. August release. Will try to have it in time for Gen Con, but that seems a little hopeful.

More Robotech® releases are coming

There is renewed interest in the Robotech® role-playing game line, which is perfect timing for new releases. As mentioned last issue, the manuscript for the first of two **Robotech® UEEF Marines sourcebooks** from writer *Irvin Jackson* is in our hands, and he is currently working on the second one. Writer *Jim Sorenson* (yes, some of you know Jim for his *Transformers* books) is working on a Zentraedi sourcebook and there are ideas for many others.

Gen Con® Indy

Indianapolis, Indiana – August 15-18

We are super-pumped up about being at Gen Con this year and hope to see many of you swing by the Palladium Books booth to visit.

- **Booth #1025.**
- **New product releases.**
- **All available RPG titles and sourcebooks.**
- **Demonstrations of Robotech® RPG Tactics™.**
- **Advance look at Robotech® RPG Tactics™ game pieces.**
- **Convention exclusive game piece: Max Sterling’s Valkyrie in Battloid Mode.**

● **Convention exclusive game piece: Miriya's Female Power Armor.**

● **Guests Galore:** All available to sign books and chat.

Kevin Siembieda – Publisher, writer and lead game designer at Palladium Books.

Carmen Bellaire – Writer (*Splicers*®, *Powers Unlimited*™ series, etc.) and co-game designer of *Robotech*® *RPG Tactics*™ to run demos, talk about the game and sign autographs.

David Freeman – Lead game designer of *Robotech*® *RPG Tactics*™ to run demos, talk about the game and sign autographs.

Various other **Ninja Division** personalities and creators.

Wayne Smith – Palladium editor and Editor-in-Chief of *The Rifter*®.

Matthew Clements – Writer (*Rifts*® *Black Market*, *Northern Gun*™ 1 & 2, *The Rifter*®, etc.).

Charles Walton – Artist (*Rifts*® *Lemuria*, *NG 1 & 2*, and many others).

Brandon Aten – Writer (*Rifts*® *Triax 2*, *Madhaven*™, *Soviet-ski*™, and *The Rifter*®).

Mark Oberle – Writer (*Nightbane*® *Survival Guide*, *The Rifter*®, etc.).

Mike Leonard – Writer and artist.

Jeff Burke – *Robotech*® consultant, artist and writer.

Thomas Roache – Play-tester, *Robotech*® demonstrator and writer.

Visit **Palladium's Booth #1025** to get the latest releases and books you've missed, purchase art prints and original artwork, experience demos of **Robotech**® **RPG Tactics**™ and purchase convention specials. Get autographs and spend time chatting with nearly a dozen Palladium creators available to you all weekend long at the Palladium booth. Oh, and you'll be able to see many of the final sculpts for **Robotech**® **RPG Tactics**™ on display for the first time anywhere.

Palladium is about to explode back on the scene with game products that will thrill and beguile your imaginations. Join the fun and game on.

Detroit Fanfare Convention

Dearborn, Michigan – October 26-27

Palladium Books and its creators are guests at **Detroit Fanfare**. We have big plans for this large and growing comic book, gaming and media convention. It is right in Palladium's backyard. It is held at the Adoba Hotel in Dearborn, Michigan, about 20 minutes from Palladium Books' offices. The convention organizers have invited Palladium to run a number of gaming events, so the Palladium crew and I will be there running a dealer's booth and organizing a few dozen Palladium gaming events. We'll also be running demos of **Robotech**® **RPG Tactics**™, will have the game pieces on display, and with any luck, we'll be debuting **Robotech**® **RPG Tactics**™ at the convention. Many Palladium creators will be present to chat with fans and sign books.

The Robotech® **Tour** with special guest speakers and prizes will also be featured at Detroit Fanfare. Plus, there are many other guest artists, writers and media personalities.

If things go well, Palladium and the convention organizers are talking about having Palladium present and running game events

every year. We're thinking this fun 2 day convention could become a sort of mini-Annual Open House. We'll see.

Go to www.detroitfanfare.com for more details.

Palladium Open House

– **April or May, 2015 (tentative)**

As noted in the From the Desk section, we are seriously plotting our next Palladium Open House for 2015. While these plans are tentative, we are 95% sure we'll be hosting it. Why tell you now? Because we know many of you, especially our friends overseas, need plenty of time to start planning and saving money. More details to follow.

Palladium at Anime North

A fun time in Canada

Anime North was a blast. We had adventures at the border with customs coming into Canada and free sailing coming back. The convention is fantastic, with a ton of events, amazing costumes, plenty of cosplay, gaming, amazing panel talks and entertainment, a wealth of guests, and a big dealers' room. And the entire event is run by a wonderful staff. Our thanks to all the wonderful people who run Anime North and all those we met.

Palladium had a booth, I had a few panel discussions, and Carmen Bellaire (co-author of the **Robotech**® **RPG Tactics**™ rules) ran demos to thronging multitudes all convention long. The rest of us talked gaming, signed books and had fun. On a personal note, we got to hang with our Canadian pals, Ramon Perez, Greg and Jenn Diaczyk, Braden Campbell (always a pleasure), Todd Spencley, Kent Burles and a number of other people.

From start to finish, it was a wonderful experience.

FREE Product Previews Online

Remember that you can see FREE Previews of many Palladium RPG titles on DriveThruRPG.com. We should have one for **Rifts**® **Northern Gun**™ **One** very soon. (WARNING: The preview is likely to compel you to buy this book. You have been warned.)

Available previews include **Rifts**® **Vampires Sourcebook**, **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*).

Coming Attractions

Palladium's 2013 Release Checklist

Notable 2013 Releases & Events

- **The Rifter® #61** – Available now.
- **The Rifter® #62** – Available now.
- **Rifts® Vampires Sourcebook** – Available now.
- **Robotech® RPG Tactics™ Kickstarter** – Success.
- **CONVENTION: Anime North** – Toronto – Success.

July 2013

- **The Rifter® #63** – New
- **Rifts® World Book 33: Northern Gun™ One** – New
- **Rifts® Ultimate Edition** – New printing

August

- **CONVENTION: Gen Con** – Indianapolis – August 15-18
- **Rifts® World Book 34: Northern Gun™ Two** – New
- **Robotech® Macross® Sourcebook** – Back in print at a new 8½ x 11 size

September

- **Robotech® UEEF Marines Sourcebook One**
- **Rifts®: Megaverse® in Flames™** – New
- **Rifts® Chaos Earth™: Rise of Magic™** – Back in print

October

- **CONVENTION: Detroit Fanfare** – Oct 26 & 27
- **Robotech® RPG Tactics™ Boxed Game** (tentative)
- **Robotech® RPG Tactics™ Expansion Packs** (tentative)

Coming in 2013 and 2014

- **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® Sourcebooks** (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

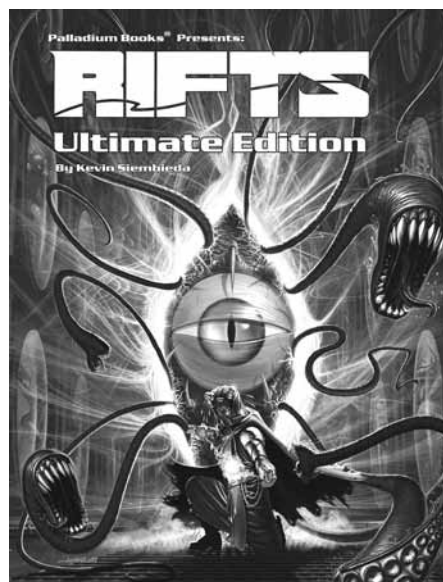
online to get the most accurate shipping costs (or by telephone; 734-721-2903, order line only). For customers without such access, use the following “mail order” process:

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 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.



Rifts® Ultimate Edition

– New Printing

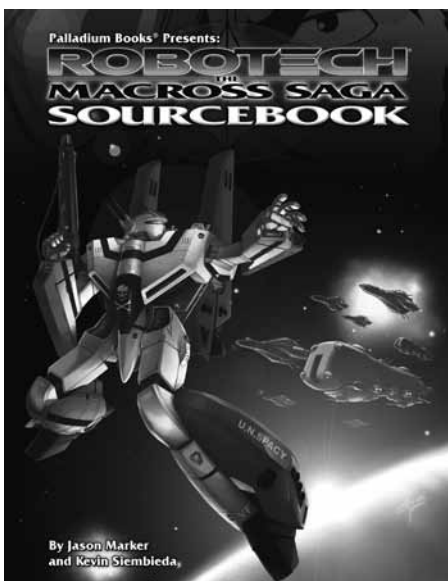
Imagine a world setting that is Earth 300 years after an apocalypse that results in the return of magic. Now imagine a world where magic and super-science collide. Where cyborgs and men clad in power armor and giant robots clash with demons, dragons and sorcerers.

Now imagine lines of blue, magic energy rippling across the land. Where two or more of those lines cross, there is a tear in the fabric of space and time. A *Rift* to infinite worlds and realities that have unleashed an endless cavalcade of aliens, mutants and monsters into our world. Some are adventurers like you, others are invaders, some are slaves or prisoners, and still others are demonic nightmares and gods from ancient myths. All now make Earth their home or hunting ground. Welcome to **Rifts®**.

Rifts® combines the genres of science fiction, fantasy, horror and post-apocalypse (among others) in a plausible setting where adventure is limited only by your imagination. Infinite possibilities, a Megaverse® of adventure.

- **33 O.C.C.s – Bursters, Crazies, Cyber-Knights, Dog Boys, Glitter Boys, Juicers, Ley Line Walkers, Mind Melters, Psi-Stalkers, dragons, mutants & more.**

- The Coalition States – heroes or villains?
- Coalition O.C.C.s, gear and States described.
- Psionic powers and characters.
- Magic spells and Techno-Wizardry.
- Techno-Wizard device construction rules.
- World information and background to set the stage for adventure.
- All the info you need to play is contained in this core rule book.
- Color end sheets painted by John Zeleznik. Cover by Scott Johnson.
- 24 pages of color, 75+ color images; great art throughout.
- Created and written by Kevin Siembieda.
- 90+ sourcebooks to expand your Rifts® adventures.
- 376 pages – Cat. No. 800HC – \$39.95 – Hardcover.



BACK IN PRINT:

Robotech® Macross® Saga Sourcebook

– New size – 8½ x 11 – same great book

Robotech® The Macross® Saga Sourcebook is now available as an 8½ x 11 inch sourcebook.

All the famous mecha and action of **Robotech®** starts here with the **Macross Saga**, when an alien armada enters Earth orbit. They have come to reclaim a lost spacecraft that crash-landed on Earth 10 years earlier. A space fortress that Earth’s protectors have rebuilt into their own flagship against alien invasion. The resulting conflict gives birth to heroes and becomes the stuff of legend, but the Earth will never be the same.

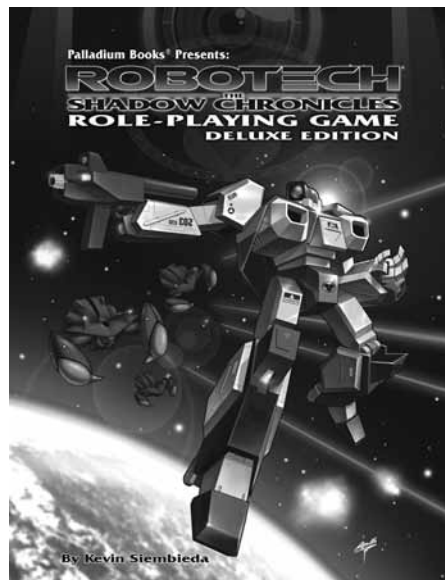
Now, you can be part of the **Robotech® Macross Saga** by creating your own characters and embarking on new missions of your own making.

Note: This is the setting for **Robotech® RPG Tactics™**, so if you’re looking for more information about the mecha, Earth’s defenders, the Zentraedi invaders, and Macross Saga setting, this is the book for you. Epic adventure awaits.

A Robotech® Role-Playing Game Sourcebook:

- Transformable *Veritech Fighters* known as Valkyries take to the sky to defend the Earth.
- *Destroids*, giant walking tanks, are among Earth’s front-line defenders.

- The SDF-1 and Earth air, ground and space combat vehicles.
- Zentraedi mecha, powered armor suits, and select spacecraft.
- The Zentraedi warriors, their war machines and culture.
- Notable characters from the TV series started out.
- Quick Character Creation Tables enable you to make Macross characters in 15 minutes or less.
- New skills and M.O.S. skill bundles.
- The *Robotech® The Shadow Chronicles® RPG* “rule book” is needed to play (Cat. No. 550 or 550HC).
- 96 pages – \$16.95 – Cat. No. 551.



Robotech® The Shadow Chronicles®

– Role-Playing Game

All the data and details you need to role-play **Robotech®** is found in the **Robotech® The Shadow Chronicles® RPG** core rule book. Available in two affordable formats, an 8½ x 11 inch hardcover edition (\$30.95) and a pocket-sized “manga” edition (16.95).

Robotech® The Shadow Chronicles®

RPG – Manga-Size Edition

A complete RPG for \$16.95 – how can you pass up an unbeatable price like that? Give it a try.

- Play *Veritech Pilots & Cyclone Riders*.
- Play *Battloid Aces* and other heroes.
- Battle the *Haydonites & Invid*.
- Play your favorite mecha.
- Fast playing & quick combat.
- Quick Roll creation lets you create characters in under 15 minutes.
- A complete role-playing game.
- \$16.95 retail – 336 pages – Cat. No. 550 – Manga size, fits in a pocket.

Robotech® The Shadow Chronicles®

RPG “Deluxe” Hardcover

- All the same RPG rules and fun, plus . . .
- Space combat rules & select spacecraft.
- Additional weapons, vehicles & artwork.
- Play your favorite mecha.
- A complete role-playing game.
- \$30.95 retail – 8½ x 11 Hardcover – 224 pages – Cat. No. 550HC.

Note: A signed and numbered, *Gold Collector’s limited edition* with a signed tip-in color print (nine autographs) is also available for \$70.00 retail – 8½ x 11 – 224 pages – Cat. No. 5500HC.



Robotech® RPG Tactics™

Tactical Battle Game – 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®**, created with **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, 96 page, softcover rule book; wraparound cover and lots of new, color artwork.

- 24 Battle Dice, 12 UEDF and 12 Zentraedi.
- 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.
- 4x Destroids: 2 Tomahawks and 2 Defenders.
- 12x Regult Zentraedi Battlepods.
- 1x Glaug Officer’s Battlepod.
- 1x Quel-Regult Recon Battlepod.
- 1x Quel-Gulnau Recovery Pod.
- 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.
- Small parts and some assembly required. Game pieces come unpainted.
- **Release Date:** Barring any unexpected delays, the **Robotech® RPG Tactics™** boxed game and initial expansion sets ship Autumn 2013 (November?).
- **\$90 retail price (tentative).** The price of the final box set is not yet determined, but we want to hold it around \$90.
- **Cat. No. 55100 (Main Boxed Game).**
- **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™**.

Robotech® RPG Tactics™ Expansion Packs

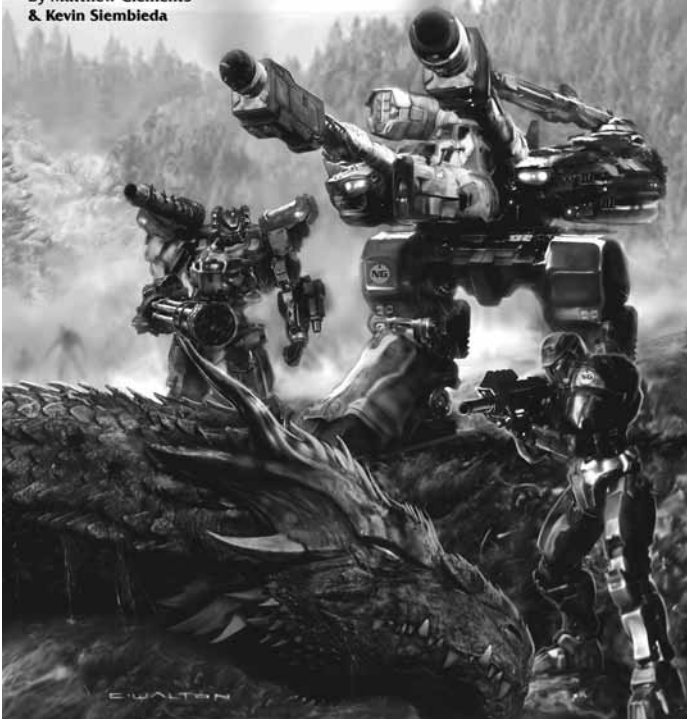
The initial expansion kits will also ship in the Fall. All prices listed are likely, but still tentative. We want most sets to fall in the \$25-\$35 price range.

- **UEDF Valkyrie Wing** (2x each, Fighter, Guardian, Battloid) – Cat. No. 55201 – \$30.00 retail (tentative).
- **UEDF Destroid Pack** (2x Tomahawk, 2x Defender) – Cat. No. 55202 – \$30.00 (tentative).
- **UEDF Spartan Pack** (2x Spartan, 2x Phalanx), Cat. No. 55203 – \$30.00 (tentative).
- **Zentraedi Regult Battlepod Squadron** (6x Regults) – Cat. No. 55401 – \$30.00 (tentative).
- **Zentraedi Support Battlepods** (4x Artillery Battlepods) – Cat. No. 55402 – \$30.00 (tentative).
- **Zentraedi Command Pack** (1x Glaug, 1x Quel-Regult, 1x Quel-Gulnau) – Cat. No. 55403 – \$35.00 (tentative).
- Additional **expansion kits** at intervals throughout 2014. More will follow. Exactly how many, and how fast, will depend on manufacturing considerations, sales and customer demand.
- Palladium plans to release the mecha and settings for *ALL eras of Robotech®*. Many other details are still in development.
- Tournament play support is planned. **Ninja Division** will help Palladium to develop and launch the program.

Palladium Books® Presents:
Rifts® World Book 33:

Rifts® Northern Gun™ 1

By Matthew Clements
& Kevin Siembieda



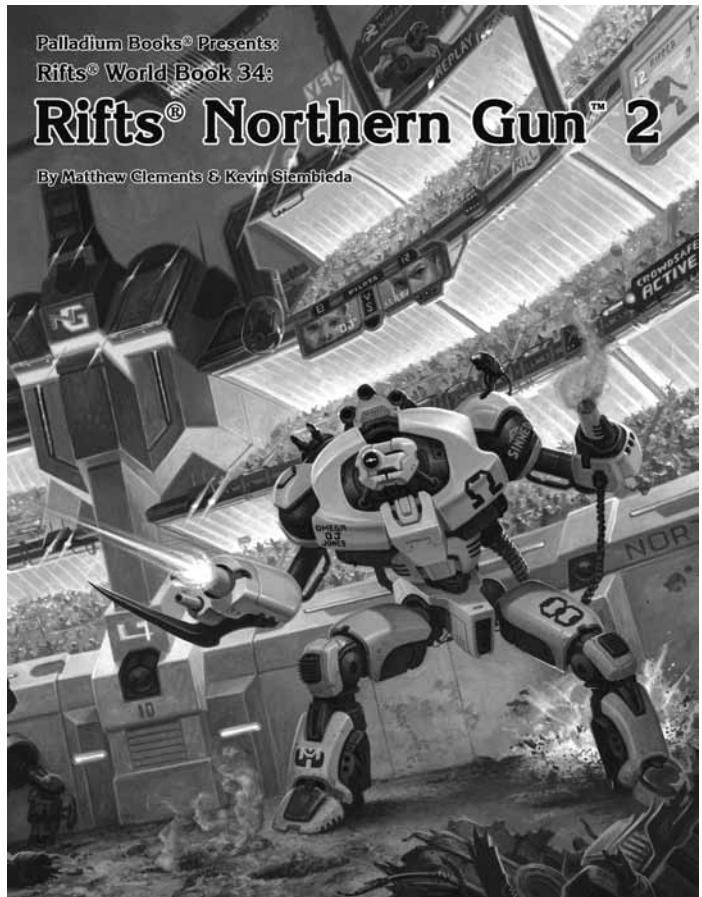
Rifts® World Book 33:

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 & others.

- Wraparound cover by Chuck Walton.
- 160 pages – \$20.95 retail – Cat. No. 887 – July release.
- Check out the FREE Sneak Preview on DriveThruRPG.com!



Rifts® World Book 34:

Northern Gun™ Two

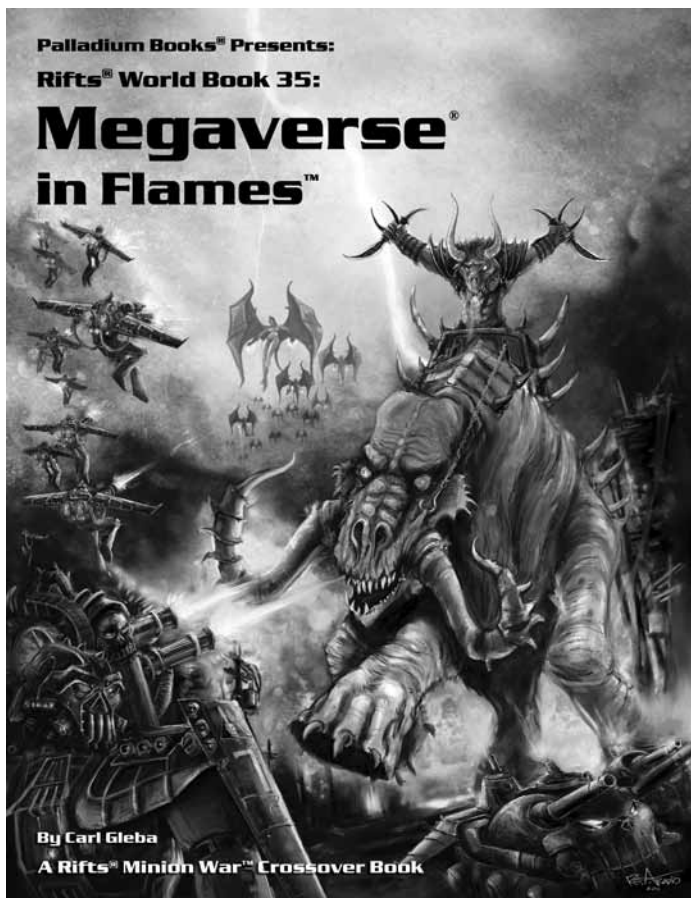
More information about the weapons, vehicles and practices of Northern Gun, including the new rage of robot gladiatorial combat.

- Northern Gun body armor; new and old.
- Bionic and cybernetic services.
- Northern Gun power armor; 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 – August 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,



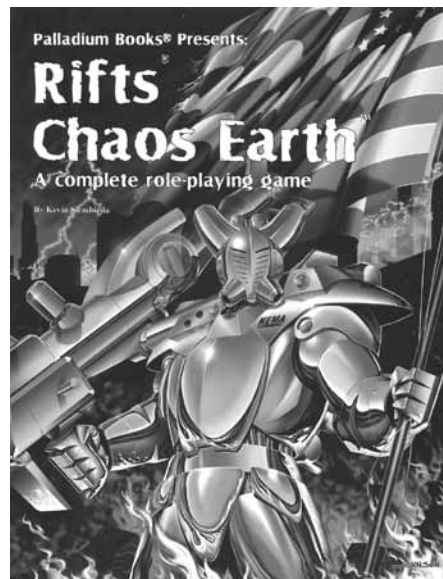
especially at locations where demons and Deevils already have a strong presence. Demons, Deevils and supernatural beings run rampant and wreak havoc across the world.

- **Demon plagues and mystic blights.**
- **Soulmancy and Blood Magic revealed.**
- **Magical and demonic weapons and war machines.**
- **Demonic armies, strongholds and places of evil.**
- **Hell Pits and Rune Forges.**
- **Many Demon Lords, their minions and plans.**
- **Calgary, the Kingdom of Monsters; in detail.**
- **Ciudad de Diablo, Harpies' Island and other notable Hell holes on Earth.**
- **Lord Doom, Pain and other demonic leaders.**
- **Horune treachery, Dimension Stormers and other villains.**
- **Notable demonic generals, mercenaries, people and places.**
- **Battleground: Earth – as demons and infernals amass their legions.**
- **Global chaos and the places most dramatically affected by the Demon Plagues.**
- **Epic battles and adventure ideas galore.**
- **Written by Carl Gleba. Part of the Minion War “Crossover” series.**
- **192 pages – \$24.95 retail – Cat. No. 876. September or October release.**

The Rifter® #64

The Rifter® #64 is our annual Horror issue, so expect monsters, magic and things that go bump in the night. It will include material for Palladium Fantasy RPG® and much more.

- **News, coming attractions, and more.**
- **96 pages – \$11.95 retail – Cat. No. 164. October release.**



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.

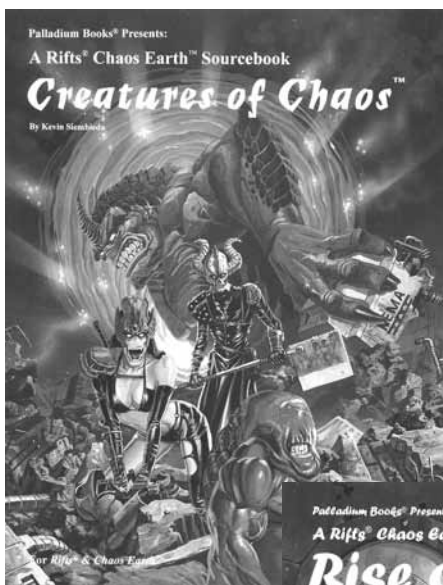
Rifts® Chaos Earth™ is a complete setting and time-line in and of itself and takes place almost 300 years *before* the current Rifts® setting with the Coalition States. Thus, Chaos Earth™ is truly unique and different, with new O.C.C.s, heroes, villains, magic and concepts.

- **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. 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 Fall, 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.

A Revisit to Timiro

Official source material for the Palladium Fantasy RPG®

By Glen Evans. Some additional text by Kevin Siembieda.

Geographic Overview

The Timiro Kingdom is a spacious region with a variety of landscapes and temperate climate. There are low-lying grasslands and lofty mountains, pebbled beaches, snow-capped peaks of the Old Kingdom and Silver Mountains, and lush, forest-covered lands dotted with lakes, streams and meadows. There are old cities, busy ports, and arable land as far as the eye can see. Measuring 850 miles (1,360 km) across, Timiro is the smallest of the land-based, human-controlled civilized lands, especially when compared to the Western Empire, Eastern Territory and impoverished Land of the South Winds. The ancient land is shaped not only by nature but also by centuries of human domination and even older Dwarven settlements and ruins. Outside its many cities, the countryside is composed of farms, villages, and towns.

North and Northwest Border

To the north and northwest lies the **Old Kingdom Mountains**. This mountain range is famous for having been part of the Dwarven Kingdom during its height. Composed of magnificent, wild and rocky landscapes, rolling hills, and mountains, all dotted with pure mineral water springs and the ruins of ancient Dwarven fortifications and towns. Numerous forests of oak, beech and fir cover their lower slopes. The range is known for beautiful mountain valleys and glens, some of which have never been seen by human eyes. A mountain climate prevails at high elevations, where winters are generally bitterly cold (28 degrees Fahrenheit/-2 degrees C) and even the summers are quite mild (64 degrees Fahrenheit/17 degrees C). Precipitation increases with elevation and occurs in the form of snow in the winter. In fact, many villages in the high valleys receive more than 50 days of snow each year. The mountains are home to a variety of animals, brown bears, wild boars, brown hares, eagles and falcons, besides the occasional creature of magic, including dragons.

One of the most famous breaches, or openings, in this mountain range is **Ogre Pass**. It is named after the Ogre tribes that set up ambushes to rob and kill weaker beings who try to use the passage. Though their numbers are comparatively small today, clans of Ogres and their Orc and Goblin underlings inhabit the mountains along the pass which they have always considered to be theirs. This was true even when Dwarves and Elves ruled the Old Kingdom. Despite the best efforts of the Timiro Kingdom, Ogres continue to be a threat, and some claim their numbers have increased over the last few decades. Many a Timiro knight, and heroes from across the continent, journey to Ogre Pass to root out the monsters or to make a name for themselves. Among the royal houses of Timiro, this has become something of a right of passage for young knights. However, no matter how often Ogres

and their inhuman minions are chased away, or slaughtered by the thousands in short-lived purge campaigns, they always return.

The altitude of Ogre Pass is 3,500 feet (1,067 m) and divides the mountain chain in half at a length of 45 miles (72 km). The pass is easily traveled by foot or by horse and wagon and has been used many times by invading armies and hordes of marauding Ogres, Orcs and Goblins. This is why many forts dot the area, with **Fort Calda** being at the forefront of Timiro's defenses.

On the other side of Ogre Pass, heading north and away from Timiro, is the **Froud Grasslands**, a place known to be the home of Goblins and many small clans of Faeries, Sprites and other Little People.

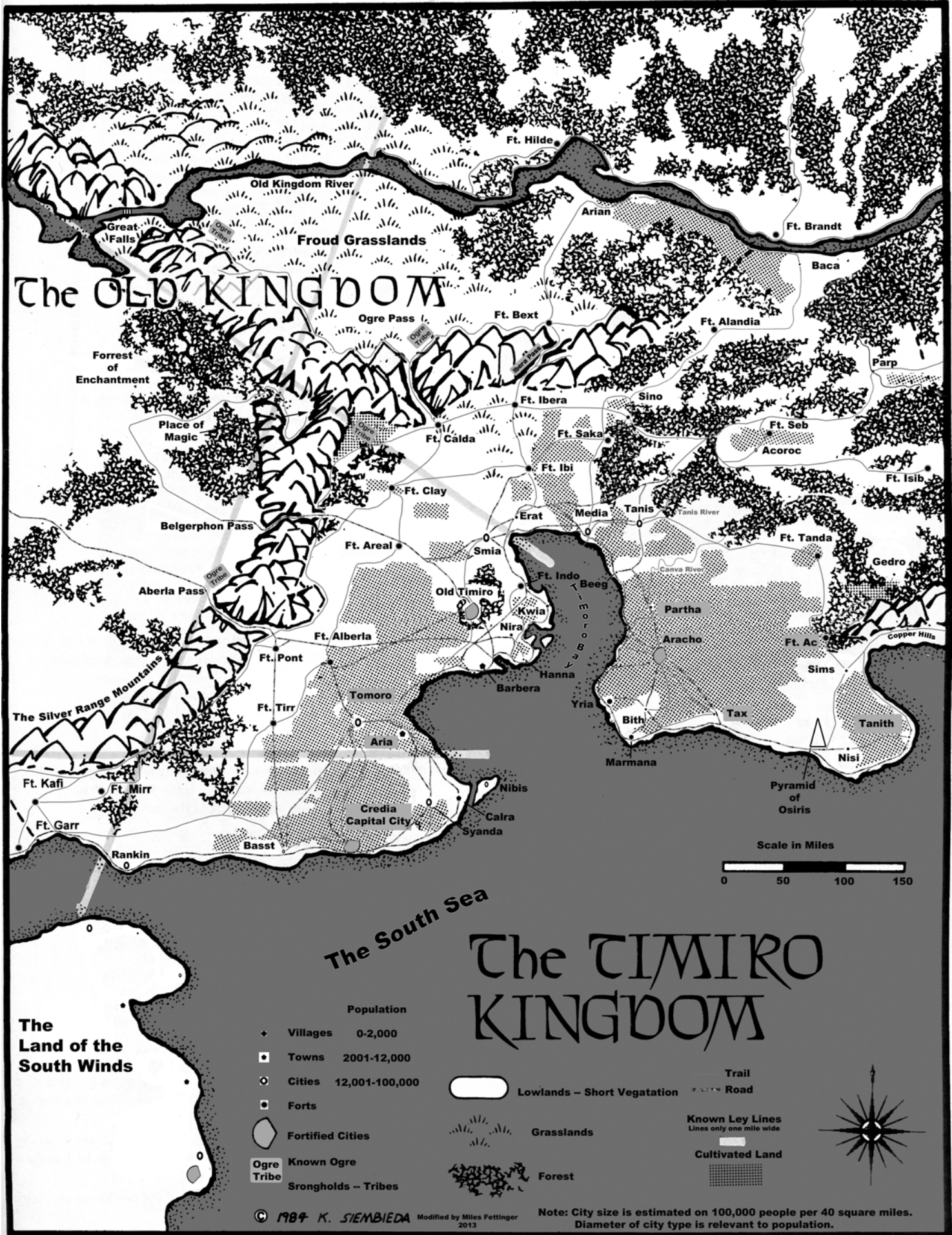
Bisecting the eastern half of the range is the ancient **Ibera Mountain Pass**. Much less dangerous, **Ibera Pass** is commonly used by merchant caravans and travelers headed to and from the Eastern Territory, and is well patrolled by the Royal Timiro Army in the south (based at Fort Ibera) and a notable band of mercenaries at the north end out of **Fort Bext**. The troops at the fort continuously scout a 50 mile (80 km) radius around it, covering most of the old merchant's road to the town of Arian and a good section of the Froud Grasslands.

The Ibera Mountain Pass is slightly higher in elevation than the Ogre Pass, at 4,100 feet (1,250 m), and is somewhat longer at 52 miles (84 km). This difference in elevation contributes a remarkably harsher winter season and is the reason travelers rarely traverse it outside of the summer months. During the Summer, however, a steady trickle of travelers can be encountered on its well worn trails.

Recent rumors have filter back to civilization that the scouts of Fort Bext have encountered patrols on horseback consisting of well equipped humans and Orcs working together under the banner of a **Baron Marquest**, who is said to have rebuilt the Dwarven ruins of **Castle Instax**. This has sparked interest in many scholars who know that Instax is near the fabled **High Pass**, lost generations ago amidst rumors of vampires and dark magicks. The Church of Dragonwright is said to be forming an expedition to investigate if this is true, as their holy relic the *Chalice of Dragonwright* is believed to have been lost somewhere in a valley off the lost High Pass. Rumors are also surfacing that a **The Black Raven Thieves Guild** has banded together with an unnamed magic guild to mount an expedition of their own; it seems the High Pass was also once known as *Smugglers' Pass* and would substantially increase profits if it could be found and secretly reopened.

West and Southwest Timiro

The west and southwestern portion of the kingdom is its extensive agricultural region. More than half of the kingdom's land



The OLD KINGDOM

The TIMIRO KINGDOM

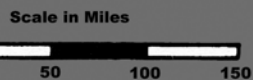
The Land of the South Winds

- Population
- ◆ Villages 0-2,000
 - ◻ Towns 2001-12,000
 - Cities 12,001-100,000
 - ◻ Forts
 - ◻ Fortified Cities
 - ◻ Known Ogre Tribe
 - ◻ Strongholds - Tribes

- ◻ Lowlands - Short Vegetation
- ◻ Grasslands
- ◻ Forest
- ◻ Trail
- ◻ Road
- ◻ Known Ley Lines
Lines only one mile wide
- ◻ Cultivated Land

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Note: City size is estimated on 100,000 people per 40 square miles. Diameter of city type is relevant to population.



has been adapted to agricultural use. The major farming products are grain crops (wheat, barley, oats, spelt), as well as potatoes, sugar beets, and other vegetables. Livestock, dairy farms, and cattle are also found there. Centuries ago, this area was a dense forest of beech, oak, and other deciduous trees, most of which were deforested by the lumber trade for the construction of forts, houses, buildings, and fleets of ships. Today, those forests are completely gone, converted to pastures, farms and crop fields. The areas not cultivated for agriculture have reverted to fields of long grasses and wildflowers and patches of thin forest.

As one travels closer to the mountains, the flat lowlands gradually turn into foothills and meadows that rise to meet the jagged, densely forested **Silver Mountain Range**. These mountains average more than 6,000 feet (1,829 m) in height. Among their rocky slopes and snow-capped peaks lie clear, glacial lakes fed by waterfalls and mountain streams. The Silver Mountains have a reputation for ancient magic and have been the setting for many legends and folktales. The region is a known domain of dragons, and as such, is shunned by both humans and Ogres alike. That being said, it still is the home to Orcs, Goblins, Giants, Faerie Folk and other creatures of magic.

Aberla Pass is a natural gap, 140 feet (42.6 m) across and 330 feet (100 m) high, located at an altitude of 4,600 feet (1,402 m) in the steep cliffs between the Silver and Old Kingdom Mountains. According to Dwarven history, the pass was cut by Dwarf King *Aberla Goblinbender* with his Greatest Rune Sword *Aeroga* in an attempt to flee from the Elven army. In Elf history, a different tale is told. The Elven Empire convinced thousands of Kobolds to cut the pass and lay down a road to connect their kingdom to the newly conquered land after the *First Peace* with the Dwarven Empire, roughly 9,700 years ago. Since the end of the *Millennium of Purification*, the region between the mountains has been Ogre territory. The pass and road are easily navigated on foot or by horse and wagon, provided one can avoid trouble from Ogres, Orcs or Goblins.

Belgerphon Pass is the most ancient pass in the Old Kingdom Mountains. Its first appearance in official history occurs during the *Age of Elves* as explorers sought a route through the Old Kingdom Mountains. Who exactly laid down the road – Elf, Dwarf or Kobold – has never been determined, but each race claims credit for it. Later, the pass was “rediscovered” by Elf and Human explorers 3,200 years ago. *King Belgerphon the First* fought a great battle against an army of Ogres and Orcs and used the pass to his advantage, thus it was named after him. The pass runs west through the mountains and has an elevation of approximately 4,072 feet (1,241 m) and is the easiest mountain pass to travel, be it on foot, by horse or by wagon.

Northeastern Border

In the northeast, the thickly wooded plains extend into the border of the Eastern Territory. Its dramatic countryside is watered by a series of streams and the one navigable river known as the **Tanis**. Though not heavily populated, the eastern forest is home to human farmers, woodcutters, trappers, Druids, Warlocks and others who prefer the countryside to the hustle and bustle of the city. The forest is also home to a rich variety of mammals, birds, and reptiles. Wild boar and whitetail deer roam the woods, and are hunted by a large variety of predators such as wolves, brown bears, panthers, and tigers. Having been settled for centuries,

most of the really dangerous monsters in the region have been hunted out of existence. Still, from time to time, monsters wander down from the mountains or in from the neighboring wildlands.

East and Southeast

To the east and southeast of Timiro Bay is the least populated region of the kingdom. Its landscape includes marshes, plains, and the thick, heavily forested **Copper Hills**. Farmers cultivate the rich soil for growing wheat and other crops. Soft fruits, such as peaches and plums, grow here in abundance, and from the numerous vineyards are produced some of the greatest wines of the world. The **Canva River** twists and turns, making great loops through the eastern forests and the broad, fertile **Brown Plains**. The plains themselves are a large, sparsely populated grassland with few trees or anything more than scrub bushes to break up the landscape. The region, however, is home to wolves and small tribes of Orcs and Goblins always on the run from the Timiro military.

The Copper Hills is an area of rolling hills and winding streams that come down from the mountains. The hills are covered by a thick conifer forests and copper beach trees from which the hills derive their name. Along the hills’ northern border is **Lake Magnys**, a large freshwater body once the home of Merrows. The aquatic Faerie race has died off over the centuries and there are believed to be fewer than a dozen left in the lake. The foothills extend westward, gradually folding into the **White Rock Mountains**. The narrow strip of land between the Copper Hills and South Sea is a region of salt marshes and lagoons, extending all the way into the **Wyndglade Marshes** and **Mound Hills** of the *Eastern Territory*.

The Nisi Peninsula is lightly forested and a flat agricultural region with beaches along the shoreline covered with pebbles. Poultry, pigs, cattle, ducks, geese and some sheep are raised in this area. A fertile belt runs along the southern flank, with crops such as the famous Tanith green beans, wheat, feed grains for livestock, sugar beets, vegetables, fruits, and grapes that produce some of the best wine the kingdom has to offer. Except for *Floaters*, the entire region is free of wild animals that possess a threat to humanoids. Large predators, such as tigers and wolves, are seldom seen in this part of the kingdom. However, large herbivores, including wild boar, whitetail deer, and red elk from the Eastern Territory, make their way to this part of the kingdom often. The Nisi Peninsula is home to lizards and the *Yin-Adder*, the only venomous snake in this part of the world.

The Murky Mist Swamp and the **Ridmarsh** (the latter is found west and south of the Copper Hills) are two swamplands with nothing to offer but frogs, salamanders, snakes and certain death to those who decide to venture into them. Both swamps contain hundreds of fallen trees, tangled brushes, sucking mud and patches of *quicksand*. The *Murky Mist Swamp* is continuously veiled by an almost supernatural mist that continually hangs in the air all year around. *The Ridmarsh* is an even more dismal place and home to Pucks and Toadstool Faerie Folk as well as *alligators* (the Murky Mist is home to dozens of “Old Fellows”). Clouds of biting insects carrying malaria and other diseases are found in both swamps and nearly all the water is undrinkable – full of parasites and impurities. **Note:** Drinking water from either place requires a save vs non-lethal poison. A failed save mean the victim suffers from severe stomach cramps, fever, body aches,

vomiting and diarrhea within 2D4 hours after drinking; -3 on initiative and Perception Roll, -1 attack per melee round, -1 to strike, parry and dodge, -15% on skill performance and reduce Spd 30%. Worse, running, being jostled and exertion has a 01-50% chance of causing vomiting (triple all penalties while throwing up). Symptoms and penalties last for 4D6 hours.

Timiro Heartland

In the heart of the kingdom, between the *Old Kingdom Mountains* and the *South Sea*, lies the **Timiro Plain**, a gentle, rolling region covered by grassland and used as grazing land for livestock, cattle, and horses. Sheep are raised for their wool and meat, and goats are raised for their cheese and milk. The oldest Timiro orchards are also located here. Being further away from the ocean, the climate here is more continental, with hot, stormy summers, colder winters and less rain.

The pebbled coastline of the **South Sea** is where one finds the oldest and most densely populated Timiro cities; most less than forty miles (64 km) from the coast. The land is warmed by the southern ocean breezes. Winter is marked by occasional short, heavy rainstorms with an average temperature of 45 degrees Fahrenheit (7 degrees C). Summer is hot and rain may not fall for weeks. During the summer, the average temperature is around 73 degrees Fahrenheit (23 degrees C), making the kingdom a subtropical paradise. Droughts have occurred, but with a good number of skilled Warlocks throughout the kingdom, there has never been massive losses of crops or livestock. The Warlocks make certain to preserve and protect the kingdom and its holdings. In the autumn and spring, rain can be torrential at times, but most storms are very brief, particularly in the autumn. The numerous vineyards along the coast thrive in this environment, and many other crops also do well. The coastal area is, naturally, a source of fishing, and there are plentiful amounts of fish and shellfish along the coast.

A Chronological History of Timiro

Rise of the New Elf Kingdom

8,600 Years Ago: The City of Baalgor is destroyed by circle magic of Dwarven engineering. In retaliation, the surviving Dwarf surface cities (located in what is now Timiro) are besieged by tens of thousands of Elven warriors and wizards as well as aerial forces riding upon winged beasts and given flight by magic and other means. Over time, every city is completely obliterated, and although millions of Dwarves perish in the war, others escape by retreating beneath the surface to the many Dwarven cities. Nobody knows how many underground cities exist hidden in the bowels of the Old Kingdom Mountains, but many of these are also found and invaded by Elven forces. Other Dwarves take refuge among Kobolds willing to protect them for the right price or favor. The siege wrought by the Elves' lust for revenge lasts for centuries. Losses on both sides are terrible. The South Sea is said to run red with the blood of both peoples.

8,000 Years Ago: The Timiro region fought over by Elves and Dwarves for 2,000 years is left abandoned in the wake of the bloodbath. Nothing but forgotten ruins are left behind on the surface. Abandoned by both Elf and Dwarf, the so-called monster races – Trolls, Ogres, Orcs and Goblins – begin to move back into the region. Truth be told, the surviving Dwarves have never left, but most remain underground and shun the light of the surface world. Mighty warriors, this self-imposed exile is done not in fear, but out of shame and self-loathing for the atrocities they have done during the Elf/Dwarf War.

6,000 Years Ago: A new generation of Elven and Dwarven adventurers come to explore and resettle parts of the region. Some Elves travel over the Old Kingdom Mountains or through the Silver Mountain range looking to flee from their war-ravaged home in the former sovereignty. Nomadic tribes of humans unable to make the long trek to the fledgling human kingdom growing in the west make the journey south and east to build new lives in what will become the *Land of the South Winds* and *Timiro Kingdom*. Many of the newcomers perish at the hands of monsters such as Ogres, Orcs and Goblins, all of whom have grown in numbers over the past 2,000 years.

5,000 Years Ago: The Elven aristocracy and religious order that survived the destruction of their empire during the Elf/Dwarf War arrive in the region with the plan to rebuild the “Elf Kingdom” under the guidance of leaders from the Cult of the Great One. **The Pyramid of Osiris** is constructed and the city of *Nisi* is founded.

4,500 Years Ago: The Elven aristocracy establishes their new fledgling kingdom under the Elf word for “small” – Timiro – which translate as the “Little Kingdom.” Right away, the kingdom finds itself besieged by the monster races, namely Orcs, Ogres, Goblins and Trolls. Dwarves took this land from them once, they'll not let Elves and humans take it from them again. And so the barbarian monster people kill and prey upon those they consider the “pretty people” – Elves, Dwarves and Humans. But it is humans the monsters fear most, if for no other reason than their rapidly expanding numbers.

In the west, humankind is on the rise and the old magicks are being purged so that the horrors of the Elf/Dwarf War can never happen again. The Dwarves have already destroyed the secrets of Rune Magic and have vowed to never cast a spell again, as long they live. For the most part, they keep to themselves and stay out of sight below the surface and deep inside the mountains. There, they face their own travails, including battles against various members of the monster races and things unleashed by dark magic spawned during the Elf/Dwarf War. Both cause the Dwarven population to dwindle.

4,200 Years Ago: The reign of the *Prestida Kings* comes to an end. Many humans from this fallen kingdom make the journey through the Old Kingdom Mountains and into the quiet Elven Kingdom of Timiro.

4,000 Years Ago: The fledgling Timiro Kingdom is becoming a growing power at sea. The only nobles are Elf Lords and Knights; humans and everyone else are second-class citizens. The Ogre and Orc barbarians start coming down from the Old Kingdom Mountains or finding passage through the mountains through the famed *Ogre Pass*. This passageway remains unknown to humans and Elves for another 2,500 years.

3,700 Years Ago: The Church of Light and Dark builds the *Great Cathedral* in the *City of Timiro* in an effort to establish

itself as the dominant religious order in the kingdom. As time passes, more and more Elven and human followers flock to the City of Timiro and reject life in repressive *Nisi*.

3,200 Years Ago: Elves and human explorers discover the *Forest of Enchantment*. None are brave enough to penetrate into the Valley. The City of Timiro, offering equality to all of the “elite people” – humans, Elves and Dwarves (though there are few of the latter) – has become the dominant political power in the kingdom. *Nisi* is becoming more isolated and less influential. An official and recognized governmental entity, the “Little Kingdom of Elves” is known to all as the Timiro Kingdom. Though the City of Timiro is progressive in its way of thinking, humans and other people remain second-class citizens. Even in the City of Timiro, while treated better, the most menial jobs are held by humans, and human beings have few legal rights and own no land.

2,967 Years Ago: Western sailors establish diplomatic relations with the Timiro Kingdom. A new wave of human immigrants begin to arrive by sea. And as word spreads of this idyllic kingdom protected by Elves, by land as well.

2,800 Years Ago: The Timiro Kingdom rises to power. Humans are now the majority population and many are growing restless and tired of being treated as second-class citizens. An estimated 70-80% of all peasants in the kingdom are humans.

Humans Come to Power: 1,800-1,400 years ago

1,800 Years Ago: After a severely harsh winter, famine breaks out in the kingdom. It is the peasant population of humans that is hit the hardest. Thousands perish. All suffer. The Elven aristocracy and religious orders of Timiro are indifferent to the suffering and unwilling to supply the peasant masses with food or permission to hunt for game in the woodlands. Pushed to the brink, an open rebellion erupts across the kingdom. The anarchy, looting and destruction lasts for six years. When order is restored, the seat of Elven power is unsteady. Humans continue to demand living wages and equality. Dissension is in the air.

1,792 Years Ago: The mercenary warlord *Spatenrok* finds the holy *Sword of Light* in an ancient tomb located in the Old Kingdom Mountains. He has a reoccurring dream that shows him sitting on the throne of Timiro. He had lost his share of family during the Famine Rebellion and sees the dream as a vision that reveals his destiny. He gathers a large army of humans (60%), Dwarves (20%), Orcs (12%), and Kobolds (8%) and calls them *Destiny's Hand*. That autumn, they invade the Timiro Kingdom in the name of humanity and freedom. This is the beginning of a long campaign against the arrogant Elven rulers and aristocracy who believe these troops to be nothing more than “barbarians” who will flee before their mystic might.

1,786 Years Ago: The War with *Destiny's Hand* turns into a six year, bloody crusade. Though the Elven rulers have superior strength in magic and succeed to push *Destiny's Hand* back, time and again, Warlord *Spatenrok* will not quit. Every time he returns, his army is bigger. His persistence instigates widespread insurrection, and before long, the western half of the kingdom belongs to the invaders and the insurrectionists. As more humans and Dwarves join the revolt, the Elves find themselves trying to negotiate with the enemy to restore peace. What promises, at first, to be sincere peace talks, turns into more Elven mind games and duplicity. The talks are at best, half-hearted, and little more than a stalling tactic until they can come up with a more permanent solution to the “human problem.”

1,782 Years Ago: The Royal Timiro Calendar is established. It will be the last significant act of the Elven ruling body.

1,781 Years Ago: After a series of mysterious deaths among the occupying army and five attempts on the life of Warlord *Spatenrok* within a week, diplomacy is abandoned and *Destiny's Hand* lay's siege to *Nisi*. By year's end, the human “barbarian” army finally drives out the Elven aristocracy and it is Warlord *Spatenrok* who sits on the throne of Timiro. He declares the Timiro Kingdom the “Domain of Humans” and becomes the first human king to rule the land. In a surprising act of compassion, he does not engage in bloody revenge. Instead, he exiles the fallen ruling class and invites all Elves who are willing to accept humans as their equals, to stay to help them build a better Timiro. The Elves who stay, and there are many who do, are not forced to become second-class citizens, but allowed to live as equals among men. The same is true of the Dwarves who fought on *Destiny's* behalf. Orcs and other members of the so-called monster races do not fare so well, and remain a submissive subclass within Timiro society.

King Spatenrok the Great rules for 13 years. It is a time of rebuilding and justice.

1,767-1,691 Years Ago: *The Reign of King Gregory the Just*, the younger brother of *King Spatenrok the First*. Gregory never possesses his brother's mastery of military prowess. His strength lay in logistics, organization and administration, which is exactly what the divided kingdom needed. Under King Gregory's just and wise guidance, the foundations of equality, justice and prosperity are laid. For 74 years, Gregory consolidates power and insures the stability of the new dynasty of human rule throughout the Timiro Kingdom. The king has twenty children, eight by his first wife, and twelve by his second, thus establishing the Royal Family bloodline. They follow in their father's footsteps to rule Timiro with a firm, just hand.

1,621 Years Ago: *King Narraphon the Second* and his son *Jonthul* are both killed at sea when their ship is sunk by an enormous sea serpent. This leaves his sixteen year old daughter *Gertrude* the sole heir to the throne. *Gertrude* was born a deaf-mute. Nevertheless, she is crowned Queen of Timiro. Her queen mother, *Lady Delandor*, is heartbroken at the loss of her husband and son, yet she staunchly defends her daughter against a host of challengers seeking to usurp her from the throne.

1,610 Years Ago: With the *Land of the South Winds* and the *Timiro Kingdom* growing in power and wealth, many in the Western Empire see them as ripe for conquest. Moreover, the West does not want either nation to become a global power.

1,609 Years Ago: The Western Empire Invasion. A fleet of *Demon Black Ships* arrive to the coasts of Timiro, having fought their way through the navy of the *Land of the South Winds*. The western invaders land at the port city of *Credia* where they confront the Timiro military. Among the Imperial soldiers of the West, the empire has sent a small horde of Lesser and Greater Demons, commanded by a Demon Lord controlled by a cabal of powerful Summoners and Wizards. Timiro fights back as best it can with its own army, mages and Guild of Warlocks. Casualties are steep on both sides of the conflict and the Western invaders do not anticipate the magic and fighting skills of the Elves and Dwarves who fight among the human defenders. In time, however, *Credia* falls to the demons.

1,607 Years Ago: *Lady Delandor* convinces the *Land of the South Winds* to come to Timiro's aid. The united naval forces

of Timiro and the forbidden magicks still practiced by some influential cults within the Land of the South Winds become too much for the warships of the Western Empire. The invaders are also homesick and have a lack of conviction to keep fighting. The Western forces seem likely to regroup and renew their plans for the future, until *Emperor Phagoshai* is deposed by his brother, *Duke Urlorh*. The new Emperor Urlorh, seeing the invasion as a waste of the empire's resources, and wanting to strengthen his position at home, recalls the three generals leading the invasion and two-thirds of the forces back to the West. The rest are wiped out and the war is over as unexpectedly as it had begun.

Timiro and South Winds claim victory. Days after the war, Queen Gertrude becomes gravely ill and dies. Having no children of her own, King Narraphon's sister, *Steffay*, is declared the heir to the throne. Instead of rejoicing at their hard-fought victory, several of the most powerful barons in the kingdom reject the idea of having another woman sit on the throne. The Barons threaten to appoint a new king from their own ranks.

Queen Steffay proves her cunning by tricking the Barons to wage war on each other. Four years later, the few remaining, weakened Barons are in no position to challenge her rule. Her rule is long and distinguished, as Timiro grows into a strong nation where humans rule and Elves and Dwarves live among them as equals and partners.

1,600 Years Ago: The Floenry Islands are discovered by a Timiro merchant ship. By this time, the Western Empire's warships have all but disappeared from the southern waters, except for slave ships that cruise the Yin-Sloth coastline looking for slaves and new lands to explore. This is not the first time the Isles have been discovered by sentient beings, but it is the first time humans have learned of them, and even Elves and Dwarves, if they knew of them, had forgotten their existence.

1,500 Years Ago: The Timiro Kingdom is a vibrant nation on the verge of becoming the most powerful naval nation in the world.

1,523-1,429 Years Ago: *King Belgerphon the Great* rules for an incredible 94 years. During this time, he establishes the courts, triples Timiro's land holdings, and greatly weakens the tribes of Ogres and Orcs around the Silver and Old Kingdom Mountains.

1,407 Years Ago: An Elemental Intelligence is brought forth by a powerful Warlock whose name has been forgotten (or stricken?) from the annals of history. The Elemental is ordered to dig out a harbor as a service to the King of Timiro. The Intelligence obeys, but does not return to its own dimension. Instead, it grabs hold of the Warlock and buries itself beneath the mud of the bay. Legend says the Intelligence waits for the next individual to summon it again, this time to destroy the City of Credia and lay waste to the entire kingdom. In time, a small port is started at the bay and grows to become the city of *Rankin*.

The Dark Years

Three centuries of strife – 1400-1100 years ago

1,355 Years Ago: *Acorok*, the fifteen year old male heir of *King Gregory the Second* assumes the throne when his 86 year old father dies after falling from his horse. Three days later, he marries his first cousin, *Hydia*, despite protests from the Church of Light and Dark.

1,348 Years Ago: King Acorok's first son *Gaidon* is born. Six months later, *Hydia* dies of brain cancer. Acorok marries *Count-*

ess Velusine Blaque two weeks later. The marriage is a rocky one for King Acorok, who still longs for his first wife.

1,333 Years Ago: Sixteen year old *Gaidon* is murdered by a court assassin in his bedchamber. The assassin is caught and confesses that the Queen paid him to murder her stepson. Queen Blaque is tried and ordered to be executed, but it's discovered she is pregnant. Acorok postpones her execution and has her imprisoned. Acorok never remarries.

1,332 Years Ago: Queen Blaque gives birth to twin sons, *Julianus* and *Gambrian*. A year later, King Acorok orders her put to death for her earlier crimes of treason and murder. Before she is beheaded, the Queen spews a curse upon the entire Timiro Kingdom.

1,308 Years Ago: King Acorok suffers a stroke while on the road to the city of *Nisi*. His death causes a great debate over which of his twin sons should take the throne. *Gambrian* believes they should rule jointly. *Julianus'* wife, *Lodena*, wants to be queen and refuses to let him share authority with his brother. *Gambrian* agrees, however, to let *Julianus* rule since he was born first.

1,299 Years Ago: During his first nine year reign, Queen *Lodena* bears King *Julianus* eight children, but none of them live more than a few days before dying of a mysterious illness. The Queen convinces her husband that his brother is using witchcraft against her. King *Julianus* orders his brother arrested and tried for treason. Half of the Timiro military and kingdom openly revolt against the king and side with his brother.

1,298-1,285 Years Ago: The Brothers' War. The kingdom is divided and tossed into Civil War. Thousands of soldiers are killed on both sides. With so many soldiers away from the borders, the *Zhokdath Orc Tribe* (12,000 strong) invades from the Silver Mountains. The king's military is badly weakened, but nevertheless King *Julianus* decides to ride out to meet the invasion force. He is shot dead by a longbow arrow before the battle can even begin. Prince *Gambrian* arrives with his army and defeats the *Zhokdath* tribe and their Goblin and Ogre allies.

1,284 Years Ago: Prince *Gambrian* is crowned King of Timiro. Centuries later, tomb robbers will uncover the truth about Queen *Blaque*, mother of the twins. It was she who was responsible for the death of King *Julianus*.

1,232 Years Ago: Fearing the rise of the Timiro Kingdom, *Emperor Llhacnac* of the Western Empire orders spies and assassins to find any means to bring about the downfall of the kingdom without the empire having to resort to an actual military campaign.

While on a hunting trip on the Island of *Enry*, *King Naurek the Second* and his party are ambushed and killed by assassins. In the city of *Sulanok* in the *Land of the South Winds*, the 12-year-old *Prince Trophon* receives news of his father's sudden death. According to the King's Will, he orders his trusted Elf friend, *Amrad-Hal* to serve as *Lord Protector* and help him assume the throne of Timiro. Both the child-king and his protector sail from *Sulanok* to the growing port city of *Rankin*. According to legend, a *Demon Black Ship* intercepts their ship and destroys it. *Trophon* is "allegedly" captured and sent back as a political prisoner of the Western Empire. Of course, the Empire of Sin denies any involvement and never acknowledges that *Trophon* is being held in their custody.

1,231-1,201 Years Ago: For almost 30 years, *Amrad-Hal* keeps the throne safe from all false claims. The Lord Protector rules in proxy for the missing prince while a legion of heroes

search for Trophon. Despite much protests and backfiring, the Lord Protector's rule is fair and just. Things might come to a violent end if not for the fact that many Mind Mages confirm that their psychic powers indicate the missing King is, indeed, very much alive. Knights and spies of Timiro, as well as heroes and adventurers from across the land, search the Western Empire, hoping to find those responsible for the prince's "disappearance" and free him from wherever he is being imprisoned. Eventually, the Elf Wizard-Knight, *Agbusl Coraldive*, and the human (actually a Changeling) Mind Mage, *Icon Spiritfinder*, track down Prince Trophon. They are horrified to learn he has become the mind slave of a Master Vampire – *Teshane Blackwind*.

The two heroes slay the vampire and all of his minions. With the vampire slain, Trophon is free of the monster's influence and returns, home where he is crowned King. Trophon rules for 31 years. The faithfulness shown by his Elven Lord Protector, and other Elves in service to the kingdom, moves King Trophon to declare the most prestigious branch of the Timiro Military, **the Sentinels**, to be open to any Elf of indisputable noble lineage or great renown. Amrad-Hal is named General and given leadership of this distinguished group. This act offends many of the human noble houses, who feel King Trophon's time in the Western Empire may have corrupted him.

1,168 Years Ago: At 73 years old, King Trophon becomes subject to an increasing number of ailments. He eventually falls fatally ill but lingers on long enough to add some revisions to his will, the most important being he names his youngest son, *Prince Narraphon*, the heir to the throne, and names his oldest son, *Duke Isymar*, Admiral of the Timiro Navy. *General Grandesse*, Leader of the Light Calvary, objects, saying he has received intelligence reports that the two sons are really spies and loyal subjects of the Western Empire.

1,167 Years Ago: Just after King Trophon's death, a conspiracy forms among a number of disaffected gentry, many of whom were non-supporters of Trophon and his choice of appointing Elves to the rank of the Sentinels. The conspiracy is led by *General Grandesse*. When rumors arise that both brothers are plotting to have the Timiro Navy destroyed with a surprise attack by Demon Black Ships, General Grandesse proposed that *Belgerphon Tustor*, a third cousin to King Naurek, return from exile and take the throne.

Convinced the brothers are secret agents of the Western Empire, General Grandesse raises a substantial force and marches toward the City of Timiro. *Amrad-Hal* and hundreds of Sentinels meet the general's superior forces before they reach the kingdom. The two armies clash, and despite their bravery, Amrad-Hal's forces are defeated. He is captured, convicted of treason, and beheaded by General Grandesse. Word of this action and the fact that the army continues to advance upon Timiro, provokes thousands of humans and non-humans alike, especially Elves, to join the forces of *King Narraphon the Third* to defend the kingdom. The general finds taking the kingdom is no easy task and civil war continues for more than a decade.

In the battle for the City of Timiro, the warrior hero *Icon Spiritfinder* leads a cavalry charge deep into the enemy ranks, in an attempt to end the battle quickly and slay the general. Eyewitness accounts tell how Spiritfinder came within a sword's length of the general's throat before being brought down by his old friend, turned rebel, *Agbusl Coraldive*. The meeting leaves both famed

heroes mortally wounded. Their death has a devastating and demoralizing effect on King Narraphon III and his loyal supporters.

1,157 Years Ago: After eleven years of civil war, the king is losing the support of his subjects. Though there has been no evidence of him or his brother being pawns of the Western Empire (certainly the Empire of Sin has not sent an army or ships to quell the rebellion), it seems only a matter of time now before the rebels win the kingdom. The king consults a Psi-Sensitive who tells him he can only save that which means most to him. King Narraphon becomes convinced he must save his wife, *Queen Kathanne*, and his daughter, *Surra*. Members of the Timiro Thieves' Guild agree to smuggle the queen and princess out to safety. *Duke Isymar* receives word that the Western Empire is willing to send forces to help the king and crush the rebellion for certain favors. Knowing that if they agree, the false rumors of their affiliation with the empire will be assured, the king and the duke willingly surrender to the general. Days later, they are tried for using a foreign power (the Western Empire) to pursue personal interests rather than the good of Timiro. Despite having no witnesses or evidence to support these allegations, the king and his brother are found guilty of treason and sentenced to death.

1,156 Years Ago: *Belgerphon the Second* is crowned King of Timiro. According to legend, the spirit of *Amrad-Hal* appears before the new king in a vision to tell him that neither brother was an agent of the Western Empire and pleads for their lives. It does not stay his hand. Dethroned King Narraphon and his brother, Duke Isymar, are beheaded as part of a public spectacle. General Grandesse dispatches mercenaries to find and slay the men's wives and children, but they are nowhere to be found.

A short time later, General Grandesse discovers that *Emperor Lhacananac* of the Western Empire had orchestrated the entire rebellion. Narraphon and Isymar were innocent of any collusion with the empire. The wicked emperor simply wanted to disrupt the Timiro Kingdom's growth and punish it for besting the empire in the past. The righteous General Grandesse is horrified to learn that *he* was an unwitting pawn of the Western Empire and responsible for the rebellion and the deaths of thousands, including the innocent brothers. The grief-stricken General Grandesse tells King Belgerphon of his folly, before taking his own life. The king sends word to Princess Surra that, upon his death, she and her children will be the rightful heirs to the throne of Timiro.

1,139 Years Ago: After sixteen years and having sired seven illegitimate children by various mistresses, King Belgerphon dies of mysterious causes. The suddenness of his illness and death lead to suspicion of poison in the minds of some, but most historians believe it was more likely to have been venereal disease or his own guilty conscience that eventually did him in.

Princess Surra becomes the royal inheritor of the Timiro Kingdom, but she never rules alone. It is actually a Council comprised of wealthy nobles that help her rule the kingdom. For the next century, the Timiro Kingdom knows peace and prosperity while its enemy, the Western Empire, continues on a downward spiral.

The Orc Conflict & War with the Western Empire

994 Years Ago: Having destroyed the White Rock colony in the Eastern Territory, the *Orcs of the Blood Eye Hoard* invade the eastern border of the Timiro Kingdom. The Royal Army soundly

defeats the Blood Eye Horde and the ravaged Orc army retreats back northeast. Border raids continue for the next four decades.

950 Years Ago: The Timiro Kingdom formally recognizes *Sir Aaron Penington's* claim to the *Tegyn Peninsula* in what will become known as part of the **Eastern Territory**. It stretches from the Old Kingdom River in the north to the *White Rock Mountains* and coast beyond it in the south. The Timiro Kingdom is to the west of the peninsula. Only the lands bordering the Timiro Kingdom are actively colonized at this time. Trade between Timiro and the Eastern Penington Colonies begin almost immediately.

892 Years Ago: *King Belgerphon the Fifth* marries *Lady Wilamenna*. Ten months later, she gives birth to their son, *Prince Benedek*. A year later, while campaigning in the Froud Grassland, *Belgerphon V* dies after catching an illness. Before his death, he names his wife the heir to the throne.

891-877 Years Ago: *Queen Wilamenna the Second* rules for fourteen years. All the while, she has an Alchemist give her son a magical potion supposedly made out of Elf blood once a week.

880 Years Ago: Population levels in the Timiro Kingdom are such that a flood of Timiro immigrants begin settling the interior of the *Tegyn Peninsula*.

876 Years Ago: At the age of fourteen, *Prince Benedek Belgerphon* leads a successful coup against his mother and her lover, *Lord Calaxto*, and assumes the throne. He wants his mother executed, but that would require her to be tried and convicted of treason, and while most of the barons agree that the queen failed to show due attention to the kingdom (all lies), *Cardinal Toman* argues the queen cannot be legally deposed or executed. To do so, he says, would invoke the punishment of the Gods of Light. So it is decided to imprison the queen for life.

876-765 Years Ago: King *Benedek* rules for 111 years, the longest reign in the history of the Timiro Kingdom by any human. It is assumed that the secret, alchemical potion has something to do with this. The king fathers ten children with his wife *Elzabella*, and he outlives them all. Despite his early accomplishments on the battlefield, King *Benedek's* later years are marked by failure abroad and domestic strife at home. When he dies, his 57-year-old great-grandson, *Benedek the Third*, becomes King of Timiro.

800 Years Ago: The Timiro Military loses control of Ogre Pass to a number of warring Ogre tribes. The Ogres and their Orc and Goblin minions have grown in number and military strength. The Timiro defenders have no choice but to inform the king the best they can do is "contain" the Ogre tribes. For the next eight centuries, these tribes remain the largest and most dangerous gathering of Ogres and other monsters in the region.

631 Years Ago: *Lord Hugo Thraon*, a Knight of the Sentinels and former Lord Protector for King *Acorok the Second*, undergoes a religious conversion to the *Cult of Set*. He decides to kidnap King *Acorok's* infant son, *Etham*, in a bid to win favor and power from the god *Set*. He later offers the child as a blood sacrifice to the God of Darkness in exchange for the throne of the kingdom.

Influenced by the treachery of *Lord Thraon* who has planted lies and suspicion in King *Acorok II's* mind, the king declares his marriage to *Queen Esabel* has been the product of witchcraft. Five men, including the Queen's own brother, are arrested under charges of high treason. (The Queen's brother is accused of incest with his sister!) The Queen is also accused of adultery, incest and high treason. Although the evidence against them is unconvinc-

ing, all of the accused are found guilty and condemned to death. The moment the queen is executed, King *Acorok* flies into a fit of rage and throws himself upon his sword.

As he lies dying, he orders *Lord Hugo Thraon* to assume the throne of Timiro. It is tradition that the king's word cannot be questioned, and many nobles (a majority now being secret followers of the *Cult of Set*) demand that the dying king's order be obeyed. Opposition comes from the king's niece, *Lady Ormunda Lorhek*, and her supporters, declaring she is the rightful heir. For two years, the military assumes authority over the kingdom until the matter is settled. Eventually, a number of dissenting nobles are convicted of high treason and executed. Fearing for her life, *Ormunda* flees to the *Land of the South Winds*, allowing *Hugo* to be crowned King of Timiro.

625 Years Ago: King *Hugo Thraon* promises *Lady Ormunda* and her supporters will be pardoned if they return to the kingdom. She is invited to attend a royal banquet where she will be proclaimed an heir apparent if *Hugo* and his bride, *Zamale Farcairn*, do not sire any children within their lifetime. *Lady Ormunda* and her supporters agree, but during the banquet, King *Hugo* declares *Ormunda* and her followers to be traitors. He orders them imprisoned, to be tried and executed as quickly as possible. On the way to the gallows, King *Hugo* and his "Witch Queen," as *Zamale* is known, are struck down by an avenging Seraph Spirit of Light. King *Hugo* and his Queen are revealed to be servants of a death cult from the *Land of the South Winds*, destined to bring destruction to the kingdom. *Princess Ormunda* is released at once and crowned the rightful ruler of the kingdom.

600 Years Ago: Warrior *Lintalt Grimheart* nearly singlehandedly prevents the City of Timiro from falling to Ogre and Orc invaders, and in the process, saves *King Jephon the First* on the battlefield. King *Jephon* bestows the honorary title *Knight of the Realm* upon him. It is also the last time any monarch of Timiro takes the *Sword of Light* onto a battlefield.

500 Years Ago: In response to the increasingly numerous and bloody Ogre invasions from *Aberla Pass*, the kingdom builds three outposts, *Fort Aberla*, *Fort Tirr*, and *Fort Pont*. They, and the efforts of many adventurers, knights and heroes, succeed in crippling the Ogre tribes in and around the *Silver Mountains*, making the southern portion of the *Old Kingdom Mountains* and Timiro mostly safe for humans and their allies.

420-415 Years Ago: The Plague Years. A plague that many credit as the *Curse of Manaqua* sweeps through the Timiro Kingdom. One quarter of the human population perish, including six heirs to the throne.

413 Years Ago: The Western Empire Invasion. The Summoner-Emperor, *Fimosob Hazo*, launches the greatest human offensive in Western Empire history against the **Timiro Kingdom**, **Eastern Territory**, and the **Land of the South Winds**. A fleet of Demon Black Ships forms a blockade around Timiro, the *Land of the South Winds* and the *Floenry Islands*. The Imperial Army advances on the *Old Kingdom* from inland in an effort to attack the Timiro Kingdom by land and sea. The Western Army is forced to retreat when it runs up against insurmountable waves of Ogres, Orcs, Goblins, Trolls, Giants and Kobolds throughout their trek across the *Old Kingdom*, and especially as they near the *Old Kingdom Mountains*. Unbeknownst to the monstrous barbarians, they have just saved Timiro from invasion. For the Ogres and their allies, it is a simple matter of not allowing any army of humans into "their" domain.

Able to focus its attention on one front at sea, the Timiro Kingdom mounts a devastating response to the Western aggression. Despite the power of the Demon Black Ships, the superior Timiro Navy and its Sea Serpent Killer Ships destroy half of the Demon Black Ships, forcing them and their demonic minions to retreat.

411 Years Ago: The Timiro Kingdom, the Land of the South Winds, and the Kingdom of Bizantium join forces and take diplomatic action to stop the Western Empire from taking any further action against them or the fledgling Eastern Territory. If the West continues to force the issue, the three kingdoms will wage a united war against the empire. A war it cannot win.

409 Years Ago: The Western Empire is forced to surrender and sign the *White Paper*, which declares the empire shall never again build or use the Demon Black Ships. Emperor Hazo refuses to sign the treaty and disappears, never to be seen again. Hazo's replacement, *Emperor Chuliyi XII*, signs the treaty, scuttles the fleet of Black Ships, and banishes the Imperial Corps of Summoners from the empire.

405-314 Years Ago: *Belgerphon the Sixth*, the three-year-old son of *King Naurek the Fifth*, becomes king of Timiro after his father develops dysentery on a battlefield and dies. The king's brother *Stanonar* is named "Regent" until young Belgerphon turns 14 years old. All together, King Belgerphon VI reigns for an impressive 91 years. During his reign, the Timiro Kingdom continues to decimate the Ogre and Orc barbarian tribes along the eastern and northeastern borders of Timiro. The Orc slave population represents nearly half of Timiro's total population. Orcs and Ogres who are not slaves are treated just as poorly. Many Elves point out similarities between their rule of Timiro in the past, when they treated humans like slaves, and the way humans treat the monster races. The criticism falls on deaf ears.

The Lost Years: 290-140 Years Ago

290-271 Years Ago: Records for these eighteen years are forever lost. It is believed an internal civil war between several of the noble houses and the royal family occurred during this period. The one thing history does record is the *Rockaxe Ogre/Orc Tribe* attacking Fort Calda from Ogre Pass. The only reason the fort survives is thanks to magic support. A lesson the Ogres will never forget.

243 Years Ago: *King Naurek the Sixth* is dying of cancer. Having no heirs of his own, his Chief Minister, *Cecil Mothik*, drafts a proclamation that allows his cousin, *Lyphe the First*, to ascend to the throne. A few weeks later, King Naurek dies, but at the same time, Lyphe contracts typhoid fever and he too dies. As a result, it is *Acorok the Fourth* who takes the throne, and the benevolent king rules for nearly 96 years.

200 Years Ago: In search of iron ore deposits, the hidden Dwarven *City of Iron* is discovered. *King Acorok IV* makes an agreement with the Dwarf King, *Ftogy Ironmelter*, in which the Dwarves agree to mine the ore, process the iron and manufacture arms and armor for the Timiro Kingdom. They retain complete autonomy of their city and full control over all mining, smelting, and forging operations, as well as final say about the quantity, quality, price and distribution of said weapons and armor. In exchange, the Dwarves can trade other goods with the Kingdom of Timiro and the Dwarven community shall be protected as if it were a city of Timiro. Indeed, all Dwarves from the City of Iron are given the status of citizens with equal rights as humans and Elves. King Acorok IV pledges, "As long as Timiro stands, the

City of Iron shall remain a free Dwarven state under the protection of Timiro." The City of Iron is known by men as *Acorok* and part of the Timiro Kingdom.

150 Years Ago: The Titan, *Instrator*, is granted the land of *Basst* as a fief for outstanding service to the throne. Using his personal fortune, the Titan establishes a school that evolves into an institution of higher learning.

Yisterwald & the Death of Kings

146 Years Ago: King Acorok's youngest son, *Feydra the Second*, learns his father has been dead for over a year, yet his animated corpse has been ruling the kingdom, powered by the Necromancy magic of his father's Court Summoner, *Yisterwald*. Once the truth is discovered, the vile Summoner-Necromancer calls forth an army of the dead and a host of demons. He sends them out to slaughter all of Acorok's children (4 sons and 3 daughters) and grandchildren (16 total). Upon accomplishing that, Yisterwald names himself ruler of the Timiro Kingdom.

145-132 Years Ago: For thirteen years, the Timiro Kingdom endures the tyrannical authority of *Yisterwald* and his debauchery. Hundreds of Elves, Dwarves, Gnomes, and Goblins in the kingdom are arrested on trumped up charges and put to death; many killed by the Summoner's own hands in order for their life force to fuel his dark magic. Death cults and dark churches also start to manifest in Timiro during his reign. Eventually, the Timiro Military under the command of *Sir Lintant Grimeheart*, *Colonel Staffen Blaque*, and *Duke Alele Ceceil*, lead thousands of Sentinels and Timiro soldiers to challenge the usurper King Yisterwald and kill him. The evil Summoner/Necromancer's skeleton army is completely destroyed, his demons banished back to Hell, and all known death cultists and supporters of Yisterwald are put to the sword. Afterward, the military leadership forbids the duke the right to take the throne, declaring King Acorok's only surviving grandson, *Fredium*, will become king when he reaches the age of fourteen.

130 Years Ago: Credia, by default, becomes the capital city, because it serves as the base for the Royal Army and Training Camp, and the military has taken over the administration duties of the kingdom. As a result, many of the old noble families in the City of Timiro take up residence in Credia or cities nearby. With them come more merchants, artisans and servant classes.

125 Years Ago: The military refuses to give up rule of Timiro when *Prince Fredium* reaches the age of fourteen. Many military leaders believe they should remain the authority of the nation. Fifteen-year-old Fredium wields the *Sword of Light* and, supported by *Cardinal Bodiad*, unites the people. Not wanting another civil war, public mandate forces the military to surrender their authority, but not before making Fredium sign the *Doctrinum Necronium*, a royal decree that outlaws Circle Magic, Necromancy and Witchcraft. Anyone proven to practice one of these dark magicks is to be publicly executed after torture.

King Fredium only rules for 13 years before he dies of the plague.

112 Years Ago: When 69-year-old *King Narraphon the Fifth* (Acorok's only surviving second cousin) is crowned King of Timiro, he does not move back to the palace in the City of Timiro but remains in Credia. This act officially makes the city the new capital and the seat of power for the Timiro Kingdom.

109 Years Ago: King Narraphon rules for three years before he is assassinated in Old Timiro. It is the third attempt on his life

by members of the *Cult of Panath*. Afterward, 16-year-old *Princess Wilamenna* becomes the new monarch, but in truth, it's Lord Protector *Vidi Redmail* (the first Dwarf given such status) who actually rules the kingdom.

104 Years Ago: Twenty-year-old *Lord Zapharan*, Wilamenna's stepbrother (her father remarried), is determined to take the throne, but presenting a rationale to gain support for his cause proves troublesome. He argues that Wilamenna, through her misgoverning and allowing the country to be ruled by a Dwarf, has rendered herself unworthy of being Timiro's monarch. However, Zapharan is not next in line to the throne. The heir presumptive is Wilamenna's 15-year-old younger brother, *Lionel* (same father and mother). The problem is solved by emphasizing Zapharan's descent, proving himself to be a surviving grandson of Acorok's third son (who did manage to survive Yisterwald's purge of the family). Wilamenna surrenders to Zapharan at the original palace in Timiro, promising to abdicate if her life will be spared. On arrival, she is imprisoned. *Zapharan the Second* is crowned king the following day.

100 Years Ago: *Duke Cardinal Jonquil* spends his entire fortune to turn the failing mining town of *Smia* into one of the most important cities involved in the horse trade. The city has become renowned for producing some of the world's finest horses and ponies, second only to the Western Empire.

The city of *Tanis* becomes the kingdom's new lumber capital.

96 Years Ago: *Cardinal Wilka*, known as the Prophet of Light, uses his influence and radical supporters to seize the throne following the mysterious death of *King Zapharan the Second*. The moment he seizes power, he starts persecuting all other religions, including the Church of Light, which has become the most popular religion in the kingdom.

Princess Wilamenna is released from her prison when she promises to marry Zapharan's younger brother, *Lord Jonquil*. They have three children, all boys.

90 Years Ago: On the steps of the Cathedral of Light and Dark, *Cardinal Wilka* proclaims the growing popularity of the *Church of Light* shall never eclipse the true **Church of Light and Dark**. He even goes as far as to pronounce it is profane to exclusively worship the *Gods of Light*. He finishes his speech and is struck down by one of his own bodyguards, a Holy Crusader who took offense to his words. The fact is, the Church of Light is twice as popular as the old Church of Light and Dark.

That same day, *Jonquil the Fourth* is crowned king and the Cardinal and his proclamation is all but forgotten by all, except for zealots and members of the Church of Light and Dark, who see their influence fading and coffers shrinking.

77 Years Ago: The City of *Aracho* becomes the largest city in the eastern part of the Timiro Kingdom. The City of Timiro is officially renamed *Old Timiro*.

65 Years Ago: Rumors have it that members of the *Black-raven Thieves' Guild* have found the ruins of the legendary **Tombs of Gersidi**. Only one individual survives the exploration of the ruins, and he is quite insane from the experience. He has no memory of where the ruins are located (even psychics can't pry the info from his distressed mind), and the madman recounts gruesome stories of murder, death, ghosts and vampires.

King Gedro's Reign

32 Years Ago to Present

32 Years Ago: *King Belgerphon the Seventh* falls ill with a large abscess. After receiving a special blessing from his chaplain, *Father Palance Medean*, the king recovers for a brief period, then a week later, dies of a stroke. He is succeeded by his fourteen-year-old grandson, *Spatenrok the Third*, the only child of King Belgerphon's firstborn son, *Prince Rasom the Second*, who would have been crowned king, but he died the year before when thrown from his horse in the streets of Credia. King Belgerphon's second son, twenty-four-year-old *Gedro the Third*, believes it's unfair that he is passed over, but by tradition his nephew is the heir apparent.

30 Years Ago: Sixteen-year-old *Spatenrok* marries seventeen-year-old *Lady Vorkink*. Nine months later, the Queen gives birth to an infant boy, who they name *Spatenrok the Fourth*. The child dies a month later from the plague. Twelve months later, the couple has a second son, who they name *Spatenrok the Fifth*.

25 Years Ago: *Spatenrok the Third* has a child with an unidentified woman whose name remains unknown. The exact date of the child's birth is also unknown. The bastard child is named *Maximilian Spatenrok*, and he is raised at the palace along with his half brother, the crown prince.

23 Years Ago: *Queen Vorkink* dies during childbirth of her third child. The tragedy is compounded when the infant dies a few hours later. It is believed both may have been poisoned. *Spatenrok the Third* falls into a deep depression and a few days later, throws himself off the balcony. *Spatenrok the Fifth*, the only legitimate son of the king, is named the heir apparent at the age of five. *Duke Dous Joyeux*, a cousin to the former king (mother's side) and magistrate of the City of Old Timiro, is appointed Regent of the Kingdom.

15 Years Ago: Fourteen-year-old *Spatenrok the Fifth* assumes the reins of government. The king is shy and pious, averse to deceit and bloodshed, and allows his court to be dominated by a few noble favorites; one of whom is *Earl Falistor Docro*, a second cousin to Duke Joyeux on his mother's side.

13 Years Ago: Newly named *Cardinal Palance Medean* persuades the 17-year-old king that the best way of maintaining peace and good trade with the Eastern Territory (aka the Kingdom of Peningshir) is by marrying King Penington's oldest daughter *Ophelia*. The young king agrees, especially after hearing reports of Ophelia's stunning beauty, but instead of having her brought to Timiro, he decides to travel to the city of Peningshir to meet her. The royal carriage, accompanied by dozens of Sentinels and his entourage, travels across the kingdom. While traveling toward the City of Gedro, the king suddenly becomes very ill. When his assemblage arrives in the city, the lad dies from a viral respiratory illness, but the Abbot of Gedro is convinced it was an assassin's poison. According to the rules of succession, twelve-year-old *Maximilian Spatenrok* can NOT ascend the throne being an illegitimate child. This makes forty-two-year-old *Gedro the Third*, King Belgerphon's second son, the legitimate heir. He and his beautiful wife, *Lady Merazaga*, bring their three children to the palace.

10 Years Ago: A strange visitor arrives at *Enry island*. He calls himself *Noah* and spins tales of himself and his companions and their battle against the last of the awakened Old Ones. At some point, a priest of the Church of Light objects to a minor

point in the retelling of his tale. This leads to an argument that escalates into a feud, with different members of the island population taking sides. One group sides with the Church of Light, the other side with the mage Noah, who makes the claim that the god Thoth is himself an Old One! This establishes *the Anti-Thoth Cult* on Enry Island.

Also at this time, a Monk Scholar and a handful of Warlocks and adventurers discover the *Place of Magic*.

9 Years Ago: The Queen gives birth to a third son, *Laden*. The young prince is his father's pride and joy.

8 Years Ago: A secret pact is made between *Father Tarka of Baca* and the Ogre leader, *Master Slayer*. This agreement insures a regular and steady flow of supplies for trade between the Ogres and the town. The agreement also promises to exempt the town from future Ogre and Orc raids. Because of the agreement, Baca prospers. Father Tarka and his fellow co-conspirators grow rich and the Ogres grow in number and embolden.

7 Years Ago: Eighteen-year-old *Maximilian Spatenrok* is named the royal magistrate of Old Timiro by the king. He marries *Rita Joyeux*, the only child of *Duke Dous Joyeux*. The duke is convinced *Cardinal Medean* was involved in the terrible tragedies that have plagued his family for the last thirty years, and a bitter feud develops between them.

5 Years Ago: Scouts and locals in the Dominion of Man report signs of large numbers of Ogres and Orcs congregating in the mountains north of Timiro. King Gedro's military advisors find no evidence to support this claim and tell the king the report is in error.

4 Years Ago: *Windthrop* becomes an official town. *Raven Darkhold* and his friends secretly discover an ancient secret beneath the *Place of Magic*. They agree to never reveal its contents to anyone.

1 Year Ago: *Earl Falistor Docro* dies of tuberculosis. His twin sons, *Madlock and Winchester Docro*, rise to prominence.

King Gedro sends his son *Bartholmew* to the city of *Aria* to appease the lad's thirst for power and to keep him away from his older brother, the crown prince, and his younger brother, *Laden*.

On two separate occasions, Fort Calda is assaulted by a marauding band of Ogres. The four Ogre leaders of Ogre Pass start planning their invasion of the Timiro Kingdom. They are joined by Changelings driven out of the Old Kingdom Mountains, who seek revenge for the centuries of persecution their race has suffered at the hands of humans and Elves in the region. Queen Merazaga barely escapes an assassination attempt. The assassin is never identified.

Timiro Today

King Gedro is suspicious of everyone. He believes a member of the royal family or one of the influential noble houses is plotting to kill his wife and his sons. To ensure his family remains safe, he pays tens of thousands of gold in protection fees to several assassin guilds. Most of this money comes from the treasury of the kingdom.

Cardinal Medean is following in the footsteps of *Cardinal Wilka* in trying to make the *Church of Light and Dark* once again the only religion within the kingdom. Medean is so ambitious and driven, he is trying to position himself above and beyond the authority of the king when it comes to religious matters. But first he must deal with his rival, **Duke Spatenrok**.

The Ogres and Orcs of the Old Kingdom. As the leaders of Timiro feud amongst themselves and make trade deals with the Eastern Territory, Land of the South Winds and Bizantium, they seem unconcerned that the kingdom's nonhuman slave population has reached a dangerously high percentage. Roughly half the overall population of Timiro is composed of *Orcs, Goblins, Ogres* and other *nonhuman slaves*, even including some *Wolfen* and *Coyles*. The fear of some, is that should there ever be an invasion by Ogres and Orcs, the slaves will rise up to join the invaders and sack the kingdom. In the event of an uprising, there are simply not enough soldiers to keep the masses of slaves in line.

Many people, including the royal court and military leaders, believe there is nothing to fear. They are confident the barbaric "monster races" in the Old Kingdom can never organize well enough or long enough to mount an effective invasion against Timiro. These same individuals insist the slave population would never have the courage to join such invaders, and love the safety and comfort civilization has to offer. The slaves have it too good in Timiro to ever side with savage invaders. Besides, it is a moot point, because the Timiro leadership cannot believe the Ogres and Orcs have any intention of launching an invasion nor prompting insurrection from within. They'd be slaughtered. Again. And the monsters know it. Thus, Timiro's leaders are confident that concerns about Ogres and Orcs are much overblown.

Perhaps. However, Ogre and Orc aggression throughout the Old Kingdom is at unprecedented heights. So are the number and size of tribes of these warlike barbarians. A small army led by Ogres and composed of Orcs, Goblins and other "monsters" has recently attacked Fort Calda at Ogre Pass. It was the fourth such attack over the last two months, and the largest. Those who worry about such aggression point to the Fort Calda assaults as reason to be concerned. They are dismissed by the authorities, who are quick to point out the attack was a one-sided affair in which the barbarians were massacred and Timiro casualties were minimal. The confident Timiro Military sees Fort Calda's triumphs as proof the barbarians are no match for Timiro's warriors and wizards.

Which side is correct in its assessment of the danger may be played out sometime in the future, with the safety of the Timiro Kingdom hanging in the balance.

Timiro Royalty and Family Bloodlines

The monarchy is counterbalanced by powerful and influential social classes and castes within the realm, i.e., the noble houses, the Church of Light and Dark (the fading official religion of the kingdom), the Church of Light (the more popular church among the majority of citizens and growing in popularity), influential guild houses (merchant guilds, magic guilds, craftsmen, builders, etc.), Elven houses, and to a lesser degree, Dwarven houses, farmers and the peasantry. However, the ruling monarch and the families of royal bloodlines wield considerable power.

The Timiro Kingdom is ruled by an absolute monarchy in which the monarch exercises ultimate governing authority as head of state and government. The monarch exercises total power over the land and its subject people.

The Timiro monarch is also the supreme judicial authority. He or she can condemn any Timiro citizen to death without the right

of appeal. It is the ruling King or Queen's duty to punish offenders and take reasonable measures to administer justice and keep their people safe. The monarch has the power to make and implement laws as well as to change, amend and annul them merely by giving his or her decree.

The authority of the monarch is automatically passed on to the monarch's oldest legitimate child unless the monarch deems differently by his/her own decree while still alive. If the child is under the age of accession (14), the authority of the kingdom is to be held in proxy by an appointed *Regent* until the child monarch reaches age. The proxy is named by the monarch before his/her demise. In the event of the monarch's death before such an appointment is decreed, the Protector or Regent is named by the monarch's surviving spouse or oldest living relative.

When the royal inheritor reaches the age of 14, he or she has the choice to accept the obligation or abnegate their claim to the throne, in which case, his or her younger sibling or close living relative will be named heir to the throne. This individual, however, will not be given the title King or Queen, but Prince or Princess. This title can also be given to a monarch who, for some reason or another, was never officially crowned, but because the person is of the royal bloodline, he or she is accepted by the populace and the nobility. The line of succession is restricted to persons of the *royal bloodline*. That means only those legally recognized as born into or descended from the reigning dynasty or a previous sovereign can be named leader of the realm. Traditionally, the monarch's eldest male and his descendants take precedence over his siblings and their descendants. Children represent their deceased ancestors, and the senior line of descent always takes precedence over the junior line, within each gender.

On a few occasions, the Timiro Military has assumed the governing authority of the kingdom. Under such circumstance, a *Lord Protector* is chosen among the generals or named by a majority from the noble houses. The Lord Protector wields the same power as the monarch or Regent except his/her offspring have *no* claim to the throne. Upon the Lord Protector's demise, a new protector will be named. When a the rightful heir comes of age and is able to assume the throne, the Lord Protector and the military surrender the authority of the realm, and give it back to the monarchy.

The Timiro monarchy traces its origin back centuries to *King Spatenrok the First* and his younger brother, *King Gregory the Just*. While King Spatenork had no children – in fact, he never took a wife – his brother had two wives, from whom he fathered twenty children. Each of his 20 offspring, in turn, lived to have children themselves. Some of these children became monarchs, as did their grandchildren. There are only a few times in the kingdom's history when a non-descendant of the royal family assumed the throne, yet on each occasion, even when it appeared the royal line was broken, a true descendant was eventually returned to the throne.

Nearly every Timiro monarch has had their reign marred by civil strife and conflicts between the monarch and the other noble houses. On several occasions, the monarch faced insurrection and rebellion from his own offspring(s), sibling(s), or spouse. For the last five hundred years, barons of the ruling noble houses have sought to limit the monarch's royal power. So far, each monarch has successfully maintained the monarchy's absolute royal power, but that does not mean the fight against it will ever cease.

The one counterbalance to effectively keep the Timiro monarch in check had been the **Church of Light and Dark**. Arguably, the Cardinal of this church is the second most powerful authority figure in the kingdom. The Cardinal wields great influence upon the throne, acting as one of the court's most trusted and loyal advisors. The Cardinal and bishops of the church also have considerable influence among the royal families and noble houses. The church is able to use those connections to negotiate compromises, grant favors and uses its influence to help the different guilds and other powerful people of Timiro. In addition, the Church of Light and Dark has many influential connections within the *Land of the South Winds* and the *Eastern Territory*. However, the church's influence over Timiro's citizenry and peasantry is waning fast. They prefer the Church of Light.

While the monarch has always been able to rally support for and from the various noble houses, the Church can draw support not only from the nobility, but from all its followers within the kingdom. And, as mentioned, the Church has support from a number of foreign relations, particularly within the *Kingdom of Penington*, *the city of Haven*, *the city of Khemennu*, *the Middle Kingdoms of the Western Empire*, and the *Land of the South Winds*. And in some extremely rare instances, the gods themselves, and their allies. In the past, the Church of Light and Dark has provided political and/or economic pressure to force the Timiro monarch to give in to the direction suggested by the Church. Perhaps even a greater power held by the Church is the ability to deny healing services and/or resurrection to the monarchy regardless of need or desperate circumstances. According to Church law, this refusal ensures the monarch understands that his/her decrees will never overshadow his/her own morality and the judgment of the gods themselves. The resurrection of a fallen monarch is a rare and precious gift. A gift with many strings attached. To avoid the appearance of impropriety and unfair influence, the church seldom grants this gift.

Key Individuals in the Timiro Kingdom

King Gedro the Third

Since he was five years old, Gedro Farrule dreamed of the day he would sit on his father's throne, but alas, as long as his father, *King Belgerphon the Seventh*, and his older brother, *Prince Rasom the Second*, lived, that would never happen. So Gedro sought recognition as a jousting knight. His reputation as a gallant knight followed him as he constantly moved from one tournament to another across the kingdom. His cousin, *Lord Valdin Farstalk*, the Duke of Aracho, and Prince Gedro were the main patrons of such tournaments. If Gedro lacked political weight, his patronage of jousting and combat games gave him celebrity status throughout the kingdom and in Peningshir (Eastern Territory). Some claim he was the best prince who ever took up a shield, and certainly the most daring and best of all tournament contestants.



For Prince Gedro, the games allowed him to vent his anger and frustration. He and his father had always been strangers toward each other.

Within a short few years, the impossible unfolded. One after another, the heirs to the throne met with an unexpected end until Gedro stood to inherit the throne. The warrior prince was as shocked as anyone. Father had never favored him and had made it clear he would never ascend to the throne, yet there he was.

Following his father's wishes, King Gedro decided to wed Lady Merazaga, daughter of *Lord Imutas*. The two had been betrothed when he was but a child of 5 years of age and she was two. They were married by *Cardinal Palance Medean*.

Upon being crowned King, Gedro made immediate changes to the royal council, replacing the old guard with those he knew and trusted. Gedro worked tirelessly to strengthen the kingdom, restore alliances with the Kingdom of Peningshir (Eastern Territory), and flaunt the might of his superior navy to the rest of the world. He also looked for ways to give favor to potential political enemies, such as naming *Maximilian Spatenrok* magistrate of Old Timiro.

The king has been blessed with four healthy children, *Tarat*, the oldest son, a daughter named *Lucretia*, another boy named *Bartholmew*, and a few years later, a son named *Laden*. Though King Gedro cares about all his children, the youngest, *Laden*, is his pride and joy.

As monarch, King Gedro has his share of detractors, rivals and enemies, and their constant sniping and double-dealings have made the king paranoid. Of all the enemies he faces, it's his younger sister, however, whom he fears the most. *Lady Cedess* is a greedy and manipulative shrew maneuvering to find herself an opportunity to claim the throne. So obsessed is *Lady Cedess*

with attaining the throne that King Gedro has become convinced that she is responsible for the unlikely string of death and tragedy that put him on it, and her only a step away from it. Adding to his paranoia is the fact his wife almost fell victim to an assassin's blade. The attempted murder was foiled, but the assassin escaped. This has left King Gedro so paranoid that he suspects everyone of conspiracy or treacherous doings.

In the last year, the king has begun spending the treasury of the kingdom to pay protection fees to assassin guilds and hiring secret agents (the player group could be one of them) to sniff out trouble and find assassins before they can strike. This mounting fear and distrust has convinced King Gedro to send his son *Bartholmew* far from the royal court and away from the child's conniving Aunt *Cedess*. Yet, the paranoid king is unwilling to entertain the idea that the Ogre and Orc barbarians may be a problem, or that the kingdom has grown too reliant upon Ogre and Orc slaves who could rise up against them.

King Gedro tries to be just and fair, and is becoming increasingly popular among the people. His reign has brought a renewed sense of peace and order to the kingdom, making the people feel safe and content. But if war breaks out with the Ogres and Orcs, that could change overnight.

Title: Monarch and ruler of the Timiro Kingdom. Elder Noble of House Farrule.

O.C.C.: 4th level Knight, 8th level Noble.

Alignment: Anarchist (extremely loyal to his wife and children).

Attributes: I.Q. 14, M.E. 9, M.A. 15, P.S. 17, P.P. 13, P.E. 15, P.B. 15, Spd 21.

Hit Points: 58. **S.D.C.:** 36.

P.P.E.: 10

Appearance: King Gedro is of noble birth and manner. Though he is in his mid-fifties, he is fit and trim, with a warrior's build and bearing. He is handsome and many of the ladies of the court are quite taken by his looks and confident demeanor. His auburn hair is balding, and what remains is turning white. He has brown eyes and always looks regal, but he doesn't feel comfortable unless he has his sword at his side and, ideally, armor on his back. Having grown up a squire, then a knight, then champion jousting, he is quite comfortable wearing armor. In fact, he almost always wears armor under his king's robes and cape.

Age: 56. **Sex:** Male.

Height: 5 feet, 10 inches (1.77 m). **Weight:** 195 lbs (87.75 kg), all muscle.

Skills: Standard skills held by a Knight and Noble, with an emphasis on communication skills and physical combat. Gedro prides himself on his negotiation/bartering skills as much as his ability to meet his opponent on the battlefield.

Attacks per Melee: Six (2 initial, +3 from Hand to Hand, +1 from the Boxing skill).

Combat Training: Martial Arts.

Combat Bonuses: +1 to initiative, +2 to strike, +6 to parry, +6 to dodge, +2 to damage, +5 to roll with punch/fall, +4 to pull punch, disarm, and +2 to save vs Horror Factor.

Combat Skills: Punch 1D4, Power Punch 2D4 (counts as two attacks), Elbow/Forearm 1D6, Knee 1D6, Karate Kick 2D4, Roundhouse Kick 3D6, Crescent Kick 2D4+2, Tripping/Leg Hook (cannot be parried, must dodge or get knocked down), Backward Sweep (cannot be parried, must dodge or get

knocked down), Jump Kicks, all Holds, Paired Weapons, Leap Attack, Critical Strike on an unmodified 18-20, and Knockout on an unmodified roll of 20.

Weapons: Like most Timiro nobles, he has in his possession a rapier, a decorative short sword of Dwarven quality (2D4+2 points of damage, +2 to strike and parry) that has been in his family for several centuries. His favorite weapon on horseback, of course, is a lance. As the King of Timiro, he has at his disposal the *Sword of Light* (see below).

Magic Items: The **Crown of Timiro** is the creation of Elven magic that heralds back to the Age of Elves, and was once worn by the Elven Kings of Timiro. The first human to wear the crown was *Spatenrok the First*, and every Timiro monarch has worn it ever since.

When worn, the crown raises the I.Q., M.E., and M.A. attributes of the monarch (and only the reigning monarch) by three points, and provides a bonus of +3 to save vs psionic attacks, mind control, possession and illusions. Some say it is a Greater Rune Weapon, though no one has ever confirmed that rumor. Besides the Sword of Light, the Crown of Timiro is the one constant passed on to every Timiro monarch.

The only other magic item worn by King Gedro is a silver ring on his left hand, which is an *Anti-Vemon Charm* with 9 charges left on it. The charm has already saved his life from poisoning on three separate occasions.

Armor: The king likes to wear a suit of superior plate and chain, made by a nameless Dwarf armorer from Acoroc 200 years ago. Gedro won the armor competing in a tournament when he was just 18 years old. A.R.: 16, 150 S.D.C. (modified). The armor has been made with an unknown metal that reduces its noise and encumbrance penalties by half.

Money and Other Equipment: In addition to access to the treasure vault of Timiro and the money the court receives from the whole of the kingdom, the king has access to a sizeable fortune. Of course, most of this money is earmarked for the defense and betterment of the kingdom (roads, bridges, forts, combat troops, etc.), but Gedro's personal fortune is also considerable. On top of all the coin he earned competing in so many tournaments during his youth, and family land holdings, the king has a personal fortune of at least 400 million in gold, jewelry, and collectible works of art, weapons and armor. In real estate, he owns a handful of properties, each with its own castle, 10,000 acres of woodlands, 30 acres of gardens and 5,000 acres of forest worth an estimated 120 million. The queen herself owns a private collection of art, furniture, jewels and horses, worth around 110 million. And because he is the King of Timiro, it is safe to assume Gedro has access to virtually any kind of non-magical weapon or armor his heart desires, and a good number of magic items as well. However, he doesn't have access to the level of superior magic items that Emperor Itomas has as the ruler of the Western Empire. Still, it is better than most other rulers in the world.

The Sword of Light

The symbol of the Timiro Kingdom ever since *Spatenrok the First* raised the weapon over his head and declared himself king, the **Sword of Light** has been shrouded in legend and mystery. It serves as the symbol of the Timiro monarchy, and no one but

the living monarch is allowed to handle the weapon, much less examine it or borrow it.

What is known about the weapon comes from the words of Spatenrok the First. However, Alchemists and Monk Scholars who have viewed the sword from a distance have positively determined a number of characteristics about the famous weapon resting over the monarch's throne. Without question, the sword is a *Greater Lightbringer Rune Weapon*. Some believe it to have been created by the deity *Osiris* before his death. Others believe it's one of Isis' creations.

During the Elf/Dwarf War, there was supposedly a similar sword of its design and fashion in the hands of an Elf Warrior-Priest who fought tirelessly in the battle until the Gods of Light ceased their support of the war. Having his god abandon him during his people's greatest crisis, the Warrior-Priest is said to have buried his weapon in a cave in a land far to the east of the New Kingdom. Whether or not this story is true remains unimportant to the people of Timiro. If anything, they'd rather believe the weapon was put in the cave deliberately for Spatenrok the First to find and fulfill his destiny of leading the humans to their rightful place as rulers of the Timiro Kingdom.

Unlike other Rune Weapons, the **Sword of Light** is not restricted to any particular alignment (good, selfish, or evil). Anyone of any alignment can use the sword, even if their heart is the epitome of true evil, and they intend on using it to commit the most amoral crimes imaginable. Moreover, ever since Spatenrok spoke his dying words when he handed the sword to his brother, *Gregory the Just* ("Thou are blood of my blood, your hand is my hand, we are brothers united by a mother's womb, my sword is your sword."), and named him the heir to the Timiro throne, the Rune Sword can only be wielded by a blood descendant of King Spatenrok or Gregory the Just. Throughout history, many have tried to eradicate the royal family bloodline, but Gregory the Just had twenty children whom each had sons and daughters, and they, in turn, had sons and daughters. There is no telling how many humans in the Timiro Kingdom (and for that matter, the Southern Kingdom of the Eastern Territory) might be blood descendants of the first and second kings of Timiro.

Only a blood descendant can properly wield the Sword of Light, thus making it glow the famous heavenly blue and not only utilize its basic abilities, but reaffirm to the noble houses and the Timiro populace that the individual is a legitimate monarch to the Timiro Kingdom. This power of the sword is so ingrained in the minds of the Timiro populace (the nobility, peasantry, merchants, etc.), the people *will not* accept anyone the sword does not indicate to be a member of the royal family.

In the past, those who have successfully usurped the monarch and declared themselves the new ruler, quickly lost all support from their most loyal troops, followers, and fellow conspirators the moment the sword did not glow in acceptance of them. Each time the usurper met an untimely demise, often put to death at the hands of his own supporters/conspirators. And until a true member of the royal bloodline was named monarch of Timiro, no one was allowed to sit on the throne and declare him or herself monarch. Even when the kingdom has been under the authority of the military, no military leader has ever tried to wield the sword, much less rule from the throne.

The reason the sword is connected to the royal bloodline has never been completely explained, but the general consensus is that the loss of the royal bloodline would symbolize the doom

of Timiro and the collapse of the kingdom. The gods are said to have chosen Spatenrok to rule, so only his bloodline can lay claim to the throne and wield the Rune Sword with all its powers.

A Forgotten Secret: Unbeknownst to the populace of Timiro, this is a completely false claim. For the last six centuries, the Sword of Light has been *lost* and in its place is a near perfect replica. The sword presently hanging over the throne was created by a Kobold weaponsmith and Western Alchemist under the direct orders of *King Hugo Thraon*. Shortly after naming himself monarch after he successfully usurped the throne, Hugo and his wife, the Witch Queen, *Zamale Farcairn*, discovered the sword would not respond to him, for he was not of the royal family bloodline. Knowing that no one, not even his fellow loyal Set conspirators, would accept him if he did not make the Sword of Light glow, he ordered the construction of a replica, all the while refusing to take up the true sword until the fake was completed. The fake sword is nothing more than a long sword that looks almost exactly like the true sword, except it magically glows the heavenly blue color regardless of who wields it. That is all the sword does: glow. Hugo ordered the real sword to be hidden in a place never to be seen by the eyes of mortal-kind ever again.

That was over six hundred years ago, and no one is the wiser, or even suspects the truth. That, of course, could change if someone (a player character, perhaps) should stumble across the sword and by genetic luck, happens to be a distant descendant within the royal family bloodline, or brings it to one. King Gedro *is* a true descendant (as was his father), but none of that will mean anything if the real Sword of Light glows in the hands of another.

Lightbringer Sword: The True Sword of Light

Type: Long Sword.

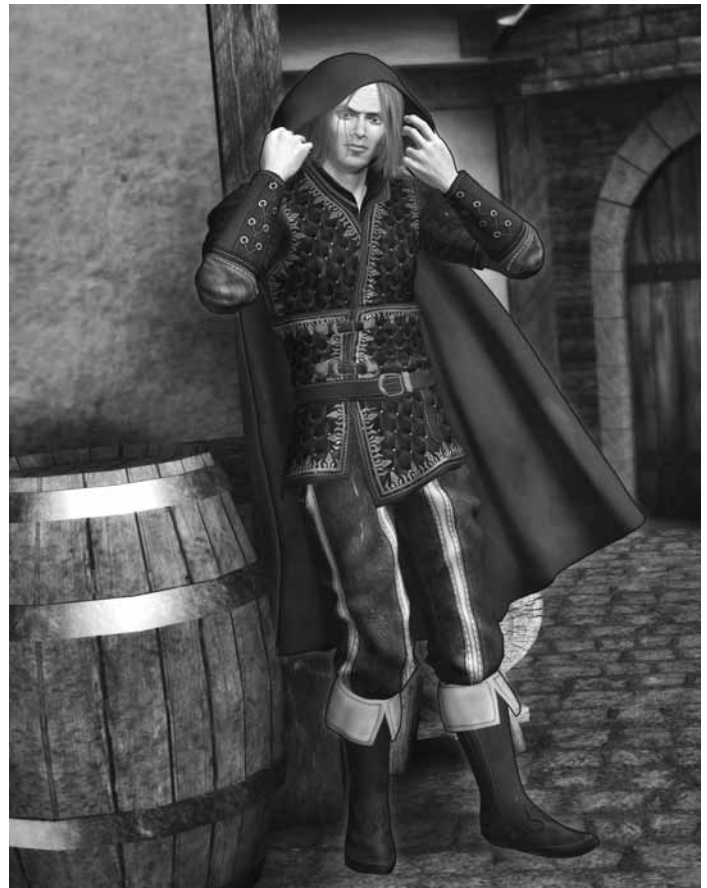
Damage: 4D6+4

Alignment: Anarchist, but compatible with any alignment. The alignment of the owner is immaterial to the Sword of Light, but the owner must be a member of the royal family bloodline otherwise the sword will function as a normal weapon, meaning none of its basic abilities will work, much less any of its special powers (save for its own indestructibility). Even creatures impervious to normal weapons will not take full damage from the sword in the hands of a false blood person: 2D6+2 points of damage.

Powers: All common Rune Weapon powers plus all Sensitive Psychic abilities, Psi-Shield and Catatonic Strike. All psi-powers are 6th level proficiency. 100 I.S.P. which is recovered by the sword at a rate of 10 I.S.P. every three hours.

Personality: None per se; the Sword of Light does not speak nor communicate with its owner, or anyone, and has little regard for how it is used.

Note: The fake Sword of Light currently in the position of King Gedro is nothing more than a long sword that radiates a magical glow the moment its handle is held. (**G.M. Note:** The real Sword of Light could be hidden almost anywhere within in the Timiro Kingdom or the Old Kingdom Mountains, or even in the Eastern Territory or Land of the South Winds; G.M. discretion. Moreover, it may have gone missing from its original hiding place and the character who possesses it may have no idea about its true importance and value.)



Tarat, the Crown Prince

Tarat is the firstborn son of King Gedro and the heir apparent to the Timiro throne. He is a far different person than his father and his two younger brothers. In fact, he is different than the whole royal bloodline in the last millennium. Prince Tarat seems to think on a higher, spiritual plan. He has great empathy for all intelligent creatures, and sees a day when humans, Elves and Dwarves live in peace with Ogres, Orcs and other nonhumans, and as equals. To most people of the day, this is lunacy, as are Tarat's many other wild ideas about the advancement of society, science and art. Such talk has led his father and many nobles within the kingdom to mistake Tarat as weak, foolish and a dreamer. Some wonder if he is even insane, as his forward thinking and openness to new ideas and trying new things threatens the status quo of the current power structure within, not just the kingdom, but the world.

Tarat was sent to school by his mother at *Instaror's Palace* in the **City of Basst**, where he learned about the monster races. Not just learn about them, but actually live among them and learn how they think. He speaks fluent Gobbely (96% skill proficiency), and understands the customs, beliefs and way of thinking held by Ogres, Orcs and Goblins. This understanding has made him determined to put an end to the hatred and injustice between men and the so-called "monster races." A lost cause, as far as most people are concerned. Sheer madness to many others. King Gedro would have objected to such "indoctrination" had he been a more present father, but he was a poor family man and cared more about matters of the court and business than his children. It was *Queen Merazaga* who made the decision for her son, and Tarat praises his mother's wisdom every day.

Despite King Gedro's concerns and fear that his idealistic and brilliant son may be weak and delusional, the king has never declared his son unfit to be the heir apparent (which is his right to do). If anything, King Gedro worries that his idealistic son won't be able to survive the political backstabbing and treachery that goes on within the court and kingdom. King Gedro would be surprised to learn his high-minded son is nobody's fool, understands politics and gamesmanship, but is also a strategist and manipulator on par with a master chess player. Should the lad get the chance, he'll be a better king and politician than his own formidable father, if for no other reason than Tarat can see the big picture and is usually five steps ahead of those around him.

Tarat knows he cannot change a thousand years of hatred, brutality and injustice in his own lifetime, but he can begin the process. And with luck, who knows what he may accomplish? His first task is to slowly and carefully change the views of slavery throughout the kingdom. He hopes to elevate Ogres, Orcs and Goblins from the slave pits to the social level of second-class citizen. While not equals, citizenship comes with certain rights, and over time, he hopes the so-called monster races will be accepted as true equals to humans, Elves and Dwarves. While most people scoff and admonish such madness, Tarat has a realistic plan and downplays his sentiment about the slave races. Ultimately, all he knows for certain is that he must try to elevate the downtrodden non-humans. And in doing so, elevate Timiro society and build for an illustrious future. Tarat is one of the few who recognizes the folly of the present dilemma with Timiro's overwhelming slave population and their mistreatment. He fears the kingdom will someday fall because of it, unless something is done to change the norm.

The prince knows the moment he starts making such changes, he will make enemies, and he and his family will be marked for death, even if the common people favor him. But the savvy prince knows how to play the game. He never speaks openly about his beliefs or plans, and knows he must make such change appear to come from the people, not him. It is only through the will of the people that such stark social change can happen. And so the lad plots and fine tunes his secret plan... all in his head, never on paper.

At present, his father is pressuring the prince to choose one of three ladies as his bride to ensure the bloodline and strengthen Timiro for the future. *Lady Velisa*, the 20 year old noble daughter of Earl Matlock (she is rumored to possess psychic powers equal to a Psi-Sensitive), *Lady Cares Propeet*, the 16 year old daughter of *Lord Propeet*, the mayor of the city of Tomoro, and 28 year old *Ophelia Penington*, the oldest daughter of *King Penington* who was supposed to marry *Spatenrok the Fifth* before his death. The king still wants a marriage between the two kingdoms to ensure the alliance is more than words on paper, but will let his son make the choice. He just hopes his son picks one of the three girls in the next few months and secures his birthright. Tarat accepts the idea of marriage, and though he finds Lady Velisa the most attractive and like-minded, he is considering Ophelia Penington for the political security it would bring to the kingdom.

Title: Crown Prince of the Timiro Kingdom. First noble son of House Farrule.

O.C.C.: 5th level Noble, 3rd level Scholar.

Alignment: Principled.

Attributes: I.Q. 19, M.E. 14, M.A. 21, P.S. 13, P.P. 10, P.E. 11, P.B. 15, Spd 13.

Hit Points: 38. **S.D.C.:** 20.

Age: 24. **Sex:** Male.

Height: 5 feet, 10 inches (1.77 m). **Weight:** 167 lbs (75 kg).

P.P.E.: 7

Appearance: Tarat looks like a younger version of his father. He has handsome features and is the talk of many young noblewomen of the Timiro court. He has long auburn hair and his mother's blue eyes. He dresses the part of a Timiro noble, but when he wants to walk among the people, he knows how to disguise himself to blend in with the common folk and even ruffians and thieves who believe him to be one of their very own. If Tarat was not of royal blood, he would have made a formidable spy, master thief or conniving wizard.

Skills: Standard skills held by a Noble, as well as the O.C.C. skills of a Scholar. He knows how to speak Gobbly and Anthropology (Monster Races) are among his special skills. Although Tarat has devoted himself to education, philosophy and the extrapolation of ideas, he is a natural strategist, leader and power-player in the world of politics. He is also a cunning fighter and knows how to defend himself and fight bravely in combat on and off the battlefield. Subtle manipulation, deal-making and negotiation are his favorite weapons, though he is no slouch with a sword and lance.

Attacks per Melee: 5 (2 initial, +3 from Hand to Hand).

Combat Training: Expert.

Combat Bonuses: +2 on Perception Rolls, +1 to initiative, +2 to strike, +3 to parry and dodge, +2 to roll with punch/fall, +4 to pull punch and disarm, and +2 to save vs Horror Factor.

Combat Skills: Punch 1D4, Power Punch 2D4 (counts as two attacks), Elbow/Forearm 1D6, Knee 1D6, Karate Kick 2D4, Tripping/Leghook (cannot be parried, must dodge or get knocked down), Backward Sweep (cannot be parried, must dodge or get knocked down), and all Holds.

Magic: None.

Psionics: A Minor Psychic with 41 I.S.P. and the following abilities: Empathy (4) and Sixth Sense (2).

Weapons: Like most Timiro nobles, he carries in his possession a rapier of Dwarven quality (2D4 points of damage, +1 to strike and parry). However, his main weapon is a magic long sword named *Troll Slayer*, given to him by an Ogre Shaman when he lived among their tribe. The enchanted blade does 3D6 damage to all normal opponents, but glows like a red coal whenever an opponent is a Troll of any size or a giant who stands 11 feet (3.3 m) tall or bigger, in which case the weapon is +1 to strike and does an additional +6 points of damage. The Shaman told him the Troll Slayer was very ancient and crafted by neither Dwarf nor Elf, but a race that is long forgotten. The Shaman bequeathed the lad the sword, saying it was destined for a great king.

Armor: As a "knight of the realm," he wears a suit of plate and chain with the symbols of the Timiro Kingdom and House Farrule; A.R. 15, 100 S.D.C.

Money and Other Equipment: Tarat has limited access to the treasury vault of the Timiro kingdom. He has a personal fortune of 320,000 in gold, some land, and access to nearly limitless resources and equipment (non-magical mostly). He doesn't care much about money, so his own personal estate is not very large.



Cardinal Medean

Behind the veil of this pious man beats the heart of a monster seeking to rule the world. Palance Medean is the youngest son of a minor noble family. He took his first steps in the religious life when he was sent to the Temple of Light and Dark in the city of Hanna where he was put under the care of his uncle, *Remus Moreau*. He devoted his life to the priesthood after his uncle was named Bishop in Credia. During this time, Medean found himself drawn to the wisdom of Thoth, yet he became perplexed why a god with all his power never challenged Ra or Set for supremacy over both pantheons. Here among mortals, Priest Medean believed such power is absolutely necessary to ensure dominion over all. The world requires ambition, cunning, leadership, and resourcefulness, and Thoth exemplifies all of these qualities. Medean never speaks of his duties or what he did during his days of priesthood in Hanna, except to say they revealed to him the path his life should take.

Eventually, Priest Medean was asked to join his uncle in Credia. While serving at the clergy courthouse, he witnessed the trial of *Adrian Velestine*, the chaplain for *King Belgerphon the Seventh*. Medean offered his services to King Belgerphon, who accepted his request on the word of his uncle. For thirteen years, he served as chaplain for the king, counseling him on many matters of State. There are rumors that Chaplain Medean had links with local bands of thieves and a mysterious Cult of Thoth that dealt with the dark side of magic. It is said, by some, that Chaplain Medean often used these sinister associates to intimidate his rivals and attack carriages for money. Such allegations have never been proven, but some rivals insist they are true and that they

added to Medean's influence among the nobility and his rise to power.

Days after the king's death (for which some blame Bishop Medean), his uncle died of kidney stones and Medean was promoted to Bishop. For the next eighteen years, Bishop Medean ruled the city of Old Timiro like a second king, never allowing the three magistrates who came and went to assume a position of power greater than his own. During this time, it is rumored that the Bishop had a harem of 12 mistresses. Even more alarming was the fact that these women were all priestesses devoted to the goddess Apis. In an effort to quell the rumors, Bishop Medean had his officials sell indulgences, a controversial practice that was protested in various parts of the realm, especially by *Duke Dous Joyeux*, the appointed Regent of the kingdom.

In order to rid the *Church of Light and Dark* of his scandalous behavior, *Cardinal Gratian*, persuaded Medean to resign his position for a huge sum of money or be revealed as the brigand he was and face a terrible scandal. Young *King Spatenrok the Fifth* intervened after being told by Medean that he foresaw a great future for the young monarch who, at the time, was still too young to inherit the throne. A year later, *Cardinal Gratian* was called before the Inner Council of the Church of Light and Dark to stand trial after eleven, mid-level clergy members claimed to have witnessed him commit fornication, adultery, sodomy, theft, murder and extortion. All lies, of course, but their allegations and supposed evidence was convincing. Only Bishop Medean questioned the evidence and pleaded for leniency, saying that even if the reprehensible allegations were true, that they should take pity on the Cardinal for his many years of distinguished service prior to this scandal. Cardinal Gratian accused Medean to be the mastermind behind the lies and only made himself look more out of control and perhaps, a touch insane. The council resolved that Gratian should abdicate and a new cardinal be elected in his place. A disgraced Cardinal Gratian fled, hoping he could find proof that Medean was trying to frame him. Outraged by this conduct, the council found Gratian guilty on all counts. The defrocked Cardinal Gratian was soon after killed by two Tharsi on the steps of the Cathedral of Light and Dark, in Old Timiro. They claimed he had come to murder Bishop Medean and was slain when he refused to lay down his weapon and attacked them, raving like a maniac.

A week later, the council appointed Medean to be Cardinal of Old Timiro. For thirteen years, Medean has been Cardinal of Old Timiro, which in effect makes him the supreme leader of the Church of Light and Dark in the Timiro Kingdom.

In Credia, the *Church of Light* is the official religion of the city, and has been that way ever since *King Jonquil* named it as such 86 years ago after *Cardinal Wilka* usurped the throne. Worse, the Church of Light has grown throughout Timiro to be the most popular belief among the common people and slave population. An estimated 60-75% of the common people are worshipers of Light, and even among the nobility who have always supported the Church of Light and Dark, are starting to join the other church. This infuriates Cardinal Medean who sees the influence of his church quickly waning, and with it, his own power base. If he can manage it, he would like to eliminate all other religions from Timiro, making it a capital crime punishable by public execution to be a member of any but the *Church of Light and Dark*. It has become his obsession to see the sub-sect Church of Light banished from the kingdom forever. The king and most nobles find this notion too extreme, and have rejected it, but Cardinal

Medean continues to look for ways to undermine and destroy the Church of Light.

Cardinal Medean is a brilliant political tactician who lets his own ambition and zeal get in the way of the public good. He cares little about what the people want. It is his own goals and reins of power that matter most to him. So great is his ambition, that Medean dreams of achieving the kind of immortality and glory that is reserved for the gods themselves. He is a true megalomaniac who can never hold enough power.

Petty and vindictive, he still seeks vengeance upon his long-standing enemy, Duke Maximilian Spatenrok, even though he is nothing more than a nuisance. In fact, there is a long list of “enemies” and “obstacles” to his desires that he’d like to rid himself of; many of them within the Church of Light. If he could, the Cardinal would use the “tactics” of lies and treachery that allowed him to remove past enemies and rivals, but too many eyes are watching him, especially King Gedro and the Inner Council. Medean has bought the influence and services of *Stanforth Horrigen*, the Bishop of Timiro, who serves on the council, but he is only one voice and doesn’t have the authority to protect the Cardinal if the truth about his “hidden crimes” and skullduggery should ever come to light.

Title: Cardinal of the Church of Light and Dark for the Timiro Kingdom.

Note: Cardinal Medean is always on the lookout for people to manipulate and use as pawns in his schemes to acquire power and wealth, or extract petty revenge. He has found outsiders (the player characters?) perfect for such plots, as he can always portray them as spies and enemies of the realm or the church.

O.C.C.: 13th level Priest of Darkness.

Alignment: Anarchist with leanings toward Miscreant.

Attributes: I.Q. 19, M.E.13, M.A. 20, P.S. 13, P.P. 14, P.E. 19, P.B. 9, Spd 11.

Hit Points: 99. **S.D.C.:** 46.

Age: 67. **Sex:** Male.

Height: 5 feet, 6 inches (1.67 m). **Weight:** 153 lbs (68.85 kg).

P.P.E.: 125

Appearance: Cardinal Medean is a gray-haired man who looks to be 15 years younger than his true age, and is full of health and vitality. His blue eyes sparkle with cunning and cleverness. He wears the Cardinal robes of his office and is adorned with the symbol of Thoth, which is worn on chain around his neck along with the Elf’s Heart amulet. A ruby encrusted ring of Thoth is worn on the finger of his left hand.

Skills: All the standard skills of a Priest of Darkness with a special emphasis on the skills of Lore: Custom and Culture of the Timiro Kingdom and Old Timiro, Anthropology (Human), History, Law, Intelligence, Find Contraband, Streetwise, Interrogation, Lore: Demon & Monster, and Use and Recognize Poison, all at 98%.

Attacks per Melee: 5 (2 initial, +3 from Hand to Hand).

Combat Training: Hand to Hand: Basic.

Combat Bonuses: +1 to strike, +2 to parry, +2 to dodge, +2 to roll with punch/fall, +2 to pull punch, and +2 to Spell Strength (opponents need a 14 to save against his spell magic).

Combat Skills: Punch 1D4, Power Punch 2D4 (counts as two attacks), and Snap Kick 1D6.

Saving Throws: +8% to save vs coma/death, +2 to save vs magic/poison, and +5 to save vs Horror Factor.

Other Bonuses: +5% to all skills and 60% trust/intimidate.

Priest Abilities: Blessings, Prayer of Strength 98%, Prayer of Communion 98%, Summon the Minions of Darkness 98% (13 Lesser Deevils, Lesser Demons, or Gargoyles for 65 minutes), Curse 88% (requires a saving throw of 16 or better), Healing Touch, Exorcism 91%, Remove Curse 91%, Resurrection 34%, Turn Dead 80%, Penance and Sacrifice, Animate & Command the Dead 98%, Prayer of Contagious Scripture 80%, Prayer of Dream 90%, Prayer of Sanctified Vestments 75%, Miracle of Consecration, and Miracle of Holy War.

Spell Knowledge: Agony (20), Blinding Flash (1), Decipher Magic (4), Domination (10), Fear (5), Fool’s Gold (10), Mystic Portal (60), See Aura (6), Sickness (50), Tongues (12), Drain P.P.E. from Followers, and Make Weapon Holy. All his spell magic requires a saving throw of 14 or better. **P.P.E.:** 125.

Weapons: Medean carries with him an ornate wooden staff adorned with the symbol for the Church of Light and Dark – a crescent moon on top of a sun. The staff itself is not magical in any way, but its significance and function as an item carried by the Cardinal of Old Timiro makes it a non-magical holy item. The staff is constructed of yellow wood and is rumored to be 2,000 years old. Damage: 2D6+2 with a +2 to strike and parry. Because of its sacred nature, it will inflict damage against creatures vulnerable to holy weapons and can serve as a holy symbol.

Armor: His choir dress is magically endowed and equal to Leather of Iron. A.R. 15 and 120 S.D.C.

Magic Items: *The Ieb Pendant*, also known as the Elf’s Heart, is an enchanted holy item created by ancient Elves; legend has it being at least 10,000 years old. On the pendant is a detailed depiction of an Elf’s heart. The Ieb Pendant was supposedly worn by the Elf, *Belbaon Nhalynnil*, the Acamarch of the Church of Light and Dark during the Age of Elves. Legend suggests the goddess Isis herself imbued the necklace with divine abilities. The pendant was brought to Timiro back in the days when the kingdom was ruled by Elves. Every Cardinal in the last 3,700 years has worn this pendant, making it one of the most sacred and iconic magical items in the Church of Light and Dark.

Besides having all the standard abilities of a *Holy Weapon*, the medallion can negate poison, provide a magic bonus (+1 to save), sense evil, and create a radius of protection (same as the spell), each once per day. Moreover, the mere sight of the Pendant causes vampires to recoil in fear and revulsion (H.F. 16) and vampires within a 100 foot (30.5 m) radius are -3 on Perception Rolls, -3 on initiative and combat maneuvers (strike, parry, etc.), and -30% on skill performance. Also, the wearer of the pendant is impervious to a vampire’s hypnosis, mind control, charm and bite. Most vampires will not come within 10 feet (3 m) of the holy item, and if touched by it, suffer 6D6 points of damage direct to Hit Points.

The Ring of Thoth. On Medean’s left hand is a gold ring with a detailed depiction of the symbol of Thoth on the outside and the coat of arms of the Pontiff of the Church of Light and Dark on the inside. This magic ring, created by the Church of Light and Dark, was given to Medean when he was made Bishop of Old Timiro. The ring functions as a simple holy

item. However, because Medean wears the Ieb Pendant, he doesn't receive the usual +5% bonus to his prayers to his deity, but it does provide a +5% bonus to all his priestly abilities and the ability to purify and expel demons, Deevils, and Entities as indicated under the special abilities of a Holy Weapon.

Money: Cardinal Medean has expensive tastes, and his lust for wealth and power is without limit. His personal fortune is 25 million in coinage alone, plus an estimated 170 million in works of art, jewelry, furniture, and substantial land holdings. And this is all in addition to the splendor, living quarters and valuables of his station as the head of the Church of Light and Dark in Timiro. Medean can draw upon the finances of the entire Church of Light and Dark within the kingdom (about 200 million), and has the power to ask the nobility, merchants, and peasantry for donations and assistance if ever he should need it.

Note: For the past thirty-five years, Medean has enjoyed the services of an 8th level Succubus named *Marozia*. She functions as his demon familiar (granted to him for being a devoted Priest of Darkness). The demoness is almost always at her master's side disguised as a clergy handmaiden. She wears a magic necklace that provides her the false aura of a regular human and negates her supernatural one. So powerful is this false aura that it is impossible to detect her true nature by any magical or psionic means. Even a Psi-Sensitive will register her as a normal human. While wearing the necklace, it and Marozia are impervious to magic and psionic detection. The necklace even makes it possible for her to touch and handle silver, though any silver weapon that cuts her flesh still inflicts double damage to the Succubus. Finally, the necklace makes her immune to any magic/psionic attack that would banish/expel her from the material world, making her impervious to all Exorcisms, Banishment spells, Summoning Circles, etc. To further ensure her loyalty, not only does Medean have her under his control as his familiar, he also knows her true name.

Duke Spatenrok

He should be one of the most respected and revered lords of the Timiro Kingdom. He is the magistrate of Old Timiro and the surviving son of *King Spatenrok the Third*. Yet it's all for naught because he is the illegitimate son of the king, his mother an unknown wench. After his birth, his father claimed him immediately and had him raised at the palace, so Maximilian never knew his birth mother and grew up in the shadows of his half brother, *Spatenrok the Fifth*. He received the pampering and dignity of a member of the royal family as if he were in line for the throne, but the moment his brother became king, it was all taken from him. He found himself expelled from the palace and forced to live as the ward of *Bors Junken*, the town magistrate of the city of Basst. The silver spoon he had been raised with was replaced with one made of bronze.

Being illegitimate exiled him from holding any position of authority or importance. A noble without a title, home or land, this left him burning with thoughts of revenge. He even plotted out a way to lead a revolt against the king with the help of *Lady Cedess*. He might have gone through with it too, if fate hadn't intervened in the guise of a beautiful young woman. Everything changed when Maximilian met his second cousin, *Rita Joyeux*,



the only daughter of *Duke Dous Joyeux*. She was a first cousin to his father, the Duke was the magistrate of the city of Old Timiro and the former appointed Regent of the Kingdom until his half brother came of age. The Duke was sick and dying of typhoid fever. Everyone knew the only thing keeping him alive was his desire to live long enough to see his daughter wed to a worthy nobleman. Dous was convinced Maximilian was that person. He arranged a petition with King Gedro to name Maximilian as the new magistrate of Old Timiro. A position that put him in a position of power, and made him worthy of marriage to his daughter. It would also put him in direct opposition to Cardinal Medean. The Duke had always believed the Cardinal was an evil man and had a hand in the death of his brother and usurping of the throne. Duke Joyeux knew he could count on Max who had no love for nobility or the Church of Light and Dark, to keep an eye on the Cardinal and interfere with the madman's schemes. King Gedro agreed to the petition and gave his blessing for the marriage.

Maximilian was absolved of his discord with the royal family, given a position of importance, inherited the land and holdings of his father-in-law and was grudgingly accepted by the nobility. Yet because of his birth status, many still consider him to be nothing more than a bastard, ruffian and troublemaker.

In truth, had it not been for his beautiful and kind wife, the Lady Rita, Maximilian might have embarked on a campaign of revenge and discord that could have rocked the kingdom. Unlike some arranged marriages, however, Max and Rita were deeply in love. It was that love and Rita's gentle and nurturing spirit that redeemed the soul of Maximilian and helped him become the man he always was. Maximilian is a competent, honorable leader who cares about his people and always has their best interest at heart. Duke Maximilian Spatenrok's flirtation with dark revenge

and affiliations with the treacherous *Lady Cedess*, has given him knowledge about the Cardinal Medean that few others possess. Max *knows* the Cardinal is a pompous scoundrel and malicious control-freak out to grab power only for himself. He knows the man is capable of anything, including murder, and has a demon mistress. As a result, he opposes the Cardinal at every turn, and the two have become bitter enemies.

Maximilian's pride and joy is his beloved wife and their infant son, *Werek*. They are the beginning and end of his joy in the world, and the man dotes on them both. There only a few things as important as his family and affairs that directly affect the people of Old Timiro, and one of them is Cardinal Medean. Spatenrok is obsessed with bringing an end to the Cardinal's influence within the kingdom. He'd love to see the monster pay for all his crimes, but is content, for now, in curbing the madman's ambitions and foiling his schemes. This obsession often clouds his judgment and causes Max to make hasty and ill-considered decisions, and sometimes distracts him from the more immediate needs of the citizens and his family. It seems inevitable that someday, the Duke and Cardinal Medean will come to a final reckoning in which only one of them walks away.

Title: Royal Magistrate of Old Timiro. **Note:** Because of his illegitimate birth, he has no claim to his father's noble house.

O.C.C.: 6th level Noble.

Alignment: Unprincipled with leanings toward Scrupulous (like his wife).

Attributes: I.Q. 14, M.E.12, M.A. 15, P.S. 14, P.P. 15, P.E. 11, P.B. 18, Spd 13.

Hit Points: 42. **S.D.C.:** 18.

P.P.E.: 6

Age: 25. **Sex:** Male.

Height: 6 feet (1.82 m). **Weight:** 181 lbs (81.45 kg).

Appearance: He is tall, square-jawed, roguishly handsome, and regal looking. He has blue eyes and long, honey colored hair. He more than dresses the part of a Timiro noble and exemplifies what it means to be privileged. His arrogance and self-confidence can, at times, put Elves to shame.

Skills: Standard skills held by a Noble. Most of the Duke's knowledge and experiences center on Custom and Culture Lore of the various cities and regions of the Timiro Kingdom and the laws of the land.

Attacks per Melee: 5 (2 Initial, +3 from Hand to Hand).

Combat Training: Basic.

Combat Bonuses: +1 to strike, +2 to parry, +2 to dodge, +2 to roll with punch/fall, and +2 to pull punch.

Combat Skills: Punch 1D4, Power Punch 2D4 (counts as two attacks), Elbow/Forearm 1D6, Knee 1D6, Karate Kick 2D4, all Holds, and Critical Strike on an unmodified roll of 19-20.

Weapons: Like most Timiro nobles, he carries a rapier, and a decorative short sword of Dwarven quality (2D4+3 points of damage, +1 to strike). However, his favorite weapon is the short bow. Within his home, he has a dozen lightning arrows (5D6 points of damage each) and three dragon bone arrows (fireball, 4D6 damage each). He's also secretly acquired a silver Rune Dagger that does triple damage to demons and makes its owner impervious to the charms of the Succubus and vampire. Acquisition of the weapon has nearly wiped out his personal fortune, but he has a hunch he may need it against Cardinal Medean and his evil minions. The weapon

was brought to him by a group of adventurers he had once befriended. They found it in the Old Kingdom Mountains near the Eastern Territory amongst some ancient tombs before being run off by undead.

Armor: Should he need it, he owns a suit of Kobold chain mail with the symbols of the Timiro Kingdom on it. A.R. 14, 65 S.D.C.

Money and Other Equipment: He may be the magistrate of Old Timiro but the Duke is not as wealthy as he and his wife appear to be. Together, they have a personal fortune of 110,000 in gold, and 220,000 in jewelry, art, and material items, plus some land in Old Timiro. As the magistrate, the Duke lives in what appears to wealth and luxury, but because of his blemished birthright, he inherited no lands or titles from his side of the family. He and his wife have been living off her dowry and slim inheritance upon her father's passing.



Lady Cedess

Lady Cedess is the younger sister of *King Gedro the Third* and daughter of *King Belgerphon the Seventh*. She is the last of the children born from the king and his beloved wife, *Queen Tyanna*. Three years after Cedess' birth, her mother died of ovarian cancer. A year later, her father married *Magdalena Maramana*, the daughter of *Rsteo Maramana*, a powerful Wizard/Diabolist of great reputation throughout Timiro and the Land of the South Winds. Unofficially, he served as King Belgerphon's Court Wizard. As Cedess grew up, she watched in awe as her two brothers, *Prince Rasom* and *Lord Gedro*, behaved liked privileged, spoiled brats. They were expected to carry on their noble house's claim

to the throne via the royal family bloodline, but she was a woman and therefore, unfit to rule over men.

Her father intended to marry Cedess off as soon as she became of child-bearing age. Unknowing to all, she developed psychic abilities at the age of nine. When her powers told her that her father would die of a terrible sickness, she sought the comfort of Rsteo. He confessed to already knowing of her father's ailment and promised the nine year old princess that one day she would be queen. A few years later, when she turned fourteen, her father married her off to *Lord Thost Antqus*, who at the time was governor of the City of Rankin. During their five year marriage, Rsteo provided her a special herbal tea to ensure she never bore Lord Thost a child. In the meantime, she and Rsteo engaged in a secret love affair. Two years later, Lord Thost died during a jousting tournament. A few weeks later, Cedess married Rsteo who was named the new governor of Rankin. After Rasom's death and his son *Spatenrok the Third* was crowned king, Lady Cedess and Rsteo watched from afar with sadistic grins on their faces.

In time, Cedess gave birth to their son, *Ancorat*, whom she loves more than anything else in the world. The boy is a strong-willed child with a vicious temper and an unchecked sadistic streak. When her nephew lost his wife and infant son, he went mad and threw himself off a balcony. His surviving son, *Spatenrok the Fifth*, was named king of Timiro. All the while, Cedess grew tiresome of her elderly husband and his secret plots that never came to fruition.

Lady Cedess took on many secret lovers, one being the leader of the Rankin Thieves' Guild. A few years later, on her husband's 80th birthday, he collapsed and died. A short while later, it was learned he had been poisoned. A few days after that, Cedess tried to enter his wizard's sanctuary. Fortunately for her, an Orc slave touched the door first and died from all the permanent magic wards placed upon it. Enraged that her conniving husband sealed his sanctum from her, she set her sights on new plots for power behind other closed doors.

After the king died, her brother Gedro was crowned king. Cedess has convinced him to name her son the new governor of Rankin. Ancorat is a lying, womanizing, gambling, drunk, but King Gedro agreed if she'd return to the Redford Keep and manage its affairs and find a suitable husband. Lady Cedess obeyed, but did so with burning resentment. She has not yet taken a husband, and has no love for her brother, the king, or any of his children, for they stand in her way of sitting on the throne. If she is able to arrange it, she plots to see to it that Ancorat is crowned king. She will stop at nothing to see her dead husband's "vision" come into reality.

Title: Daughter of King Belgerphon the Seventh, Sister to King Gedro. The Lady of the Redford Keep. Former wife of Rsteo Maramana and Lord Thost Antqus.

O.C.C.: 9th level Noble, 1st level Thief.

Alignment: Miscreant.

Attributes: I.Q. 13, M.E. 21, M.A. 17, P.S. 10, P.P. 14, P.E. 14, Spd. 12, P.B. 17.

Hit Points: 54. **S.D.C.:** 11.

P.P.E.: 12. **I.S.P.:** 94.

Age: 50. **Sex:** Female.

Height: 5 feet, 6 inches (1.67 m). **Weight:** 110 lbs (49.5 kg).

Appearance: She is dressed like a middle-aged noblewoman. She is still attractive for her age. She has long auburn hair (she puts dyes in to keep it from turning gray) and has blue eyes. She is physically beautiful, but she is also greedy, cruel, manipulative, and amoral.

Skills: Standard skills held by a Noble, but she also possesses all the O.C.C. skills of a thief, plus seduction, use & recognize poison, and streetwise.

Attacks per Melee: 6 (2 Initial, +4 from Hand to Hand).

Combat Training: Hand to Hand: Basic.

Combat Bonuses: +1 to strike, +2 to parry, +2 to dodge, +2 to damage, +2 to roll with punch/fall, and +2 to pull punch.

Combat Skills: Punch 1D4, Power Punch 2D4 (counts as two attacks), Snap Kick 1D6, Body Flip/Throw 1D6 plus P.S. damage bonus (lose initiative and 1 attack/action), and Critical Strike on an unmodified roll of 19-20.

Saving Throws: +3 to save vs psionics, +4 to save vs insanity.

Other Bonuses: 45% trust/intimidate and 35% charm/impress.

Psionics (Major Psychic): Astral Projection (8), Clairvoyance (4), Empathy (4), Object Read (6), See Aura (6), Sense Evil (2), Presence Sense (4), and Telepathy (4). **I.S.P.:** 94.

Weapons: Like most Timiro nobles, she carries a rapier and a decorative short sword of Dwarven quality (2D4+2, +1 to strike and parry). Her favorite weapons are a pair of silver-plated, thieves' blades. The small Dwarven daggers are easy to conceal and inflict 1D6 points of damage and return when thrown (100 foot/30.5 m throwing range).

Armor: She would never consider wearing armor. That is something men do.

Magic Items: Lady Cedess is in possession of her husband's Crystal Ball. Along with its standard abilities, this particular ball allows her to link her psychic power of *Clairvoyance* with it, granting her a +10% bonus to the ability when concentrating on a particular person, event, or place.

Money and Other Equipment: Between the money from her dowry, the wealth of her two deceased husbands and her many schemes, Lady Cedess has made herself one of the richest women in the Timiro Kingdom, second, perhaps, to only the Queen. She has a personal fortune of five million in gold and six million in jewelry, artwork, and material items. Her estate, the *Redford Keep*, is a mansion sitting upon 20,000 acres of land near the city of Rankin. Within the Redford Keep is *Lord Maramana's laboratory* and mystical study. The door to enter the lab is magically barred with a Seal spell and wards that inflict death, death, agony, and power with permanence (he was a 9th level Wizard/7th level Diabolist). The room is also protected by a Sanctum spell augmented by a ward of permanence, which continues to maintain the room's impenetrability to Lady Cedess' Astral Form. No one knows what lies behind the door or what the room may contain.

Mythic Beasts

Optional Source Material for Palladium Fantasy RPG®

By Timothy A. Dorman

The name “Mythic Beasts” refers to eight different magical creatures that live scattered across the world, created by a powerful sorcerer named Zyrvaelzon during the Time of a Thousand Magicks. Zyrvaelzon was a formidable evil ruler in the process of building a powerful army. Each of the Mythic Beasts was created to augment his army in a specific way. He used a rare form of magic to control the creatures, the knowledge of which has since been lost. Eventually, Zyrvaelzon was killed and his army collapsed. The ensuing chaos after his death allowed the creatures to break free, eventually settling in different regions of the world. They gained the collective name “Mythic Beasts” thousands of years later from a story about a magical warrior. This story is known as the Legend of Varus, and details how the warrior Varus sought out each of the eight Mythic Beasts to understand their unique abilities. After years of study, he gained magical powers similar to the creatures and used them to lead a rebellion against an evil ruler. The details of the story would vary over time, but Varus’ name and the eight Mythic Beasts would stay the same in each version.

The Mythic Beasts are each a legend in their own right. All of the creatures are extremely rare; it is believed that there is no more than a thousand of each. They all have innate magical abilities, some of which require P.P.E. to use. Despite their animal intelligence, they are well adapted to use their powers to the fullest potential. The eight Mythic Beasts are: Behemoth Turtle, Ebonstorm Eagle, Ferrous Aurochs, Furtive Panther, Grim Wolf, Gorgon Serpent, Hexalisk and Hoarfrost Goat. There are stories of a ninth creature that is believed to be a combination of all the others. This Mythic Behemoth is even rarer and more powerful than the rest of the other Mythic Beasts.

Behemoth Turtle

The Behemoth Turtle is a large, physically imposing beast with an almost impenetrable shell. The creature resembles a colossal alligator snapping turtle with tortoise-like legs. It has an armored shell that is covered in knobby ridges, long legs (for a turtle) that end in sharp claws, a long, thin alligator-like tail and a massive head that ends in a large turtle beak. The creature’s shell affords it great protection, even from energy attacks. The Behemoth Turtle can extend a magical field around itself to provide protection or to conceal it from attack. It is also an almost unstoppable juggernaut, able to smash through magic barriers with little effort. Despite its massive size, the creature is also an adept swimmer. Underwater it is a terrifying predator, able to swim at high speeds with a grace that contrasts its sloth-like movements on land. Terrifying tales from adventurous divers in the lakes of the Yin-Sloth Jungles tell of giant mounds of earth pursuing anything that moves. Unlike normal turtles, the Behemoth can breathe water as well as air; allowing it to live underwater indefinitely.

The Behemoth Turtle was created to be an amphibious, armored beast that could transport heavy cargo while protecting or concealing it. Tales from the time also say it would carry dozens of soldiers on the back of its shell. After the fall of Zyrvaelzon’s army, Behemoth Turtles settled in the marshes, lakes and rivers in the south of the continent. The Legend of Varus states that the Turtle (as it was referred to) was the last and greatest of the Mythic Beasts he sought out.

Behemoth Turtles are ponderous creatures. They often lay about, resting for long periods of time. While resting, they partially withdraw into their shells. They often use their camouflage ability to conceal their presence and wait for small prey to pass by. Underwater, they sometimes dangle their tongue out like a large worm, tempting fish to come close. For reasons unknown, Behemoth Turtles will often hibernate for long periods of time; sometimes months or years. While in hibernation, their shell will become overgrown by plant growth and small trees. This can lead to them becoming a part of the terrain, often being mistaken for a hill or mound. Their slumber can inexplicably end without warning; suddenly waking and moving, or even defensively snapping at passers-by. The Behemoth Turtle is primarily a predator, typically eating anything smaller than it that comes within reach. However, when prey is scarce, they will occasionally eat large plants, typically small trees. Behemoth Turtles have a sort of symbiotic relationship with certain birds. They will often build their nests on the Turtles’s back and feed on the leftovers from its meals. In exchange, the birds provide a sort of camouflage to the Turtle; their nests making it look even more like part of the terrain. Behemoth Turtles are not usually hostile unless provoked or hungry. They mate once every twenty years, laying eight to twelve eggs they bury under a mound of dirt.

Also Known As: Leviathan Tortoise or Mammoth Turtle.

Alignment: Considered Unprincipled.

Attributes: I.Q. 1D6 (animal intelligence), M.E. 2D6, M.A. 1D6, P.S. 3D6+28, P.P. 2D6, P.E. 2D6+24, P.B. 2D6, Spd 3D6+8 (double underwater).

Hit Points: P.E. attribute number x5.

S.D.C.: 5D6x10+100

Natural Armor Rating: 16

Horror/Awe Factor: 14

Physical Appearance: Looks like a giant alligator snapping turtle but has tortoise-like legs.

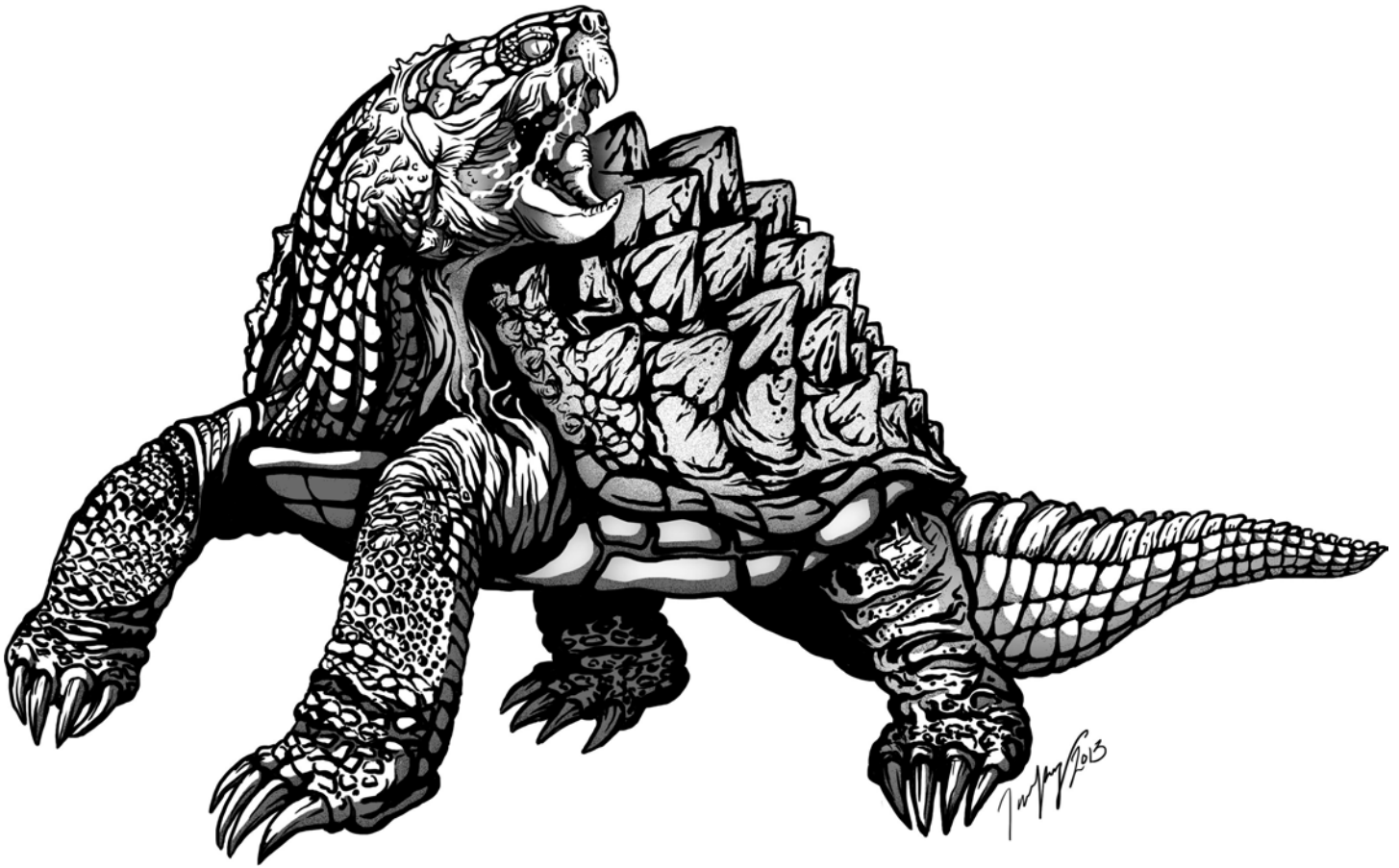
Size: 40-50 feet (12.2-15.2 m) long; up to 20 feet (6.1 m) tall when standing, 12 feet (3.6 m) when lying down; head/neck: 6 feet (1.82 m) long; tail: 8 feet (2.4 m) long.

Weight: 20-30 tons.

Average Life Span: 250-300 years.

P.P.E.: 1D4x10+40

Magic: See Special Abilities.



Psionics: None.

Natural Abilities: Nightvision 100 feet, can see in dark and murky water, breathe water or air, bio-regenerate 1D6 Hit Points/S.D.C. per hour, impervious to disease, poison, toxins and all forms of energy (see below).

Special Abilities: Camouflage: The Behemoth Turtle can camouflage itself and any creatures/objects sitting/tied to its shell by magically blending into the surrounding environment. This ability works like the level two spell *Chameleon* but for a thirty minute duration. Activating this ability costs 6 P.P.E. and takes one attack action to perform.

Dispel Magic Barriers: The Behemoth Turtle can smash through magical barriers. This works like the spell of the same name, except it works by touch (the Turtle bites/plows through or breaks free of the barrier). The creature can tell when it is held back by a magical barrier that it can dispel. Using this ability costs 20 P.P.E. and takes one attack action to perform.

Energy Field: The Behemoth Turtle can create a semi-transparent, shell-shaped bubble that shimmers with a bright green light. This field works like that of the spell *Energy Field*, except it is centered on the creature and lasts for five minutes. Using this ability costs 10 P.P.E. and takes one attack action to perform.

Impervious Shell: The shell of a Behemoth Turtle grants it great protection; it is impervious to all forms of energy, including fire, heat, electricity, lasers, and so on. Energy attacks do no damage whatsoever. Physical attacks inflict normal damage.

Vulnerabilities: Rune and other magic weapons inflict double damage.

Skills of Note: Swim 80% and hold breath for 30 minutes.

Attacks per Melee: Four.

Damage: Bite does 5D6 points of damage; trample does 5D6 points of damage, and head butt or stomp does 3D6.

Bonuses: +2 on initiative, +3 to strike, +3 to dodge underwater and +8 to save vs Horror Factor.

Value: Intact Egg: 5,000 gold; intact, living, restrained specimen: 50,000 gold.

Habitat: Prefers marshes, large rivers and lakes, specifically in parts of the Old Kingdom, Land of the South Winds and Yin-Sloth Jungles.

Languages: None; males occasionally make deep, rumbling, belching noises during mating season.

Allies: None; animal. Some birds will nest on the back of its shell while it slumbers above water.

Enemies: None per say, but may eat or crush anything smaller than it that does not get out of its way.

Rifts® Conversion Notes: Becomes an M.D.C. creature in Mega-Damage settings with its S.D.C./Hit Points being converted to M.D.C. (its attacks dealing Mega-Damage). On Rifts Earth, Behemoth Turtles can be found in small numbers in central Africa, India, Southeast Asia, Central/South America and the southeast of America, especially in Dinosaur Swamp.

Creature Variations: There are rumors of even larger Behemoth Turtles, called “Colossus Turtles” by some. They are said to be three times as big (weighs ten times as much) and slumber for centuries. However, no stories of such creatures have been proven, and no one can name anyone who claims to have seen them. If such creatures exist they would have twice the S.D.C., +3 to natural armor and Horror Factor, +6 P.S. and P.E., and physical attacks deal double damage.



Ebonstorm Eagle

Ebonstorm Eagles are large, bird-like creatures with the ability to control wind and lightning. The creature resembles a very large, black-feathered eagle, but with small, sharp teeth lining its beak. It has pupil-less, solid yellow eyes that seem to watch everything. Its coloring is ebon-black, feathers stiff and hard, ending in razor-sharp points. They all form together to give the creature a glossy black veneer that seems to form into a single coat. These feathers give it an armored plumage that protects it from attack without impairing its ability to fly. Its main weapons are its large, black claws. The Ebonstorm Eagle is a vigorous flyer, capable of flying nearly indefinitely at high speeds. By flapping its wings it can create powerful gusts of wind that can knock down or damage multiple enemies. The eagle can also call down bolts of lightning to strike its foes.

Ebonstorm Eagles were created by Zyrvaelzon as a flying weapon that could quickly survey an area and scatter large groups of targets. During his wars, flights of Eagles were one of the most terrifying sights to behold. Following the collapse of Zyrvaelzon's army, the Eagles settled across the center of the continent. The Legend of Varus states he sought out the Ebonstorm Eagle to learn the secrets of its mastery of the air.

Ebonstorm Eagles are predatory creatures that hunt a variety of animals. They prefer large mammals such as deer, horses and goats, but will sometimes eat large reptiles, fish, and occasionally people. When hunting, the eagle will usually observe its prey from afar before striking. If the prey is small or weak, it will swoop down, attacking with its talons. If the target is larger or stronger, it will blast it from afar with its Call Lightning ability. Ebonstorm Eagles are solitary creatures that typically avoid oth-

ers except to hunt. They come together to mate once per year. The mother will raise the young until they learn to fly. Ebonstorm Eagles are intelligent and will notice when they are being hunted. In such cases, they will attack large groups of people believed to be hostile. This can lead to the eagle becoming a menace to caravans, who are often mistaken for groups of hunters.

Also Known As: Dark Eagle or Lightning Eagle.

Alignment: Considered Miscreant.

Attributes: I.Q. 1D6+3 (high animal intelligence), M.E. 2D6+3, M.A. 2D6, P.S. 2D6+10, P.P. 2D6+13, P.E. 2D6+10, P.B. 3D6, Spd 3D6+2 on ground, 2D6+50 flying, can reach speeds of 90-120 for short bursts of 10 minutes; dive attack reaches speeds of 240.

Hit Points: P.E. attribute number x3.

S.D.C.: 1D6x10+40

Natural Armor Rating: 6

Horror/Awe Factor: 13

Physical Appearance: Resembles a large ebon-black eagle with yellow eyes, ebony feathers, and has sharp teeth lining its beak.

Size: Up to 5 feet (1.5 m) tall, wingspan: 10-15 feet (3-4.6 m).

Weight: 40-70 pounds (18-31.5 kg).

Average Life Span: 30-50 years.

P.P.E.: 1D4x10+60

Magic: See Special Abilities.

Psionics: None.

Natural Abilities: Critical strike on 19-20, flight, never tires from flight, extremely sharp, hawk-like vision (2 miles/3.2

km), maximum altitude 15,000 feet (4,572 m), nightvision 1,000 feet (305 m), keen sense of smell and hearing, bio-regenerates 1D6 Hit Points/S.D.C. per hour, impervious to electricity (takes no damage, including lightning).

Special Abilities: Call Lightning: The Ebonstorm Eagle can call a bolt of lightning down from the sky to strike its enemies. The lightning can be directed at any target the eagle can see within 500 feet (152.4 m). The blast happens so fast the target has no chance to dodge (automatic hit). The lightning bolt deals 4D6 points of damage. This ability can only function outdoors, and only strikes a single specific target. Using this ability takes one attack action and 5 P.P.E. to perform.

Whirlwind: The Ebonstorm Eagle can flap its wings and create a whirlwind. This works as the Warlock's spell *Whirlwind* except it can be created up to 1,500 feet (457 m) away and lasts for five minutes. The eagle can control the whirlwind from up to 1,000 feet (305 m) away. It takes a full melee round and 60 P.P.E. to use this ability; directing the whirlwind takes all the Eagle's attacks per melee.

Wind Rush: The Ebonstorm Eagle can flap its wings and create a small blast of wind to knock its enemies down. This works like the Warlock spell *Wind Rush* except the range is 300 feet (91.44 m). This ability takes 5 P.P.E. and one attack action to perform.

Vulnerabilities: Silver weapons deal double damage.

Skills of Note: Prowl (silent swooping attack) 55%, track by sight 80% and track by smell 55%.

Attacks per Melee: Five.

Damage: Bite or slash with wings does 2D6+2 points of damage, talons deal 4D6+2 points of damage; a diving claw attack does triple damage (counts as two attack actions).

Bonuses: +5 to Perception Rolls, +3 to initiative, +3 to strike, +2 to roll with impact or fall, +3 to dodge (+8 when flying), +8 to save vs Horror Factor and +5 to save vs poison and disease.

Value: Feathers from a single creature: 1,000 gold; intact, living, restrained specimen: 10,000 gold.

Habitat: Temperate forests, plains, grasslands and mountains. Specifically, they can be found in parts of the Eastern Territory, Timiro, the Old Kingdom, Phi and Lopan, and the Western Empire.

Languages: None; makes high-pitched screeching noises.

Allies: None; animal.

Enemies: Any creature it considers food or a threat.

Rifts® Conversion Notes: Becomes an M.D.C. creature in Mega-Damage settings with its S.D.C./Hit Points being converted to M.D.C. (its attacks dealing Mega-Damage). On Rifts Earth, Ebonstorm eagles can be found in small numbers in most of America, northern Mexico, southern Canada, and most of Europe (not including northern Scandinavia and Russia).

Creature Variations: There are rare stories of a colossal version of the Ebonstorm Eagle. It is said to be so large it blots out the sun and can carry a man away in each claw. This "Darkstorm Eagle" as it is known, is four times as big (weighs ten times as much), has +2 natural armor, +15 to P.S., +5 to P.E., +3 Horror Factor, natural attacks/Call Lightning ability deal double damage, has three times as much S.D.C., twice as much P.P.E., its Wind Rush ability instead works as the Warlock spell *Wind Blast* (range 2000 feet/609.6 m, and costs 30 P.P.E./one attack action) and in addition to summoning a whirlwind, it can summon a tornado as the Warlock spell (except costs 50 P.P.E. and has range, duration and control like that of its Whirlwind ability).

Ferrous Aurochs

The Ferrous Aurochs is a bull-like creature with incredible strength and an armor-like hide. It closely resembles an Aurochs (wild ancestor of domestic cattle); especially in the shape of its horns which curve out, forward, then slightly up. Its armored hide resembles laminated armor, with what looks like large, overlapping metal plates. There are gaps in the armor along its eyes, nostrils, mouth and underside, while its ears are fully shielded. Its hide is hard and smooth like steel, but is actually a type of organic metal the Ferrous Aurochs grows naturally. The creature is almost uniformly metallic grey in color, except for dark grey hooves and horns, as well as a metallic light green dorsal stripe. The females are slightly smaller and have shorter horns.

The Ferrous Aurochs was created by Zyrvaelzon to be a supernaturally strong, armored beast of burden that could pull heavy loads while under attack. It was given the ability to blast the ground in front of it to clear enemies from its path. After the collapse of Zyrvaelzon's army, Ferrous Aurochs settled in the plains and mountains in the center of the continent. The legend of Varus refers to the creature simply as the "Iron Bull." Varus was said to have sought out the creature to acquire its strength and armor.

Ferrous Aurochs primarily eat ground plants, seeming to favor grasses of the plains. They also sporadically eat metal and minerals (have very strong teeth that are like pickaxes), especially iron and carbon sources like coal. It is believed that the consumption of these materials is what allows their hide to become as strong as it is. Aside from iron and carbon, they also occasionally eat other metals, with a particular fondness for copper. The creature seems to have an innate ability to know where to look for metal/mineral deposits. Many fortune seekers have sought to train Ferrous Aurochs to search for metal/mineral deposits, but the creature is far too wild to be tamed. They usually eat surface minerals in mountainous areas, but have been known to wander into mines in search of ore. This can often lead to the Ferrous Aurochs becoming at best a pest, at worst a rampaging monster. Miners who have learned to deal with these creatures will keep low quality ore on standby to give to the Bull if it intrudes. Uninformed miners typically attempt to force the creature away, which often leads to tragedy. Ferrous Aurochs are not normally aggressive, but perceive anyone approaching them or interfering with their eating as a threat. They usually travel in small herds of 2D6+3 individuals.

Also Known As: Iron Bull or Steel Ox.

Alignment: Considered Unprincipled or Anarchist.

Attributes: I.Q. 1D6 (animal intelligence), M.E. 2D6, M.A. 2D6, P.S. 6D6+18 (supernatural), P.P. 3D6+2, P.E. 2D6+12, P.B. 2D6, Spd 3D6+32, can reach and maintain speeds of 44 (30 mph/48 km) for 1D6x10+40 minutes.

Hit Points: P.E. attribute number x4.

S.D.C.: 2D4x10+120

Natural Armor Rating: 15

Horror/Awe Factor: 13, 16 if encountered as a herd.

Physical Appearance: Looks similar to a metallic grey Aurochs with an armor-plated hide and a metallic, light green dorsal stripe.

Size: Up to 7 feet (2.1 m) tall at shoulders, body: 10-12 feet (3-3.6 m), tail: 2 feet (0.6 m).

Weight: 3,000-5,000 pounds (1,350-2,250 kg).

Average Life Span: 30-50 years.



P.P.E.: 2D4x10+5

Magic: See Special Abilities.

Psionics: None.

Natural Abilities: Nightvision 100 feet (30.48 m), supernatural strength, bio-regenerates 1D6 Hit Points/S.D.C. per hour, can subsist off of rocks, dirt and metal if necessary.

Special Abilities: Sense Metal/Minerals: The Ferrous Aurochs has the continuous ability to sense and locate iron, carbon, copper, nickel, tungsten, manganese and chromium. Rare individuals have the ability to locate other materials. The range is 500 feet (152 m), including underground deposits with a 90% success ratio. If the desired metal/mineral is not present in the area the creature will know it.

Iron Hide: The hide of a Ferrous Aurochs is like magical armor. Normal physical weapons deal half damage (magic weapons deal three-quarters damage, Rune Weapons do normal damage, Millennium Tree weapons inflict double damage), and magical fire (includes plasma weapons), cold and electricity also do half damage. **Note:** On Mega-Damage worlds, M.D. weapons (like Rail Guns and energy weapons) inflict three-quarters damage.

Earth Blast: By stomping the earth repeatedly, the Ferrous Aurochs can cause the ground in front of it to fracture and shoot upwards, dealing 3D6 points of damage and knocking them off their feet (lose initiative and one melee attack); affects everyone standing in its path. The Earth Blast erupts from directly in front of the creature, continuing forward for 50 feet (15.24 m) and is 6 feet (1.83 m) wide. The Ferrous Aurochs can choose which direction the blast issues forth from, but is always a straight line. This only works on solid ground, and

being a magical effect, the ground returns to normal immediately after the blast. This ability can only be used once per melee round and costs 15 P.P.E.

Vulnerabilities: Millennium Tree weapons deal double damage.

Skills of Note: Swim 35%.

Attacks per Melee: Four.

Damage: The Ferrous Aurochs has supernatural P.S.; the following are in addition to the supernatural P.S. damage: Kick 2D6 damage, head butt with horns 2D6 damage, charge with horns 4D6 damage and has a 60% chance of knocking the victim of the charge down (this counts as two attacks; victim loses one melee attack and initiative).

Bonuses: +2 on initiative, +3 to strike, +1 to dodge, +2 to save vs Horror Factor, +5 to save vs poison and disease.

Value: Hide: 3,000 gold; the hide can be used to make *Leather of Iron* armor by Alchemists for half the listed price. A living, intact, restrained specimen: 10,000 gold.

Habitat: Plains and mountains, including the south of the Western Empire, parts of the Baalgor Wastelands and throughout the Old Kingdom.

Languages: Own system of bellowing, lowing, snorting and stomping.

Allies: None; animal.

Enemies: Any creature that it perceives as threatening it, either by attacking it or getting in the way of its food supply (especially metal/minerals).

Rifts® Conversion Notes: Becomes an M.D.C. creature in Mega-Damage settings with its S.D.C./Hit Points being converted to M.D.C. (its attacks dealing Mega-Damage). On Rifts Earth,

Ferrous Aurochs can be found in small numbers throughout the Mediterranean region (Northwest Africa and southern Europe), the Middle East (north of the Arabian Peninsula) and northern India.

Creature Variations: There are rare stories of a larger, fire-breathing Ferrous Aurochs; one foot bigger (0.3 m; taller and longer) and is more silvery in color. This creature's diet includes large amounts of magnesium, titanium, copper and tungsten. It is believed this "Conflagration Aurochs," as it is known, is able to breathe fire thanks to its consumption of large amounts of magnesium. The fire it breathes is bright green-white (the white from the magnesium, while the green is from the copper). Its consumption of titanium and tungsten makes its armored hide even stronger while maintaining about the same weight. The Conflagration Aurochs is identical to the Ferrous Aurochs except as follows: can breathe a blast of fire that is 30 feet (9.14 m) long, 4 feet (1.2 m) wide (potentially striking multiple targets if clustered very close together) and does 3D6 points of damage (this ability takes one attack action to perform, but can only be used once per melee round); has 50% more S.D.C., +5 to P.S. and P.E., +2 to A.R. and +1 to Horror Factor.

Furtive Panther

The Furtive Panther is a mysterious and deadly creature. It has the appearance of a large black panther with six legs, each of which has powerful, retractable claws. The creature has glowing red eyes and its black fur has a dark blue tint. Furtive Panthers get their name from their ability to turn invisible. This power allows them to avoid detection while they stalk their prey. They can, for brief periods, increase the strength of their invisibility so that they are almost completely undetectable. For uncertain reasons, the creatures' invisibility is disrupted by abrupt exposure to magical light, although few live long enough to discover or tell anyone about this. Furtive Panthers are swift creatures, able to sprint at high speeds for short periods of time. Once they have closed in on their target, they attack with their powerful claws, inflicting painful strikes that can temporarily cripple most targets, allowing the Panther to finish it off with its fangs. Furtive Panthers are also notoriously difficult to capture or trap. They can escape from most forms of restraints as if by magic. This and their invisibility leads most people to dismiss stories of the creature as myths.

Furtive Panthers were created by the sorcerer Zyrvaelzon to be a stealthy creature that could harass the rear flank and outlying communities of his enemies. They were the first creatures to escape captivity following the collapse of his army, settling in forests, mountains and plains across the south and center of the continent. The legend of Varus states that he sought out the creature to learn the secrets of its stealth and power.

Furtive Panthers are expert predators; they will stalk their prey for hours, waiting for the best opening. Of all the Mythic Beasts, they launch the most frequent attacks on people. Usually they prefer deer or other similar creatures, but if such prey is scarce, they will target humanoids. When hunting people, they typically stalk them for hours while invisible. Once the person is alone or vulnerable, the creature will strike. In areas where food is scarce and the Furtive Panther has an easy time killing humanoids, the



creature may begin to prefer them as prey. This can lead to a situation where the creature kills dozens, if not hundreds of people before it is stopped (or it wipes out/drives away all the people in the area). Once the creature has acquired a taste for the flesh of people, it will only stop if it is killed or driven away (driving a Furtive Panther away from a region is almost as difficult as killing it). When not hungry, Furtive Panthers usually avoid other creatures, only attacking if approached or assaulted. They are solitary creatures, only coming together to mate once per year.

Also Known As: Invisible Panther or Insect-Panther.

Alignment: Considered Miscreant.

Attributes: I.Q. 1D6+2 (high animal intelligence), M.E. 3D6, M.A. 2D6, P.S. 3D6+6, P.P. 2D6+12, P.E. 4D6, P.B. 3D6, Spd 1D6+16 (can run at double speed for short spurts).

Hit Points: P.E. attribute number x2 +30.

S.D.C.: 1D4x10+80

Natural Armor Rating: 6

Horror/Awe Factor: 14

Physical Appearance: Looks like a large black panther with six legs and glowing red eyes.

Size: Body: 5-7 feet (1.5-2.13 m) long; tail: 3-4 feet (0.9-1.2 m) long.

Weight: 200-300 pounds (90-135 kg).

Average Life Span: 25-45 years.

P.P.E.: 1D4x10+65

Magic: See Special Abilities.

Psionics: None.

Natural Abilities: Nightvision 400 feet (121.92 m; can see in total darkness), see the invisible, exceptional hearing, smell and eyesight, bio-regenerates 1D6 Hit Points/S.D.C. per hour, can leap up to 20 feet (6.1 m) high and 40 feet (12.2 m) long.

Special Abilities: Claws of Pain: The Furtive Panther's claws can inflict painful wounds that temporarily impair its victims. Struck targets must make a save vs 14 or suffer the effects of an *Agony* spell. Multiple strikes do not increase the duration, and the target cannot be affected again for two minutes (after all effects end). The Furtive Panther can tell if its attack has affected its target. This ability can be performed with a claw attack as a single attack/action and costs 15 P.P.E. to use.

Escape Bonds: The Furtive Panther can escape from anything that restrains it; this includes ropes, chains, traps or anything that prevents free movement. The creature is immediately released from these bonds. This does not apply to cages and locked doors; it also only applies to one restraint at a time, in physical contact with the animal. Using the ability takes one attack action to perform and costs 5 P.P.E.

Invisibility: The Furtive Panther can turn itself invisible with the spell *Invisibility: Simple*. This ability takes one attack/action to activate, costs 6 P.P.E. and lasts for twenty minutes per use.

Superior Invisibility: The Furtive Panther can make itself virtually undetectable with the spell *Invisibility (Superior)*. This is usually done to evade attack from keen predators. This ability takes one attack action to activate, costs 20 P.P.E. and lasts for five minutes per use.

Vulnerabilities: The spell *Blinding Flash* (or similar sudden blasts of magical light) can temporarily negate the Furtive Panther's invisibility (both forms). If the creature is in the spell's area at the time the spell is cast, the Panther automatically becomes visible, but can turn invisible again on its next turn.

Skills of Note: Climb 90%, Prowl 90%, Swim 40% (usually avoids water) and track by smell or sight 60%.

Attacks per Melee: Four.

Damage: Claws deal 2D6+6 points of damage, bite does 2D6 points of damage, a pouncing leap has a 01-65% chance of knocking human-size prey off its feet (victim loses initiative and one melee attack) and deals 2D6 points of damage in addition to claw damage.

Bonuses: +4 on initiative, +6 to strike, +4 to parry, +4 to dodge, +3 to roll with impact, +3 to pull punch, +7 to save vs Horror Factor, +5 to save vs disease and poison.

Value: Fur: 4,000 gold; can be used by Alchemists to make a Cloak of Invisibility at half price; a living, intact, restrained specimen: 15,000 gold.

Habitat: Prefers grasslands, plains, mountains and forests. Specifically, this includes parts of the Western Empire, the Old Kingdom, Timiro, Baalgor Wastelands, Land of the South Winds and the Yin-Sloth Jungles.

Languages: None; makes deep, rumbling, tiger-like roars, meows and growls.

Allies: None; animal.

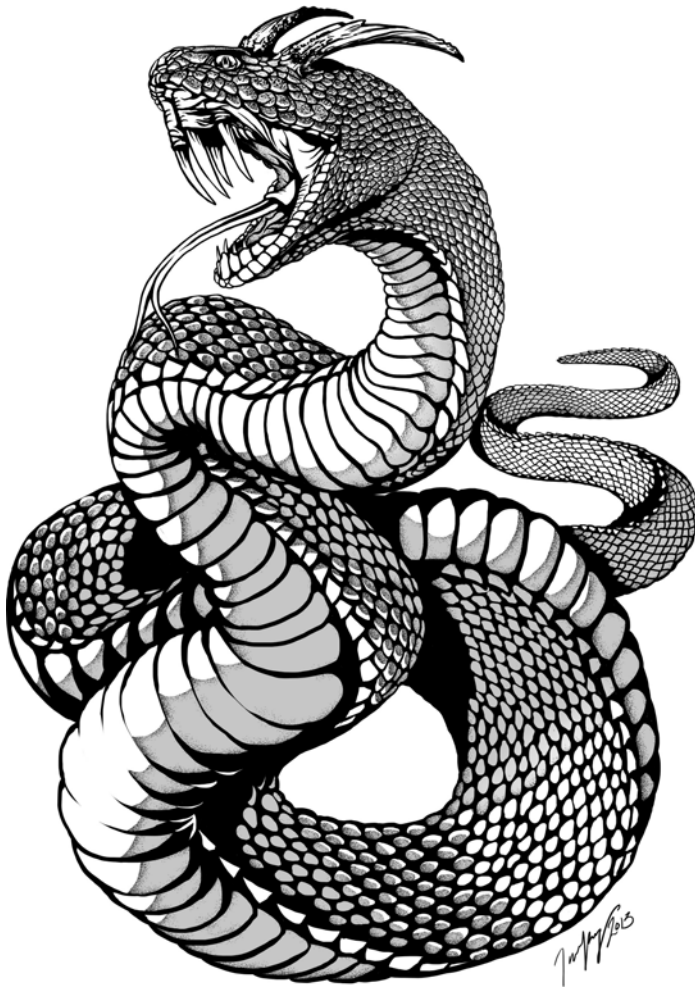
Enemies: Its tendency to occasionally prey on people can make it an enemy to the communities it lives near.

Rifts® Conversion Notes: Becomes an M.D.C. creature in Mega-Damage settings with its S.D.C./Hit Points being converted to M.D.C. (its attacks dealing Mega-Damage). On Rifts Earth, the Furtive Panther can be found in small numbers in parts of central/South America, sub-Saharan Africa, India and Southeast Asia.

Creature Variations: There are reports of a larger, more elusive Furtive Panther that is said to terrorize remote villages deep in the jungles. This "Marauder Panther" as it is known, is twice as big, weighs three times as much, has 50% more S.D.C., attacks deal 50% more damage, +2 to A.R. and Horror Factor, +5 to P.S., has infrared vision (instead of nightvision; same range) and can turn invisible at will (still takes P.P.E. to use Superior Invisibility).

Gorgon Serpent

Gorgon Serpents are large, powerful snake-like creatures with a high level of predatory intelligence. Despite their name, they are unrelated to Gorgons. As their name implies, they are serpentine in form but on a larger scale. The creature is a dark blue-black in color with a gray underbelly. Their body is segmented with a thick, rock-like hide that seems to form one giant plate of armor for each segment (actually made up of a series of interlocking scales). Its head has two large, rear-facing horns that sweep back over its neck. It has four large fangs meant for piercing and tearing flesh, a long, forked tongue and glowing red eyes. The Serpent's petrifying gaze works different than other similar creatures. Those who are not petrified immediately are instead slowly turned to stone. This is a painful process as the victim's body stiffens. Repeated attacks can fully petrify the target. The Serpent was given the ability to restore its victims (in case of friendly fire or for interrogation), but since breaking free, they almost never release prey. Attempts to reflect its petrifying gaze are ineffective, as the creature is impervious to petrification. It can also turn itself to stone on its own, leaving it immobile but still able to see and hear normally. The serpent will often do this to confuse its



enemies, leading them to believe they successfully petrified it. When its enemies lower their guard it will restore itself and attack. The Gorgon Serpent has acid-like saliva that enhances the damage of its bite. It can also fire streams of acid.

Gorgon Serpents were created by Zyrvaelzon as a versatile siege weapon that could petrify its targets without being endangered by its own gaze. Following the collapse of Zyrvaelzon's army, the creatures settled in the mountains, ruins and caverns in the center of the continent. In the Legend of Varus, the warrior Varus was said to have fought the Gorgon Serpent to a stalemate. At the end of the battle he was petrified, but in that moment, he mastered the ability to restore himself to flesh. The serpent realized the fight was no longer winnable and retreated.

The Gorgon Serpent subsists off the petrified remains of organic creatures. After petrifying its victims, it will dissolve them with acid spray then eat the pieces, its acidic saliva further breaking them down. The creature sheds its skin like normal snakes, but the skin crumples to shards of rock shortly after. Gorgon Serpents are solitary creatures that only come together to mate. They produce live young in groups of five to ten that can fend for themselves within three months. Gorgon Serpents are very aggressive; attacking any creature they believe could threaten them.

Also Known As: Stone Snake or Earth Serpent.

Alignment: Considered Miscreant.

Attributes: I.Q. ID6+2 (high animal intelligence), M.E. 2D6+1, M.A. 1D6, P.S. 2D6+22, P.P. 3D6+4, P.E. 2D6+18, P.B. 2D6, Spd 4D6+6 (can burrow through dirt/soil at speed of 10).

Hit Points: P.E. attribute number x5 +20.

S.D.C.: 4D6x10+60

Natural Armor Rating: 13

Horror/Awe Factor: 15

Physical Appearance: Appears as a giant, dark blue-black serpent with a segmented, thick, rock-like hide, large fangs, glowing red eyes and two large horns that sweep back from its head over its neck.

Size: Body: 30-40 feet (9.1-12.2 m) long; head: 4 feet (1.2 m) long; horns: 2 feet (0.6 m) long.

Weight: 2-3 tons.

Average Life Span: 150-200 years.

P.P.E.: 2D4x10+10

Magic: See Special Abilities.

Psionics: None.

Natural Abilities: Nightvision 200 feet (60.96 m; can see in total darkness), keen sense of smell, bio-regenerates 1D6 Hit Points/S.D.C. per hour, and impervious to petrification, acid and poison in animal form. Impervious to more when it turns itself to stone (see below).

Special Abilities: Petrification: The Gorgon Serpent can focus its gaze on single, specific target within 200 feet (60.96 m) that it can see clearly (a single creature). When using petrification, its eyes glow bright green and impose an enchanted effect on the target. The target cannot evade this attack, but gets a save vs magic of 13 to escape immediate petrification. A failed roll means instant petrification, and the victim remains stone for 1D4 hours!

If the target saves, he takes 3D6 points of damage direct to Hit Points, feels stiff and is -1 on initiative, -1 to strike, parry and all other combat maneuvers, plus reduce Spd 30%. These penalties last 1D4 melee rounds per each saved petrification gaze. If a victim has his Hit Points reduced to zero or less by this attack, he is turned to stone. In this case, when Hit Points lost via petrification gaze all recover (at a rate of 3D6 per hour), the victim is returned to normal. **Note:** In all cases, the Stone to Flesh spell restores the person instantly, including H.P. lost in the attack. Supernatural beings and creatures of magic are petrified for DOUBLE the duration. Each petrification gaze counts as one of the Serpent's attacks.

Petrified victims have a Natural A.R. of 16 and double their usual S.D.C. and Hit Points as stone statues, but can be deliberately destroyed when the combined S.D.C./H.P. number is reduced to below zero. **Note:** On Mega-Damage worlds, the gaze does 5D6 M.D. to victims that *successfully save*, meaning S.D.C. beings are instantly petrified. Petrified S.D.C. creatures have 100 M.D.C. when turned to stone, while M.D.C. beings have 1,200 M.D.C. Robots, power armor, vehicles and non-living objects can not be turned to stone. Those inside full environmental body armor are also protected as long as their armor has at least 30% of its original M.D.C. If less, they are vulnerable to being turned to stone "inside" their armor.

Stone to Flesh: The Gorgon Serpent can reverse the petrification if it so desires. To do so, it focuses its gaze upon a single target that was petrified, its eyes glowing bright orange, and suddenly, the victim is returned to normal (if broken while petrified, still broken or dead). The target must be within 200 feet (60.96 m), and the creature must have clear line of sight to see the target, and know that it was petrified. This ability takes one attack/action to perform. **Note:** Gorgon Serpents almost never do this willingly. The Stone to Flesh spell cast by a mage or from a scroll also restores victims instantly.

Acid Bite/Spray: The Gorgon Serpent has corrosive acid-like saliva that affects rock and other inorganic material. Its bite can do an additional 3D6 points of damage when acid is simultaneously released. It can alternatively shoot a stream of acid at a single target up to 30 feet (9.1 m) that does 2D6 points of damage. **Note:** Spitting a stream of acid or releasing acid in a bite counts as one melee attack and can only be done once per melee round. Affects only stone, metal, plastic, processed wood, and other inorganic material, not flesh, vegetation, etc.

Transform Self to Stone: The Gorgon Serpent can change itself into stone at will. When the Serpent appears to be petrified, it can not move or perform any actions, however its senses remain intact and active (can see, hear, smell, etc.). In stone form, the Gorgon Serpent is impervious to heat, cold, fire, magic clouds, poison and any other physically disabling phenomena, and can even survive without air (underwater, in a vacuum, etc.). The Gorgon Serpent can return to normal at any time, with instant results. While in the Form of Stone it has a Natural A.R. 16, double its normal S.D.C. (on M.D. worlds this is double its normal M.D.C.), and weighs twice its natural weight. Depleting its S.D.C. (or half its M.D.C. in Mega-Damage environments) in stone form forces it back to its normal flesh and blood form. The Gorgon Serpent is impervious to petrification, though it is smart enough to turn to stone and pretend it has been petrified, if there is an advantage to doing so. Likewise, it turns itself to stone to avoid foul weather conditions and to lure potential prey or humanoid enemies into a false sense of security – nobody is afraid of a statue or rock formation. Changing its form counts as one melee attack and costs 2 P.P.E.; instant results.

Vulnerabilities: Millennium Tree weapons do double damage, as do rare magic weapons made of wood, bone or stone.

Skills of Note: Swim 30%, Prowl 30% and Climb 40%.

Attacks per Melee: Four.

Damage: Bite does 4D6 points of damage (plus acid; see above); tail slap does 3D6 points of damage.

Bonuses: +2 on initiative, +3 to strike, +2 to dodge, +5 on save vs Horror Factor, disease and magic.

Value: Intact eyes and horns for alchemical ingredients: 1,000 gold each; living, intact, restrained specimen: 20,000 gold.

Habitat: Prefers mountainous, rocky areas, including secluded underground caverns and ancient ruins. Gorgon Serpents can be found in parts of Timiro, the Old Kingdom and the south of the Western Empire.

Languages: None; occasionally makes deep hissing sounds.

Allies: None; animal.

Enemies: Extremely territorial, and typically eliminates all other creatures that could threaten it within one mile (1.6 km) of its den.

Rifts® Conversion Notes: Becomes an M.D.C. creature in Mega-Damage settings, with its S.D.C./Hit Points being converted to M.D.C. (its attacks dealing Mega-Damage). On Rifts Earth, the Gorgon Serpent can be found in small numbers in the Mediterranean region (Northwest Africa, Turkey and southern Europe).

Creature Variations: Rare stories tell of an even larger, three-headed Gorgon Serpent. This creature is believed by scholars to actually be conjoined triplets that share a body, each head having its own will. This creature is 50% larger, weighs twice as much, has 50% more S.D.C., +2 to A.R. and Horror Factor, +5 to P.S. and P.E. and has nine attacks per melee (each head gets three; all have the above powers/abilities but they must all work in unison to use the Form of Stone).

Grim Wolf

The Grim Wolf is a fearsome and savage creature famous for its hunting prowess. It resembles a giant, monstrous wolf with powerful jaws. Its fur is primarily dark (either black or dark gray) and has yellow eyes. The Grim Wolf is a skilled hunter; it can smell prey from a mile away. The Wolf can also sense magic, allowing it to track practitioners of magic and Creatures of Magic/Supernatural creatures, which it hunts to feed off their P.P.E. The Grim Wolf's howl can terrify those nearby; it can also kill with a glare, turning its victims into a statue of salt that crumples to pieces. Its bite is especially savage, inflicting crippling wounds to those it strikes.

The Grim Wolf was created by Zyrvaelzon to be a hunter that could track powerful magical creatures. Zyrvaelzon was said to have had the ability to turn his enemies into a pillar of salt with a glance, typically using this to execute (or "pass judgment" as he liked to call it) those he believed wronged him. As Grim Wolves were his favorite creation, he gave them a lesser version of this power so they could also "pass judgment" upon his enemies. With the collapse of Zyrvaelzon's army, the Wolves adapted to hunting magical creatures on their own across the north and center of the continent. The Legend of Varus states he sought out the Wolf to acquire its hunting skills.

The Grim Wolf subsists on water, meat and P.P.E. It needs all three to survive, and must eat/drink as a normal creature would. The P.P.E. it requires can only be obtained by killing a creature; it cannot be obtained by any other method. The Wolf's need for magical energy leads it to hunt Creatures of Magic and Supernatural creatures, but occasionally hunts other creatures (especially practitioners of magic). People who have encountered the creature tell terrifying tales of the Wolf fighting with skill and savagery unheard of in normal animals. They will stalk their prey for hours if necessary, waiting for the perfect opportunity to strike. Stronger creatures are often led into traps, or hit by repeated hit and run attacks. The Wolf is intelligent enough to judge if a foe is too powerful (especially for Creatures of magic/Supernatural creatures), and will retreat if its attack goes poorly. They usually form small packs of 4D6 individuals, but if food is scarce, the pack will break up as each creature fends for itself. Aside from hunting, they usually avoid other creatures.

Also Known As: Dread Wolf or Monster Wolf.

Alignment: Considered Aberrant or Miscreant.

Attributes: I.Q. 1D6+3 (high animal intelligence), M.E. 2D6+5, M.A. 2D6, P.S. 3D6+8, P.P. 3D6+6, P.E. 3D6+6, P.B. 3D6, Spd 1D6+50.

Hit Points: P.E. attribute number x2 +52.

S.D.C.: 2D4x10+70

Natural Armor Rating: 6

Horror/Awe Factor: 14, 18 if a pack.

Physical Appearance: Looks like a dark-colored, giant, monstrous wolf.

Size: Up to 5 feet (1.52 m) tall at shoulders; body 8-10 feet (2.4-3 m) long; tail 1.5-2 feet (0.45-0.6 m).

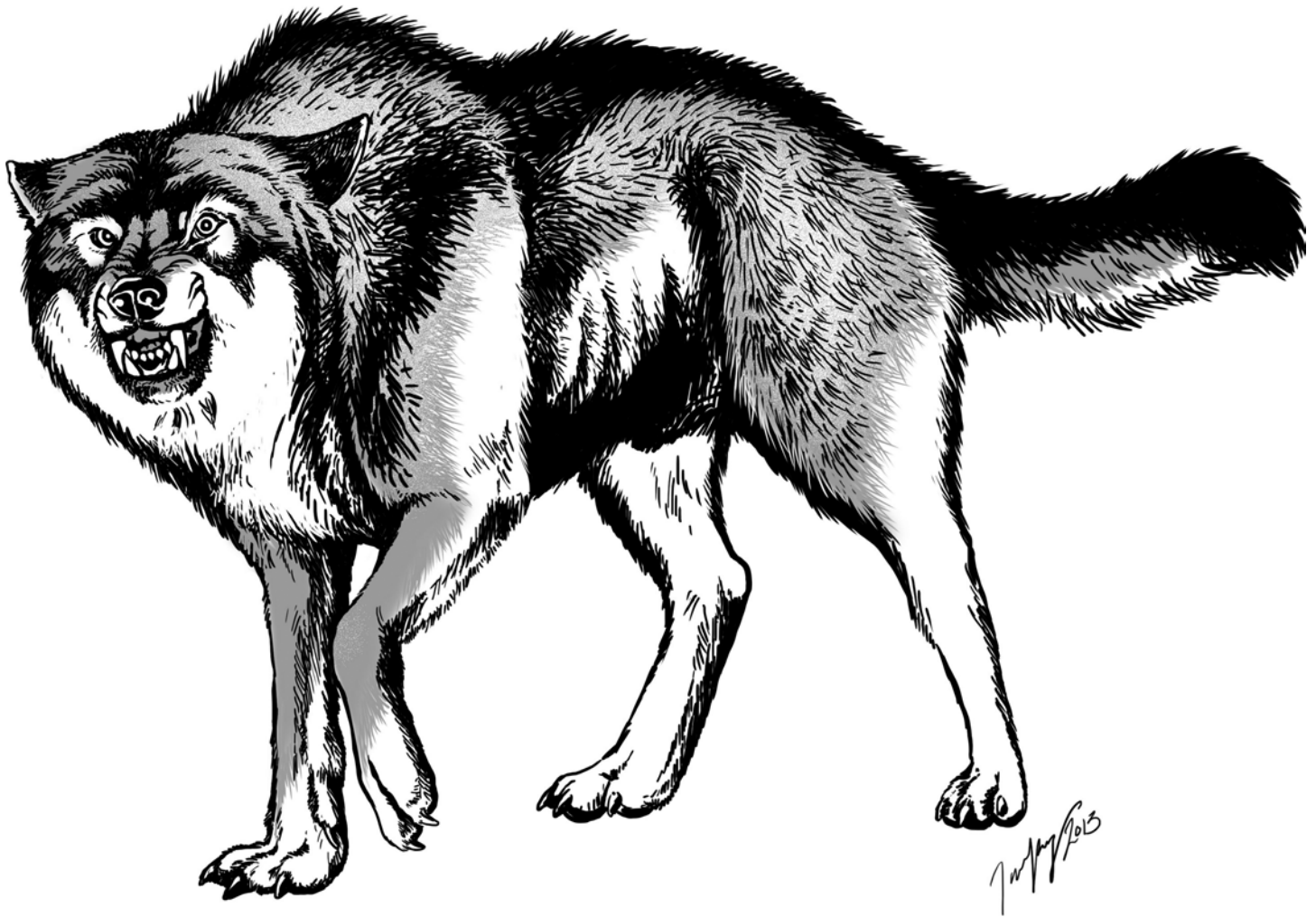
Weight: 300-400 pounds (135-180 kg).

Average Life Span: 30-50 years.

P.P.E.: 1D4x10+60

Magic: See Special Abilities.

Psionics: Sixth Sense; I.S.P. is M.E. attribute number x2.



Natural Abilities: Nightvision 100 feet (30.48 m; can see in total darkness), bio-regenerates 1D6 Hit Points/S.D.C. per hour, keen hearing, vision and smell, can smell prey one mile (1.6 km) away, can leap 6 feet (1.82 m) high and 12 feet (3.65 m) long.

Special Abilities: Glare of Judgment: The Grim Wolf can direct a malevolent glare at a single target it can see. Its eyes glow bright green and the target creature suffers 2D6 points of damage directly to Hit Points. As targets take damage, their skin hardens and cracks. Creatures that are killed by this ability are turned into a statue of salt that cracks and falls to pieces; their possessions are unaffected. The range of this ability is 100 feet (30.48 m) as long as the Grim Wolf can see the target.

Requires 15 P.P.E. and one attack action to perform, and can only be done once per melee round. **Note:** On Mega-Damage worlds, this does M.D. to M.D.C. creatures/objects. It can affect power armor and vehicles as it slowly turns the M.D.C. armor into salt.

Grim Howl: The Grim Wolf can issue forth a terrifying howl that stuns those who hear it. All creatures within 100 feet (30.48 m) of the wolf that can hear the howl must save vs a Horror Factor of 16 or be overwhelmed with fear as if in the area of a *Fear* spell. Grim Wolves are immune to this effect. This ability takes two attack actions to perform and lasts until the next melee round.

Nourishment: Grim Wolves subsist off of food/water and P.P.E. They must absorb 25 P.P.E. per week to prevent starvation, as well as the normal amount of food and water a creature

of their size would eat (equivalent of a black bear). The creature can only absorb this P.P.E. from creatures they kill (the creature's P.P.E. is doubled at death and is absorbed by the Wolf). The absorption process is instantaneous upon the target's death if the wolf is within 10 feet (3 m) when the creature dies. The Grim Wolf cannot regenerate its own P.P.E. by any method other than killing living creatures and absorbing their P.P.E. For every point under 25 of P.P.E. the wolf does not absorb per week, it loses 2% of its maximum P.P.E. If its P.P.E. reaches zero, the Grim Wolf dies. I.S.P. does not provide the creature nourishment.

Savage Bite: The bite of a Grim Wolf does 3D6+3 damage and inflicts enchanted wounds that make it difficult for the target to move and fight. The target must make a save vs magic of 13 or take -1 to strike, parry, and dodge, plus reduce the target's speed by 20%. Creatures of Magic/Supernatural creatures that fail their saves also take double damage from the bite. These penalties last for five minutes. **Note:** Multiple bites do not increase the severity of the penalties, but do increase the duration.

Sense Psychic and Magic Energy: The Grim Wolf can detect the presence of psychic energy; specifically, psychics (I.S.P.) and magic energy (P.P.E.) used in spell casting, magic items and large energy reserves in practitioners and creatures of magic (80 or more points). It can track this energy like it would track a scent by smell. This ability is constant and automatic like a natural sense (similar to the Psychic Sensitive's ability of the same name). If psionic powers or magic is being used

within the creature's range of sensitivity, it will sense it. The psychic impression will indicate whether the energy source is far or near, up or down, and whether it is a small or great amount of energy, but the creature cannot track or pinpoint exactly where it is or who is expending it. If the energy is being continually expended, like a series of magic or psionic attacks, or a long duration effect, the creature can pinpoint its location to within 25 feet (7.62 m). **Base Skill:** 40% (roll once every melee round). The presence of other P.P.E. sources may confuse the sensation and impair locating the approximate source; -10% skill penalties. Close proximity to a ley line (2 miles/3.2 km) will reduce the ability by half. Close proximity to a ley line nexus point (4 miles/6.4 km) will completely obliterate it. **Range:** Sensitivity to psionic and magic powers in use is 500 feet (152.4 m) away. A failed roll means the scent is lost. Sensitivity to psychics or magic practitioners not using their powers is 50 feet (15.24 m). The Grim Wolf can sense ley lines and nexus points up to two miles (3.2 km) away.

Sense Supernatural Beings: Similar to the Sense Psychic and Magic Energy ability, except the Grim Wolf is more sensitive to the presence of supernatural beings; including gods, godlings, Greater Elementals, Greater Demons, Deevils, dragons, and practitioners of magic of 10th level or higher. **Base Skill:** 50% to identify the specific type of supernatural being. The Grim Wolf can also track supernatural creatures by the smell of their energy. **Base Skill at Tracking by Scent:** 45% when the creature is not using magic or psionic powers. 60% if the creature is using its powers, or is an especially powerful creature. **Range:** 500 feet (152.4 m), double when magic is being used/cast, 5,000 feet (1,524 m) when the creature is especially powerful. Close proximity to a ley line (2 miles/3.2 km) will reduce the ability by half. Close proximity to a ley line nexus point (4 miles/6.4 km) will completely obliterate it.

Skills of Note: Prowl 70%, swim 65% and track by smell 90% (+10% if by blood or strong scent).

Attacks per Melee: Four.

Damage: Bite does 3D6+3 points of damage; claws deal 1D6 points of damage. A Grim Wolf can make a pouncing leap and bite at its prey; 01-60% chance of knocking human-sized prey off its feet (victim loses initiative and one melee attack). The target also suffers 1D6 points of damage from the fall/impact.

Bonuses: +3 on initiative, +4 to strike, +4 to dodge, +8 to save vs Horror Factor, +5 to save vs poison and disease.

Value: Fur: 500 gold; a living, intact, restrained specimen: 10,000 gold.

Habitat: Tundra, steppe, open woodland and forest. Specifically, they can be found in the Great Northern Wilderness, Eastern Territories, Ophid's Grasslands, the Land of the Damned and the northeast of the Old Kingdom.

Languages: None, animal; makes deep growls, howls and barks (like wolves).

Allies: None, animal. Many Grim Wolves are pack animals, usually 4D6 individuals.

Enemies: Any creature that it views as food or a threat, especially practitioners of magic, creatures of magic and supernatural creatures.

Rifts® Conversion Notes: Becomes an M.D.C. creature in Mega-Damage settings, with its S.D.C./Hit Points being converted to M.D.C. (its attacks dealing Mega-Damage). On Rifts Earth, Grim Wolves can be found in small numbers in north-

ern/central Europe, Russia, central Asia, Siberia, Canada and the northern half of America.

Creature Variations: Rare stories tell of a larger Grim Wolf with a humanoid form similar to Werewolves. These "Dread Wolves," as they are called, can walk upright like humans or walk on all fours as a wolf. The creatures are 50% bigger, weigh twice as much, have two hand-like claws that deal double damage, 50% more S.D.C., +2 to natural armor rating, +2 to Horror Factor, and +5 to P.S. and I.Q. While walking on two legs, it has half the listed speed, but normal speed when on all fours. Its claws are like hands and can be used to manipulate objects. Some scholars believe these creatures have human level intelligence, but so far this has yet to be proven.

Hexalisk

The Hexalisk is a voracious creature with powerful regenerative abilities. It resembles a large lizard with six legs and a large head. Its six legs end in large, clawed feet with three toes. The creature's head has a sail-shaped horn towards the back that curves over its short neck. Its skin is made up of armored scales similar to a crocodile. The Hexalisk is well known for its regenerative powers. It can heal wounds quickly and even regenerate lost limbs or organs in minutes. The creature can also breathe a blast of fire, but its most feared ability is its bite, which can inflict hexes. These hexes are temporary, but can cripple those affected. The hexes are said to be random in nature, inflicting paralysis, confusion, blindness, bad luck or great pain. The Hexalisk cannot control which hex affects its targets, but can tell which one is inflicted. The creature is also said to be able to channel hexes through its fire breath, but rarely does so. The one weakness of the Hexalisk is magical electricity, which is believed to short-circuit its regenerative abilities, temporarily negating them.

The Hexalisk was created as a living weapon that would take the brunt of an attack while the rest of his forces would move behind it (similar to a tank). With the fall of Zyrvaelzon's army the creatures settled in the mountains, hills and forests in the center of the continent. The Legend of Varus tells that the hero Varus sought out the Hexalisk to learn its powers of regeneration and hexing.

The Hexalisk is a savage predator and voracious eater. To maintain its powerful regenerative abilities, it needs to eat large amounts of meat on a daily basis. It typically eats the weight of a human-sized creature every day; usually a series of smaller animals, but occasionally larger prey. The creature will sometimes kill more than it needs, gorging itself in case food becomes scarce. The Hexalisk's large appetite can often lead to it depleting the area of prey, forcing it to move to a new location. The creature is very aggressive, attacking any living target less than twice its size. They prefer to make their dens in ancient ruins or caves. Hexalisks are solitary creatures, only coming together to mate once every ten years. They produce live young in groups of five that can fend for themselves within a month.

Also Known As: Hex Lizard or Regenerating Beast.

Alignment: Considered Miscreant.

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

Hit Points: P.E. attribute number x5.

S.D.C.: 3D6x10+20

Natural Armor Rating: 10

Horror/Awe Factor: 15

Physical Appearance: A large, six-legged, lizard-like creature with a long tail and large head with a sail-shaped horn towards the back.

Size: 15-20 feet (4.57-6.1 m) long from head to tail; up to 6 feet (1.8 m) tall at shoulders; head: 3 feet (0.9 m) long; tail: 5-7 feet (1.52-2.13 m) long.

Weight: 1,000-1,500 pounds (450-675 kg).

Average Life Span: 50-60 years.

P.P.E.: 1D4x10+40

Magic: See Special Abilities.

Psionics: None.

Natural Abilities: Infrared vision 200 feet (60.96 m), bio-regenerates 4D6 Hit Points/S.D.C. per melee round, regenerates lost limbs and organs in 4D6 minutes, keen sense of smell, impervious to disease, toxins, poison and fire (does no damage; includes plasma weapons).

Special Abilities: Fire Breath: The Hexalisk can breathe a blast of fire that is 30 feet (9.14 m) long, 4 feet (1.2 m) wide (potentially striking multiple targets if clustered very close together) and does 4D6 points of damage. This ability takes one attack action to perform, but can only be used once per melee round.

Focused Regeneration: By focusing all of its energy, the Hexalisk can significantly increase the strength of its bio-regeneration. By expending 20 P.P.E. and concentrating on healing for one full melee round (15 seconds), the creature can restore 2D4x10 Hit Points/S.D.C. and regenerate any lost limbs or organs. While concentrating, the creature can take no other actions; it cannot be disrupted while doing this even if attacked. It cannot heal more than its maximum Hit Points/S.D.C.

Hex: The Bite of a Hexalisk can inflict a temporary hex or curse upon its victim. Targets must make a save vs magic of 14 or suffer a hex. The effects of the hex can vary; roll randomly to determine which of the hexes listed below. The target cannot be affected by the same hex twice in a twenty-four hour period and cannot be affected by more than one hex at a time. A *Remove Curse* effect can remove the hexes. The Hexalisk will know if its hex is affecting a creature it can see. The Hexalisk must expend 6 P.P.E. to use this ability.

01-20%: Lesser Paralysis: As the level three spell, only affects a single arm or leg; roll randomly to determine which: 01-25% right arm, 26-50% left arm, 51-75% right leg, 76-00% left leg. This hex lasts for one hour.

21-40%: Blind: The target is blinded, -10 to strike, parry and dodge, and they are likely to stumble and fall every 10 feet (3 m) of movement (50% chance). If the affected target is a spell caster they cannot use a spell which requires them to see the target. This hex lasts for thirty minutes.

41-60%: Luck: As the eighth level spell *Luck Curse*. This hex lasts for one hour.

61-80%: Pain: The target is afflicted with agonizing pain that makes it difficult to fight and concentrate; -2 on initiative, strike, parry, dodge and roll with punch, and reduce skill performance by 25%, and speed and attacks per melee by half. This hex lasts for one hour.

81-00%: Confused: The target is confused and becomes unaware of their environment or happenings around them. The afflicted creature cannot formulate thoughts, use skills, or act on its own. The confused victim cannot engage in any type of combat (offers no resistance), conversation or any action that requires skill or concentration. If the target takes damage from any source, they snap out of the confusion in one melee round; otherwise, this hex lasts for ten minutes. This hex is primarily for temporarily incapacitating a single target. The Hexalisk will know who is affected by this and will specifically not target them until they are the only one left.

Hex Fire: The Hexalisk can infuse its Fire Breath with its hex ability, and when doing so, the flames turn green in color. All targets struck by the fire take normal damage, and must make a save vs magic of 14 or be affected by its hex ability (can be any one of the above).

Vulnerabilities: For reasons not completely understood, magical electricity interferes with the Hexalisk's ability to heal itself. If it takes more than fifteen points of electricity damage (on Mega-Damage worlds, this is fifteen M.D. points) at one time, its bio-regeneration/focused regeneration abilities are short-circuited, preventing it from using them for 1D4 melee rounds. Multiple strikes extend the duration.

Skills of Note: Climb 30%, Prowl 30% and Swim 30%.

Attacks per Melee: Five.

Damage: Bite does 3D6 points of damage.

Bonuses: +2 on initiative, +3 to strike, +2 to dodge, +3 to roll with impact, and +5 on save vs Horror Factor and magic.

Value: Heart used for alchemical ingredients: 1,500 gold; intact, restrained living specimen: 20,000 gold.

Habitat: Prefers temperate mountainous, hilly or forested areas; especially likes to make its den in ancient ruins or caverns adjacent to these areas. Hexalisks can be found in Timiro, the Old Kingdom, the Western Empire, and the Land of the South Winds.

Languages: None; occasionally makes a reptilian hissing-growl noise.

Allies: None; animal.

Enemies: Anything it considers food (which is pretty much any creature smaller than it).

Rifts® Conversion Notes: Becomes an M.D.C. creature in Mega-Damage settings, with its S.D.C./Hit Points being converted to M.D.C. (its attacks dealing Mega-Damage). On Rifts Earth, Hexalisks can be found in small numbers in Europe (except Scandinavia and Russia), South/Central America and in the Dinosaur Swamp of North America.

Creature Variations: There are rumors of a giant, eight-legged version of the Hexalisk. It is believed this is a result of a random mutation or circumstances where it is able to eat large amounts of food for long periods of time. This "Octolisk" is three times as big (weighs ten times normal), has twice as much S.D.C., +5 to P.S. and P.E., its bite and fire breath deal twice as much damage (length of breath attack doubles), the saves against its hexes are increased by one, Horror Factor increased by three, natural armor increases by two and its bio-regeneration/focused regeneration abilities increase to 5D6 / 2D4x10+10.



Hoarfrost Goat

The Hoarfrost Goat is a rare and mysterious creature that lives in the icy mountains of the north. Despite its name, it is more akin to a large, blue-black ibex, but is commonly called a “goat.” Similar to an ibex, they have long, backwards-curving horns with numerous ridges. Both males and females bear horns, but the female’s are slightly shorter. Males are physically larger than females and have beards. The goat is said to be tireless, immune to the cold, able to breathe blasts of frost, and heal grievous wounds.

The Hoarfrost Goat was created by Zyrvaelzon as a tireless, cold-resistant creature to help with transportation of cargo for his army. It was given powers to defend itself and that which it carried from attack; as well as healing abilities to keep itself and its

handlers alive. After the collapse of Zyrvaelzon’s army, the goats migrated northwards, settling in the mountains and tundra across the north of the world. The legend of Varus mentions the goat is sturdy, deadly, mysterious and smarter than it seems. Some versions of the legend say the hero Varus was healed by the goat when he lay dying in the mountains. Similar stories have been told by rare travelers over the centuries. In most accounts, the travelers who received aid have typically helped the goat in some way, or were respectful towards it. If these accounts are true, it would imply a high intelligence for the goat to “decide” who is worthy of its intervention.

The Hoarfrost Goat’s endurance is legendary, said to be able to run for days without pause. But despite being tireless, they still need to stop for food and water. Hoarfrost Goats can eat almost anything, including wood, cloth and even small animals; but they prefer ground shrubs and grasses. The goats usually travel in herds of 5D4 individuals and typically avoid other creatures.

Also Known As: Ice Ibex or Death Goat.

Alignment: Considered Unprincipled or Anarchist.

Attributes: I.Q. 1D6+4 (high animal intelligence), M.E. 2D6+6, M.A. 2D6, P.S. 3D6+8, P.P. 2D6+12, P.E. 3D6 +12, P.B. 2D6, Spd 3D6+30 (can run/travel without fatigue for one day for every 2 P.E. points).

Hit Points: P.E. attribute number x2 +20.

S.D.C.: 1D6x10+60

Natural Armor Rating: 8

Horror/Awe Factor: 12, 15 if encountered in a herd.

Physical Appearance: Appears as a large, hairy, blue-black goat with long, ibex-like horns.

Size: 6-6.5 feet (1.8-2 m) tall at shoulders, body: 9-10 feet (2.74-3 m), tail: 7 in (0.17 m).

Weight: 900-1,200 pounds (405-540 kg).

Average Life Span: 40-80 years.

P.P.E.: 1D4x10+40

Magic: See Special Abilities.

Psionics: None.

Natural Abilities: Keen vision, hearing and sense of smell, nightvision 100 feet (30.48 m), immune to cold damage/effects, seldom tires, does not need sleep, bio-regenerates 1D6 Hit Points/S.D.C. per hour, can leap 10 feet high (3 m) or 20 feet (6 m) across (with running start).

Special Abilities: **Frost Breath:** The Hoarfrost Goat can exhale a blast of frost upon its enemies. The blast is 30 feet (9.1 m) long and 6 feet (1.8 m) wide (potentially striking multiple targets if clustered together), dealing 3D6 points of damage. This ability takes one attack action to perform, but can only be used once per melee round.

Healing Touch: The Hoarfrost Goat can heal cuts, bruises, internal injuries, broken bones, etc., without scarring by direct physical contact (using hooves or horns). The effect restores 3D6 S.D.C. and Hit Points. The goat can use this ability on itself or others, but either way it takes a single attack action and requires 15 P.P.E. **Note:** On Mega-Damage worlds, this can alternatively heal M.D.C. (on M.D. creatures only).

Vulnerabilities: Magical fire attacks deal an additional 25% damage.

Skills of Note: Climb (rocky ledges) 90% - very surefooted, can leap without stumbling or falling, Swim 40%, and Prowl 20%.

Attacks per Melee: Four.

Damage: Head butt does 3D6+2 points of damage, a running charge at half speed does 5D6+4 points of damage, at full speed it does 1D6x10 points of damage, kick does 2D4 points of damage.

Bonuses: +2 on initiative, +3 to strike, +2 to parry, +5 to dodge, +2 to save vs Horror Factor, and +5 to save vs poison and disease.

Value: Horns used for alchemical ingredients: 1,000 gold each; a living, intact, restrained specimen: 10,000 gold.

Habitat: Mountainous and tundra regions, including the Northern Mountains, parts of the Ophid's Grasslands and the Great Northern Wilderness.

Languages: None per se, but communicates in its own way with grunts, snorts, bleats and stomping.

Allies: None normally, but have been known to help small groups of good-aligned travelers in times of need.

Enemies: Typically avoids evil and supernatural creatures.

Rifts® Conversion Notes: Becomes an M.D.C. creature in Mega-Damage settings, with its S.D.C./Hit Points being converted to M.D.C. (its attacks dealing M.D.C.). On Rifts Earth, Hoarfrost Goats can be found in small numbers throughout Canada, Alaska, northern Asia, and Scandinavia.

Creature Variations: There are rumors of a larger Hoarfrost Goat that can discharge lightning from between its horns. This "Thunder-Frost Goat" lives at the top of large mountain ranges and is usually a solitary creature. The Thunder-Frost Goat is identical to the Hoarfrost Goat except it is 50% bigger, weighs three times as much, has 50% more S.D.C., its attacks deal 50% more damage (natural and special attacks, including Frost Breath and Healing Touch), +4 to P.S. and P.E., +2 to Natural Armor Rating, Horror Factor, and the target needed to save from its attacks, and can fire bolts of lightning from its horns like the Ebonstorm Eagle's Call Lightning ability (except the lightning originates from between the goat's horns).

Mythic Behemoth

Sometimes referred to as the "Ninth Mythic Beast," this creature is actually a combination of the other eight creatures. The Mythic Behemoth is the culmination of the sorcerer Zyrvaelzon's ambition to conjure up powerful monsters for his army. After creating the eight Mythic Beasts, he decided to gather their essences into a single creature that combined all the powers of the other beasts. The idea was to create an intelligent, giant foot-soldier that would have all the powers and strengths of the Mythic Beasts but without any of the weaknesses. To this end, he designed a magical ceremony to fuse together a single specimen of all eight beasts with a humanoid creature as the nucleus. Which humanoid creatures were used for the process is a fact lost to history; many believe it was either Titans or some other form of giant. The focus creature was only used as a base for the necessary magic and to give the resulting creature a humanoid form. The Behemoth would be an entirely new being and would have no memories of the creatures used to bring about its existence.

After much trial and error, Zyrvaelzon managed to create a single specimen that fit his specifications perfectly. The creature was as intelligent as any soldier, incredibly strong, skilled in magic and nearly unstoppable. His controlling spells also worked perfectly, and it followed every order to the letter. Zyrvaelzon immediately

decided to create more, and expanded the ceremony to create fifty Mythic Behemoths simultaneously. What Zyrvaelzon did not know was that the first specimen he created was not truly subject to his will. An error in the magical ceremony that created it had rendered it impervious to all forms of magical mind control. This first Mythic Behemoth, who would take the name Gleaming Death, was exceptionally intelligent. Upon its creation it decided to feign loyalty, biding its time. When Zyrvaelzon completed his larger ceremony, creating many Mythic Behemoths, Gleaming Death saw his opportunity. He immediately attacked the now weakened sorcerer (performing the ceremony had nearly depleted his P.P.E. and exhausted him mentally and physically), catching him off guard. Gleaming Death killed Zyrvaelzon and his guards, then turned his attention to the newly created Mythic Behemoths. Having demonstrated his power, he promised his fellow creatures freedom, power and most importantly, the chance to fight in glorious battle if they followed him. Mythic Behemoths are innately egotistical and savage, and Gleaming Death's offer was readily accepted.

The Behemoths fought their way out of Zyrvaelzon's fortress, killing and destroying all in their path. The devastation from their outbreak, coupled with the death of Zyrvaelzon, led to the collapse of his army and created the opportunity for the eight Mythic Beasts to escape. With their freedom, Gleaming Death led his followers on a campaign of destruction, randomly killing travelers and destroying entire communities. Eventually, Gleaming Death's savagery and natural propensity for warfare failed him; he died in battle and the surviving Mythic Behemoths scattered across the world.

In the Legend of Varus, he was said to have sought out a Mythic Behemoth after obtaining the powers of the eight Mythic Beasts. The final test Varus put himself through to perfect his powers was to defeat a Mythic Behemoth in a one on one battle. Varus was said to have barely won this duel, a single blow away from death.

Mythic Behemoths are giant, muscular, semi-humanoid creatures with many animalistic features. Its entire body (including head, limbs, feet, hands and tail) is covered by blue-black fur with an exception for the back of its neck, where it has a small mane of



ebon feathers. The creature has a large, wolf-like head (especially the canine muzzle; ears are smaller than a wolf's) and large, goat-like curving horns. The horns have numerous ridges along their length and curve backwards before curving forward similar to a bull's. The creature has glowing, pupil-less red eyes, large canine fangs and a dark red, forked tongue like a snake's. Its rear legs bend backwards, look like a cross between a wolf and bull's back legs and end in reptilian feet with three large, clawed toes similar to carnivorous dinosaurs. The creature's four-fingered hands end in powerful claws as well. It also has a long reptilian tail. Males and females look nearly identical, with females being less muscular and more athletic in appearance. Older male Mythic Behemoths grow a goat-like beard on their chin that grows longer as they age.

Mythic Behemoths are extremely strong creatures. They are skilled psychics and powerful mages. Their hide is like armor and they are resistant to most forms of magic. The creature has keen senses and recovers quickly from injuries. A Mythic Behemoth can breathe a blast of fire or frost, blast lightning from its horns and kill with a glance. They are also fearless and impervious to mind control.

Their great power makes Mythic Behemoths extremely arrogant; they believe no single foe can defeat them. They enjoy fighting, seeing combat as the ultimate experience of life. From birth, they are driven by an innate desire to fight, to defeat their enemies and prove their strength. This drive prevents them from forming long-lasting relationships or alliances, effectively condemning their race to isolation. Most of them have little interest in personal goods aside from weapons, armor and other battle equipment. Many Mythic Behemoths become mercenaries for evil creatures or organizations; they see such work as an opportunity to fight powerful foes. These rare alliances typically occur when the Mythic Behemoth encounters strong, like-minded creatures that either offer their loyalty to the Behemoth or have impressed it with their strength (they will not work with beings they consider weak). When working as mercenaries, they typically take payment in weapons or equipment rather than currency.

Even among their own kind Mythic Behemoths are, at best, harsh and uncaring. They often fight amongst themselves to prove their strength. Typically, these fights are not to the death unless they believe the other has insulted or threatened them. In battle, they are savage and brutal; they will do whatever is necessary to win. Although they can magically understand and speak all languages, they rarely talk to others. Those who have allied with Mythic Behemoths report that during down-time, they refuse to make small talk, instead either challenging their allies to duels or eerily staring at them without speaking. Mythic Behemoths mate once every ten years. Typically, this process is done by an individual challenging the prospective mate to battle, and the winner decides if they will mate or not. A single offspring is born from these encounters and is able to fend for itself within one year, but the mother will typically teach it the glory of combat and the basics of survival for several years before sending it off on its own.

Occasionally, small numbers of Mythic Behemoths will join together into a group. This "tribe" will work together to take on more powerful/numerous foes, usually staying together until they run out of foes to fight or are killed. Mythic Behemoths can subsist off of nearly anything, from rocks to dirt to meat. Although they prefer fresh meat from creatures they have killed, they will eat whatever is nearby when hungry. It is believed there are less than five hundred of these creatures scattered throughout the world.

Also Known As: Mythataur or Mythic Behemoth.

Alignment: Any Evil, usually Miscreant or Diabolic.

Attributes: I.Q. 2D6+7, M.E. 2D6+6, M.A. 2D6+5, P.S. 3D6+22 (Supernatural), P.P. 3D6+2, P.E. 3D6+11 (Supernatural), P.B. 2D6, Spd 3D6+12.

Hit Points: P.E. attribute number x5, +30 per level of experience.

S.D.C.: 3D6x10+120, plus those from O.C.C.s and Physical skills.

Natural Armor Rating: 14

Horror/Awe Factor: 15

Physical Appearance: Looks like a giant, muscular humanoid creature with large, curved horns, a wolf-like head, blue-black fur, an ebon feathered neck, glowing red eyes, a long, snake-like tail, animal-shaped legs, reptilian clawed hands and feet.

Size: 12-22 feet tall (3.6 to 6.7 m); 2D6+10 feet. The tail is equal to half the monster's height.

Weight: 1-3 tons.

Average Life Span: 1D4x100+400 years, reaches maturity at 30 years of age.

Disposition: Mythic Behemoths are harsh and uncaring creatures. They see all others as their inferiors, even other Mythic Behemoths, giants, lesser and greater demons and demigods. Fighting and killing are their favorite activities, leading them to constantly seek battle. They only ally with other beings, great and small, when they believe they have something to gain. These giants despise being forced to serve others, and will seek the destruction of anyone who enslaves them. The only beings they will grudgingly serve are Demon Lords, powerful adult dragons and gods.

P.P.E.: 1D6x10+60 to start, +1D6 per level of experience (this is in addition to any P.P.E. gained from magic O.C.C.s).

Natural Abilities: Magically understands and speaks all languages, nightvision 500 feet (152 m; can see in total darkness), see the invisible, keen hearing, sight and sense of smell, breathes air and water, bio-regenerates 2D6 Hit Points/S.D.C. per melee round, regenerates lost limbs/organs in 2D6 hours, can leap 15 feet (4.6 m) high or across (double with a running start), Supernatural P.S. and P.E., magical fire/cold/electricity do full damage, impervious to normal fire, cold, petrification, poison, disease, toxins, Horror Factor/fear effects, all forms of magical mind control/influence and possession. Magically understands and speaks all languages, but must learn any written languages.

Special Abilities: Fire/Frost Breath: The Mythic Behemoth can exhale a blast of fire or frost (decides at time of attack) that does 4D6 points of damage. The blast has a range of 100 feet (30.48 m), affects a 6 foot (1.82 m) wide area, takes one attack action to perform, and can be done twice per melee round. No P.P.E. cost.

Glare of Death: The Mythic Behemoth glares at its foe, its eyes glow bright blue-white, dealing horrible damage to its target. This attack affects living targets by magically crushing their life-force, nonliving targets are not affected. Against living creatures, this attack does 2D6 points of damage directly to Hit Points (nonliving targets take no damage). The Mythic Behemoth must be able to see the target and be within 100 feet (30.5 m) to use this power. **Note:** This ability costs 20 P.P.E. and one attack action to perform. On Mega-Damage worlds, this does 4D6 M.D. to Mega-Damage beings; as above to S.D.C. beings.

Lightning Arc: An arc of electricity is generated between the creature's horns and then fired at a target. This attack does 3D6+2 points of damage at a range of 500 feet/152.4 m (3D6+2 S.D.C. or M.D. in Mega-Damage environments and twice the range at ley lines). **Note:** Cost 8 P.P.E. per blast and counts as one melee attack action to perform.

Staggering Punch: A Mythic Behemoth's *power punch* has a 60% chance of knocking opponents of the same size or larger off its feet, 90% likelihood for those smaller than it. Counts as two attacks for the Behemoth and victim loses one melee attack and initiative.

Vulnerabilities: Mythic Behemoths are fearless to the point of arrogance and believe they can defeat any foe, even dragons, demons and demigods. They realize they cannot defeat an army by themselves, and typically avoid large groups of adversaries (50 or more), unless absolutely necessary. If their lair is invaded, a Mythic Behemoth will fight to the death to repel the intruders. They see trespassing in their lair as the highest insult that must be answered with killing the trespassers.

R.C.C. Skill of Note: Hand to Hand: Expert, Climb (+30%), Land Navigation (+20%) Prowl (+10%), Track Animals (+20%), Track Humanoids (+20%), Swimming (+35%), Wilderness Survival (+20%), and W.P. Knife and W.P. Sword.

Available O.C.C.s: Potentially any, but prefers Men at Arms O.C.C.s and only gets the O.C.C. skills, not O.C.C. Related or Secondary Skills.

Attacks per Melee: Three attacks *plus* those gained by hand to hand combat skills and experience.

Damage: As per supernatural P.S., clawed hands +1D6 damage per punch or claw strike, and tail strike is the same as a Supernatural punch, while a bite does 2D6 damage.

Bonuses (in addition to attributes and skills): +2 to Perception Rolls, +3 on initiative, +3 to strike, +1 to dodge and parry, +2 to roll with impact, +2 to pull punch, +1 to Spell Strength, +1 to save vs psionics and insanity, +10% to save vs coma or death, +10 to save vs curses, and +3 to save vs mind control.

Magic: All Mystic Behemoths possess the following spells: Agony, Armor of Ithan, Chameleon, Climb, Cocoon of Stone, Dispel Magic Barriers, Energy Field, Escape, Fear, Fly as the Eagle, Heal Self, Impervious to Energy, Invisibility: Simple, Invisibility (Superior), Petrification, Sense Evil, Sense Magic, Stone to Flesh and Wind Rush; all are cast at 5th level experience (Wizard or Warlock, whichever better/applicable). **Note:** The Mythic Behemoth does not learn any additional magic unless it takes a magic O.C.C. (if it does take a magic O.C.C., use whichever spell caster level is better for these spells).

Psionics: Mystic Behemoths are Major Psychics with the following abilities: Detect Psionics, Mind Block, See Aura and three Sensitive abilities of choice. I.S.P. is M.E. attribute number x2, plus 1D6 per level of experience. They do not acquire additional psionic abilities with experience.

Value: Horns for alchemical ingredients: 2,000 gold; a living, intact, restrained specimen: 50,000 gold. This is in addition to any treasure/items the Mythic Behemoth may have.

Habitat: Potentially any, but prefer isolated regions, especially large underground complexes. Although they can be found throughout the world, they are most common in the Old Kingdom and the Land of the Damned.

Allies: Few, occasionally allies with various evil groups/factions.

Enemies: Pretty much any creature they encounter, especially good-aligned and humanoid creatures.

Rifts® Conversion Notes: Becomes an M.D.C. creature in Mega-Damage settings, with M.D.C. equal to its S.D.C. x2, and its attacks deal M.D. On Rifts Earth, the Mythic Behemoth is very rare, but a few dozen of them have organized themselves into a mercenary force called "Death's Blades." They frequent the Magic Zone, usually working for evil factions.

Hexblade: This magical, giant-sized, two-handed sword was created by Zyrvaelzon to be the main weapon for the Mythic Behemoths. The exact appearance and shape of each weapon varies, but is always a large, sword-like weapon, 10-14 feet (3 to 4.3 m) long and weighing 100 pounds (45 kg). Despite being a two-handed weapon, Mythic Behemoths are strong enough to wield it one-handed. Originally, each creature had one of these weapons, but over the thousands of years since their creation, many have been lost. As a result, only about 10% of Mythic Behemoths have a Hexblade (usually powerful or very old individuals). Hexblades inflict 4D6 points of damage plus Supernatural P.S. damage bonus, have the Indestructible magical property and the Hex ability like that of the Hexalisk's bite (except the save vs hex magic is 16). The Hex ability only works for Mythic Behemoths; the Hexblade's magic energy combines with the creatures' own to function. Each of these weapons would sell for at least 50,000 gold, and many times more to a Mythic Behemoth able to fully exploit its powers.



Mythic Warrior O.C.C.

The legend of Varus tells the story of a magical warrior who sought out the eight Mythic Beasts in a quest to understand their powers. Some versions of the story say he aided the creatures, gaining their respect and being rewarded with their power; others say he killed them to steal their strengths. However he accomplished it, Varus obtained magical abilities undoubtedly similar to the eight Mythic Beasts. The story of his journey and his struggle to overthrow an evil ruler would become a legend told for thousands of years. Over time, numerous others have attempted

to gain the powers of Varus by following his example. Most fail, but those few who succeed become known as Mythic Warriors.

Mythic Warriors are practitioners of magic who do not cast spells. Their magic is intuitive and derived from each of the *Mythic Beasts*. The warriors refer to the various Beasts by simple names; the Bull (Ferrous Aurochs), Eagle (Ebonstorm Eagle), Goat (Hoarfrost Goat), Lizard (Hexalisk), Panther (Furtive Panther), Serpent (Gorgon Serpent), Wolf (Grim Wolf) and Turtle (Behemoth Turtle). The Mythic Warrior emulates the abilities of each Beast. The greatest of these powers enables the Mythic Warrior to take a similar form to each of the eight Mythic Beasts. It is ONLY when in this animalistic form that the warrior can use the powers of that specific creature. Of course, he can change from one animal to another (costs three melee actions/attacks to transform). In animal form, the part human, part animal Mythic Warrior has the Horror Factor, A.R., and abilities of the monster, plus his own Hit Points, S.D.C., mental attributes, skills, psionics and magic abilities. And, of course, he can call upon the monster's powers as described below.

The first step to become a Mythic Warrior is to study the eight Mythic Beasts. The warrior in training must learn the history, abilities and way of life of each creature. This can be accomplished through training from another Mythic Warrior or from studying the creatures in the wild.

To advance further in their training, the warrior must choose a path to power. They can choose the good path, by which they seek out the Mythic Beasts and earn their respect, or they can choose the evil path, killing the Mythic Beasts and *stealing* their power.

Either way, upon gaining the power of the creatures, they must then perform a magic ritual known only to Mythic Warriors involving hair, scales or feathers from a specific Mythic Beast. Upon successful completion of this ritual, the Mythic Warrior has the power to transform into a werebeast half-man, half-monster form, becoming one of the Mythic Beasts whenever he desires, and able to call upon the powers of that particular Mythic Beast. **Note:** This ritual must be repeated and performed for *each* of the eight beasts as the Mythic Warrior only has the abilities and powers of Beasts he has personally captured and defeated or slain. In so doing, a Warrior acquires the necessary components (hair, scales, feathers) for the ritual. The magic ritual will NOT work if the components are purchased or collected in any other way. The would-be Mythic Warrior MUST have a direct and personal connection to the beast and the necessary ingredients for the ceremony.

Most Mythic Warriors aspire to gain the powers of *all eight Mythic Beasts*, an exceedingly difficult task that few will ever complete. Instead, most Mythic Warriors acquire 2-4 of the creatures' powers. Only the greatest get 5-7, and only the very best come to possess all eight. Some warriors attempt to take a shortcut to gaining power by studying and slaying a Mythic Behemoth, for it is said that to kill such a giant and eat its tongue in the ritual, grants a Mythic Warrior the power of all eight Beasts. However, this is incredibly dangerous and most who attempt such a feat perish. Moreover, there is no guarantee the individual will acquire all eight animals (Roll 2D4 to determine the number of Mythic Animals the character acquires.) However, though the Mythic Warrior may receive the powers of several Mythic Beasts in one fell swoop, the damage and range of said abilities garnered

in this fashion are *half* the usual amount when acquired from a specific animal.

Mythic Warriors maintain several loosely affiliated associations. These associations typically concentrate on tracking Mythic Beasts and training apprentices to become new Mythic Warriors. Each association will have its own name, customs, goals and codes of conduct, but all attempt to remain unknown to outsiders. Evil associations will typically focus on gaining power and eliminating rivals, while good associations concentrate on maintaining their secrecy and helping those in need. Most are made up of only a few dozen members scattered across a region and only meet once every few months. Low ranking members only know one or two others in the association, while even high-ranking members are unaware of the full extent of their followers. Occasionally, an association will ally with another group to fight evil (for good-aligned) or to gain something (for evil-aligned). Individual Mythic Warriors not connected to any association usually follow their own path, while the associations of the region will monitor them to ensure they don't interfere with their goals or draw attention.

Mythic Warrior O.C.C. Abilities:

1. Improved Strength: After each ritual, the Mythic Warrior gains strength from the Mythic Beast he has slain or defeated and used in the ritual: add 2 to the character's P.S. for each. If all eight are acquired, P.S. becomes Supernatural.

2. Enhanced Endurance: After each ritual, the Mythic Warrior gains the hardiness and fortitude from the Mythic Beast he has slain or defeated: +1 to P.E., +5% to save vs coma and death, +5D6 S.D.C., +1D6 Hit Points, fatigues at one-quarter normal rate, can hold breath twice as long as normal (for humans, about four minutes) and is +1 to save vs disease. **Note:** On Rifts Earth, Mythic Warriors become minor M.D.C. creatures with their P.E. attribute number x2 in M.D.C. +1D6 M.D.C. per level of experience.

3. Heightened Reflexes and Agility: After each ritual, the Mythic Warrior gains increased dexterity and agility from the Mythic Beast he has slain or defeated: +1 to P.P. attribute, +1 on initiative, exceptional balance (+5%), can leap 10% farther, +1 to pull punch and roll with impact. Also +1 attack and +1 to strike after the powers of four Mythic Beasts have been acquired. +2 when all eight are acquired.

4. Increased Speed: +3 to Speed attribute per each Mythic Beast, double when all eight have been acquired and can leap the distance and height of any of the Mythic Beasts whose powers he possesses.

5. Mythic: +10 Hit Points per each Mythic Beast. Recovers Hit Points/S.D.C. at a rate of one point each per hour for each Mythic Beast whose power the Warrior has acquired. When all eight are acquired, that combined number is recovered at a rate of once per melee round! Also, double Hit Points. **Note:** On Rifts Earth, the Mythic Warrior's Hit Points and S.D.C. are combined to become M.D.C. and they Bio-Regenerate the same number of M.D.C. points per hour (or melee round).

6. Elemental Resistance: Normal fire and cold do half damage. Magical fire and cold do full damage. At level five, the Warrior gains immunity to all petrification attacks (unless willing; if willing, instead affected like the invocation *Cocoon of Stone* and can revert to normal with one attack action).

7. Other Bonuses: +1 to Perception Rolls and +1 to save vs Horror Factor for every *two* Mythic Beasts acquired.

8. P.P.E.: +10 P.P.E. per each Mythic Beast acquired, double when empowered by six beasts. Increase that number again by 50% when the powers of all eight Mythic Beasts are combined. Meditation restores P.P.E. at a rate of 10 per hour.

9. Powers of the Mythic Beasts: The Mythic Warrior does not cast spells as other practitioners of magic; instead he can transform into a half-man, half-beast to call upon the powers of the Mythic Beast he has turned into for the moment. The transformation takes three melee actions/attacks. Any of the powers listed can be called upon.

Known as the *Form of the Beast*, only one Mythic Beast can be selected by the character at a time, and only a beast whose powers he has acquired can be channeled. This ability is a metamorphosis effect that turns the Mythic Warrior into a werebeast-like half-man, half-beast. When using the *Form of the Beast*, the character has the Horror Factor, A.R., and powers of the monster, plus his own Hit Points, S.D.C., mental attributes, skills, psionics and magic abilities.

The Form of the Beast can be maintained for as long as desired, and if the Warrior possess the abilities of two or more Mythic Beasts, he can transform from one to another at will. (Each transformation takes several seconds and counts as three melee actions.) When knocked unconscious or slain, the Mythic Warrior reverts to his or her normal, humanoid appearance (can be any race). Only one Form of the Beast and its specific range of powers may be used at a time. Activating a different form immediately ends the first and the Mythic Warrior can NOT return to it for at least one hour.

The Powers of the Mythic Beasts

Ferrous Aurochs/Bull

The powers of the Bull represent strength, endurance and the element of earth.

- *Greater Strength:* The Mythic Warrior can enhance his strength and lift 50% more weight than usual and carry 20% more. This can be stacked with *Strength of the Bull*.

Range: Self only.

Duration: Five minutes per level of experience.

Saving Throw: None.

P.P.E.: Five.

- *Armor of the Bull:* The Mythic Warrior's skin becomes hard, like the hide of the Ferrous Aurochs. The character gains an A.R. of 15 and 100 S.D.C. +10 S.D.C. per level of experience. Furthermore, magic cold, fire and electricity deal half damage. When the Mythic Warrior uses *Form of the Beast*, the S.D.C. multiplied is done separately from any gained from this ability. **Note:** On Mega-Damage worlds, this provides the user with 10 M.D.C. per level of experience instead.

Range: Self only.

Duration: One minute per level of experience.

Saving Throw: None.

P.P.E.: Ten.

- *Bull Earth Blast:* The Mythic Warrior can stomp the ground, creating an effect similar to the Ferrous Aurochs' ability of the same name.

Damage: 3D6 damage to anyone in the area (on M.D. worlds, this does M.D.).

Area of Effect: 4 feet (1.2 m) wide and continues forward for 25 feet (7.62 m).

Duration: Instant.

Saving Throw: None.

P.P.E.: Twenty.

- *Strength of the Bull:* The Mythic Warrior gains the strength of the Bull, granting the character +10 to P.S. and strength becomes Supernatural.

Range: Self only.

Duration: 1 minute per level of experience.

Saving Throw: None.

P.P.E.: Ten.

- *Form of the Beast (Bull):* This ability transforms the Mythic Warrior into a giant, human-shaped Ferrous Aurochs. They have a Minotaur-like appearance, but with the metallic hide and other features of the Ferrous Aurochs. The character grows an additional 12 feet (3.65 m) taller, weight increases by one ton, any armor or clothing worn will be shredded by this transformation. While in this form, the Mythic Warrior's strength becomes Supernatural, he gains an A.R. of 15, S.D.C. is tripled (on M.D. worlds, M.D.C. is tripled) and he gains the *Iron Hide* special ability of the Ferrous Aurochs. While in this form, the character can perform supernatural hand to hand attacks. He can still pick up and use items/weapons, but his large size may limit his selection. **Note:** Using the ability *Strength of the Bull* will still grant +10 to P.S. while in this form.

Range: Self only.

Duration: One melee round per level of experience.

Saving Throw: None.

P.P.E.: Eighty.

Ebonstorm Eagle

The powers of the Eagle represent speed, agility and the element of air.

- *Arc of Lightning:* The Mythic Warrior can create a crackling bolt of blue energy that leaps from his hand(s) or eyes to a specified target. This attack is lightning fast, giving the target little time to dodge (only if they see it coming).

Damage: 2D6+2 damage (M.D. in M.D. settings).

Range: 30 feet (9.14 m) per level of experience.

Duration: Instant.

Saving Throw: Dodge (only if they see attack coming).

P.P.E.: Eight.

- *Eagle's Speed:* The Mythic Warrior increases his speed significantly, granting him +15 to the Spd attribute; this additionally grants a bonus of +2 to parry and +4 to dodge for the duration of the effect. All movements performed during this period are done without fatigue.

Range: Self only.

Duration: One minute per level of experience.

Saving Throw: None.

P.P.E.: Ten.

- *Wind Rush:* The Mythic Warrior can create a short, powerful wind attack to blast his enemies, which works like the invocation *Wind Rush* (see Warlock spell of same name).

Range: 120 feet (36.57 m).

Duration: One melee round (15 seconds).

Saving Throw: A roll of 18 to 20 means the character is able to keep his balance and hold onto his belongings, but cannot attack or move forward. A failed roll means the character is blown off his feet and sent tumbling 2D6x10 yards/meters and drops/loses 1D6 belongings.

P.P.E.: Ten.

- *Eagle's Flight:* The Mythic Warrior is granted the ability to fly. He can take off and land as he pleases without intense concentration (can use other abilities while flying). Maximum speed is 50 mph (80 km). Bonuses: +1 to parry, +2 to dodge when in flight and +2 to damage on a diving or swooping attack. The bonuses apply only when in flight.

Range: Self only.

Duration: 20 minutes per level of experience.

Saving Throw: None.

P.P.E.: Twenty.

- *Form of the Beast (Eagle):* This ability transforms the Mythic Warrior into a human-shaped Eagle; the character grows one foot (.3 m) in height, is covered in ebon-like feathers, has a bird-like head, two arms/legs, grows a pair of large, feathered wings from his back and gains clawed hands/feet (can still pick up and use items/weapons). Any clothes that are worn when this ability is activated will be damaged as the wings burst out the back and the hands/feet turn into large talons (footwear, gloves/gauntlets and any upper body clothing/armor would be destroyed). The Mythic Warrior also gains an A.R. of 6, S.D.C. is doubled (on M.D. worlds, M.D.C. is doubled). The wings allow the Mythic Warrior to fly naturally and easily. Speed is dependent on strength; for every one point of P.S. they gain a flight Spd of five, so a character with a P.S. of 24 would have a flight Spd of 120. No distinction is made between Supernatural and mortal P.S. This also grants a bonus of +1 to parry, +2 to dodge in flight and +2 to damage on a diving or swooping attack. The claws deal 2D6 points of damage each (two hands, two feet; in M.D. settings, this does M.D.). Also, while in this form the Mythic Warrior is impervious to electricity damage.

Range: Self only.

Duration: One minute per level of experience.

Saving Throw: None.

P.P.E.: Forty.

Hoarfrost Goat

The Powers of the Goat represent endurance, hardiness and resistance to cold.

- *Climb as the Goat:* The Mythic Warrior gains the climbing skill and surefootedness of the Goat. This ability works like the spell *Climb*.

Range: Self only.

Duration: Five minutes per level of experience.

Saving Throw: None.

P.P.E.: Three.

- *Frost Blast:* The Mythic Warrior can summon an orb of magical cold energy (about the size of a grapefruit or softball) into his hand to hurl at an enemy. The character must roll to strike, getting his usual P.P. bonus (if any). The orb disappears in one melee round (15 seconds) if it is not thrown. If the orb hits, it inflicts 3D6 cold damage; if it misses, it is gone.

Damage: 3D6 damage (M.D. on M.D. worlds).

Range: Throw 300 feet (91.44 m).

Duration: Instant.

Saving Throw: Dodge.

P.P.E.: Five.

- *Healing Touch:* The Mythic Warrior can heal with a touch. This ability heals any external wounds/cuts, internal injuries and broken bones without scarring. This restores 3D6 S.D.C. and 1D6 Hit Points. **Note:** On Mega-Damage worlds, this can alternatively heal 2D6 M.D.C. to M.D.C. creatures.

Range: Touch or self.

Duration: Instant.

Saving Throw: Standard if the person resists the magic.

P.P.E.: Fifteen.

- *Word of Harm:* The Mythic Warrior can infuse a single word with magical power; by directing this word at a single living target he can inflict significant harm. Varus was said to be able to use this ability to its full strength like that of the Goat, but no other Mythic Warrior was able to use it to that level of power. The target must be within range and be able to hear the Mythic Warrior. The word used is unimportant but usually it is something like "die" or "pain." The word inflicts 3D6 damage directly to Hit Points. If the character can whisper the word into the ear of his intended victim, the damage inflicted is doubled. Creatures that are killed by this ability appear to have aged significantly. **Note:** On Mega-Damage worlds this inflicts M.D. to M.D.C. creatures.

Damage: 3D6 damage directly to Hit Points.

Range: 30 feet (9.14 m); clear sound.

Duration: Instant.

Saving Throw: None.

P.P.E.: Fifteen.

- *Form of the Beast (Goat):* The Mythic Warrior grows one foot (.3 m) taller, his weight doubles, his legs become goat-shaped, his feet turn into large hooves, his body becomes covered in dark blue-black fur and his head takes the form of a goat's with long, Ibex-like horns. Any worn footwear is destroyed and anything worn on the head is forced off or destroyed. The character still has hands and can use items as normal. While in this form, the character is impervious to cold damage, gains an A.R. 8, S.D.C. is doubled (On Mega-Damage worlds, M.D.C. is doubled). This ability also enhances the stamina of the Mythic Warrior, allowing him to never tire or fatigue. The character can engage in any type of strenuous activity without getting tired in the least. At the end of the effect, the Mythic Warrior will feel fresh, but any further activity will cause him to fatigue at his normal rate. This superhuman endurance also allows the character to lift and carry 10% more than usual, and is +2 to save vs disease, poison and toxins.

Range: Self only.

Duration: Five minutes per level of experience.

Saving Throw: None.

P.P.E.: Thirty-Five.

Hexalisk/Lizard

The powers of the Lizard represent regeneration, hexes and the element of fire.

- *Paralysis Hex:* The Mythic Warrior can invoke one of the Lizard's hexes, and this ability works like the spell *Paralysis: Lesser*.

Range: 60 feet (18.28 m).

Duration: One minute per level of experience.

Saving Throw: Standard.

P.P.E.: Five.

- *Blind Hex*: The Mythic Warrior can invoke one of the Lizard's hexes; this ability works like the spell *Blind*.

Range: Touch or 10 feet (3 m) away.

Duration: One minute per level of experience.

Saving Throw: Standard.

P.P.E.: Eight.

- *Confusion Hex*: The Mythic Warrior can invoke one of the Lizard's hexes; this ability causes the target to become confused, and they become unaware of their environment or happenings around them. The afflicted creature cannot formulate thoughts, use skills, or act on his own. The confused victim cannot engage in any type of combat (offers no resistance), conversation or any action that requires skill or concentration. If the target takes damage from any source, they snap out of the confusion in 1D4 melee rounds.

Range: Touch or within 12 feet (3.65 m), line of sight.

Duration: Five minutes per level of experience.

Saving Throw: Standard.

P.P.E.: Ten.

- *Fire Blast*: The Mythic Warrior can fire a bolt of fire from his mouth or eyes; bonus to strike is +4.

Damage: 4D6 damage. (On M.D. worlds this is M.D.)

Range: 100 feet (30.48 m) +5 feet (1.5 m) per level of experience.

Duration: Instant.

Saving Throw: Dodge.

P.P.E.: Seven.

- *Form of the Beast (Lizard)*: This ability transforms the Mythic Warrior into a smaller version (about the size of a pony instead of a large horse) of the Hexalisk (see above), gaining an additional 1,000 pounds (450 kg). While in this form, the character lacks the ability to use most items and any skills requiring the complicated use of hands. Any worn clothing or armor is destroyed by this transformation. This form grants the character an A.R. of 10, S.D.C. is tripled (M.D.C. is tripled on M.D. worlds), a bite attack that does 2D6 damage (M.D. on M.D. worlds), is impervious to fire damage and regenerates 1D6 S.D.C./Hit Points per melee round (on M.D. worlds this is M.D.C.). Also, while in this form, the Mythic Warrior can channel the hex-like abilities of the Lizard (paralysis, blind and confusion abilities listed above) through his bite attack as a single attack action (still costs P.P.E. to use).

Range: Self only.

Duration: One melee round per level of experience.

Saving Throw: None.

P.P.E.: Sixty.

Furtive Panther

The powers of the Panther represent stealth, agility and evasion.

- *See the Invisible*: This works as the spell *See the Invisible*.

Range: Self only, 200 feet (61 m).

Duration: One minute per level of experience.

Saving Throw: None.

P.P.E.: Four.

- *Invisibility*: The Mythic Warrior can become invisible as the spell *Invisibility: Simple*. **Note:** If the character is in the *Form of the Beast (Panther)*, they can alternatively become invisible as the spell *Invisibility (Superior)*.

Range: Self only.

Duration: Five minutes per level of experience.

Saving Throw: None.

P.P.E.: Ten.

- *Escape Bonds*: This ability works like the spell *Escape*.

Range: Self, touch or 5 feet (1.52 m).

Duration: Instant.

Saving Throw: None.

P.P.E.: Eight.

- *Agony*: The Mythic Warrior can invoke the power of the Panther's claws, this works as the spell *Agony*.

Damage: Special.

Range: 5 feet (1.52 m) per level of experience.

Duration: One minute total.

Saving Throw: Standard.

P.P.E.: Twenty.

- *Form of the Beast (Panther)*: The Mythic Warrior grows cat-like claws on their hands (does not interfere with the use or manipulation of items), a panther-like head and their body becomes covered by dark black fur. The new form of the claws and head may force off or destroy any gloves or hat/helmet worn depending on the shape. The claws give the character two claw attacks that deal 2D6 damage (M.D. on M.D. worlds), and the character can also channel the *Agony* ability through an attack with the claws as a single attack action (still costs P.P.E.; must be directed at a single target that is hit with the melee attack). Being in this form also grants a +10% to prowl, +2 to strike and dodge, +5 to speed attribute, A.R. 6 and S.D.C. is doubled (M.D.C. is doubled on M.D. worlds). The Mythic Warrior can also become invisible as the spell *Invisibility (Superior)* if he uses the *Invisibility* ability while in this form.

Range: Self only.

Duration: One minute per level of experience.

Saving Throw: None.

P.P.E.: Thirty.

Gorgon Serpent

The powers of the Serpent represent petrification, acid and the element of earth.

- *Blast of Acid*: The Mythic Warrior creates and directs a stream of acid that fires from his hand(s) or mouth at a single target.

Damage: 2D6+2 damage (M.D. on M.D. worlds).

Range: 50 feet (15.24 m) +5 feet (1.52 m) per level of experience.

Duration: Instant.

Saving Throw: Dodge.

P.P.E.: Five.

- *Stone Cocoon*: The Mythic Warrior can encase himself in stone, as the spell *Cocoon of Stone*.

Range: Self only.

Duration: One day per level of experience.

Saving Throw: None.

P.P.E.: Fifteen.

- *Stone to Flesh*: The Mythic Warrior can restore people who have been turned to stone, via petrification, back to normal. The character can change 100 pounds (45 kg) of stone per level of experience.

Range: Touch or up to 12 feet (3.65 m).

Duration: Instant and permanent.

Saving Throw: None.

P.P.E.: Thirty.

- *Petrification:* The Mythic Warrior can cause his eyes to glow bright green and petrify a single target in range. This ability works like the spell *Petrification*, except if the target successfully saves, they take 1D6 damage directly to Hit Points *instead* of their body partially petrifying.

Damage: No damage if the target failed to save, 1D6 points of damage to Hit Points if save succeeded (M.D. to M.D.C. targets on M.D. worlds).

Range: 40 feet (12.2 m) +5 feet (1.52 m) per level of experience.

Duration: Permanent, unless restored by Stone to Flesh spell.

Saving Throw: Standard; if a successful save, the person is not petrified but takes damage instead.

P.P.E.: Forty.

- *Form of the Beast (Serpent):* This ability transforms the Mythic Warrior into a smaller version of the Gorgon Serpent (see above), being about 20 feet (6 m) long and weighing about 1.5 tons. This transformation destroys any clothing/armor the character is wearing. While in this form, the Mythic Warrior has A.R. 13, S.D.C. is quadrupled (M.D.C. is quadrupled on M.D. worlds), a bite attack that inflicts 2D6 damage (M.D. on M.D. worlds), and is impervious to acid and petrification (affected instead as if *Cocoon of Stone*). The shape of this form prevents the character from using most items and any skills requiring the complicated use of hands.

Range: Self only.

Duration: One melee round per level of experience.

Saving Throw: None.

P.P.E.: Sixty.

Behemoth Turtle

The powers of the Turtle represent camouflage, barriers and the element of water.

- *Camouflage:* The Mythic Warrior can camouflage himself as the spell *Chameleon*.

Range: Self only.

Duration: Five minutes per level of experience.

Saving Throw: None.

P.P.E.: Six.

- *Energy Field:* The Mythic Warrior can create an energy field like the spell *Energy Field*.

Range: Self or others up to 60 feet (18.28 m) away.

Duration: One minute per level of experience or until it is destroyed.

Saving Throw: None.

P.P.E.: Ten.

- *Swim as the Turtle:* This ability allows the Mythic Warrior to breathe underwater and grants him exceptional swimming abilities (equal to swimming skill). Base skill is 96%, can swim a distance of 100x P.S. in yards/meters without tiring, an additional +1 to parry and dodge while in water and can survive depths of up to 600 feet (183 m) without special gear.

Range: Self only.

Duration: Five minutes per level of experience.

Saving Throw: None.

P.P.E.: Six.

- *Dispel Magic Barriers:* The Mythic Warrior can negate/dispel all magic barriers of any kind, including the Sorcerer's Seal, Carpet of Adhesion, Magic wall spells, ward spells, etc.

Range: 100 feet (30.5 m).

Duration: Instant.

Saving Throw: The magic spell being attacked automatically gets a standard saving throw (12) as if it were a person. If a successful save is made, the negation spell has no effect; the barrier remains.

P.P.E.: Twenty.

- *Form of the Beast (Turtle):* This ability transforms the Mythic Warrior into a human-shaped Behemoth Turtle. The character grows one foot (0.3 m) taller; weight doubles, and grows a turtle-like shell, a snapping turtle-like head and reptilian skin across his entire body. Any clothing or armor worn is destroyed by this transformation. While in this form the Mythic Warrior gains A.R. 16, S.D.C. is tripled (on M.D. worlds M.D.C. is tripled) and is impervious to all forms of energy as the spell *Impervious to Energy*. The character retains his normal hands and can use weapons and items as normal.

Range: Self only.

Duration: Two minutes per level of experience.

Saving Throw: None.

P.P.E.: Fifty.

Grim Wolf

The powers of the Wolf represent keen senses, hunting prowess and fear.

- *Senses of the Wolf:* The Mythic Warrior gains the magic sensitivity and tracking skills of the Wolf. This ability works like the spell *Sense Magic* but also grants the character the ability to recognize and follow tracks the same as the skills, with a 01-77% proficiency to track animals and 01-80% to track humanoids.

Range: Self only/120 foot (36.57 m) area.

Duration: Five minutes per level of experience.

Saving Throw: None.

P.P.E.: Ten.

- *Grim Fear:* The Mythic Warrior can create a sensation of fear over a particular area; this ability works as per the *Fear* spell.

Range: A 20 foot (6.1 m) diameter, up to 100 feet (30.5 m) away.

Duration: One minute per level of experience.

Saving Throw: Special; Save vs Horror Factor.

P.P.E.: Five.

- *Wolf's Bite:* The Mythic Warrior can draw upon the power of the Grim Wolf's bite, a single target in range sees indistinct wolf-like jaws appear and clamp down on them, suffering debilitating effects. Targets that are struck take 2D6+2 damage and must save vs magic or have their speed reduced by half, lose one attack per melee, -2 to strike, parry and dodge, and all skills are made at -10%. Creatures of magic and Supernatural creatures take double damage from this attack.

Damage: 2D6+2 damage (M.D. on M.D. worlds).

Range: 30 feet (9.14 m).

Duration: Instant; debilitating effects last one melee round per level of experience.

Saving Throw: Dodge to avoid attack and standard to resist debilitating effects.

P.P.E.: Fifteen.

- *Glare of Judgment:* The Mythic Warrior's eyes turn bright green as he directs a malevolent glare at his enemy. This glare does 3D6 points of damage directly to Hit Points (M.D. to M.D.C. creatures/objects on M.D. worlds). As the target takes

damage, their skin hardens and cracks. Creatures that are killed by this ability are turned into a statue of salt (white colored halite) that cracks and falls to pieces; their possessions are unaffected by this effect.

Damage: 3D6 damage (M.D. to M.D.C. creatures/objects on M.D. worlds).

Range: 100 feet (30.48 m).

Duration: Instant.

Saving Throw: None.

P.P.E.: Fifteen.

- *Form of the Beast (Wolf)*: This ability transforms the Mythic Warrior into a human-shaped Grim Wolf with a wolf-shaped head, animal-like legs, fur covered body and clawed hands. The character grows 4 feet (1.22 m) taller, weight doubles and any clothing or armor worn is destroyed by this transformation. The claws allow him to make attacks that deal 2D6 points of damage (M.D. on M.D. worlds); he also has a bite attack that does the same damage. The claws do not interfere with his ability to manipulate items, but his large size may limit what items he can use. While in this form, the Mythic Warrior gains A.R. 6, S.D.C. is tripled (M.D.C. is tripled on M.D. worlds), +10 to speed attribute, +2 to strike, nightvision 100 feet (30.48 m), +10% to all tracking related skills and a continuous *Presence Sense* (as the Psionic ability of the same name; continuous as long as in this form). Also while using this ability, the character can channel the Wolf's Bite ability through its bite attack as a single attack action (still costs P.P.E. to use).

Range: Self only.

Duration: Two minutes per level of experience.

Saving Throw: None.

P.P.E.: Fifty.

Mythic Warrior O.C.C. Stats

Also Known As: Legendary Warrior or Mythic Mage.

Alignment: Any, but usually the same alignment of their association.

Attribute Requirements: I.Q. 10, M.E. 12, P.E. 12; high physical attributes are recommended but not required.

Racial Requirements: Any humanoid mortal race.

O.C.C. Skills:

Climbing (+10%)

Land Navigation (+20%)

Language: Native Tongue at 94%.

Language, Other: One of choice (+15%).

Lore: Demons & Monsters (+10%)

Lore: Faerie Folk (+10%)

Lore: Magic (+10%)

Prowl (+10%)

Swimming (+5%)

Track Animals (+20%)

Tracking (Humanoids; +10%)

Wilderness Survival (+20%)

W.P.: Knife

W.P.: One of choice.

Hand to Hand: Expert.

O.C.C. Related Skills: Select five other skills at level one and one additional at levels 3, 6, 9 and 12. All new skills start at level one proficiency.

Communications: Language (any; +10%), Literacy (any) and Writing only.

Domestic: Any.

Espionage: Detect Ambush and Detect Concealment only.

Horsemanship: None.

Medical: First Aid and Holistic Medicine only.

Military: Camouflage only.

Physical: Any.

Rogue: Concealment only.

Science: Math skills (+5%), Biology (+5%) and Botany (+5%) only.

Scholar/Technical: Gemology, History, and Rope Works only.

W.P.: Any.

Wilderness: Any (+10%).

Secondary Skills: The character gets to select two Secondary Skills from the previous list at levels 1, 3, 6, 9 and 12. These are additional areas of knowledge that do not get the advantage of the bonuses listed in the parentheses. All Secondary Skills start at the base level.

Standard Equipment: A spare set of normal clothing, a cape or cloak (with or without a hood), a spare set of boots or moccasins, belt, bedroll, backpack, water skin, two large sacks, two small sacks, small mirror, tinderbox, three weeks of food rations and 50 feet (15.24 m) of rope. Weapons and armor are usually limited because of the Mythic Warrior's *Form of the Beast* abilities, but most carry one weapon for each W.P. and start with soft leather armor (A.R. 10, S.D.C. 20). High ranking or experienced Mythic Warriors will acquire a set of Mythic Clothes (see below).

Mythic Clothes: This magical garment looks like a one-piece jumpsuit with attached boots that can magically change shape to prevent it from being destroyed by a shape-shifting character. The primary purpose of this magical item is to provide the character some clothing that will not leave them naked after shape-shifting. If the Mythic Warrior grows larger or changes shape, the garment shifts to accommodate the new form. The garment does not grow larger or smaller, it just shifts form so as not to be destroyed. An example would be if the character grows significantly larger, the garment will transform into a belt-like garment around the Mythic Warrior's waist. If they transform into the *Form of the Beast (Goat)*, his feet turn into hooves and the boots of the garment would recede so the footwear would not be destroyed. The garment's color does not change. Taking off the garment causes it to return to its normal form. A.R.: 8, very tough; S.D.C.: 20; however this does not provide protection to the wearer, because it is NOT armor. The wearer takes full damage from any attack; the garment only takes damage when an enemy is deliberately trying to damage it. **Cost:** 8,000 gold.

Money: The character starts with 150 in gold. Additional money will come from payment for services rendered, animal hides, parts and meat and booty. Mythic Warriors often serve as wilderness guides and scouts. **Note:** On Rifts Earth Mythic Warriors start with 2D4x100 credits, plus 1D6x100 credits worth of other items.

Rifts® Conversion Notes: In Mega-Damage settings Mythic Warriors become minor M.D.C. beings with their magical attacks dealing Mega-Damage. On Rifts Earth, Mythic Warriors are extreme rarities. They have formed several small associations in regions where Mythic Beasts can be found.



The Handy Dandy Random Adventure Generator

For Beyond the Supernatural™

By Chai Gallahun

Table 1: People

Table 2: Psychic Character Classes (P.C.C.s)

Table 3: Places

Table 4: Scary Things 1 (Conditions)

Table 5: Scary Things 2 (Threats)

Table 6: Story Items 1 (Typical)

Table 7: Story Items 2 (Curious)

Table 8: Cloudy with a Chance of Horror (Weather)

The “Handy Dandy Random Adventure Generator for Beyond the Supernatural” is an aid for creating the essential elements to a good, horrific story. Sometimes, G.M.s need a creative “push” to help them come up with an interesting plot for an adventure or campaign, or maybe they might need to generate a random NPC or location in a pinch. Sometimes players might want an interesting background for their player character, such as a family background or current storyline.

The “Handy Dandy Random Adventure Generator for Beyond the Supernatural” serves both of those, and more. If you simply seek to generate some story items for a modern, horrific tale, start chucking dice on these tables and connect the dots... Before long, you may find yourself combining elements for a good ghost story or horrific adventure! Expand upon, discard what you don’t like and/or use *everything*! The point is to have fun exercising your creative energy. Enter at your own risk, and keep in mind that you are only limited by your own imagination!

Table 1: People (Main & Supporting Characters)

Roll percentiles to determine as many main and/or supporting characters as you like. These can manifest in the form of heroes, supporting cast and/or villains. This table is here to help you generate characters and occupations. If you don’t like an outcome or feel that it is somehow inappropriate for your story, then simply don’t use it. Where you go with the generated characters from here is completely up to you. Much of the fun centers around whether or not you assign them a Psychic Character Class (P.C.C.) or slate them as “Ordinary People,” and provide a background of Psionics, quirks, insanities, eccentricities, etc. Get ready to chuck some dice and whet your creative appetite!

- | | |
|--------------------|-----------------------------|
| 1. Scientist. | 7. Psychologist. |
| 2. Biologist. | 8. Psychiatrist. |
| 3. Archaeologist. | 9. Astronomer. |
| 4. Paleontologist. | 10. Escaped criminal. |
| 5. Philanthropist. | 11. Escaped mental patient. |
| 6. Physicist. | 12. Escaped serial killer. |

- | | |
|------------------------------------|---|
| 13. Soldier. | 58. Architect. |
| 14. Sailor. | 59. Professional movie actor. |
| 15. Airman. | 60. Professional stage magician. |
| 16. Marine. | 61. Composer. |
| 17. Air traffic controller. | 62. Farmer. |
| 18. Truck driver. | 63. Moviemaker. |
| 19. Park ranger. | 64. Government contractor. |
| 20. Paranormal investigator. | 65. Military veteran. |
| 21. Doctor. | 66. Novelist. |
| 22. Surgeon. | 67. Activist. |
| 23. Medical Student. | 68. Active-duty military professional. |
| 24. Physician’s assistant (PA). | 69. Gang member. |
| 25. Nurse. | 70. FBI agent. |
| 26. Grief counselor. | 71. FBI special agent. |
| 27. Veterinarian. | 72. FBI special agent-in-charge. |
| 28. Emergency medical technician. | 73. Serial killer. |
| 29. Ambulance crew/driver. | 74. Drug-dealer. |
| 30. Firefighter/crew. | 75. Plumber. |
| 31. Police officer. | 76. Con-artist. |
| 32. 911 operator. | 77. Pest-controller. |
| 33. Conspiracy theorist. | 78. Dance club manager. |
| 34. Drug addict. | 79. Exotic dancer. |
| 35. Airline pilot. | 80. Professional escort. |
| 36. Police detective. | 81. Aspiring megalomaniac. |
| 37. Police commissioner. | 82. Son/daughter of wealthy elite. |
| 38. Police chief. | 83. Wealthy secret society member. |
| 39. City mayor. | 84. Taxi driver. |
| 40. Government official. | 85. Waitress/waiter. |
| 41. Military contractor. | 86. Minister. |
| 42. Investigative journalist. | 87. Preacher. |
| 43. Newspaper reporter. | 88. Sociopath in the guise of a (roll on this table again, ignoring this result). |
| 44. Newspaper editor. | 89. Food truck worker. |
| 45. Pharmacist. | 90. Wiccan high priest/priestess. |
| 46. Chemist. | 91. Cultist. |
| 47. Professor. | 92. Cult leader. |
| 48. Teacher. | 93. Police officer. |
| 49. Construction worker. | 94. State trooper. |
| 50. Convenience store clerk. | 95. Psychiatric patient. |
| 51. Chef. | 96. Professional clown. |
| 52. Diner cook. | 97. Private investigator. |
| 53. Professional athlete. | 98. Psychopath. |
| 54. Landscaper. | 99. Savant genius. |
| 55. Business owner. | 100. Psychic Prodigy. |
| 56. Professional burglar. | |
| 57. Chief Executive Officer (CEO). | |

Table 2: Psychic Character Classes (P.C.C.s)

Roll D20 to determine as many main and/or supporting characters as you like. These can manifest in the form of heroes, supporting cast and/or villains. This table is here to help you match P.C.C.s with any of the occupations you generated in Table 1. For example, if you rolled a “city mayor” from Table 1 and want to make her a more substantial character, then roll on Table 2 to see what kind of P.C.C. she might be; or, keep her as an “ordinary person” and roll a P.C.C. for another character. It is up to you. Table 1 is ideal for determining character occupations, while Table 2 allows you to assign more importance to them (in the form of P.C.C.s) if you prefer. Break out your D20 and see what strikes your fancy!

1. Autistic Psychic Savant.
2. The Diviner.
3. Fire Walker.
4. Genius.
5. Natural Athlete.
6. Ghost Hunter (Night Hunter or Psi-Mechanic Hunter –your choice).
7. Night Hunter.
8. Psi-Mechanic Hunter.
9. Latent Psychic (roll D8):
 - a. Your choice!
 - b. Latent Psychic – Fears psionic abilities.
 - c. Latent Psychic – The Devil’s Curse.
 - d. Latent Psychic – God’s Gift, conditional acceptance.
 - e. Latent Psychic – Casual attitude toward psionics.
 - f. Latent Psychic – Thrilled with having psionics.
 - g. Latent Psychic – Academic, embraces psychic abilities.
 - h. Latent Psychic – Paranormal enthusiast, embraces psychic abilities.
10. Nega-Psychic.
11. Ordinary Person (roll on *Table 1: People*), or simply pick an “ordinary” person’s profession; however, this person has Latent Psychic Ability (refer to item 9 on this table to determine the nature of the latent psychic ability and orientation).
12. Parapsychologist (roll D10):
 - a. Amateur/hobbyist.
 - b. Self-employed, but established.
 - c. Newspaper or magazine support.
 - d. University.
 - e. Scientific research organization.
 - f. Private industry.
 - g. Philanthropic organization/society.
 - h. Wealthy individual.
 - i. The military or government.
 - j. Secret society support.
13. Physical Psychic.
14. Psi-Mechanic.
15. Psychic Healer.
16. Psychic Medium.
17. Psychic Sensitive.
18. Arcanist (refer to *BTS 1st ed.*).
19. Arcanist with Latent Psychic Ability (refer to item 10 on this table to determine the nature of the latent psychic ability and orientation).

20. Parapsychologist with Latent Psychic Ability (refer to item 10 on this table to determine the nature of the latent psychic ability and orientation, and to item 12 to determine the nature of support the character may have).

Table 3: Places (Primary and Supporting Locations)

Roll percentiles to randomly determine as many locations as you want to include in your story. Some may prefer to roll a D4, D6, D8, etc. to determine how many locations to generate, while others might choose exactly how many locations they want beforehand. This is not an exhaustive list, but serves to generate more ideas for your story. Figuring out how to combine your characters, locations and scary things into a cohesive storyline is a part of the fun of using these tables. For instance, after you have generated characters and locations, a bit of creativity and imagination can provide a high level of enjoyment in determining why a certain character might be at a certain place, or what might compel that character to visit that place.

1. Secret underground government facility.
2. Meat-packing plant.
3. State highway motor lodge.
4. Primitive national forest camping area.
5. Interstate rest area.
6. Municipal airport.
7. City museum.
8. Beach house.
9. Multiplex theater.
10. Obscure mining complex.
11. Liquor store.
12. Bus station.
13. International airport.
14. 4D4-story downtown building.
15. Gas station & convenience store.
16. Automotive repair garage.
17. Coffee house.
18. High-end (organic) grocery market.
19. Modern hospital.
20. Regional library.
21. Church.
22. Mausoleum.
23. State sanitarium.
24. Movie set.
25. Ranger station.
26. Police precinct.
27. Fire station.
28. Auto graveyard/junkyard.
29. Cemetery.
30. Lakeside campground.
31. City aquarium.
32. Traveling carnival (fairgrounds).
33. Magic/mystic shop.
34. A secured Joint Intelligence Operations Center (JIOC).
35. New age shop.
36. Funeral home (or crematorium).
37. Five-star restaurant.
38. Sewer tunnels.
39. Tourist (or unexplored) cavern(s).

40. Modern RV camping area.
41. Department store.
42. Traditional indoor shopping mall.
43. Outdoor fashion park mall.
44. Mansion/Estate.
45. 24 hour breakfast diner.
46. Housing project(s).
47. Middle/upper-class home.
48. Radio station.
49. Sorority house.
50. Fraternity house.
51. University library.
52. Industrial office complex.
53. 5D20-story Skyscraper.
54. Regional hydroelectric dam.
55. Nuclear power plant.
56. Apartment complex.
57. Marina.
58. Cruise ship at sea.
59. Beached cruise ship.
60. Beach house.
61. Large, interstate travel complex (grand truck stop).
62. Liquor store.
63. Winery (vineyard).
64. Bar & grill.
65. A wooded island amidst a junction of rivers.
66. Popular chain bookstore.
67. Arcane/mystical bookstore.
68. Bed and breakfast.
69. Active or abandoned church.
70. Fast-food restaurant.
71. Pizza shop.
72. City pier.
73. Civil War national battlefield park.
74. Native American reservation.
75. Army fort.
76. Air Force base.
77. Naval base.
78. Marine Corps base.
79. Coast Guard station.
80. Shipyard.
81. Port district.
82. Oil refinery.
83. Gulf oil rig.
84. Isolated stone quarry.
85. Horse ranch (with farm buildings).
86. University (or military academy) campus.
87. Stadium (sports complex).
88. Lakeshore.
89. Riverbank.
90. Planetarium.
91. Public high school.
92. Community college campus.
93. Circus (D4+1 rings).
94. Local network news station.
95. Main Street U.S.A..
96. City hall (or courthouse).
97. Newspaper office.
98. Clandestine government lab.
99. Coal (or gold) mine.

100. Correctional facility (prison).

Table 4: Scary Things 1 – Conditions (Stage Dressing)

Roll percentiles to randomly generate as many circumstances, happenings and/or events that add flavor and context to your characters and locations. You may get some interesting combinations that might affect how you choose to relate and interrelate your characters to locations based on these randomly-generated events. Some events may inspire you to roll once or more on previous tables, adding to the depth and tone of your story idea. Also consider the timing of these conditions. For instance, is the condition something currently happening in your story, did it happen previously or sometime in the future (and, if so, how long ago, or how long until?)? Generating several conditions can provide a contextual framing for your story and offer avenues for future chapters or adventures.

- | | |
|----------------------------------|--|
| 1. Midnight. | 42. An aftershock. |
| 2. Operational hours. | 43. Aftershocks. |
| 3. A wild party. | 44. A devastating series of crippling aftershocks. |
| 4. A harsh rainfall. | 45. A quarantine. |
| 5. A misty drizzle. | 46. An outrageous office party. |
| 6. A thick fog. | 47. A special spring equinox. |
| 7. A raging torrent. | 48. A special summer solstice. |
| 8. A devastating tsunami. | 49. A special autumn/fall equinox. |
| 9. An incapacitating blizzard. | 50. A special winter solstice. |
| 10. The storm of the century. | 51. A lunar eclipse. |
| 11. A wicked ice storm. | 52. A solar eclipse. |
| 12. A blackout. | 53. A crescent moon. |
| 13. Terrible flooding. | 54. A waning moon. |
| 14. Terrible drought. | 55. A waxing moon. |
| 15. Sunrise. | 56. A full moon. |
| 16. Sundown. | 57. A new moon. |
| 17. Twilight. | 58. A solar flare. |
| 18. Halloween. | 59. Solar flares. |
| 19. A violent incident. | 60. A massive onslaught of devastating solar flares. |
| 20. A robbery. | 61. A funeral. |
| 21. An investigation. | 62. A state of martial law. |
| 22. A plague. | 63. A riot. |
| 23. An outbreak. | 64. A militia uprising. |
| 24. A massive meteor shower. | 65. A government “false-flag” operation. |
| 25. An earthquake. | 66. Supernatural portals opening. |
| 26. A volcanic eruption. | 67. 2D12 “city-killer” meteors striking nearby major population centers. |
| 27. A significant meteor impact. | 68. Nuclear terrorism. |
| 28. A comet’s passing. | 69. A limited state-to-state nuclear exchange (attack). |
| 29. A cometary impact. | 70. A dirty-bomb attack. |
| 30. An asteroid’s passing. | 71. A suicide bomber attack. |
| 31. An asteroid impact. | 72. A mad gunman attack. |
| 32. A political murder. | 73. High-speed vehicle pursuit. |
| 33. A serial killing. | |
| 34. A murder. | |
| 35. A terrorist attack. | |
| 36. A national military coup. | |
| 37. A viral outbreak. | |
| 38. Atmospheric sonic booms. | |
| 39. A medical crisis. | |
| 40. An earthquake. | |
| 41. Earthquakes. | |

74. A domestic military exercise.
75. National Guard military exercise.
76. A birthday (party).
77. A wedding ceremony.
78. A monster sighting.
79. A UFO sighting.
80. A home invasion.
81. A carjacking.
82. A vehicle breakdown.
83. A massive vehicle pileup.
84. A national tragedy.
85. A deadly clown attack.
86. Massive tremors.
87. Severe glacial melting.
88. A loss of satellite communication.
89. An electromagnetic pulse (EMP) attack.
90. An FBI investigation.
91. A foreign military invasion (attack).
92. A rash of unexplained murders.
93. A series of unexplained disappearances.
94. A missing-persons investigation.
95. A criminal investigation.
96. A series of devastating sinkholes.
97. A flap of UFO sightings and close encounters of various kinds.
98. A celestial display of a supernova.
99. A visible manifestation of ley lines and ley line nexuses.
100. The Apocalypse (End of Days) involving (roll D8):
 - a. The opening of dimensional portals.
 - b. The rise of the dead (zombies).
 - c. An alien invasion.
 - d. The return of the Old Ones.
 - e. The onset of World War 3.
 - f. Massive earthquakes and volcanic eruptions.
 - g. A global super-storm.
 - h. Every person developing psychic power (those who already have it develop another ability).

Table 5: Scary Things 2 – Threats (Things That Went Bump in the Night)

Roll percentiles to determine as many threats as you wish to include. Be careful not to include too many, as a single entry may be all you need to serve as antagonistic energy. Also, you do not have to use everything you generate. If something does not fit your story, discard it and roll again, or, simply pick something appropriate and intuitive from the list. If something is missing, feel free to add it.

These are more “generic” scary things, including dangerous animals, supernatural entities, demons and other threats. Some may conform to previous Beyond the Supernatural monsters, but most will not. This is meant to allow for a somewhat large array of variety in story threats, and also allows for you to customize your story, creating your own statistics for the threats generated in these dark tables.

Also, some items are singular and some are plural (e.g. “giant snake” (singular) and “giant spiders” (plural)). You determine how many critters you need for your story; the difference between singular and plural exists to suggest the nature of some threats (i.e. usually there is not just one giant fly or termite while

there may only be a single giant boar –or many boars). In the end, you decide. Does your story center around a single werebat, or does it involve a squadron of succubi?

Hopefully, these tables will provide enough randomly-generated elements with which a multifaceted tale of terror and the supernatural may be fashioned for the enjoyment of you and your gaming group.

- | | |
|---|--|
| 1. Giant snake. | 48. Devil. |
| 2. Giant hound. | 49. Hellion. |
| 3. Giant mouse. | 50. Frost Devil. |
| 4. Giant rat. | 51. Devil Lord. |
| 5. Giant bat. | 52. Devil Queen. |
| 6. Giant wolf. | 53. Demon. |
| 7. Giant boar. | 54. Succubus. |
| 8. Giant pig. | 55. Demon lord. |
| 9. Grizzly bear. | 56. Demon queen. |
| 10. Giant wolverine. | 57. Lich. |
| 11. Hydra. | 58. Vampire. |
| 12. Pack of rabid hounds. | 59. Vampiress. |
| 13. Wererat. | 60. Vampire assistant (roll on <i>Table 1: People</i>). |
| 14. Werebat. | 61. Vampiress assistant (roll on <i>Table 1: People</i>). |
| 15. Werewolf. | 62. Ghoul. |
| 16. Wereboar. | 63. Ghost. |
| 17. Werpig. | 64. Haunt. |
| 18. Werebear. | 65. Spectre. |
| 19. Werewolverine. | 66. Apparition. |
| 20. Mammoth. | 67. Poltergeist. |
| 21. Saber-toothed tiger. | 68. Ghost. |
| 22. Giant cat. | 69. Banshee. |
| 23. Giant panther. | 70. Animated corpse. |
| 24. Giant lion. | 71. Zombie(s). |
| 25. Giant Bengal tiger. | 72. Sasquatch. |
| 26. Thunderbird(s). | 73. Bigfoot. |
| 27. Giant poisonous spiders. | 74. Skunk ape. |
| 28. Giant poisonous spider colony. | 75. Reptoid(s). |
| 29. Giant ravenous fire ants. | 76. Lizard man(men). |
| 30. Giant ravenous fire ant colony. | 77. Winged draconian reptoid(s). |
| 31. Giant termites. | 78. Reptoid queen. |
| 32. Giant termite colony. | 79. Reptoid mage. |
| 33. Giant lethal mosquitos. | 80. Reptoid lord. |
| 34. Giant contagion flies. | 81. Headless motorcyclist. |
| 35. Giant maggots (that can explode). | 82. Mummy. |
| 36. Giant bees. | 83. University mummy. |
| 37. Giant yellow jackets. | 84. Attic mummy. |
| 38. Giant electrical hornets. | 85. Pharaoh mummy. |
| 39. Giant angry wasps. | 86. Queen of the Mummies. |
| 40. Giant devastating locusts. | 87. Animated (demonic) scarecrow. |
| 41. Giant, blood-sucking leeches. | 88. Animated, wooden Native American statue (with tomahawk). |
| 42. Giant moths. | 89. Basic golem (granite, clay, mud, etc.). |
| 43. Giant caterpillars. | 90. Complex golem (flesh, bone, vine, glass, etc.). |
| 44. Giant carnivorous plants. | 91. Air Elemental (dust devil, tornado, etc.). |
| 45. Giant (flying & poisonous) jellyfish. | |
| 46. Giant alligator. | |
| 47. Giant flying manta ray. | |

92. Water Elemental (hurricane, ice, etc.).
93. Fire Elemental (ash, ember, firestorm, etc.).
94. Earth Elemental (sand, mud, landslide, etc.).
95. Doppelganger/shape-shifter.
96. Evil clown entity.
97. Nightmare entity.
98. An avatar of an Old One in the guise of (roll on *Table 1: People*).
99. The emergence of an Old One.
100. Roll 2D4 more times on this table.

Table 6: Story Items, Typical

Roll percentiles to generate some “typical” items that might be interesting in a horror setting. These mundane items might play a pivotal role in a key scene or provide a goal or thread that weaves the entire story together. Keep in mind that this list is by no means exhaustive, as it could conceivably contain every item in your house, your city and nation. However, the items you generate with this table might get you thinking about similar other items, or spark thoughts on completely different items. These tables are here to get your creative juices flowing, and by generating random elements, you get your mind working toward fleshing-out backgrounds, adventures and stories in general. Again, if any item doesn’t fit, by all means do not use it; but, perhaps, do try to find a way to make it fit into your story, as that is a mental exercise in its own right, and will help you flex your creative muscles.

1. Reciprocating power saw.
2. Heavy-duty drill.
3. Industrial-strength nail gun.
4. Chainsaw.
5. Electric power saw.
6. Flamethrower.
7. 2D4 hand grenades.
8. Rocket launcher.
9. Grenade launcher.
10. Assault rifle.
11. Butcher knife.
12. Meat cleaver.
13. Serrated carving knife.
14. Two-pronged barbeque meat fork.
15. 2D4 inch steak knife.
16. 2D4 shuriken (throwing stars).
17. Nunchaku (nun chucks).
18. Katana (curved Samurai sword).
19. Ninja to (straight ninja sword).
20. Quarterstaff.
21. A pair of gloves.
22. Wristwatch.
23. Pocket watch.
24. Bracelet.
25. Necklace.
26. Ring (D8):
 - a. Gold wedding band.
 - b. Diamond engagement.
 - c. Ruby.
 - d. Sapphire.
 - e. Emerald.
 - f. Turquoise.
- g. Jade.
- h. Black diamond.
27. Earring.
28. A pair of earrings.
29. Eye patch.
30. Wig.
31. Face mask (D6):
 - a. Realistic disguise.
 - b. Horrific.
 - c. Cartoon character.
 - d. Secret society.
 - e. Haunted.
 - f. Possessing.
32. Scuba gear.
33. Police revolver.
34. Military sidearm.
35. Civil War sword (D6):
 - a. Rusted.
 - b. Black steel.
 - c. Silver.
 - d. Silver blade, gold-plated handle.
 - e. Cursed.
 - f. Blessed.
36. Silverware (D6):
 - a. D12 forks.
 - b. D12 spoons.
 - c. D12 butter knives.
 - d. D12 steak knives.
 - e. (roll again on this table, ignoring this outcome) Cursed.
 - f. (roll again on this table, ignoring this outcome) Flying, animated.
37. Silver bullets.
38. Silver bullets with runes engraved on them.
39. Ancient map.
40. Modern map (with annotations).
41. Cell phone (D4):
 - a. Old, flip-open style.
 - b. Standard, no-frills.
 - c. Smart phone.
 - d. State-of-the-art smart phone.
42. Bouquet of roses (flowers).
43. Coffin.
44. Ladder.
45. Mop & bucket.
46. Desktop computer.
47. Laptop computer.
48. Tablet computer.
49. Video camera.
50. Professional level camera & lens.
51. Piano (D4):
 - a. Simple, average.
 - b. Upright, high quality.
 - c. Baby grand.
 - d. Grand.
52. Framed canvas painting.
53. Rolled-up canvas painting.
54. Music box.
55. Snow globe.
56. Jewelry box (D4):
 - a. Empty.

- b. Filled with jewels.
 - c. Filled with cremation ashes.
 - d. Filled with the crushed, dried remains of (roll on *Table 5: Scary Things 2 – Threats*).
57. 2D12 gold coins.
58. 2D12 silver coins.
59. A pair of eyeglasses.
60. A pair of sunglasses.
61. Makeup kit (lady's).
62. Makeup kit (professional).
63. Cooking seasoning (D8):
- a. Turmeric.
 - b. Cinnamon.
 - c. Garlic.
 - d. Oregano.
 - e. Basil.
 - f. Cumin.
 - g. Himalayan sea salt.
 - h. Terry berry peppercorn.
64. 2D4 bottles of whiskey.
65. 2D4 cases of beer (bottled or canned).
66. 2D20 packets of Meals-Ready-to-Eat (MREs).
67. Four-leafed clover.
68. Native American dream catcher.
69. Standing mirror.
70. Wall mirror.
71. Elegant desk globe.
72. Archaic tome.
73. D4+1 rare books.
74. Chinese puzzle box containing (roll again on this table).
75. Locked chest containing (roll on *Table 6: Story Items, Curios*).
76. Mounted trophy head (D6):
- a. 2D4-point buck.
 - b. Grizzly bear.
 - c. Moose.
 - d. Elk.
 - e. Wolf.
 - f. Human.
77. 4D4-foot tall, carved wooden Native American statue armed with tomahawk.
78. Locked storage container.
79. Compass.
80. GPS (global positioning system) tracking device and instrument.
81. Trench coat.
82. Fedora.
83. Dog collar.
84. Dog whistle.
85. Electromagnetic field (EMF) detector.
86. Keychain with 3D4 keys.
87. Skeleton key (D6):
- a. Copper.
 - b. Brass.
 - c. Silver.
 - d. Gold.
 - e. Platinum.
 - f. Bejeweled.
88. Small leather pouch filled with (D6):
- a. Exotic tea leaves.
 - b. Illegal plant leaves.
 - c. Fresh autumn leaves.
 - d. Pine needles.
 - e. 2D8 acorns.
 - f. Diamonds.
89. Leather pouch filled with (D6):
- a. Rodent bones.
 - b. Human finger bones.
 - c. 2D4 miniature skulls.
 - d. 2D4 shrunken heads.
 - e. D4+1 pounds of gold dust.
 - f. D4+1 pounds of quartz sand.
90. Medical jar containing preservation fluid and (D12):
- a. A primate head.
 - b. Human head.
 - c. Reptoid head.
 - d. The head of (roll Table 1 People).
 - e. 2D4 hands.
 - f. 2D4 feet.
 - g. Various human organs.
 - h. D4 brain(s).
 - i. 5D4 vampire bats.
 - j. 5D4 rats.
 - k. 2D4 severed tentacles.
 - l. An extraterrestrial embryo.
91. Plaster cast of a large hominid footprint, 2D4+12 inches (36-51 cm) long.
92. 4D4 8x10 inch (20x25 cm) photos in a protective portfolio showing unidentified flying objects and/or aerial phenomena of high strangeness.
93. 2D4 ivory chopsticks from the Ming Dynasty.
94. Crucifix (D6):
- a. Wooden.
 - b. Ivory.
 - c. Silver.
 - d. Gold.
 - e. Jade.
 - f. Obsidian.
95. Lumberjack's axe.
96. An old newspaper with a bold headline (D8):
- a. 1860s - 1890s.
 - b. 1900s - 1940s.
 - c. 1950s.
 - d. 1960s.
 - e. 1970s.
 - f. 1980s.
 - g. 1990s.
 - h. 2000s.
97. Baby doll (D6):
- a. Antique.
 - b. Family heirloom.
 - c. Head missing.
 - d. Glowing eyes.
 - e. Haunted.
 - f. Demonically possessed.
98. Skull-shaped candle.
99. Roll again on this table 2D4 times.
100. Roll again on this table 4D4 times.

Table 7: Story Items, Curious

Roll percentiles to generate some “curious” items that should be pivotal and vitally important to your plot. Keep in mind that this list is by no means exhaustive, but also that it might generate thoughts that may lead to other creative avenues and connections. If something doesn’t work, discard it. If you need to roll more items to add dimension to your idea, then by all means do so. Have fun and warm-up the dice!

1. Sarcophagus.
2. Coffin.
3. Urn filled with questionable contents.
4. Mummified human.
5. Mummified (roll on *Table 5: Scary Things 2 – Threats*).
6. Potted, carnivorous plant (6D4 feet/1.8-7.3 m tall).
7. An ever-burning candle.
8. Magical ring (D8):
 - a. Invisibility.
 - b. Spirit channeling.
 - c. Astral projection.
 - d. See the invisible.
 - e. Sense evil.
 - f. Repels evil.
 - g. Cursed.
 - h. Possesses wearer.
9. Bottle of rare wine.
10. Bottle of rare (cursed) wine.
11. Bottle of rare (blessed) wine.
12. Bottle of ancient (mystical) wine.
13. Vial of (D12):
 - a. Holy water.
 - b. Blessed water.
 - c. Cursed water.
 - d. Demon urine.
 - e. Goat milk.
 - f. Human blood.
 - g. Snake venom.
 - h. Scorpion venom.
 - i. Jellyfish toxin.
 - j. A virgin’s tears.
 - k. Mother’s milk.
 - l. Demon bile.
14. A leather pouch filled with (D12):
 - a. 2D12 dried eyeballs.
 - b. 4D12 human teeth.
 - c. 4D4 eel heads.
 - d. 2D12 human ears.
 - e. D4+1 pygmy elephant tusks.
 - f. Old puzzle pieces (that assemble into a complete image, missing one piece).
 - g. Board game playing pieces.
 - h. 4D20 casino tokens worth \$100 each.
 - i. 4D20 silver bullets.
 - j. 3D4 diamonds, each worth \$1,000.
 - k. A life-sized, human crystal skull.
 - l. The ashes of a cremated Egyptian pharaoh.
15. A statue of an ancient sky god.
16. A statue of an ancient mistress deity.
17. An ancient statue depicting an Old One.
18. An ancient statue of a horrific, demonic-looking, tentacled monstrosity.
19. A painting depicting an ancient battle, in which some of the elements seem to move.
20. A painting depicting an ancient slaughter, in which the tentacled demons subtly move and seem to whisper.
21. A vase filled with ancient ashes.
22. An ancient mask that seems to whisper.
23. A briefcase filled with top secret government documents concerning current events.
24. A briefcase filled with top secret government documents concerning paranormal events.
25. A briefcase filled with top secret government documents concerning a war with supernatural entities.
26. A briefcase filled with top secret government documents concerning a war with dimensional threats.
27. A briefcase filled with top secret government documents concerning a conflict with subterranean entities.
28. A briefcase filled with top secret government documents concerning a clandestine extraterrestrial invasion and media cover-up.
29. A briefcase filled with top secret government documents concerning the clandestine conflict with malevolent entities emerging from the hollow Earth.
30. A briefcase filled with top secret government documents concerning a network of underground facilities and research laboratories unknown to the public.
31. Voice memos from a journalist recently deceased in a controversial car accident that reveal a conspiracy to suppress the truth about the paranormal and supernatural.
32. A life-sized crystal skull in a black velvet bag.
33. A CD containing top secret government files about the paranormal, supernatural, dimensional, and demonic.
34. A copy of the Necronomicon, bound in human skin and inked in defiled blood.
35. A copy of the Satanic Bible, bound in goat leather and inked in charcoaled dark-silver.
36. A copy of the Holy Bible, bound in ivory lattice, bordered in gold trim, and inked in rich, metallic colors.
37. A common, paperback copy of a “The Catcher in the Rye” – blood-soaked.
38. 3rd generation nightvision goggles.
39. An elegant German beer stein.
40. A 4D4-long mammoth tusk, nicely preserved.
41. A standing suit of armor made of (D8):
 - a. Copper.
 - b. Bronze.
 - c. Steel.
 - d. Plastic.
 - e. Aluminum.
 - f. Glass.
 - g. Fiberglass.
 - h. Composite alloy.
42. A gold chalice.
43. A pewter flagon.
44. A highly-detailed tapestry depicting a medieval scene of romance.
45. A highly-detailed tapestry depicting a medieval scene of battle.

46. A highly-detailed tapestry depicting a medieval scene of slaughter.
47. A highly-detailed tapestry depicting a medieval scene of spiritual ascendance.
48. A highly-detailed tapestry depicting a medieval scene of demonic influence.
49. A highly-detailed tapestry depicting a medieval scene of strange creatures (roll on *Table 5: Scary Things 2 – Threats*).
50. An ancient, carved, ivory flute.
51. An anomalous, 4D4-foot (1.2-4.8 m) tall, carved stone head recently excavated in/from (D12):
 - a. North America.
 - b. South America.
 - c. Europe.
 - d. Antarctica.
 - e. Africa.
 - f. Asia.
 - g. Australia.
 - h. The moon.
 - i. The dark side of the moon.
 - j. Mars.
 - k. An impact crater near a major city.
 - l. An impact crater in rural farmlands.
52. A rare, ancient violin worth over \$20,000,000.
53. The carcass of a North American primate (a.k.a. Bigfoot, Sasquatch).
54. The smart phone of a recently missing person.
55. The recently discovered cell phone of a long-missing person.
56. A message in a glass bottle.
57. A message in a plastic bottle.
58. A golden cigarette case, still filled with old tobacco cigarettes.
59. A platinum cigar case, still filled with Cuban cigars.
60. A bottle of prescription medication.
61. A bottle of powerful prescription medication.
62. A bottle of hallucinogenic prescription meds.
63. A bottle of psychotropic prescription meds.
64. A bag of pharmaceutical smoking medication.
65. A police revolver filled with silver bullets.
66. A fire poker made of sterling silver.
67. A life-sized skeleton comprised completely of crystal (crystal skeleton).
68. A miniature, 6-inch (15 cm), mummified humanoid entity.
69. A file of reports from the county animal control officer labeled: “Werewolf.”
70. The chopped-up, bloody remains of a murder victim contained in a trash bag.
71. The chopped-up, bloody remains of a murder victim contained in an airtight suitcase.
72. A severed head.
73. A severed hand.
74. A severed foot.
75. An Old One talisman.
76. An ancient Norse hammer.
77. A modern government drone.
78. A modern government drone armed with D4 missile(s).
79. An advanced government drone.
80. An advanced government drone armed with 2D4 missiles.
81. A backpack, tactical nuclear device.
82. A hijacked nuclear warhead.
83. A stolen nuclear intercontinental ballistic missile (warhead).
84. A container of weapons-grade plutonium.
85. A map depicting ley lines.
86. A map depicting ley lines and also areas that might host the potential opening of dimensional Rifts.
87. A foam-cushioned packing container filled with various equipment items suited for paranormal investigation.
88. A foam-cushioned packing container filled with various items essential for the summoning of demons.
89. A jar of strangely-glowing (and highly-potent) moonshine.
90. An ancient, parchment tome concerning (D12):
 - a. Witchcraft.
 - b. Demonology.
 - c. The occult.
 - d. Demonic possession.
 - e. Lights in the sky.
 - f. Werewolves.
 - g. Vampires.
 - h. Ghosts.
 - i. Ghouls.
 - j. Myth.
 - k. Magic.
 - l. Monsters.
91. An explosive ordnance disposal (EOD), remote-controlled robot.
92. An ancient meteorite.
93. A recent meteorite.
94. The fresh corpse of (roll on *Table 1: People*).
95. The mummified corpse of a recently deceased (roll on *Table 1: People*).
96. A leather pouch containing a complete set of polyhedral dice suitable for most role-playing games (D8):
 - a. Plastic.
 - b. Crystal.
 - c. Ruby.
 - d. Emerald.
 - e. Sapphire.
 - f. Diamond.
 - g. Gold.
 - h. Platinum.
97. A jar of gold-plated scarab beetles (dead).
98. Roll 2D4 more times on this table.
99. Roll 3D4 more times on this table.
100. A spell book bound in leather, gold, platinum and copper wire, containing many of the secrets of the mythical wizard, Merlin.

Table 8: Cloudy with a Chance for Horror (Weather)

Roll percentiles to generate a random weather condition. Most of the results are dismal and dramatic, fitting for a good horror story, but there are some less disastrous entries, such as “light fog.” However, be prepared to measure out devastation in your story. Roll at your own risk!

1. Tornado watch.
2. Tornado warning.
3. Tornados imminent.
4. F1 tornado.
5. F2 tornado.
6. F3 tornado.

7. F4 tornado.
8. F5 tornado.
9. Misty drizzle.
10. Drizzle.
11. Light sprinkling.
12. Sprinkles.
13. Light fog.
14. Fog.
15. Heavy fog.
16. Thick, clammy fog.
17. Light rain.
18. Moderate rain.
19. Heavy rain.
20. Torrential rain.
21. Cloudburst rain.
22. Thunderstorm rain.
23. Thunderstorm.
24. Distant lightning.
25. Heat lightning.
26. Lightning storm.
27. Purple lightning storm.
28. Antimatter lightning storm.
29. Electromagnetic lightning storm.
30. Severe thunderstorm.
31. Storm of the century.
32. Nor'easter.
33. Storm flooding.
34. Slight flooding.
35. Flooding.
36. Moderate flooding.
37. Heavy flooding.
38. Torrential flooding.
39. Hurricane surge flooding.
40. Tropical depression.
41. Hurricane.
42. Minor hurricane.
43. Major hurricane.
44. Severe hurricane.
45. Devastating hurricane.
46. Catastrophic hurricane.
47. Heat advisory.
48. Heat warning.
49. Solar flare.
50. Electromagnetic pulse-level solar flare.
51. Drought.
52. Severe drought.
53. A noxious rain.
54. Gusty dust.
55. Dust storm.
56. A storm of microscopic glass particles (deadly to those exposed).
57. Sandstorm.
58. A rain of blood (a rain of unidentified red liquid).
59. A rain of poisonous jellyfish.
60. A shower of poisonous spiders.
61. A rain of greenish goo (unidentified organic material).
62. A rain of fish.
63. A rain smelling of decomposing corpses.
64. Strong wind.
65. A rain of frogs.
66. Gusty winds.
67. Severe gusts.
68. Partly cloudy.
69. Mostly cloudy.
70. Overcast.
71. Partly sunny.
72. Mostly sunny.
73. Severe hail.
74. Snowstorm.
75. Lightning snowstorm.
76. Antimatter electromagnetic lightning snowstorm.
77. Snow flurries.
78. Light snow (D4 inches).
79. Moderate snow (6D4 inches).
80. Heavy snow (6D8 inches).
81. Blizzard (2D4+1 feet).
82. Heavy blizzard (4D4+2 feet).
83. Sleet.
84. Heavy sleet.
85. Frozen rain.
86. Icy rain.
87. Ice storm.
88. High-magnitude ice-lightning storm.
89. Severe hail (2D4 inches/3D6+2 cm in diameter).
90. Ice storm aerial tsunami.
91. Aerial firestorm wave-front.
92. Aerial firestorm tsunami.
93. Ground-level horizontal tornado (2D4 miles/3.2-12.8 km wide).
94. Electromagnetic tornado (2D4 miles in diameter).
95. Petrol-based flaming rain.
96. Searing acid rain cloudburst.
97. Waterspout (D4 miles/1.6-6.4 km wide).
98. Fire twister (D4 miles wide).
99. Roll D4+1 more times on this table.
100. Roll 2D4+1 more times on this table.

There you have it, eight tables to help create your tale of terror and the truly horrific. There may be more to come, but for now, this should be enough to satiate your appetite. Bring out your dice, roll your outcomes and fashion your destiny!



Ψ THE BLACK-MALICE LEGACY Ψ

Optional, Unofficial Source Material for Rifts®

By Matt Olfson, with Additional Ideas by Will Hunter

Part I: Psionic Renaissance

February 14, 108 P.A. – The Riverine Barony of Tolkeen

Vilk'r smelled the cold winter air, exhaling in a billowing puff of vapor. The Grackle Tooth mercenary didn't need a dog's nose to track his prey of the day, and for that he was grateful. The idea of defiling his nose with the stink of human cowardice struck Vilk'r as beyond repugnant. Their tracks in the snow and

the occasional drop of blood were pointing the way just fine. Easy or not, though, he didn't want to rush things. The better he did his job, the sooner he could fulfill his contractual obligation to the Kingdom of Tolkeen and get back to the warm, arid lands of Texas. His thinking reflected the old military adage, "fast is slow, slow is quick," and Vilk'r wanted to return home as quickly as possible. It wasn't all bad there in Minnesota, however. As much as Vilk'r hated the cold, the snow and freezing weather couldn't

actually hurt his supernatural skin, and his half-ton of muscle held in the body heat well for days at a time. And the opportunity to kill the dogs of the Coalition States to his heart's content more than sufficiently kept him warm at night.

The trail led the D-Bee mercenary to the shores of one of the many rivers that crisscrossed the appropriately named Riverine Barony. Like many of the other bodies of water in the land, the river was frozen over from the freezing cold of the Minnesota winter. Examining the ground, he saw the droplets of blood were in greater concentrations at the shore, and then the trail of foot-steps hooked to the left. Apparently, the Dead Boy soldiers didn't want to take the chance of being caught out in the open on the river's frozen surface. Upon closer inspection, he could see just a hint of steam rising from the snow where the blood droplets fell. Vilk'r smirked, pleased with this development. They must have been closer than he thought. With a brush of his clawed hand to his weapon's side, the hunter cleared the frost from the rail gun's small display monitor; the display showed that everything was powered up, the magazine was still half full, and the safety was off. "Time to earn my paycheck," Vilk'r murmured to himself through the unlit cigar in the corner of his mouth.

Following the snow- and ice-covered shoreline, it didn't take long before the reptilian hunter's senses told him good news. As Vilk'r neared a bend in the frozen river, the sounds of hushed voices could be heard. Checking the status display of his weapon one more time, the hulking mercenary cautiously rounded the corner of the bend with his rail gun up and ready, while at the same time clinging close to a tree for a little added cover should he need it. Humans may be weak, but their weapons were deadly even to unnaturally tough beings such as himself, given enough opportunity to use them. The Coalition soldiers came into view and their dire situation became all too clear. There were four of them in all. Two of the soldiers were unable to walk on their own; one was a medic who was dragging his own left leg as he helped carry one of the soldiers. "Come on, Harry! Don't pass out on me yet!" the medic scolded the soldier whose arm was draped around the back of his neck, the soldier's weight visibly becoming harder to bear.

Vilk'r saw that between the four of them, only one of the soldiers had a rifle on his back... with no E-Clip in its magazine well... although all of them appeared to have their side arms. Though enough firepower to hurt, what they had hardly represented a life-threatening risk to himself even if they managed to fire in tandem. At best, maybe two of the soldiers could shoot straight. Feeling more confident than before, Vilk'r announced his presence by pulling out a match from the back pocket of his short-pants, struck it against his bare chest, and proceeded to light his cigar. The Dead Boys fell deathly quiet and turned to face their stalker.

"Jig's up, boys!" Vilk'r announced in a loud, booming voice.

In response, one of the hurt soldiers lost consciousness, slipping his arm from the supporting shoulder of the medic who carried him, and dropped to the snow covered earth. "Way to man it up, Harry," the medic said in a tired voice.

"He's the lucky one," Vilk'r chuckled, the muzzle of his rail gun raising level, ready to fire. "Don't worry, I'll make this quick."

While the medic stood his ground, too tired to do anything else, the other ambulatory soldier carefully lowered her injured comrade to the snow. Once on the ground, the wounded soldier

drew his C-20 laser pistol with a shaky hand, while the woman resumed her full, proud height and began to calmly walk towards the Grackle Tooth mercenary. With her side arm still in its hip holster, the woman removed her helmet, revealing her cocoa brown face, long, flowing black hair, and the crow's-feet in the outside corners of her eyes. "You call yourself a soldier, you Grackle-ass muth'a hum'a?" she began with a cold, scolding tone, a simmering expression across her tired face. As she defiantly marched towards the hulking alien, the woman threw her helmet at his chest like she were passing a basketball.

Vilk'r cocked his head slightly to the right, equally confused and intrigued as the helmet harmlessly bounced off his sternum. The soldier's helmet came to rest in the snow and he glanced at her armor's shoulder, seeing the edge of a staff sergeant's rank insignia. No other insignias stood out with his once-over scan. Just another grunt thinking she's too good for the grave. Her side arm was still in its holster and the other soldier's aim looked about as steady as a branch in the wind. If they wanted to stretch their executions out, he didn't see the harm in it.

"Such language!" he mockingly chuckled in response, allowing the woman to approach. "Your mother teach you to talk like that?"

The woman strode straight up to the tan-skinned reptilian, muttering a steady stream of angry profanities as she did so, and then came to a stop two meters shy of where he stood. Looking up at the nine-foot tall behemoth, the five-foot-eight woman glared into his eyes. "Come on, D-trash..." she said through grinding teeth, raising her tightly clenched fists and planting her feet in a wide, stable fighting stance. "...be my valentine."

"Really?" Vilk'r smiled, trying his best to show the brave woman enough respect not to laugh in her face. "And nothin' says 'I love you' like a fist to the kisser, huh?" Though half his size, probably a sixth his weight, and being yet another dime-a-dozen 'squishy' with an attitude, he liked her style and respected her guts. His favorite Dead Boys always were the ones who faced their imminent deaths with dignity and pride. After considering the challenge for the length of a puff of his cigar, Vilk'r placed his thumb on the display screen of his rail gun where the weapon's computer could read his thumb-print, putting it in safe mode. With another puff of his cigar, Vilk'r leaned his rail gun up against a nearby tree. "Like I said before, don't worry, I'll make this quick," he said while cracking his knuckles.

"Ditto," the woman replied, a slight grin appearing below her scowling eyes.

Vilk'r smiled back and took a quick step forward to close the distance between the two. With the other leg he then raised his knee to plant it in her armor clad chest, already banged up as it was. As quickly as she could, the woman sidestepped the attack, putting her on the defensive. Pressing his advantage, Vilk'r crouched down to her comparatively diminutive height and threw a low body-shot uppercut. Try as she did to avoid that strike too, it landed square on her chest, slightly crumpling the Death's Head skull of her armor's breast plate, knocking the woman back two meters in the process. Seeing his opponent land on her back, in one fluid motion the Grackle Tooth mercenary stood erect, raised his twelve-foot long tail straight into the air and pivoted his body to the side. He took a moment to line up his shot, and then brought his tail crashing down with all the strength he could muster, with ten times the force of a falling tree. Though momentarily disoriented from the prior hit, due to the setup time of the

tail's deadly fall, she was able to roll out of the way just in time, it missing by the width of a hair. Not missing a beat, Vilk'r made a step in the prone woman's direction, raised his massive, two-toed foot and attempted to stomp on her; his bare clawed foot coming down like a cannon ball. Again the woman narrowly rolled out of the way, finding her way back to where she landed in the snow a few seconds before.

At last, the woman saw her opening with the Grackle Tooth towering over her. With a focused thought and a point of her finger, she lined up her shot while still lying flat on her back. Her digit pointed towards the underside of Vilk'r's pronounced and elongated chin, and she let loose a blood-curdling scream. As the war cry reached her opponent's ears, a long spike of ectoplasm shot out from the woman's mouth and into her waiting hand, the spewed spire coming to an impossibly sharp point. With a thrust, the white, translucent lance shot through the surprised Grackle Tooth's armor-like skin under his jaw, through his brain, and out the back of his head. With a twitch, Vilk'r's eyes bulged in shock and disbelief, with his capacity to form any thoughts at all rapidly evaporating as the blackness of death closed in. The woman took hold of the spear with both hands and pulled it out of Vilk'r's skull, allowing the alien hunter to fall over flat onto the shores of the frozen river. Though 99% sure he was already dead, the woman stood up and vented her fury, driving her lance into the monster's chest three more times. Satisfied with her handiwork and near the point of exhaustion, she willed the ectoplasmic spear to evaporate into a dusty vapor, which was then carried off by the light breeze.

The medic stood there, unsure of what his eyes just showed him. Eventually, he found the words that echoed through his mind. "What the hell was that?"

"A Grackle Tooth. Kind of a short one at that," the woman tiredly said, as she brushed the snow off her battered armor while scanning the ground, looking for where her helmet ended up.

"No... the, uh... that thing you... puked! ... What... what the ...?!?"

As she finished brushing off the snow from her armor, the woman noticed that the strip of black electrical tape she had over the black portion of her armor's shoulder plate had come loose. Seeing that it was about to come off anyways, she decided to remove it. "You didn't see anything. You got that?" she said in a warning voice, her gloved fingers taking hold of the concealing tape and pulling it free, revealing the bold, white letters 'PSI' stamped over the slightly larger, faded crimson Greek letters psi and omega ($\Psi\Omega$) in the background.

Somewhat understanding upon seeing the lettering, the medic fearfully nodded in agreement as his brain slowly caught up to what his eyes were telling him. He had seen several unit badges in his time, but this was the first he saw this one. "Psi-Bat... Omega?!? I thought you guys were just a myth."

The woman, having spotted her helmet, knelt down to pick it up while letting the question hang in the air for a moment. Only after tucking in her hair and placing the helmet back on, covering her exhausted face, did she bother to answer. "You're right... we're just a myth."

For years, one of the questions whispered through the Chi-Town grapevine was, "What do Emperor Prosek and the High Command have against Lt. Col. Carol Black?" The woman was one the most highly decorated officers in the CS Army, with a

wartime record of service the likes of which blockbuster movies were made from. Her contributions in developing Psi-Battalion for the Coalition were immeasurable in scale and grandeur, making the Psychic Special Forces units one of the greatest military assets the Coalition had at its disposal. And yet, for nearly a decade, there remained an immovable element in the High Command that adamantly opposed Black's promotion beyond the rank of lieutenant colonel (in spite of her being a member herself!). This begged the question, why?

Some speculated their objections and mistrust were based in prejudice against her being psychic. Though this may have been true early on, especially among the oldest members of the CS leadership, even they had come to appreciate the value of human psychics in military service. The notion that the psychic phenomenon was a natural part of human evolution (some would say a gift from God) to defend against the supernatural has become virtually universally accepted, even among the most grizzled members of the High Command, with only a few holdouts. As for the emperor, he and his son had been overheard arguing with each other over Black's projects and her promotion on more than one occasion. Though Joseph Prosek II has been the woman's greatest advocate for some time, those who overheard bits and pieces of those arguments could never figure out who was arguing in her favor. In private, when others asked about Black, Emperor Prosek would only comment on the soldier's amazing dedication and magnetic personality, thus further deepening the mystery. Chi-Town military insiders had become well aware of the two Proseks' arguments on this issue, which only piqued their curiosity about this mystery all the more. What did Black's superiors have against her, and what was she doing that was so controversial? If it wasn't entirely about her being a psychic, what could it be? Her personality? Her politics? Black's personality has been called outright magnetic and addictive, and her politics have a heavy slant towards the Proseks' human-supremacist/anti-magic school of thought, so clearly those weren't factors working against her. A few who looked deeper into the matter uncovered ambiguous whispered names like Project Black Gold, Psi-Bat Omega, and the Scream Factory, but nothing more before the walls of secrecy cut off all further inquiry. For the select few who managed to pierce this veil of secrecy and uncovered the reasons, the answer was as shocking as it was an eye-opener about the lengths Black was willing to go in order to unleash the full psychic potential of humanity; what she was willing to do to combat the inhuman. For now, very few are aware of what has become a highly classified and controversial state secret, and what will come to be known as the legacy of General Carol Black and her little known accomplice, the "criminally insane Dr. Malice". Even fewer will learn the secrets beyond that façade. And if the Proseks and the Military High Command have anything to say about it, all this will remain a secret till the sun goes cold.

Birth of the Psi-Battalions

The relationship between these two diametric opposites began in the Fall of 83 P.A., when Major Carol Black (age 33) and Doctor Colonel Abraham Maliczewski (age 88, aka "Dr. Malice" to his friends and those who can't pronounce his Polish name) were paired together by fate in a psychic research study called Project Black Gold while she was stationed at the Lone Star facility. Officially, the project's name was in deference to the lab's once-

oil-rich Texas location where the study was conducted (unofficially, it was a rude joke handed down from Dr. Bradford, who had a personality clash with the two; the name being a little word play on Black's name and race, and Maliczewski being an openly practicing Jew). Initially, the goals of the project were to simply catalog and survey the psychics in military service – a precursor of the Psychic Registration Program – but the more the project uncovered, the more questions arose. Questions like, why did some people become psychic and not others, and what determined which psychics developed certain powers and not other abilities? This led to the escalation of the simple project into something far more ambitious in scope. As the two pushed to expand the parameters of Project Black Gold, the two advocates quickly became friends based on their mutual obsession with exploring the depths of humanity's psychic potential. People joked that their friendship was an April-December love affair, but their relationship was strictly platonic, even if they did pal around together quite a bit. Off duty, Carol & Abe shared a strong connection in terms of friendship, pseudo-scientific interests, their respective psychic abilities, various sporting events, and at times, copious amounts of libation. On duty, with Black's growing cadre of fellow psychics and Maliczewski's access to cutting-edge facilities and like-minded researchers, the two complemented each other's resources perfectly well.

In the following 18 months, the team's discoveries and innovations gave them the political clout to successfully petition the Military High Command to establish the Second Military Division of Special Operations (home of the Psychic Special Forces and umbrella structure for the Psi-Battalion units that followed) and move Project Black Gold to Chi-Town for more autonomy, away from the controlling Dr. Desmond Bradford. This allowed them to take their theories and experiments out into the field to be tested in real-world conditions through military operations. More importantly, though, it also gave Black and Maliczewski access to Chi-Town's more appropriate facilities for their area of research. Though Lone Star's labs were cutting-edge, they were more geared towards the study of genetics and robotic engineering – the areas Black and Maliczewski were allowed access to, that is. Dr. Bradford never was very supportive of their research project because they didn't care for his inputs and attempts to micro-manage them, so he gave their funding and security clearance a low priority. In contrast, the people in Chi-Town's think-tanks and labs were *far* more supportive. This was greatly due to the successes the project already showed, making it a proven winner they could safely get behind. Project Black Gold had been operating with one hand tied behind its back and a shoestring budget under Bradford, but now it had the freedom and resources needed to drill deep into potential of human psychic abilities. And from that day forward, the project's name took on new meaning. While in Lone Star the name was an inside joke, at Chi-Town the imagery of "drilling for untapped resources" was allowed to become a reality. As for Black herself, with success came political influence, which she was quick to use to further the goals of the project, but also to advocate and lobby for better rights for human psychics throughout the Coalition States. Her arguments on both fronts found a receptive audience in the highest echelons of power and CS society. It didn't take long before the Psychic Registration Program and Psi-Net came into being, along with the beginnings of the new pro-psychic propaganda campaign headed by Joseph Prosek the Second himself.

The core of Maliczewski's theories and Black's ideas was that although the powers of psychics could not be learned by others who were non-psychics, those with psychic abilities could be taught how to refine and hone the powers they already had in new directions. Their objective was to find ways for psychics to develop new applications for the powers they already had, to further develop and strengthen the mental abilities psychics had at their disposal through special, intensive training. Black's goal was to make a better, stronger, more deadly soldier, melding her soldiers' psychic and physical (and spiritual?) abilities together to create a fighting force the likes of which had never been seen before. To this end, she was driven and unyielding. The end results of her side of the research were two fold. The first of which was the discovery that young Master Psychics who have yet to fully develop their abilities could be conditioned to develop in a desired direction. Capitalizing on this revelation, a program was developed to recondition young Master Psychics away from their original psychic dispositions, and towards another to emerge as a different classification of Master Psi! Though not always perfect, the 72% success rate more than justified the 28% who developed as nature originally intended. Unfortunately, the program's failures also have a chance of developing some sort of mental illness (roll to save vs insanity at a -2 penalty; failure requires a roll on the random insanity table on page 332 of **Rifts® Ultimate Edition**).

The second major result of the research was the development of a number of highly specialized martial arts focused around key psychic abilities. Along similar lines to how young psychics could be directed into developing their powers in different directions, this program effectively allows a psychic (Master or not) to specialize in a single power, use it in new and different ways than before, and unleash its hidden potential. Taught inside the context of a hand to hand martial art, the close proximity allows the psychics to optimize the power and apply it in a number of ever more difficult techniques with increasing levels of effectiveness. In deference to the mastermind behind the development of these amazing fighting styles, these martial arts have collectively come to be called *the Black Arts*. Though flattered, Carol Black discouraged this, but the name spread like wildfire and took root anyway.

To supplement this training and better arm their growing fighting force of psychic soldiers, Dr. Maliczewski split his attentions between two research groups. The first team worked closely with Black, providing scientific analysis of what was going on inside of the human mind as the psychic volunteers' abilities were studied, and as they began to develop new tricks. The second research team worked to replicate the findings of the first group in an attempt to duplicate the effects of psionics abilities through mechanical means; a field that would pave the way to the development of CS Psi-Tek weapons, devices, and systems. This one-two punch was extremely important to the project for two key reasons. Firstly, it was paramount to Psi-Battalion and the overall research project that their findings be based in observable and reproducible results, following the established and traditional scientific method. If not for this, those who opposed this project and its "unconventional" experiments would have had grounds to shut them down, branding it as magic and possibly consorting with the supernatural. In the CS, that's grounds for summary execution! Neither Black nor Maliczewski liked the idea of being burned at the stake as witches, so early on they agreed to

document their work in exhaustive, methodical, Teutonic detail. Secondly, by seeing what was going on inside the mind and being able to review their thorough documentation, Black and her fellows were able to better instruct others as to how to do the same things, receiving real-time feedback when training for better, consistent results while honing their psychic-enhanced martial arts.

Unfortunately, in order to get these detailed observations, more often than not, external scanners were insufficient to the task. In order to see what was going on in the brain on both the biological and psychic levels simultaneously, they needed to go inside the brain, *literally*. Many experiments involved removing the skull caps of brave volunteers, then probes and specialized implants were inserted to collect observations. The data collected with these high-tech mechanical tools were further augmented with other psychics specially trained to use their powers of Psychic Diagnosis and Psychic Surgery to scrutinize the volunteers' brain functions and make any necessary corrections on the psychic level as well. To collect solid, usable observations, the subjects could not be sedated in any way, and several of these probes and implants inflicted severe pain in the subjects, causing a few to go insane from the procedures. Normally the brain is incapable of feeling pain itself, but certain electrical impulses can simulate impulses from the body's pain receptors, which was an unfortunate side effect of many of the intrusive probes and implants.

Other, more extreme experiments involved having the subjects' brains physically removed and disassembled while the volunteers' powers were in use! This required the volunteers to remain alive and conscious throughout the procedures while their disassembled brains remained connected and fully functioning through special, bio-synthetic neurotransmitter cables. Entire labs would be filled with wires and brain segments for days on end while the subjects' bodies were strapped to tables; the volunteers being asked to exercise various aspects of their powers throughout the entire process. The experiments were further lengthened by the psychic volunteers' need to rest and meditate to recover their spent I.S.P. reserves. During these more grisly experiments, it was necessary that Black and some of her most trusted aides telepathically maintain communication with the volunteers; telepathy being the only way to talk with the subjects while in their "disembodied" states. The use of conventional anesthetics or anti-anxiety drugs during the procedures proved to ruin the results they were looking for, so the ordeal was a taste of Hell for the volunteers. Thinking psionics might be the way around this problem, Black ordered the project's team of Psi-Healers to use their powers of Deaden Pain and Suppress Fear to help ease their torment; however, the lack of centralization of the volunteers' fragmented brains made the anesthetizing powers useless. The screams of the volunteers begging for death were said to be heard throughout the entire subterranean level. During this dark year, nicknames like *the Scream Factory* began to be used to describe the labs of Project Black Gold, and with good reason.

While Black insisted that the doctors and Psi-Healers always try to reassemble the brains and place them back in the subjects' skulls, there were dozens who died in the process after going through the unimaginably horrific ordeal. Of those who did survive (a surprising 82% of them), a third went insane from the experience. The rest formed a lesser form of obsessive psychosis, becoming fanatically devoted to Carol Black as though she were a prophet or a messianic figure. In their reconstructed minds, the

torturous experiments came to be seen as their rite of passage into a clandestine club, or a secret society dedicated to fulfilling Black's vision. In time, as their numbers grew, they came to call themselves Psi-Bat Delta, the Coalition's secret psychic elite. As the years went on, the requirement of having undergone torturous experiments stopped being a part of their initiation, though a form of baptism by anguish remained. This initiation into the secret special forces unit remains a traditional requirement of acceptance into Psi-Bat Delta to this day. This weeds out the weak of heart and those who lack the commitment they demand. Those who fail to pass this test of torment are rejected from the program, never even knowing exactly what it was they were being recruited for; only that if they passed, it would have been worth it and then some. In spite of this ritual, in time their ranks swelled beyond that of a full battalion-sized force, meaning a second secret battalion needed to be organized. Instead of taking the next available Greek letter, they opted to take the very last one, and Psi-Bat Omega was born.

In the Spring of 95 P.A., before an audience of the Military High Command and the Prosek family, Dr. Maliczewski and Lt. Colonel Black demonstrated the capabilities of their elite psychic soldiers armed with the first generation of Psi-Tek systems. Though the experimental prototype weapons were far from perfect, the show earned the overall project the respect of Joseph Prosek II, who championed Black and her various projects from then on. Prior to the demonstration, he was already a fan of hers, but this cemented it. Of course, shortly thereafter, the other shoe dropped. Advisors to the Proseks and the High Command requested access to the documentation of Black's and Maliczewski's research, and everything came out in the open. *Every ugly detail*. Though even Joseph was more than a bit unnerved by the details of the early experiments, he was quick to have them covered up and filed away as ultra-classified state secrets. But despite his scorn and disapproval over the project's methods, the Minister of Propaganda remained in Black's corner through it all. She may have done inhuman things, but through it all she never lost her compassion for her fellow man, and that fact showed through in the explicit documentation. In public, Joseph Prosek continued to show unwavering support for the ongoing funding and authority of her project. In private, however, he sang a somewhat different tune. In no uncertain terms, Joseph let Black and her partner know that if anything like the Scream Factory ever happened again using human subjects, they would be brought before a secret tribunal, and spend the remainder of their miserable lives in a hard-labor prison camp. Moreover, and most crushing to Black, was the punishment she received for her lapse in humanity in the name of progress. Joseph informed her that though he would continue to be the most stalwart supporter and advocate of the works of Dr. Maliczewski and herself, the Psi-Battalions, and the ongoing Project Black Gold, he would personally enforce a moratorium on any promotions due to her and her partner for a *decade or longer* as he saw fit.

Though saddened, Black was able to take solace in the fact that her present rank would allow her to do everything she needed to, even if she was expecting to be promoted to General soon after the demonstration. As for Dr. Maliczewski, when Carol relayed the bad news to her friend, uncontrollable tears came to her eyes. Unexpectedly, the old man began to laugh hysterically. The aged man reminded her that he hit the rank cap in his field of work thirty years ago. What's more, he was slated for retirement upon

the completion of the original Project Black Gold, so for him, all of this was one colossal gravy boat. Later, while continuing to console her tears over several stiff drinks at their favorite pub, he reminded his partner that climbing the rank ladder and personal glory were nice, but those were secondary to what they had accomplished and the lasting legacy they were building. “And if anyone gives you any grief about this, just blame the whole scandal on the out-of-control ‘evil Doctor Malice’ and his mad scientist methods,” he said with jazz-hands framing his face. Though Black was every bit as responsible, contributing to the project’s ruthless methodology every step of the way, she agreed to let her old friend Abe take the heat, and then protected him from any further repercussions from that day on. To this day, Dr. Colonel Abraham Maliczewski is the one of the most untouchable people in the CS; politically, thanks to Black having his back and the Proseks having hers; criminally, thanks to the ultra-classified nature of his work; and physically, thanks in part to his personal squad of elite Psi-Bat Delta bodyguards, whom he personally converted to Judaism, much to the irritation of Emperor Prosek.

In the Spring of 100 P.A., on the five-year anniversary of when Colonel Black would have been promoted to the rank of general, she received an unexpected present from one of her greatest supporters. Though Joseph Prosek’s punishment was still in effect, Emperor Karl Prosek found a way to reward Black for her years of diligent loyalty and outstanding progress, without undercutting his son’s authority. One of the oldest members of the Military High Command was stepping down for health reasons, leaving a vacancy in the Supernatural Countermeasures Chair. As his last official action before the Military High Command, the retiring elder summoned Colonel Black before the full assembly and recommended she be granted his seat at the table, much to the surprise of everyone there (except the Emperor, who secretly orchestrated the event). With Emperor Prosek’s “spontaneous” endorsement, the rest of the High Command applauded the appointment with only a few exceptions. In the following years, Black managed to win over the elder statesmen and old soldiers who were otherwise prejudiced against psychics in general, garnering even more support for the Psi-Battalions under her direct command and the psychic equal rights causes she championed.

Elements of the 88th Special Operations Army Corps

With the opening of the Tolkeen War in 105 P.A., Carol Black received her long overdue promotion to the rank of Brigadier General in a special ceremony conducted by Emperor Prosek himself, with Joseph Prosek II proudly in attendance. With her newfound power and the continued support of Joseph, Black began to restructure the Second Military Division of Special Operations loosely under her command into the new and more cohesive 1st Psi-Division. Psi-Division took over as the umbrella structure for the Psi-Battalions, with the Psychic Special Forces (PSF) being pulled out from the role of umbrella and allowed to become home for the psychic combat elite. The PSF serves as a sub-umbrella for the dubious and secretive Psi-Bats Delta & Omega (the military arm of the PSF) and the new, enigmatic Psi-Division Agency for Counter-Intelligence (PAC). While Delta and Omega are tasked with various Special Forces missions, often engaging the enemy in clandestine missions, PAC works in tandem with the Coalition’s other intelligence agencies, hunting down spies

who utilize magic and psychic means of infiltration and espionage. Because of this diversity, the overall PSF is thought of by many as the Swiss Army knife of military operations, its ranks filled by the large number of psychic CS soldiers who benefitted from the formal psychic special training.

The bulk of all formal psychic training took place at the Chi-Town Academy of Psychic Combat, a new wing off of the Chi-Town War College opened at the request of then-Colonel Black in 102 P.A., well before the start of the war. The primary mission of the academy was to optimize the fighting capabilities of the Coalition’s human psychic population in the military, and not just the Master Psychics among them. Even so, there were those among the High Command who were hesitant to let Black off the leash, so to speak; consequently, the academy was opened on a probationary seven-year trial basis. This allowed her to teach and unleash her special brand of psychic combat on the world as the training of new recruits and prospects began in earnest on all levels. After the outbreak of war in 105 P.A. and the pasting the CS Army received in the early seasons of fighting (thanks in part to the incompetent General Drogue, who ignored large parts of Black’s strategic planning for the war effort), virtually the entire military wing of the 1st Psi-Division was deployed to the Western Front to avenge the Coalition’s fallen. The devastating effects were felt by the enemy immediately.

In the second year of deployment, every member of the four Psi-Battalions in Minnesota had undergone the special training to more effectively use their powers, while one in three of the secret Psi-Bats Delta & Omega wielded the Black Arts. With every single one of them earning citations of merit in the field and medals of distinction for their acts above and beyond heroism (not to mention their frightful number of confirmed kills), people on all sides began to take notice. More importantly, as more of the Coalition’s psychic soldiers received training in the Chi-Town Academy of Psychic Combat, the more of them there were to pass the basic fundamental elements of that training along out in the field to dozens more in the regular CS Army. To make best use of these additional psychics and keep the unauthorized training under control, these psychics were recruited into new Psi-Bat battalions. Within just a short while, their numbers had become legion. To capitalize on this exponential growth, this required yet another reorganization, giving birth to the 2nd Psi-Division. Both divisions and their combined 20 battalions were organized under the newly enacted **88th Special Operations Army Corps**. Normally, a division is made up of about 8 to 12 battalions, but the more autonomous Delta and Omega are off the books, meaning there is officially room for up to four additional Psi-Battalions in the 88th as it stands now. PAC was formally rolled into the more intelligence-oriented 3rd Psi-Division, considered to be a secret annex unit of the 88th; it includes the four battalions’ worth of intelligence agents of PAC and the highly secretive unit designated *the Psychomantium*.

Project Psychomantium

The establishment of the 3rd Psi-Division marked the official beginning of the Coalition’s use of psychic agents in the field of intelligence gathering and counter-intelligence operations... *officially*, anyhow. As a matter of fact, the CS intelligence community had been using such operatives for quite some time, just not in an organized capacity. With the establishment of PAC, that

began to change. PAC agents operate in the field to disrupt enemy intelligence-gathering operations by any means necessary, in addition to conducting espionage missions of their own (sometimes under deep cover). They also often work alongside their Psi-Bat brethren in paranormal-oriented investigations. But within the clandestine shadows of the 3rd Psi-Division and its precursors, something else was in the works. Something incredible.

For almost as long as Carol Black and Dr. Maliczewski have been working on Project Black Gold, they also had a side-experiment going they called Project Psychomantium. Originally, it was more of a mutual curiosity the two developed one night over a round of shots at their favorite drinking hole in Lone Star City, but it grew into something so much more. The basis for the side-project grew out of a thought experiment the two came up with to explore the as of yet undetermined limits of the power of Clairvoyance. While a psychic with that power could perceive future events, details such as when, where, what, how, and so forth could remain convoluted and sketchy, only slowly becoming apparent as the predicted event drew ever closer. With tequila shots coursing through their veins, the two came up with the thought experiment: what would happen if they took a hundred psychics with Clairvoyance, told them to all focus on the same thing twice a day for a month, and write down as much detail as they could recall about the vision while it was still fresh in their minds? Could the compilation of details fill in the blanks of the others? The two became enamored with the idea and decided to put it to the test. Because their schedules were full, Black decided to delegate this off-book project to a trusted underling. The job fell to Lieutenant Luiza Vennera, partly because she was a Minor Psychic with the power of Clairvoyance herself, but more so because Black knew Vennera would conduct the experiment quietly, without tipping anyone off that it was being funded by semi-misappropriated credits.

Lt. Vennera pieced together the details for the initial experiment based off Black's notes scribbled on a cocktail napkin, the one conversation she and Black had, and a small fraction of the shoestring budget Black could part with. With a dozen hand-picked participants, the target of the psychics' mutual focus was a randomly chosen Dog Boy stationed in the Pecos Badlands. The results were nothing shy of astounding. The collective correctly predicted the imminent death of the mutant dog at the hands of a Ley Line Walker on the 23rd of November at approximately 17:38 standard military time, by the shores of a particular bend of the Rio Grande. No one psychic had all the pieces, but when their many reports and different perspectives were pieced together like a jigsaw puzzle, the details started to emerge as a single coherent, comprehensive accounting of the event.

As a result of the experiment, Black increased Vennera's budget (though still laughably small), allowing for followup tests. In turn, Vennera brought on more clairvoyants and repeated the test with their focus on a different subject; this time, a place rather than an individual. Again the results were impressive, but not as precise. In the second test, the predicted event was much closer on the calendar. While the first group had nearly a week to collect psychic observations on the Dog Boy subject, this time the predicted event turned out to be only two days away. This meant fewer reports and observations to draw on, but the pieces of the puzzle came together just in time, albeit a little less specific. They knew the general "where" this time due to the focus being placed on the Lone Star Complex, but figuring out who, when, what,

and exactly where proved to be more difficult due to the time constraint. Once the details became apparent, Vennera took it upon herself to move into action out of a sense of duty. With less than an hour left on the clock, she gathered a small strike team and rushed to the person of interest in the prediction, Dr. Laura Cunningham. One of her genetic experiments was about to break loose from its restraints and kill her! Lt. Vennera and her strike team arrived just in time to save the doctor's life, averting the future event. It was partly out of appreciation for this that Dr. Desmond Bradford didn't put up a fight when the request was made to move Project Black Gold to Chi-Town.

When the 3rd Psi-Division was organized decades later, the lessons learned from the classified research project were put into full effect with the establishment of **the Psychomantium**, with Lt. Colonel Luiza Vennera overseeing all aspects of the special unit's operations. Officially, its members are the clerical, secretarial, and support staff of PAC, coordinating the dissemination of gathered intelligence with the other intelligence and law enforcement agencies of the CS. While there are a number of men and women who actually fulfill this function, for most of the unit's members, this is just their cover story. In reality, this highly classified secret unit is one of the Coalition's most impressive intelligence gathering assets, and quite possibly the nation's greatest defensive measure of all time. At its heart is a collective of six battalions of Major and Minor Psychics (3,840 in all), all possessing the power of Clairvoyance. Their mission is simple: to facilitate the preemptive protection of the assets, interests, and high-profile individuals of the Coalition States.

Just like in any other military structure, this one is broken down into platoons of forty (96 platoons in all). Each platoon is assigned a target to focus on at all times, be it a particular individual of importance/interest, a forthcoming planned event, or a location. When a threatening, suspicious, or interesting psychic vision deemed significant to national interests is had by one, it is the job of the platoon's lieutenant, top sergeant, or one of its four squad leaders, to focus on the event to verify the report. Once concurrence is had and the vision's priority is established, the rest of the platoon is tasked with the job of focusing their collective clairvoyant efforts on the predicted event as well. Every vision is typed out by the each psychic in exacting detail; those who do not have the power of Total Recall are issued a Psi-Tek Spy Scanner to facilitate this, thus ensuring no minutiae are overlooked. Each platoon is also issued a Psi-Tek Ecto-Imager to supplement the written accounts and aid the psychics' mutual focus. It is also used to provide high-resolution images of "persons of interest" seen in their visions.

While many other psychics and beings possess the power of Clairvoyance, the secret behind the Coalition's use of the ability is in the way they employ it. The key is having multiple perspectives on the same event, and the ability to combine each perspective in a meaningful way that does away with unnecessary redundancies and emphasizes the important parts. The two daily reports each psychic generates are uploaded into a master database, where a powerful computer and special proprietary software collates and updates the various elements of the visions. With up to eighty reports from each platoon every day, the computer assembles a structured retelling of the overall aggregate vision. Every psychic's contribution has a different perspective on the event and people involved, and thus the computer generated

aggregate vision paints a rather complete picture of what is about to transpire.

Having several points of view helps a great deal in piecing together the larger picture, but the individual psychics of the Psychomantium glean even more details than normal. This is because the original research project taught them how to stack the deck in their favor. For instance, it's no coincidence that the HUD in every Coalition soldier's helmet includes a display of the time, date, and soldier's serial number; at least one of the clairvoyant visions is bound to be from one of the soldiers' perspective. Those three numbers alone can help them quickly determine who, when, and approximately where. Also, though an individual psychic's vision can foretell the event anywhere between twenty minutes to a week in advance, having forty psychics on the job means it is virtually assured one will have the initial vision with ample time to spare. It is rare when a platoon's initial prediction is less than five days in advance of the event, and rarer still that the fully detailed aggregate vision is ready for review with less than 48 hours left on the clock. Another trick of theirs is to assign extra platoons to focus their meditations on particularly alarming future events, allowing them to formulate the completed aggregate picture much faster. And because auditory information does not always stand out from the background noise in the vision, all the members of the Psychomantium are trained to read lips, thus converting some auditory information into visual information.

As self-sufficient as this aspect of the 3rd Psi-Division is, it should be noted that the psychics of the Psychomantium do not get their initial leads solely from their own in-house visions. Intelligence gathered from the spies in the field, trusted informants, other agents of PAC, and a variety of other sources and assets also serve as starting points for each clairvoyant platoon's collective focus. This is partly because those in the field can become privy to plots and individuals of interest months to years in advance of anything becoming of them, making conventional human assets indispensable still.

Though they were overworked during the war years, thanks to the ever-watchful third-eye of the Psychomantium, every assassination plot against the Emperor and his son has met with failure, every terrorist plot to harm the people of any of the Coalition's fortress cities has been averted, and every major military plan that would have met with disaster has had its losses greatly mitigated or completely turned around. However, that isn't to say they managed to head off every unfortunate event. There are only so many platoons to go around, and come crunch time, some predicted events must take priority over others. Regardless, though some unfortunate sacrifices had to be made, their successes far outweigh their failures. And thanks to the wall of secrecy surrounding the 3rd Psi-Division as a whole, no one beyond the Proseks, the Military High Command, the Executive Council, and some members of the Psychic Special Forces will ever know the Psychomantium ever existed at all. (**Fun Fact:** The term "psychomantium" comes from Nostradamus, and is the term he used for his meditation chamber where he gathered glimpses of the future.)

The Astral Security Force

Another element that falls under the umbrella of the 88th Army Corps is security. To this end, one of Psi-Battalion's first contributions to the Coalition's security was the formation of a sub-

organization, the **Astral Security Force (ASF)**. Over the past two decades, using trial and error, their tools and techniques have changed accordingly to maximize their results and speed of response, but their mission remains the same: the safeguarding of the Coalition's cities and military bases from the incorporeal with ill intent. Colloquially known as the "Haunt Hunters," the ASF's number one quarry, by far, are the many spies and enemy scouts of the CS who make use of the power of Astral Projection. Their other targets also include Poltergeists, Ghosts, Dark Spirits (typically corrupted Spirits of Light in energy form), Banshees, Spectres, and the like, but mortal Astral Travelers are their biggest problem. Each major city and military base is home to at least two ASF squads; one or more on Astral watch duty, and an equal number assigned to man the Psi-Tek power armor chase units (enhanced Glitter Boy Killers optimized for urban use, piloted by Psi-Tech psychics). Though small in number, the ASF's impact on problems of this sort has been tremendous.

When it comes to Astral intruders, the ASF enjoys a lot of help from the military and, by law, the ISS. Because any psychic (Minor, Major, or Master) is capable of seeing individuals in Astral Form, and with almost a third of the Coalition's people being psychic, they have eyes virtually everywhere. Though civilians can call in a sighting, and are encouraged to do so, no sighting report is valid unless it comes from a member of the military or ISS. Once validated (and confirmations tend to come rather quickly, if not from the onset), the ASF is notified and "anti-apparition protocols" begin immediately. Most of the notifications come from the ISS because, by law, the military is not allowed to function inside the cities (beyond the sections designated military bases and assets). The military is only permitted to operate among the civilian populace by invitation and request by the ISS, which is why the ASF works so closely with them in this ongoing joint operation.

In the past, when an Astral intruder was spotted, several support platoons of Psi-Hounds (under the command of the ASF but not part of Psi-Bat) would scramble to the area of the sighting while psychics started their meditations to become Astral themselves. The dogs' job was to track the Astral intruder by its psychic scent to narrow down the search area for when the Astral sentries were ready to go. Failing that, the tracking dogs were to find the intruder's trailing silver cord, which could be used against the intruder. Meanwhile, once in Astral Form, the "Haunt Hunters" of the ASF would coordinate with the trackers' search to find and confront the intruder. Each Astral squad stays in contact with the physical world through the squad's communications officer. The comms officer telepathically sends real-world updates and orders to the Astral sentries; telepathic messages are sent to their nearby brains, and the message travels down their silver cords to their Astral minds elsewhere, much like two cans and a string. Telepathic messages from each Haunt Hunter squad could be sent back to the corporeal world in the same manner, relaying messages through their comms officer.

Today, anti-apparition protocols are much the same, but the Astral sentries' response time has been drastically improved, and their hunting strategies have changed, thanks to advances in their growing arsenal of Psi-Tek systems.

Mutant animal support platoons, generally comprised entirely of fast running Dog Boys (typically mutant greyhounds) and the occasional quick Battle Cat (usually mutant cheetahs) on loan from the ISS and military, are at the disposal of the Astral squads.

They serve as trackers and scouts to help the Astral sentries find the intruder as quickly as possible, though they have been known to get a shot in on the intruder themselves. Being considered Master Psychics, the mutants can naturally see those in Astral Form, making them ideal for the job. They are deployed in teams of two from within the city from multiple locations to minimize the distance they need to run. Focusing their search in the area(s) where the Astral intruder(s) was last sighted, their large numbers improve the odds of locating the Astral intruder quickly, especially with sighting reports being relayed over their radio headsets. Each low-ranking member of these platoons is armed with a CS Psi-Tek ΨC-313 "Ghost Cutter" Psi-Blade, while NCOs and officers may use ΨC-301 Psionic Weapon Gauntlets, enabling them to attack the intruders in Astral Form. The psionic energy blades of these special weapons allow the dogs to directly engage the enemy, or at least attempt to before the speedy apparition flies through a wall or floor. But even if they fail to stab the Astral intruder, its trailing silver cord remains a prime and far more readily available target of opportunity (-6 to hit). To curb fratricide, the dogs are familiarized with the psychic scents of the local members of the ASF, ensuring they do not cut the wrong cords.

Mutant Cheetahs are a new addition to the ASF's support platoons. They have the same breed bonus as the Leopard/Panther (see *World Book 13: Lone Star*, page 77) with the following exceptions: +5 on initiative, +3 to strike, no bonus to parry, +4 to dodge, +2 to save vs Horror Factor, and +3D6 S.D.C. Attribute bonuses: I.Q. +1; P.S. +3D4; P.P. +2D4; Spd +1D4x10 and are capable of short bursts of speed adding 6D6 to their speed attribute, sustainable for twice the character's Physical Endurance attribute (P.E. x 2) in seconds. After using the sprint, the character's speed is reduced by the same amount for twice as long while the body recovers. Mutant Cheetahs instinctually know how to perform the Body Block/Tackle maneuver, and do so with a +3 to strike, and double their P.S. attribute for the purposes of determining the probability of a knockdown.

Though Astral Projection allows a person to fly at transonic speeds (over 11 miles per minute!), and though it's common for intruders to remain Astral for about 20 minutes or more, the smart ones don't venture too far away from their bodies. This is because though they are speedy, their senses and thoughts are not equally boosted to keep pace in the corporeal world. As such, once Astral Travelers reach their destination, search and navigation of complex places must be conducted at a substantially slower pace for their eyes and minds to register what they're seeing. This takes time, and consequently, limits the practical range to just a dozen or so miles (barring the use of shortcuts through the Astral Plane, of course, which comes with added dangers). Psi-Bat's ASF takes advantage of this to make it even more dangerous for their enemies to spy on them in this manner.

Psi-Slayers usually make up a third to half of each Astral security squad. This is because when in Astral Form, should they find the intruder's silver cord, they have the option to do much more than just attack the vulnerable thread. They can take hold of the cord and follow it back to its origin (along with the other Astral sentries)! Once found, the location of the intruder's physical body can be telepathically messaged back to the team's comms officer, so the officer can then dispatch ISS troopers to arrest or kill the psychic and any partners nearby. This way, it's not just the Astral intruder who gets apprehended or terminated, but all the spy's accomplices, too. Should the Astral intruder flee and

return to his body, unbeknownst to him the chase still goes on. Taking hold of a silver cord is the same as if the Psi-Slayer held a strand of hair or drop of blood, allowing the Astral intruder to be marked! Once marked, the Astral Psi-Slayer can track the intruder's movements, whether either one of them remains in Astral Form or both return to their respective bodies. Depending on the range, sometimes it's more advantageous for the Psi-Slayer to track in Astral Form because of the pseudo-boost in range it grants his tracking powers via Astral telepresence.

The third generation of the Coalition's Psi-Tek systems have given rise to a new strategy that revolves around a device that emulates the power of Exorcism. In addition to being extremely helpful in cleaning out the cities and bases of spirits, ghosts, and banshees, the "Ghost Banger," as it's been nicknamed, was a game-changer when it came to how the Coalition dealt with Astral intruders. While the established anti-apparition protocols have seen little change, Psi-Bat's Astral sentries are no longer stuck playing a game of chase with the intruder. The new Ghost Banger generates a massive wave of repulsive energy far and wide, only affecting incorporeal beings (obviously, Psi-Ghosts and those using Temporal Magic to become effectively incorporeal are not excised, though the psionic wave can affect their focus). When the wave comes in contact with those in Astral Form, should it affect them (01-70% chance), they are pushed back 400 feet (122 m) and an invisible 800-foot (244 m) sphere is created that the Astral Being cannot reenter for 24 hours. Because the Astral Being is always pushed away from the Ghost Banger, multiple devices can be employed to create walls and cul-de-sacs, and strategically drive the intruder towards the waiting Haunt Hunters. While most Ghost Bangers are stationary units, one squad of Psi-Bat agents have access to mobile units; Psi-Tek enhanced Glitter Boy Killers with the anti-Astral generators affixed to their backs who can rapidly race to the most tactically advantageous positions. With the Ghost Bangers capable of affecting the ASF's people as well while in Astral Form, maintaining telepathic communication to coordinate their actions has become more important than ever.

As a safety precaution in those cities and bases where Ghost Bangers are operational, the members of this squad on Astral duty always operate out of remote facilities. Near fortress cities, this is usually the largest ISS station or precinct house in the 'Burbs; at bases, small underground bunkers or secret storage sheds are commonly used. The reason for this is simple. If one of them is inadvertently inside of the effective radius of a Ghost Banger when it goes off and has their Astral Form excised, and if their body is inside of one of the resulting 800-foot (244 m) spheres they cannot enter for 24 hours, then they cannot return to their body. If away from their body after the duration of the power of Astral Projection has lapsed, the body begins to wither and die! This is essentially the same as though the traveler were trapped in the Astral Plane for too long. While away, the body is in a coma-like state. If forced to return after the safe time has lapsed (the power's normal duration), waking from this coma is not a sure thing. Like those suffering a serious head wound, the psychic can survive being comatose for three times the norm, meaning those with a P.E. attribute of 7 or less will die before the excising duration is over. Those with a P.E. of 8 or greater have a chance. Should this unfortunate event happen, after the 24-hour period has passed, if the body has not died yet, the Astral Form may return and the character may roll to save vs coma as though trying

to survive a mortal wound; consequently, failure means death. For those who survive this ordeal, impose the penalties of -50% from their Spd attribute, -40% on all skills, -10% on initiative, and -4 to strike, parry & dodge for 72 hours, and half these penalties for the next 72 hours. Citizens and soldiers are discouraged from Astral Projecting by the ISS Dog Pack patrols who detect the ongoing use of the psychic power, though a few have met this fate never understanding exactly what it was that went wrong.

Regardless of whether they are located in an ISS precinct house or bunker, each squad has a fortified room where its psychics can safely operate from. Because the psychics' bodies are vulnerable and helpless when they Astrally Project, these rooms are armored bunkers with thick, reinforced concrete walls (300 M.D.C. per cubic meter) and a heavy, airtight door (350 M.D.C.) and an independent life support system that can be engaged. Two to four guards (usually ISS Peacekeepers and/or Dog Boys) are stationed outside the door to ensure no one interrupts operations inside. Inside the operations room there is an arrangement of up to nine reclining chairs in a semi-circle around the team's Comms Officer's station. Though the arrangement allows the Comms Officer to do his job as efficiently as possible, the chairs themselves are just as important to the squad's operations. Each recliner is actually a Psi-Tek device crucial to the team's ability to effect a rapid response, the CS Psi-Tek ΨCU-001E "Ghost Hopper" Astral Accelerator. This ability to rapidly deploy has been at the core of the ASF's effectiveness for over a decade now, with the original series of these chairs (presently in generation "E") making security tighter than ever.

Psychic citizens and all military personnel of the Coalition who possess the power of Astral Projection are discouraged from using the power inside the confines of the city. This is because sightings can be disruptive and result in multiple erroneous sighting reports of Astral intruders. The ASF does not want to accidentally end up killing the very people they're charged with protecting. As such, citizens who do wish to exercise this power are encouraged to do so either in the 'Burbs or special places by the city walls where they can exit directly outside (there are places and businesses that cater to this very activity). This way, they can enjoy their gifts without being disruptive to internal security. Should anyone be caught inside the city, to avoid being killed by the ASF or one of their Psi-Hound trackers, upon being ordered to stop, they are to freeze and surrender immediately. This permits an Astral sentry to backtrack their silver cord to their body to authenticate their identity as just a misbehaving citizen. Though this will spare the offender's life, the activity is still considered a misdemeanor offense called Civilian Astral Disturbance 2 (or "Cad Walking" in the local slang) punishable by fines and/or community service. Multiple repeat offenders (three or more) may be imprisoned in the local jail for 1D4 days per past infraction. Habitual offenders (6 or more in a year) are charged with the felony-level crime, Civilian Astral Disturbance 1 (a.k.a., "Cad Crashing"), and if convicted, are sent to prison for 1D4 months per offense on record.

Project Grandfather

As effective as the forces of the ASF and Psychomantium are, there is another area where Psi-Bat has been given dominion over Coalition security, and even most people in the highest echelons of government and the military were completely unaware of its

existence beyond the cover-story. And if Carol Black and the Proseks have anything to say about it, this ugly secret from the past will never come to light.

In the past, to help keep the fortress cities warm in the winters and cool in the summers, the outer walls, roof, the floors separating the main levels, and a number of the major interior security/blast walls contained large, thin pockets connected to a vast ventilation network. The sheet-like pockets were positioned in two distinct layers with the connecting network of ducts running between them. This arrangement helped optimize their insulating qualities, and with connecting ducts being too small for people to wiggle their way through, added to the overall security (though the rats and roaches use the outsides of the ducts and pipes as their private highway system throughout the city to this day). Throughout this ventilation system, the city used to pump in a harmless, synthetic brownish gas called *insulfog* that had wonderful temperature resistance properties. Occasionally, small leaks occurred in the city, filling areas with the heavy fog, but the harmless, odorless gas was more of an annoyance than anything else, and crews were always quick to patch the leaks. What no one suspected was there was a secret behind the *insulfog*, critical to Coalition security.

Even before the attack on Chi-Town by the Federation of Magic, the fortress city's military had growing concerns about the applications of magic being used against them to breach their walls. These concerns were further exacerbated with the breakdown in talks with the Grand City and the Great Nostrous Dunscon in 3 P.A., and his famous warnings not to trifle with his people. Projects were in the works by the city's Magic Division to take proactive measures to stop their potential enemies from exploiting the advantages of magic to the city's detriment. Unfortunately, none of these projects reached maturity by January 12 P.A., when the mad dreams of Dunscon came to fruition and the Federation attacked en masse. Throughout the eleven-month war that followed, the magic researchers continued to slavishly toil to ensure nothing of the sort ever happened again. On the eve of the official order to disband the Chi-Town Magic Division, their labors were finally ready to be revealed with a demonstration prototype machine of unprecedented significance. The prototype was mothballed as the members of the Magic Division were banished.

Ten years later, Chi-Town's leadership was secretly regretting their decision, as the city was plagued by small-scale, magic terrorist attacks on a monthly basis. With too many independent cells and no organization or affiliation between them, hunting the magic terrorists seemed to be a never-ending Sisyphean labor with no lasting victory in sight. They eventually relented, seeing no other option but to fight fire with fire, to some extent, and *Project Grandfather* was born. In secret, the Coalition's agents found and reached out to a sympathetic collection of human Techno-Wizards who called themselves Avant Security Works, based out of Lazlo. Unbeknownst to both the CS and Lazlo (still to this day), Avant was in fact a front for the newly formed Vanguard, originally established to generate operating revenue and gather intelligence on Lazlo. Avant was contracted to examine the mothballed prototype and try to make a full-scale version. As fate would have it, one of the members of the Avant team worked on the original project. Though not an easy build, especially with the city's security concerns, the first of these generators was installed in secret and went online in 26 P.A. What the generators produced was one thing and one thing only: industrial quanti-

ties of a longer-lasting Anti-Magic Cloud that could be pumped throughout the blanket-like shafts of the city, creating a double-layer of protection no magic spell could breach. Thanks to the twin layers of it in all the major walls, those seeking to use magic to enter or attack a fortress city or base did not have the normal 15% chance to succeed, but only 15% of a 15% chance (two consecutive successful rolls of 01-15%; they have to get through two distinct Anti-Magic Cloud layers, after all), which translates into about a 2% chance of bypassing the defense. Looking at the numbers from the defenders' perspective, this represented an anti-magic defense that is 98% effective! Out of every fifty attacks and attempts to bypass the thick walls of a fortress city, only one succeeded. Though not perfect, this greatly diminished the threat of intangible D-shifted intruders, teleported attacks and incursions, and a number of magically spawned troubles.

The only problem with the system was a moral one. The insulfog generators were extremely hypocritical of standing CS policy and ideology, and virtually everyone who found out about them was outraged. Maintaining the secret of the generators, hidden in the life-support sectors of the cities and major bases, was not just one of security, but a matter of injured pride and shame. ISS security always had to be tight around the generators, and when Dog Boys came into common usage, they could never be permitted into the heavily shielded generator rooms or their senses would be blinded with the stink of magic. Fortunately, the insulfog itself was not detectable by the dogs and Psi-Stalkers in service to the CS (it's not magic, it's anti-magic, and thus negates all magical properties, including magic emanations detectable by such psychic sensitives).

The Reflex Null-Shield

In the Summer of 95 P.A., a few months after the initial demonstration of the first generation of Psi-Tek systems before an audience of the Emperor and the High Command, Carol Black was let in on the secret of Project Grandfather. Even more than the others who became privy to the secret, she was shocked, outraged, and outright furious, which is exactly what the Emperor expected of her. Infuriated by the very existence of the blasphemous, loathsome machination of Techno-Wizardry, and deeply offended by it being accepted as an indispensable, necessary evil, then and there Black swore to find an acceptable replacement, and then personally destroy the abominations of nature presently in use. After making this her research department's top priority, shelving everything else for the duration, in three months' time she and Dr. Maliczewski presented their pure Psi-Tek solution: the **CS Psi-Tek ΨCU-002 Reflex Null-Shield**. With the simple and elegant solution being adequately effective and relatively easy & inexpensive to implement, Emperor Prosek gave Black the green light to go ahead and replace the generators of Project Grandfather. By the end of the day, the insulfog generators were turned off forever more and the Reflex Null-Shield went online.

Two things happened the moment the shield was activated. First, the large flock of Magic Pigeons carrying obscene messages for the Emperor and his son that flew around the city started to disappear in rapid succession as they lighted or flew too close. Second, the moment the switch was made, Black personally went down to Chi-Town's insulfog generator room with a crew of muscular Kill-Hounds armed with sledgehammers, and took great delight in smashing them into several thousand pieces.

Later, Black also sought permission to send a team of clandestine Psi-Bat Delta commandos to Lazlo to assassinate every member of Avant Security Works, but the mission received unexpected resistance from somewhere high up in the chain of command. To this day, Black still doesn't know who blocked her orders for the assassinations, but she knows it must have come from somewhere in the Military High Command to have the weight to countermand her orders and remain hidden. Black's ongoing private investigation into the matter is close to finding out who it was, and who or what that person (or persons) is protecting.

The principle behind the Reflex Null-Shield is rather simple. The system taps into the intuitive ability of the Psi-Nullifier to instinctively and reflexively emit psionic- and magic-negating, negative psionic energy, and extend the power's influence over a wider area. In effect, it is a sort of telepresence system specifically for the Psi-Nullifier's power of *Psi-Nullification & Interference*. Ordinarily, a Psi-Nullifier will instinctively saturate an area with negative energy whenever psionic or magic forces are directed against him or within 10 feet (3 m) of him. To make this into a viable defense, the Psi-Tek system extends the virtual presence of the Psi-Nullifier so the psychic's natural defense will react from a remote structure instead of his person. The remote structure Black and her team utilized was the existing power grid for the city's main defenses. Found in all the major walls and floors, this tight, net-like, two-ply redundant power grid, checkerboarded into small, six-inch (15 cm) squares, provides electricity to all the defensive systems and sensor clusters. The pervasive grid of EM-hardened wiring and regulatory circuits surrounds the shell of the fortress, runs between every major level (emanating up from the floor levels throughout), and is sandwiched inside all the major internal blast and load-bearing walls. It was a preexisting network designed from its onset to take a beating from any kind of attack, accommodate massive power loads, and still find a way to get power where it is needed.

As effective as the Reflex Null-Shield is, like all Psi-Tek systems, it does have a glitch that has yet to be corrected to this day. While the Psi-Nullifier power it amplifies works against both magic and psionic abilities, the shield only works against magic *OR* psionic abilities. It cannot offer protection against both at the same time. While this may seem like a fortuitous design flaw (and in some ways, it is), it limits the level of protection the Coalition gets out of this system. At present, while no fix has been found for the glitch, Psi-Tek engineers rigged it so the shield can be changed from its anti-magic setting (the default setting) to the anti-psionic setting with the flip of a physical master control switch. This switch is located in the Reflex Null-Shield's control room, and can only be flipped after a physical key has been inserted and the correct six-digit authorization code has been entered. Only four keys exist in each fortress city; one is with the commanding officer on duty with the system's Psi-Nullifiers, one is carried by the top-ranking ISS officer of the city (the ISS Chief or Superintendent, equivalent to a Lt. colonel or colonel), one is with the top-ranking representative of local government (typically the city High-Mayor or regional Governor), and one is in the possession of the local top-ranking military commander (never less than a two-bar general). While the keys are identical and essential to the procedure, there are many authorization codes, and unbeknownst to all but a very small few, every single one of them is bogus. When manually entering the code, the security system is actually authenticating their distinct bio-electric signatures against those

pre-cleared to operate the switch; in reality, any six buttons will do, right or wrong. Originally, the switch was purely electronic, but internal security tests revealed that made the system susceptible to attacks from computer hackers. As it stands now, the shield still stands as an exceptional defense against magic, but has also been turned into an invisible leash against the Master Psychics of the CS that can be pulled on them should they start to think themselves better than the rest of humanity.

While the Reflex Null-Shield is active, and while even a single Psi-Nullifier is on duty, any magic spell (or psychic power if set to counter psionics) that attempts to get past any of the net-like walls of wire will locally provoke a burst of negative energy from the wires themselves in that area. Upgrades with second-generation tech in 102 P.A. increased the sensitivity from 10 feet (3 m) to within 20 feet (6 m) of the wires, meaning even open doors, bays, and windows with openings as large as 40 feet (12.2 m) are protected by the system. As such, the only ways to bypass or defeat the Reflex Null-Shield are to either sabotage the Psi-Tek system itself (which is buried deep inside the city), cut the power to the entire city-wide grid (which is virtually impossible without access to the city's nuclear power plants), or blast at least a 41-foot (12.5 m) wide hole through the heavy walls and direct a spell/power directly through the small, invisible hole at the center. While the third option is somewhat viable, even that tactic has limitations. Within and throughout the city there are other such wired walls, so if the spell attempts to penetrate too deep, it will only be stopped by another layer of the defense. A fourth option is to deliberately overload the spell (or psi-power) with a massive amount of extra P.P.E. (or I.S.P.), but this too is only so effective. For every layer the supercharged spell passes through on its way to its intended target, its extra P.P.E. will be reduced that much more until pushed below the threshold of its minimum P.P.E. requirements. Should an intruder get inside the city, the system is still a viable defense even when casters have a clear line of sight to their targets. The power grid the Psi-Nullifiers' telepresence emanates from is buried a foot (30 cm) beneath the floor and streets of every major level, making it pervasive throughout the city, rising 19 feet (5.8 m) into the air of each level of the fortress. For those who even know to use extra P.P.E., this makes lateral attacks inside the cities difficult and costly, and vertical attacks or movement spanning multiple levels all but impossible.

Today, while the machinery of the Reflex Psi-Shield is maintained by personnel from the Psi-Bat science wing, the duty post is actually manned by psychics employed by the ISS (though most are retired from military service). Not only does this take a bit of a strain off Psi-Bat resources, but also maintains the doctrine of keeping military and internal defense matters separate as a matter of law. It is illegal for the military to operate inside any Coalition city or town without invitation to do so by the local ISS, the city High-Mayor, the regional Governor, or the Emperor himself. Chi-Town's ISS department alone employs 80 Psi-Nullifiers. They work in shifts similar to that of a firehouse; 40 (one platoon) are on duty for three days straight and then have three days off as the other 40 go on duty, though in an emergency, it's all hands on deck. These Psi-Nullifiers tend to be older (level 7 or higher) and less suited for the rigors of active combat duty, but have large internal I.S.P. energy reserves. These elderly ladies and gentlemen come into work, lounge about, watch TV, play video games, talk on the phone, surf the local internet, chat with their friends and coworkers, sleep or meditate whenever they

like... it's the easy life for them, yet they are working constantly and being paid exceptionally well. This is because the CS Psi-Tek ΨCU-002 device is built into the floor of the station house itself, which in turn is buried in a high-security area on Sub-Level Two. Each of the psychics receives a Psi-Tek interface brain implant (standard PIT implant) that enables them to interface with the system wherever they go while in the station house; no wires or special helmets needed. Most of the time, the Psi-Nullifiers on duty are oblivious to doing anything at all when an attack occurs, but the effect is as though they were standing precisely where the attack is trying to get through. And even when they do notice anything, it's usually just a mild tired feeling as their personal I.S.P. reserves are depleting.

Whenever someone uses a magic spell or psychic power that attempts to get past any of the wire nets of the Reflex Null-Shield system, when it passes, originates, or comes within 20 feet (6 m) of the first layer of wire netting, this triggers a psychic relay signal to the Psi-Nullifiers who are on duty. The Psi-Nullifiers automatically and instinctively react by emitting their negating negative energies; however, the energies do not fill the immediate area, but instantly are relayed by the Psi-Tek system through the network back to the affected area, finally emanating from the second layer of the wiring. This process is reversible, meaning it will work against magic or psychic energy coming from either direction. The system regulates just how many of the on-duty Psi-Nullifiers are stimulated, so it can both conserve the team's pool of overall energies and ensure the amount of negative energy being sent is more than sufficient to block the spell or power. Typically, four of the ISS psychics are tapped in response to any detected attack, emitting enough negative psychic energy to negate 4D6 P.P.E. or 4D6x3 I.S.P. from the spell or psychic ability (whichever the system is set to combat). This is usually more than enough to foil attempts to breach the shield at the very first layer encountered, even if the attacking mage uses additional P.P.E. (which doesn't happen often, seeing as the Reflex Null-Shield is not public knowledge). And should enemies start to get wise as to why their spells are not working right, the CS can respond by either adding more Psi-Nullifiers to each shift and/or adjusting the Psi-Tek system to have more Psi-Nullifiers react to each incident.

Whether the attack is stopped or not, the Psi-Tek system can pinpoint exactly where in the network an incident occurred, giving internal security an idea where to respond and investigate (standard procedure). While breaches in security do occur, they are rare. ISS investigation teams always include a Dog Boy or Psi-Stalker, if not an entire Dog Pack. Mutant animals and Psi-Stalkers in the areas where the system responds will sense the same thing as though the Psi-Nullifiers were physically there, but no ongoing psychic activity would be sensed coming from any part of the network, thus the system does not interfere with their sensory or tracking abilities. In fact, when it does go off, the system has a mild yet rather particular psychic scent, allowing them to instantly distinguish it from other signatures without becoming distracted. Typically, Chi-Town security alone responds to twenty attempted instances a day; the busiest days can have as much as ten times that volume. With no assistance at all, the standard team can handle 300 incidents daily, no problem, and still have some I.S.P. in reserve. And they aren't alone.

Should an organized effort be made to overload the system by an army of spell casters acting in concert (which hasn't happened since the system went online), depleting the crew's com-

bined I.S.P. reserves faster than they can renew it, the ΨCU-002 has another trick it can perform. The latest upgrade of the system made it capable of tapping into an aspect of the power of *Group Trance*. Every occupant in the station house (with or without implants) pools their aggregate I.S.P., meaning that in an emergency, the CS can simply shove more psychics into the station house. As their I.S.P. is used up however fast the mass attack attempts to deplete their supply, the Coalition defenders can rotate out the spent bodies for fresh ones for an effectively never-ending supply of I.S.P. To facilitate this function, a full platoon of Dog Boys are rotated through the house every eight hours, and several other Dog Boys are always stationed nearby. Officially, it's a security detail, but unofficially, the dogs regard it as a break or extremely light duty because, as far as they're aware, they aren't doing anything. Most days, this measure is completely unnecessary, but occasionally, they have unusually high volumes of business.

Octopsi

Supplementing the Dog Boys (and buying them time to mobilize in emergency situations) is an experimental new "toy" sent up from the labs of Lone Star called an *Octopsi*. The small octopus-like creature is kept in an aquarium, and its soft head contains a relatively large brain that produces copious amounts of I.S.P. The creature is non-aggressive (unless you're a small fish), easy to feed, and is generally non-intelligent, so it's content in its large tank with a few toys to play with. They can also survive out of the water for up to 20 minutes at a time, so transporting them short distances is easy, too (some at the house like to take them out of the tanks and play with the cephalopods like they were puppies). Though the genetically engineered Octopsi is a psionic creature, it is only a Minor Psychic with the abilities of Sixth Sense and Bio-Regeneration. Like Psi-Nullifiers, Octopsi have the ability to renew 20 I.S.P. per hour of rest; however, like whales and some other sea creatures, half their brains are asleep all the time, switching back and forth every six hours, thus maximizing their available reserves of 6D6x10 I.S.P. around the clock. At present, only Chi-Town and Lone Star use the creatures, with each of their large station houses containing twenty Octopsi.

As effective as the Reflex Null-Shield is at preventing the use of magic, because it cannot simultaneously guard against psionics, a companion machine was later deemed necessary. This is mainly because some locations of the city contain sensitive secrets and key personnel, and the Coalition likes to keep its secrets. The CS Psi-Tek ΨC-303b "Channel Z" Psionic Static Generator (or just the PSG for short) fills this role, ensuring the prying third eyes of nosy psychics stay out of the Coalition's business.

(Author's Note: The issue of Dog Boys and Stalkers was a critical aspect I failed to consider with the Anti-Magic Incursion Ring system in earlier articles, which apparently *a lot* of you did not like. Sorry for that, guys. That's what I get for trying to make a convenient all-purpose system. Consider all of the above the AMI Rings' ret-con replacement.)

Psi-Bat Organization

In the past, the Psychic Special Forces (PSF) were broken down into four battalions; the fifth, Psi-Bat Delta, being conspicuously absent for those who knew their Greek alphabet (skips from Gamma to Epsilon). With the increase in numbers due to the swelling of their ranks during the war years, they have grown in size time and time again. From their humble battalion-sized origin, Black flirted with the idea of enlarging each unit into a full Division, as with the ill-fated Psi-Division Alpha in 105 P.A. This proved to make Alpha clumsy and cumbersome, curbing their speed of deployment and resulting in an undesirable concentration of psychic soldiers in just one place. Psi-Bat's limited resources require a somewhat thinner spread. This was quickly abandoned and gave way to the re-adoption of the battalion as the main building block for the organization and its station postings. At present, the greater Psi-Bat Organization uses the structure of a loosely organized Army Corps, itself made up of two highly dispersed divisions: 1st Psi-Division and 2nd Psi-Division. Geographically, the divisions cut the CS in two in terms of deployment. While the 1st Psi-Division encompasses the states of Iron Heart and Chi-Town, 2nd Psi-Division is spread over the states of Missouri, El Dorado, and Lone Star. Each battalion is assigned to a specific city or fort, while the squads of each battalion are usually scattered throughout the other army formations for optimal coverage or assigned to special squads for optimal effect (whichever is more desirable at each location). In this regard, the 88th Special Operations Army Corps is one of the few army corps not stationed as a single unit in one area.

Assignment of the battalions' names does not correspond to any alphabetical order, per se. Those of 1st Psi-Division tend to correspond to the more distinctively Greek letters, while the names of 2nd Psi-Division generally use letters that more closely resemble the English alphabet (though the official first four battalions buck this trend due to them remaining in their original geographic postings). The following fortress cities and bases serve as the base of operations for the various Psi-Battalions of the 88th (listed north to south).

1st Psi-Division:

- The City of Iron, IH: Psi-Bat Epsilon (ΨΕ)
- North Bay, IH: Psi-Bat Pi (ΨΠ)
- Sault Ste Marie, IH: Psi-Bat Lambda (ΨΛ)
- Iron Bridge, IH: Psi-Bat Theta (ΨΘ)
- Waukegan, CT: Psi-Bat Phi (ΨΦ), *Lazlo & New Lazlo operations*
- Savanna, CT: Psi-Bat Xi (ΨΞ)
- Chi-Town, CT: Psi-Bats Alpha (ΨΑ) & Delta (ΨΔ)
- Anamosa, CT: Psi-Bat Chi (ΨΧ)
- Shenandoah, CT: Psi-Bat Rho (ΨΡ)
- Maroa, CT: Psi-Bat Sigma (ΨΣ)

2nd Psi-Division:

- New Chillicothe, MO: Psi-Bats Gamma (ΨΓ) & Omega (ΨΩ)
- Fort Woods, MO: Psi-Bat Upsilon (ΨΥ)
- Fort Laredo, MO: Psi-Bat Zeta (ΨΖ)
- Cross, MO: Psi-Bat Omicron (ΨΟ)
- Fort El Dorado, ED: Psi-Bat Mu (ΨΜ), *Magic Zone operations*
- Fort Eudora, ED: Psi-Bat Iota (ΨΙ)

- Redemption, ED (aka Newtown): Psi-Bat Tau (ΨΤ)
- Lone Star Complex, LS: Psi-Bat Beta (ΨΒ)
- Fort Wichita Falls, LS: Psi-Bat Eta (ΨΗ)
- Pinnacle Base, LS: Psi-Bat Kappa (ΨΚ), *Pecos Badlands operations*

Though the City of Chi-Town is the official base of operations for the 3rd Psi-Division, agents for the Psi-Division Agency for Counter-Intelligence (PAC) are disbursed throughout the Coalition States. They work with the other intelligence agencies (the Coalition's and friendly allied nations') and sometimes on their own. While some are on spy and mole hunts to keep the vital secrets and precious resources of the CS safe, others are sent on deep-cover missions to engage the intelligence agencies (or equivalencies thereof) of the enemies of the Coalition. Sometimes they serve as double agents, sometimes spies themselves, and occasionally, as assassins assigned to take out key figures to disrupt enemy intelligence operations. Similarly, only a few of the Psi-Battalions are given specific missions while the rest remain available to be attached regular army (squad strength) or smaller Special Forces units (usually in pairs). This allows the Coalition military to take advantage of diversified fighting forces to the fullest and avoid the problems that arise from over-specialization. Only on rare occasions does Psi-Bat come together and deploy at battalion-strength, as some did during the final siege on Tolkeen.

Due to the growing number of elite-trained psychic super soldiers, General Black is in the initial stages of establishing a third elite battalion, Psi-Bat Psi (ΨΨ), though at present, they are only functioning at platoon strength. Officially, the unofficial Psi-Bat Psi is stationed at Odessa Base, but in reality they are bound for El Paso to join Operation Nightowl (see *World Book 1: Vampire Kingdoms, Revised*, page 114), spearheading expanded anti-vampire and intelligence-gathering operations south of the Rio Grande. In picking the elite Psi-Bat troops for this special mission, General Black directly consulted with the legendary Doc Reid, thus ensuring the psychic soldiers sent would be those whose powers were the most effective against vampires, offensive and defensively.

New Locations & Old Places Revisited

North Bay, Iron Heart, is a fortified city alongside Lake Nipissing, and is of vital importance to the Coalition's economic, political and military policies. In addition to having the main road and trade route leading to the independent nation of Free Quebec, North Bay is renowned for being home to the best institution of higher education outside of Chi-Town; Nipissing University, an institute with historical roots reaching all the way back to 1909 A.D. The college is responsible for producing some of the Coalition's most influential business moguls and entrepreneurs, and an army of brilliant scientists, medical doctors, and engineers. Its Iron Heart War College annex had produced a large number of outstanding officers and leaders for the Army and Navy; consequently, the city of North Bay has an unprecedented CS literacy rate of 68%! This rate is largely due to a city-wide ex-

emption on the ban on unauthorized reading material, enacted to optimize the learning environment. Under this protection, a burgeoning free(ish) press functions under only a modicum of political supervision by the state. *The Bayside Gazette* delivers the news on a daily basis, making use of the same wireless electronic distribution system as the university library. Inexpensive tablet computers/readers capable of tapping into this system are commonplace throughout the city. The library itself has a rather extensive catalog of reference material, archived news periodicals going back centuries, and books (including a complete set of Erin Tarn's writing, all annotated with rebuttal commentaries by Joseph Prosek II himself so the reader can see how wrong she is about virtually everything). It should be noted, though, that once a tablet/reader gets beyond a 20-mile (32 km) radius from the library, or should any of its stored data be attempted to be downloaded to another device, all content stored in its memory is automatically deleted; local black market hackers offer a patch to negate this feature, but the service is expensive and not easy to find.

As a military asset, North Bay has members of all three of the Coalition's branches in representation (both official and unofficial). While the CS Navy's presence is mainly represented by its academic contingent at the college, the Brown Water Navy does have a small outpost that takes advantage of Lake Nipissing, which has a number of water-routes leading to Georgian Bay, which, in turn, opens up into Lake Huron. The CS Army has a larger presence, with the 12-level Fort Canadore serving as home to the legendary Algonquin Regiment; an elite infantry fighting-force responsible for defending the city in the years and centuries following the Great Cataclysm. The regiment is 10 Companies strong, 2 of which are made up of Psi-Hounds. The Algonquin Regiment is a part of the 37th Army Corps, which includes Psi-Bat Pi. The primary mission of the 37th is to protect North Bay's chief military and commercial asset; a fully functioning, pre-Rifts, Royal Canadian/United States Air Force airfield! Christened Gillon A.A.C.B. (Army Air Corps Base) in 87 P.A., the personnel stationed there are part of the CS Army Air Corps' *Air-space Command*. As the name implies, their mission is to dominate the airspace over the entire state of Iron Heart (and a little bit beyond). They are also charged with providing air support for ground-based army operations and respond quickly to emerging situations as deemed appropriate. Gillon (pronounced *gç-ôn*) is home to four composite wings of aircraft: the 62nd Fighter Wing (26 Shrike Interceptors, 32 Strikers, & 12 old Nightwings); the 7th Bomber Wing (14 Daggers, 16 Talons, & 9 Bone Raptors); the 422nd Close Air Support Wing (40 Nightwings, 32 Spider Skull Dragon-Wasps, 52 Black Lightnings, & 52 Demon Locust); and the 245th Logistics Wing (3 DHTs, 4 Sky Lifters, & 17 Death-bringers). In addition to these aircraft, Fort Canadore has hundreds of sky/rocket cycles and a few Battalions of SAMAS. The long runways of the airfield allow the winged aircraft to takeoff with heavier combat loads (+50% externally attached bombs/missiles); vertical takeoffs are reserved for when they need to scramble, when seconds count. The long airstrips are also ideal for emergency landings, like when planes' VTOL systems are malfunctioning or when a DHT loses its saucer-section.

In the upcoming military operations against the Xitixix Hive Lands, North Bay is poised to be instrumental against the bugmen. This is because the city is connected to the old Trans-Canada Highway 11. Though less maintained than Highway 17, it

does have the advantage of running west around Lake Superior and directly into Minnesota, straight into the heart of the beast.

Sault Ste Marie, Iron Heart, has increased its operations as piracy sharply spiked on the Great Lakes during the war years. With much of the Coalition's naval resources dedicated to the war against Free Quebec (with unfortunate consequences), the commercial shipping lanes became vulnerable to attack. To counter this, the small outpost was expanded in size and capability to counter the rise in piracy. By the end of the war, Sault Ste Marie was home to a Division of members of the Brown Water Navy and a dozen destroyers and corvettes to combat these raiders. Fighting alongside the CS marines are members of Psi-Bat Lambda.

Iron Bridge, Iron Heart, is a small 16-level fortress city (some call it a fortress town) built around the main bridge of the pre-Rifts town of the same name (Iron Bridge, Ontario). The fortress straddles the Mississagi (misy-zagy) River with an elevated channel running north to south through the structure to allow the river to run through the city (even at flood-stage levels). An east-to-west running tunnel connects the bridge in the city's center to the old Trans-Canada Highway 17; the major route for trucking and transportation in the southern part of the state, connecting Sault Ste Marie, Iron Bridge, the City of Iron, North Bay, and the nation of Free Quebec. As such, it should be no surprise the Iron Bridge 'Burbs are mostly made up of businesses (both legal and illegal) that cater to travelers of the highway, offering food, lodging, provisions, entertainment, and so forth. This makes Iron Bridge a key strategic location in controlling commerce and all ground traffic in the lower, more heavily populated portion of the CS State of Iron Heart. Similarly, with the Mississagi emptying into Lake Huron just a few miles to the south, it serves as an important base for the CSN's Brown Water Navy for Great Lake operations.

Just as important, Iron Bridge allows the CS to maintain and protect the Red Rock Falls hydroelectric dam 4 miles (6.4 km) upriver to the northwest. With Red Rock Falls capable of producing up to 82 megawatts of power at peak capacity (thanks to efficiency upgrades over its early 21st century configuration), it is one of the state's primary strategic assets. With power-lines being too vulnerable to attack and sabotage, energy is stored in giant, advanced, reusable batteries at the dam itself, and then shipped via heavy military air transports to the various cities throughout Iron Heart and the upper regions of Chi-Town. Charged batteries are also commercially exported to Free Quebec. Iron Bridge is home to the 23rd & 38th CS Army Corps, the 385th Nautical Infantry Battalion, and Psi-Bat Theta.

Fort Savanna, Chi-Town, is a large military base built in the Coalition's traditional multi-story fortress design. It was originally intended to be small fortress city in its own right, but its proximity to the worst parts of the Wisconsin Wild Lands made it too dangerous for civilians to settle; as such, the only civilians in Fort Savanna are the merchants catering to the soldiers stationed there. With strong ley line activity and many nexus points in the south of the Wisconsin Wilds, the region is filthy with Dragons, Necromancers, Brodkil, Neuron Beasts, Black Faeries, Witchlings and a host of other foul beings with a keen interest in human suffering. With the civilian population evacuated, Savanna was redesignated a military outpost for anti-supernatural operations, serving as a wall of force to keep the rest of the state of Chi-Town safe. While the top level of the base was given to the

RCSG (to which Psi-Bat Xi was assigned), the base is predominately populated with Dog Boys and an ever-growing legion of Skelebots. Outside of Lone Star, Fort Savanna is the only place in the CS where one can find Psi-Hounds trained to pilot power armors, robot vehicles, and with advanced Special Forces training (using the CS Rangers, Commandoes, and CS Special Forces O.C.C.s; replace Dog Boy skill lists and combine all bonuses). While the dogs are tasked with the defense of the state, their primary mission is seek out supernatural menaces in the Wisconsin Wild Lands and destroy them with all due prejudice.

To supplement these professional mutant soldiers, the CS has assigned a large contingent of Kill Hounds and Kill Cats to the base, who, in turn, were deployed in squads into the Wild Lands to patrol assigned areas. They return to Savanna on a monthly basis for fresh munitions, provisions, and medical care, and rest up for two weeks before heading out for another month. While the Kill Cats are always assigned the same patrol territories, the Kill Hound units are deployed more strategically based on the latest intelligence, usually from Shenandoah's D-Bee informants. Either way, the mission is the same: pacification, termination, and elimination of all credible and potential threats to the Coalition States, and protection of what few assets and allies there are in the region. In the execution of their mission, the killer mutant animals are given a wide degree of latitude so long as they get results. When they come across threats too dangerous from them to handle on their own, the mutant killers radio back to base to recommend an entire grid-point on the map (a square kilometer) be designated "Code Black Hostile." The Coalition's typical response to this designation is either a battalion-strength SAMAS air strike, or the whole grid-point is carpet-bombed by high-altitude bombers.

Beyond the mutant animals, Fort Savanna is regularly stocked with one other kind of disposable soldier; Skelebots. Given the failed city had vast expanses of unused space and a tremendous energy surplus, in the six months leading up to the war years, a quarter of the fortress was converted into a very large, fully automated Skelebot factory, run by 5,600 civilian contractors (they and their families never venture outside of the city walls, but get to live in the most lavish upper levels normally reserved for the social elite in other cities). In fact, many of the androids that flooded the Baronies of Tolkeen during the war came from this factory running at full production 24/7/365. Presently, as the Coalition puts its resources to other uses in the current post-war economy, Savanna only produces at 20% capacity, making 4D4x100 killer androids every month (full production for them is usually at 70-80% capacity with the occasional spurt at 90-100%). This is usually enough to send sixty-four full squads (a battalion's worth) into the Wild Lands on a monthly basis on a never-ending search & destroy mission, and still have plenty to export to other parts of the CS. Fort Savanna maintains a reserve of about 50,000 fully functional Skelebots, all collecting dust and ready to deploy on a moment's notice. Those that are sent into the Wisconsin Wild Lands are programmed to return to base when heavily damaged (lost 100 M.D.C.) or when munitions need to be topped off. 72% of the Skelebots never make it home; a testament of not only the sheer amount of fighting they do, but also to how dangerous the Wisconsin Wild Lands can be. Shockingly, this is an improvement from 89% just a few years ago. This is because the memories of the androids that return are downloaded for analysis, allowing the programmers to make modifications

and improvements. In that regard, not only does Savanna work diligently to keep the denizens of the Wild Lands at bay and curb their numbers, but the facility is also instrumental in making a better, smarter, more deadly Skelebot.

Anamosa, Chi-Town, was nothing more than an ordinary small town before the ley lines changed the face of the Earth forevermore. Because the township didn't have too many mouths to feed, but had enough people to form a respectable militia, it survived the Dark Ages, emerging as one of the bright points of light for humanity. When the state of Chi-Town expanded to include Iowa, Anamosa found itself smack-dab in the middle of the new state with the more urbanized regions to the east and the vast farmlands to the west. The state's leadership recognized this and decided to invest heavily in the development of Anamosa, erecting a large, 22-level fortress city to the immediate west of the town's historic site, making the original town into a thriving, de facto 'Burb of the new city. The purpose of the fortress city of Anamosa is to serve as a collection depository for the agricultural product, livestock and such, coming out of the Iowa portion of the state, and process them into marketable/preserved food stocks. From this hub of the state, food is distributed wide and far in all directions. In short, Anamosa is a giant food processing plant, well protected on all sides from any possible threat to the CS. Also, because of the fortress city's centralized location, it was allocated rapid-response military assets so its forces could quickly deploy to any threat encroaching on the farmlands in a 200-mile (320 km) radius. The bulk of these threats come from the north in the form of Tolkeen Retribution Squads and Xitixix scouting parties feeling out the area for possible expansion. Anamosa is home to the 14th and 25th CS Army Corps, which are chiefly comprised of SAMAS, Sky/Rocket Cycles, an armored battalion of CTX-50 Line Backers, and Psi-Bat Chi.

Shenandoah, Chi-Town, home of Psi-Bat Rho, is the most westerly fortress city in the whole of the Coalition States. Located in the southwest corner of the state, the city's military contingent has two missions. Firstly, being surrounded on all sides to the east by farmlands, it is responsible for providing protection and security to the farmers, ranchers, business-people, and settlers in a 150-mile (240 km) radius. In this respect, the fortress city offers more than just the protective umbrella of the military, but also law and order. The ISS has a large suburban contingent that polices the land in connection with its Marshal Service Division. Serious criminals in the region, when apprehended, are brought back to Shenandoah to stand trial; if found guilty, they can be imprisoned in Red Oak Penitentiary 20 miles (32 km) to the northeast, be banished from the CS to the west, or suffer the death penalty. Matters of civil court are settled here as well.

Being surrounded on all sides to the west by the Simvan (after being pushed out that way by the CS half a century ago), the second mission of the city's military contingent is to keep the monster riders in check. Sometimes this means making sure the Simvan stay west of the Missouri River, often entailing fast-moving seek & destroy operations to make sure they get the message "*Stay away!*" Unfortunately, the Simvan have short memories and need to be reminded of this simple message... often. Shows of force usually have the desired effects, but every now and then, a brave leader emerges among the monster riders, and that leader needs to be killed sooner than later; consequently, this requires feet-on-the-ground intelligence inside enemy territory.

To this end, the CS maintains a force of CS Rangers who covertly go into the Simvan lands to observe, report, and occasionally, take direct action. A small army of informants (mostly D-Bees) indigenous to the territory are also instrumental in tracking Simvan movements and identifying key leaders and warriors. As a reward for their goodwill towards the CS, they are given single-use passes that allow them access to the businesses and markets of the Shenandoah 'Burbs (never in the fortress city itself except in rare instances) to buy goods and services at government-backed and mandated, discounted prices. To ensure the D-Bee informants are treated well and don't get into trouble, each is assigned a pair of Psi-Hound escorts prior to entering the 'Burbs who act as guides, guards, and officers of the peace till they leave.

Maroa, Chi-Town, is the second-oldest fortress city in the Coalition States with a proud history stretching back to 16 P.A. In the aftermath of the attack on Chi-Town by the Federation of Magic, it was decided they needed to establish an outpost near the saddle of the Magic Zone to give their enemies therein pause before attempting any such invasion ever again. Originally built on the site of the small, struggling town of Maroa (currently the site of Chi-Town's most southerly point), over the decades the outpost quickly evolved into a large, 22-level fortress city. And as with virtually all such mountains of steel and concrete of the Coalition's, the fortress attracted thousands seeking the protection of its might. At present, Maroa is home to half a million people with a thriving 'Burb-community just as large.

The heart of the city is a historic site from the original town's proud past; a place called Walter Boyd Field. Now fully enclosed by the city, this cathedral to the gods of sports has become the hub of the entire city, with its architecture building up and around the playing field like a colossal doughnut with a gigantic retractable roof above the arena. Living areas, businesses, and office space overlooking the field (going all the way up, 22 levels at a 50 degree incline) are considered the city's prime real estate. This makes Walter Boyd Field the grandest and most spectacular venue on the North American continent! It is little wonder why the city of Maroa is renowned for being populated with avid sports fanatics and caters to that culture. The city even has several museums and halls of fame for all the major sports; consequently, Maroa can be considered the equivalent of Cooperstown, USA, of the Coalition States. Out of a strong sense of tradition, all of the city's official teams are called the Trojans, which makes merchandising across the spectrum of sports economical and convenient too. Given this setting, it is little wonder why the soldiers stationed here are well known for fighting hard and playing even harder in their downtime.

Unlike other fortress cities, given the architecture and mission of Maroa, a full third of the city is dedicated to military operations, logistics, and housing. The civilian section of the city extends from Level 5 to Level 19, with large portions around Walter Boyd Field open to businesses of all kinds. Though some assume the city's doughnut-like architecture was designed to accommodate Walter Boyd Field, this is not the case. The fortress city was designed to function under full-scale siege conditions by the enemy, allowing VTOL aircraft direct access to the sky while denying the enemy a clear line of fire at the open hangars. With the later advent of SAMAS and Sky Cycle hovercraft, this forward-thinking design proved to be incredibly advantageous. In the city's current configuration, the top three levels are dedicated to small to mid-sized assault airborne operations. Maroa

is home to the 12th and 17th Army Corps, which are fully dedicated to heavy SAMAS and Rocket Cycles. The 75th and 77th Army Corps of the city are mostly comprised of heavy infantry, ground-based power armor units who quickly mobilize to the sky in Deathbringer APCs. Three battalions of artillery support and heavy armor units (tanks and 'bots) belonging to the 75th are located in the ground-level base.

As has it been since ground was first broken on the fortress, Maroa's mission is to stand constant vigil against the monsters, demons, and madmen of the Magic Zone. With the advent of the Psi-Hound, the Coalition stepped up from just a passive defense at Maroa, to a more active defensive strategy. This meant sending missions into the Magic Zone to uncover potential enemy positions, and take preemptive action when necessary. When the Psi-Battalions entered the scene, the years of scouting and intelligence gathering were put to use with a vengeance. At present, seek and destroy operations are carried out by the members of Psi-Bat Sigma, supplemented by four Army Corps of Dog Boy soldiers (the 102nd, 113th, 116th, and 124th). Though the troops of the other corps are human, the CS discovered long ago that non-psychics didn't fare too well inside the Magic Zone for reasons still not fully understood.

Fort Woods, Missouri, is strategically positioned 50 miles (80 km) away from the ruins of St. Louis and the Devil's Gate Rift, and built on the cleared-out ruins of the town of Troy and the historic site of Woods' Fort. The base has a singular purpose and mandate; to destroy *everything* that ventures out of the St. Louis ruins that isn't part of the Coalition States military. Though the troops from the secret RCSG base of Fort Laredo take care of most of the dangers that come through the Devil's Gate, many times the situation calls for more firepower. To that end, there is the 95th Army Corps which comes equipped with three varieties of punishment. Firstly, there is a Division of infantry shock troops made up of Strike Troopers, CS Juicers, Kill Hounds, Dog Boy trackers, and the psychics of Psi-Bat Upsilon. Secondly, there are six battalions of SAMAS and Death Wing scouts/spotters. And thirdly, Fort Woods has three armored battalions of artillery units to pound the enemy from afar.

Fort Laredo, Missouri; see *The Rifter*® #42.

Cross, Missouri, is a fortress city the size of Waukegan, but is only in the intermediate stages of construction. Located fifty miles (80 km) north of the midpoint between Whykin and Kingsdale, it was established to house the massive influx of citizens to come out of the Tolkeen/Free Quebec War. In the months leading up to the war, the Coalition boosted the ranks of its military with a recruiting drive in the 'Burbs and outlying communities serving as home to those hopeful to become citizens. Playing up to that, the deal the Coalition offered was citizenship for those who "served with distinction" for themselves and up to four family members. The drive was a huge success. With an influx of over half a million non-citizen men and women, the Army had enough soldiers to overwhelm the enemy, suffer virtually any loss, and still come out of the war strong, win or lose. After the last official shot of the war had been fired, over two hundred thousand of these soldiers still survived and remained in service. Wanting to minimize the strain on their resources, but not wanting to enrage an army of battle-hardened veterans outfitted with the Coalitions' own weapons and gear, Emperor Prosek decided to interpret the Distinction Clause as "not dead and served from beginning to end." While this precluded the addition of a few million mouths

to feed (the families of the non-citizen soldiers who died or returned home before the end of the war) in the post-war rebuilding economy, it still meant as many as 1.2 million (240,000 Tolkeen vets and their 980,000 family members) newly naturalized citizens would need homes. Some saw this as a problem; others saw it as an opportunity.

A plan was hatched in the High Command to use these people to finally seize control of the southern half of Missouri; land the CS already laid claim to but had no control over. The establishment of a new fortress city in the area would allow Missouri to finally connect with El Dorado and permit an improved flow of commerce, in addition to keeping Kingsdale and the denizens of the Magic Zone better in check. With the plan approved by the Emperor, the vets were organized into 19 new Army Corps (the 126th through the 144th, collectively called Battle Group Invictus, which includes Psi-Bat Omicron), and dispatched along with a Division from the Army Corps of Engineers to take and secure the unpopulated patch of woods where the fortress city was to be built. As a courtesy and to maintain diplomatic relations, the leadership of Whykin was extended an advance notice of the project (though just 24 hours in advance for security reasons). Kingsdale, on the other hand, received no such prior notice. The appearance of Invictus sent the kingdom into a panic, fearing invasion. Kingsdale hunkered down and braced for the first wave, but the invasion never came. It was soon discovered what the Coalition was up to, but with such a massive force of battle-hardened soldiers parked just spitting distance from their kingdom, Kingsdale dared not so much as lift an offending finger.

After a year of construction, the colossal fortress city's massive, towering armored shell is complete, as is work on the internal framework for its 38 primary levels (and 7 subterranean levels). All defensive weapon emplacements and the central computer systems are up and fully operating. The city's Army base, Fort Holmes (named in honor of the hero of the Tolkeen War, General Jericho Holmes), occupies the bottom three levels and is also fully stocked and ready to commence with military operations on all strategic levels.

Soon, population centers and internal buildings will start to be built in and around the city. To help feed the new city's people and contribute to the CS as a whole, thousands of acres of newly developed farmland have been prepared to the north of the city's 'Burbs. For those who apply, plots of this land may be granted, but the individuals must prove they and/or a capable family member came from a farming background and have an aptitude for the trade. In the meantime, the populace of the city of Cross (so named for the large percentage of its population who have been awarded the Minnesota Cross) remains around it in a massive 'Burb of military tents, mobile homes, newly constructed buildings of wood, and barracks housing, all waiting their turns to move into the city or their plot of farmland and become official CS citizens. As per imperial decree, each will automatically be awarded their citizenship when they either cross the city's threshold or take possession of their farms. While the farms outside of town have already started to be populated, the city officials will begin to process people in an orderly manner shortly after the factories have been set up to provide jobs and kick-start the local economy. Some have already established businesses in the 'Burbs; some are considering staying there, while others plan on transplanting their businesses inside. But for now, they wait in a

sort of quasi-citizen limbo, eking out a living in the vast 'Burbs of Cross.

While Psi-Bat Omicron is poised to start contributing to Magic Zone and regional operations in the near future, for the moment they have been tasked with a different assignment. For reasons yet to be uncovered by the CS, a small band of fourteen Cyber-Knights have infiltrated the Cross 'Burbs and have started doling out justice in the dead of night (and sometimes in broad daylight). Calling themselves *the Knights of Cross*, their mission is simple; to protect and champion all those who are being wrongfully subjugated, persecuted, and victimized by the lawless, monsters, and who- or whatever dares to do grievous wrong in their presence, including a small, corrupt faction inside the local ISS. The small faction is a secret society who call themselves *the Puritans*. Like all local police, they are retrained Tolkeen vets, but the Puritans take things a step further by murdering everything non-human they come across. These men and women are less actually corrupt, and more fanatical in their ongoing war against the inhuman. In a way, they never came home from the war. It is their self-appointed mission to make Cross clean of the impurities of the alien and the supernatural. These human-supremacist extremists *barely* tolerate the preternatural, like Dog Boys and human psychics. Sensing a need for their presence, the Knights of Cross came to strike a balance in the new community, to see right done, and defend the innocent, no matter what their race or beliefs may be. Omicron's current mission is to work with the ISS to find the Knights of Cross and remove them, "by whatever means deemed appropriate." This grants the Psi-Bat soldiers a wide degree of latitude, and different teams conduct themselves in different manners. Some have opted for the soft touch, and intend to escort the Knights out of the 'Burbs as peacefully as possible. Others tread heavily and have no intention of letting even one of the Knights survive.

Being psychics of the Cyber-Knights' caliber in a CS city requires a degree of care, caution, and guile. To fit in all the better, the all-human band of Knights have procured illegal but authentic identities from high-ranking, sympathetic members of the local government. These credentials are complete with official I.D. cards, pictures and biometrics on file, false names, fake service records, and as the crowning touch, Psychic Registration Program tattoo barcodes on the back or their necks and registration under their aliases. This enables each of them to lead the life of a classic comic book hero, living out mild-mannered lives during the day and assuming the alter egos of the avenging Knights at night. And should any of them get into a tight spot, they have three options: ditch the armor and try to pass themselves off as an innocent passers-by; go down fighting; or fall on their Psi-Swords. Killing ISS authorities is NEVER considered an option, though less-than-lethal tactics are. In the event of imminent capture, their standard operating procedure is to sear off their PRP tattoo to protect their secret allies in the local government (who would be rounded up and interrogated in an effort to find the other Knights and uncover their network of sympathizers). But more often than not, the Knights get lucky.

During the war, many Coalition soldiers had either been saved by a Cyber-Knight, knew friends who were, or had heard tales of their true heroism; consequently, the Knights have more than a few unexpected friends. One out of every ten (10%) soldiers and ISS police officers who they come across are more than willing to turn a blind eye to their activities. To help matters, over the few

short months the Knights have been active, their feats of justice and heroism in the Cross 'Burbs have been winning over many of the people, too. Roughly 33% of the civilian public have positive feelings about the Knights in general. A select few (about 1%) even actively aid the Knights whenever they are in need of a helping hand. And yes, these numbers extend to the members of Psi-Bat Omicron, too. Unfortunately, this still leaves about 57% of the populace against them. If things continue to be a problem for much longer, General Black intends to send in two squads from Psi-Bat Omega to clean house.

Fort Eudora, El Dorado, came into being in the Spring of 106 P.A., when the shortcomings of the more southern post of Baton Rouge became too great to ignore. Being 600 miles (960 km) away from the nearest Coalition State, and even further from the nearest support base, Baton Rouge proved to be too impractical and too difficult to defend for the kind of operations it was established to perform. With the admittance of the Coalition State of El Dorado, a new location became available for the CSN's Brown Water Navy HQ: Eudora, a moderate-sized, pirate safe port of call located 100 miles (160 km) east of the new state's capital. The Coalition took control of the riverside town without firing a shot, instead dropping leaflets over the town daily for a month, counting down to when the CS would come to seize control. When the Brown Water Navy did come, only the merchants and business owners remained to give their new clientele a warm welcome. After a thorough sweep for booby-traps, surveillance devices, secret entrances, and tunnels, the unofficial 3rd Fleet moved its headquarters to Eudora. In the few years that followed, the town's defenses were massively upgraded, along with its infrastructure, amenities, and harbor, making it into a proper Coalition military fort. At present, there are 12,000 soldiers at Fort Eudora, including Psi-Bat Iota. Their primary mission is counter-piracy operations along the Mississippi River.

Coalition Psychic Population: Military & Civilian

The Raw Numbers (based on all available official information to date)

CS Total Population circa 102 P.A., Human & Other: 14,000,000.

Percentage attributed to mutant animals (overwhelmingly Psi-Hounds): 10%.

Total CS Human Population circa 102 P.A.: 12,600,000.

Mutant Animal (Psi-Hound) Population circa 102 P.A.: 1,400,000.

Total CS Human Population circa 105 P.A., sans Free Quebec: 8,600,000.

Estimated Losses in Tolkeen/FQ War: 405,000 soldiers & 195,000 mercenaries & Psi-Hounds.

Non-Citizen Portion of Soldier Losses: 60%.

Probable Portion of Dog Boy Losses: 90% (estimate).

Estimated CS Citizen-Soldier Losses in Tolkeen/FQ War: 162,000.

Estimated Psi-Hound Losses in Tolkeen/FQ War: 175,500.

Population Influx from El Dorado's Statehood: 219,000.

Combined Human Birth & Naturalization Growth Rates Over 7-Year Term: 10%.

Conservative Estimate of Psi-Hound Birth Rate Over 7-Year Term: 1%.

CS Total Population circa 109 P.A., Human & Other: 10,753,745 (9,517,000 humans & 1,236,745 mutant animals).

* *After the populace of the fortress city of Cross are naturalized over the next two years, the human population will grow by another 1.2 million.*

Diluted CS Population (*factoring in Dog Boys*)

Non-Psychic Humans: 61.95%.

Mutant Animals: 11.5% (vast majority are Psi-Hounds).

Human Minor Psychics: 13.27% (15% of all humans).

Human Major Psychics: 8.85% (10% of all humans).

Human Master Psychics: 0.84% (0.95% of all humans).

Mutant Humans: 3.58% (4.05% of all humans).

Other: 0.01% (other human mutants and “special cases”).

In the past, the issue of psychics in the general population of the CS was a point of shame for the supernatural-hating government and the Prosek regime. Though a substantial portion of the Coalition’s people exhibited psionic abilities, when it came to maintaining the “pure human” image and party line, the government’s answer to this was simple... they lied. All official census reports showed less than *half* of the psychics’ actual numbers, recognizing only two out of every five! In actuality, over a quarter (30%) of the human population of the Coalition States is psychic to some extent, including Master Psychics and human mutants. It wasn’t until the successful propaganda campaign conducted by Joseph Prosek II at the urging of Carol Black, that things started to turn around.

The campaign fostered acceptance of psychics who proved their loyalty through military or public service, and strived to cement the distinction between the “Supernatural” (a departure from what’s allowable under the laws of nature and science, completely transcending them and all understanding), and the “Preternatural” (the extraordinary, exceeding what is ordinarily natural or regular, especially psychic abilities). A subtle distinction, but there is a difference. The point of the distinction was to separate human psychics from the magic and alien, thus making psionic abilities stand apart from the mystic forces the Coalition’s people associated with evil and the enemy of mankind. In time, the campaign healed the growing fissure in CS society between those on opposite sides of the issue of psychics’ place in the Coalition, their rights, and equality.

Regardless of what the falsified official records showed in the past, discounting the mutant animals of the CS, in reality, 15% of the population are Minor Psychics, 10% exhibit the abilities of Major, roughly 4% are human mutants (civilized Psi-Stalkers and a small community of Psi-Ghosts), while less than one percent (0.95%) of humanity possess the powers of a Master Psychic. This means that of the 9,517,000 people who comprise the human portion of the CS population (circa 109 P.A.), over 90,000 of them can be classified as Master Psychics of one kind or another. Of these men and women, at the onset of the war just under 2.5% of them were a part of the Psi-Battalions; at present (110 P.A.), that number is roughly four times higher at 10%. Over the next decade, recruitment quotas are being set to double that. The ul-

itimate goal is to have 40-50% of the Coalition’s Master Psychic population either in service or ready to tap for the next major war.

Beyond those who are considered human psychics, there are the *mutant* humans who are counted among the Coalition’s citizenry. The largest segment among these mutants are the civilized Psi-Stalkers, who constitute 4% of the human population (down from 6% a hundred years ago, but up considerably by raw numbers). Unlike most other citizens, Psi-Stalkers rarely seek out vocations in manufacturing, medicine, or the service sector. Action is in their blood! As such, it should come as no surprise that of the 380,000 Psi-Stalkers who have sworn loyalty to the CS, over 70% of them work for the military, ISS, NTSET, or other government agency. The rest are either too old or young, or work for private security/mercenary firms, while less than 1% seek out a less adventurous life. Most offer their services as trackers, soldiers, and the leaders of the Dog Packs, while a few others have something more to offer. Roughly 1 in 65 Psi-Stalkers are naturally born with alternate psychic abilities; namely, they may be Psi-Nullifiers (0.5% of all Psi-Stalkers), Nega-Psychics (0.49%), or Psi-Slingers (0.53%). When discovered by agents of the PRP, these special Psi-Stalkers are *always* scooped up into service of the CS and showered with incentives such as extra privileges and a 30% bump in base pay. Additionally, the children of especially loyal Psi-Stalker couples are sometimes enrolled in the Juvenile Directed Mastery Program to bring out one of the three dormant power-sets (as determined by the stipulated quotas by Psi-Battalion); consequently, the number of exceptional Psi-Stalkers who are slingers, nullifiers, or nega-psychics is artificially higher than they naturally occur beyond the CS. Roughly three times higher than the aforementioned figures, in fact. (**Note:** When building an exceptional Psi-Stalker, do *not* include the Psi-Stalker’s Powers & Abilities #7 and #8 as listed in *Rifts® Ultimate Edition*, page 154.)

Similar to Psi-Stalkers, Psi-Ghosts also fall into the category of human mutants. This small community of only 4,700 is split into two distinctive clans. There is the larger Bordeaux Clan, who has taken up residence in Chi-Town, and the more modest Foster Clan, who prefer New Chillicothe. Both live in areas of the respective cities that have come to be known as *Ghost Town* (similar to China Town). While the Bordeauxs and Fosters consider each other bitter rivals, their ongoing feud has been moderated and mediated by top-level Coalition diplomats. The reason for this is because this was part of their negotiated terms for taking the CS on as an indefinite-term client into perpetuity. In return, the CS accepted the Psi-Ghost clans as full citizens (partly to hold them accountable to Coalition laws and authority) and got a small army of near-perfect scouts, spies, and assassins. While a small number of them are part of Psi-Bat, most are employed as agents of other government agencies, some known, others classified. At present, the bulk of the residents of Ghost Town are proud fourth generation citizens of the Coalition States, though contract renegotiations are still held every ten years like clockwork.

Another factor that helps keep the peace between the Clans is the design of the fortress cities themselves. Though they are unaffected by the city’s secret Reflex Null-Shield (their power to become intangible is officially defined as a “mutant power,” not a psychic or magic one), a tight, net-like, two-ply redundant power grid in all the cities’ major walls and floors, providing electricity to all the defensive systems and sensor clusters, prevents hostile Psi-Ghosts from slipping in and stirring up trouble. This includes

the outer city walls, a number of internal security/blast walls, and the thick floors between each level. All attempts to pass through these walls and floors result in electrocution, inflicting 2D4 M.D. directly to the Psi-Ghost's person, which essentially means instant death. This means Psi-Ghosts need to use the front door to enter the Coalition's major cities, just like everyone else. The elders of the Bordeaux and Foster Clans found it interesting that the "redundant power grid" was nowhere near as extensive and net-like before the existence of Psi-Ghosts became known to the Coalition's leadership, but overall, they don't mind because they see the grid as more of a benefit than a hindrance.

And then there is the Coalition's massive army of Dog Boys and other mutant animals. Looking at the total population, 11.5% of the Coalition is made up of mutant animals; the vast majority of which are Psi-Hounds. Though the numbers suggest this is up by one and a half percent over the 102 P.A. census figures (a.k.a. *Rifts® Sourcebook 1*), this is mostly due to the secession of Free Quebec, which prided itself on being 100% mutant animal free. In point of fact, even with the breeding program continuing to produce more Dog Boys at a conservative rate, there are 160,000 fewer Dog Boys than there were just eight years ago, due to the terrible losses they suffered in the war against Tolkeen. Regardless, Psi-Hounds represent a significant part of Coalition society, serving in all sectors of the military and police in one capacity or another, though most are soldiers. Willingly subservient as they may be to their human counterparts, Psi-Hounds have carved out their own distinct culture, thriving on ideals of honor, loyalty, and duty, with an undercurrent of cruelty to all things alien, the thrill of the hunt, and pecking orders among their own based on military rank, strength, accomplishments, and past glories in battle.

Psi-Warriors also make up a notable but small percentage of the Coalition's population, even if they are not born into being, but come from a select few trained in the Chi-Town 'Burb of City Side. Those who are chosen to train at House Musashi, the only place in the CS where Psi-Warriors are trained, are chosen not only for their psychic potential, but also their sense of duty and commitment, and their families' history of loyalty and servitude to the Coalition. Overwhelmingly, the vast majority of the school's graduates remain in the local community and serve in Psi-Bat Alpha (hence, why Alpha has a disproportionately higher number of Psi-Warriors than all the other battalions). A select few migrate or are assigned to other battalions. Regardless of where they are assigned, roughly half are tasked with the mission of going to the far corners of the Domain of Man to do what they do best; seek out and destroy the supernatural for the betterment and protection of humanity. These Psi-Warriors of the 88th Army Corps are sent individually or in pairs (with or without regular army troops or other Psi-Bat soldiers in accompaniment) where they will do the most damage, playing up to their natural inclination to fight and destroy the worst of the supernatural.

The following is a general list of the different kinds of (non-mutant) human Master Psychics as represented in the Psi-Battalions and PAC, the category they fall into, and the portion they represent among Master Psychics in the Coalition States as a whole. The percentages are different from what one would find in prior years, due to the effects of the JDMP (Juvenile Directed Mastery Program) steering psychics to develop some powers over others and changing Psi-Bat recruitment quotas.

Dominators: Mind Melters (9%) and Psi-Slayers (8%). Mind Bleeders also fall into this category by default, but due to their alien nature, none are in service to the CS.

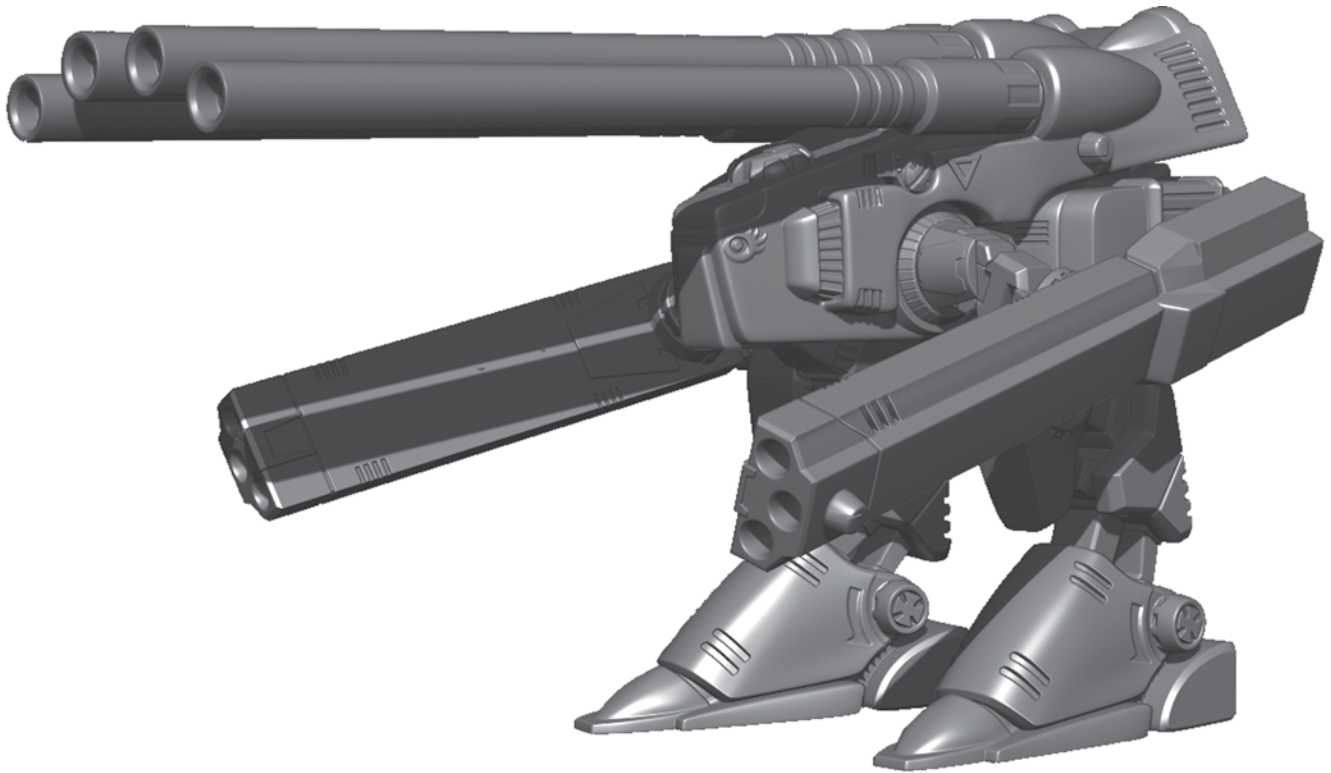
Eruptors: Bursters (11%), Psi-Slingers (9%), and Zappers (7%); those with "kinesis" mental powers are also in this category, but generally are not Master Psychics.

Reactors: Nega-Psychics (14%), Psi-Nullifiers (17%), and Psi-Warriors (1%); technically, the human mutant Psi-Ghosts are reactivities as well, making up a varying percentage of Psi-Bat depending on demand and other factors (usually 0-3%).

Sensitives: Psi-Druids (6%) and Psi-Techs (18%); Psi-Healers also fall into this category, but because they are Major Psychics and not Masters, their numbers are not counted here.

Contrary to popular belief, the overall composition of the Psi-Battalion units is not completely human Master Psychics. They only make up 60% of the battalions, give or take a little depending on the battalion (no two are put together exactly the same). Another 8% are Special Forces or Military Specialists possessing Major Psychic abilities, often providing close air support in Striker SAMs or fire support on the ground as soldiers. Major Psychics represent 4% more, most of whom are Psi-Healers trained as Medics (Technical Officers). Among the mutant personnel, Psi-Hounds make up 18% of the Psi-Bat organization, while Psi-Stalkers constitute another 8%. The vast majority of these Psi-Stalkers are of the exceptional variety, being also Psi-Nullifiers, Nega-Psychics, or Psi-Slingers. It should also be noted there are a small number of Psi-Hounds who possess the mutation abnormality granting them Physical Psionics and sometimes a Super Psionic ability. These exceptionally rare Dog Boys are *always* assigned to Psi-Bat. Six of these dogs have undergone advanced training in the Black Arts and were admitted into Psi-Bat Delta and Psi-Bat Omega. The role of the ordinary Dog Boy in the Psi-Battalions is a combination of grunt and anti-supernatural specialist. Only the most seasoned and battle-hardened dogs are recruited to better protect the 88th Corps' human psychic assets (average experience ranges between 7th and 9th level). The remaining 2% of the Psi-Bat Organization is made up of non-psychic humans whose task is to handle the administrative, coordination, and logistical support side of operations, especially when the battalions' personnel are distributed among regular army units.

For much more about the *Black Malice Legacy*, including Psi-Tek devices and psychic-enhanced martial arts, check out the next couple issues of **The Rifter®!**



ROBOTTECH®

R P G T A C T I C S™

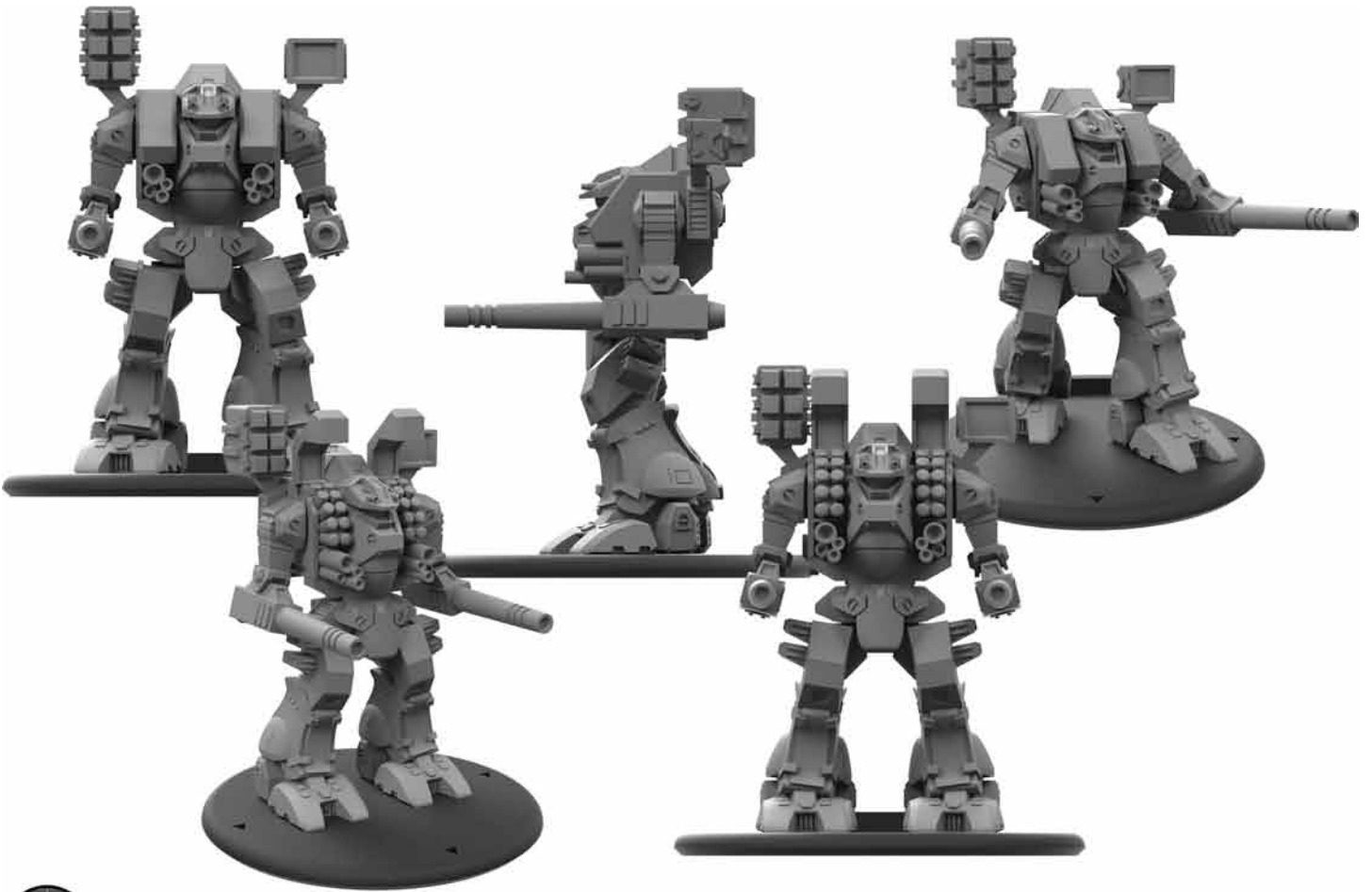
Robotech® RPG Tactics™ was launched to the public with our successful Kickstarter to back the project. The Kickstarter began in April and ended, successfully, on May 20, 2013. However, the planning and initial work began in the Fall of 2012. As a result, *Palladium Books* and our development team at *Ninja Division* are able to get the core segment for the Macross portion of this new gaming venture finished and into manufacturing quickly.

Since the most visual and exciting parts of this project are the many game pieces, we thought we'd showcase them for your viewing enjoyment. Most are finished and about to be sent into manufacturing.

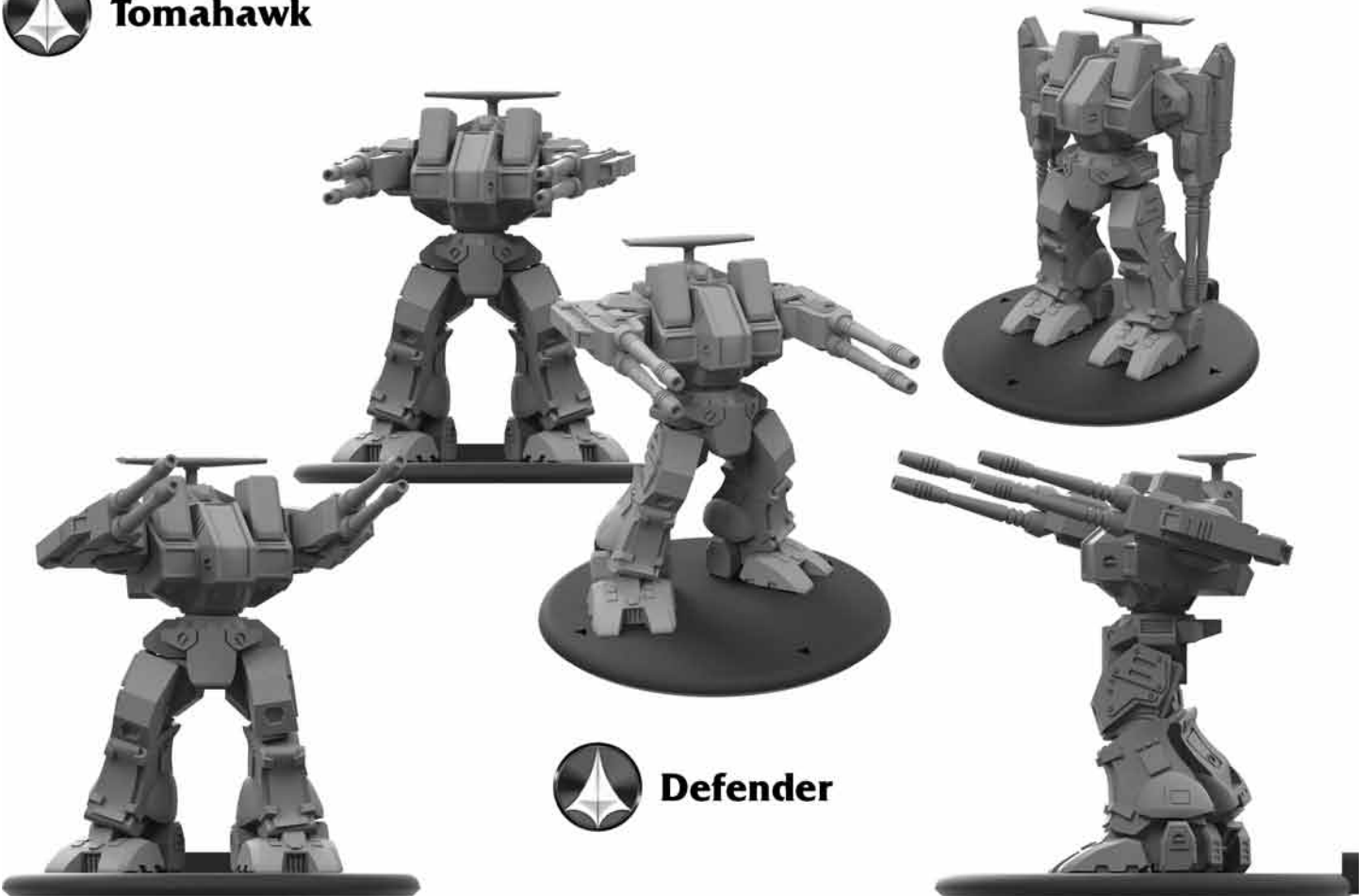
- All are 1/285th scale, high quality, plastic game pieces (40mm to 90mm tall). World-class sculpts from sculptors around the world.
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- Turn-based system of play.
- Scalable from small squad skirmishes to mass battles. Can accommodate two to several players.
- Combat is fast and designed to emulate the anime action.
- Rules by *Alessio Cavatore*, *David Freeman* and *Carmen Bellaire*.
- Brought to you by **Palladium Books®**, created with **Ninja Division** (the creative minds behind *Soda Pop Miniatures* and *Cipher Studios*).
- **Date of Release** for the box game and initial six expansion sets is not yet known, but it should be Autumn 2013 (November?). We are all working hard to get them into your hands as quickly as possible.

Here is what's coming your way in no time. . . .

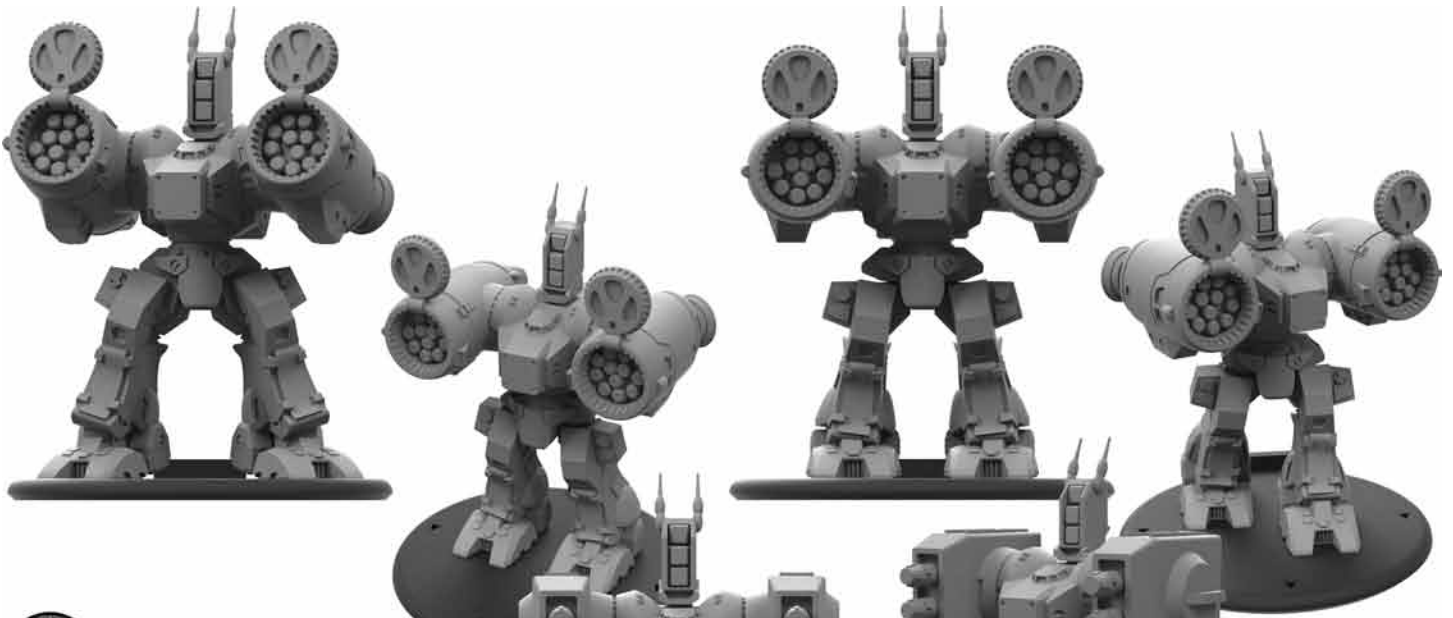
Note: Images are not shown to scale. Some images are not final sculpts, and are works in progress.



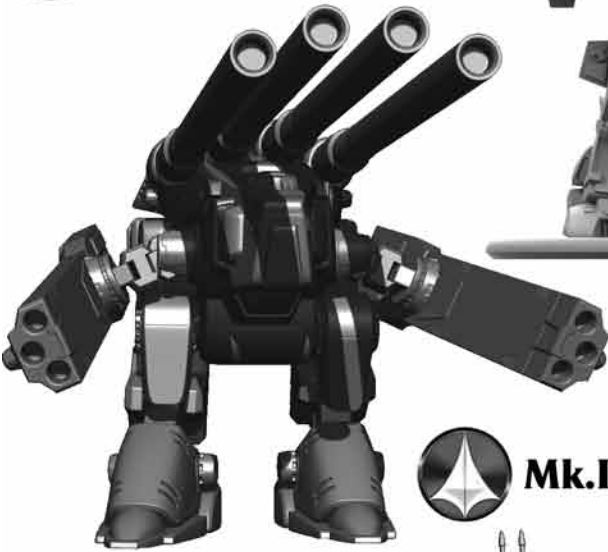
Tomahawk



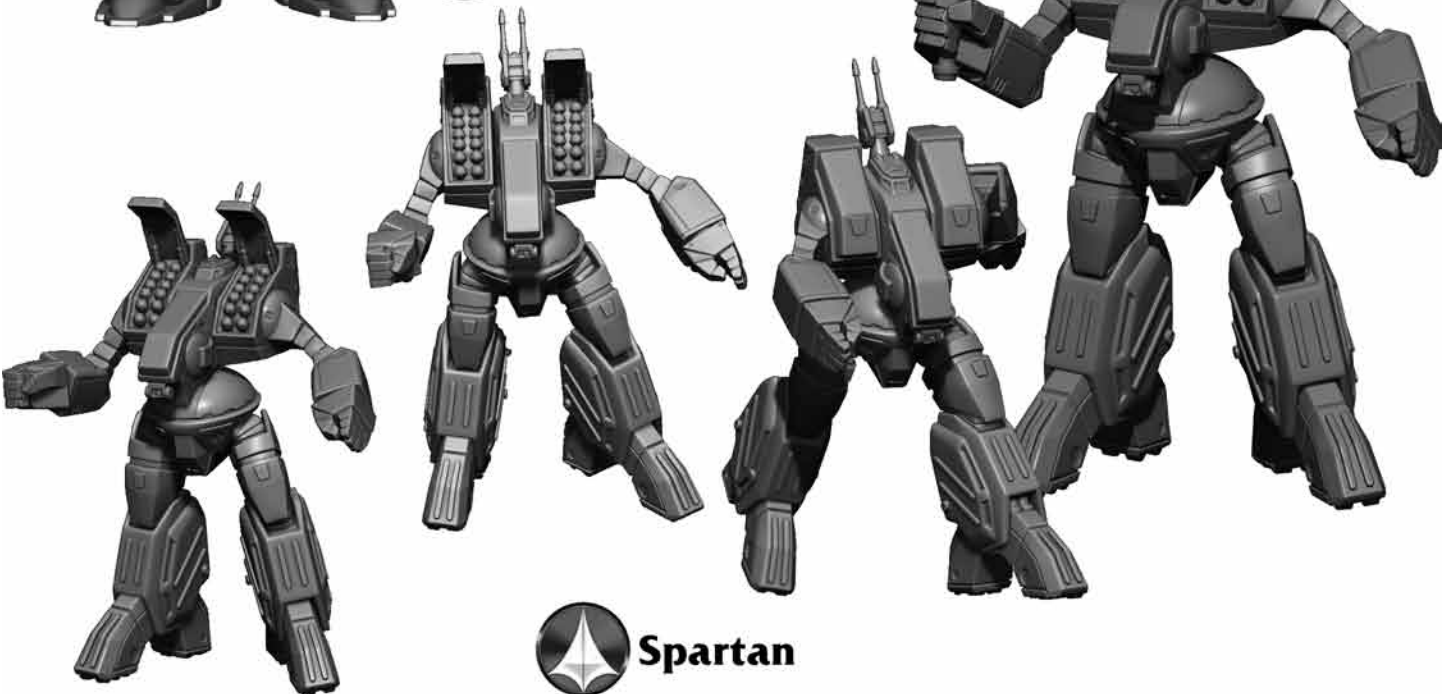
Defender



 **Phalanx**



 **Mk.II Monster**



 **Spartan**



VF-1 Valkyries



Super Valkyrie



Jotun Armored Valkyrie

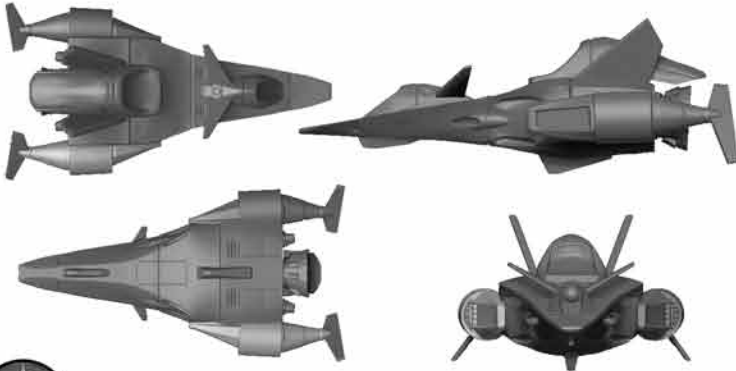


Armored Valkyrie



VEF-1 Recon

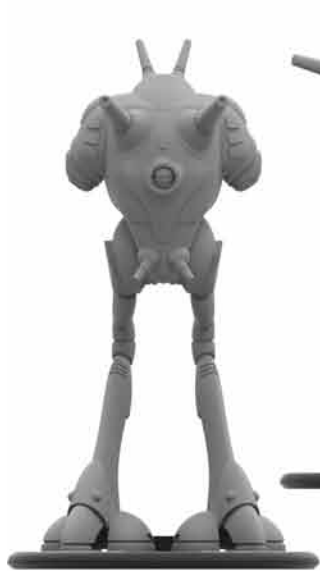
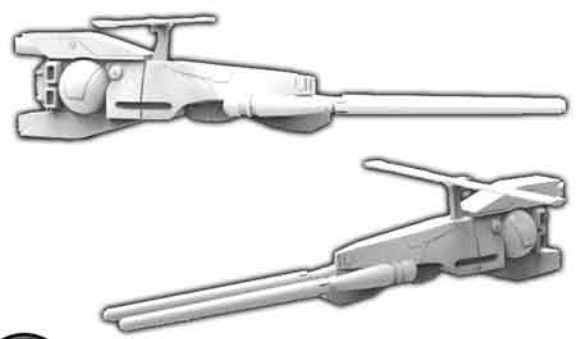




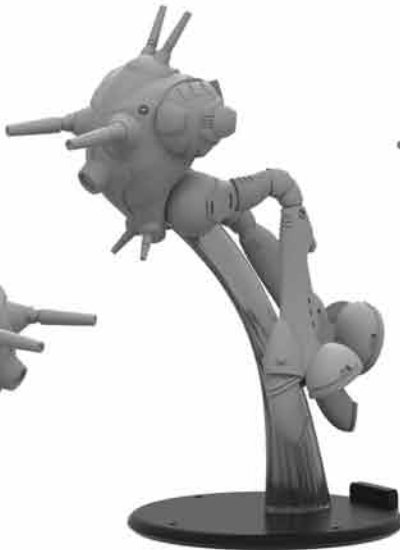
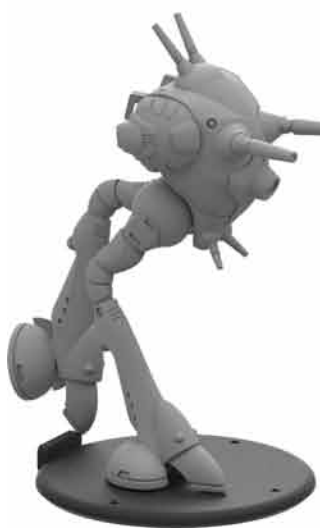
QF-3000 Ghost



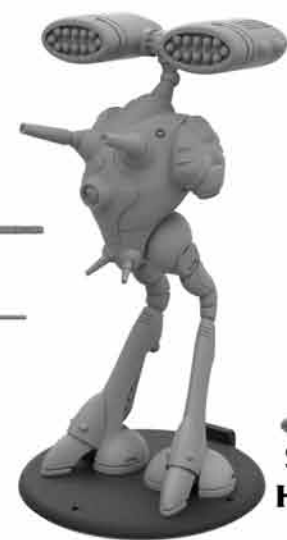
Lancer II



Regult Tactical Battlepod



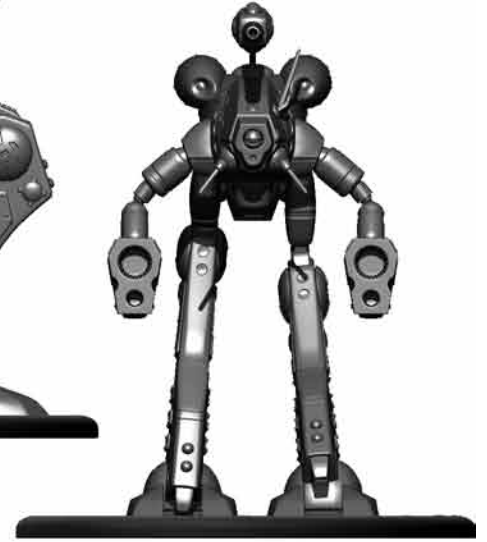
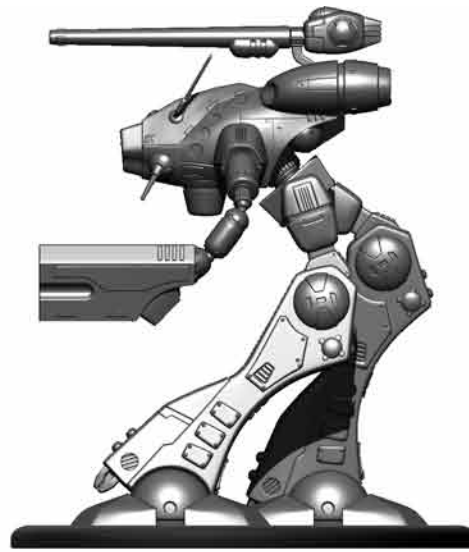
Quel-Regult Recon Pod



Gluuhaug-Regult Light Artillery Pod



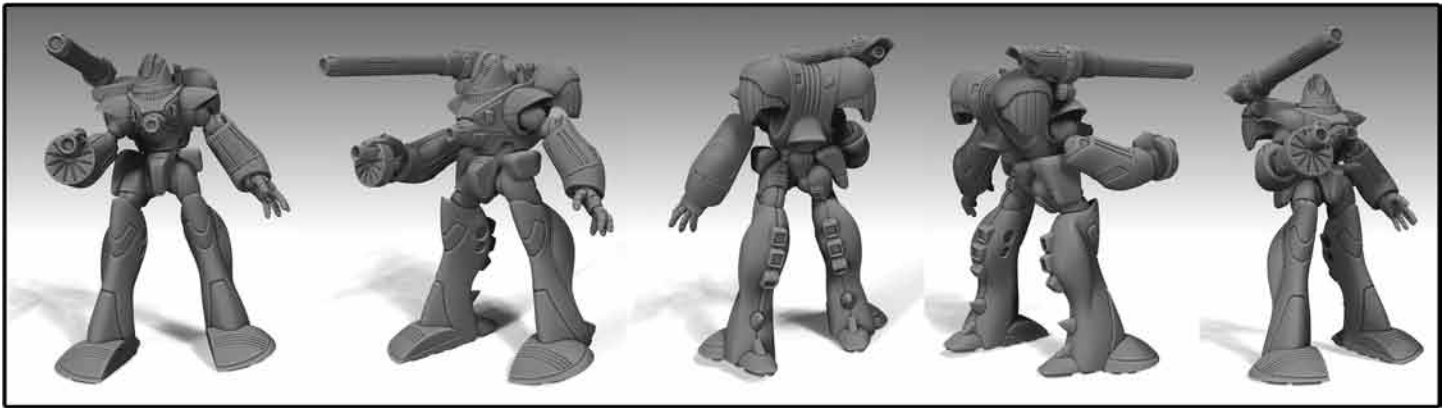
Serauhaug-Regult Heavy Artillery Pod



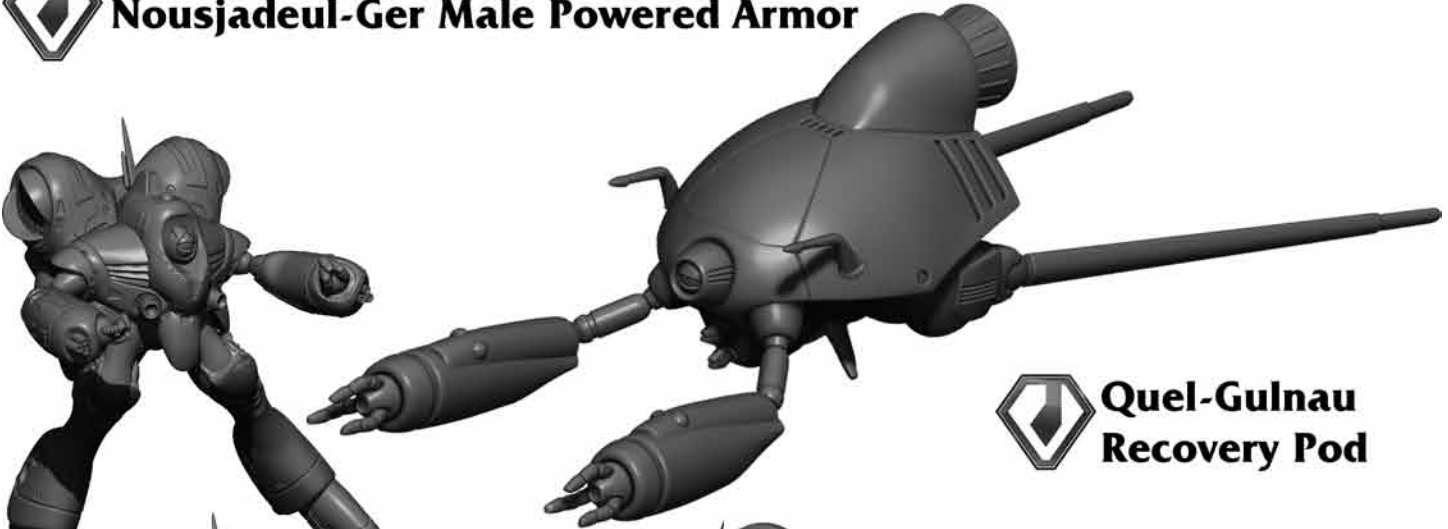
 **Glaug Officer's Battlepod**



 **Glaug-Eldare
Officer's Battlepod Booster**



Nousjadeul-Ger Male Powered Armor



Quel-Gulnau Recovery Pod



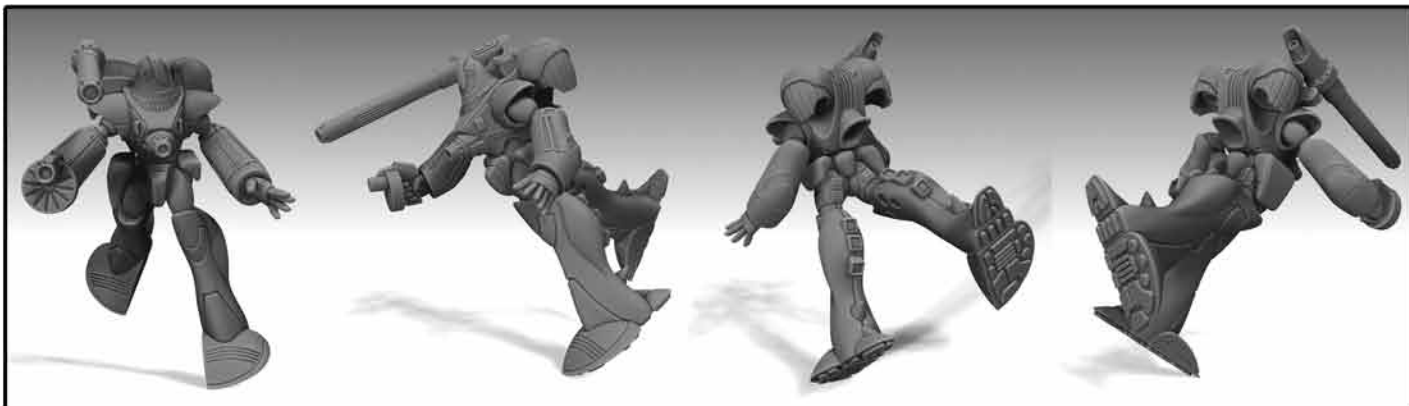
**With Z-CR Mk. II
Converging Beam Rifle**



Queadluun-Gult



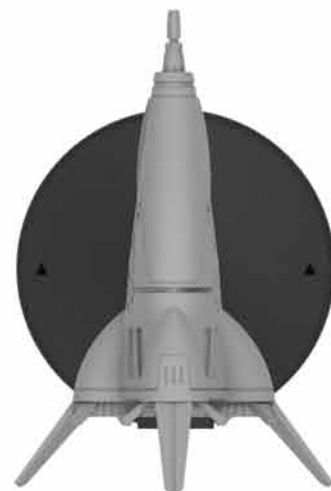
**Queadluun-Rau
Female Powered Armor**



**Gluu-Ger
Light Armor**



**Serau-Ger
Heavy Armor**



**Gnerl
Aerospace Fighter Pod**

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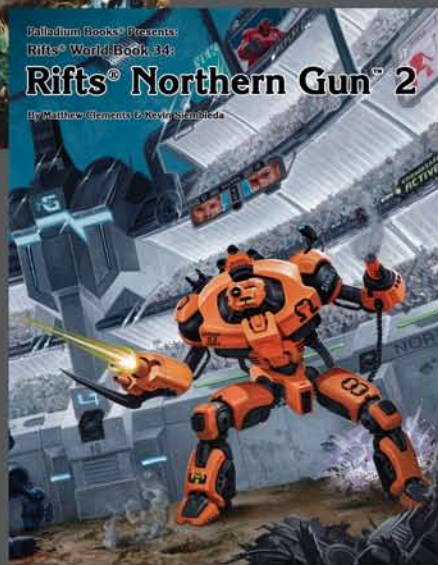
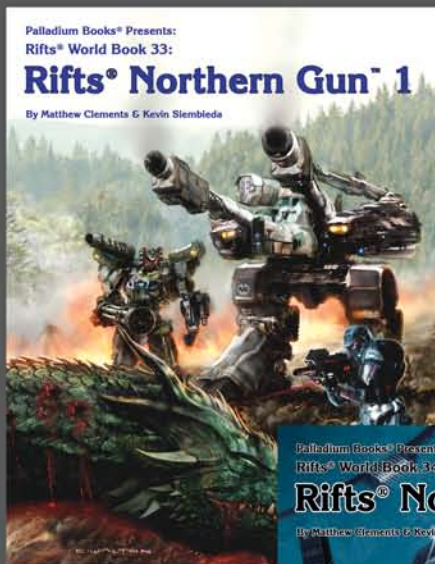
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