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The Rifter® Number 67

Your Guide to the Palladium Megaverse®!

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The slogan “A Megaverse of adventure – limited only by your imagination,” RPG Tactics, and titles and names such as Armageddon Unlimited, Aliens Unlimited, Arzno, Atorian Empire, ARCHIE-3, Beyond Arcanum, Beyond the Supernatural, BTS-2, Brod-kil, Biomancy, Biomancer, Bio-Wizardry, ‘Burbs, ‘Borg, ‘Bot, Dead Reign, Dimensional Outbreak, Dinosaur Swamp, Dyval, Elf-Dwarf War, Heroes Unlimited, I.S.P., Land of the Damned, Lazlo, Victor Lazlo, Lazlo Agency, Lazlo Society, Palladium of Desires, C.A.M.E.L.O.T., Chi-Town, CS, Coalition States, Cosmo-Knight, Crazy, Cyber-Knight, D-Bee, Dark Day, Dead Boy, Doc Reid, Dog Boy, Dog Pack, Dweomer, Emperor Prosek, Erin Tarn, Fadetown, Free Quebec, Gadgets Unlimited, Gargoyle Empire, Glitter Boy, Gramercy Island, Hardware Unlimited, Heroes of the Megaverse, Heroes Unlimited, HU2, Juicer, Ley Line Walker, M.D.C., Mechanoid Space, Mega-Damage, Mega-Hero, Megaversal, MercTown, Minion War, Morphus, Mutant Underground, Mysteries of Magic, Merc Ops, Naruni, Naruni Enterprises, NEMA, Ninjas & Superspies, NGR, Northern Gun, The Nursery, P.P.E., Powers Unlimited, Psi-Stalker, Pyscape, SAMAS, S.D.C., Shifter, Siege on Tolkeen, Skelebot, Skraypers, Sorcerer’s Forge, Splugorth, Splynnncryth, Splynn, Techno-Wizard, Temporal Magic, Temporal Wizard, Three Galaxies, Tome Grotesque, Triax, Vampire Kingdoms, Warpath: Urban Jungle, Void Runners, Wilk’s, Wolfen, Wolfen Wars, Wormwood, Wulfen, Xiticix, and other names, titles, slogans, and the likenesses of characters are trademarks owned by Kevin Siembieda and Palladium Books Inc.

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Palladium Books® Presents:

THE RIFTER® #67



Sourcebook and Guide to the Palladium Megaverse®

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

– Kevin Siembieda, 2014

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Page 6 – From the Desk of Kevin Siembieda

Publisher Kevin Siembieda talks about new releases like **Rifts® Megaverse® in Flames™** and **Future Visions™** (both available now), **Gen Con**, an upcoming release for **Palladium Fantasy®** and other projects, as well as the ups and downs with **Robotech® RPG Tactics™**.

Page 7 – Palladium News

Get an idea of what's out, what's coming and what's going on in this issue's news section.

Page 8 – 2015 Palladium Open House

We can only squeeze in 300 or so gamers to the Palladium Open House. Are you one of them? If you're planning on coming to next year's event, you should order your admissions ticket sooner than later. Read about all the juicy details.

Page 10 – Coming Attractions

New books are coming your way. You are holding the latest issue of **The Rifter®**, and by the time you see this, **Rifts® Megaverse® in Flames™** and **Future Visions™** (the Chuck Walton art book) will have shipped to stores. **"Paper Miniatures" for the Palladium Fantasy RPG®** are also available. Next in line for book releases are **Graveyard Earth™**, **Chaos Earth® Sourcebooks**, and **Robotech®: Expeditionary Force Marines™ Sourcebook One**. The big release is **Robotech® RPG Tactics™**. The game looks amazing and is a blast to play. It really captures the look and feel of Robotech®. Containers full of product are on their way to us. **Robotech® RPG Tactics™** will ship to our Kickstarter backers in August and September, ship to distributors in September and hit store shelves in October.

Page 16 – House Pandorum™: The Chaos Spreads – Optional Source Material for Splicers®

Kris Tipping has provided us with more background on House Pandorum, new O.C.C.s, an array of new bio-enhancements, armor, venom, weapons and gear, as well as Biotics, adventure ideas and more. Be prepared to take your **Splicers®** campaign in new directions with this fun selection of optional source material.

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- Artwork by *Charles "Splicehead" Walton*.

Page 43 – Outpost F279 – Optional Adventure and Source Material for Rifts®

Anthony Uyl has returned to serve up an adventure centering around revenge and betrayal that could shake the very foundations of *Lazlo* and the *Coalition States*. Deception, treachery and a new Alien Intelligence are all part of this growing menace. And only your characters can stop things going from bad to worse.

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 - Page 53 – NPCs (Non-Player Characters)
- Artwork by *Nick "the Brick" Bradshaw*

Page 55 – The Mutant Bees of Earth™ – Optional Adventure and Source Material for After the Bomb®, Plus Alternative M.D.C. Stats for Rifts®

The imaginative *Michael J. Osborne* has represented genetically altered, intelligent, humanoid mutant bees. Martial artist bees, at that. **Note:** Though conceived for the post-apocalyptic *After the Bomb®* world setting, these unique and fun beings can be easily dropped into a **Heroes Unlimited™**, **Aliens Unlimited™**, or **Palladium Fantasy RPG®** setting, or even **Rifts®**, **Chaos Earth®** or **Phase World®/Three Galaxies™**.

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- Artwork by *Ben Rodriguez*.

Page 66 – Rifts® Africa: Creatures & Monsters – Optional Source Material for Rifts®

Jeff Duncan presents an array of new supernatural beings and creatures of magic for the Rifts Africa setting. While most of these beings are most common to Africa, they may make their way up into India and China, and just about anywhere via dimensional Rifts, the slave trade and demons. Enjoy.

- Page 66 – Abiku, Tectonic Entity
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- Artwork by *Tanya J. Ramsey*.

Page 86 – Power Behind the Throne – Optional Source Material for Heroes Unlimited™

Alex Tulloch provides us with a shadowy group of characters working for the UK government. Or are they controlling it? Movers and shakers, spies and super-beings behind the scenes who possess the savvy and super abilities to influence the world. Who is really in charge and how do they use the secrets at their disposal?

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The Theme for Issue 67

The theme of **The Rifter® #67** is secrets and betrayal with a touch of the alien and exotic. From secret invasions to secret agencies, to strange creatures. Please note that we are celebrating the **30th Anniversary of Heroes Unlimited™** all year. That means every 2014 issue of **The Rifter®** will contain something for it. New **Heroes Unlimited™** and **Palladium Fantasy®** titles should be coming your way in 2015.

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 2014 cover of **The Rifter®** will celebrate the 30th Anniversary of the **Heroes Unlimited™ RPG**. This cover from **Michael Wilson** is called **Villains Triumphant**, for obvious reasons.

Optional and Unofficial Rules & Source Material

Please note that most of the material presented in **The Rifter®** is “unofficial” or “optional” rules and source material.

They are alternative ideas, homespun adventures and material mostly created by fellow gamers and fans like you, the reader. Things one can *elect* to include in one’s own campaign or simply enjoy reading about. They are not “official” to the main games or world settings.

As for optional tables and adventures, if they sound cool or fun, use them. If they sound funky, too high-powered or inappropriate for your game, modify them or ignore them completely.

All the material in **The Rifter®** has been included for two reasons: One, because we thought it was imaginative and fun, and two, we thought it would stimulate your imagination with fun ideas and concepts that you can use (if you want to), or which might inspire you to create your own wonders.

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The Rifter® #68

The Rifter® #68 Summer issue will present a nice variety of new source material for **Heroes Unlimited™** and other Palladium RPG settings.

- Cover by John Zeleznik (tentative).
- Source material for Rifts®.
- Source material for Heroes Unlimited™.
- 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 Heroes Unlimited™

From the Desk of Kevin Siembieda

It has been another truly wild and busy three months since last issue. The entire year has been like that.

Robotech® RPG Tactics™ has occupied much of our time, as Palladium has been involved in every step of product development from game design and packaging to manufacturing and shipping. We have learned a great deal about this table top gaming, Kickstarters, miniatures and manufacturing. We've most recently learned about overseas shipping and the many requirements of US Customs as well as the ins and outs of professional miniatures painting. Holy Cats, talk about extensive and intensive on the job training. Not at what we expected at all when we joined forces with **Ninja Division** to produce and publish **Robotech® RPG Tactics™**. But what an exciting new product line, and the final product is gorgeous. I think our Kickstarter backers and Robotech fans will be quite happy with the final product.

The game starts shipping to our backers in August and to the rest of the world by the end of September. Can hardly wait till it ships.

Fear not, we have ALL KINDS of RPG products coming your way

Rifts® Megaverse® in Flames™ is done and available now! So is the **Charles Walton art book**; and if you love Chuck's work, you NEED this art book.

Graveyard Earth™, a sourcebook for **Dead Reign™** is next, along with **Robotech®: Expeditionary Force Marines Sourcebook**, **Coalition States: Heroes of Humanity**, the next issue of **The Rifter®**, and a NEW **Palladium Fantasy® sourcebook: Bizantium and the Northern Islands**, 160 pages of new material that expands the world. And Bizantium is just the first of *many* new Fantasy titles coming from Palladium over the next year. Then there are new titles for **Rifts®**, **Chaos Earth®**, **Beyond the Supernatural™**, and so much more.

2014 Gen Con Indy

As I write this, **Gen Con Indy** is one week away. Gen Con is always a big deal. And this year we have really, really big plans for it. **Robotech® RPG Tactics™** is going to be the main attraction, but we are hyping up the ENTIRE Palladium RPG product line with new releases, upcoming releases and dozens and dozens of *official* Palladium Books gaming events being run at Gen Con — 50+ of them! That's three times more than we've ever held at Gen Con. This big gaming event effort was spearheaded by *Gary Miller, Victor Petersen, Nathan Bingham, Jeff Ruiz, and Bill Korsak*. If my memory serves me right, it was *Bill Korsak* who first came to me with the idea, and then *Gary Miller* and the rest of the four guys in charge of managing the M.A.s jumped in to help make it a reality. Of course, we could not have done any of it without the 20+ Megaversal Ambassadors/G.M.s running games, so this is very much a *team effort*. My thanks go out to each and every one of our Game Masters/Megaversal Ambassadors. You guys are awesome.

On top of that, there will be free role-playing game events and demos of RRT (**Robotech® RPG Tactics™**) at the Palladium booth.

There will be a dozen Palladium creators available to sign books and chat with fans, nearly our entire product line, new releases, collectibles, some test products, art prints, original art and plenty of fun to be had by all.

The big release at Gen Con should have been **Robotech® RPG Tactics™**, but we just received the devastating news that *US Customs* has tagged our first container of **Robotech® RPG Tactics™** games and expansion packs for examination. This is a painfully slow process that will keep our container held up in customs for one or two weeks. Wahhhh.

Barring a miracle, i.e. the container is one of the first to be inspected and promptly released in only a few days (a very, very unlikely proposition), we will NOT be able to have **Robotech® RPG Tactics™** for sale at Gen Con Indy. We know this news will disappoint everyone (no one more than us), but it is totally out of our hands. This could hurt the release on a lot of different levels, but we're powering through it as best we can.

We are having our China manufacturer express mail us a few box games so we can display them at Gen Con along with MANY painted and unpainted game pieces and sprues. There will be demonstration games going on at the booth and we'll be happy to talk about **Robotech® RPG Tactics™** all weekend long.

We are confident that **Robotech® RPG Tactics™** is going to be a hot seller, so we'll be offering the gamers at Gen Con a chance to place **pre-orders** to **GUARANTEE** they get all the RRT products they want. Of course, you guys and gals can place a pre-order anytime via Palladium Books' online store. We'll ship out all pre-orders after we have shipped to our Kickstarter backers and as we are shipping to our distributors.

We even designed and built a special, enclosed booth to function as a store, but without **Robotech® RPG Tactics™** to sell, we'll hang onto it until next year and go with a much simpler, basic booth display that is faster and easier to put up and tear down this year.

In the meanwhile, we are working away on a number of products and secret projects that we think will surprise and delight you. Palladium's freelance artists and writers have been kicking out some epic material, and ideas are flying around in swarms. Nothing but good things are coming your way.

The next Rifter® is our Fall issue and that means a focus on horror, so I hope we get a cool, spooky **Heroes Unlimited™** article or adventure to include. There will be some extra, official material for the **Minion War™** and **Rifts® Megaverse® in Flames™**.

We hope you continue to enjoy **Heroes Unlimited™** being featured in each issue of **The Rifter®** to help celebrate its 30th Anniversary. We have some sourcebooks being developed for release in the future, too. I'm also dying to dive deep into **Beyond the Supernatural™ sourcebooks** and several other projects. Keep the faith and those beautiful imaginations burning bright. Enjoy the new releases.

— Kevin Siembieda, Publisher & Game Designer

Palladium News

By Kevin Siembieda, the guy who should know

New RPG products are available now with much more on their way

Rifts® Northern Gun™ Two is available now.

Rifts® Megaverse® in Flames™ is available now.

Future Visions™ – Artistry of Charles Walton II is available now.

The Rifter® #67 is in your hands!

Graveyard Earth™, a new sourcebook for the popular **Dead Reign™** series, has been rescheduled for October release, and another manuscript for the game line has just arrived.

Robotech® RPG Tactics™, Wave One is shipping to Kickstarter backers as you read this, and to the rest of the world in September and October!

Robotech®: Expeditionary Force Marines™ should see release no later than November.

Palladium Fantasy®: Bizantium and the Northern Islands™ should be an October release.

Chaos Earth®: Rise of Magic™ should be back in print this Fall.

Another **Dead Reign™** sourcebook.

And a few new **Chaos Earth®** and **Rifts®** sourcebooks.

NEW! Rifts® Megaverse® in Flames™

This long awaited book is done and available now. It is truly epic in scope and jam-packed with all kinds of fun and horrifying source material. You will have plenty of fuel for adventures to last you for months to come. The softcover edition is available now.

The signed and numbered **Rifts® Megaverse® in Flames™ Gold Edition** (yes, there is a gold edition) will be ready to ship in September. See the complete description later in this issue.

NEW! Future Visions™

– The Artistry of Charles Walton II

The Chuck Walton art book, **Future Visions™**, is a dynamic and impressive art book that will give you a big look at what we have in store for upcoming **Splicers®** titles, as well as a bit of behind the scenes insight about Chuck Walton and Palladium Books. If you like the art of Charles Walton, you will love this book. And at only \$13.95 it is a steal. See the description later in this issue.

I wrote an introduction and talk a bit about the creative process at Palladium. Chuck wrote about his love for **Splicers®** and why he is compelled to draw mountains of material for it.

People love Chuck Walton's artwork so much we thought it would be fun to release a book that, **a)** presents his artwork, and **b)** provides you a "visual showcase" for upcoming Palladium titles. Some art is finished. Some is concept art. All of it rocks. This is the kind of stuff that transpires behind the scenes.

NEW! Palladium Fantasy RPG®:

Bizantium and the Northern Islands™

This is another one of the surprises we've been kicking around behind the scenes. A nice, meaty sourcebook for the **Palladium Fantasy RPG®**. The author is *Glen Evans* (you've seen his work in many issues of **The Rifter®**), and writer *Matthew Clements* is finishing his first editing pass on the book and making a few tweaks before it comes to me for

a final review. I hope to be assigning artwork for it after Gen Con and see the book released later this year. See the full description elsewhere in this issue. I'm excited about this. Are you excited?

NEW! Palladium Fantasy RPG® “Paper Miniatures” on DriveThruRPG

This is another secret project that we have launched in the beginning of August. Paper miniatures created by artist “Madman” *Mike Leonard* for use with the Palladium Fantasy RPG. They are full color images designed to be downloaded, printed on a card stock, trimmed and used as two-dimensional images. They look great.

You can get a FREE Sample, and buy two sets of Paper Miniatures from DriveThruRPG.com (for only \$5.99 each). A Great Horned Dragon is next, with more planned over the next few months. And don't forget, first edition rules of **The Palladium Fantasy RPG®** and 90+ out of print titles, including the first edition rules for **Rifts® RPG**, **Heroes Unlimited**, **Splicers®** and more, are also available as PDFs from DriveThru. The rest of Palladium's vast RPG library of books are available in stores everywhere. Have fun.

UPDATE: Robotech® RPG Tactics™

The first container of product is on its way from China. In fact, by the time you read this, we should have begun shipping out Wave One product to our Kickstarter backers.

On July 25th, we received 31 pallets full of boxes for the shipping of the **Robotech® RPG Tactics™** products that are going to just our Kickstarter backers! By the way, that's \$10,000 in cardboard boxes! That should give you some idea of the scale of this operation. Wild, eh? We have also upgraded our shipping hardware and software. Meanwhile, we have **Blue Table Painting** (and a couple other guys) working on some display pieces for Gen Con. They are painting something like 60 figures for us.

We will begin shipping **Robotech® RPG Tactics™ Wave One** products to our Kickstarter backers later this month, August 2014. By the end of September, we expect to have shipped all of our Kickstarter backers and any pre-orders Palladium has received. Then it's shipping to our Distributors and getting product into the retail stores. **Robotech® RPG Tactics™** products should be hitting store shelves the first few weeks of October, 2014. We have a feeling we could sell out before Christmas, so if you want this awesome product, grab it fast.

Robotech® RPG Tactics™ is awesome. Everyone who has seen the sample box of the game and expansion packs goes wild over them. They love the box, they love the artwork on the inner box, they love the cards and rule book, and they go wild over the quality of the actual game pieces. The comment from the owner of **Blue Table Painting** was, “you can tell somebody put a lot of love into making these figures.” *Carmen Bellaire*, the co-author of the **Robotech® RPG Tactics™** rules was impressed too. “Kev, I know it has been hell to get this game made,” he said, “but the end product is really something. You should be very proud.” I think everyone involved can be proud of this finished product. I cannot wait until we can start shipping out product to our Kickstarter backers and the rest of the world. Very exciting.

Note: As always, Palladium stands behind all of its products, so if you should encounter a problem with **Robotech® RPG Tactics™** like a missing or defective game piece/sprue, etc. just give the office a call (734-721-2903) or contact us via most any other form of communication (email through kickstarter@palladiumbooks.com, help board, snail mail, etc.), they should all get a result. For those of you in the USA, calling the office is your best bet for a fast response. Those of you in countries outside the United States, use the Kickstarter email.

2015 Palladium Open House

The Palladium Open House is an increasingly rare event. The last one was held in 2012. It is also limited, as we can only accommodate around 350 people total – including 30-50 Palladium creators and staff. By the way, that's more creators assembled in one place than any game convention we have ever attended.

What makes the POH (Palladium Open House) all the more special is that these creators are available to you every day for 8, 10, 12 hours a day. **Writers** and game designers are available to chat, sign books and run gaming events. **Artists** are likewise available to chat and sign books, as well as sell original artwork, prints and do character sketches. Everyone is a gamer geek like you, happy to talk about gaming, the creative process and all kinds of subjects. You can have in-depth conversations because the venue is small and intimate, not at all like big conventions.

Sit down with Kevin Siembieda, the Palladium staff and our creators to talk and laugh about just almost anything. We've been told repeatedly by those who have attended past POHs that the atmosphere is more like a family reunion where they feel welcomed as friends. Our secret? We're gaming geeks like you, and really are happy to see you. Whether you are someone we've come to know over the years and consider a friend, or a gamer we've never met before, we are happy to spend this special weekend gaming and talking about games, comic books, movies, writing, drawing and just about anything else you'd like to chat about. And you do it all in the Palladium office and warehouse where the magic happens.

The price of admission covers ALL events. The price of admission gives you access to all the guests, Kevin and crew, as well as the gaming events (first come, first served), panel talks, auction and other activities.

Three days of non-stop Palladium gaming, laughs and fun.

100+ Gaming Events:

- After the Bomb®
- Beyond the Supernatural™
- Dead Reign™
- Heroes Unlimited™
- Nightbane®
- Ninjas & Superspies™
- Palladium Fantasy RPG®
- Phase World®/Three Galaxies™
- Rifts®
- Rifts® Chaos Earth®
- Robotech®
- Robotech® RPG Tactics™
- Splicers®
- and more . . .

- **Plus open gaming at the main site and designated hotel.**
- **Game with the very people who make your favorite games and sourcebooks like Kevin Siembieda, Julius Rosenstein, Brandon Aten, Carmen Bellaire, Matthew Clements, Greg Diaczyk, Carl Gleba, and others.**
- **No fees for the individual games or panel talks. ALL events are covered under the price of admission.**
- **Meet 40+ Palladium creators – the largest gathering of Palladium creators in the world! Most available every day, the entire day.**
- **Chat with Palladium artists and writers from across the country.**
- **Get autographs from all the Palladium creators.**
- **Live panel talks and interviews.**
- **Events from 9:00 A.M. to 12:30 A.M. (possibly longer). For you all-night gamers, gaming continues at the hotel.**
- **Live auction (Saturday evening) with rare, out of print books, original artwork, proofreader copies of manu-**

scripts, collectibles, books from the Erick Wujcik collection, and more.

- **Get new releases, back stock items and collectibles.**
- **Get original artwork and limited edition prints.**
- **See (and play games in) the Palladium warehouse.**
- **Intimate setting. Easy access to Palladium creators.**
- **Held at the Palladium warehouse and offices.**
- **Meet fans from across the USA and around the world – Canada, England, Germany, Spain, Uruguay, etc.**
- **Events run by G.M.s who are the designers, writers & artists who make the games, right where the magic happens.**
- **This is not a media event. It is a role-playing game event.** That mean ROLE-PLAYING GAMES for three days straight! (And for those of you who can make it, VIP Thursday too.)

In addition to scheduled games, there is an area for “open gaming” for ANYBODY who wants to start a game.

Start planning NOW! We plan to make the 2015 Palladium Open House as fun and memorable as ever, so start making your plans now. Also spread the word, bring a friend, and have the time of your life.

“Tentative” Palladium Creators, Artists, Writers & Personalities:

- The Palladium Staff (Kevin, Wayne, Alex, Julius, Jeff, Matthew and Kathy)
- Amy L. Ashbaugh (Artist)
- Brandon Aten (Writer; Triax 2, Madhaven, The Sovietski, The Rifter®)
- Matthew Balent (Author of Weapons & Armor, Weapons & Castles, Monsters and Animals, and other titles; he was present at the start of Palladium Books!)
- Carmen Bellaire (Writer; Powers Unlimited 1-3, Splicers®)
- Joseph Bergmans (Honorary Staff Member, Helper and Consultant)
- James Brown (Game Master Supreme, Megaversal Ambassador)
- Kent Burles (Artist)
- Nick Bradshaw (Artist)
- Braden Campbell (Writer; Fleets, Thundercloud Galaxy, The Rifter®)
- Steven Dawes (Writer; Dark Places, The Rifter®)
- Greg Diaczyk (Writer; Rifts Lemuria and The Rifter®)
- Mark Dudley (Artist)
- Carl Gleba (Writer; Megaverse® in Flames, Minion War series, and many others, and awesome G.M.)
- Chris Guertin (Honorary Staff Member/Helper)
- Jeffry Scott Hansen (Writer & Author; Warpath)
- Irvin Jackson (Writer & Artist)
- Doug Lamberson (Honorary Staff Member/Helper; tentative)
- Lonnie Langston (G.M. and Megaversal Ambassador; tentative)
- “Madman” Mike Leonard (Artist and Writer)
- Allen Manning (Artist)
- Brian Manning (Artist)
- Mike Majestic (Artist)
- Mike Mumah (Artist)
- Apollo Okamura (Artist)
- John Philpott (Writer)
- Ben Rodriguez (Artist)
- Jeff “NMI” Ruiz (Palladium Online Administrator)

- Charles Walton (Artist)
- Taylor White (Writer and Musician)
- And we'll try to get more creators to join the fun.

Note: No Costume Contest. We're skipping the costume contest, unless we hear from a large number of you who were planning to compete.

Price of Admission

Advance Ticket Purchase Guarantees Your Admission – May 15, 16 & 17, 2015 (VIP Night, May 14, 2015 is an additional day and extra cost of \$87).

- **3-Day Weekend Admission: Friday, Saturday and Sunday – \$45 per person**
- **Friday Only – \$25**
- **Saturday Only – \$25**
- **Sunday Only (the day ends at 5:00 PM) – \$12**
- **VIP Thursday (this is an ADDITIONAL cost) – \$87** – if you are planning to attend the rest of the weekend you'll need to get a weekend admission as well. VIP Thursday is limited to around 100 people plus the Palladium Staff and Freelancers. You get the delicious meal catered by Palladium's very own Kathy Simmons (people rave about her meal), plus you get an extra afternoon and evening of gaming (opens late afternoon), a more intimate chance to talk with Palladium staff, artists and writers, and first crack at rare collectibles, prints and original art.

\$45 per person for the Three Day Weekend (Friday, Saturday & Sunday) when ordered in advance per each individual. (\$60 at the door and after April 12, 2015, if space is available.)

\$25 for Friday, 9:00 AM till Closing (about midnight). Same price at the door, if space is available.

\$25 for Saturday, 9:00 AM till Closing (about midnight). Same price at the door, if space is available.

\$12 for Sunday, 9:00 AM to 5:00 PM. Same price at the door, if space is available.

\$87 additional for VIP Night – Thursday – May 14, 2014. The VIP Night always sells out within weeks, so make your reservation as soon as possible. First-come, first-served. VIP Night is a special, one-evening event limited to around 100 gamers – 60 are available right now. VIP Thursday, May 14, 2014: 3:00 P.M. till 12:00 P.M. This event sells out every year in a week or two (sometimes in a day or two). **NOTE:** As has become tradition, we hold 30 VIP slots to be offered at a later date – typically February – so that gamers who decide to attend at a later date have a chance at getting into the coveted VIP Night too.

Methods of Payment

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

Credit Cards: Visa, MasterCard and most credit cards are accepted. All Credit Card orders must include: Credit Card No. – Name on the card – Address of the Credit Cardholder – Expiration Date – Telephone Number of the cardholder.

By Telephone: Call (734) 721-2903 – have your credit card information ready. You may place your reservation online in a similar way as placing a book order or you may use Palladium's order line (734) 721-2903.

Check or Money Order by Mail: Sent via the USPS or other delivery service. Send check or money order to:

Palladium Books
Dept. POH
39074 Webb Court
Westland, MI 48185-7606

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

All tickets are be sold on a first come, first served basis, so get your reservations in as soon as possible! Due to space and parking limitations and safety concerns, attendance will be limited to approximately 350 admission tickets.

Cancellation: You can cancel your Open House or V.I.P. order up to March 1, 2015 and get a FULL refund. But please don't place an order unless you REALLY think you'll be able to attend.

Order early to guarantee your place at the 2015 Palladium Open House. Ordering early also gets you a lower cost, and peace of mind.

We NEED to know in advance how many gamers are coming so we have enough games and events to keep everyone busy. The sooner you order, the better for Palladium. Credit Cards will be charged immediately, but you can get a refund up to March 1, 2015.

All "advance" reservations must be in by April 12, 2015. A name must be assigned to each ticket. No refunds for cancellations after March 1, 2015. No refunds for no-shows.

Tickets will be available at the door, provided there is still room! **Kathy Simmons** will be handling reservations and tickets, so you know everything will be timely and organized.

Open House Hotel

\$109.00 per night – Reserve your room as soon as possible. If you know you are coming, reserve your room NOW. The hotel does not charge your credit card till the day of the event and you can cancel up to a few days before the event. No risk. No cost to you now. And you guarantee your room. Furthermore, the number of rooms with double beds is limited. Book your room NOW to get this great price and location (five minutes from the Palladium office).

Hotel information:

\$109.00 (plus tax) per night at the Comfort Inn, a.k.a. "Plymouth Clock Tower Hotel." That's **\$109** (plus tax) for a room with *two queen beds* or *one king with a sofa that has a pull-out sleeper*. ALL rooms have a *micro-fridge*, FREE high-speed *wired/wireless Internet* and there is a *FREE hot breakfast from 6 A.M. to 10 A.M.* near the lobby.

Comfort Inn

40455 Ann Arbor Road
Plymouth, MI 48170
Phone: 734-455-8100

Group Code: Palladium Books – you MUST request the Group Code "Palladium Books" *at the time of booking* to ensure the correct rate will be quoted and billed to you.

Dates of the 2015 Palladium Open House (POH): May 15-17 (May 14 is VIP Thursday), 2015. May 14 is V.I.P. Night.

- Plenty of places to eat just down the road (Denny's, Wendy's, McDonald's, 275 Restaurant, and many others).

- Palladium Books – 39074 Webb Court – Westland, MI 48185

Coming Attractions

Palladium's 2014 Release Checklist

Recent Releases

- **Rifts® World Book 34: Northern Gun™ Two** – Available now!
- **The Rifter® #65**
- **The Rifter® #66**
- **Palladium Fantasy RPG®** – Back in Print
- **Palladium Fantasy RPG® 30th Anniversary Hardcover** – Available only from Palladium Books.
- **Heroes Unlimited™ RPG 30th Anniversary Hardcover** – Available only from Palladium Books.
- **Heroes Unlimited™ RPG** – Back in Print

August 2014

- **Rifts® Megaverse® in Flames™** – Available now!
- **Future Visions™ – The Artistry of Charles Walton II** – Available now!
- **Palladium Fantasy RPG® “Paper Miniatures”** – Available now!
- **The Rifter® #67** – Available now!

September 2014 (on the way from China)

- **Rifts® Megaverse® in Flames™ Gold Edition**
- **Robotech® RPG Tactics™ Box Game** – September 29
- **Six Robotech® RPG Tactics™ Expansion Packs** – Sept. 29

October 2014

- **Dead Reign™ Sourcebook 5: Graveyard Earth™**
- **The Rifter® #68**
- **Palladium Fantasy RPG®: Bizantium and the Northern Islands™** (tentative)

November 2014

- **Robotech®: Expeditionary Force Marines Sourcebook One**
- **Rifts® Chaos Earth®: Rise of Magic™** – Back in Print (tentative)

Also in Development for 2014-2015

- **Rifts® Chaos Earth® Sourcebook: First Responders**
- **Rifts® Chaos Earth® Sourcebook: Resurrection**
- **Rifts® Coalition States: Heroes of Humanity™ Sourcebook**
- **Rifts® Secrets of Atlantis™ Sourcebook**
- **Beyond the Supernatural™ Sourcebook: Beyond Arcanum™**
- **Beyond the Supernatural™ Sourcebook: Tomes Grotesque™**
- **Rifts® sourcebooks**
- **Splicers® sourcebooks** (tentative)
- **Heroes Unlimited™ sourcebook** (tentative)
- **Palladium Fantasy® sourcebooks** (tentative)
- **Robotech®: Expeditionary Force Marines™ Sourcebook Two** (tentative)

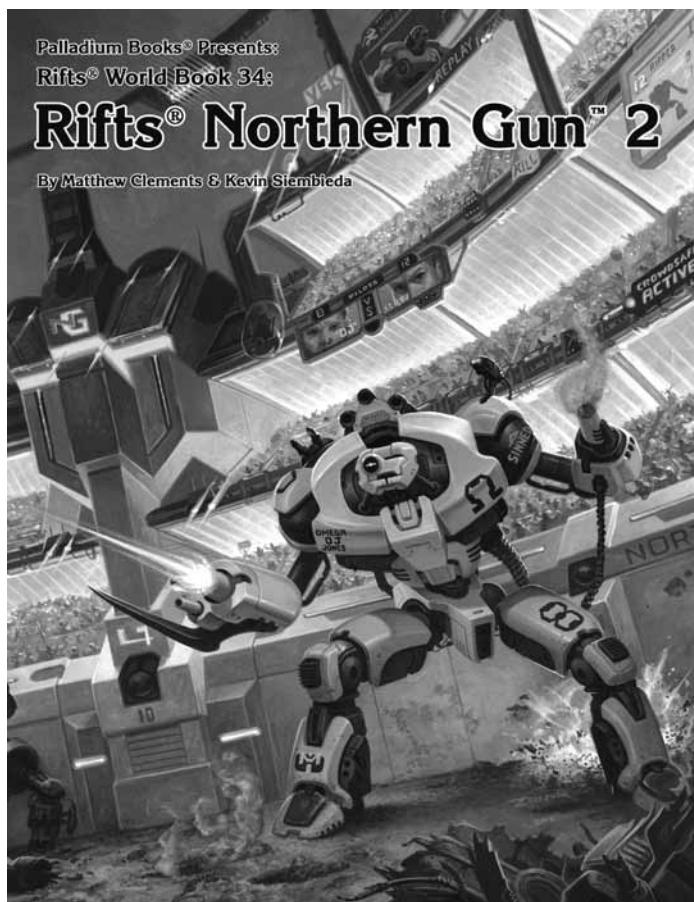
Palladium RPGs are available in many hobby and game stores around the world. We encourage people to support their local stores. Going to a store enables you to see the product before purchasing it, and many stores are happy to place special orders for you, provided you pay in advance, enabling you to 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 and more shipping options (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*.

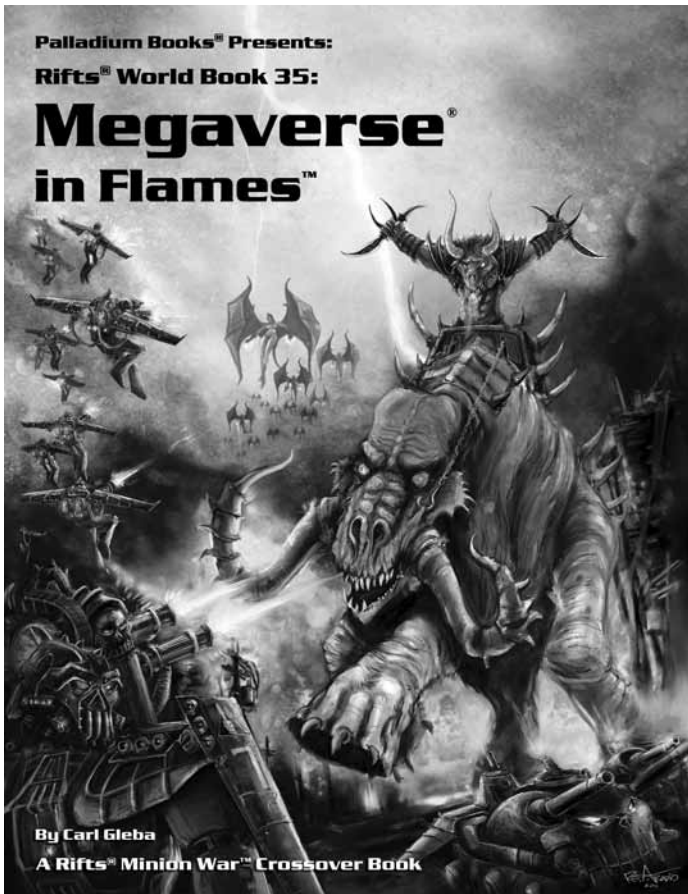
4. Please make sure to send us your complete and correct address. **Note:** These costs are for the least expensive and slowest method of shipping only. Allow 2-4 weeks for delivery. Order online or call the office for a superior but more costly shipping method.



Available now – Rifts® World Book 34: **Northern Gun™ Two**

Rifts® Northern Gun™ Two is an epic World Book that contains a wealth of information, power armor suits, ride armor, drones, vehicles and gear from the largest arms dealer on the continent: *Northern Gun™*. Plus details about the Robot Gladiator Arena whose battles are being televised throughout Michigan, Canada and the Chi-Town ‘Burbs. May be used with *Northern Gun™ One* or as a standalone sourcebook.

- 30+ NG power armor suits; an expansive range.
- 30+ suits of M.D.C. body armor and 20+ types of *armored clothing*.
- NG robot haulers and drones.
- NG combat vehicles and amphibious watercraft.
- NG hovercycles, aircraft, jet packs and ground vehicles.
- Robot Gladiator O.C.C. and robot gladiators.
- The Robodome – Robot Gladiatorial Arena.
- Pirates, amphibious gear and more.
- Interior Artwork by Chuck Walton, Nick Bradshaw, and others.
- Wraparound cover by John Zeleznik.
- Written by Matthew Clements and Kevin Siembieda.
- 256 pages – \$26.95 retail – Cat. No. 888. Available now!



Available now! Rifts® World Book 35:
Megaverse® in Flames™

The Minion War is here and the demons seek to conquer Rifts Earth. They are bringing demonic armies by the tens of thousands across the dimensional divide, unleashing plagues, seeking out magic artifacts, recruiting monsters and mortal allies, and testing their strength against Earth's military powers. Worse, they are building Hell Pits so that they can unleash Hell on Earth! Not to be outdone, the Minions of Dyval are doing all the same things. Clashes between demons and Deevils are increasing every day and turn into titanic free-for-all when Earth forces join the battle. As demonic supernatural forces ramp up, enslave people and wreak havoc across the globe, the question becomes: Is this the beginning of a new Dark Age?

- Seven Hell Plagues.
- Soulmancer and Blood Warrior O.C.C.s as NPC villains.

- 50+ Soulmancy Spells.
- Lord Kreele and Megaversal Armaments.
- 40+ new weapons, armor and vehicles including the Walking Death, Meat Grinder, Carnage Tank, Flesh Armor, Bone Armor, Chaos Warrior Armor, charms, talismans, guns and more.
- Demonic armies, strongholds and places of evil.
- Calgary, the Kingdom of Monsters.
- Rifts® Cuba/Ciudad de Diablo, Harpies' Island and other notable Hell holes on Earth.
- Seven Demon Lords, their Hell Pits and armies.
- Seven Deevil Lords, their Hell Pits and plans.
- Lord Doom, Pain and other forces in the Minion War.
- It is battleground Earth! Ideas for adventures galore.
- Written by Carl Gleba. A part of the *Minion War™* "Crossover" series.
- 192 pages – \$24.95 retail – Cat. No. 876. Available now.

NEW! Megaverse® in Flames™
"Gold Edition" – Ships September

This book has so much cool stuff in it, we thought it deserved the Gold Hardcover treatment. Printed gold foil on black leatherette, signed by the Palladium staff, Matthew Clements and Chuck Walton. (You can get Carl Gleba's signature at the Palladium Open House next May.)

- Limited to 300 signed and numbered copies.
- Signed and numbered on the credits page by Kevin Siembieda and the Palladium staff. We'll get Matthew Clements and Chuck Walton to sign as well.
- Black Leatherette cover with gold foil imprinting.
- Interior pages are exactly the same as the softcover edition.
- Written by Carl Gleba. Additional text by Kevin Siembieda.
- Hardcover art by Nick Bradshaw.
- 192 pages – \$50 while supplies last – Cat. No. 876HC – only available direct from Palladium Books. Sorry, this product is not available in stores.
- Ships September.

Palladium Fantasy RPG®
"Paper Miniatures" – available now

Palladium Fantasy RPG® "Paper Miniatures" is a new digital product line created by artist and writer "Madman" Mike Leonard. They are designed as full color paper game pieces that you print on a card stock, cut out and slide into a paper stand (all part of the package you purchase). A FREE Sample and the first two sets of **Palladium Fantasy RPG® Paper Miniatures** are available NOW on DriveThruRPG.com.

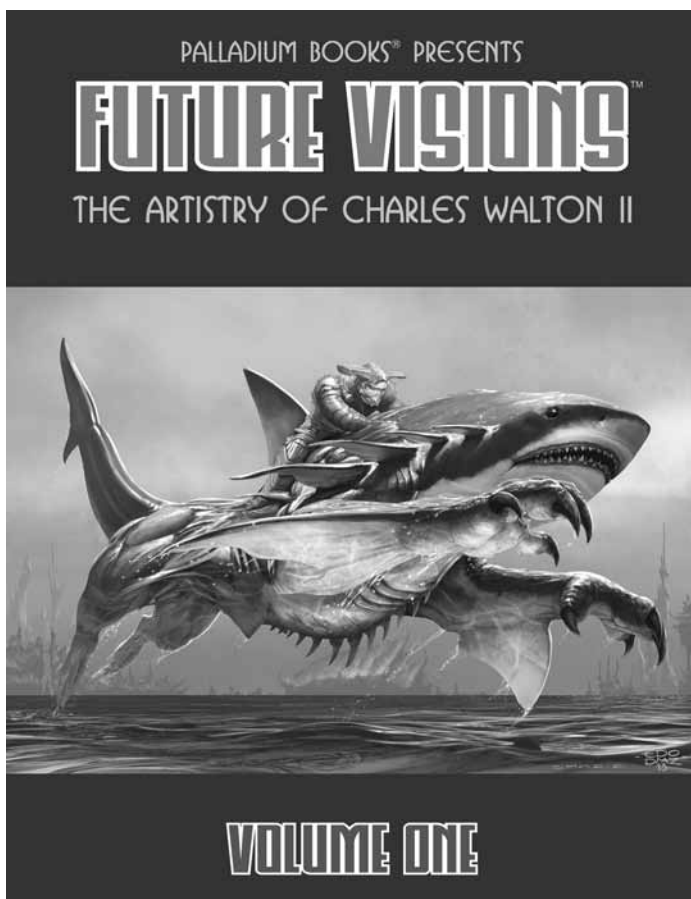
In a couple weeks a **Great Horned Dragon** will be added, and two more Volumes are coming in the next month or two. And don't forget, first edition rules of the **Palladium Fantasy RPG®** and several sourcebooks (and 90+ other titles including the **Rifts®** and **Splicers®** RPGs) are also available as PDFs. Have fun.

- Palladium Fantasy RPG® "Paper Miniatures" FREE Sample.

- **Volume One: O.C.C.s** – 24 O.C.C.s representing each of the primary character classes – Men-at-Arms, Men of Magic, Clergy and Psychics.
28mm figures with a one inch base.
All figures are designed in full color and look great.
\$5.99 for the PDF download.
- **Volume Two: Monster Races** – 28 R.C.C.s representing 4 Trolls, 4 Ogres, 8 Orcs, 8 Goblins and 4 Hob-Goblins. More nonhuman races to come.
28mm scale figures.
All figures are designed in full color and look great.
\$5.99 for the PDF download.

Coming Soon

- **Great Horned Dragon.** 28mm scale figure with a 10 inch wingspan. Designed in full color. \$3.99 for the PDF download.
- **Coming – Volume Three: Additional O.C.C.s**
- **Coming – Volume Four: Skeletons and Undead**



Future Visions™

The Artistry of Charles Walton II – Available now

Future Visions is a *glimpse into the future* of what is coming from Palladium Books. It is jam-packed with black and white artwork and concept art for several of the upcoming **Splicers® sourcebooks** and a couple other Palladium projects. People can't seem to get enough of *Chuck Walton's* artwork, so here is an entire 96 page, black and white book filled with it.

- A 96 page trip into the future.
- All artwork is by Charles Walton II.

- All interior art is black and white.
- **Splicers® art galore.**
- Color cover by Charles Walton.
- Introduction by Kevin Siembieda.
- Behind the scenes insight by Siembieda and Walton.
- 96 pages – \$13.95 retail – Cat. No. 2562 – Available now.



Dead Reign™ Sourcebook 5:

Graveyard Earth™ – Ships October

When the dead rise and communications and power grids collapse, nothing matters except your own survival. But what about the rest of the world? What's happening in other places? Has any government survived? Is anyplace safe? **Dead Reign™ Graveyard Earth™** tries to answer those questions and others. And in doing so, provides gamers and G.M.s with more fuel for adventure.

- **Zombie World Tour** – How the Wave and the Zombie Apocalypse have played out across the globe.
- **A Thousand Miles of Dead** – Getting home from abroad in a world of zombies.
- **American military forces overseas and their journey home.**
- **Alternative campaign settings and Random Campaign Setting tables.**
- **Random Encounters by Region and Random Survivor Leaders.**
- **Level of Zombie Threat table. Zombies and exposure to the elements.**
- **Walled cities and other Alternative Safe Havens.**
- **Car problems, aircraft landing conditions and encounters on the road and by sea.**
- **Written by Matthew Clements. Cover by E.M. Gist.**

- 48-64 pages – \$12.95 retail (tentative) – Cat. No. 235. Ships Fall (shooting for October, 2014). In final development; page count and date of release yet to be determined.

The Rifter® #68

Every issue of **The Rifter®** is an *idea factory* that helps players and Game Masters to generate new ideas and keep their games fresh. It provides useful, ready to go, source material gamers can just drop into their ongoing games. A doorway to new possibilities and numerous Palladium role-playing worlds. It offers new characters, O.C.C.s, powers, magic, weapons, adventure and ideas for your games. It presents new villains, monsters and dangers to battle, and new ideas to consider. Every issue has material for **Rifts®** and at least two or three other Palladium game lines.

The Rifter® #68 – Autumn, 2014:

- **Heroes Unlimited™ source material.**
- **Rifts® Megaverse® in Flames™ adventure/source material.**
- **Optional source material for 2-5 settings.**
- **News, coming attractions, product descriptions and more.**
- **96 pages – \$13.95 retail – Cat. No. 168. October or November release.**

Coming for the Palladium Fantasy RPG®:

Bizantium and the Northern Islands™

Journey to the Island Kingdom of Bizantium, situated at the far northern peak of the Palladium World. Its vast fleets of merchant vessels and warships travel the high seas and bring untold wealth back to the kingdom, as well as exotic goods, people, customs, weapons and foreign magic. With rich, ambitious Merchant-Princes all around him, Bizantium's colonies on the Shadow Coast in a state of near-revolt, and powers from the Western Empire to the Eastern Territory trying to exert their influence on the throne, the oblivious King Raedaen IV is in troubled waters – and the sharks are starting to gather.

- **Full timeline of the history of Bizantium, from its mythical founding to the kings, queens and high priests of the Northern Islands.**
- **Bizantian society, culture, religion and attitudes towards non-humans and magic.**
- **The Eoten, the traditional inhabitants of the Northern Islands, their mythology and influence on modern-day Bizantium.**
- **The Northern Islands described in full, cities and geography as well as threats to sailors in the North Sea and Sea of Despair.**
- **Bizantium's many shipyards, possibly the kingdom's greatest asset.**
- **Key figures of Bizantium, from King Raedaen IV to the long list of people eager to replace him.**
- **New O.C.C.s including the Serpent Chaser and Bizantium Marine.**
- **New weapons and equipment for sailors, mariners, soldiers and adventurers at large.**
- **New Bizantium ships including the Bireme, Ice Breaker and Battleship.**

- **The Iceborn, a forgotten race who worships death, uses undead sea serpents as ships, and threatens Bizantium from the North.**
- **New animals and sea serpents of the North Sea and Sea of Despair.**
- **Sea serpent generation table for creating your own sea monsters.**
- **Political intrigue as Noble Houses, Warlocks and foreign powers all try to subvert the king and claim the throne of Bizantium for themselves!**
- **Written by Glen Evans with additional text by Kevin Siembieda and Matthew Clements.**
- **160 pages – \$20.95 retail (page count and price are subject to change) – Cat. No. 474 – Fall release.**

Robotech®: Expeditionary Force Marines Sourcebook One

Robotech®: Expeditionary Force Marines sourcebook is set in space with the UEEF (United Earth Expeditionary Force) led by Admiral Rick Hunter. This valiant force of mecha-clad heroes travel across the galaxy liberating planets from the bondage of the Invid Regent, the Robotech Masters and other tyrants and monsters.

- **New mecha and weapons of the UEEF Marines.**
- **New UEEF Marine character classes and background.**
- **Alien species and allies.**
- **Planet hopping, adventure and much more.**
- **Epic battles and adventure ideas galore.**
- **Written by Irvin Jackson. Additional text by Kevin Siembieda.**
- **160 pages – \$20.95 retail – Cat. No. 553 – Fall release (shooting for November).**



Robotech® RPG Tactics™

The sample of **Robotech® RPG Tactics™** is in our hands and the final product is fantastic. Everyone who has seen it goes absolutely wild over it. We believe **Robotech® RPG Tactics™** will be HUGE.

Reminder, all Palladium **Robotech**® products can be sold and distributed to the **EU** (European Union), **Australia**, **New Zealand** and **Canada**. That's everything from the RPG book titles to **Robotech**® **RPG Tactics**™ and expansion packs.

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 – Cat. No. 55100**

- **Size of Box:** 11.5 inches by 11.5 inches by 6 inches tall.
- **112 page, full color, softcover rule book.** Includes a comprehensive 15 page color guide (more than 100 images) for all Macross mecha in the series.
- **24 Battle Dice, 12 UEDF and 12 Zentraedi.**
- **53 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 (6 mm) 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.**
- Brought to you by **Palladium Books**®, created with **Ninja Division** (the creative minds behind *Soda Pop Miniatures* and *Cipher Studios*).
- **Retail Release Date: September/October, 2014.**
- **\$99.95 retail price – Cat. No. 55100 (Main Box Game).**

The First Six Robotech® **RPG Tactics**™ **Expansion Packs**

The first six expansion packs will be available to retail at the same time as the main box game. Here are the “official” SKUs and retail prices.



UEDF Valkyrie Wing

Build your fleet of Earth defenders with the Valkyrie Veritech Fighter; six figures total.

- **2 Valkyries in Fighter mode.**
- **2 Valkyries in Guardian mode.**
- **2 Valkyries in Battloid mode.**
- **Multiple heads for making the VF-1A, VF-1J, VF-1R and VF-1S.**
- **Plastic game pieces require assembly and painting.**
- **Not a toy. Small parts, not suitable for children under the age of 13.**
- **Cat. No. 55201 – \$36.95 retail.**



UEDF Tomahawk/Defender Destroids

Expand your Destroid squad with these formidable walking tanks; four figures total.

- **2 Tomahawk Destroids** – the main battle tank of Destroids, brimming with powerful particle beam cannons for arms, and wielding a battery of missiles and an array of other weapons.
- **2 Defender Destroids** – a long-range, anti-aircraft juggernaut capable of shooting down incoming Zentraedi Battlepods and Gnerl Fighters.

- Plastic game pieces require assembly and painting.
- Not a toy. Small parts, choking hazard. Not recommended for children under the age of 13. Adult supervision advised.
- Cat. No. 55202 – \$32.95 retail.



UEDF Spartan/Phalanx Destroids

Add some long-range power and up-close punch to your army with these valuable Destroids; four figures total.

- 2 Spartan Destroids – civil defense, riot control and deadly in hand to hand combat.
- 2 Phalanx Destroids – a walking, long-range missile artillery unit.
- Plastic game pieces require assembly and painting.
- Not a toy. Small parts, choking hazard. Not recommended for children under the age of 13. Adult supervision advised.
- Cat. No. 55203 – \$32.95 retail.



Zentraedi Regult Battlepods

Expand your Zentraedi forces with their main infantry battle mecha; six figures total.

- 6 Regult Tactical Battlepods – the lightning quick Regults, armed with a pair of particle cannons and auto-cannons, attack in wave after wave.

- Plastic game pieces require assembly and painting.
- Not a toy. Small parts, choking hazard. Not recommended for children under the age of 13. Adult supervision advised.
- Cat. No. 55401 – \$36.95 retail.



Zentraedi Artillery Battlepods

Give your Zentraedi legion greater firepower with these artillery and support Battlepods; four figures total.

- 4 Zentraedi Support Battlepods, each of which can be made into any of the following:
 - Gluuhaug-Regult – Light Artillery Battlepod
 - Serauhaug-Regult – Heavy Artillery Battlepod
 - Telnesta-Regult – Experimental Particle Beam Battlepod
 Four figures total.
- Plastic game pieces require assembly and painting.
- Not a toy. Small parts, choking hazard. Not recommended for children under the age of 13. Adult supervision advised.
- Cat. No. 55402 – \$36.95 retail.



Zentraedi Glaug Command

- 1 Glaug Officer's Battlepod – the fast and deadly mecha of Zentraedi field leaders.
- 1 Quel-Regult Scout Battlepod – the stealthy eyes and ears of your Zentraedi battle force; electronic warfare capabilities.
- 1 Quel-Gulnau Recovery Pod – enhances the Glaug's ability to bring in Battlepod reinforcements. **Note:** This figure has NEVER before been offered by any company.
- Plastic game pieces require assembly and painting.
- Not a toy. Small parts, choking hazard. Not suitable for children under the age of 13. Adult supervision advised.
- Cat. No. 55403 – \$36.95 retail.



House Pandorum: The Chaos Spreads

Optional Source Material for the Splicers® RPG

By Kris Tipping

(Again; Game Master's eyes only!)

Progress Made

After years of research and countless failed experiments, Librarian Hope came to the realization that the human brain, in its current form, could not develop psychic abilities. The brain is a bad processor and is not efficient. The Nervous System needed to be completely redesigned; requiring faster and more efficient communication lines between neurons, and she has come up with a revolutionary design to resolve these issues.

At some point during your game, Hope can make a vital breakthrough, the key element towards the manifestation of psychic abilities, the *Photonic Nervous System*.

Physical Enhancement – Photonic Nervous System

A quick lesson in *Anatomy & Physiology*: The way our nerve cells (neurons) communicate is via wires called *Dendrites* (information towards the cell) & *Axons* (information away from the cell). These wires use a charge difference between *Sodium & Potassium* to conduct an electrical signal along the wires.

Though this method of signal transfer can be fast, the Photonic Nervous System is the equivalent of *Organic Fiber Optics*.

What this means is; for the *Sensory Division* of your nervous system (Afferent Division), you become aware more quickly to changes in the internal & external environments (sounds, vibration, wind direction, pressure, temperature, injury/trauma etc.).

For your *Motor Division* (Efferent Division), faster signals will be sent to muscles & glands; and in the game context, signals to the weapons as well.

Bonuses: +4 to Perception, +3 to Initiative, Automatic Dodge & Parry, +4 to automatic dodge, +2 to parry, +2 to strike, +2 to dodge and +2 attacks, +4 to roll will punch or fall, +4 to pull punch, +2D6+8 Spd, and P.P. 14+2D4 (minimum of 18).

Important Note: This form of enhancement cannot be selected. This is because the Nervous System has been redesigned on a genetic level, so anyone with this system has to be born with it.

The House might even go to the lengths of introducing another Engineer (called Chronos) solely for producing Neo-Sapien test subjects in an effort to minimize the potential corruption of the gene-pools of Typhus and Cyclonus.

The Beginning of the End

“We have finally found the path, and taken our first steps on the journey towards a new beginning.” – Librarian Hope

This journey that they are now on will be a long road, but now they have the fundamental piece of the design, and their determination and vigilance have been given new vigor.

This new Nervous System is completely uncharted territory in the evolution of the human race, and attempting to manifest psychic abilities in a world that has never witnessed them before (going on the premise that no psychic R.C.C.s from other dimensions have visited) introduces a dangerous amount of unpredictable variables into the process.

Because of these variables, Hope has decided not to introduce age accelerators into the gene sequence. What this means for the plot is that Pandorum will be producing infants that will be raised by the House.

IMPORTANT NOTE: Any infant Neo-Sapien born will only be raised by Pandorum itself. No front of any form will ever be involved.

How do you train a psychic? Because psychic abilities are not native to Splicers, there is no basis for comparison, no guide. It is this element that will slow progress to a crawl. They have to invent and continually assess the exercises and tests (both physical and mental) they will employ for the development of the desired psychic abilities.

Progress will also be slowed because Hope has decided that they will only be producing a small number of test subjects at a time. This decision is based on the logical management of one out of control psychic, compared to twenty.

Hope assumes that some form of psychic ability should begin to manifest in the teenage years, but they honestly don't know (a dangerous assumption that they may learn from quickly).

As a guide, Hope will initially order the creation of only 2 of these humans at a time, one male and one female, and another pair every second year, until there are three to four batches (6 – 8 subjects of varying ages) of test subjects.

Once they have established some level of understanding as to the direction of the exercises and tests, they may go to the level

of two pairs at a time, with the same time frame between batches and the same number of batches.

It is suggested that once Hope realizes that the Photonic Nervous System is the solution, that in *Origins* such as *In Bed/League with the Enemy*, or *The Devil Within*, she may need to sever ties and vanish, or take control.

Is it a Day Care or a Prison?

“When you accept that some plans may fail, you can plan to minimize their ramifications.” – Librarian Hope

“If you don't plan for failure, you are doomed to fail.” – Chaos Lord

Failure should be expected in any plan or research attempt, but a failure in *this* plan could be the escape of an uncontrollable force, something they wish to never occur.

Pandorum is at a critical junction on the path to achieving their goal and much can go wrong. Hope has already considered the possibility that her goal might never come to fruition, as there are many unknown factors, especially when you are reaching so far into the future and attempting to manifest it in the present. But that doesn't deter her from attempting to achieve what she imagines.

Raising children which have the potential to cause considerable destruction with the power of their mind alone can be a daunting thought; so the House will implement measures that would put maximum security prisons to shame. They will go above and beyond to keep the test subjects veritable prisoners while maintaining the illusion that it is not a prison. Pandorum is constantly focused on:

1. The safety of the personnel of the House (this does not include the Scarecrows or worker Biotics).
2. The secrecy of the plan. A major component of this is focused around the potential escape of a test subject.

Pandorum is trying to bring about a potential evolutionary path for the human race that would have taken millions of years to develop naturally.

Let your imagination run free; there are countless ways the House could respond to an escaped test subject, but bear in mind that containing the situation *quickly* and *silently* is the key.

Quickly, because the longer a test subject is a fugitive, the greater the chances of someone seeing something.

Silently, because even if you plan to bury them by rigging their underground habitat with explosives, an explosion of considerable size will be detected by both Splicers and the Machine.

The *Children of Chaos* will definitely play a big role in securing their territory and the test subjects.

The environment needs to feel safe, secure and with the freedom to move around, but still dangerous and cautious due to the ever-present threats from the Machine and monsters (some even made by Pandorum) that stalk everywhere topside.

For example, each pair of test subjects could be housed in their own self-sustaining underground habitat that is not far from the House's primary base, and Hope has to go topside to reach the habitat in order to carry out her tests.

Any explosion of significant size (even underground) will definitely draw attention, especially due to seismic activity, so the House could go with alternatives, such as:

- Flooding the chambers with water, acid, magma, liquid concrete or even resin.
- *Belly of the Whale*: Like the story of Jonah and the whale, the living quarters could actually be the inside of the hollow organs of a new type of Splicer creation that can collapse the space similar to how a stomach contracts the muscles in its walls to mechanically break down the food.
- Multiple forms of gas.
- Each subject has some form of Splicer-created organism implanted in their body or attached to their skin, rigged to explode or introduce a poison or toxin into their system.

The Illusion of Control

Until Hope is absolutely certain that the Neo-Sapiens have developed, and more importantly, learnt to control their psychic abilities, she will not introduce the other desired traits into the genome. This will keep the test subjects physically frail, which simplifies the management of any dangerous test subjects; at least that is what they believe, as again, the psychic element introduces unpredictable variables.

The Web of Chaos Grows

The following is a potential story plot that the Game Master can choose to implement into his game for House Pandorum. Librarian Hope might be finding it quite a mounting challenge to develop and perfect the many elements that she wishes to incorporate into her Neo-Sapiens and also create new and ever more terrifying plants and Template Biotics. This could cause her to outsource certain elements to trusted Librarians. This could be designing new Biotics or plants or even a part of the design for the Neo-Sapien.

These Librarians could be disillusioned individuals from nearby Houses, or ones born from the Saints of House Pandorum. They might stay and work alongside Hope; or they could leave and establish a Cell, enabling them to spread the chaos whilst contributing to the design. Each Cell would be responsible for one element of the design, and they would be in constant contact with Hope.

The Cell could create a front, such as a band of savage Waste Crawlers, or simply establish a research outpost deep underground just on the edge of the House's *loose* territory, thus expanding that territory.

Please note that though Hope might outsource certain elements of the design to trusted Librarians, she alone will be responsible for the psychic component.

For the *On Wind and Wave* origin, the Librarians could easily stay with the House, or another *ship* could be added to the fleet.

Keeping the Secret: The problem with outsourcing is controlling the secrecy, which becomes more challenging as the number of people who know grows exponentially. Unfortunately, resolving the issue is not as simple as getting people to sign a confidentiality agreement. However, this potential issue can be controlled by not informing the Librarians of the end goal. They can be given a task to accomplish and nothing more, or lied to about the project's true intentions. Having Hope as the only one developing the psychic abilities can go a long way to hiding their goal.

The Deliverymen and Geneticists could easily maintain the communication lines between the cells; or there could be other means for Hope to maintain real-time updates of their progress.

Hell of Our Own Making

"Even we tread carefully in the hell of our own making." – Chaos Lord

"We balance on the tip of the Devil's tooth, his maw eagerly anticipating; and his belly always hungry." – Librarian Hope

Attention is something they wish to avoid at all costs, but delving into the mind's potential is fraught with danger.

If you wish to have Pandorum only as a short story arc in your game, the following is a list of suggestions for story plots focusing on the chaos that Pandorum unleashes upon itself, which can filter out into the game, increasing the chances of themselves and/or their plan being discovered. Here you could introduce a little chaos into House Pandorum itself by:

- Adding age accelerators into the gene sequence and creating some unforeseen effect to the development of the Photonic Nervous System.
- Create an initial batch of say 20-100 test subjects, allow them to develop psychic abilities during childhood and then let them lose control.
- There could be a miscommunication between Hope and the Engineer and one or all of the other desired traits are put into the gene sequence at the beginning, making the test subjects too powerful too soon. Or when she introduces the other desired traits into the gene sequence, it causes some unexpected negative side effect, creating something worse than the Furies.
- The additional Librarians know of the plan, or their curiosity gets the better of them and they begin investigating. If any of them are captured, they could reveal the plan. Or they diverge from the plan and have ideas of their own. One or more could even vanish and start their own personal research.
- The measures implemented to contain the test subjects are inadequate and one or more escape. Any discovered will raise questions and draw the attention of unwanted eyes.
- The Maidens imprint too deeply onto their charge and they help one of their children escape.

Hook, Line & Sinker: Heavy Heart

One Shield Maiden (see later description) might become too bonded to her charge and take measures into her own hands and help a test subject escape.

Hook: Your House is visited by a number of refugees asking to join your House; and among them will be a woman (Shield Maiden) and a child (Neo-Sapien Test Subject).

Line: The woman will claim that she is the mother of the child and she appears to be very protective.

Sinker: Someone or something endangers the child and the true nature of the woman is revealed; and/or the child has a psychic outburst that will cause significant damage and loss of life. The pair escapes and the hunt is on.

Hook, Line & Sinker: Magic Isn't Real

Hook: Reports are coming in that there is a mysterious individual roaming the area that has *Magic Powers*.

Line: A team is assembled to investigate these stories. They will have to travel far and interview many, whilst also trying to track the movements of this mysterious individual.

Sinker: The team could finally track this mysterious individual, but he obviously does not want to be caught, and does anything he can to make it difficult for the team to corner him.

If there is a member of the team that has Stealth Field, he may find that this individual can always see/sense them.

If they corner and scare the individual, they might witness some form of powerful outburst.

They will observe that the individual is extremely fast, acrobatic, tireless and strong.

During their investigation they are met by the Third Daughter and an entourage of elite Scarecrows and Biotics.

When the Time Comes

Eventually, the Children of Chaos will step out of their Host Armor and become Biotics like their parents. The Family was offered this path by Librarian Hope initially to make them stronger in order to spread the chaos and aid in the plan.

The truth about the conversion offered by Hope is far more significant than just aiding her in the plan for a new race of humans. The Family is part of *Plan B*.

Even if they are successful in achieving a Neo-Sapien, it is not a guarantee that the new race of humans will succeed in cleansing the planet of Machine and Splicer alike.

Their goal is the manifestation of their unified attitude towards the present Homo-sapiens and their hatred for the Machine. If they fail in that goal, that attitude will not change; it will only find other forms.

Addendum: Every Non-Mind-Wiped Biotic created by House Pandorum has their physiology modified so they can survive in a low-oxygen environment (up to 6% oxygen) and they have internal gills located inside their mouth and throat, allowing them to breathe underwater. Their air lungs have a valve that shuts to stop water entering, and like a crocodile, they can hold their breath for 1D4 hours at a time.

They have also been modified to live longer than most Biotics, and can potentially reach 150 years in age.

Becoming a Non-Mind-Wiped Biotic raises the Family above the human race, and the *Children of Chaos* eagerly await their transformation.

“I wait with eager anticipation for the day of my transformation, where I will rise above the pathetic, short-sighted, childish human race and become something more. I will either watch the new species cleanse the world of Machine and Splicer alike, or I will deliver death and destruction down upon the world until my end.” – Son of Chaos

Please Note: For the continuity of the descriptors for the transformation of the *Children of Chaos*, many **New Enhancements** are incorporated into their unique transformation instead of being removed and put into another section.

The Gardener Daughters

Both Daughters have informed Hope that they wish to become **Gardener Biotics**. Hope has gone back to the drawing board to provide the Daughters with abilities similar to that of their Host Armor, whilst still looking humanoid but with the flexibility to change the configuration of the plants on their body. By affixing

plants and saplings directly to their body, however, they give up the ability to wear Host Armor at all, the biggest sacrifice made as a price of changing from one form to another.

New Enhancements for the Gardener Biotic

Giving the Gift of Independence

The consensus within the Family is once they are absolutely positive they have created their Neo-Sapien, they will not wait to release them upon the planet; then they will step aside and walk into the shadows. This means that, at some point, there will no longer be Engineers to provide upgrades, which means that anyone who becomes a Non-Mind-Wiped Biotic will be capped at a certain level of enhancement. This is an important point, even more so for the two Gardener Daughters if they are to take on the mantle of being nature Elementals (as Hope has envisioned them).

For all their hard work topside inconspicuously securing their territory and spreading the chaos beyond, Hope has created two key improvements that will free them from the bind of requiring enhancements, whilst also giving them what you could describe as a flexible platform. They are *Gaia's Womb & Earthen Flesh*.

Gaia's Womb:

The reproductive system has been modified with an organ that is encoded with the designs of every Splicer-created plant (more than most due to Pandorum's contributions), that can produce a *seed* and expel it via the navel, upon which the daughter can plant the seed or attach it to herself to allow it to grow into a sapling (the seeds are precursors to the *sapling*).

It takes 3 hours to grow a seed in the womb (8 a day), and they are roughly the size of a golf ball.

If the seed is attached to the body, it takes 24 hours for the *seed* to become a *sapling* (which is the standard level of maturity for the plant), then the daughter can remove the sapling whenever she desires to plant it.

A seed planted in the soil takes 36 hours before it becomes a sapling, upon which it follows the growth cycle as stipulated in the plant's description.

Note: If the Daughters plant the seeds directly into the ground, they have to make the same rolls against their *Botany skill* to determine the chance of the seed becoming a sapling.

Any new plants designed after the introduction of the womb into the Biotic can be easily introduced into the gene matrix of the organ by an Engineer. The Engineers will continue to do this for the Daughters until the House is disbanded following their success of the Neo-Sapien.

Optional Enhancement: Gaia's Womb could have a system that acts similar to that of the *Butcher's Organ*. The Daughter can introduce a sample of an unknown Splicer plant through the navel, and the organ can process, record and incorporate the code into its matrix, enabling her to now grow the plant. If one of the Daughters does this, they cannot produce any more seeds for three days while their Womb analyzes the sample.

If you wished to introduce this design into something else that is not associated with Pandorum, the enhancement would cost quite a considerable amount, as the gene sequence of every plant

has to be incorporated into the organ, which means the cost of every plant has to be factored in, plus the organ itself.

The seeds are encoded to the Daughter who created them as well, so they will not take seed in the flesh of anyone else, even their other sister.

Earthen Flesh:

When concerned with their new body, one thing Hope wanted for the Daughters was not to be locked into one configuration. What this means is that she didn't want them to have plants permanently attached to one specific part of their body; she wanted them to have a flexible platform that enables them to swap and change the types of plants and their location on the body.

Their skin has been modified to receive the seeds from Gaia's Womb, allowing them to take root and become a sapling. However, once the sapling is removed from the flesh of the Biotic and planted, the Biotic body does not regrow the sapling. If they require another of that particular plant, they have to grow another seed and plant it in their flesh. Every seed implanted into their flesh increases their daily food requirements by 2%. So, if they have 20 seeds on their body, it will increase their daily food requirement by 40%. Their physical form should only be allowed to have 28+2D6 seeds implanted in their flesh at one time, mainly due to available space on the skin.

Note: The number of seeds able to be implanted in the Earthen Flesh is completely dependent on the size of the Daughter. They could have up to 50–60 seeds implanted if they are 12–15 feet (3.7–4.6 m) tall.

Critical Hit Note: Because the seeds grow in the skin, when removed they expose underlying flesh, and though technically, removal doesn't cause any damage, and the raw flesh regenerates quite quickly, any damage inflicted to the exposed site has an increased chance of being a *Critical Hit*. Reduce the natural roll required by 1. If you need to roll an 18 for a Critical Hit, now you only need to roll a 17.

Alternative: You can make an *Aimed Shot* at the exposed flesh, but with a penalty of –2. If successful, damage is doubled.

The ability of the skin to be receptive to seeds but not able to regrow the sapling allows them to place whatever plant they want wherever they want to (except palms, soles of feet and the face). For the various permanent weapons (such as the Pilobolus Cannon from **The Rifter® #60**), they are simply absorbed back into the body via *bio-reclamation* (pages 85–86 of **The Rifter® #50**), thus freeing up the space for a different plant.

Note: If the *Ablative Bark Armor* is active, then no new seeds can be planted into the flesh.

Ablative Bark Armor:

This amazing ability allows the Daughters to grow their own armor, which has to be destroyed before damage is inflicted upon their body below. The bark armor is form-fitting, lightweight, multi-layered and overlapping, providing tremendous protection and resistance to damage.

During the process of growing the Armor, the Earthen Flesh begins to turn a dark brown and appears to dry and flake as it thickens.

For the armor to reach its maximum capacity, it takes 24 hours and 44 pounds (20 kg) of organic matter to be eaten. However,

during the process of growing the armor it begins to provide some level of protection after 6 hours.

The daughters can eat the entire 44 pounds (20 kg) in one sitting, or in 11 pound (5 kg) increments over the period of a day.

The armor's weight is an insignificant amount for the daughter, and it is only when it reaches its full capacity that the daughter receives any form of penalty. Much like the Dryad Biotics, the bark armor develops natural blade weapons over the body (finger, elbows, knees, heels and toes) that increase damage delivered by those appendages during combat.

Mega-Damage of Ablative Bark Armor as it grows on the body:

Head: 20/40/60/80

Main Body: 50/100/150/200

Arms (2): 25/50/75/100

Hands (2): 15/20/25/35

Legs (2): 40/80/100/125

Feet (2): 20/40/50/65

Permanent Weapons*: 10/15/20/25

* Any permanent weapon attached to the daughter at the time of the growth of the bark armor will incur a bonus to its base M.D.C. (without interfering with its systems) at the same incremental amount per the armor's growth period, which has to be destroyed before damage is done to the weapon.

Stage 1: 11 pounds (5 kg) of food and 6 hours growth time. The first numbers on the list above indicates the amount of M.D.C. per region. The developed blade weapons now provide +1D8 M.D. to strike with those appendages.

Stage 2: 22 pounds (10 kg) of food. Now 12 hours into the process and the second number indicates the M.D.C. provided by the armor. All bladed appendages now provide +2D6 M.D. to strike, and until the bark is removed the Daughters incur a penalty of –10% to any skill that requires the use of the hands.

Stage 3: 33 pounds (15 kg) of food. Now 18 hours into the process and the third set of numbers indicate the M.D.C. provided by the armor. All bladed appendages now inflict +2D6+5 M.D. to strikes.

Stage 4: 44 pounds (20 kg) of food and 24 hours have passed. The last number indicates the amount of M.D.C. provided. Bladed appendages are still at +3D6 M.D.

At this stage, the Daughters do suffer a penalty of –15% to acrobatic skills and –17% to swimming speed due to drag caused by the dimensions and texture of the bark.

Once the process to grow the armor has begun, it becomes a permanent fixture for the Daughter, until it is either destroyed, or the Daughter wishes to shed her armored flesh. If at any point the Daughter wishes to remove the armor, it takes 3 melee rounds for it to detach and fall from the underlying flesh.

Bonus: The bark armor is impervious to S.D.C. Fire and S.D.C. and M.D. Cold, whilst also reducing all impacts and blunt force damage inflicted by half. Edged weapons, spears, chainsaws, etc, deal full damage.

If the daughter wishes to only develop a quick layer of the armor, she can incrementally increase the bark one quarter at a time. Each level of the bark provides the same resistance, the only difference is the amount of M.D.C., the bonus to strike and the potential penalties incurred.

Any level of the armor will provide a +10% bonus to Camouflage in any natural environment due to the bark appearance of the armor, reduced to +5% when moving.

Additional Penalty: For all levels of Bark Armor, because of the overlapping nature of the multilayered armor, no new seeds can be implanted into the wearer's flesh. Any seeds or saplings (that are not permanent weapons) already attached can either be removed, or, as the bark grows, they are depressed into the flesh and the bark grows over them, unable to be accessed (pulled out) until the bark armor is destroyed or removed. Any seed or sapling that is depressed into the Daughter's flesh does not hinder her movement or physical combat.

Tree of Slumber:

This optional enhancement could be a gift from Hope to the daughters to extend their lifespan even further than normal by entering long periods of hibernation/stasis/dormancy. To achieve this, they have to cover their Earthen Flesh with the seeds of a specific plant from Gaia's Womb. Once these seeds establish themselves and become saplings, the daughter can now select a location, bury herself, get comfortable and begin to grow into a tree (technically, a tree grows around her), developing a root system, a main trunk and multiple branches. There they enter their period of stasis, which can be maintained for 5D6+10 years safely cocooned within the root system of the tree that grew around them.

During this period of stasis, their metabolic processes slow down to a crawl, with one breath every few hours and one undulation of the new circulatory system.

If the Game Master wishes, the Daughters could periodically enter a slumber to extend their life for an additional 30 years, as long as the tree receives plenty of air, water and sunlight to sustain itself and the Daughter remains sealed inside.

The tree can be of any kind of significant size (Game Master's choice), but as a guide, nothing much bigger in dimensions and M.D.C. than the Deadwood Plant (see later description).

Also when concerned with the *Growth Time* of the plant, follow the Deadwood Growth Time for a *dead tree* for the time it takes for the tree to grow to its maturity.

After the allotted time of stasis, they naturally wake up and exit the tree. However, if the tree experiences significant damage for whatever reason, this will wake the Daughter from her slumber prematurely.

Upon waking, for the first 2 melee rounds they have no initiative, their number of attacks are reduced by half, they receive no combat bonuses, and are penalized a -3 to strike as their eyes adjust and muscles regain flexibility. However, the Daughter's M.D.C. is full and their Bio-Force Field will be fully functional.

If the Daughters periodically enter slumber, the Game Master may consider additional extensions of their life by a decade or two.

Gaia's Voice:

This plant is a modification of the Bio-Comm Roots (page 67 of **The Rifter® #50**). Instead of being relays to extend the range of Bio-Comms, they act as speakers, projecting the Daughter's voice throughout the network, making it appear as if she is speaking from all directions.

Their throats have been modified so when they wish to speak via the speakers their own voice is filtered and cannot be heard, while it is heard clearly and fully through the network.

Growth Time: 24 hours to grow from sapling to immature plant, and another 1D4 weeks to grow from immature to mature.

M.D.C.: The *immature* plant has 15 M.D.C., while the *mature* plant has 40 M.D.C.

They are normally planted in nooks and crannies of rock formations or junctions and depressions in trees to at least partially conceal them, but it wouldn't be hard for someone to follow the sound back to its source, though it is quite disorientating and eerie to hear her voice projected from every direction.

Range: The speakers only become active when they reach maturity, and every Speaker that is within 2 miles (3.2 km) of the Daughter can receive her signal and broadcast her voice.

Heartless:

Even with Regeneration: Superior, any severe wound to the heart or brain is fatal. Though Hope could not do much about the brain, she completely redesigned the Cardiovascular System, and removed the heart from it completely. The pumping mechanism of the heart has now been integrated into every main artery. Much like your intestines use the muscles in their walls to move food through your digestive tract (a process called Peristalsis), the arteries have had cardiac muscle incorporated into their walls, allowing them to move the blood through the system. Instead of relying on a pump to do the work, the arteries themselves are now the pump.

What this means for the individual is that they are impervious to fatal heart strikes. To kill them in that fashion, you have to destroy the entire main body.

Note: The removal of the heart from the cardiovascular system frees up some space in the chest cavity. Here you can introduce something of your own making into the design, or you could simply increase the lung capacity for the Biotic form, thus improving their endurance.

Other Suggested/Recommended Enhancements:

- Supernatural Strength & Endurance.
- Bio-Force Field.
- Additional Pairs of Eyes.
- Advanced & Armored Eyes.
- Organic Thrusters.
- Regeneration: Superior.
- They could maintain their natural Omnivorous Metabolism, or if you like, you can make them herbivorous.
- Their thermal and pheromone signature could be masked/shielded.
- A plant version of **Lion's Mane** (see later description). It cannot grow through the bark armor, and therefore has to be grown prior. The Mane has to be destroyed before damage is inflicted to the bark armor in those regions.

Third Daughter

The third daughter has predicted that experimentation focused on producing psychic abilities will have unforeseen dangers to the House, but more importantly, exposure of their goal.

Because of this, she has decided to become both the Nanny/Wet Nurse/Mother Figure/Teacher to the Neo-Sapiens, and the *Hand of Death* for Librarian Hope. She wishes to be a guardian

for Hope, and a protector of the secret, until the Neo-Sapiens are ready to take the stage.

Ever since Hope introduced the design, the Third Daughter has always been infatuated with the Zapper Template Biotic. So she has decided that this is the path she wishes to take for her conversion.

Modifications/Variations from the Standard Template Zapper Design:

- Selecting the process in which the lobes are internalized.
- Her dietary requirements have increased by only 20% from normal due to the *Increased Metabolism* Enhancement, which supports her *Lightning Strikes*. She has had significant changes done to her body, including modifications to her metabolic processes.

Quick Physiology Lesson:

- Carbohydrates are the only fuel source that the Nervous System can use for energy.

- You can get more energy out of the same amount of fuel if more oxygen is present (aerobic metabolism).

Her body can store and produce (convert) more carbohydrates to provide ample fuel for her *Lightning Strikes*.

So the third daughter has had her physical body modified to store more carbohydrates and provide better aerobic metabolism. However, even with her altered body, this daughter still requires outside sources of nutrition and fluids for her body to sustain itself, which is why Hope has retained some elements of an omnivore metabolism.

The minor alterations she underwent for her Host Armor days are a great addition to her new form as she can store a considerable amount of energy for her powers.

- She does not wish to have the Short-Range Spore Discharger, as she wishes to look as close to humanoid (an angel of death) as possible.
- M.D.C.: P.E. x 8, +1D6+2 per level of experience starting at Level 2.

New Enhancements for the Hand of Death (Third Daughter)

Nemean Flesh:

Nemean Flesh is a revolutionary design by Hope that amalgamates the many *Resistance* enhancements into an extremely sturdy, flexible and strong skin. Named after the lion slain by Hercules, the individual has to undergo a procedure similar to that of the Skinjob. The process includes 3 weeks of coordinated, intentional tissue scarring, followed by partial healing treatments, repeated over and over. This process creates a flexible yet durable, callused skin plating. The scar tissue becomes natural armor and the epidermis (skin) is artistically grafted onto the scar tissue to provide a smooth and pleasing aesthetic to the individual. This process can only be conducted by an Engineer.

The final product appears to look like polished stone (color of skin is chosen by the individual), making them appear statuesque and angelic, with well-defined angles to the facial features and other regions of the body.

Bio-E: 80

M.D.C.: 3D4x10+80, plus 2D6+6 M.D.C. per level of experience, starting the level after the procedure.

If they are already an M.D.C. being this is added to the original base. If they were an S.D.C. creature then this becomes their base M.D.C.

Because the Third Daughter is converted to a Zapper first, this M.D.C. is added to her base.

The flesh regenerates at a rate of 2D6 every 5 minutes. For the Third Daughter, simply follow the regeneration rate you have given her.

Requirements: None, other than needing to go through the grueling conversion process; something most people would be hesitant about.

Bonuses: They are impervious to M.D. fire and cold, and the flesh also provides partial resistance to *Kinetic Energy/Attacks* and *Physical Attacks*, which inflict half damage (see descriptions for all *Resistance* Enhancements as described in the **Splicers® RPG**).

Note: The skin provides all the levels of resistance without the standard physical modification as described for some resistances. For example, Nemean Flesh does not require the heftier, blubbery appearance that those gain when selecting *Resistance to Physical Attacks*.

Penalties:

Acid Nodules, Chameleon Skin & Stealth Field cannot be incorporated into Nemean Flesh.

Also, once the flesh is attached, any form of enhancement (weapon, sensor etc.) that the individual wishes to have incorporated into their flesh that requires a weapon port or a means to exit through the flesh will cost an additional 10 Bio-E for its initial integration, but not for any of its enhancements or upgrades.

Lion's Mane:

This enhancement was Hope's attempt to provide additional protection to the head without being cumbersome or requiring prerequisites. The name of the enhancement says it all. Thick, tough hair grows over the scalp, neck and throat.

Bio-E: 20

M.D.C.: The hair is as thick and dense as an otter's, providing 70 M.D.C. to the head and neck area which has to be destroyed before any damage is inflicted to the head, neck and throat.

Bonuses: Impervious to M.D. Fire and Cold, and gets all the bonuses from *Resistant to Kinetic Attack/Energy* (as well as half-damage from Physical Attack) as described on page 85 of the **Splicers® RPG**. The face is still exposed though and does not receive the same bonuses as the head, neck and throat.

Penalties: Like Nemean Flesh, once this enhancement is incorporated into the design, any weapon or sensory enhancement that they wish to place on the head or neck incurs an increase of 10 Bio-E to its initial cost as the fur of the Mane is thick and dense, taking up the entire surface of the skin. Because of this, it is suggested that it is incorporated into the design at a later date, as it will grow around any weapon or sensor in the region.

All three of the Daughters have the ability to shed this Mane and grow another at their discretion. If they wish to grow a mane, it takes 24 hours to reach its full thickness, and like the incremental bonus of the Ablative Bark Armor, the hair will provide +15 M.D.C. to the head, neck and throat, per 6 hours of growth until it reaches its maximum of +65 M.D.C. after the 24 hour period.

Modified Chameleon Skin:

This Chameleon Skin system works nearly the same way as the original (page 83, **Splicers® RPG**), it just operates on different principles. Instead of being incorporated into the skin, there is a field generator system that is built into the connective tissue that is on the surface of every bone (Periosteum). The field is not only capable of replicating Chameleon Skin but also enjoys a few features common to the Stealth Field (page 85 of the **Splicers® RPG**), such as becoming mostly invisible to normal vision or infrared optics. This provides deterrence against infrared optics and targeting beams often utilized by the machines without the prerequisite of Chameleon Skin. It costs a little more than the original at Bio-E: 35.

Crystal Nails:

Her fingernails have been modified to grow strong shard crystals to deliver savage claw strikes (+2D6 M.D. to strikes with the hand). Normally, they are kept at a length that does not hamper the use of the fingers, but there are also special glands (similar to tear ducts) at the base of each nail that secrete a liquid form of the crystal that then binds with the original nail and hardens, thus extending the length of the nail, converting them into wicked crystal claws. She can grow these finger claws to two lengths, 6 inches (15 cm) and 1 foot (30 cm).

Duration: It takes 1 minute (4 melee rounds) to grow the 1 foot (30 cm) claws, and 30 seconds (2 melee rounds) to grow the 6 inch (15 cm) claws. Once established, they can stay attached permanently if the Daughter wishes.

M.D.C.: Each 1 foot claw has 30 while every 6 inch claw has 15.

Damage: Naturally, the normal claws do 2D6 M.D. + Splicer P.S. The 1 foot claws do 8D6 M.D. + Splicer P.S. The 6 inch claws do 4D6 M.D. + Splicer P.S.

Payload: Her Biotic form has enough of the liquid crystal medium to grow 3 sets of the 1 foot claws for each hand (6 sets of 6 inch claws for each hand, or any combination possible of the two). It takes 8 hours for the body to produce enough of the liquid crystal medium for one set of 1 foot claws for both pairs of hands.

At any point that she does not wish to have the claws, another substance is secreted that dissolves the crystal, returning them to normal.

The terrifying ability of these crystal claws is that they allow her to channel her lightning strikes. What this means is that if she strikes you with the claws, not only will you receive the damage from the claws themselves, but the lightning damage, and all its side effects (including the *Electrical Stunner*), making this an exceptionally crippling attack.

Penalty: When either length of the crystal claws is active, the daughter cannot use her hands for any skill that requires the use of her hands as the nails are too long. The only thing she could do is hold something like a melee weapon.

Suggested/Recommended Enhancements:

The following list has suggested enhancements for the third daughter that is inclusive to the enhancements already suggested for the Zapper Biotic. Unlike the Zapper, the Third Daughter will receive enhancements every two levels of advancement, with 45 Bio-E available for her transformations. However, the third daughter has a 15% chance of succumbing to an insanity listed

in the Biotic O.C.C. that plagues most beings that are overly exposed to such drastic transformations (see the **Splicers® RPG**).

- 2 Bio-Energy Expulsion Vents, one for each forearm, that are as streamlined and inconspicuous as possible, with the enhancement of Bio-Blades.
- Organic Thrusters.
- Supernatural Strength & Endurance.
- Heartless (see description).
- Regeneration: Superior.
- Advanced & Armored Eyes.

The Son of Chaos

I leave his path in your capable hands. I have imagined numerous paths for him, but I honestly couldn't settle on one specifically.

Some of My Thoughts:

- He becomes a Metamorph (pages 19–30, **The Rifter® #51**) that focuses on multiple demon forms, both humanoid and animalistic.
- He requests cloned versions of himself that have his memories and experiences. The heads and other parts of the bodies of the clones are grafted to the original's body in some form of multi-headed monster.

Hope Springs Eternal

As a subplot, Hope may be planning to transfer her consciousness into the body of a Neo-Sapient, or she could be designing a completely new form of sapient species (a one of a kind) for *her* personal transformation, so she can join the fight and contribute to the chaos.

Unique Plant Creations of House Pandorum

With a smile, the Chaos Lord said, “*My daughters are doing a wonderful job of creating Hell on Earth.*”

“*The land, the terrain, is the inconspicuous ally, the ever-vigilant defender, the stalwart sentinel. The requirement of a large contingency of troops to defend a territory is made redundant when the land itself is Hell's Pass.*” – Chaos Lord

The requirement of large numbers of defenders would give unwanted attention to a faction that wishes to remain secret and hidden; so much of Hope's effort has gone into designing plants the Daughters of Chaos can distribute far and wide throughout their *loose* territory and beyond.

Some of their plants are deliberately distributed throughout the land as the traveling parties make their rounds. This is achieved via a nifty creation nicknamed the **Eggpot**, because they look like an egg, and function like a plant pot. This one-time-use device houses one plant sapling in a state similar to when they are on the Host Armor, and the Eggpot can keep the sapling alive for one month once it is removed from the genepool. After that time has elapsed, the plant dies.

All anyone has to do is break the shell and place the sapling in the ground. The shell is biodegradable, leaving no evidence behind. Only plants that are designed to be planted in the ground can be put in plant pots, no plant that is designed to be a permanent attachment to the Host Armor can be used.

The catch is that it takes constant attention and nurturing from a Gardener to ensure the success of a plant progressing through sapling, immature and mature phases. These plants do not receive any attention. There is a 50% chance of the sapling becoming immature, and if it reaches that level, it has a 30% chance of reaching Maturity. If it is successful in achieving immaturity, but not maturity, the plant stays at the immature level.

“Predators are the embodiment of ingenuity, reflected in the many methods they have devised to catch their prey.” – Librarian Hope

Combining the many weapons employed by predators into inconspicuous plants, House Pandorum now has an assortment of plants that are the ultimate ambush predators and contributors to mayhem.

Please Note: Most of the plants listed here have been engineered to be either lethal or non-lethal. The House usually prefers to use the non-lethal versions within their territory, but beyond that, let chaos reign.

It is also common practice for the House to plant generic versions of the many plants they have designed to reduce suspicion until it is too late.

The Game Master may also wish to look at implementing some level of nutritional requirement for each of the carnivorous plants before they die of starvation if they do not get a good feed between tackling the Machine horde.

Arch Vine

Electric fences had been used for decades to keep livestock from getting out or stopping trespassers from getting in. The Arch Vine is the plant version of an electric fence, with the added arsenal of surge land mines. The Electric Eel was used as a base for this design and implemented into the plant.

When on the Host Armor, it appears like a piece of rope with three knots in it, and when planted, it acts like a creeper, growing over trees and rocks. The Daughters put a lot of effort into guiding the plant to grow a certain way over the landscape.

The rope-like part of the plant is an *Electric Fence Vine*, while the knots are *Surge Land Mines*.

It is not uncommon for the Daughters to encourage the growth of the surge mines around the bases of trees or in open areas.

This plant is commonly only found around the House's base of operations, the heart of their territory.

Bio-E Cost: 20

Growth Time: Sapling to Immature: 1D6+6 days. Immature to Mature: 1D4 weeks.

M.D.C.:

Immature: 10 M.D.C. per meter of the Electric Fence Vine, while each Surge Land Mine has 5 M.D.C.

Mature: Each meter of the Electric Fence Vine has 20 M.D.C., while each Surge Land Mine has 10 M.D.C.

The M.D.C. per meter of the vine is the amount required to sever the vine.

The runner between the vine and the Surge Land Mines has a minimal M.D.C. of 1 per meter of its length for both the Immature and Mature versions of the plant.

Damage:

The Electric Fence Vine delivers an electrical attack that is not visible to anyone, as the electricity is conducted through/within the victim, while the Surge Land Mines create a visible Ball of Lightning in all directions from its source.

Non-Lethal version: A strong Voltage is felt in the vines, jolting the individual and causing 2D6 S.D.C., while the surge mines do 5D6 S.D.C.

Lethal version: Instead of just a high voltage the plant also has high amperage, causing 3D12 M.D. for the vine and 1D4X10+5 M.D. for the mines.

Note: The effect of *Electrical Stunner* (page 85, **The Rifter® #50**) is included with *all* damage caused by the Arch Vine, for both lethal and non-lethal versions.

It is not uncommon for the daughters to plant multiple Arch Vines in close proximity to create spider web-style arrangements that cause overwhelming damage to a target.

Range: Immature: The Electric Fence Vine grows to a length of 16.5 yards (15 m). The vine can simply be stretched between two trees as one continuous line, or guided between many trees and rocks. The Surge Land Mines can reach a distance of 5.5 yards (5 m) from the vine and are normally connected to the vine at each end and one centrally.

Mature: The Electric Fence Vine grows to a length of 33 yards (30 m), while the Surge Land Mines can reach 11 yards (10 m) from the vine.

The Arch Vine's method of attack is delivered via direct contact only. Until someone literally touches the vine or steps on a mine, the plant will do nothing.

The Surge Mine is roughly 1 foot (30 cm) in diameter and is triggered on direct contact, but the Ball Lightning it creates covers a 10 foot (3 m) radius, damaging everything in its range.

The pressure switch on the mines can be adjusted by the Daughters, so they are not set off by the likes of a tiny animal like a rabbit or rat.

Optional Effect: Electricity is an amazing energy, and there are many factors that can be considered when concerning a plant that is designed to operate like an electric fence. The creation of a circuit for the electricity to flow (whether it's through the individual to the earth, or just through the individual) and whether or not the individual is Resistant to Electricity, are just some factors. If you wish to keep it simple for game purposes, you could simply have the individual who comes in contact with the Electric Fence Vine be the one who suffers damage, and for the Surge Land Mines, simply everyone within a mine's radius of effect. When concerned with the Electric Fence Vine component specifically; if the Game Master wishes, he can allow the Arch Vine to have a strong enough electrical current (voltage) to move through more than just the individual who is getting electrocuted. For Immature plants, the voltage could be strong enough to jump to a second person if they come in contact with the victim being electrocuted. For Mature plants the voltage could be strong enough to jump to a third person, via the electrocuted second person.

Payload:

Immature: The Electric Fence Vine has enough stored energy for four electrical attacks. Once an attack is delivered, it takes 2

hours to recharge one attack (8 hours for all four attacks). The Surge Land Mine has enough energy for one attack and will take 12 hours to recharge that attack.

Mature: The Electric Fence Vine has enough stored energy for six electrical attacks, while the Surge Land Mine has enough stored energy for two attacks.

It still takes 2 hours to recharge one attack for the vine and 12 hours for the mine.

Autonomous Combat Capabilities: The plant has a set payload of charges. For the Electric Fence Vine, these can be delivered simultaneously or consecutively.

Simultaneously, if more than one victim comes in contact with the vine at the same time.

Consecutively, if one individual unfortunately grabs onto the vine, as the electrical current will cause the muscles in the hands to contract involuntarily and strongly making a fist, thus gripping the vine unintentionally.

The plant is also impervious to Acid, Electricity, and normal (not M.D.) Fire & Cold.

Control Bonus: The Daughters can take control of the Arch Vine and suppress the automatic discharge of the plant, but that is rarely done. Taking control of the plant is done to alter the lethality of its electrical attacks.

Elder Plant Bonuses:

Each year the plant gains:

- An additional 5 M.D.C. per meter of the Electric Fence Vine until it reaches 40 M.D.C. per meter.
- An additional 5 M.D.C. towards each Surge Land Mine until they reach 50 M.D.C.
- An additional 1D4 M.D. to the fence vine until it reaches 1D4x10 M.D. while the surge mine gains an additional 1D6 M.D. towards its Ball Lightning until it reaches 1D6x10 M.D. (the non-lethal version does not increase in damage).
- The radius of the Surge Land Mine Ball Lightning increases by 1.5 feet (0.46 m) until it reaches a radius of 19 feet (5.8 m).
- The vine gains an additional charge until it reaches 10 charges.
- The time required to recharge the Surge Land Mine is reduced by 30 minutes, until it reaches 8 hours.

Dandelion

Hope remembers with fondness the times when, as a little girl, she would run through the fields, picking dandelions and blowing their seeds into the wind, watching as they drifted in the breeze.

Based off the plant *Taraxacum officinale*, Hope took a page out of the method of hunting employed by jellyfish and put it into the common Dandelion.

Each seed of the flower houses a harpoon that is designed to activate on contact. The venom of choice is from a species of Box Jellyfish, known as the Sea Wasp (*Chironex fleckeri*).

The harpoon within the seed only becomes active when a specific mechanism that is connected to the plant triggers it, ejecting the seed at the most opportune time. If someone simply brushes past the flower and dislodges seeds, the harpoon will not activate.

This inconspicuous plant is slightly bigger and sturdier than the original. Each flower has up to one hundred seed-barbs (80 + 1D4x5) that can be dispersed into the air.

The plant is quite an appetizer for herbivorous animals (natural and Splicer alike) and a delicious tea can be made from the seeds, as well as a spice for cooking (the toxins have no effect if they are ingested), so it is not uncommon to see a rabbit or goat eating the flowers. Allowing the plant to be edible to fauna was deliberate to reinforce its inconspicuous nature.

Bio-E Cost: 10, +5 for the *formication* enhancement (see later description).

Note: Once the enhancement is chosen, the plant can only produce one of the chemicals in its seeds at a time, so the controller must select which chemical they want the Dandelion to have each time a new plant grows on the Host Armor.

The standard flower has white seeds, while the formication version has yellow seeds.

Growth Time: It takes 1D4 weeks for the plant to grow from a sapling to a mature plant covering an area of roughly two square meters (21.5 sq. feet.)

Each plant has 2D6+8 flowers.

Each flower of the plant grows to a height of one to three feet (0.3-0.9 m).

Any flower (seeds and all) eaten or damaged, grows back in 2D4 days).

Any seeds ejected from a flower take 72 hours (3 days) to grow back.

These times have been deliberately kept at a longer period to avoid suspicion.

It is not uncommon for the generic plant to be grown among the Splicer form to contribute to the ruse.

M.D.C.: Each square meter (10.7 sq. ft) of ground covered will have an S.D.C. of 30.

Damage/Effect:

Sea Wasp Venom: The chemical binds with the many sensors (thermal, mechanical, etc.) in the skin and excites them to such a level that it induces an intense, debilitating pain, to the point where it feels like the skin is on fire (this sensation has been nicknamed by the Family as shadow/phantom fire). The information being sent back to the victim becomes an extreme blinding, burning pain, upon which the victim loses initiative, half of their melee attacks for 1D4 melee rounds and is -2 to strike, parry and dodge (if they have any automatic combat bonuses such as automatic dodge, they are lost for the first melee round as well).

There is a 15% chance that the pain is so intense that the victim will pass out for 1D4 melee rounds.

The non-lethal version simply causes the intense pain, whereas the lethal version has an additional chemical that also attacks the heart's nervous system and shuts it down.

Any living thing exposed to the non-lethal version has to roll to save vs non-lethal poison/toxin at 15 or better.

Any living creature exposed to the lethal version first has to roll to save vs lethal poison/toxin at 12 or better. If successful, then make a roll to save vs non-lethal poison/toxin at 14 or better. If this is too deadly for your campaign style then please feel free to remove the lethal version accordingly.

The Sea Wasp Venom is ineffective against: Slime Coating, Thick Fur, Reinforced Armor, Heavy Bio Armor plating, thick scales, or an active Bio-Force Field. The reason for this is because the sea wasp venom has to be injected into the skin so it can enter the blood stream.

Formication: Formication is the medical term for the disturbing sensation that can only be described as the feeling of insects crawling on your skin. It is extremely uncomfortable and distracting, and only the Swarm Lord is immune to the effects, as that is what they experience every second they are in their Host Armor. If he fails to save vs the toxin, for 1D4 melee rounds the victim loses initiative and is completely consumed with the need to scratch and brush at his flesh to get the insects off. He is also -2 to strike, parry and dodge (if he has any automatic combat bonuses such as automatic dodge, he loses them too).

The formication version of the plant does have a slight modification to the seeds. They do not have the same harpoons as the original version, instead they look like miniature shuttlecocks that release the chemical onto a surface upon impact.

Any living thing that has exposed skin (areas lacking protective armor, scales, chitin or thick fur) subjected to the formication has to roll to save vs non-lethal toxin at 14 or better.

The formication venom is only ineffective against an active Bio-Force Field or an individual completely sealed-off and protected by armor of thick fur. The Swarm Lord is also undeterred by the sensation.

To reduce suspicion of the plant's true nature, the toxins' effects are delayed 1D4x10 minutes after the victim comes in contact with the seeds. However they do give off a pungent odor that Gorehounds and any Host Armor or Warmount equipped with the carnivore, omnivore or herbivore metabolism will easily detect this plant's scent within a 10-foot radius (3 m). As a guide, the poison could compromise a Host Armor, Gorehound and possibly even a light war mount the size of a Strider with 1D4 melee rounds of severe pain, placing them into a temporary shock.

Range: The plant is designed to act like an explosion, dispersing the seeds over an area covering a 16 foot (4.9 m) radius around the plant, where they casually descend to the ground like miniature paratroopers, and sticking to anything that they land on during their descent.

The plant's root system acts like a series of pressure switches, covering a 6.5 foot (2 m) radius around the plant and only activating when significant weight is applied (say 330 lbs/149 kg) to a specific area. When they sense weight they send a signal to the flowers to eject their seeds.

Number of Affected: I leave this to the Game Master. You could simply have everyone within the range of the plant be affected, or a specific number, depending on their size and protection, such as: the dispersal of one payload of seeds will affect one "exposed" War Mount and its pilot, who both have to roll, or 2 Host Armor soldiers, or 4 humanoid-sized targets, (Roughneck, Biotic, Skinjob, Scarecrow etc.), or 1 Host Armor and 2 humanoids even in Living Body Armor, or 1-2 GoreHounds and the Pack Master, etc. However, please remember this affects only those who have open exposed skin or wounds that bypass dense protective armor, thick fur, chitin or scaled plating, as the small needles simply can't penetrate such thick hides.

As wind can play a part in reducing the targeted effect of the seeds, the Daughters plant the Dandelions in areas shielded from the strongest of winds.

However, if there is a strong breeze (above 20 mph, 32 km), the seeds will move with the direction of the wind and will disperse at a slow rate. Anything beyond a distance of 108 feet (33 m) from the plant is safe from the plant's effects. Anything within range that is downwind of the plant will be affected, however.

Payload:

The Dandelion has enough seeds among its flowers for three dispersals. It takes 48 hours for the plant to grow enough seeds for one dispersal/payload.

Autonomous Combat Capabilities: The Dandelion is a static plant; the only thing it can do is eject its seeds into the air. This plant is indiscriminate; it will release its seeds upon anything that has enough weight to trigger the pressure sensors.

Once the plant has dispersed one of its payloads, it will not release another for 2D4+2 minutes. Not even the Daughters can speed this up when they take control of the plant.

Control Bonus (in addition to the bonuses above): If one of the Daughters wishes, they can suppress the plant's reflexive reaction and activate the seed pods when they so desire, but even they cannot release another payload of seeds until the plant's internal clock permits it. They mainly take control to adjust the pressure switches.

Elder Plant Bonuses: None

Red Dragon and Dragon Fang

Based off the Opium poppy plant (*Papaver somniferum*), Red Dragon has hollow bulbs that are filled with an aerosol chemical cocktail (adrenaline, serotonin inhibitors, testosterone) that is designed to trigger an uncontrollable violent rage within the victim.

When released into the atmosphere, it is quickly absorbed into the bloodstream of its victims via the lungs and mucosal tissue of the eyes, nose and mouth. Because these chemicals are naturally produced by creatures like Host Armor and Warmounts, they do not trigger a defensive response. Instead, it has a similar effect to *Adrenaline Surge* on the victim, causing increased aggression.

Dragon Fang is an enhancement for Red Dragon (different color flower) that utilizes a different chemical. Instead of triggering uncontrollable rage, the chemical used is based off the venom from the *Funnel-Web Spider* for more lethal intent. It is not uncommon for the Daughters to plant both plants in close proximity to each other. The reason for this is because Red Dragon has an immediate effect on the victim (normally one melee round after inhalation), while Dragon Fang has a delayed effect (1D4+4 minutes after inhalation).

Bio-E Cost: 15 for Red Dragon, +10 for the Dragon Fang enhancement.

Once the enhancement is added to the plant, it can only produce one chemical cocktail at a time, so the Gardener has to choose which chemical the plant will have every time a sapling grows on the Host Armor.

Growth Time: It takes 1D4 weeks for the plant to grow from seedling to maturity and covers an area of roughly 1 square meter (10.7 sq. ft.)

Each plant has 9+1D6 flowers.

Any flower eaten or damaged takes 1D4 days to regrow.

Again, these plants are edible and a delicious tea or spice can be made from the bulbs/flowers.

The plant's edibility is achieved by storing the chemicals in an inert state within the bulb, which only become dangerous when the plant activates the bulb to disperse the chemicals. If someone pops the bulb the chemicals will be released but will have no effect.

M.D.C.: Either form has a number of bulbs with a total S.D.C. of 30.

Damage/Effect:

Red Dragon is always non-lethal and if a victim fails their role they enter a *Blind Fury*, savagely and uncontrollably attacking friend or foe within their vicinity for 1D4 minutes. After the body breaks down the chemicals, their heightened aggression and physical effort tires them, causing them to lose initiative, half their attacks and leaves them at -2 to strike, parry and dodge. They also cannot run for 1D6 minutes.

Red Dragon: Roll to save vs non-lethal poison/toxin at 17 or better.

The reason for such a high penalty for the victim is that all these chemicals are produced naturally in the body; they are not synthetic or foreign in nature, so the creature has to literally metabolize (break down) the chemical for the effect to wear off.

Because there is a delayed effect between Red Dragon and Dragon Fang, when the victim is recovering from the effects of the Red Dragon the symptoms from Dragon Fang begin.

Dragon Fang can be either lethal or non-lethal.

Dragon Fang, Non-Lethal Version: Roll to save vs non-lethal poison/toxin 17 or better.

On a failed roll to save, Dragon Fang proceeds to incapacitate the victim by overloading the body's many chemical processes, *accelerating everything*.

For game purposes, it would place the victim into something akin to uncontrollable convulsions as their muscles would experience severe spasms, causing them to become rigid due to continuous contraction. They would sweat profusely whilst also having goosebumps. Their heart rate and blood pressure would increase dramatically. They will also experience the sensation of tingling in the face, hands and feet, shortness of breath, nausea and vomiting. This continues for 1D4 minutes.

If the victim was only affected by Dragon Fang, then like Red Dragon, they lose initiative, half their attacks, they cannot run, and are -2 to strike, parry and dodge for 1D6 minutes.

If the victim is affected by Dragon Fang after the effects of Red Dragon, he loses initiative, all but two attacks, cannot even walk for 1D6+10 minutes, and is -3 to strike, parry and dodge for 1D4x10 minutes. It would not be out of the realm of possibility for the victim to require up to an hour of sleep to recover from the ordeal.

Dragon Fang, Lethal Version: First, roll to save vs lethal poison/toxin at 13 or better, and if you are successful, then roll to save vs non-lethal poison/toxin.

If you are successful then you experience no ill effects; if you fail, follow the effects for the non-lethal version as described earlier.

If one fails to save vs lethal poison/toxin then he will experience the effects of the non-lethal version. The victim loses half their attacks per melee round, cannot walk for 3D6+20 minutes, and is -5 to strike, parry and dodge for 1D6x10 minutes, requiring 1D4 hours to fully recover from the ill effects. In the field where machines, Wastecrawlers and other rival Splicers or deadly predators roam, this is often a death sentence for Splicers.

Range: The chemicals are sprayed into the air, covering a range of 16 feet (4.9 m) around the plant.

The plant's root system acts like pressure switches, covering a 6.5 foot (2 m) radius around the plant and only activates when significant weight is applied (say 330 lbs/149 kg) to a specific area. They send a signal to the flowers to release the chemical cocktail.

Much like the Dandelion, if the wind is too strong (above 20 mph/32 km) it disperses the chemicals too much for them to be effective. But anyone downwind up to 61 feet (20 m) from the plant will still suffer the effects. That is why these types of plants are placed in areas shielded from strong winds.

When the aerosol chemicals are dispersed over its area of effect, they stay in an effective concentration for 1D4 melee rounds before becoming ineffective and breaking down due to dilution in the atmosphere.

Note: The Dandelion's chemicals can also be reversed rapidly by washing away and thoroughly diluting the exposed area with water. If swallowed, induce vomiting with plenty of water and repeat at least four times to reduce the affects by half.

Number of Affected: Again, I leave this to the Game Master, and the plant could have the same effect as the Dandelion.

Payload:

The plant has enough bulbs for three full aerosol dispersals.

Like the Dandelion, the plant will release only one of its payloads every 2D4+2 minutes and will continue to release its payload while the pressure sensors are triggered or unless the Daughters choose to inhibit the release. It takes the plant 48 hours to produce enough of the chemicals for one dispersal/payload.

Autonomous Combat Capabilities: The plant is static; it simply releases its chemical cocktail when anything of significant weight triggers the pressure sensors.

Control Bonus (in addition to the bonuses above): If the Daughters wish, they can take control of the plant and inhibit the trigger mechanism, and release the chemical cocktail at their discretion. But they cannot speed up the release of the aerosol. The main reason the Daughters take control is to adjust the pressure switch.

Elder Plant Bonuses: None.

Rusty Nail

This is another enhancement for **Red Dragon**, but this one is targeted against the Machine and not organic creatures. The name Rusty Nail was taken from a popular cocktail in the day, and to reflect the effect of the plant. The chemical cocktail is actually the same as the *Viral Immobilizer*. The bulbs of this version have a golden brown color to them.

Bio-E: +10. The creator must choose what chemical the plant will produce every time a sapling grows on the armor.

Damage/Effect: Follow the processes as described on pages 106-107 of the **Splicers® RPG**.

This version of the plant was designed solely for the Machine. To make sure that it only attacks the Machine, a clever sensory system that acts like a metal detector is incorporated into the bulbs. The plant can detect metal within a range of 30 feet (9.1 m), and, when combined with the information from the pressure switches in the root system, its deadly payload is always on target.

Deadwood

“Every time I saw a dead tree, I imagined they were the hands of the dead reaching from their earthen grave to drag us to Hell. Now, when I see them, I know that Hell will never go hungry.”
–Daughter of Chaos

Due to the success of Cape Fear, Librarian Hope designed a new plant along the same path. Deadwood, as the name suggests, is an accurate description of the illusion the plant employs to conceal its true nature. To look at it, it appears to simply be a dead tree, dotted with holes on the trunk and branches, but hidden inside is the cousin of Cape Fear.

Hope wanted a carnivorous plant that looked and functioned similar to an octopus, whilst employing the nature of the hermit crab and able to set up home in a tree.

Appearing on the Host Armor as a hairy mole the size of a Lawn Bowl, half embedded in the flesh. When removed, the octopus appearance is revealed. Though Deadwood appears similar to an octopus when not in a tree, its body also has the same dynamic flexibility of octopi (if the beak of an octopus can fit through a hole, its whole body can); so its shape adjusts in accordance with the tree it inhabits.

Because this predatory plant is designed to take on the likes of Dreadguards and most War Mounts, it needs space to grow, but mainly, it needs adequate protection, and that is why a tree of significant size is required to protect the plant from attack, whilst being a great way to conceal its true nature.

It is recommended that the tree to be selected for the plant should have a diameter of no less than 3 feet (0.9 m) for the main trunk and a height of 10 feet (3 m). Main branches are definitely preferable but not required.

Live trees are preferred, as they are easier for the plant to integrate into and convert, due to the amount of water in a living tree compared to a dead one.

The maximum the tree should be is about 15-25 feet (4.6-7.6 m) in height as it would take considerable time to convert the whole tree, and the plant will overextend itself and incur penalties to its combat abilities. (Game Master’s discretion, but it is suggested that their range and combat bonuses are reduced.)

The discerning difference between Deadwood and Cape Fear is that Deadwood is an active predator; it senses its environment and will strike at the most opportune time. Because of this approach, the design of the plant is dangerously pushing the boundary of sentience. Though lacking a central nervous system, it does have a series of neural lobes distributed at specific points throughout the main body to aid in processing sensory information, coordinating strikes and responding to threats.

With the octopus design, the eight tentacles are actually tongues, one of the two ways the plant feeds. The plant feeds vampirically via the tongues while it eats flesh with its beaked maw, located centrally on the belly side of the main body. Initially, like Cape Fear, Deadwood feeds on insects and small animals such as rodents, birds and snakes. But once it has matured it can tackle larger prey like Biotics, Dreadguards and War Mounts.

The tongues of Deadwood can be described as a combination of the long, sticky tongues employed by insect-eating animals and the rough, sandpaper textured tongue of cats. In actuality, the tongues are covered in very small thorns that act like the dia-

mond-tipped teeth of a sawblade, whilst being covered in sticky mucus that is rich in a substance called *glycoprotein*.

The tongue also secretes a powerful anticoagulant which inhibits the blood from clotting; those who have the *Quick Clotting Blood* enhancement are immune.

The tongues are designed to constrict/crush the victim, while the thorns shred the flesh. It is the shredding that allows the plant to feed on the blood as it is absorbed into pores found along the channels between the thorns.

Each tongue also ends in a wicked bone barb that it commonly uses to impale victims.

It is not uncommon for the plant to wrap a number of its tongues around a victim, bleed it dry, then proceed to tear it limb from limb and deliver the flesh into its waiting maw.

The maw is commonly accessible by one of the larger hollows, normally at the base of the main trunk. The maw always faces down and is recessed above the large hollow to provide protection, and avoid direct access. The tongues emerge from the tree via the many holes dotting its surface.

Once established in its new home (seedling to immature), the plant begins to petrify the plant matter of the tree into dense M.D.C. bone extracted from its victims. If the Daughters wish the plant to be fully operational before it begins to tackle their chosen targets, they could assist the plant in its conversion of the tree by providing a constant source of *Blood & Bone* fertilizer.

The fine hair on the surface of the body of the plant (not on the tongues or the maw) is both a root system and sensors. The roots don’t feed the plant, but instead penetrate the wood of the tree and slowly convert it into M.D.C. bone.

The sensors travel through the tree until they are through the bark. There they provide the plant with an assortment of sensory information about its environment. *Thermal* and *Chemical* sensors dominate the bark of the tree, while *Seismic* and *Pressure* sensors are dotted just below the surface of the soil around the tree.

Once the tree has been fully converted to bone and the sensors have been established, the plant sheds the hair, like a snake shedding its skin. Once this is done, the plant secretes mucus that acts like a conductive gel, relaying the information from the sensors to the main body.

The plant sheds the hairs, so as to separate itself from its home, thus enabling it to go through the same process again with another tree. This allows the Daughters to remove the plant and establish it in another location. It is not uncommon for the Daughters to have a considerable number of trees transformed in a designated zone where they rotate the placement of the plants.

Bio-E Cost: 40

Growth Time: The gelatinous mount is placed at the base of the tree where it proceeds to burrow into the heart of the trunk and slowly convert the tree matter into M.D.C. bone.

Conversion of the Tree to M.D.C. Bone:

2D4+6 weeks to convert half the tree into M.D.C. bone. Another 3D4+4 weeks to complete the process, converting the entire tree into M.D.C. bone.

Note: If a dead tree is selected for conversion, add an additional 2 weeks for both periods of conversion required, as it takes longer for the root system to penetrate the tree and convert it to bone.

The Deadwood Plant:

Sapling to Immature: 1D6+2 weeks. Immature to Mature: 2D6+2 weeks.

M.D.C. of the Plant:

Immature: 50 M.D.C. for the Main Body, 25 M.D.C. per tongue (amount required to sever the tongue), and the maw has 20 M.D.C.

Mature: 100 M.D.C. for the Main Body, 50 M.D.C. per tongue, and 40 M.D.C. for the maw.

M.D.C. of the Converted Tree:

Immature: The plant will have converted half of the tree to bone, providing 1D4x50+100 M.D.C. for the trunk and 1D4x25 M.D.C. for every main branch.

There may be a number of small branches, but they are merely cosmetic and play no part in the function of the plant, but each will have 5-15 M.D.C.

Mature: By this stage the plant has converted the entire tree into M.D.C. bone, providing 1D4x100+200 M.D.C. for the trunk, while each main branch has 1D8x10+100 M.D.C. There may be a number of smaller branches but they are merely cosmetic and play no part in the home of the plant but each will have from 10-25 M.D.C.

The amounts mentioned above are for aboveground; the root system is also converted.

Immature Root System: Has 1D4x10+120 M.D.C., while the Mature Root System has 1D8x100+220 M.D.C.

Note: Once Deadwood has fully converted one tree to bone, if the Daughter coaxes it out and begins the process again with another tree, the plant itself would have already reached its *mature* level and will progress to its **Elder Plant Bonuses**. It will be the tree itself that goes through the Immature and Mature Growth Phases.

The plant can repair the tree at a rate of 4D6 M.D.C. per 4 hours.

Damage: Once the plant has determined that its prey is within range, a coordinated attack from a number of the tongues will strike with lightning speed in an attempt to pierce it with their bone spikes, whilst others attempt to entangle it, crushing and shredding. Each tongue has a Splicer P.S. of 30.

The plant's initial attack is an ambush strike and it receives a +2 for initiative for the first melee round of combat, but no consecutive bonuses are given to initiative once combat has begun.

When the plant entangles a victim, the rough surface of the tongue acts like Velcro, digging into the flesh, while the glycoprotein also aids in restraining the victim and reducing the odds of escape, incurring a penalty of -20% to the *Escape Artist* skill. If the victim has *Slime Coating* they still receive a penalty of -10% to *Escape Artist*.

Each tongue that contributes to entangling the victim will increase the penalty to escape by an additional 20%/10% (the second percentage is for those with *Slime Coating*). If three or more of the tongues entangle a victim they are unable to escape.

The damage inflicted by the plant is twofold. Once entangled, the plant simultaneously crushes you while the tongues drink your blood – blood that you will begin to lose immediately.

Each tongue is filled with muscle, providing a Splicer P.S. of 30. The plant attempts to crush its victim quickly so as to minimize damage to itself from struggling prey.

Combination Crush Attack & Shredding Attack: 3D6 M.D. per Crush Attack + Splicer P.S. punch damage, while the Shredding action of the Thorned Tongues adds an additional +1D8 M.D. per attack.

Impaling Attack: The bone spear tips of the tongue are used for this attack, inflicting 3D8 M.D. On a Critical Strike, it does twice the damage but also impales the target, upon which the tongue deliberately breaks the bone spear off inside its victim's body. The spear can either be surgically removed or forcefully pulled out with a combined Splicer/Robot Strength of 36, but an additional 1D10 M.D. is inflicted in doing so. The spear also has a 15% chance of injecting the wound with the same anticoagulant, which stops the victim's blood from clotting. **Note:** This anticoagulant is potent, but is neutralized by the enhancement of Quick Clotting Blood or rinsing 1D4 melee rounds with water or 1 melee action with antibiotics or medical cleansers.

Slash Attack: Instead of attempting to impale the victim, sometime the tongues use the bone barbs to slash and cut. The bone barb adds +2D4 M.D. to the normal strike damage from the strength of the tongue.

Maw: The powerful beaked maw does an impressive 3D10 M.D. as it is designed to cut through flesh and bone.

Range: The 8 tongues for immature plants have a reach of 13 feet (4 m) outside the tree. Mature plants have tongues that have a reach of 26 feet (8 m) outside the tree.

Note: Though it might appear as a discrepancy with the reach of the tongues outside the tree, considering that branches from the main trunk are at different heights, but bear in mind that the main body is quite flexible and moves with the tongue through the tree. When not in a tree, the tongues are the same length/reach.

The neural lobes help the plant process sensory information from the four senses (Seismic, Pressure, Thermal and Chemical) to determine the size, location and number of potential victims. The Thermal receptors that act like *Heat-Pits* (page 81, **Splicers® RPG**) enable it to sense heat in a 30 foot (9.1 m) radius around the plant.

For the chemical senses, as a guide, the *Enhanced Senses & Forked Tongue* (page 81, **Splicers® RPG**) may help in understanding how the plant could use this sense. The *Seismic Sense* (page 82, **Splicers® RPG**) provides a little heads up for the approach of potential victims.

Autonomous Combat Capabilities: Immature: Each tongue has 2 attacks per melee round, +1 to entangle & strike. Mature: Each tongue has 3 attacks per melee round, +3 to entangle & strike.

For both immature and mature versions of the plant, four of the tongues can attack the same target at the same time.

The bonus to entangle & strike is high due to the glycoprotein, the texture of the tongues and the speed they possess.

Fish out of Water: If the Deadwood plant leaves its tree it is completely vulnerable, losing all of its senses other than the sensation of touch. It instinctively rolls around and flails its tongues to keep threats at a distance, but anything willing to destroy the plant should do it from afar, as the plant has the same number of attacks and combat bonuses, but now is up close and personal. A common tactic the plant uses in this situation is to completely wrap itself around a victim and proceed to bite into them with its maw.

Panic Room: The plant establishes a chamber for itself at the heart of the tree trunk, carving a series of tunnels that connect

to the main chamber, allowing its tongues to move through the tree. When the plant is significantly threatened, it will retract all its tongues and enter its panic room. The plant creates a number of small chambers (2-3) that it enters through an opening just big enough for its beak to squeeze through.

Solid Ground: Similar to Cape Fear, Deadwood reinforces the ground around it, making it difficult to uproot the tree. It does this by expanding the existing tree root system (greater depth and radius) while converting it into M.D.C. bone as well.

Due to the total weight of the tree and the enhanced root system, it would take a combined Supernatural P.S. of 55 to uproot the whole tree.

Because the root system is also M.D.C. bone, it cannot be easily dug through, and is easier to be dug around. Only someone or something using Energy weapons, M.D.C. blades or tools that cut, dig or burrow can get through the Deadwood bone. Heavy projectile weapons do half damage, while extreme temperature weapons such as incendiary, napalm, plasma or fire do double damage. However, if one chooses to dig up and expose the entire root system the entire weight of a Deadwood tree would be no less than 4+1D4 tons.

Control Bonus (in addition to the bonuses above): This plant was not designed to be controlled by a Gardener; instead the Gardener can connect with the plant to coax it out of its home and relocate to another. They can also take control of the plant to alter the setting for the pressure senses.

Elder Plant Bonuses:

Each year:

- Another 5 M.D.C. is added to each tongue until they reach 50 M.D.C. This is how much M.D. must be inflicted to sever the tongue.

- Another 10 M.D.C. is added to the main body until it reaches 150 M.D.C.

- Another 5 M.D.C. is added to the Maw until it reaches 40 M.D.C.

- Another 1.6 feet (0.5 m) is added to the length of the tongues until they reach 32 feet (9.8 m) in length.

The next two plants (**Lockjaws & Snafu**) were designed with input from the Chaos Lord.

Lockjaws

“Even if the enemy marches in the thousands, you can defeat them – if you reduce their approach to a crawl.” – Chaos Lord

“How can an enemy close the distance, if every step could bring death?” – Chaos Lord

Though they can kill on their own accord, they were designed mainly to slow the enemy down, allowing members of the House to escape or to provide a quick execution from more devastating means.

Lockjaws are designed from the carnivorous plant known commonly as the Snap Trap (*Dionaea muscipula*). Though they can catch and feed on animals up to the size of an average canine, their main purpose is to incapacitate/cripple or slow down the approach of potential Splicer or Machine threats.

When on the Gardener’s Host Armor, the Lockjaw appears like a smaller version of Cape Fear, but the shell is a dark green.

When planted, the bulb is placed 6.5 feet (2 m) underground, where four vines proceed to grow just under the surface of the soil. When they reach their designated length, the lockjaw traps begin to grow at the end of the vine.

The traps are the only visible part of the plant from the surface. To help completely conceal itself, the exposed portions are covered with fine hairs that can vibrate to shift sand and soil over its surface, camouflaging itself. Once the trap is set, it takes 6 hours for the plant to cover its surface, fully concealing itself. Once this process is complete, the entire plant is concealed, nearly undetectable, until you literally step on it. Characters with either the skills of Hunting, Identify Plants & Fruits or Track & Trap Animals have a +15% chance of being able to recognize the foliage and soil disruption signs of this predatory plant, able to tell that one or more is hidden nearby.

The lockjaw traps work on a pressure switch mechanism that is situated at the center of the trap. The specific weight that triggers the traps can be controlled by the Daughters, but is commonly set at 11 pounds (5 kg). The circumference of the traps has three rings of recessed teeth that look like metal studs which extend when the trap is sprung.

The Lockjaw has an impressive adaptation to help snare its victim. When the trap is sprung and it snaps shut, it begins to mold itself around the target, making a snug fit like a second skin.

At the center of every Lockjaw there is an amazing gland that secretes a myriad of substances to attract various fauna to its location. The odors used range from urine (commonly used for scent marking), feces of herbivorous animals, and the acrid smell of decaying animal matter. The decaying animal matter scent is easily detected by predators and scavengers, who find the scent irresistible. The Daughters can change what odor the plant produces or stop it from producing anything when they take control of the plant.

Though the Lockjaw is a successful predatory plant, easily catching small animals, its primary purpose was to interrupt the approach of a threat to the House.

The plant was designed with both the Machine and Splicers in mind, so the House implemented special sensors in the plant to detect whether its prey is organic or inorganic and act accordingly.

Inorganic Victims: *Catch and Release* is the phrase used to describe how the plant reacts to inorganic victims. Once the plant detects that it has snared something inorganic, it immediately pumps a large quantity of strong acids into the jaw trap, causing the trap itself to distend (swell). Once that process is complete (2 melee round), the vine that is linked to the trap severs its connection (takes 1 melee action), detaching the trap from the plant.

This method of attack substantially reduces the odds of having a crippled robot within the immediate vicinity.

This severing of connection activates a timer in the trap, rigging it to explode in one minute, spewing the acid over everything in a 10 foot (3 m) radius.

If the jaw trap is destroyed before the timer counts down, it will still explode, releasing its volatile payload, but only over a 3 foot (0.9 m) radius.

Organic Victims: Unlike inorganic victims, the vine does not sever the connection, instead, strong hydrostat muscles contract and make the vine completely rigid, rendering the Lockjaw immovable. A combined Splicer P.S. of 40 is required to bend the

vine (bend, but not sever). To sever the vine it needs to be exposed and damage inflicted towards it) the vine, thus allowing the victim some movement while trapped in the Lockjaw.

When it captures an organic victim, pores on the trap's surface rapidly secrete *Digestive Enzymes* into the trap to dissolve, severely burning or at least sever the snared limb/appendage to hopefully cause a fatal injury.

The plant has an unusual method of feeding. It doesn't feed through the traps, instead the liquefied slurry of its victim oozes out of the trap from the underside via pores that allow the processed matter to pass through. There the liquid is absorbed and digested through the root system.

Bio-E Cost: 20

Growth Time: Sapling to Immature: 1D4 weeks. Immature to Mature: 1D4 weeks.

M.D.C.:

Immature: The Bulb has 3D12 M.D.C., each vine that links the jaw traps to the Bulb has 20 M.D.C. (the amount required to sever them), and the jaw traps have 40 M.D.C. each.

Mature: The Bulb has 3D12+30 M.D.C., each vine has 3D8 M.D.C. per meter, and the jaw traps have 100 M.D.C. each.

Damage: The damage from the trap is twofold. The initial snapping shut of the trap inflicts 4D8 M.D. and for the for the next 8 melee rounds (1 minutes), the plant continues with a crush attack, causing an additional 1D8 M.D. per melee round.

For inorganic prey, the plant produces a powerful acid that does minimal damage to organic creatures (1D4 S.D.C.) but will do 3D8 M.D. for 1D4 melee rounds to materials such as metals and metal alloys, plastics, ceramics, and the like.

The acid will damage everything within its splash range when it either explodes or is destroyed.

For organic prey, the plant secretes powerful digestive enzymes that do 2D8 M.D. per melee round.

Range: For Immature plants, the vines grow to a length that allows the traps to reach a distance of 10 feet (3 m) from the Bulb. For Mature plants, the vines grow to a length that allows the traps to reach a distance of 20 feet (6 m) from the Bulb.

Immature jaw traps have a radius of 2 feet (0.6 m), while the Mature jaw traps have a radius of 4 feet (1.2 m).

The Root System (growing off the shell of the Bulb) will reach a range of 16 feet (4.9 m) from the Bulb for an Immature plant, while a Mature plant will have a root system that will cover an area of 32 feet (9.8 m) around the Bulb.

Payload: The Immature plant has 4 jaw traps active at any one time. Mature plants have 6 jaw traps active at any one time. Eventually the plant will have 8 jaws active at once.

Autonomous Combat Capabilities: The plant is completely passive, with no motility in the vines linking the traps to the central bulb, as they are not prehensile. The traps work solely on built-in triggers and will snap shut the moment the pressure switch is triggered.

Because the trap is concealed and not detected by most sensors or senses (because it is a plant), its one and only attack is a surprise attack that has an initiative of +4 (only a +1 against Gorehounds familiar with its scent). The attack cannot be parried, but it can be dodged, only at a penalty of -3.

Each trap has one attack. If it fails to catch its prey it takes 1D4+1 minutes to reset the trap, and the standard time for it to conceal itself again, but by this time the plant is exposed, easily detectable, and with no way to protect itself. The only hope the plant has is that anything that wishes to harm it is caught by one of the concealed traps.

Explosive End: The central bulb is similar to Cape Fear in that it grows a dense M.D.C. shell, but it does not anchor the plant into the ground; instead it is used as an explosive. Once the bulb is uprooted it will detonate, basically a giant biological frag grenade. This frag grenade does an impressive 1D4x10 M.D. to everything in a 30 foot (9.1 m) radius. The only way to avoid damage is to dodge behind something large and heavy.

This explosion kills the plant. Much like the traps, the bulb has a one minute timer that is triggered when the bulb is separated from its root system.

Splicer/Robot P.S. of 40 is required to open the jaws of the Lockjaw.

This is considerably high, due to a combination of the strength of the jaw trap itself, but also due to its habit of molding itself to what it has trapped.

Control Bonus (in addition to the bonuses above): If they wish, the Daughters can take control of the plant and suppress the reflexive nature of the trap being sprung, and can spring the trap whenever they see fit, but they very rarely do this, and are content to leave the plant to its own devices.

They do, however, take control of the plant regularly to change the odor the trap produces, or to alter the weight required to trigger the pressure switch.

Elder Plant Bonuses:

Every 3 years the plant gains:

- An additional jaw trap until it reaches a total of 8.

- The Bulb increases in M.D.C. by 1D6 until it reaches 96 M.D.C.

- The Vines increase by 4 M.D.C. until they reach 48 M.D.C.

- The Traps increase by 5 M.D.C. until they reach 150 M.D.C.

Snafu & Coffin

The Snafu and Coffin were designed from the plant known commonly as the Pitfall Trap, or Pitcher Plant (*Heliamphora chimantensis*). A carnivorous plant that catches prey in a hollow tube filled with either digestive enzymes or bacteria.

Because they were designed for much larger prey, the hollow tube actually grows in the ground, acting like a sinkhole, waiting for unsuspecting victims to fall into its waiting mouth.

Initially, only the Snafu was designed, as the Chaos Lord wanted a simple plant that could act as a snare trap, but the Daughters saw another potential for the Snafu, and the Coffin was conceived.

The Snafu was designed to be a nuisance, while the Coffin was designed to catch some enemies whole, while also conditioning the soil by removing the evidence of previous victims.

Snafu are planted everywhere, while the Coffin is normally kept close to the House, but sometimes the Daughters will plant them away from their core territory just to cause mayhem.

For both versions of the plant there is a trapdoor-like leaf at ground level that opens downwards into the tube. Like the Lockjaw, on its top surface are tiny hairs that undulate and move soil

and leaf litter over its surface to provide camouflage. Once the trap has been sprung, it takes a good 6 hours for the leaf lid to reposition itself and completely conceal itself again.

Though the Coffin is a successful carnivorous plant, the Daughters designed them to dispose of the bodies from unavoidable skirmishes, and as a soil conditioner. The Coffin can process organic matter quickly and distributes what it doesn't eat into the nearby soil.

Bio-E Cost: 10 points for the Snafu and 15 for the Coffin (20 if the Daughters wish to enhance the Coffin with the ability to collect and process the neurochemicals).

Growth Time: It takes 1D4 weeks for the Snafu to grow from a seedling to a mature plant.

For the Coffin, it takes 2D6 weeks (14-56 days) for the plant to grow from a seedling to a mature plant.

The Snafu, when mature, is 3 feet (0.9 m) deep with a diameter of 2 feet (0.6 m).

The Coffin, when mature, is 12 feet (3.7 m) deep, with a diameter of 5 feet (1.5 m).

The plant keeps the digestive enzymes at a constant level of 6 feet (1.8 m) for the Coffin and 2 feet (0.6 m) deep for the Snafu.

M.D.C.: Because the plant suffers damage from thrashing, panicking prey, Hope needed to make sure the plant could tolerate defensive attacks and escape attempts long enough for it to drown the prey, or for the digestive process to cause enough damage.

Both plants have a thick, multilayered lining with an M.D.C. of 50. The Coffin has a dual lining for a total of 100 M.D.C.

Snafu Trapdoor Lid: 50 M.D.C.

Coffin Trapdoor Lid: 100 M.D.C.

Note: Any explosive-type weapon thrown into the plant will do double damage to whatever is in the plant and the plant itself due to the liquid medium.

Damage: For both plants, the digestive enzymes in the tubing begin to digest the victim immediately on contact and will cause 1D8 M.D. per melee round to every region of the body that is in contact with the medium until it is completely liquefied.

This damage is continuous while the target is trapped by the plant. If, for whatever reason the victim escapes, they suffer the same damage to every region of their body for 1D4 melee rounds or until the liquid is completely rinsed off in water.

Both plants are carnivorous and need to feed frequently on organic material. However, they were designed to damage machines as well. For the Snafu it is not much of a problem as they were designed to be easily escapable for larger prey such as a Host Armor or Slicer-Bot, but still cause significant damage. It is the Coffins that are exposed to dangerous levels of toxic substances from synthetic prey. That is why most Coffins are kept close to the Heart of the House's territory – for use by the Daughters to process unfortunate wanderers. To tackle this problem, the plant has a remarkable adaptation coined the *Gastric Purge*.

Gastric Purge: This ability is given to the Coffin in order to expel the buildup of toxic substances in the liquid medium from synthetic components which would eventually poison and kill the plant. If whenever the plant captures a robot, after a designated period of time (2D4 melee rounds) the inner lining of the plant's tube blisters off the surface and will proceed to invert (prolapse) itself violently, expelling the entire contents of the chamber in an attempt to move the robot as far away from itself as possible. This

action is strong enough to expel a robot as far as 4D4 feet (1.2 to 4.9 m) from the plant.

Once the robot has been expelled, the digestive enzymes continue to do damage to every region exposed for 2D4 melee rounds.

The inner lining that blistered off detaches from the plant like a bag in a trash bin, and the now exposed surface of the tube becomes the new lining. It takes a full 2 days for the plant to draw enough water from the surrounding soil to refill the tube, but by the time the Coffin has filled the chamber with 3 feet (0.9 m) of the liquid medium, the lid will return to its normal state.

If need be, the Coffin can expel 3 synthetic victims consecutively without feeding on something organic, but it will die after the third purge.

To sustain itself, the Coffin needs to feed on at least one decent meal somewhere after the first purge and before the third. What this means is, if the Coffin had to purge a robot, if its next victim was organic, the plant could then purge three robots after that. If the plant doesn't feed on at least one decent, organic meal before the third purge, it will die. It can purge three consecutive times before it dies of malnourishment.

Alternative to Gastric Purge: Kill Switch

Instead of creating such a noticeable spectacle in purging a trapped robot, the Coffin can live up to its name and become the resting place for the entombed victim. If the plant detects that the victim is synthetic, or if the plant is sustaining too much damage while the victim attempts to escape, the plant will activate the kill switch. In doing this, the plant releases a chemical into the chamber that turns the liquid medium into a kind of rapid-setting organic concrete (3 melee rounds), trapping the victim and killing the plant.

Escaping the Coffin: The Coffin is not inescapable, but time is of the essence, and the plant has some systems in place to make escape more challenging. First and foremost, the trap-door lid needs to be destroyed or pried open first if the victim is to have any chance of escaping. For both plants, to pry the lid open, either the necessary weight is required to push the lid down (see weight limits described later), or a combined Robot/Splicer P.S. of 32 is required to lift the lid up.

Once the lid is dealt with, it is simply a matter of either being tall enough to pull yourself out, or you or an aid has the means to assist in climbing out. For gaming purposes, anything that can fit into the tube that is 10 feet (3 m) in height/length or greater, should be able to reach out of the Coffin and climb out. Escaping can be extremely difficult for most victims that are 8 feet (2.4 m) in height/length or less.

It is important to note that apart from the damage inflicted to the victim by the digestive enzymes, the chemicals in the liquid medium also affect the surface tension of the liquid, making floating and treading water extremely difficult, if not impossible.

The inner lining of the tube is extremely smooth and slippery with no cracks or protrusions, making it difficult to climb or brace against the inner walls. Anyone who cannot reach outside the tube in any way and attempts to climb up the walls of the Coffin will incur a penalty of -35% to their Climb skill.

The best option is to literally dig into the walls of the tube with some sort of weapon or tool that is a blade, spike or horn. If 10 M.D. is done to a fist-sized region of the tube, you can make a hole that can be used as a foothold.

Those with wings are unable to spread their wings far enough to produce lift. Anyone with organic thrusters, or the equivalent, can technically fly out of the Coffin once the lid is destroyed, but they will suffer considerable damage due to the thrusters sucking up the digestive enzymes.

Snafu Mud Trap: The digestive enzymes in the Snafu have a consistency similar to that of mud. This was deliberate, as anyone who steps into the Snafu will require a combined Robot/Splicer P.S. of 30 to pull the limb/appendage out of the thick enzyme mix due to its high viscosity and the suction effect of the medium.

Range: Direct contact only. The leaf lids of these plants are quite sturdy and are set to collapse after a certain weight is applied. This weight is easily adjusted by the Daughters but the plants also have a maximum limit at which the leaf lid cannot support, forcing it to collapse. For the Snafu, it is normally set at 2.2 pounds (1 kg) to a maximum of 176 pounds (80 kg). The Snafu cannot resist collapsing the lid beyond the maximum weight. For the Coffin, it is normally set at 22 pounds (10 kg) to a maximum of 352 pounds (158 kg). The Coffin cannot keep the leaf lid shut beyond the maximum weight.

Control Bonus: As stated earlier, the Daughters can adjust the weight required to trigger the collapse of the trap-door leaf lid.

Autonomous Combat Capabilities, Payload, Elder Plant Bonus: None.

Lasher

A whip can do severe damage, and when Hope looked over all the *Tentacle Scourges* at the Splicers' disposal, she wanted the Daughters to have a plant that could cause the same damage. The Lasher is a permanent melee weapon available for the Gardener Host Armor. The Lasher utilizes a number of mechanisms from various sources to create one of the most heinous weapons on the battlefield.

It appears on the Host Armor as a simple, barbed, bladed thorn, similar to the popular Bone Blade weapons, and it is commonly used in that fashion. However, its main purpose is revealed when the Daughter impales a target.

Upon successful impalement, when the Daughter draws her arm away, the barb detaches from the Host Armor, revealing a bulbous mass at its end. In that action, the bulbous mass unravels to expose four, 6.5 foot (2 m) long, thorned vines. These vines thrash around and immediately attempt to latch on to and entangle anything in their path.

Once the vines have latched onto the target, the barb then proceeds to retract the vines back towards its mass, causing the vines to tear into flesh like a plough tears into the soil.

This weapon was designed to make the victim feel as if they experienced a thousand lashes simultaneously.

Bio-E: 30

Growth Time: Though this is a weapon that is permanently attached to the Host Armor, it takes 1D4+2 weeks for the plant to fully mature and be operational. This is also the time required for the plant to regrow if it is completely destroyed.

M.D.C.: The plant has 1D6x10+20 M.D.C., the barbed thorns have 10 M.D.C., while the four thorned vines at the end of the barb have 5 M.D.C. per vine.

Payload: Each Lasher has 2 barbed thorns. Only one thorn is active (visible) for combat. The other is recessed inside the plant and only emerges once the first thorn has been removed. It takes 2 melee rounds for the second thorn to move into position for combat.

It takes the Host Armor 6 hours to grow back one barbed thorn.

Damage:

Slash Attack: 2D8 M.D. plus Splicer P.S.

Impaling Attack: When striking to impale the target, the damage caused is 2D8 M.D. plus Splicer P.S. On a Critical Strike it does twice the damage but also impales the target.

The barbed thorn can either be surgically removed or forcefully pulled out with a combined Splicer/Robot strength of 30, but in doing so, an additional 1D8 M.D. is inflicted.

Thorned Vine Lash: When the Daughter draws her hand away from the target, the thorned vines are revealed. These vines immediately latch onto any surface of the victim, where they are dragged along the flesh as the barb retracts/recoils. It takes 2 melee rounds to fully retract the vines, and in doing so, each vine deals 2D8 M.D. per melee round.

If you are able to get a hold of the edge of a thorn vine and try to pry it off your skin, it will feel one hundred times worse than trying to rip off powerful adhesive tape, causing the same amount of damage as if you would have left it (damned if you do, damned if you don't). It requires a Splicer P.S. of 30 to pull the thorn vine off, and the victim will suffer 2D8 M.D. for their efforts.

Optional Enhancement 1: For an additional 10 Bio-E, when the Daughter successfully impales a target, the thorn extends rows of backward-facing, spined ridges, which increases the damage of the thorn if it is pulled out. If the Daughter is strong enough, she can opt to not detach the thorn and proceed to rip the thorn out herself. The damage caused by the thorn if it is pulled out will now cause an additional 2D8+5 M.D.

Optional Enhancement 2: For an additional 30 Bio-E, in parallel development, Hope could have conceived of the same lethal mechanism as the *Pariah Gut-Whip* on page 56 of the **The Rift-er**® #37 and incorporated it into the Lasher.

Chance of Entangling: The vines are not prehensile, nor do they have any strength. They are moved by a muscle at the base of the barb. They are designed to latch/adhere to the first thing they come in contact with, and have been made with the same rigid, inflexible consistency as that of a car seatbelt.

They do have the chance of entangling a limb or two, depending on where the barb was impaled. If the Game Master wishes, he can include a chance of the vines entangling one or two limbs. For example, the Lasher has a 1-15% chance of entangling one limb, and a 16-20% chance of entangling two limbs.

Additional Combat Bonuses: +2 to strike, +1 to parry and disarm, but these only apply when the Lasher is used.

Control Bonus, Elder Plant Bonuses: None.

Howler Pods

Many ancient cultures were able to communicate vast distances by the simplest of means. Smoke signals were an effective technique to inform others of the arrival of approaching enemies.

Howler Pods are plants solely designed as an early warning system, notifying the House of the location of an approaching potential threat.

Bio-E: 5

Growth Time: It takes 3 days for the plant to grow from a sapling to immature, and another 1D4+1 weeks to grow from immature to mature.

M.D.C.: The shrub has an S.D.C. of 20.

Damage: The Howler Pod is completely harmless, with no direct or indirect weapons or defense systems.

The only protection it has is the ability to release a large cloud of spores. The spores are harmless, with no toxins or poisons, though they may cause some respiratory agitation if someone or something inhales a high concentration of the spores by standing directly above the plant when it expels them.

The plant is edible to herbivores, however, because it is designed to trigger its release of spores to reveal the presence of large threats (roughly anything heavier than 330 pounds/149 kg). Animals such as rabbits can enter the range of the plant freely without triggering the spore cloud, so the plant has a couple of deterrents such as prickly stems and thorny leaves to deter smaller herbivores.

The sole purpose of the Howler Pod is to be an alarm system for the House. The root system has built-in seismic and pressure sensors to assess the size of anything that enters its range. If a creature of suitable size enters within range, the hollow, tube-like structure amongst the flowers produces a howling whistle while it proceeds to eject a cloud of spores into the air.

The howling whistle is not a loud affair, as something that sounds like the siren of a fire truck would arouse too much suspicion to the nature of the plant, but anyone within range can listen out for the specific low sound the plant makes (anyone with *Enhanced Hearing*, equivalent or better, will be able to hear the howl with ease if they are within range).

The spores rise rapidly into the air with the appearance of a puff of smoke.

Range: The plant is not ready to perform its task until it reaches maturity, as it takes time for the pressure sensitive root system to establish itself. The Immature plant has a range of 10 feet (3 m) from the heart of the shrub. The Mature plant has a radius/range of 30 feet (9 m) from the shrub.

The spores darken as they interact with the air, creating a dark, easily visible cloud that will rise normally on calm days, reaching an altitude of roughly 328 feet/100 m before the spores dissipate.

Any wind speed above 20 mph (32 km) will dissipate the spores before they reach their maximum altitude, but a noticeable dark smear (similar to a jet's contrail) is easily visible for a few minutes.

With an unobstructed view, the dark cloud can be seen as far away as 6 miles (9.6 km) on a clear day. Heavy rain and low cloud cover or thick fog will obscure the spore cloud.

Nighttime Dilemma: There are a number of ways you could get over this hurdle. One could be a modification to the spores which enable them to emit or reflect a specific light frequency, so when the cloud is released into the air, or adheres to a target, they would light up like a Christmas tree. Pandorum could create some form of sensor that could scan the landscape for that specific light frequency and raise the alarm if detected.

Payload: The Howler Pod has enough seeds/spores to create 6 clouds in 24 hours and they begin to automatically regrow their payload immediately after one is expelled. It takes 4 hours to grow enough spores for one cloud.

Autonomous Combat Capabilities: The plant will automatically release a cloud of spores when the pressure switches in the root system are triggered, and will continue to release a cloud every 30 seconds until either the trigger is stopped, or the plant runs out of spores.

Control Bonus: None; this plant was designed not to be controlled.

Elder Plant Bonuses: None.

Iron Wood Blades

This is another permanent weapon plant for the Host Armor or Biotic. It is the plant equivalent of the popular *Bone Blade* weapons, but instead of bone, it is formed from extremely dense, reinforced wood that is designed to grow until it reaches its maximum M.D.C. capacity. The trees commonly selected are either the *Allocasuarina luehmannii* (buloke or bull-oak) and the *Lignum Vitae* (*Guaiacum officinale*).

Bio-E: 40

M.D.C.: 2D4x10+10, +5 per month of growth until it reaches maturity.

Mega Damage: The immature plant provides +2D6 M.D. and as it matures, increases by +1D6 per month until it reaches full maturity and delivers +3D8 M.D.

Prerequisites: None.

For the Daughters, if the blades are completely destroyed or torn from their Biotic form, another plant needs to be planted in its place.

For any Gardener Host Armor, if the growing plant is destroyed before it reaches maturity, it takes 48 hours for it to grow to a level where it delivers +2D6 M.D. and will need to grow each month for it to reach its full level. If a fully mature plant was destroyed, it takes 72 hours to reach +4D6 M.D. and takes only one week for every additional +1D6 M.D. until it reaches +3D8 again.

Template Biotics

Hope continues to design new and increasingly terrifying and nightmarish Template Biotics to spread chaos.

Template Biotic: Widow

"From a mother's loss, a fury beyond Hell is born." – Lady of Chaos

The Lady of Chaos is a mother full of resentment and fury towards humanity's savagery, wishing to spread her anger far and wide. To this end, she conceived the Widow; and Librarian Hope was more than happy to give form to such a powerful emotion. Only women are chosen for this conversion and turned into vicious werespiders.



Note: For a potential story arc, the *Lady of Chaos* may seek out other mothers that have experienced what she has and offer them the opportunity to exact revenge.

To aid Hope in her creation of a humanoid spider, she modified and combined the conditions known as *Ambras Syndrome* (also called *Hypertrichosis*) and *Marfan's Syndrome*.

Ambras Syndrome can be described as an excessive and abnormal amount of hair growth over the entire body except the palms and soles of the feet.

Marfan's syndrome can be described as a connective tissue disorder which contributes to the individual being unusually tall with long, slender limbs and digits (fingers and toes).

The Widow was designed to be a versatile predator, equally adept at ambushing and hunting, encountered as either a lone hunter, paired, or in a pack (1D6+2 commonly, but sometimes up to 2D4+4).

They have an uncanny threat assessment, and will study prey for a considerable period before making their move.

Their cooperative nature really kicks in when prey is afoot. They will instinctively work together to lure, direct, flank and ambush their prey.

They tend to be solitary in nature, but are comfortable having others of their kind within their territory.

When not hunting, they tend to wander alone or lay in ambush, quite content to stay in their nest waiting for the web to be triggered.

Alignment: Those released to fend for themselves are commonly Diabolical, while those that are part of a Tribe or House are Unprincipled (20%), Anarchist (30%), Aberrant (30%) or Miscreant (20%).

Attribute Requirement: None, except the qualities the Lady of Chaos is looking for.

Attribute (conversion) Bonuses: 2D4+5 P.S. & 2D4 Spd, +1D6+1 P.E. All are in addition to any genetic enhancements purchased via Bio-E points and skills selected.

Biotic O.C.C. Bonuses: Splicer P.S., +1 attack per melee round, +3 to initiative, +2 to strike, parry & dodge, Automatic Dodge, +4 to automatic dodge, +2 to pull punch, +5 to save vs toxins/poison and drugs, +15% to save vs coma and death, and +6 to save vs Horror Factor, cannot be snuck up on or ambushed due to the positioning of the additional pair of eyes.

Base M.D.C.: P.E. x 8, +1D6 M.D.C. per level of experience starting at level two.

The Widow regenerates at 1D6 per melee round and can last ten times longer than normal during strenuous exercise/activity before feeling the effects of exhaustion. This means most can remain alert and operate at full efficiency for three entire days (72 hours) without sleep. However, after such sleep deprivation causes the Widow to suffer -4 to strike, parry and dodge and the Widow's regeneration rate drops to 1D4 per melee round until the Widow gets at least 6 consecutive hours of sleep.

Biotic Biological Enhancement: Initial Cost is 200. Enhancements are: An Additional Pair of Arms. Each arm has an additional forearm added to it (making 4 arms, 8 forearms and hands total). Additional pairs of eyes (one eye just above and behind each ear), Fangs (Medium Bite), Spinneret and Webbing, Resin duct, Advanced Eyes for both pairs of eyes, *Bone Blade* clawed fingers for each hand, Acid Blood & one Acid Nodule (internalized as a special weapon, see later description), Impervious to Acid and Heated Acid Breath (modified, not original weapon – cost 30 Bio-E points with Acid Blood as a prerequisite).

Other Enhancements for the Widow:

Sensor Net: Their reproductive system has been modified to be able to produce sophisticated sensor nodes that can be placed throughout their territory. These nodes are delivered via the navel and are the size of a baseball.

Each node is basically a listening station and a mini Bio-Comm with a maximum range of 3 miles (4.8 km).

The organ produces the nodes in batches of seven. The first one delivered is deemed the *Collector/Receiver*. Its purpose is to stay in the nest of the Widow, allowing her to tune in and listen to all the information relayed from the six other sensor nodes.

The six sensor nodes are delivered once per week for six weeks, which the Widow can place strategically throughout her territory.

Sensor Nodes:

Speed and Combat: The Node has no means to move and has no combat capabilities; they are simply designed to be a listening post.

Diameter: 2.5 inches (6.3 cm).

Weight: 4 ounces (113 grams).

Cargo: None.

Physical Strength: 0

Life Cycle: The Nodes live for roughly 1 year before they die and degrade, leaving no trace of their existence.

Production Cycle: It takes the Widow one week to produce one of these sensor nodes.

Feeding: The Nodes have a Lithovore metabolism and require one ounce (28.4 grams) of rock and soil to eat every other day.

Special Features:

The Node has all of the *sensory abilities* of Enhanced Hearing, Heat Pits and Motion Detection as described on pages 80-81 of the **Splicers® RPG**.

It is important to note that the Widow can hear everything transmitted by the nodes clearly, but the information from the Motion Detection and Heat Pit is experienced by the Node, not the Widow, but the node relays different pitched alarm sounds depending on what sensory information it takes in.

Note: The node does not receive any of the bonuses described for the sensors, as they are for the likes of Host Armor and Biotics, not a motionless passive sensor array.

M.D.C.: The Collector node has 10 M.D.C., while the sensor nodes have 5 M.D.C.

If damaged, they regenerate 1 M.D.C. per day. If the M.D.C. of the node goes below 3 then they lose all their sensory ability and they can only relay static through the Bio-Comm until the node regenerates to 3 M.D.C. and above.

Range: 3 miles (4.8 km). This is the range the sensors can relay their information back to the Collector. Any more than 6 of these nodes placed in their territory will overload the Widow, causing nausea and headaches.

Damage: None.

Genetic Modifiers: The modified *Ambras Syndrome* provides the Widow with a short, thick, fur covering that provides a natural Resistance to natural cold & heat, (not extreme temperatures or M.D. Heat and Cold Attacks). The modified *Marfan's Syndrome* provides natural Elongated Arms & Elongated Running Legs (bonuses not included) to the design.

The fur provided by the *Ambras Syndrome* frees the Widow from the requirement of clothing, and much like the hairs on a spider, it helps the Widow catch/trap a bubble of air around her, allowing her to stay underwater quite comfortably for 45-60 minutes. This ability is used to hunt and ambush prey or hide from significant threats.

Metabolism: Their metabolism is modified to either Vampiric or Carnivorous, but note that if a Widow is converted to the vampiric metabolism, she does not receive the standard penalties when concerned with the *Scent of Blood*, as her instinctive hunting nature has been encoded to follow that of many spiders; to incapacitate the victim and entangle them in webbing to be eaten later in a safe place, away from threats.

It is not uncommon for one of each metabolism to work together to take down prey.

Bonuses from metabolism have not been factored in.

Altered Jaw: The jaw and mouth has been modified and reinforced to allow it to open not only in the vertical but in the horizontal as well, with the jaw separated at the chin line. This has allowed the jaw to house more powerful teeth, both vertically and horizontally.

Acid Fire: Hope has amalgamated a number of weapon systems into an exceptionally powerful signature weapon for the Widow's arsenal. This weapon temporarily superheats

acid into pressurized steam that reaches over 300 degrees Celsius (572 F); so not only does the victim suffer burns from the temperature of the acid but the normal effect of the acid as well.

A *Fire Breath* cannon has been modified, internalized and incorporated into the throat, as the heating and delivery system that cooks the *Acid Blood*, and a modified *Acid Nodule* provides the fuel utilized for this weapon.

Note: The *Fire Breath* and *Acid Nodule* cease to function as weapons for their original purpose, but their mechanisms have been modified to contribute to this new weapon.

The Widow disgorges acid much like flame breath, but instead of fire, the acid is super-heated to a steam that then does the equivalent damage of both fire and acid.

Damage: 4D12 M.D. initially, then 3D8 M.D. for 1D4 melee rounds.

This heated acid is indiscriminate; it does equal damage to organics and synthetics.

Those rare Splicers or machine creations impervious to acid will still suffer 2D12 M.D. due to the 300 degrees Celsius of the steam.

Payload: 4 blasts per hour, up to a maximum of 20 blasts per day before being depleted. Automatically regenerates over a 24 hour period.

Maximum Effective Range: 30 feet (9.1 m).

Rate of Fire: Once per melee round but counts as 2 attacks.

Bonus: +3 to strike, but this is the only bonus that counts towards striking with Acid Fire.

Requirements: Resistance to Heat, Flame Breath Mechanism, Acid Blood and one modified internalized Acid Nodule.

This weapon cannot be *Mega-Upgraded* but it can be upgraded with increased range and payload.

Common (Additional) Enhancements:

Level 2 – Chameleon Skin & Leaping Legs.

Level 3 – +2D6 M.D. to all 8 Bone Blade Finger Claws.

Level 6 – Bio-Force Field, Armored Eyes.

Level 9 – Chemical Sprayer: Sleep, +2 Resin Shots.

Level 12 – +40 M.D.C. to Bio-Force Field, +2D6 M.D. to all 8 Bone Blade Finger Claws or Needle Death Blossom.

Unique Combat Abilities/Mechanics:

The Widow is unique in many ways, and her combat ability is no different. Instead of having four arms, and therefore, four hands, she has four upper arms and eight forearms (two forearms for each upper arm), which means eight hands, two for each upper arm. This introduces an interesting dynamic to combat mechanics.

If engaging them in long-range combat there is no issue, but when you encounter them at close quarters, things get a little tricky.

Because of their unique anatomical setup, it is suggested that you have a look at the **Special Combat Moves** available to the *Xiticix Warrior* and *Xiticix Super-Warrior* as described on pages 68-74 of **Rifts® Xiticix Invasion**.

Though not exactly the same (4-armed and 6-armed combat), they will give you a guide.

Some Suggestions Are:

- The Widow can wield a two-handed melee weapon in each arm.

- The bonus towards parry, disarm, entangle, climb, etc. is increased incrementally as another arm (therefore, 2 hands) is included in the action.
- The Widow can choose to either have one or both hands from one arm strike at a target.
- It should be able to engage multiple opponents from various directions simultaneously.

Common Skills: None. They cannot speak anymore but they can understand one language without any penalty.

O.C.C. Skill Program: Athletics & Outdoorsman (selecting Land Navigation), & Bio-Comm.

Elective Skills: At level one the Widow receives Tracking and Prowl two times (+10%). At Level 3, Trap & Mine Detection. At Level 6, Detect Ambush. At Level 9, Trap & Mine Detection a second time (+10%). At Level 12, no skill is selected.

Secondary Skills: The Widow does not receive any Secondary Skills.

Note: If a Widow is simply released upon the world (abandoned and left to fend for itself) to cause chaos, it will only have the **Common Skills, Skill Programs** and level one **Elective Skills** as stated above. It will not receive any additional skills.

M.D.C. Living Body Armor: The Widow does not receive any Living Body Armor, but sometimes a Tribe or House may provide her with partial body armor or Light Leatherback Armor to house equipment, weapons and treasures; a standard set with no enhancements.

Standard Equipment: The Widow has no need of clothes as her body is covered in fur, and when part of a clan or House, she may receive basic toiletries.

Money: No money is ever given to the Widow, though she may scavenge some off the fallen.

The Upside: They are nimble and capable predators and hunters who awaken many a heightened phobia in any who they encounter.

The Downside: Follow the Biotic Insanity list on pages 148-149 of the **Splicers® RPG**. Option: Widows could be cloned and not converted humans, and therefore not susceptible to the standard *Biotic Insanities*.

Option: The Lady of Chaos may occasionally find an exceptionally strong-willed and intelligent mother who wishes to exact revenge. These women become her personal Biotic Bodyguards, and are trained in a number of melee weapon proficiencies

Her personal Widows receive the additional Enhancements of Webbed Fingers for each hand, a Prehensile Tail that will eventually be converted to a Combat Tail. The most wicked enhancement that has been added is the crab-like Pincer system between the forearms on each arm, which they use to sever limbs or decapitate victims with ease.

The Lady of Chaos normally has no more than 1D6+2 of these Biotics as her personal bodyguards at one time.

Template Biotic: Gemini

The Gemini Biotic is a giant monstrosity. This heavy template design is the substitute for the absence of War Mounts in most of the House's *Origins*. Very rarely does House Pandorum have more than 2D4+4 of these operational at one time.

The Gemini Biotic is the merging of flesh from two individuals into one form. One individual designated as the *Primary* is literally turned into a giant (see later description) while its legs and arms are elongated and become the ambulatory element of the design. The Primary always walks with its hands on the ground, like a gorilla.

On the back of the Primary, the upper half (head, thorax and arms) of another individual are grafted onto them. They are called the *Secondary*, and the two work as one.

The Primary is enhanced with a modified version of the condition known as *Gigantism (Acromegaly)* in adults) which is commonly caused by a *Growth Hormone*-producing tumor called a *Pituitary Adenoma*, causing them to grow into an 8 to 10 foot (2.4-3 m) tall giant.

Due to their design and purpose, these Biotics are never released into the wild; they are always part of the last line of defense for the House; to hold the line while those important to the cause (mainly Hope) have a chance to escape.

Much like the combat dynamics introduced in the Widow Biotic, the Gemini offers a unique combat system for a Biotic. The fusion adds +30 mph (48 km) to the Gemini's running speed and +10% to its overall balance.

The key element that you have to remember is that the Primary is the one who is in control of the movement of the Biotic; the Secondary has no control or sway over the Primary in that matter. When the Primary decides to turn left, they go left. If the Primary moves backwards, then the Biotic moves backwards.

Alignment: Generally, Unprincipled (30%), Anarchist (40%), Aberrant (20%), or Miscreant (10%).

Attribute Requirement: None.

Attribute (conversion) Bonuses for the Primary: 1D8+4 P.S., +1D4+3 P.E. All are in addition to any genetic enhancements purchased via Bio-E points and skills selected.

Attribute (conversion) Bonuses for the Secondary: +1D6 to P.S., +1D4+3 to P.E. All are in addition to any genetic enhancements purchased via Bio-E points and skills selected.

Biotic O.C.C. Bonuses for Both: Splicer P.S., +5 to save vs toxins/poison and drugs, +10% to save vs coma and death, +4 to save vs Horror Factor.

Biotic O.C.C. Bonuses & Penalties for Primary: +1 attack, +1 to initiative, +2 to strike, +1 to pull punch, +10% to overall balance and -2 to dodge.

Biotic O.C.C. Bonuses & Penalties for Secondary: +2 attacks, +2 to initiative, +2 to strike, +2 to pull punch, Automatic parry. The Secondary is incapable of dodging.

Cost of Conversion: Considerably high, but it is to be expected if they are to work in such coordination with each other's, morphology and skill sets. However, the Gemini does not have the Union of Man and Beast like War Mounts and Outriders do, so it does not have the same benefits of that which it was inspired to compete against.

Base M.D.C.: For the Primary: P.E. x 20, +2D6 per level of experience (this is exceptionally high because of the *Acromegaly* conversion).



For the Secondary: P.E. x 10, +1D8 per level of experience (remember that the secondary does not have a complete abdomen or legs).

The Gemini regenerates 1D6 M.D.C. per melee round and can last three times longer than normal during strenuous ex-

ercise/activity before feeling the effects of exhaustion. This means most can remain alert and operate at full efficiency for three entire days (72 hours) without sleep before feeling any negative side effects.

Points to Be Aware of Due to the Merging of Flesh from Two Sources:

Though this Biotic is the merging/fusion of flesh from two individuals that are now one, for the purpose of game mechanics:

- If the head of the Primary is destroyed, the Gemini will collapse where it stands, unable to move, but the Secondary can still move its arms and control most of the weapons.

If the head of the Secondary is destroyed the Primary can still function, except that it loses most of its weapons and the loss of the 2 pairs of arms controlled by the Secondary.

- If the main body of the Primary is destroyed, then the Gemini dies, though the Secondary can remain alive for up to 2D6 hours after the death of the Primary.

If the main body of the Secondary is destroyed, the Secondary dies but the Primary is still able to function – but again, it loses most of its weapons. To get to the main body of the Primary via the back, you have to kill the Secondary.

Biotic Biological Enhancements Specifically for the Primary:

Elongated Arms, Combat Spurs on the forearms, Omega Blaster*, 8 organic rockets on each shoulder, Prehensile tail (at base of the spine, where the abdomen of the Secondary should be), Resistant to Heat, Flame Breath.

* Only *Resistance to Heat* is required for this weapon. *Enhanced Neurological Connection* is not required as it is not being implemented into a Host Armor.

Biotic Biological Enhancements Specifically for the Secondary:

2 Pairs of Eye Stalks*, Advanced Eyes for one pair of the eye stalks, Armored Eyes for the other pair of eye stalks, 1 modified Bio-Energy Expulsion Vents**, an additional Pair of Arms, Elongated Arms for both pairs***, Light Bore Cannon on one upper right forearm or optional Short-Range Spore Discharger, one Viral Immobilizer on upper left forearm or optional Bone Blade (+4D6 M.D.) and Flame Breath.

* The two sets of eye stalks are placed on either side of the head, extending horizontally to provide the Secondary with forward and backward vision.

** The original eyes have been converted into Cyclops visor slits to house the Bio-Energy Expulsion Vents. The eye stalks provide the vision for the Secondary, providing them with significant accuracy (+3 to strike with the Bio-Energy Expulsion Vents). Note: The Bio-Energy Expulsion Vents fire in relay as the eyelids are now protective armored lids; thus the Secondary will only use these weapons two times per melee round to avoid any penalties during combat.

*** The two sets of Elongated Arms have had their shoulder joints and musculature modified to enable them to rotate 180 degrees, allowing them to operate in both a forward and backward capacity without penalty. The hands have also been modified, having an additional thumb placed on the little finger side of the hand to provide full dexterity for the hand in both directions.

The chest of the Secondary has been altered with a modified version of *Pectus Carinatum* (pigeon chest), which provides the Secondary with a natural, ridged array of horns.

These horns are sometimes used for Body-Ram attacks to any victim who strays within reach, where the Secondary pro-

ceeds to blast them with Fire Breath and shots from the Bio-Energy Expulsion Vents.

Biotic Biological Enhancements that affect both the Primary and Secondary: Reinforced Exoskeleton, Increased M.D.C. and Bio-Force Field.

Common Enhancements:

Level 2 – Combat Tail (club), Omni-Upgrade to Organic Rockets.

Level 3 – +20 M.D.C. to the Bio-Force Field, given Plasma Breath to one or the other.

Level 4 – Medium Bore Cannon or Medium-Range Spore Discharger, whichever is first implemented in the beginning stage, +20 M.D.C. to Bio-Force Field.

Level 6 – +20 M.D.C. to Bio-Force Field, Horned Defense or +2D6 M.D. to Bone Blade.

Level 7 – +20 M.D.C. to Bio-Force Field, Ultra-Upgrade to Organic Rockets (speed up time to regrow ammunition).

Common Skills: None, except to understand one language (+10%).

O.C.C. Skill Program: Outdoorsman (selecting Land Navigation).

Elective Skills: None.

Secondary Skills: The Gemini does not receive any Secondary Skills.

Who Is in Control of What Weapons?

Primary: Initially (not including other weapons the Game Master might implement), the Primary is in control of its own arms and legs, determining the various types of strikes with those appendages. The Casting Weapon, the Organic Rockets, Omega Blaster, its Combat Spurs, its own Flame Breath and the Prehensile Tail.

Secondary: Initially (not including other weapons the Game Master might implement), its own four arms, the Bore Cannon or the Viral Immobilizer, the Spore Discharger or the Bone Blade, its own Flame Breath and the dual Cyclops Bio-Energy Expulsion Vents.

M.D.C. Living Body Armor: None is usually given to the Gemini, though the 1D6 Royal Spawn Gemini may adorn a customized Pandora Chitinous Armor (Heavy).

Standard Equipment: The Gemini is given basic toiletries.

Money: No money is ever given to the Gemini, though it may scavenge some off the fallen.

The Upside: Quite possibly the largest Biotic ever created; a walking human tank, heavily armored and armed.

The Downside: Follow the Biotic Insanity list on pages 148-149 of the **Splicers® RPG**.

Template Biotic: Gorillephant

During his time as a Roughneck, the Chaos Lord had seen every type of commanding officer. The ones he despised the most were either the egotistical, arrogant cowards who would sit on the hilltop watching at a safe distance while their troops died in the hundreds; or the power-hungry, callous individuals who had no qualms letting countless die to help them achieve their goals.

That loathing was focused towards conceiving a design to put these individuals to work, and the Gorillephant was created. The Gorillephant is a template Biotic that is given a combination of physical traits from the gorilla and elephant.



Similar to the Kamikaze Organic Cruise Missile (pages 54-56 of **The Rifter® #30**), these Biotics are programmed to attack the Machine, and avoid all organic life.

When released upon the world, they tend to stay together in a loose-knit community, and are quite peaceful when left alone, content to rest in a tree or in a cave and eat plant matter. If any organic creature (Splicer created or natural) enters their territory, they are weary and keep an eye on the intruder, and if threatened will run away. Even if they are attacked by organics, they fight not to kill but to hinder, with the intention of escaping. It is only when they are cornered that they will fight to defend themselves.

If a machine enters their territory, that is another story. The moment they hear the sounds of machines or see one of their minions, they charge without hesitation and will attack savagely until every last machine is destroyed or they are killed.

The House never keeps these Biotics around; they are always left to the wild. In saying that, they don't release them until level four, just to give them a few more enhancements and increase their odds of survival. It is not uncommon for Pandorum to keep them in stasis inside Gene Pools, until they have a dozen or so and then release them all at once. This does however tend to congest the Engineer's steady work as such creatures require enough storage space and may strain a gene pool of its nutrients if not carefully monitored.

Gorillephants tend to stay in a loose social group, sometimes seen playing with each other, but commonly aloof, spread out over a considerable range of many square miles/kilometers. It is

rumored that they may remain in subtle communication with each other via subsonic means through the ground, like elephants.

Good Omen: Because these Biotics are programmed to attack the Machine specifically, it would not take long for any Splicer who encounters them during a skirmish with the Machine to realize that they have no interest in attacking them. This could mean that these Biotics could be left alone by Splicer factions and even considered a good omen if they are spotted in the vicinity during their treks, as it most definitely means they will get involved if the Machine ever makes an appearance.

Alignment: Anarchist would probably describe their overall nature, with a blind fury towards the Machine. When the Machine is not present, they are passive, peaceful creatures that are content to sleep and eat vegetation, and run away if threatened by Splicers.

Attribute Requirement: None, except for those traits that the Chaos Lord abhors.

Attribute (conversion) Bonuses: 2D4 P.S., +3D6 to Spd, +1D4+3 to P.E. All are in addition to any genetic enhancements purchased via Bio-E points and skills selected.

Biotic O.C.C. Bonuses: Splicer P.S., +1 attack per melee round, +2 to initiative, +2 to strike, +2 to dodge, +2 to pull punch, +3 to save vs toxins/poison and drugs, +15% to save vs coma and death, and immune to Horror Factor as they are fearless when facing the Machine and wired to avoid organics.

Base M.D.C.: P.E. x 12, +2D4 M.D.C. per level of experience starting at Level Two.

The Gorillephant regenerates 1D6 M.D. per melee round and can last ten times longer than normal during strenuous exercise/activity before feeling the effects of exhaustion.

This means most can remain alert and operate at full efficiency for three entire days (72 hours) without sleep.

Biotic Biological Enhancement: Total Cost 220. This includes enhancements at Levels 2-4. Enhancements are:

Prehensile Trunk, Prehensile Tongue, Short-Range Spore Discharger, Elongated Arms, Modified Bone Blades (+6D6 M.D.) for each arm*, Reinforced Exoskeleton, Modified Armored Head Crest**, Additional Pair of Eyes, Reinforced Wrists/Hands, Resistance to Kinetic Energy/Attack, Combat Spurs on the shins, 2 pairs of Combat Spurs on the end of the trunk (enabling at least 2 to strike the target), *Liquid Bone* in both hands and at the end of the trunk***, Cosmetic: fur similar in color and pattern to a Silverback Gorilla, but with a blood tint around the face to make it look like they have been feasting, and red eyes.

* These Bone Blades are not one continuous blade, but more like a blend of axe and mace weapon that is situated along the edge of the hand (but not past the palm) on the side of the little finger, to provide more damage to the famous clubbing pummel attack that gorillas have.

** The *modified* Armored Head Crest provides all the same M.D.C., M.D. & bonuses as described on page 83 of the **Splicers® RPG**, without the *penalties* and the necessary *prerequisites*. Instead of a crest similar to the triceratops, the skull is simply thickened like that of the natural skull of a gorilla, or the thickened skull of the dinosaur *Pachycephalosaurius*.

*** **New Physical Enhancement: Liquid Bone**

Bio-E Cost: 10 per striking appendage (that means 20 points for both hands)

Some cheating Boxers of old used to inject their gloves with mercury to make them heavier, thus causing more damage on impact. This enhancement works on the same principle, in which a special liquid bone medium is pumped into bladders of striking appendages in order to add more weight and thus more force into the strike.

Damage: +4D6 to M.D towards damage inflicted by the striking appendage.

This enhancement can be implemented into hands, feet, and the tips of tails, tentacles and trunks.

Requirements: a Splicer P.S. of 25 is required to use the appendage when the liquid bone has been pumped into the bladders. If P.S. is below 25, a penalty of -2 to strike and parry with that appendage is incurred.

It takes two actions for the liquid to fill or empty the bladders.

Penalty: If the bladders are full there is a penalty to any skill requiring the use of the hands or trying to climb with the appendage of -20% due to the loss of dexterity in the appendage.

Common Enhancements: This Biotic is kept at the House until Level 4, then released to fend for itself.

Level 4 – Light Gore Cannon (fired from the trunk), Bio-Force Field. **Note:** The Gore Cannon will receive a +6 to its M.D. base due to the Gorillephant's highly herbivorous metabolism.

Level 6 – Viral Immobilizer, +40 M.D.C. to Bio-Force Field.

Common Skills: None.

O.C.C. Skill Program: Outdoorsman (selecting Land Navigation) two times. Selecting the skill program a second time adds an additional +10% to each skill. The House gives the Gorillephant all the basic skills it needs to survive in the wild at an exceptional level before being released.

Elective Skills: At level one the Gorillephant receives Trap & Mine Detection, Camouflage (of self) with a bonus of +15% due to the fur, and Prowl (used to avoid organic life, not to hunt). At Level 3, Trap & Mine Detection again (+10% to base skill). At Levels 6, 9 & 12, no skill is selected.

Secondary Skills: The Gorillephant does not receive any Secondary Skills.

Note: Because the Gorillephant is specifically designed to be released, it will only receive the Common Skills, Skill Programs and Elective Skills as stated above.

M.D.C. Living Body Armor: Because these Biotics are designed to always be released, they never receive any Living Body Armor.

Standard Equipment: The Gorillephant has no need of clothes as their body is covered in fur, and they groom themselves on a regular basis.

Money: No money is ever given to the Gorillephant, though they may scavenge some off the fallen.

The Upside: They are a savage, brute type of fighter that will take down many machines in their lifetime.

The Downside: There really isn't a downside. These individuals have their identity completely wiped and reduced to basic animal instincts, where they are then programmed to be a weapon against the Machine. These once pathetic excuses for humans are now shining examples of the savagery and determination required to defeat the Machine. These Biotics are never cloned as it is a form of punishment for those the Chaos Lords despises.

Template Biotic: Shield Maiden/Youth

"Nothing is more ferocious than a mother defending her young; the flames of Hell burn in her eyes." – Librarian Hope

The Shield Maiden is the foresight of Hope predicting what the Neo-Sapien test subjects will require during their maturation. The Shield Maiden is a Template Biotic designed for a dual purpose. They are to serve as nannies for the Neo-Sapien test subjects, while also protecting the House and its true inhabitants (Hope, the Engineers, and the Family).

Normally, three of these Biotics are made for each pair of test subjects, two females and one male (Shield Youth). The three are charged with the pair, and are responsible for caring, entertaining and conducting some of the testing of the subject.

Note: Their metabolism has been altered like that of the *Third Daughter*, reducing the need for them to eat copious amounts of food.

They are an amazing design with some exceptional enhancements to assist them in any situation. They are designed to look completely human, not to intentionally deceive for the purposes of infiltration, but to actually make them look like less of a threat to their charges and to anyone they may encounter topside.

Shield Maidens are designed to be docile, placating servants to the test subjects; to spend time with them, play with them, console them and care for them. They have been programmed and trained to be nurturing and protective parent figures, ready to die to protect their children. But at the end of the day they are loyal to the House and if a specific catch phrase is spoken, they will kill the test subjects under their protection. When the phrase "all hope is lost" or "all hope is gone" is uttered, it will trigger the order and the Shield Maiden will attempt to kill its charge.

Alignment: Tend to be Unprincipled (45%), Anarchist (45%), or Scrupulous (10%), but devoutly loyal to the House (Hope and the Family) and will obey any order from them without question.

Attribute Requirement: None.

Attribute (conversion) Bonuses: +2D4 to P.S., +5D8 to Spd, +2D4 to P.P. (minimum 18), +1D4+3 to P.E. All are in addition to any genetic enhancements purchased via Bio-E points and skills selected.

Biotic O.C.C. Bonuses: Splicer P.S., +2 attacks per melee round, +2 to initiative, +2 to strike, +1 to parry, +2 to dodge, +2 to pull punch, +5 to save vs toxins/poison and drugs, +15% to save vs coma and death, and +4 to save vs Horror Factor.

Base M.D.C.: P.E. x 8, +1D6 M.D.C. per level of experience starting at level two.

The Maiden regenerates 1D6 M.D.C. per melee round and can last three times longer than normal during strenuous exercise/activity before feeling the effects of exhaustion. This means most can remain alert and operate at full efficiency for three entire days (72 hours) without sleep.

Biotic Biological Enhancement: Initial Cost is: 260, Enhancements are: Savant (page 83, **The Rifter® #50**, +40% towards Domestic Skills), Electrical Discharge, Resistance to Electricity, Electrical Stunner (page 85, **The Rifter® #50**), Flame Breath, 2 Bio-Energy Expulsion Vents, 2 Bio-Energy Blades (page 84, **The Rifter® #50**), Bio-Force Field, Liquid Bone

Claws (see later description) with *Betrayer Blade Crystals* (page 56, **The Rifter® #37**).

Other Enhancements for the Shield Maiden:

Electroreception: This enhancement differs from *Electromagnetic Vision* (page 78, **Splicers® RPG**), in the fact that the individual *feels* the electromagnetic field instead of *seeing* it. Though it has the capacity to be an amazing sensory organ, providing priceless sensory information, it has been implemented in the design of the Biotic for a specific purpose.

This enhancement was specifically incorporated into the design of the Maidens to enable them to combat a rogue Neo-Sapient. The enhancement works on the amazing electroreception possessed by sharks thanks to a special sensory organ called the *Ampullae of Lorenzini*. These organs are noticeably visible on sharks through the obvious large pores. Because Hope wanted the Maidens to look completely human, she modified them, positioning them deeper in the skin with no connection to an open pore, completely concealed. This modification severely limits the sensory range of the organ (direct contact to 1.5 feet/0.4 m away) compared to what they are truly capable of, but that is all the range the Maiden needs.

Concealed Weapons: To make the Maiden look completely human, all her weapons are internalized or concealed. The Flame Breath and Lightning Strike are naturally internal but the Bone Claws and Bio-Energy Expulsion Vents had to be concealed to maintain the ruse. Hope rose to the challenge and has incorporated the latter two weapons into the design – completely undetectable until it is too late.

Bio-Energy Expulsion Vents: It is important to explain the Maiden's version of this weapon. Instead of simply being mounted on the top of the forearm or on the shoulder, they have been *completely* internalized (not even the port is visible), incorporated into the bones of the forearm. Whenever the Maiden wishes to use these weapons, the hands split apart in a gruesome display (between the middle and ring finger), and recoil past the wrist to reveal the weapon concealed in the forearm (requires two melee actions).

This process does minimal damage (mainly a little blood loss) to the Biotic as their hands and musculature have been engineered for the process, but it does render the Biotic unable to perform any skill that requires the use of the hands while the weapons are present.

When the hand returns to its natural position, it takes 1 hour before the hand regains full functionality. Until then, they incur a penalty of -20% to any skill that requires the use of the hands.

Concealed Liquid Bone Claws (with *Betrayer Blade crystals*): Much like the Third Daughter's *Crystal Claws*, the Shield Maiden has Bone Claws that utilize a liquid bone medium that is similar to that used by the Gorillephant Biotic (described earlier), but the *Betrayer Blade* crystals are included in the mix and this bone is designed to harden and set.

Bio-E: 20/50. 20 if just selecting the liquid bone claws. 50 if you include the *Betrayer Blade* crystals.

M.D.C.: Each Bone Claw has 10 M.D.C.

Damage: +4D6 M.D. to strikes with the hands.

Duration: It takes 30 seconds (2 melee rounds) for the Biotic to secrete enough of the liquid medium for the 5 inch (12.7 cm) finger claws and for the bone to harden/set.

The bone claws are permanent until either is destroyed or the individual wishes to remove them.

Payload: The Biotic has enough liquid medium stored for 4 sets of claws for each hand. Any expended set of claws requires 6 hours to replenish the bone medium.

Penalty: Whenever the Bone Claws are present, the Shield Maiden receives a -15% to any skill requiring the use of the hands.

Common (Additional) Enhancements:

Level 2 – Lightning Strike, Plasma Breath, +60 M.D.C. to Bio-Force Field.

Level 3 – Omni-Upgrade to Lightning Strike, +60 M.D.C. to Bio-Force Field.

Level 6 – Mega-Upgrade to Lightning Strike.

Level 9 – Mega-Upgrade to Bio-Energy Expulsion Vents.

Level 12 – Mega-Upgrade to Plasma Breath.

Common Skills: Standard, but without the standard -10% penalty to each skill.

O.C.C. Skill Program: Domestic (+10% and keep Wardrobe & Grooming), Weapon Training, Martial Arts & Survivalist.

Elective Skills: At level one the Maiden receives Climb, Swimming and First Aid. At Level 3, Trap & Mine Detection. At Level 6, Detect Concealment. At Level 9, Detect Ambush. At Level 12, no skill is selected.

Secondary Skills: No Secondary skills are given to the Shield Maiden.

M.D.C. Living Body Armor: Because these Biotics are designed to stay within the habitat and raise the test subjects, the House will provide the Maiden with an assortment of armor, but commonly the medium to light armor types are used to continue the ruse of a 'simple, fragile human.' They may even have a couple of sets of custom, form-fitting *Poor Man's Genetically Enhanced Leather Armor*.

Please note that while in Living Body Armor the Biotic is unable to utilize most of its bio-enhancements; at least while it is worn intact.

Standard Equipment: Because the House is their benefactor, they receive a vast amount of supplies for grooming and toiletries, cooking, cleaning, etc. They also have a large collection of casual clothing and personal items such as jewelry and things collected over time.

Money: The Shield Maiden has access to a vast sum of money if ever they need to purchase items or produce from traders.

The Upside: Enhanced & trained above and beyond the capabilities of most Biotics, with access to the best weapons and equipment.

The Downside: You are charged with raising test subjects which at any moment could kill you with a psychic outburst; your role is extremely dangerous to say the least.

Due to your programming and education level, you are always balancing on a knife edge, with the internal conflict between the loyalty and obedience for the House and the bond made with the test subject you are charged with.

Top Secret Enhancement:

Nova (Spontaneous Combustion):

Because of their unique design and programming, every now and again, a Shield Maiden's bond with their charge is too strong

and they begin to believe that it is literally their biological child. This leads the Maiden to feel the need to get her child out of this dangerous environment. Though there are considerable measures in place to thwart any escape attempt, there is still the chance that one might somehow free itself. Hope has anticipated all this, and has incorporated into the design of the Shield Maiden Biotic an explosive chemical compound woven into the fabric of their red blood cells which is extremely unstable and volatile, but kept stable with the introduction of a binding chemical either through their diet, or servicing, by one of the Engineers (Game Master's choice). This binding chemical can keep the explosive chemical inert for 7 days, so either it is introduced into their diet every day or the Engineer will service the Biotic every six days. The moment the binding chemical wears off, the Shield Maiden will go into fierce convulsions for 1D4 melee rounds triggering an irreversible process that causes their body to instantaneously combust, atomizing the Shield Maiden and almost anything else within its blast radius.

Damage: 1D4x10 M.D. to everything within a 10 foot (3 m) radius from the Maiden. 6D6 M.D. to everything between 10 feet and 30 feet (3-9.1 m).

If you wish, you could include the effects of impact damage and stun effect from explosives as found on pages 116-117 of the **Splicers® RPG**.

The Shield Maidens are unaware that this weapon is built into them. Only Hope, the Engineers and the Family know of this inclusion into their design.

Alternate Path for the Shield Maiden/Youth

A Mother Superior/Matron is a Shield Maiden that is enhanced even more than normal, given Supernatural Strength, which provides an edge in combating any test subject. These Biotics are not charged with caring for the test subjects; instead, they stay with Hope and assist her in conducting some of the tests and experiments.

The House normally has 2-3 Mother/Father Superiors at one time to help Hope with her tasks in assessing the test subjects, and to protect her if she is endangered.

Outpost F279

An Adventure for Rifts®

By Anthony Uyl

Introducing the Adventure

This adventure is set in the year 109 P.A. in the pre-Rifts Canadian province of Ontario. The player characters will involve themselves with a villain's desire to see both Lazlo and the Coalition pay for past crimes. Obsessed with revenge, he will make a deal with an unknown Alien Intelligence in order to gain the power he needs. Of course, he has been deceived; this new alien monster is using him as a way to manifest in our world.

The Alien Intelligence has sent a powerful creature to set the stage for its master to come through. The godlike creature needs very specific elements to manifest before it can come to Earth.

Introducing the Characters

Where the Player Characters begin this adventure can be left wide open. However, being anywhere near the city of Lazlo or Chi-Town would be the most convenient place to start.

Obviously, the PCs are going to need a motive to get involved in what would normally be a Coalition issue. Although it won't be directly spoken of in the emergency message detailed below, the G.M. could hint at lost knowledge or goods stored in a Coalition outpost that might make the players more eager to get involved.

Another possible motive is that the PCs are being paid by a third party to seek out the outpost and find out exactly what the Coalition is keeping there. Although the emergency message below is intercepted by anyone with a video communication device, some players may not want to get involved in a Coalition affair. Therefore, it is possible that some group from either Lazlo or the 'Burbs of Chi-Town will want that base secured and searched for their own reasons. Credits or equipment could be promised – and the G.M. is free to make these promises real or empty.

The players could also get involved just for the chance to interfere with the Coalition. They could also work for the CS as military contractors, or could be members of the Coalition military that are ordered to intervene. In either case, the characters are motivated by anger or duty, both equally good reasons for potential heroes to get involved.

Whatever the motivation of the player characters, they will receive the video message below as a call for help:

“To anyone that receives this, my name is Waine Rembrand. I am calling out from the Canadian province of Ontario – a place called Londesborough near the shores of Lake Huron. We came here to investigate rumors about a Coalition facility that fell a couple of months ago. We thought the base was destroyed and might be a place to find some salvage.

“The community of Londesborough is a welcoming community and they are always willing to help, but getting there can be dangerous. If you can find the village, most of the locals are honest and helpful, but some of them are...reserved, withdrawn, with this eerie feeling about them.

“The location of the outpost still eludes us. We have encountered strange monsters we are totally unable to identify. The area is heavily overgrown and finding our way through has been difficult; we only hope that we can survive long enough to find the way back out. We think the villagers might know where the outpost is, but we didn't ask, we were simply too arrogant to ask.

“I believe there are objects there, old relics that...”

The message cuts off with a burst of static and white noise.

Getting Information

As can be expected, there is little information that the characters can dig up about the outpost or the surrounding communities. Officially, the Coalition has shown little interest in the area, and has distributed the least amount of data possible to keep curious interlopers out.

Any information the player characters get confirms that there is no Coalition outpost nearby, and the closest community, said to be inhabited by D-Bees and other dangerous monsters (purely Coalition propaganda), is a place called Londesborough. Since there are no surviving records about a military base of any kind in the area, the characters will have to head to Londesborough to investigate further.

Approaching and Working Around Londesborough

With the information above and the dangerous setting, even approaching the village can be dangerous. Traveling through the area is extremely difficult and PCs will need to be on their guard.

The thick forest and foliage makes any attempt to approach by ground difficult, since any of the major highways that used to lead into the area are now destroyed and heavily overgrown. Approaching by sea is possible, but sea monsters will make the voyage just as perilous. Either method of approaching the village could take days.

If the PCs are traveling by a hover vehicle or some kind of aircraft, they could get to Londesborough in a matter of hours, but the danger of attack is still very real, especially on final approach.

For every day that the PCs spend in the immediate area around Londesborough, roll on the table below to see if and what type of encounters they may have.

Londesborough Encounter Table:

01-25%: No encounter.

26-50%: 1D6 Consumed Humans. See below for details.

51-60%: 1D4+2 Spirit Sasquatch. See **Rifts® World Book 20: Canada** for details.

61-75%: 1D4 Demon Bears. See **Rifts® World Book 20: Canada** for details.

76-90%: A Windigo Demon. See **Rifts® World Book 20: Canada** for details.

91-95%: 1D6 Timral Soldiers. See below for details.

96-00%: A Wishpoosh. See **Rifts® World Book 20: Canada** for details.

Londesborough

As noted above, this is small village with a population of roughly 300 people. Most of the inhabitants are family members or farmhands that work the local farms trying to grow crops or raise cattle. Although farming is dangerous due to all the monster and demon attacks, the villagers still try to make a living for themselves here. Whether or not the community is inhabited by D-bees won't be discovered until the characters actually arrive. The village itself is always looking for brave adventurers who are willing to help protect the village from violent monsters.

Londesborough's citizens were optimistic when Coalition patrols began to operate in the area. Many of the inhabitants thought the Coalition would clean up the wildlands and make them safer. This wasn't the case. Many of the villagers pleaded with the Coalition to do something about the dangerous creatures, but their cries fell on deaf ears. Most assumed the Coalition didn't care and still hold grudges against anyone bearing official Chi-Town rank. Rather than attempt to protect Londesborough or pacify the area, the patrols focused on an old, abandoned Pre-Rifts military base just outside of nearby Clinton. (G.M. Note: This Pre-Rifts military base is actually the location of the new Coalition base.)

The D-Bee population here is small, making up about twenty or so individuals. Most of them are vagrants with nowhere else to go, or have come to find work on the farms. Some are former warriors that have fled from the Tolkeen war or else have made their way from Lazlo to keep an eye on the outpost for information.

Villagers did notice, however, when the outpost suddenly went silent a few months ago. It was impossible to completely hide the presence of Death's Head transports coming into the area from across Lake Huron, and the locals were certainly aware when the regular flights ceased. What these transports were bringing and what they were shipping is anyone's guess. Any member of the population of Londesborough that are asked about the base will most likely spit in defiance, but say that they know very little. Most of them don't even know where the base is, since all that have gone there have been suspiciously killed in the weeks since they visited or simply refuse to talk about it.

1. Town Hall

This small gathering hall isn't the most formal of settings for a village council but the mayor does make his office here at a small desk in a corner of the community hall. Mayor Dak Emmis can be found here while the sun is up but leaves when the sun starts to go down to his home not far down the street.

Emmis doesn't know much about what is going on at the base, but says that strange things have been happening to the members of his community ever since the outpost went quiet.

"They've become reclusive and refuse to show up to meetings. Some of them are sorta religious folk, worshiping some of the gods that have made themselves known in these strange days, but they are all good people. Now they just sit there and watch folks as they pass, not saying much to anyone that would ask them any questions. Sometimes they hitch a ride into Clinton for some reason – I'm not sure why. You may want to talk to Arcturus Bouvier. He's fairly new here but he seems to be the leader of their group. They all gather around him as if he's some kind of holy icon."

Emmis doesn't know much beyond this but will ask that the characters stay and help him with defending the village.

If the PCs decide to help Emmis out they will find that the village has measly defenses. How they have managed to survive this long is a miracle. There are no walls and little in the way of fortified positions to defend. There are some bunkers that area farmers and villagers use to take cover in when there are attacks but these bunkers are small (50 M.D.C.) and barely fit the people they are designed for.

When an attack does happen, Emmis will pay the PCs a small, 100 credit fee for their help, saying that this is all the village can afford. The mayor also points out that any goods the creatures are

carrying are free game to the people that killed them. He warns, however, that the villagers are also eager for any items the monsters might possess, and if the characters are determined to get any of it, they will have to act fast. Other defenders in town will loot the corpses and sell whatever they can, including monster and demon body parts, as a way to complement their puny pay.

Emmis won't be willing to give directions to the abandoned base until after they have helped defend the town or dealt with Bouvier. After that, he will suggest that if the PCs are looking for a Coalition facility, the old base would be a good place to start.

2. General Store

This small store has everything that most of the villagers need to survive. Most types of preserved food can be bought at a fairly cheap price (around 40% below normal). These prices may be a result of the poor condition the food is in. A **Cooking** or **Preserve Food** skill check will reveal that most of the stocks are not in the most edible condition. If any of the food was at one time good quality, it was a long time ago. Those with the **Basic Electronics** or **Electrical Engineering** skill can make a skill roll to see that the fridges and freezers within the general store are in a state of disrepair, sustaining everything at an unsafe temperature. If the players can fix the appliances, the store owner, Mel Yonki, will be appreciative and let them take around 100 credits of free goods.

Probably the most important service the general store offers, however, is recharging E-Clips. Their small E-Clip charging station doesn't work at peak efficiency, but will charge any clip up to 60% before it starts to malfunction. If the PCs can repair the charger for Yonki he will allow them to recharge their E-Clips here for free whenever they are in town.

Yonki knows little about the outpost, but had hoped that when it came in to service, it would increase business and trade in the town.

"It's unfortunate that the Coalition isn't doing anything to clean up the monsters around here. They seem to be patrolling nearby, but that is about all. I've personally asked them to do something about the dangers around here and you'd think with their attitude towards monsters and whatnot that they'd be willing to help – but so far, nothing."

"I don't know anything about a base around here. There used to be one before the Rifts, they say, near the old village of Clinton. It's not too far; might be a place to start."

He has high hopes that the Dead Boys will bring with them trade and development of the region. Although not an avid supporter of their human supremacist policies, Yonki wants their business and hopes that they will return and start cashing in some very valuable Coalition credits. (**G.M. Note:** He's not sure where exactly the pre-Rifts base is located, but knows from hearsay around the village that there used to be one near Clinton.)

3. Bouvier's Home

Eventually, the PCs will have to confront Arcturus Bouvier about the cult-like activity he has been involved with, whether they seek him out directly, encounter him in the streets or have a run-in with his followers. Bouvier stays at home most of the time, tending to his flock. If visited, at first he doesn't answer the door, but anyone that passes a **Perception Roll** of 10 or higher can clearly see lights on in the house and someone trying to peek out through the windows without being seen. The PCs can yell

and scream all they want, but they most likely won't be able to get him to answer the front door willingly.

The Game Master is free to role-play this out as much as possible, but eventually the characters will have to kick the door in. The door has an S.D.C. of 10 and no A.R. rating. Bouvier will come running out demanding to know what they are doing in his house. He will claim that he just woke up and demands they leave before he calls the local defenders.

If asked about the villagers in his group, he will say that it is none of their concern.

"We are free to practice our beliefs how we want. This isn't the Coalition. If you want to preach their doctrine, go somewhere else. No one will listen to you here."

With all the noise and commotion happening at Bouvier's home, some of his followers, 1D6 Consumed Humans (see below) will come up to help their apparent leader. Bouvier will smile as his saviors attempt to sneak up on the PCs.

As the attack happens, Bouvier will start to yell about how they're all doomed. Lazlo and Chi-Town will fall to the new master that is coming forth. No one will be able to stand before the great lord that is coming from the outpost. They have taken it and not even lowly, insignificant humans like the PCs will be able to stop what is to come.

Once he is done preaching, Bouvier will try to join the fight. If he starts to realize he is losing, Bouvier will try to run in the direction of Clinton. The characters can feel free to stop him or kill him, depending on how they want to deal with the situation.

Bouvier's home also sits unprotected once he runs off or is killed. The house is generally a mess, with clothes, food scraps and junk littered all over the floor. One piece of furniture that stands out is a desk along the back wall that has a book open on it. The book is a journal that Bouvier has been keeping ever since he first encountered the Alien Intelligence. Below are a few entries that would interest the characters.

March 18

A great power, a thousand voices, has made contact with me today. Maybe they could feel that I was unwell and sought to help – or maybe they see in me a greatness that all others have failed to notice. Regardless, they have accepted me, and I them.

They offered me great power to overcome those that have treated me so poorly. The weaklings in Lazlo will know my anger when the full power of my new masters goes against them. They will soon learn that they should have heeded my warnings, should have taken me in.

Next will be the Coalition and their treasured Chi-Town. They may have defeated Tolkeen and held off the Federation of Magic, but myriad creatures of this magnitude with all its servants? I doubt that even they would be able to withstand such an assault.

Once these two arrogant powers are dealt with, we shall move on to the world as a whole – and I will rule with an iron fist.

March 26

The first plans for my masters' arrival are coming to fruition. First, they wish to send a scout that will prepare the coming of my master. They need very specific circumstances to take place before they can enter our world. The stage must be prepared for them, and to do that they must send creatures called Timral and their familiars here to adjust the local climate and temperatures to suit their needs. From what I've heard, they need to transform

a vast area the size of many old American states in order for their master to come to Earth. To help with the process, they are going to send what they call a “pod.”

April 16

They have chosen the old town of Clinton as their center of operations. Unfortunately, the Coalition has already established an outpost there. Although I am fairly confident the masters’ scouts can handle the CS troops, I don’t want this all to unfold before the final conquest is ready to commence. I don’t let my masters know that I am nervous but they seem fairly confident that this will work.

June 4

The outpost has been taken and the great creature Mezensoff has taken up office in the upper level of the base. He is an arrogant, blob-like creature that does not give me my due, but I have been promised power and vengeance. Part of me doesn’t think that this Timral has been properly informed from the masters about me, but soon all will be revealed.

He has desecrated his masters as being great creatures of powerful abilities. They care nothing for life and want to consume our universe as they have their own. From what Mezensoff has said, they are massive creatures, bigger than even the Splugorth, and bear incredible power. I shall open the door for these masters, and in return they shall give me my revenge.

The countdown has begun.

There is also a cat present that at first, is hiding in Bouvier’s house, but that comes out to investigate the players. Although the cat doesn’t seem interested in attacking the characters, if the characters provoke it or try to shoo it away, it transforms into a cat-sized worm with a 2 foot long tentacle for a head. This is a Timral familiar (see below) and it will immediately attack the PCs once it takes on its true form.

After Bouvier

Once their leader has been dealt with, the villagers that followed him will scatter into the surrounding wilderness. Most of them will make it to the outpost, but others will surely die due to the strange creatures and monsters in the area. The PCs can try to chase the followers all they want and they may be able to catch 1D6 of them. If the PCs do catch up with them they will fight to the death (use the Consumed Human stats below). They will not answer any questions and will mysteriously die if captured.

Emmis insists that the PCs head to the base and find out what is going on. If they can restore the base, it may be a boon to their community that will help them prosper. Of course, if the PCs are anti-Coalition this may be a perfect opportunity to deliver a serious blow to the human supremacists.

Getting to Outpost F279

The road from Londesborough to Clinton will be rough and unwelcoming. With the amount of demons and monsters that stalk the area it would make sense that the woods are hard to traverse. This doesn’t mean that it will take overly long to make the journey, but obviously it will take longer than it would on a perfectly flat and maintained road.

The G.M. should ask for **Land Navigation** rolls here to make sure that the PCs are following the directions that Emmis gave

out. If the Game Master wants to make a mini-adventure out of getting there they could put a penalty on the roll to make it more difficult and have the characters run into a series of encounters on the encounter table above.

Regardless of how the G.M. decides to play out the journey, there should be at least one encounter from the table above. It’s a decent distance (about 10 miles or 16 km) from Londesborough to Clinton and the chances of not running into a monster during the journey is low.

Outpost F279

When the PCs finally find their way to the base they will notice that the area shows signs of a battle. There are wrecked Coalition vehicles and slain Dead Boys all over the grounds and within the base itself. The 10 foot (3 m) walls that surround the base are battered and broken at certain locations, but are for the most part, intact. A character with the **Military Fortification** skill will be able to determine on a successful roll that whatever did the damage to the walls was able to either fly or slide over the walls. On a successful **Perception Roll** of 10 or more, a character will also find a gel-like substance that covers the outside and top of the wall (as well as inside once they enter the base), indicating that something did slide over the wall. A successful roll with the **Biology** skill will indicate that the gel is organic and not native to Earth.

The front gates are blasted open and otherwise non-functional, making entrance into the base fairly easy. The base itself has a basic layout with a vehicle garage, barracks and armory. The key feature of the base is the two-story, black, cylindrical building in its center. If the characters passed the **Perception Roll** above, they will notice that the slime goes right in through the entrance to this central building.

Everything seems quiet and PCs may feel the need to look for Coalition equipment. Once they get about halfway to the central building (around 50 feet/15 m from the main gates), they will be attacked by 1D6+2 Consumed Humans. Once this menace is dealt with, the characters can loot all they want. They won’t be able to scavenge much, but will be able to get a hold of 1D6 C-10 Laser Rifles, 2D6 C-18 Laser Pistols, 1D4 Vibro-Swords, 2D6 E-Clips and 1D6 suits of new-style Dead Boy armor. Any other equipment is broken and useless, and there aren’t enough intact pieces to put various parts together to make anything. A character with the **Salvage** skill will be able, with a couple hours work, to get a Sky Cycle working again, but it has no mini-missiles and the speed and M.D.C. are reduced by 50%.

With the external threats gone, the PCs can search the garage, barracks and armory but there is nothing of value nor any clues for the characters to find. Over the few months since the base was attacked the place has fallen into disuse and is covered in dust and other debris. It looks like the armory and garage have been stripped clean, so the PCs were lucky to find the few weapons that they did.

The last place to go will be the central building.

Central Building – First Floor

1. Entrance

This entranceway would have been grand before the base was taken over, but now is rundown and filled with the smell of death and decay. There is a reception desk in the middle of the room

with a dead soldier slumped over it. The computers behind the desk are non-functional but the elevators on the right-hand side of the room still work.

There are three doors, one on each side of the room (areas 3 and 8) and one that leads to the central room of the outpost (area 2). The two side doors are smashed and missing, while the door to the central room is jammed shut. A sensor above the door appears to be working, and characters will be able to hear the door's lock release upon approach, but the door itself refuses to open. PCs with the **Computer Programming** skill can attempt to fix the door, but ultimately it is something on the other side that is causing the jam.

Additionally, there are 2D6 cats that look the same as the one in Bouvier's house. These are more of the Timral Familiars. If provoked in any way, 1D6 of them will run off while the rest turn to fight their aggressors. If the characters are smart enough to leave them alone, the cats won't bother them.

What's with all the cats?

For some reason Mezensoff has taken a liking to the feline species. He finds their independence alluring and sees part of himself in them. He too would like to be free of his Alien Intelligence masters, even to be a master himself, but doesn't have the ability to break free. He admires the cats and their capacity to survive on their own and has taken all the cats he could find in the surrounding communities as his companions, turning them into the familiars found in this adventure.

2. Central Control Room

This room is only accessible from area 5 on the map. All other doors are blocked by something that the characters will not be able to identify until they get into the room itself.

The room is filled with a large green blob of a creature that covers most of the space, yet leaves computer consoles and other equipment usable if needed. The floors and walls, however, are completely covered by the fleshy substance of the creature. The most notable part of the creature is a central pillar that stretches from the floor to the roof in the middle of the room. Eyes, small mouths and tentacles can be seen protruding from the creature here.

The creature will not attack the PCs on sight but will allow them to move around the room with some freedom. The PCs can use the computers, look around the room and do some investigative work with no resistance from the blob-creature. If any of them pass a **Perception Roll** of 8 or more, they will notice people that are stuck in the central pillar-like structure of the blob. There are currently eight people stuck inside, and all but one are unrecognizable. The one person that the PCs will identify is the sender of the original message, Wayne Rembrand, that started the adventure.

Rembrand will be able to answer questions, but it will seem as though something (the creature) is speaking through him. He will state his name and claim that he doesn't know how long he has been here. Some other things he may say somewhat incoherently:

"They will consume all, galaxy after galaxy they have consumed until their own dimension is black and dead..."

"The masters must absorb enough magic from this world to open a doorway to theirs..."

"They are older than the universe itself, old when we weren't even a thought in the universe's plan..."

The PCs may also try and get information about the outpost itself from the computers. Most of the computers here are still running, although their connection to a central database may be damaged, making them slow and inconsistent.

The following information may be accessed with a successful **Computer Operation** roll (or the Game Master may allow the characters to see the information without a roll to help them out):

1. The outpost was established as a listening post to monitor Lazlo, but there is no long-term plan in the computer system regarding ongoing operations or the Coalition's specific goals when it comes to Lazlo.

2. An automated distress signal has been sounding ever since the outpost was taken over. There are some signs of help coming, but many messages have been sent to the outpost to try and contact survivors or access databases. A Coalition officer by the name of Captain Padrick Rendell has been trying to reach anyone in the base for more information, but has sent a message back saying he is waiting on orders from Chi-Town to come to their aid.

3. There are several reports about the citizens from Londesborough asking for help from the base, but the outpost commander states that they are a nuisance and a plan was being developed to eradicate them in order to conceal the knowledge of the outpost's existence.

All other information available is irrelevant – standard military supply orders and reports.

The creature itself won't attack or interfere with the PCs until they attack it or try to save the people in the center column. Once the creature attacks, use the Timral Pod stats below. The prisoners that are stuck inside the pod will die if the creature is killed.

Also, once the characters enter this room, Mezensoff becomes aware of their presence.

3. Rest Area

This large rest area has a small cafeteria with a full kitchen and washrooms, as well as tables and couches for soldiers and officers to lounge around in. Surprisingly, there is still running water in this area, along with some fresh food in the refrigerators if the PCs need it.

The desire for food could very well be pushed aside, however, with the lingering smell of decay and the several half-consumed corpses that litter the room. Whatever happened in here, it was quick and violent. Blood and gore are spattered all over the walls. There isn't much in the way of equipment or gear that the PCs can salvage besides some jewelry (worth around 1D6x1,000 credits) that hasn't already been snatched up by the various monsters in the outpost. Most of this jewelry is of personal meaning to the corpses – wedding bands, locketts and some military badges and other mementos given to officers for recognition.

4. Brig

This small brig is mainly just a temporary jail facility for prisoners that need to be transferred across Lake Huron for processing. The cells are high-tech with the most up-to-date equipment and M.D. glass to hold prisoners in.

Like the rest area above, there a few deceased Dead Boys and defenseless prisoners in here who all died horrible deaths. While looking around they will also awaken 1D4 Timral soldiers that are hiding in the various cells. See stats below.

Another strange feature in the room is its ability to restrict magic and P.P.E. use. Any magic-using PCs in the group will immediately feel their magical powers weaken while inside. With the Coalition's fear of magic, it would make sense that any prisoners would be hindered from using their abilities while imprisoned here. The field is based on psionics and any magic user can attempt to overcome the field with a save vs psionics of 18 or more. The Coalition spared no expense in creating this field. With the fear of magic and with Lazlo so nearby, it is understandable why this room was built.

The last feature of this room is a prisoner that is still alive in one of the upper cells, sitting on the floor meditating when the PCs find him. He doesn't move or flinch and at first doesn't answer any questions. After a few inquiries he simply states: "*My name is Benjamin Clemp, and I know you're there.*" He will further explain that he is a prisoner from Lazlo that was caught by Mezensoff while he was scouting out this area.

Any PC that has an ability to detect lies will immediately be able to tell that Clemp isn't being honest, but no amount of persuasion will force him to tell the truth. Clemp is really a Vanguard agent that is stationed in Lazlo and was sent to the outpost to find out what was going on. The Vanguard were secretly relying on the outpost for weapons and supplies, but since the takeover they have missed several scheduled shipments and so sent someone to investigate. They have also been secretly using the outpost to communicate with the Coalition across the lake and relay information back to them. No one in the base had any idea that their informants in Lazlo were Vanguard and there are no files about these kinds of suspicions in the outpost's computers.

Clemp will kindly ask the PCs to turn off the anti-magic field at the desk by the door to area 2. He will give them instructions on how to do so. Once the field is dropped the PCs can release him from his cell. They can ask Clemp to join them, but he most likely won't if the group contains magic users or D-bees. He can be forced but will use every opportunity to undermine the group that he can.

He will offer up little information about who he is. Clemp will tell the group, however, that if they can manage to kill Mezensoff he will be grateful. This may be the only card the PCs can play to get him to join them. If the players don't convince him, he will leave the base and hide out in the surrounding forest. Once the PCs are done in the base he will follow and try to kill them to preserve the knowledge of this outpost and anything the PCs may have found inside.

5. Maintenance and Repair Shop

This is a basic maintenance shop for any gear or personal weapons that might need repair. There are 1D6 cats (Timral Familiars) in the room but, like the rest, they won't bother the PCs unless attacked or provoked.

Scattered parts lay all over the tables with various tools accompanying them. Some very valuable tools are in this room, tools that would make any Operator drool. There is around 1D6x10,000 credits worth of tools scattered about.

The computers in this room are still working and anyone with **Computer Operation** can attempt to access them. Inside the computer files they will find maintenance records and schedules, along with request forms and all kinds of generalized records. The really valuable files here contain information that the lead technical officer was tinkering around with weapons in an attempt

to make them better and more efficient. There are files here that anyone with the **Weapons Engineer** skill will understand, able to make burst weapons fire one more round than normal (from 3 to 4) and make any single shot energy rifle do 1D6 more damage per shot. Any of these modifications will take 2D6 hours to complete, and stopping for the better part of a day may not be an option.

Lastly, a PC with the **Salvage** skill will be able to recover 1D4 C-18 Laser Pistols all in various pieces. They will have to be assembled somewhere else and all will have a 10% chance of misfiring with every shot due to the poor state they were in when brought here.

The PCs can also access area 2 without hindrance from this room.

6. Receiving Dock

This dock is just as much of a mess as the break room above. It is obvious that some kind of last stand was made here by the Coalition soldiers. There are plenty of destroyed Dead Boy armor suits, along with mangled weapons. The bodies are all missing, however. The smell of blood is prevalent here with trails of it smeared all over the floors and walls.

There are many crates in the dock that mostly carry rotten food, medical supplies and military uniforms. It will take about ten minutes to completely go over everything in this room but there isn't much to find of value.

7. First Floor Armory

This large room has many useful pieces of equipment for the players to investigate if they can get past the 1D6 Timral Soldiers that are in the room as well. These creatures will attack on sight and are most likely lying in wait to ambush the group.

Once the soldiers are dealt with, the group is free to look around the room. In all, there are 1D4 suits of new Dead Boy armor, 1D6 C-10 Laser Rifles, 2D4 C-18 Laser Pistols, 1D6 Vibro-Swords, 1D6 Vibro-Knives and 2D6 E-Clips. There are lots of empty weapon racks as well, making it evident that the place was cleaned out by Coalition troops desperate to fight off the creatures that invaded this outpost.

There are no bodies or wrecked equipment in this area, making it clear that all fighting was done outside.

8. Conference Room

This large, comfortable room has an oval table at its center with high-backed, padded chairs all along both sides. Large video screens adorn all sides of the room – now showing nothing but static. There are several datapads that have information on duty reports, shift rotations and request forms, but nothing substantial. From the looks of it a meeting of the outpost's senior officers was taking place when they were attacked.

Second Floor

1. Reception and Security Station

This area has a large window that looks over the front of the base along with a large desk with surveillance screens that aren't showing anything at the moment. The security forces were actually all ISS agents, and wearing the old-style Dead Boy armor. There are 1D4 dead security officers scattered around the room

with another dead Coalition officer behind the desk. A **Military Etiquette** roll will identify the officer as a member of the Coalition's Psi-Net division.

There are also 1D4 cats/Timral Familiars in this room.

2. Central Offices and Command Room

This is a large room with a grand video and strategy table that has been split in two. A large hole encompasses the middle of the grand room from where the Timral Pod has broken through. Those that investigate the Pod closely will notice that most of the growth extends into area 9. There are also 1D6 Timral Soldiers in this room.

Around the edge of the pit are various workstations and consoles for officers and specialists. Most of the stations are secretarial in nature, but a few of them are dedicated to specific operations in that they receive reports from field operatives or collect information from analysts to observe and send to the right people. Some of these stations are smashed but others are still functional. PCs that make a **Computer Operation** roll will be able to access full reports on Lazlo and information about Lazlo's council, like what race the members are, how many magic users and D-bees are within the city, along with strategic plans to infiltrate and potentially overthrow the Free State. Those with **Military Etiquette** or **Military Fortification** will be able to recognize the strategies as being similar to those used against Tolkeen. The reports confirm that if Chi-Town ever wanted to act against Lazlo, this outpost would be expanded into a staging point.

If the PCs make their way to the communications consoles they will also notice that a mayday has been sent out. It is encrypted and keeps getting sent to another secret outpost in the old state of Michigan. Where this outpost is and what is there isn't revealed.

3. Second Floor Security Office

This large office contains duty rosters, along with radio equipment and some computer consoles. Just like the rest area and receiving docks, it looks like this room was a major battleground. Unlike downstairs, however, there are 2D6 bodies in various states of decay, creating an overpowering stench. It doesn't appear that any of these bodies have been consumed at all and that the security officers were killed and then left to rot.

There is no salvageable equipment in this area as all the weapons and armor have been completely destroyed.

4. Second Floor Armory

This armory isn't nearly as grand as the one on the first floor, mainly just housing the ISS agent's equipment, armor and weaponry. It looks like the room has been emptied of all weapons. There are 1D6 E-Clips laying around but no other significant equipment.

5. Sergeant Major's Office

The sergeant major made his office here and dealt with all the politics and day to day duties of running the base. There is a desk with datapads that contain reports and equipment requests, but the office is otherwise empty. If the PCs go through the desk they will find a bottle of alcohol (valued at nearly 100 credits) that has yet to be opened.

6. Second in Command's Office

The captain of the base resided in this office and the decorations in here are rather spectacular. A receptionist's station is near the front of the office and there are two bodies, one of a secretary in new Dead Boy armor and that of an officer in armor as well. It is obvious that they both died from an execution-style laser blast to the head.

A search of the computer and datapads will show that the captain was alive right up until the end. He reports that he watched as the Pod broke into the base and started consuming bodies and entrapping others. The secretary and himself made a decision to die rather than be taken, so he shot his secretary in the back of the head, filled out his final report, and killed himself.

The C-10 Laser Pistol he used to do the job is laying on the floor with a half-empty clip.

7. Intelligence Office

The office door here has the same logo on it as the receptionist's station in area 1. Anyone that was able to pass the **Military Etiquette** roll will see that this intelligence office was a detachment of Psi-Net and the outpost relied on them to get information.

There are many datapads and records that show reports about Lazlo, detailed information on all magical threats within the city and methods of torture used by their psionic operatives to access information. Also contained are detailed reports on the military capabilities of the city and where their defenses are deployed. Much of this information is quite valuable to others outside the Coalition and many would pay dearly to get their hands on it. Also included is detailed information on what Psi-Net operatives are in Lazlo at this moment and what their current mission parameters are.

They will also manage to find information that a Benjamin Clemp is an informant to the outpost. It doesn't say in this file that he is a Vanguard operative, but the report does say to be wary of him.

8. Communications Office

There is a lot of valuable information in this room as far as the Coalition is concerned. Many datapads with confidential files such as encryptions, command codes and outpost locations are all stored in here. A lot of high-tech communication equipment is in this room and any PCs that toy around with it will realize that they can access live video feeds right from Lazlo to this office. Players who think of it can use the command codes here to stand down some of the field agents patrolling the city. Although these codes won't order them back to base, they may delay any action that the Psi-Net operatives were planning – enough to get some warning to Lazlo's council.

What the characters may realize with a successful **Cryptography** roll is that once a command code is used, it is "burned" and cannot be used again. There are only 1D4 available command codes here, and none of them are valid enough to send commands back to Chi-Town or into hidden outposts in Michigan. They are only good for Lazlo field operations.

9. Colonel's Office

Once the player group enters this office they encounter Mezensoff. He is a great tentacled blob, green and slime covered.

Eyes poke out of the green skin at various points and tentacles are always moving and feeling around. A soft, comforting voice will enter their minds and start enquiring of the PCs what they hope to accomplish.

“You cannot hope to stop us. We have been in existence long before any of you were even conceived of. Even the gods fear us. If you manage to defeat me today, we will return, and in force.”

The great creature will then send out a psychic attack that will make the PCs friendly towards him while he tries to kill them. This attack can be resisted by anyone with a psychic save of 10+. Psychic characters will save on an 8+ and Major Psychics on a 6+. This save can be reattempted every melee until the player(s) break free. Once they are free they cannot be enthralled this way again. Once Mezensoff sees that he has failed he will attack and try to kill the players directly.

Once he is dead the familiars, soldiers and Consumed Humans will die. The PCs will also be able to use the Colonel’s computer to realize that the mayday call has been answered and Coalition troops will be there within two hours. Within the mayday response are orders to neutralize the base and all surrounding communities. Luckily, Londesborough is the only community within the proposed distance, so characters will need to get there as soon as possible to get everyone out.

Players that wish to stay and fight the Coalition will have quite a fight on their hands as there are 2 Death Head’s transports, 16 Smiling Jack SAMAS and 20 Sky-Cycles comprising this strike force. The transports are also fully loaded with Dead Boys that will deploy once they have a chance to land. The best bet is to get everyone out of there immediately. The troop numbers are available in the mayday response.

10. Rest Area

This rest area was designed for the Colonel only. It is here that the Colonel made his last stand – his body is slumped backwards over an expensive couch. His armor and weapons are useless as it looks like a tentacle ripped through his torso and out the side.

11. Central Computer Room

The central computer for the entire outpost rests in this room. The room is kept cool to help with overheating and there are several consoles and many datapads scattered about. A PC with **Computer Programming** could upload the entire computer database onto the datapads to sell or give to someone who may be interested in such information. The whole download will take nearly an hour but if the PCs want to risk getting caught in the Coalition’s cross-hairs to get this info, now is the only time it will be an option.

The Destruction of Outpost F279

Once the PCs have managed to escape and, if they can, to get the residents of Londesborough to safety, they can watch from afar as the Coalition destroys the base. Laser beams, rail guns and missiles will all light up the horizon in a fantastic display of firepower. There will be nothing left to salvage or recover; quite literally everything is destroyed.

Next the force will turn its sights on Londesborough and the townsfolk will cry as they watch their homes destroyed. Hopefully the PCs were able to get everyone to safety.

Betrayal of Benjamin Clemp

Once the PCs and villagers are all safe and the Coalition’s mission of destruction is over, the Vanguard agent, Clemp, will turn on the PCs. He still will not reveal that he is Vanguard but will tell them they know too much about Coalition operations in the area and they cannot be allowed to escape with such valuable information. Clemp will fight with everything in his personal arsenal and will only give up when he is dead.

New Monsters

Timral

These creatures are the main lieutenants of the Alien Intelligences that they simply call “the masters.” Although not as large and powerful as those that they serve, they are still quite capable combatants and their magic and psionic knowledge is thorough. They are also cold, evil beings that think nothing of consuming and destroying the world around them.

Alignment: Mostly Diabolic (95%).

Attributes: I.Q. 3D6+12, M.A. 2D6+10, M.E. 2D6+12, P.S. 3D6+12 (Supernatural), P.P. 3D6+6, P.E. 3D6+12 (Supernatural), P.B. 1D6, Spd 1D6.

Size: Giant blob that is usually 20 feet (6.1 m) in width and stands 6 feet (1.8 m) tall.

M.D.C.: 1D6x100. (In S.D.C. environments it has 2D4x10+P.E. attribute number for Hit Points, 2D4x10+60 S.D.C. and an A.R. of 12.)

Horror Factor: 14

P.P.E.: 1D4x100+2D6+6 per level of experience.

Disposition: Smart, clever, cruel and determined.

Life Span: Effectively immortal.

Natural Abilities: Supernatural P.S. and P.E., nightvision 200 feet (61 m), see the invisible, impervious to disease and poisons/toxins/drugs, bio-regeneration 2D6 per melee, does not breathe air nor sleep, fatigues at 1/10th the rate of normal humans, impervious to possession and magically understands and speaks all languages at 98%. Can seduce mortals with a psychic attack that makes them unable to attack back. The psychic save for such an attack is 10 for normal people, 8 for Minor Psychics and 6 for Master Psychics.

R.C.C. Skills: Advanced and Basic Math 98%, Anthropology 75%, Astronomy & Navigation 98%, Astrophysics 98%, Biology 75%, Chemistry 85%, Detect Ambush 65%, Detect Concealment 70%, Lore: D-bee 85%, Lore Demons & Monsters 98%, Lore: Magic 98%, Lore: Psychics and Psionics 98%, Mythology 90%, Xenology 75%.

Level of Experience: 1D4+2 on average or by determination of the Game Master. Not available as a player character.

Attacks per Melee: Four attacks at level one, +1 at levels 2, 4, 6, 8, 11 and 14.

Mega-Damage: As per Supernatural Strength. A tentacle attack does an extra 2D6 M.D.

Bonuses (in addition to attributes and skills): +1 on initiative, +6 on Perception rolls, +2 to strike and parry (cannot dodge, but can parry energy and ranged attacks), +6 to disarm and entangle, +4 to pull punch, +3 to roll with impact, +6 on magic saving throws, +15 to save vs Horror Factor.

Vulnerabilities: These minor Alien Intelligences are vulnerable to magic and psionic attacks. They also take double damage from fire and explosions, including magic and psionic-based fire attacks.

Magic: 1D6x100+1D6+6 P.P.E. per level of experience. Timral are fascinated by magic and track down all sources of magical knowledge they can find. They know all rituals and invocations from levels 1-4.

Psionics: I.S.P. 1D6x200 and knows all Sensitive and Healing psionic powers.

Habitat: Not previously known to exist anywhere but their own dead, swamp-like world in another dimension. If they have ever been to Rifts Earth before it has never been documented or witnessed.

Allies and Alliances: Usually competes with others of its own kind to gain credibility with their full Alien Intelligence masters, but will join with them to achieve a common goal.

Rivals and Enemies: All other living beings, including demons, Deevils and gods. The Timral and their masters want to destroy and consume everything in their great hunger. When they conquer they leave nothing behind but cold, dead worlds.

Timral Familiar

These minor beings are a large part of the Timral's attempt to infiltrate any given world. The familiars mostly take on the form of a native species of the target world (in this case, cats) and are used to get into places that the Timral themselves can't. Although the familiars aren't as intelligent as their lieutenants, they are still cunning enough to know some combat abilities.

Alignment: Diabolic.

Attributes: I.Q. 14, M.E. 16, M.A. 14, P.S. 22, P.P. 16, P.E. 20, P.B. 8, Spd 26.

Horror Factor: None, but 10 when they take natural form or eat.

M.D.C.: 80

I.S.P.: 80

P.P.E.: 20

Natural Abilities: Speak in animal form, allow Witch/master (if applicable) to see, hear, feel, taste and smell everything the familiar experiences.

Psionic Knowledge: Knows all Sensitive psychic powers.

Magic Knowledge: None.

Attacks per Melee: 4 physical or psionic.

Damage: 2D6 M.D. or 4D6 on a power strike (counts as two attacks).

Bonuses: +2 to strike, +2 to parry, +3 to dodge, +5 to save vs magic, +4 to save vs Horror Factor.

Size and Weight: Same as a house cat.

Timral Pod

These large, overgrown creatures are one of the main forces used by the Timral and their masters to consume worlds and to prepare them for the coming of the Alien Intelligences. Once a pod enters a world it starts to consume local life forms, converting them into enough P.P.E. to open a Rift to their home dimension. While this happens, they also terraform the world they are on to make it a dead and swampy place like that their masters need to survive.

Alignment: Diabolic.

Attributes: I.Q. 1D4 (animal intelligence), M.A. 1D6, M.E. 3D6+6, P.S. 3D6+24 (Supernatural), P.P. 3D6+20, P.E. 3D6+24 (Supernatural), P.B. 1D6, Spd 1D6.

Size: Giant blob that is usually 60+ feet (18+ m) in width and stands 30 feet (9.1 m) tall.

M.D.C.: 3D6x100. (In S.D.C. environments it has 2D4x100+P.E. attribute number for Hit Points, 2D4x100+60 S.D.C. and an A.R. of 14.)

Horror Factor: 14

P.P.E.: 1D6x1000, +2D6x10 per level of experience.

Disposition: All-consuming creatures that care nothing for the lives around them except those of its masters and allies.

Life Span: Effectively immortal.

Natural Abilities: Supernatural P.S. and P.E., nightvision 1000 feet (305 m), see the invisible, impervious to disease and poisons/toxins/drugs, bio-regeneration 4D6 per minute (1D6 per melee), does not breathe air nor sleep, fatigues at 1/10th the rate of normal humans, impervious to possession and magically understands all languages at 98%. On solstices and equinoxes the creature can open a Rift to its Alien Intelligence masters' home dimension without the use of a ley line or ley line nexus. They can also terraform the local environment to suit their masters' needs, increasing the temperature by up to 20 degrees Fahrenheit and making the land around them more swamp-like. They also consume all living things in the terraforming process.

R.C.C. Skills: Concealment 75%, Tracking 98%, Wilderness Survival 98%.

Level of Experience: 1D4 on average or by determination of the Game Master. Not available as a player character.

Attacks per Melee: Two attacks at level one, +1 at levels 2, 4, 6, 8, 11 and 14.

Mega-Damage: As per Supernatural Strength. A tentacle attack does an extra 4D6 M.D.

Bonuses (in addition to attributes and skills): +1 on initiative, +2 on Perception rolls, +1 to strike and parry (cannot dodge, but can parry energy and ranged attacks), +4 to disarm and entangle, +2 to pull punch, +1 to roll with impact, +12 on magic saving throws, immune to Horror Factor.

Vulnerabilities: These minor Alien Intelligences are vulnerable to magic and psionic attacks. They also take double damage from fire and explosions, including magical and psionic-based fire attacks.

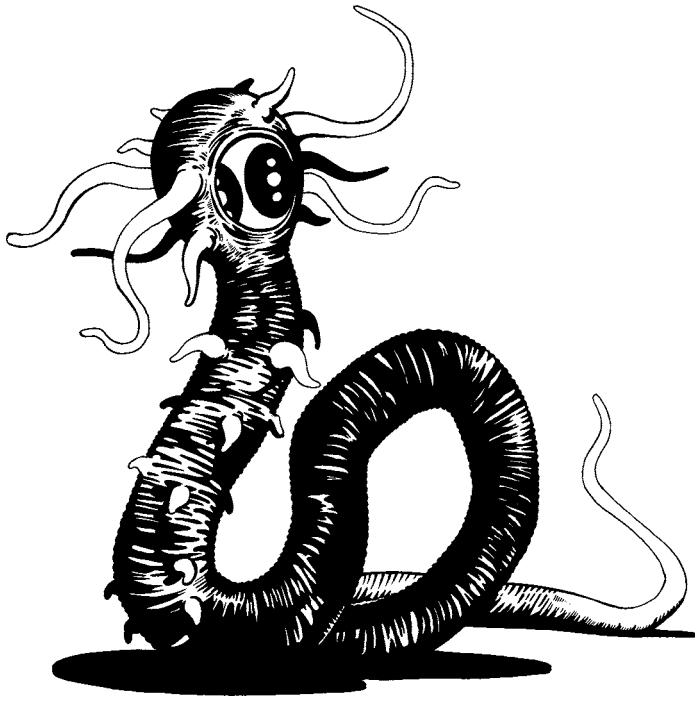
Magic: 1D6x1000+2D6x10 P.P.E. per level of experience. Have a basic instinctual understanding of magic and can cast Armor of Ithan (10), Cloak of Darkness (6), Electric Arc (8), Energy Bolt (5) and Fear (5).

Psionics: I.S.P. 2D6x200 and knows all Sensitive psionic powers.

Habitat: Not previously known to exist anywhere but their own dead, swampy world in another dimension. If they have ever been to Rifts Earth before it has never been documented or witnessed.

Allies and Alliances: Only their masters and those their masters have determined to be allies.

Rivals and Enemies: They exist only to consume and bring forth their masters. Once the Pod on Rifts Earth is able to bring forth its Alien Intelligence master, it will move from the base and start to consume the world around it.



Consumed Human

After a Timral Pod drains a being of its P.P.E. it is turned into a consumed version of its former self. These beings are linked both body and mind to the Timral lieutenant they serve and will obey them without question. Oftentimes, where the familiars are incapable of getting the information the Timral may need, they will send consumed people in to do more refined work.

Alignment: Mostly Diabolic (95%).

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

Size: A worm-like creature the size of a household cat inhabits a human.

M.D.C.: 1D6x10. (In S.D.C. environments it has 3D6+P.E. attribute number for Hit Points, 3D6 S.D.C. and an A.R. of 10).

Horror Factor: 14

P.P.E.: 3D6x10+1D6 per level of experience.

Disposition: Smart, clever, cruel and determined.

Life Span: Effectively immortal.

Natural Abilities: Supernatural P.S. and P.E., nightvision 100 feet (30.5 m), see the invisible, impervious to disease and poisons/toxins/drugs, bio-regeneration 1D6 per minute, does not breathe air nor sleep, fatigues at 1/10th the rate of normal humans, impervious to possession and magically understands and speaks all languages at 98%.

R.C.C. Skills: Advanced and Basic Math 60%, Camouflage 70%, Concealment 65%, Pick Locks 35%, Prowl 45%, Street-wise 70%, Wilderness Survival 90%.

Level of Experience: 1D4 on average or by determination of the Game Master. Not available as a player character.

Attacks per Melee: As per Hand to Hand: Basic.

Mega-Damage: As per Supernatural Strength.

Bonuses (in addition to attributes and skills): +2 to parry and dodge, +2 to pull punch, +2 to roll.

Vulnerabilities: These minor aliens are vulnerable to magic and psionic attacks. They also take double damage from fire and explosions, including magic and psionic-based fire attacks.

Magic: 1D6x10+1D6 per level of experience. They know all rituals and invocations from levels 1-2.

Psionics: I.S.P. 1D6x20 and knows all Sensitive psionic powers.

Habitat: Not previously known to exist anywhere but their own dead, swampy world in another dimension. If they have ever been to Rifts Earth before it has never been documented or witnessed. They prefer wet conditions but make due with whatever environment their Timral lord or Alien Intelligence masters inhabit.

Allies and Alliances: Others of their kind, plus those that the Timral have determined as allies.

Rivals and Enemies: All other living beings, including demons, Deevils and gods. The Timral and their masters want to destroy and consume everything in their great hunger. When they conquer they leave nothing behind but cold, dead worlds.

Timral Soldier

These are the main fighting unit of the Timral forces. They usually don't appear in large numbers until the world is prepared for the Alien Intelligence. They are powerful and cunning and as ruthless as their masters in any combat.

Alignment: Mostly Diabolic (95%).

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

Size: Giant blob that is usually 6 feet (1.8 m) in width and stands 4 feet (1.2 m) tall.

M.D.C.: 1D6x10. (In S.D.C. environments it has 1D4x5+P.E. attribute number for Hit Points, 1D4x10+10 S.D.C. and an A.R. of 10.)

Horror Factor: 12

P.P.E.: 1D4x10+1D6 P.P.E. per level of experience.

Disposition: Smart, clever, cruel and determined.

Life Span: Effectively immortal.

Natural Abilities: Supernatural P.S. and P.E., nightvision 100 feet (30.5 m), see the invisible, impervious to disease and poisons/toxins/drugs, bio-regeneration 1D6 per melee, does not breathe air nor sleep, fatigues at 1/2 the rate of normal humans, impervious to possession and magically understands and speaks all languages at 98%.

R.C.C. Skills: Advanced and Basic Math 65%, Astronomy & Navigation 70%, Detect Ambush 75%, Detect Concealment 70%, Lore: Demons & Monsters 85%, Lore: Magic 80%, Lore: Psychics and Psionics 70%, Mythology 65%.

Level of Experience: 1D2+2 on average or by determination of the Game Master. Not available as a player character.

Attacks per Melee: Four attacks at level one, +1 at levels 4, 8 and 14.

Mega-Damage: As per Supernatural Strength. A tentacle attack does an extra 1D6 M.D.

Bonuses (in addition to attributes and skills): +2 on Perception Rolls, +1 to strike and parry (cannot dodge, but can parry energy and ranged attacks), +2 to disarm and entangle, +4 to pull punch, +6 to roll with impact, +2 on magic saving throws, +12 to save vs Horror Factor.

Vulnerabilities: These minor Alien Intelligences are vulnerable to magic and psionic attacks. They also take double damage from fire and explosions, including magic and psionic-based fire attacks.

Magic: 1D4x10+1D6 per level of experience. Timral Soldiers see magic as a means to an end. They know all rituals and invocations from levels 1-4.

Psionics: I.S.P. 1D4x100 and knows all Sensitive psionic powers.

Habitat: Not previously known to exist anywhere but their own dead, swampy world in another dimension. If they have ever been to Rifts Earth before it has never been documented or witnessed.

Allies and Alliances: Whoever they are told to take sides with. They generally will not work with anyone outside their own kind unless ordered to.

Rivals and Enemies: All other living beings, including demons, Deevils and gods. The soldiers, like their Timral lords and masters, want to destroy and consume everything in their great hunger. When they conquer they leave nothing behind but cold, dead worlds.

NPCs



Arcturus Bouvier

This human is ambitious and willing to do whatever it takes to get what he wants. He grew up in Free Quebec, and after being rejected by the Québécois and Coalition militaries, made his way down to Lazlo to work as a double agent with them. The forces at Lazlo also had no need for him and so sent him out to live on the streets to his own devices.

Feeling betrayed and alone, he decided to try and make a witch's pact with a more powerful being to pursue his vengeance against the Coalition and Lazlo. His desires became bigger, however, as time went on and he decided to go after all of Earth. The Alien Intelligence that controls the Timral answered to his desires but held back their true intentions to him. Bouvier believes *he*

will be the master of this new Earth rather than the monsters he made a deal with.

Name: Arcturus.

Real Name: Arcturus Bouvier.

Race: Human.

Alignment: Aberrant.

Attributes: I.Q. 14, M.E. 12, M.A. 11, P.S. 8, P.P. 20, P.E. 18, P.B. 14, Spd 16.

Height: 5 feet, 6 inches (1.6 m). **Weight:** 175 lbs (78.75 kg).

Hit Points: 35. **S.D.C.:** 19.

Age: 26. **P.P.E.:** 7.

Experience: 5th level Witch.

Description: An average human with moderate to good looks.

Has brown eyes and dirty blonde hair. Is always wearing his body armor which has some meaningless runes on it (though he thinks they're powerful magic symbols).

Disposition: Easily spooked and antisocial. He feels he deserves more out of life and often goes to bother Mezensoff to get things that he thinks he needs. Suffers from the Recluse insanity found in **Rifts® Ultimate Edition**.

O.C.C. Skills: Language: Dragonese 72%, Language: Timran (language of the Alien Intelligence) 72%, Lore: Demons and Monsters 65%, Lore: Faerie Folk 55%, Pilot Hovercraft 80%, W.P. Archery, W.P. Energy Pistol, Land Navigation 52%, Wilderness Survival 50%, Concealment 46%, Pick Locks 60%, Pick Pockets 55%, Astronomy and Navigation 55%, Chemistry 55%, Mathematics: Basic 70%, History: Pre-Rifts 42%/50%.

Special Abilities: Impervious to poisons, toxins, drugs, gases and diseases, and increased physical prowess.

Psionics: None.

Magic Knowledge: None.

Combat Training: Hand to Hand: Basic.

Attacks per Melee: 5

Bonuses: +4 to strike, +5 parry and dodge, +2 to pull punch, +2 to roll, +1 to disarm, +6% to save vs coma/death, +4 to save vs magic, +3 to strike with a bow, +3 to strike with energy pistol.

Weapons of Note: C-18 Laser Pistol.

Body Armor: Gladiator Full Environmental Body Armor (65 M.D.C. remaining).

Other Equipment of Note: Sacrificial dagger (1D4 S.D.C.), short sword (2D4 S.D.C.).

Vehicles: Speedster Hovercycle (75 M.D.C.).

Benjamin Clemp

Born into the Vanguard legacy, Clemp has been a field agent for several years now. His superiors find him reliable and loyal, and as a result, let him pretty much decide for himself what missions to undertake and how to carry them out.

Unfortunately, he set out to find out what happened to Outpost F279 and was captured by the Timral. He was ambushed in the woods around the area and interrogated before being locked up in the outpost brig. Mezensoff intends to have the Pod consume Clemp once he is of no further use. That time is drawing close, however, since the Timral grows tired of Clemp's refusal to reveal secrets of magic and the Vanguard to him.

Name: Benjamin.

Real Name: Benjamin Clemp.

Race: Human.

Alignment: Anarchist.

Attributes: I.Q. 15, M.E. 16, M.A. 12, P.S. 11, P.P. 15, P.E. 16, P.B. 10, Spd 14.

Height: 5 feet, 11 inches (1.8 m). **Weight:** 210 lbs (94.5 kg).

Hit Points: 30. **S.D.C.:** 23.

Age: 32. **P.P.E.:** 73. **I.S.P.:** 85.

Experience: 4th level Vanguard Mystic Spy.

Description: With a medium build and short brown hair, Clemp's appearance is neutral and unremarkable; perfect for infiltration work.

Disposition: Clemp is cold and calculating, slow to betray his feelings, good at revealing nothing to the people around him. All skills that are very useful to an undercover agent.

O.C.C. Skills: Basic Electronics 55%, Climbing 50%/55%, Computer Operation 60%, Computer Programming 50%, Cryptography 50%, Escape Artist 55%, Find Contraband 48%, Forgery 45%, Land Navigation 60%, Language: Spanish and Euro 74%, Literacy: American 70, Literacy: Spanish 60%, Lore: Demons and Monsters 45%, Mathematics: Basic 90%, Pick Locks 55%, Prowl 50%, Radio: Basic 70%, Recognize Weapon Quality 55%, Seduction 39%, Sensory Equipment 75%, Streetwise 42%, Tracking 55%, W.P. Sword, W.P. Energy Rifle.

Special Abilities: See the Vanguard Mystic Thief O.C.C. in Adventure Sourcebook 3, Chi-Town 'Burbs: The Vanguard.

Psionics: Alter Aura (2), Deaden Pain (4), Deaden Senses (4), Death Trance (1), Detect Psionics (6), Intuitive Combat (10), Mask I.S.P. and Psionics (7), Mask P.P.E. (4), Mentally Possess Others (30), Object Read (6), Remote Viewing (10), Resist Fatigue (4), See the Invisible (4), Sense Evil (2), Sense Time (2), Telepathy (4).

Magic Knowledge: Armor Bizarre (15), Chameleon (6), Cloud of Smoke (2), Energy Bolt (5), Fear (5), Fire Bolt (7), Heal Self (20), Invisibility: Simple (6), Lantern Light (1), Levitation (5), Lightblade (30), Mask of Deceit (15), Paralysis: Lesser (5), Sense Magic (4).

Combat Training: Hand to Hand: Martial Arts.

Attacks per Melee: 4

Bonuses: +2 to strike, +3 to parry and dodge, +1 to initiative, +3 to pull punch, +3 to roll, +1 to save vs psionic attack, +1 to save vs insanity, +3 to save vs Horror Factor, +2 to save vs magic, +1 to Spell Strength, +2 to strike and parry with sword, +2 to strike with energy rifle.

Weapons of Note: C-10 Light Assault Laser Rifle (2D6 M.D.) and Vibro-Sword (2D6 M.D.).

Body Armor: Light M.D.C. cloak (20 M.D.C.).

Equipment of Note: Several sets of clothes that change his basic appearance.

Mezensoff

This powerful being is thousands of years old and has been the forerunner of his masters' domination on many worlds. He has scouted and learned of so many different cultures that the Alien Intelligence personally decided Mezensoff was the perfect creature for infiltrating Rifts Earth.

Mezensoff is a little frustrated, as he feels he was designed for something greater. He thinks he has it in him to be an Alien Intelligence himself and doesn't know why his masters don't promote

him to that level and grant him the powers that go along with it. Unfortunately, these ambitions could be his undoing. Mezensoff's masters use him as a scout, because he is effective, and because if he is killed in the process, it is one headache they don't have to deal with at a later time.

Alignment: Diabolic.

Attributes: I.Q. 22, M.A. 17, M.E. 19, P.S. 22 (Supernatural), P.P. 17, P.E. 23 (Supernatural), P.B. 3, Spd 4.

Size: Giant blob that is usually 20 feet (6 m) in width and stands 6 feet (1.8 m) tall.

M.D.C.: 400. (In S.D.C. environments he has 93 Hit Points, 130 S.D.C. and an A.R. of 12.)

Horror Factor: 14

P.P.E.: 378

Disposition: Smart, clever, cruel and determined.

Life Span: Effectively immortal.

Natural Abilities: Supernatural P.S. and P.E., nightvision 200 feet (61 m), see the invisible, impervious to disease and poisons/toxins/drugs, bio-regeneration 2D6 per melee, does not breathe air nor sleep, fatigues at 1/10th the rate of normal humans, impervious to possession and magically understands and speaks all languages at 98%, and can seduce mortals with a psychic attack that makes them unable to attack the psychic in return. The save for such an attack is 10 for normal people, 8 for Minor Psychics and 6 for Master Psychics.

R.C.C. Skills: Advanced and Basic Math 98%, Anthropology 85%, Astronomy & Navigation 98%, Astrophysics 98%, Biology 80%, Chemistry 98%, Detect Ambush 75%, Detect Concealment 80%, Lore: D-bee 95%, Lore: Demons & Monsters 98%, Lore: Magic 98%, Lore: Psychics and Psionics 98%, Mythology 90%, Xenology 95%.

Level of Experience: Six.

Attacks per Melee: Seven.

Mega-Damage: 4D6 M.D. on a regular tentacle attack, 6D6 M.D. on a power attack (counts as two attacks).

Bonuses: +1 on initiative, +6 on Perception Rolls, +3 to strike and parry (cannot dodge, but can parry energy and ranged attacks), +6 to disarm and entangle, +4 to pull punch, +3 to roll with impact, +2 to save vs psionic attacks (considered a Major Psychic), +10 on magic saving throws, +15 to save vs Horror Factor, trust/intimidate 45%.

Vulnerabilities: Mezensoff is vulnerable to magic and psionic attacks. He also takes double damage from fire and explosions, including magic and psionic based fire attacks.

Magic: 378 P.P.E. and Mezensoff knows all rituals and invocations from levels 1-6.

Psionics: I.S.P. 600 and knows all Sensitive and Healing psionic powers.

Allies and Alliances: Doesn't really like anyone, including his own kind. Sees all other potential allies as a means to an end.

Rivals and Enemies: Anyone or anything that gets in his way.

Minor NPCs

Dak Emmis

The Mayor of Londesborough, Emmis is happy enough to bury his head in the sand and ignore things like Coalition intrigue and monster attacks even as they happen all around him. He has

extensive knowledge of Londesborough and the surrounding wilderness, but wishes the problems of the outside world would just stay away from his little town.

Alignment: Anarchist.

Attributes: I.Q. 18, M.A. 17, all others average.

S.D.C.: 35

Hit Points: 35

Combat Skills: Hand to Hand: Basic, W.P. Energy Pistols, W.P. Energy Rifles.

Level of Experience: Four.

Number of Attacks: Five.

Bonuses: +2 to parry and dodge, +2 to roll, +2 to strike with Energy Pistol and Rifle.

Equipment: Wilk's 447 Laser Rifle (3D6 M.D.), Huntsman Plate & Padded Armor (40 M.D.C.).

Disposition: Friendly, but wants something in return for the help he offers. Wishes the Coalition would help them and get this mess with the outpost figured out.

Typical Town Soldier

Alignment: Anarchist.

Attributes: All average.

S.D.C.: 25

Hit Points: 25

Combat Skills: Hand to Hand: Basic, W.P. Energy Rifles.

Level of Experience: Two.

Number of Attacks: Four.

Bonuses: +2 to parry and dodge, +2 to roll, +1 to strike with Energy Rifle.

Equipment: Wilk's 447 Laser Rifle (3D6 M.D.), Plastic-Man Body Armor (30 M.D.C.).

Disposition: Grateful for help but just wishes the nightmare with these monsters would end.

The Mutant Bees of Earth

Adventure and Optional, Unofficial Source Material for After the Bomb®

By Michael J. Osborne

Introduction

I have always liked **After the Bomb®** Earth. It is a fun post-apocalyptic setting, which, by itself, is a massive contradiction that works. I wanted to write in that fun environment. I used the mutant bees of Mars as a starting point, but fundamentally changed them to fit the mutant population of Earth. I hope you enjoy it.

The Mutant Bees of Earth

The mutant bees on Earth are very different than the bees from Mars. The Martian bees were genetically engineered by Dr. Matthew Walters to thrive on the Martian surface. On Earth they evolved in the genetic chaos that affected the mutant animals and have a greater range of bee and human mutations.

Bees originally evolved from wasps millions of years prior. Some prehistoric bee/wasp traits lost through the evolutionary process have returned in some individuals. Also, specialized traits held by specific species of bees have mixed in the mutant population. A mutant bee colony may contain mutant bees with traits from bumblebees, honeybees, killer bees or any other natural bee species. With the genetic development of speech, these particular bees have lost their chemical communication powers. Their chemical sacks are still in their bodies, but are vestigial and unused.

Original Animal Characteristics

Description: Bees come in many sizes and colors, but they are all insects with antennae, six legs, wings, a light exoskeleton and compound eyes.

Size Level: 1

Length: Up to 1 inch (25 mm).

Weight: Negligible.

Build: Medium.

Mutant Changes & Cost: Total BIO-E: 125. Attribute Bonuses: +3 P.P. & +3 Spd.

Human Features

Wings: All bees have wings but not all of the mutants' wings work. Consider all mutant bees to have Vestigial Wings unless flight is taken or no wings are taken.

Hands: 5 BIO-E for a partial pair of hands. This lets the player determine how many pairs of hands he wants. Taking one pair of hands, for 5 BIO-E, gives the player one pair of hands and four legs. Taking two pair of partial hands, for 10 BIO-E, gives the player four partial hands and two legs. 10 BIO-E for one pair of full hands. 20 BIO-E for two pair of full hands. Four arms provides +1 attack per melee. Four legs provide +1D6 to speed.

Biped: 5 BIO-E for partial or 10 BIO-E for full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. Looks like a bee with whatever other features are taken.

5 BIO-E for partial. Looks like a half bee, half man hybrid. Covered with bee hair and has bee colorization, huge eyes and walks hunched over. They have thin lips and a small nose.

10 BIO-E for full. The bee looks human. They tend to have a narrow waist, wide hips and thin, but well-defined arms and legs. Instead of normal hair they have the specialized bee hair with the same color & patterns of the dominant bee strain in the mutant. A mutant honeybee with full looks will have a head of hair that is dark yellow to orange with black stripes. The bee is likely to have fine, yellow arm/leg hair capable of collecting pollen as the



mutant walks through a field of flowers. This gives a diverse coloration and functionality to the mutant bee population.

Natural Weapons: In M.D. environments Natural Weapons do M.D. when combined with Beastly Strength. Otherwise they inflict S.D.C. damage. Exoskeletons are M.D.C. in M.D. environments as well.

5 BIO-E Claws: Climbing 1D4 damage. 10 BIO-E Claws: Climbing 2D4 damage, must be size level 3 or more.

10 BIO-E Arm/Leg Spurs: +1D4 damage to claw/punch/kick damage depending on spur location.

10 BIO-E Mandibles: 1D4 damage.

10 BIO-E Short Stinger: 1D6 damage. 15 BIO-E Long Stinger: 2D6 must be size level 3 or more.

5 BIO-E Retractable Stinger: This allows the stinger to completely retract into the bee's body, making it undetectable, cannot be a barbed stinger.

10 BIO-E Venomous Stinger: This is poison injected by a bee's stinger. Roll to save vs poison. A failed save means the victim swells up, speed and attacks per melee are reduced by half and takes 1D6 damage to Hit Points. The poison wears off in 2D6 hours. A vestigial barbed stinger will stay in the victim doing an additional 1D4 damage to Hit Points every 30 minutes. Cutting out the stinger causes 1D6 S.D.C. damage. (Poison is taken from Mutants of the Yucatan pg. 44-45, Mutant Killer Bees.)

Mutant Animal Powers:

5 BIO-E Advanced Hearing (must have antennae).

5 BIO-E Advanced Smell (must have antennae).

10 BIO-E Advanced Taste (must have antennae).

10 BIO-E Brute Strength.

15 BIO-E Beastly Strength.

10 BIO-E Extra Physical Beauty.

15 BIO-E Extra Physical Endurance.

15 BIO-E Basic Flight, maximum speed 60 mph (96 km).

30 BIO-E Acrobatic Flight.

15 BIO-E Advanced Eye (removes compound eye). The compound eye is replaced with a human-like eye, but these eyes are much larger than normal human eyes.

5 BIO-E Nightvision.

10 BIO-E Polarized Sight.

5 BIO-E Ultraviolet Vision.

5 BIO-E Advanced Touch. The pollen collecting hairs are very sensitive.

5 BIO-E Exoskeleton, Light Armor: A.R. 13 and 100 S.D.C. (130 M.D.C.).

10 BIO-E Exoskeleton, Medium Armor: A.R. 16 and 200 S.D.C. (240 M.D.C.).

20 BIO-E Exoskeleton, Heavy Armor: A.R. 18 and 300 S.D.C. (400 M.D.C.), but cannot fly due to weight of exoskeleton. See

Rifts®: Mutants in Orbit, page 43.

Vestigial Disadvantages:

Automatically has Compound Eyes: BIO-E points already applied. Has the disadvantages of Color Blindness, Nearsightedness and Prey Eyes. Buying Advanced Eye removes Compound eyes and all of its disadvantages.

Automatically has Vestigial Wings: BIO-E points already applied. Player may buy a flight power which negates Vestigial Wings.

Automatically has Vestigial Antennae: BIO-E points already applied. These are non-functioning antennae that provide the same disadvantages as Vestigial Ears. Taking any antenna powers removes vestigial disadvantages.

-15 BIO-E Barbed Stinger: 1D4 damage. This stinger is attached to the bee's digestive system. Stinging any creature with any kind of natural armor, like the thick skin of an elephant, has a 75% chance of pulling out the stinger as the barb gets caught in the natural armor. This will kill the bee within minutes as the bee's digestive system is also pulled out of the bee's body. Unless there is a trauma team ready, the bee will die. The stinger also has the same penalties as a vestigial tail.

-5 BIO-E Vestigial Long Tongue: Many Bees have a long, complex tongue called a Proboscis. While this tongue may help collecting nectar, it would make speaking difficult. The character with this tongue slurs his speech and gets a -5% to language skills.

-10 Vestigial Chemical Sack (musk gland). This is a leftover organ when the bees communicated with chemical scents. This acts very much like a musk gland but sends out either alarm or death scents that confuse bees who still communicate via chemicals and smells bad.

-10 BIO-E Diet: Insectivore.

-5 BIO-E Diet: Herbivore. -10 BIO-E Nocturnal.

-5 BIO-E Reptile Brain: Predator; it is not actually a reptile brain but a more aggressive strain of bee.

-10 BIO-E No Antennae. Removes Vestigial Antenna and prevents any of the antennae powers. It does make the bee appear more human.

-15 BIO-E No extra arms/legs. Removes one pair of arms/legs, leaving the bee with two arms and two legs only. It does make the bee appear more human.

-20 BIO-E No Wings. Removes Vestigial Wings but also prevents flight. It does make the bee appear more human.

Psionics: Mutant bees can take the same abilities available to other mutants.

Reproduction: Mutant bees can mate with any species of a similar size level, but can only reproduce with another mutant bee. If a mutant bee and fox meet they can fall in love & enjoy relations but cannot bear offspring. Mutant bees lay eggs and from the egg comes the bee larva. The baby bee will share characteristics of its parents.

Lifespan: Same as a human, Queen Bees live twice as long.

Royal Jelly: This is a rare food product used by bees to create a new Queen. It is given to a bee larva stage and the larva becomes a Queen Bee. Bonuses: +4 to I.Q. in addition to other bonuses.

The Bee Colony of Timbuk

Orientation & Disposition: Strong Family Ties.

Type & Size of Community: Clan Collective.

A. Weapons and Armor: Good, 10 points. Thirty percent of the colony have hunting rifles, shotguns and a few military rifles. Ten percent of the colony have G-9A Energy Rifles and G-9B Energy Pistols, stolen from the Empire of Humanity. Four percent of the civilian population use homespun body armor. The Sheriff, his deputies and the militia all have light to medium body armor. The rest rely on their natural weapons and armor.



B. Medicine: The Basics, 5 points. The bees use holistic medicine to treat minor illnesses but if a bee is seriously sick or injured he must be taken to a neighboring community or a traveling doctor must be called upon to visit.

C. Agriculture and Natural Resources: Good, 15 points. The colony has vast fields of wildflowers used by the bees to produce many goods. Most of the larger bees walk through the flowers to gather pollen and to pollinate. Some farmers have built Flower Mills which are used to mill Wild Flowers to extract oils, fragrances, nectar and pollen.

D. Real Estate/Land: Fine, 5 points. Timbuk is within the borders of Cardania but lays toward the outskirts of the republic. As a result, they are more likely to have to battle rampaging mutants, bandits and Imperial incursions.

E. Vehicles & Fuel: Very Basic, 6 points. There are a few good, strong riding beetles and others bred to work. Non-flying Samurai use war-beetles to ride into warzones. Farmers use work beetles to transport their goods to market. In addition to that there are a couple of privately owned vehicles.

F. Administration & Social Structure: Sound Structure, 10 points. The colony is a Matriarchy, ruled by the Queen Bee. Should she die, one of her larva will be fed Royal Jelly. It will be raised, educated and trained to be queen. While she enjoys absolute authority over the colony, the colony is part of Cardania and subject to all of its laws.

G. Alignment: Scrupulous, 6 points.

H. Chi: Vague Understanding, 3 points.

I. Racial Tolerance: Reasonably Tolerant, 5 points. While the bees are part of a much larger mutant nation and benefit from trade, they generally do not trust outsiders. They seem cold and

distant to strangers, but they are warm and loving to each other. Non-bees can live, work and even join the colony.

J. Trade: Limited, 5 points. They trade with nearby mutant settlements within Cardania. Mostly, Timbuk's neighbors visit to buy and sell at its markets.

K. Threats: Dangerous, 3 points. Living on the fringes of Cardania they are subject to frequent threats but the bees are a hardy folk and can give as much as they get. An enraged mutant bee colony is about as dangerous as it gets.

L. Skill Levels & Professionalism: Builder, 10 points. Farmer, 4 points.

M. The Community Overall: Average, 5 points.

N. Shelter: Good, 7 points. Individual bee families live in their own homes and the queen lives in her castle. Most buildings are made from stone, wood and even beeswax. Some will take over abandoned or ruined buildings.

O. Security & Fighting Force: Sheriff & Militia, 12 points. The colony contributes to Cardania's militia. Criminals and troublemakers are exiled to the Cardanian militia to serve out their time. When that time is up, they are welcomed back if they served honorably. Elite militia, like the Sheriff and Royal Guards, are Samurai. Twenty percent of the population are trained as militia, peasants are trained as part-time warriors. When a serious threat endangers the colony, nearly one hundred percent of the colony rises to defend it; only infants and the infirm stay behind.

P. Power/Energy: None, they use mostly wind and water mills for mechanical labor.

Q. Special Features: None.

Total Points: 107

Total Population: 800

History: A family of Japanese beekeepers moved to Canada, importing a small colony of Japanese honeybees for genetic experimentation. They hoped to raise bees that could not only produce honey but also fragrances and oils which could be turned into perfume. To make their bees bigger and smarter they mixed some of their own DNA into the bee DNA soup. When the Crash hit the colony drifted further genetically after the family of beekeepers died. The bees used their human-like intelligence and their natural abilities to survive the chaos and are members in good standing of Cardania.

Culture: This colony has developed a feudal, Japanese-style society. Walking into Timbuk is like walking backward in time to that ancient culture. These bees tend to mate for life and raise large families in their own homes. Bees' houses are built close together for mutual protection, but some build their homes far from the colony. This particular colony uses medieval to renaissance-era technology. There is no prohibition against technology, this particular group is simply not that advanced yet.

Harvest: The community produces a wide variety of agricultural produce that is popular among many nearby mutant animal towns. They produce pollen balls that are a popular health food, nectar that is used as a sweetener, honey, beeswax, mead, perfume and Royal Jelly; a rare product that is used by Herbalists as a medicine and a dietary supplement.

New Backgrounds

Elite Militia: Samurai

The Samurai are Royal Guards to the Queen. They enforce the laws, as well as train and lead the militia. They protect the colony from the air, land and sea. The Samurai of Timbuk are perfectly able to learn to use technology after they acquire it. Not only are they Samurai warriors but they are artists and scientists as well. Each Samurai chooses an area of expertise to excel in outside of war.

Apprenticeship: Armorer, Mariner or Weaponsmith.

Primary Skills: Hand to Hand: Bee-Chi or Bug-Fu. Can be replaced with Zanji Shinjinken-Ryu. Intelligence, Leadership, Tactics, Fencing (Kendo), Language: Native, three Physical, three from Domestic, Scientific and/or Technical, W.P. Archery (Longbow) W.P. Knife and W.P. Sword.

Secondary Skills: Select any seven.

Special Bonuses: +2 M.E., +2 P.P., +8 S.D.C.

Money: 1D6x100 bucks.

Equipment: Good quality military gear including ancient armor, a longbow, a paired Katana and Wakizashi. They have their own personal and traveling gear. Anyone who takes Horsemanship will have a sturdy non-sentient horse, or a giant beetle if Horsemanship: Exotic is taken.

Relatives and Connections: They are generally welcomed into any Timbuk household. They will be fed and taken care of and it is considered a great honor to have a Samurai as a guest. As her guards and military/political advisors, Samurai also have the ear of the queen.

Peasants

Peasants are the true backbone of any feudal society. They grow and harvest food, produce goods and transport items. They

do all of the menial chores that make life possible for the elite in society. As a result, they rarely have any specialized training, but they can do most chores well. When war comes, they are also the first to be rounded up to fight.

Apprenticeship: None.

Primary Skills: Farming & Gardening, Identify Plants & Fruits, Language: Native. Four skills from physical and a total of five skills from Domestic, Military (militia only), Rogue, Technical and/or Weapon Proficiencies (militia only).

Secondary Skills: Select any six.

Special Bonuses: +10 BIO-E, +12 S.D.C., +2 P.S., +3 P.E.

Money: 1D6 x100 bucks.

Equipment: One weapon per weapon proficiency. Basic gear for the bee's occupation as well as personal and travel gear.

Relatives and Connections: Peasants have strong family ties. Bees are communal animals and are willing to lend a hand to another bee in trouble.

New Martial Arts

Hand to Hand: Bee-Chi

This is an advanced martial art that was developed for the flying Samurai who guard the queen bee. Only creatures with flying insect wings can learn this art. What makes this martial art different from other forms is that you fight while flying. It is the unique ability of insect wings that allow the combatant to hover while fighting. As a result, there are no leap or jumping moves practiced since the combatant can already fly. Other creatures, even birds, cannot learn this martial art unless they have flying insect wings. This art teaches the combatant to dodge incoming attacks and to strike, preferably with natural weapons, at the most opportune time and at the most vital spot on the opponent. A fighter can fight on his feet when necessary.

I.S.P.: Calculate I.S.P. as if the character is a Major Psychic. I.S.P. is M.E. times two plus 4D6 and add 1D6+3 per level of experience. See page 30 in *After the Bomb*.

Basic Moves: Automatic Dodge, Claw Hand Strike, Dodge, Drop Kick, Kick, Parry, Power Punch, Pull Punch, Punch (Bare Hand), Roll with punch/fall/impact, Wheel Kick. *Additional Skill:* Meditation; see *Mystic China*. In *After the Bomb* it will be a Domestic skill.

1st Karate Punch or +1 die of damage to Natural Weapon: Claw. +3 to Pull Punch.

2nd +1 Animal Psionic Power: Danger Sense.

3rd Karate Kick or +1 die of damage to Natural Weapon: Any except Claw. +2 to Strike.

4th +1 attack per melee.

5th Critical Strike on a natural 18, 19 or 20. +1 Animal Psionic Power. Choose the desired power and convert the necessary I.S.P. into BIO-E for that one power only, on a point for point basis. If you want Psionic Claws then you must convert 25 I.S.P. into BIO-E to purchase it.

6th Combat Flying: Bonuses while in flight only. +2 to dodge, +3 to roll with impact, half penalties for airborne stunts & maneuvers and reduce stunt/maneuver penalty by one point per level. +3 to parry.

7th +3 to Roll with punch/fall/impact.



8th +1 Attack per Melee. +1 Animal Psionic Power. Convert the necessary I.S.P. into BIO-E.

9th Flying Power Claw: Character flies at an opponent and strikes him. Any Hand Strike or Natural Claw Strike plus Collision Damage (character suffers no collision damage from this attack). +3 to dodge.

10th Knockout on a natural 18, 19 or 20.

11th +3 to Initiative.

12th +1 Attack per Melee. Falling Drop Kick: The character flies to a desired height and performs a drop kick while falling (character suffers no falling damage). Drop Kick plus Falling damage.

13th +1 Animal Psionic Power. Convert the necessary I.S.P. into BIO-E to purchase it.

14th +2 to Damage.

15th Death Blow on a natural 20. Paralysis Attack.

Hand to Hand: Bug-Fu

This is a Kung-Fu martial art that takes advantage of a creature's natural armor. Unlike Bee-Chi, any creature can learn it. This art is a down and dirty fighting style that teaches the combatant to go straight in for the kill, parrying incoming attacks and allowing its natural armor absorb the damage. The purpose is to knockdown an opponent and beat him into submission. If you can keep an opponent off balance you can dominate him in a fight. There is no inner growth or personal improvement, just improved fighting. Many Samurai who cannot fly practice this fighting style to protect their queen.

Basic Moves: Automatic Parry, Backflip, Backward Sweep, Body Flip/Throw, Crescent Kick, Dodge, Kick, Knife Hand, Leap, Parry, Palm, Punch (Bare Hand), Power Punch, Pull Punch, Roll with punch/fall/impact.

1st +3 to all Parries. +3 to Pull Punch. +3 to Strike.

2nd Automatic Flip/Throw.

3rd +1 Attack per Melee. Double-Knuckle Strike.

4th Leap Attack. +2 to Roll with punch/fall/impact.

5th Body Block/Tackle. Critical Strike on a natural 18, 19 or 20.

6th +1 Attack per Melee. Disarm.

7th Jump Kick.

8th +3 to Disarm. +3 to Initiative.

9th +1 Attack per Melee. Power Block/Parry.

10th Knockout/Stun on a natural 18, 19 or 20.

11th Flying Jump Attack.

12th +1 Attack per Melee. +3 to Dodge.

13th Combination: Parry/Attack.

14th Death Blow.

15th +3 to Damage.

Adventure: Day of the Z.O.M. Bees

Hook: Timbuk is ready to expand. They have scouted a nearby pre-Crash ruin and determined it safe for habitation. The Queen Bee has sent one of her daughters, Princess Asalona, with 90 bees to colonize the ruins.

Line: A sickness swept through the colony, making a quarter of the settlers deathly ill. They were forbidden from returning to Timbuk until the illness has run its course, but they were also required to send back frequent reports. The reports that came back read that the victims developed erratic, violent behavior and the skin of the victims appeared to rot. Not having any doctors, it was impossible for the settlers to identify the disease.

Sinker: The queen bee of Timbuk has contacted President Thana and asked for help. Thana is gravely concerned over the situation. Any serious contagion found within the Cardanian Republic must be identified and cured, isolated or burned out. She has asked that the player characters escort a team of doctors and scientists to the ruins, make contact with the settlers and try to cure the disease. If a cure cannot be found the team is to incinerate the sick and the ruins. The lives of hundreds of thousands could be at stake if the disease spreads to the rest of the Republic.

Equipment provided by Cardania: One Fireman and one Mobile laboratory.

Military Utility Truck (The MUT)

The MUT is a universal military truck used by the Cardanian Republic. It is a six wheel-drive vehicle that uses a Multi-Fuel engine, extending its operational range into areas where gasoline or diesel may not be available. The engine can run on alcohol, aviation fuel, biofuels, diesel, gasoline, kerosene, oil (cooking and heating) and any other combustible liquid. There are a wide variety of variations of this truck used by Cardania, such as the ambulance, mobile anti-aircraft battery, armored personnel carrier, exploration vehicle and cargo hauler. Using variations of the same vehicle is a boon to mechanics, allowing them to use interchangeable parts from one variant to another. The six wheel-drive system is equipped with oversized tires, giving the truck not only excellent mobility but also balance. With special buoyancy tires, the truck can also be made amphibious. (Note: To build this truck I used the **Road Hogs Sourcebook**, pages 14-17, and **Heroes Unlimited™**, pages 136-143.)

Type: Military Utility Truck.

Nickname: The MUT.

Class: Cargo Truck.

Seats: Cab: 3.

A.R. and S.D.C. by Location:

Cab, Light Armor with Glass Windows – A.R. 10 & S.D.C. 200.

Main Body, Light Armor – A.R. 14 & S.D.C. 350.

Tires, Armored (6) – A.R. 10 & S.D.C. 20.

Speed: 60 mph (96 km) maximum, 45 mph (72 km) cruising. Range: 500 miles (800 kilometers). Cargo: 20,000 pounds (10 tons).

Power System: Multi-Fuel Engine.

Weapon Systems: None standard.

Special Features: Trailer Hitch. Winch & Cable: Length: 100 feet (30.5 m).

Fireman

This is an up-armored vehicle with riveted plates and two swivel turrets on each side of the main body. The turrets look like British Mark III tank guns, with one on each side pointed forward that swivel out to the side and one on each side that point toward the rear, that also swivel to the side. They are shielded

against nuclear, biological and chemical contamination, allowing for force projection into hazardous areas. Each turret sports a flamethrower as well.

Type: Military Utility Truck.

Class: NBC Light Assault Truck.

Seats: Cab: 3, Main Body: 4 Gunners.

A.R. and S.D.C. by Location:

Swivel Turrets (4) – A.R.: 10. S.D.C.: 350 each.

Ram-Prow – 75.

Cab, Light Armor with Window Slits – A.R.: 14. S.D.C.: 300.

Main Body, Medium Armor – A.R.: 16. S.D.C.: 700.

Tires (6) – A.R.: 10. S.D.C.: 20.

Weapon Systems: Flamethrower (4): 4D6 damage. Range: 60 feet (18 m), 8 square foot (0.74 sq m) area.

Special Features: Multi-Fuel Engine. Loudspeaker: Range: 400 feet (122 m). Ram-Prow. Searchlight. Trailer Hitch. Winch and Cable: Range: 100 feet (30.5 m). Can pull 300 pounds (135 kg).

The Lab

This is also a truck provided to the player characters. This laboratory truck is a variation of the M.U.T. This too is an NBC-resistant truck designed to enter suspect areas where the doctors and scientists carried aboard can study plant and animal life, as well as water, soil or air conditions. The back of the truck has a full laboratory for studying chemicals and diseases.

Type: Military Utility Truck.

Class: Laboratory Truck.

Seats: Cab: 3, Main Body: 6.

A.R. and S.D.C. by Location:

Cab, Light Armor with Plexiglas Windows – A.R.: 12. S.D.C.: 250. Ram-Prow – 75.

Main Body, Light Armor – A.R.: 14. S.D.C.: 350.

Tires (6) – A.R.: 10. S.D.C.: 20.

Weapon Systems: None.

Special Features: Multi-Fuel Engine. Laboratory Shop Kit. Loudspeaker: Range: 400 feet (122 m). Ram-Prow. Searchlight. Trailer Hitch. Winch and Cable: Range: 100 feet (30.5 m). Can pull 300 pounds (135 kg).

The Ruins

The outskirts of the ruins look like most ruins, crumbling buildings of a long-gone era. Roads are covered completely by grass and weeds, but the old roads are identifiable by the long stretches of treeless, grassy lanes going in and out of the city. Despite being covered, the old roads are the easiest path in and out of any ruin. There is little trouble traveling into the old urban center, but observant characters may notice the lack of non-sentient wildlife. There are no birds singing and no woodland critters running around. All of the animals seem to have abandoned the area.

When they encounter their first Z.O.M. Bee they are going to see a mutant bee, of any variety, stumbling around. The bee is likely going to be missing its antennae and have ratty, torn wings. Any bee with skin will have discolored spots of rotting flesh. The rot oozes ichor. The infected will ignore other infected and turn on the healthy. They will shamble over to the potential rescue workers, reaching out to them as if they are seeking help. If the heroes get within arm's length they will reach out and attack, clawing and biting. Any doctors or scientists with the group will

oppose killing the sick and try to encourage the players to capture one so they can try and find out what the sickness is and how to cure it.

The Disease

The disease, Zoonotic Occipital Microbe, was created before the Crash by one of many domestic pranksters trying to make a name for himself. It inflamed the brain, making the victim irrational and violent. It also turned healthy flesh into necrotic flesh. Fortunately, the disease was curable with antibacterial drugs. Depending on how long the person has been infected, many of the symptoms of the disease are reversible. If treated within the first month, the inflammation of the brain subsides and the necrotic flesh regenerates, becoming healthy again. If cured after the first month there will be some permanent scarring around the worst of the necrotic flesh; also some brain damage due to the swelling. The disease eventually leads to death, and is highly infectious. Save vs disease at -5; the infected will start to develop symptoms within a week and are themselves contagious.

Places of Interest:

1) Palace. The first thing that was rebuilt was an old courthouse. This building was a classically built structure. It is floored with cement, has columns, grand entrances, statuary, decorative tiles and all of the other fancy architectural devices one might see from an advanced culture with too much money and time on its hands.

2) Houses. The bee homes are easy to spot. The debris around the houses has been cleared into piles and wildflowers have been planted around them. Holes or damage to occupied buildings have been repaired with pieces of debris cemented with beeswax, mortar and anything else that is cheap and easy to make. Some homes have boarded windows, done in a hasty fashion, likely nailed up after the disease already started to spread. Some of the boarded homes are still occupied by the healthy waiting for help, others are empty and others still are occupied by the sick, ready to attack rescue workers.

3) Ruins. There are plenty of unexplored building of all shapes and sizes. There could be a treasure trove of pre-Crash relics left undisturbed. Since the Crash did not occur too long ago, within the life span of the oldest mutant animals, some artifacts may still be in working order.

4) Contagion Containment and Research Center (CCRC). This is one of the facilities that studied and cured the designer diseases that plagued Canada at the time. Inside are the skeletons of the scientists who stayed in their facility, destroying the worst of the diseases while the world collapsed. They died at their stations trying to protect the world as best they could. This is ground zero for the outbreak. Bee peasants were exploring the ruins and came across the complex, unsealing the containment locker and becoming infected without even knowing it. They brought the disease home to their families and infected them. Quickly, within the close-knit community, the microbe spread out of control. It is here that the players are likely to find the drugs needed to save the bees. The computers here could still work if a power source could be provided. The operating systems use voice commands, and a scanned blood or tissue sample will bring up everything known

about the disease, including its cure. Keyword searches will help the players find the right file.

What Next?

So far, no one has died from the disease. If the players act quickly they can determine that the bees are sick and cure everyone. If the players help in finding a cure and healing the sick, they will be considered heroes of both Timbuk and the greater Cardanian Republic. The bees will continue to move into the ruins and Cardania will acquire a great deal of salvage. If the players fail to find a cure then every bee will eventually die in agony. There is no possibility that any infected person will live without the right drugs. Should an infected person escape the ruins there is a chance that this disease will spread into the environment like wildfire.

Free Animal Alliance: *Optional* After the Bomb®/Rifts® Crossover

This group of mutant animals works and lives within the Pecos Empire, under the control of queen bee Commander Muja Teek. They are wrongly known as scoundrels and bandits but that is a misconception that arose when they first came to Rifts Earth. In their home dimension they were independent, long-range raiders that would attack Imperial supply depots deep in the Empire of Humanity where they are lightly defended. After one successful raid they ran straight into a Ley Line Storm and were transported to the Pecos Empire. These strange-looking mutants were seen as an immediate threat. They engaged in battle with a local bandit lord and won because of their natural and psionic abilities. Their “liberated” S.D.C. power armor and tanks were useless in that battle.

Once Commander Teek got the lay of the land, she hired Chipwell Armaments to refit her soldiers, converting S.D.C. war machines into M.D.C. versions. Now they continue operating within the Pecos Empire, much like they did in their home dimension. They raid lightly guarded Coalition convoys and supply depots, as well as any community who keeps slaves, which makes them unpopular with some Warlords within Pecos. They focus on rescuing enslaved or abused mutant animals first and alien and human slaves second. To help make ends meet they also engage in mercenary work and do business with the Black Market. While they are a noble force who fight for freedom, they are seen as scoundrels due to their combative nature and their willingness to fight those within the Pecos Empire as well as the Coalition.

The FAA has a small piece of land they call their own and it is here they bring rescued mutants to rehabilitate them. Most of their new recruits come from the very mutants they rescue. It is possible that if this company is able to continue their work a prosperous community of aliens, mutant animals and humans could one day form.

Size and Orientation: Minor Company.

Sponsorship: Small-Time Bandits.

A. Outfits: Open Wardrobe, 10 pts.

B. Equipment: Electronic Supplies and Good Gear, 5 pts.
Medical Equipment, 10 pts.

C. Vehicles: Combat Vehicles, 20 pts.

D. Weapons, Power Armor & Bots: Advanced Weaponry, 20 pts.

E. Communications: Secure Service, 10 pts.

F. Internal Security: Tight, 10 pts.

G. Permanent Bases: Headquarters, 10 pts.

H. Intelligence Resources: Scout Detachment, 5 pts.

I. Special Budget: None.

J. General Alignment of Personnel: Unprincipled & Scrupulous, 7 pts.

K. Criminal Activity: Cyber-Doc, 10 pts. Smugglers and Sellers of Contraband, 15 pts.

L. Reputation/Credentials: Scoundrels, 1 pt.

M. Salary: Freelance, 2 pts.

Total Points Spent: 135. **Total Personnel:** 92 Troops plus 6 scouts, 1 Cyber-Doc and 8 Black Market Smugglers. They are close to becoming a Free Company, but they are not there yet.

Company Makeup:

Each armored platoon consists of four, ten-man squads. Each squad is commanded by a Bee Samurai, with the most experienced designated as platoon leader. Troops are a mix of inexperienced Samurai (roughly 10%) and Peasants (roughly 90%).

Tactics: The FAA prefers to engage in guerrilla warfare. They do not have the firepower for a stand-up fight against the Coalition so they use ambush strikes and booby traps, like roadside IED's, to weaken opponents.

Finances: The FAA makes most of its money by committing banditry against the Coalition and trading with Bandito Arms. They also sometimes do legitimate mercenary work to help pay the bills.

Colors and Banners: Free Animal Alliance forces still wear the Cardanian Republic dress and battle uniforms. They also fly the Cardanian Battle flag and wear its patches.

Commander Teek

Commander Teek was born in Timbuk. Her parents went behind the current queen's back and secretly fed her medicinal royal jelly when she was a larva. This was considered a serious breach of cultural protocol since there can only be one queen at a time in Timbuk. She was trained as a Royal Guard and was placed in the queen's honor guard, but when she entered the presence of the queen, the queen immediately recognized Muja Teek as a fellow queen bee and a threat. She was arrested and exiled, sent to the Cardania military to serve as part of their Elite Militia. She served honorably until her term of service was up and set off on her own to build a life of her own.

Name: Muja Teek.

Species: Queen Bee.

Alignment: Scrupulous.

Attributes: I.Q. 16, M.E. 14, M.A. 21, P.S. 24, P.P. 17, P.E. 10, P.B. 21, Spd 18.

P.P.E.: 20

Age: 20. **Sex:** Female.

Size Level: 9

Weight: 163 pounds (73 kg). **Height:** 5 feet, 8 Inches (1.75 m).

Hit Points: 23. **S.D.C.:** 76.

Description: She appears to be a beautiful Japanese woman with long, bright yellow hair and black stripes, along with six thin

but strong arms and legs. She has a narrow waist and wide hips. She also sports a set of bee wings and a long Proboscis tongue which makes her slur her speech.

Disposition: Hothead. She can be emotional and temperamental, especially when dealing with slavers. She always treats her troops and the less fortunate with respect. Honor is very important to Teek.

Human Features: Wings. Hands: Full x2: 20 BIO-E. Biped: Full 10 BIO-E. Speech: Full 10 BIO-E. Looks: Full 10 BIO-E.

I.S.P.: 50

Psionics: Danger Sense.

Natural Weapons: None.

Powers: Advanced Eyes 15, Basic Flight 15, Bestly Strength 15, Extra Physical Beauty 10.

Vestigial Disadvantages: Reptile Brain: Predator. Vestigial Tongue. No Antennae.

Level of Experience: 4th. **Level of Education:** Samurai.

Background: Elite Militia.

Apprenticeship: Weaponsmith.

Specialty Weapon: Sword (Katana/Wakizashi), +1 to Strike.

Main Skills: Blacksmith: 82%, Recognize Weapon Quality: 67%.

Core Skills: General Repair & Maintenance: 62%, Language: English 62%, Literacy: English 57%, Mathematics: Basic 88%, Mechanics: Basic 67%, Sculpting & Whittling: 57%.

Military & Weapon Proficiency: Optics: 47%, W.P. Blunt, W.P. Paired Weapons, W.P. Targeting, W.P. Revolver, W.P. Automatic & Semi-Automatic Rifle, W.P. Shotgun. Pilot: Navigation 67%, Read Sensory Equipment: 47%.

Primary Skills: Antiquarian 57%, Athletics (General), Fencing (Kendo), Intelligence 46%, Language (Native) Japanese 77%, Leadership 44%, Literacy (Native) Japanese 57%, Prowl 42%, Tactics 31%, Wrestling, Writing 42%, W.P. Archery (Long Bow), W.P. Knife, W.P. Sword and Hand to Hand: Bee-Chi.

Secondary Skills: Baseball (Pitcher): 74%, Baseball (Base Player): 74%, Baseball (Batter): 74%, Body Building, Tracking: 47%, Wardrobe & Grooming: 64%, Wilderness Survival: 42%.

Attribute Bonuses: Charm/Impress: 55%. Damage: +9. Trust/Intimidate: 65%.

Combat Bonuses: Attacks per Melee: 6. Back Flip. Body Block/Tackle, +1 to dodge, +2 to parry, +3 to pull punch, +2 to roll with impact, +3 to strike, +1 to strike with katana, +3 to strike and parry with a baseball bat, +2 to strike with katana.

Combat: Automatic Dodge, Claw Hand Strike, Crush Squeeze, Dodge, Drop Kick, Karate Kick, Karate punch, Kick, Parry, Pin/Incapacitate on a roll of 18, 19 or 20, Power Punch, Pull Punch, Punch (Bare Hand), Roll with punch/fall/impact, Wheel Kick.

Equipment: Standard equipment is a Big Bore "Last Stand" Scattergun, Big Bore "Big Boss" Revolver, Specialty Vibro-Wakizashi, +1 to parry, 2D6 M.D. & Specialty Vibro-Katana, 3D6+1 M.D.

Sub-Commander Diaj

Seag Diaj was a peasant in Timbuk who moonlighted as an underground fighter. He used his time in the ring to earn extra money, but also to release his aggression. Diaj was a minor celebrity and rising star until he accidentally killed his opponent

during a bout and was exiled to the Cardanian Militia. It was there where he met Commander Teek, eventually serving under her command. He grew to respect her and after a time the two became friends. When his term of service was up, he followed Teek to battle the Empire.

Name: Seag Diaj.

Species: Bee.

Alignment: Unprincipled.

Attributes: I.Q. 9, M.E. 14, M.A. 14, P.S. 25, P.P. 15, P.E. 14, P.B. 7, Spd 13.

P.P.E.: 19

Age: 18. **Sex:** Male.

Size Level: 11

Weight: 240 pounds (108 kg). **Height:** 6 feet, 6 inches (2 m).

Hit Points: 24. **S.D.C.:** 89. **M.D.C. Exoskeleton:** 400.

Description: Quite frightening. He is a giant, armored, upright bee.

Disposition: Born complainer. It is in his nature to be constantly aggravated. Warfare helps ease his frustration, but so does complaining.

Human Features: Wings: None. Hands: Full x2. Biped: Partial. Speech: Full. Looks: None. I.S.P.: 0.

Psionics: None.

Natural Weapons: Claws: Climbing, 2D4 damage. Mandibles: 1D4 damage. Spurs: Arms, +1D4 to punch damage.

Powers: Antennae: Advanced Hearing, Smell & Taste. Beastly Strength. Heavy Exoskeleton.

Vestigial Disadvantages: Diet: Insectivore. No Wings. Reptile Brain: Predator.

Level of Experience: 2

Level of Education: Fighter.

Background: Peasant.

Apprenticeship: None.

Primary Skills: Boxing, Detect Ambush 35%, Farming & Gardening 44%, Identify Plants & Fruits 30%, Land Navigation 40%, Language: Native Japanese 70%, Wrestling, W.P. Automatic & Semi-Automatic Rifle, W.P. Knife, W.P. Semi-Automatic Pistol and Hand to Hand: Expert.

Secondary Skills: Breed & Control Insects: 45/25%, Body Building, First Aid: 50%, Language: English 45%, Literacy: English 35%, Mathematics: Basic 68%.

Attribute Bonuses: Damage: +10.

Combat Bonuses: Attacks per Melee: 6. +5 to dodge and parry, +2 to pull punch, +5 to roll with impact.

Equipment: Standard equipment.

Other Notable Personnel

Lt. Yutoy Foolu: Air Cavalry Squadron Leader. Background: Townie. Species: Raccoon.

Lt. Vea Qujan: Armored Cavalry Platoon Leader. Background: Imperial Special Forces (Deserter). Species: Human Mutant.

Etu Muny: Infantry Squad Leader. Background: Guerrilla Warrior. Species: Arkansas Razorback.

Nya Radgo: Mechanized Infantry Squad Leader. Background: Elite Militia. Species: Guinea Pig.

Dr. Lea Sosev: Cyber-Doc.

Line Troops: 6 Air Cavalry pilots (Scouts), 44 Armored Cavalry crewmen, 48 Mechanized Infantry soldiers.

Weapons, Equipment and Resources:

-Big Bore "Universal" Assault Rifle or "K" series LPR9M Laser Pulse Rifle.

-IP-12M Ion Pistol.

-Vibro-Bayonet.

-1D4 Grenades.

-1 in 5 are issued an MM-16 "Coffin" Missile Launcher or a RPM-6X Skyhammer Mortar.

-Infantry Body Armor: GAW Mark II Battlefield Armor (38 M.D.C.). -Elite Body Armor: Urban Warrior Armor (50 M.D.C.).

-Power Armor Body Armor: GAW Mark I Flight Suit Armor (16 M.D.C.).

-Basic Combat or Survival Pack.

Combat and Transport Vehicles

Armored Cavalry

Platoon Alpha: 2 IH-12B Tanks & 2 Iron Maiden APCs.

Platoon Beta: 2 IH-12B Tanks & 2 Iron Maiden APCs.

Platoon Kappa: 2 Desert Skull Frankentanks & 2 Iron Maiden APCs.

Platoon Delta: 4 Iron Maiden APCs.

Air Cavalry

Parrot Squadron: 2 CAI-77 Sky Power Armor & 1 Black Market Scout Skycycle.

Hummingbird Squadron: 2 CAI-77 Sky Power Armor & 1 Black Market Scout Skycycle.

Mechanized Infantry

Alligator Squad: 4 Type One Power Armor & 5 Improved Combat Hummers.

Armadillo Squad: 4 Type One Power Armor & 5 Improved Combat Hummers.

Type One Power Armor, Refitted

This is the heavy armor used by the Empire of Humanity to destroy and enslave non-humans. The FAA had it refitted by Chipwell. While not as powerful as other power armor in its weight class, it is a rugged, versatile suit.

Model: Type One.

Class: Power Armor.

Crew: One.

M.D.C. by Location:

Mini-Lasers (2) – 12 each

Retractable Blasters (2) – 15 each

Head – 30

Arms (2) – 60 each

Hands (2) – 15 each

Legs (2) – 90 each

Main Body – 174

Speed: 67.5 mph (108 km).

Statistical Data: Height: 14 feet, 6 inches (4.4 m). Width: 6 feet, 6 inches (2 m). Length: 6 feet, 1 inch (1.9 m). Weight: 935.8 pounds (421 kg). Physical Strength: Bionic 30. Cargo: None.

Power System: Nuclear, average energy life 5 years.

Weapon Systems:

1. Retractable Blasters (2): These are ion guns salvaged from a Coalition Glitter Boy Killer. Mega-Damage: 3D6 per blast. Range: 1,200 feet (365.8 m). Rate of Fire: Equal to the number of hand to hand attacks per melee. Payload: Unlimited.

2. Mini-Lasers (2): These are the integral lasers used in the CAS-30. Mega-Damage: 3D6+2 per shot, 1D6x10 per pulse burst. Range: 2,000 feet (609.6 m). Rate of Fire: Equal to the number of hand to hand attacks per melee. Payload: Unlimited.

3. Handheld Weapons: May use any large handheld weapon.

4. Hand to Hand Combat (Elite Training): +3 to Strike, +2 to Parry, -4 to Dodge, power punch does 1D6 M.D., punch does 3D6+15 S.D.C., stomp does 4D6+15 S.D.C., running body block does 1D6x10 S.D.C.; counts as two attacks, +2 to pull punch. +1 attack per round. +1 to strike with weapon systems.

5. Sensor System: Built-in telescopic, passive nightvision optics: Range: 2,000 feet (609.6 m). Active Nightvision: Range: 3,000 feet (914.4 m). Thermo-Optics: 600 feet (182.8 m). Targeting: Range: 1 mile (1.6 km). Onboard Computer. Video Camera. Video and Audio Transmitter: Range: 100 miles (160 km). Radio Com-Link: 100 miles (160 km). Searchlight: 400 feet (121.9 m). Loudspeaker. Radiation Detector. Compass. Depth Gauge. Air Purge and Circulatory System: 12 hour supply.

Desert Skull (Frankentank)

This tank was put together from battlefield salvage following a Coalition engagement. They replaced the turret of a damaged IH-1B Iron Hammer Tank and replaced it with the main body of an IAR-5 Hellfire. With the destruction of Iron Heart Armaments, spare parts are expensive and the clever mechanics of the FAA are forced to make do with whatever they can find.

Model: Frankentank.

Class: Infantry Fighting Tank.

Crew: Turret: 2 gunners. Main Body: 1 commander, 1 driver & 2 gunners.

M.D.C. by Location:

Rail Guns (2) – 90

Plasma Ejector – 50

Mini-Missile Launchers (2) – 120

Reinforced Crew Compartment – 180

Turret (Hellfire Main Body) – 480

Side Mini-Missile Launchers (2) – 40

Main Body – 650

Track Tread (2) – 120

Speed: 66 mph (106 km).

Statistical Data: Height: 23 feet (7 m). Width: 12 feet (3.7 m). Length: 35 feet (10.7 m). Weight: 57.1 Tons. Cargo Turret: 3 feet (.9 m). Cargo Main Body: 4 feet (1.2 m).

Power System: Nuclear; average energy life 20 years.

Weapon Systems:

1. HF Rail Guns (2): Mega-Damage: 1D4x10 from a 40 round burst. 2D4x10 from a simultaneous burst. Range: 4,000 feet (1,219 m), Rate of fire: Equal to gunner's attacks per melee. Payload: 10,000 rounds per drum.

2. HF Double-Barreled Plasma Ejector: Mega-Damage: 5D6 from a single blast. 1D6x10 from a double-barreled blast. Range: 1,600 feet (488 m). Rate of fire: Equal to gunner's attacks per melee. Payload: Unlimited.

3. HF Mini-Missiles: Mega-Damage: As per missile type. Range: 1 mile (1.6 km). Rate of Fire: In volleys of 1, 2, 4 or 8. Payload: 32; 16 per launcher.

4. IH Medium-Range Missile Launchers (2): Mega-Damage: As per missile type. Range: 40 miles (64 km). Rate of Fire: In volleys of 1, 2 or 4. Payload: 10 missiles; 5 per launcher.

5. Sensors: 1. Enhanced Radar: I.D. & track 96 targets. Range: 50 miles (80 km). 2. Thermo-Imager: Range: 2,000 feet (609 m). 3. Infrared & Ultraviolet Optics. 4. Nightvision & Video Camera System. 5. Infrared Searchlights: Range: 500 feet (152 m). 6. Sensor Bonus: +1 to strike with long-range cannons.

Adventure Ideas

Mine Your Business

Hook: An escaped Dog Boy stumbles upon the players. He is dehydrated and has clearly been abused. He needs water and a safe place to rest.

Line: When he has had a chance to rest and hydrate, he tells of a nearby gang using slave labor to mine a pre-Rifts gold mine that they have recently discovered.

Sinker: There is more than gold in those mines. The mine was abandoned long before the Rifts struck and converted into a data collection center. The bandits have not been able to access the data yet, but depending on what Golden Age information was stored here, and how much of it (if any) is retrievable, the data could be more valuable than whatever gold veins are left. The Coalition States is also keen to investigate any reports of intact pre-Rifts sites, so the player characters may soon have a Coalition scouting team to contend with.

What Goes Bump in the Night

Hook: Bandito Arms is smuggling contraband through Coalition territory and they need to hire protection.

Line: Bandito's scouts have detected an area with relatively few patrols. Bandito believes it is the safest path for their cargo.

Sinker: It is a safe route and no Coalition patrols will pass through the area. Unfortunately, a pack of mixed Coalition mutant animals has deserted and is trying to escape through the same open corridor – with a Mutant Containment and Retrieval team hot on their tail. They cannot tell the difference between Lone Star runaways and mutants from another dimension, and most of the troops honestly don't care.

Pest Control

Hook: In a hilly region of the Pecos Empire, a small, five-story Xiticix Tower has formed. This has caused quite a stir among the empire's warlords. These Xiticix are acting very different from standard Xiticix, raiding villages and stealing valuables.

Line: Emperor Lasar is planning a full-scale assault on the tower, assuming it is best to destroy the Xiticix now before they grow. Their unusual behavior concerns him and he wants to send

someone ‘expendable’ to investigate the tower before the assault – and the player characters seem to fit the bill perfectly.

Sinker: This rogue hive has been hijacked from the normal Xiticix life cycle. Desa Trax, a psionic Spider Goat from the After the Bomb dimension, has taken control of a young queen’s mind and through her, controls the tower. He intends to use his tower as a weapon of terror, relying on Xiticix shock troopers to take over the Pecos Empire, and then the world. Only the player characters can stop Desa in time.

Desa Trax

Due to his strange psionic powers and inability to stop himself from trying to control the minds of others, Desa lived as an outcast amongst his own people, a hermit and pariah, until one day he wandered off into the wastes to die. Instead of death, however, Desa found a Rift that teleported him to a new world, Rifts Earth.

Unfortunately for Desa, the Rift deposited him onto the edge of Xiticix territory, where he was quickly discovered by scouts, subdued, and brought back to the nest. Fortunately for Desa, the same psionic powers that made his family and friends cast him out allowed him to dominate the young queen who mothered that particular hive. Soon the insects were acting as his personal servants and bodyguards, and Desa began to formulate a plan. He forced the Xiticix to migrate, riding atop the queen’s back himself as he flew down to Texas, the land of the Pecos Empire and territory he knew well. Once there, Desa began to use his insect followers to kidnap passers-by, steal desirables and keep others away from ‘his’ hive. After he has amassed a suitable army of Xiticix, his only question is which Pecos Warlord to lay siege to first?

Alignment: Diabolic.

Species: Spider Goat.

Attributes: I.Q. 19. M.E. 22. M.A. 15. P.S. 21. P.P. 21. P.E. 15. P.B. 6. Spd 23.

P.P.E.: 30

Background: Feral.

Primary Skills: Climbing 65/55%, Escape Artist 55%, Hunting, Prowl 52%, Tracking 60%, Wilderness Survival 55%, W.P. Net, W.P. Targeting.

Secondary Skills: Body Building, Running, Swimming 75%.

Experience Level: 5. **Hit Points:** 35. **S.D.C.:** 64.

Spider Powers: Adhesion Pads. Web Shooters.

Combat: Hand to Hand: Basic. Attacks per Melee 5. +6 S.D.C. damage, +5 to dodge, +1 on initiative, +5 to parry, +2 to pull punch, +2 to roll vs impact, +4 to strike, +4 to save vs psionics, +5 to save vs insanity.

Psionics: Communicate with Mutant Insects, Control Mutant Insects (New): Range: Touch, Natural Armor or Skin. Duration: Unlimited, Minimum M.E.: 22. Saving Throw: Standard. Cost: 25 BIO-E. Description: This power creates a two-way telepathic communication where the victim feels compelled to obey the psychic and cannot raise a hand against him. The victim cannot be forced to commit suicide and when the power is removed, remembers everything he was forced to do. The control lasts until the mutant activates another power or drops the control. **I.S.P.:** 91.

Rifts® Africa: Creatures & Monsters

Optional Source Material for Rifts®

By Jeff Duncan

New Creature & Monster Listing

Abiku: Tectonic Entity

African Gorgon: Magical Creature

Ambize: Magical Creature

Bunyip: Supernatural Demon

Corrocotta: Supernatural Predator

Criosphinx: Magical Creature (Optional R.C.C.)

Giant Mason Wasp: Supernatural Insect

Hieracosphinx: Magical Creature

Horned Serpopard: Supernatural Predator

Inkanyamba: Supernatural Predator

Pegomastax Africanus: Dinosaur

Werehyena: Werebeast (Optional: R.C.C.)

Werejackal: Supernatural Demon

Yumboes: African Faerie (Optional R.C.C.)

Abiku

Tectonic Entity

Among Tectonic Entities, the Abiku specialize in generating painful emotions in living beings. It is the Entity’s power to accelerate these painful emotions that enables it to feed from the potential psychic energy of its targets. Human and humanoid victims are preferred, as these beings are most susceptible to the Abiku’s impersonations and psionic abilities. Over time, in environments rich in human prey, the Entities have come to prefer the P.P.E. of humans above most other beings.

Using their psionic abilities, the Abiku employs numerous methods through which to appease their hunger for life energy. One tactic is to imitate a young child who has recently died and present itself as the soul or spirit of the deceased child. Whether the child died of natural causes or by the Abiku’s own evil-doing is a simple matter of convenience or intent. Once a form is chosen to mimic, the Abiku selects one family member to convince of its ruse. If successful, the entity absorbs the P.P.E. of the family member and will continue to do so night after night. It is the victim’s emotions, particularly grief, loss and regret, that enable the Abiku to draw P.P.E. from the victim, all the more easily due to their vulnerable psychological state. Once the first family member is fooled by the mimic, and convinced that they are

being visited by the soul of the deceased, the Abiku will turn its attentions to each member of the family one by one.

The Abiku accomplishes its mimicry by using tectonic shaping to form a physical impersonation of the deceased, and relies on psionic abilities to perceive and understand the mind of its prey and those it plans to deceive using its mimicked form. The Abiku's understanding of other beings is limited; the Entity is able to draw out human emotions which make the victim vulnerable, not achieve actual intellectual understanding. Entities as a whole have little need to learn the limits of human intellect or empathize in any way. Their only relationship with flesh-and-blood beings is the energy that can be taken from them. The ability to create a semi-physical appearance is essential, but equally important is the Abiku's ability to focus the impression of the mimicked voice, by psionic ability, into the mind of a victim, particularly because they cannot speak aloud and are totally reliant upon psionics for communication. The phrases the Abiku chooses to communicate to its victims are based only on the entity's experience and what it thinks will draw out the most emotion. Conversations that actually occurred between the deceased child and the person it is trying to convince are used; drawn out by the Entity's psionic abilities. Victims "spoken" to in this manner seldom realize that the sound of the voice makes no sound at all and is entirely inside their own head. Many who are already grief-stricken care little about such details. The victim's communication and response to Abiku in its mimicked form is irrelevant to the Entity. No intellectual understanding or communication actually transpires or is gained from the Entity's point of view; if the victim leads with a certain word or phrase, that the Abiku will cater its response around a key word or two. This makes many of the victims believe in the authenticity of the conversation, and so increases their belief that they are communicating with the soul or spirit of a deceased loved one.

There are those who cannot be convinced, who see through the evil being behind the mimic and whose P.P.E. is unavailable to the Entity, or sometimes in short supply. There are those, at least from the Abiku's point of view, that must be slain. Their energy is not drained slowly, not consumed by nightly visits, but gobbled up in one last (doubled) release. Murder is common if, upon the second or third visit, the victim cannot or will not be convinced, or the amount of energy consumed during the Entity's visits is determined unsatisfactory. The only way that an Abiku can draw energy (without the victim rolling saving throw vs psionic attack each time) is for the victim to be convinced by the mimicry; without being convinced the victim is more resistant to the Abiku's ability to draw the victim's life energy from them.

Abiku are never satisfied by the P.P.E. gained from one person, let alone one family. No amount of sorrow or death will appease their greedy desire to feast on this energy. Human beings are only vessels to the Abiku and the entities are as drawn to human energy as alcoholics are to drinking, and unfortunately for the victims, the Entity is as equally prone to excess. Though the process is slow, in Africa as well as across the Megaverse, the cursed presence of the Abiku has caused the collapse of entire villages, leaving in its wake only death and demoralized souls as the Entity moves from one family to next until there is no one left. The only signs (without the ability to sense/see the Entity by way of magic or psionics) that let one deduce that an Entity has begun its feeding are the tell-tale signs of depression and anxiety among the victims. More often than not, depression is expected

if the death of the loved one was recent, but over time, as death accumulates, through many families and throughout an entire village, while murders also occur oddly with no evidence of a killer, a supernatural reason (a curse on the whole village) might be the only rational deduction left.

The Entities always remain close to their victims at all hours, day or night, and once they begin feeding, never venture farther than 2 miles (3.2 km) from their prey. There is no reason to wander about, when all it desires is situated in one area. Those with special psionic or magic sensory abilities will be able to detect (by invocation or power) the evil supernatural presence of the creature; those with the ability to See the Invisible will witness the Abiku's shapeless energy substance often hovering near its victims. Needless to say, without any supernatural sense abilities the Abiku is virtually impossible to detect until it is too late.

The name Abiku originates from the pre-Rifts African tribe of the Yoruba, which, though diminished, still exists as of 109 P.A. The name has several meanings in other African languages such as, "that which possesses," and "death." In the native trade languages the name has a direct word translation that means, "Death of a child or infant." In other dark corners of the Megaverse (Beyond the Supernatural-Palladium World) this rarely encountered Tectonic Entity is called the Spirit Mimic.

Alignment: Diabolic.

Attributes: Not applicable. Abiku are crafty and cruel, with an IQ equivalent to between 10-12. Physical attacks are the equivalent to a supernatural P.S. of 36. The creature's natural energy form is invisible and intangible; Spd: 30 (about 20 mph/32 km).

M.D.C.: The Entity itself has 1D6x10+30 M.D.C., becoming a Mega-Damage creature on Rifts Earth, plus the additional damage capacity that it constructs or inhabits (See Conversion Notes).

Horror Factor: 14

P.P.E.: 10

Magic: None.

I.S.P.: 30

Size: The mimicked physical body of a human child is usually between 2 to 4 feet (0.6-1.2 m) tall, but as with all Tectonic Entities an Abiku can utilize material to become as large as 12 feet (3.6 m).

Weight: Varies with the size and makeup of the material used for composition; in natural energy form the creature is essentially weightless.

Psionics: Empathy (4), Mind Block (4), Object Read (6), Presence Sense (4), See the Invisible (4), See Aura (6), Sixth Sense (2), Telepathy (4) and Telekinesis (varies).

The Abiku can draw on the resident I.S.P. around it to perform psionic feats. This means they have a nearly unlimited amount of I.S.P. on a ley line or nexus point. Four points of I.S.P. can be converted into one P.P.E. point. Converting the points from P.P.E. to I.S.P. is automatic and requires no melee actions. The Entity will only draw from its own I.S.P. base when other sources are unavailable. Should a mimic successfully convince a victim then the Abiku can draw I.S.P./P.P.E. from that being without a saving throw; see Special Abilities. No matter how much energy is available the Abiku will endlessly desire to take life energy from humans and other sentient beings. To the Abiku, energy from humans has a particu-

lar “taste,” which they no doubt enjoy above other sources of P.P.E.

Natural Abilities: Able to compose a physical body which specifically mimics a being of their choosing, most often a human child. The Abiku usually uses fine material such as sand, rice, salt or fine grain to accomplish the likeness. The Entity is able to inhabit and animate objects such as dolls, puppets, statues, and robots. The energy form is impervious to all physical and energy attacks, but is vulnerable to magic and psionics. The energy form can fly and hover at a maximum speed of 20 mph (32 km) and is invisible to the human eye.

The physical body that the Abiku constructs or inhabits is not alive; consequently it is impervious to cold, poison, drugs and gases. It does not require air to breathe and feels no pain. Although the Entity has a structural damage capacity (S.D.C.) or M.D.C., S.D.C. bullets, stab attacks, blunt weapons and hitting inflict no or little damage even to S.D.C. bodies, except to cause a temporary void within the borrowed body of the creature. Fire and explosives are effective against most S.D.C. bodies. Even M.D. attacks only inflict half damage for the reasons mentioned. The creature feels no pain and there are no internal systems to damage. However, magic and psionics are always effective against the Entity and do full damage.

Destroying the Abiku’s physical mimic is to only destroy the Entity’s artificial body. When the body is destroyed, the Abiku will exist in its energy form, though it cannot create or inhabit a new body until 12 hours have passed. If the energy form of the creature is destroyed, only then is the Abiku destroyed permanently.

Special Abilities: Stealing Psychic Energy: Each attempt to draw on a being’s I.S.P. or P.P.E. is considered a psionic attack and the intended victim must roll to save vs psionic attack. A successful roll to save means the Entity did not get the energy it needed and must use its own energy reserve or skip its plans to use the energy. A failed saving throw means the Entity can draw up to 20 I.S.P. or 5 P.P.E. from that specific being. That individual loses the points as if he had used the I.S.P. or P.P.E. A being that willingly offers their I.S.P. or P.P.E., such as the victim believing that the Entity is the spirit of the departed, does not roll a saving throw vs psionic attack, and the energy is automatically taken. If an Abiku has successfully convinced their victims that they are in fact the spirit of a recently deceased family member, those victims are at an additional -6 to save vs the Entity’s energy siphons. Most normal humans (not player characters) are unaware a saving throw should be made to determine success/failure. (Note: See New Tectonic Abilities below for additional powers.)

Attacks per Melee: Three psionic or four physical attacks per melee round.

Damage: Physical attacks: 5D6+12 S.D.C. damage in an S.D.C. form such as dirt, clay, or stone. 4D6 M.D. in a granite/bedrock or metal body, 5D6 M.D. in any other Mega-Damage body, and 2D6+21 S.D.C. damage in all other forms. Note: Some special alloys and magic properties may inflict more damage; may use (typically ancient) weapons, with no bonuses.

Bonuses: +2 to strike, parry, and dodge, +1 to initiative, +2 to save vs magic, +1 to save vs psionic attack and +10 to save vs Horror Factor.

Vulnerabilities: The sound of genuine and true laughter within 30 feet (9.1 m) has a strange and disabling effect on the En-

tity. The G.M. rolls a saving throw vs magic and if the Abiku does not save, the creature will suffer an effect as if the spell Befuddle were cast on it (spell’s effect/duration at level one).

Potential Value: Not generally applicable; like all Entities Abiku are much too elusive.

Average Life Span: Unknown.

Habitat: Prefer areas where human emotion and feeling is in exploitable abundance. This makes the southern and eastern temperate grasslands and savannas of Rifts Africa ideal. These are areas of land which most of the surviving native African tribes have been carving out a relatively peaceful life for themselves. Though rarely encountered (or at least rarely perceived as what they truly are), the evil supernatural Entities can be found throughout the Megaverse. Favorite destinations are isolated towns and villages in which the bulk of the population are human beings.

Enemies: Humans and magical creatures of good.

Allies: None, though other Entities of its kind are viewed as equals.

Physical Appearance: Varies.

Conversion Notes

Note: Conversion guidelines here apply to what is written in Rifts Conversion Book One.

Hit Points: 1D6x10+30 (same as M.D.C. above).

Natural Armor Rating: Not applicable.

S.D.C.: See M.D.C.; the physical body created by a Tectonic Entity will have the following S.D.C. or M.D.C. Note: Among Tectonic Entities the Abiku is less likely to utilize these physical forms, preferring to coerce their intended victims unless pushed into direct combat.

Leaves and rags: 100 S.D.C. (or 1 M.D.C.)

Grain, seed or fine sand: 200 S.D.C. (or 2 M.D.C.)

Twigs and wood: 400 S.D.C. (or 4 M.D.C.)

Plastic, tin cans and/or rubbish: 800 S.D.C. (or 8 M.D.C.)

Dirt or Clay: 1,000 S.D.C. (or 10 M.D.C.)

Dirt and Rock: 4,000 S.D.C. (or 40 M.D.C.)

Granite and/or bedrock: 9,000 S.D.C. (or 90 M.D.C.)

Metal Alloys: 10,000 S.D.C. (or 100 M.D.C.)

Mega-Damage debris: 200 M.D.C.

Note: Animated bodies, like a stuffed doll or toy, puppet, mannequin, stone statue, body armor or a deactivated bot, will all have the same M.D.C. (or S.D.C.) as originally designed into them but M.D. attacks do half damage, because the Entity feels no pain and can keep going until the artificial body has been completely destroyed! See natural abilities.

New Tectonic Abilities (Exclusive)

Mimic Physical Form

Range: Self.

Duration: Unlimited.

I.S.P.: 25; 5.

Saving Throw: Standard.

The Entity uses its mimic ability to shape fine earthen material such as dust, salt, grain or similar material, around their energy form. This ability is hardly perfect, and there is no doubt to the mimic’s unnaturalness, which is why the Abiku uses this ability, the way that it does in seeming that they are a spirit of the recently deceased. In short, the mimic is never convincing enough to fool

anyone that the form is in fact real flesh and blood. The fine material can even be used to imitate human facial expressions and in using the exclusive psionic ability: Telepathic Voice of the Departed, a very convincing impression of the dead person they are trying to mimic can be attained. Once the form has been chosen, the Entity will only have to expend 5 I.S.P. to reform the shape.

Note: A saving throw is rolled to convince the victim that the Entity is actually a recently departed family member. If the potential victim successfully saved then the Entity can NEVER convince them (though they may convince others).

Telepathic Voice of the Departed

Range: 90 feet (27 m).

Duration: One hour.

I.S.P.: 8; special.

Saving Throw: Standard.

The Abiku's ability to imitate a voice using telepathy to broadcast that voice into their intended victim's consciousness is an exclusive ability. It's important to note that the voice can only be perceived and is never actually heard in a physical sense; in other words it is only perceived to have been heard by the victim. A failed saving throw from the victim means that he or she is convinced; believing the voice they hear to be genuine. Strangely, the voice of a living being cannot, under any circumstance, be imitated. This ability has no limit and can only be used after the mimic has worked (saving throw unsuccessful). The first attempt at the voice requires 8 I.S.P. After being established only 1 I.S.P. is required to communicate to the victim in this way.

It is vital to realize that the voice is just that-and that is all. Communication is conveyed in simple phrases and the voice will say things very general in nature, focusing on the experiences and knowledge of the deceased and the victims which have been drawn from other psionic abilities. The voice will say things like: "Daddy, you hurt me," or ask questions like, "Why did I die?" or similar creepy phrases, which for the victim will dredge up painful emotions.

Note: The Abiku must use its other psionic abilities to read and understand the pitch and sound of the recently departed voice and/or have heard the voice for itself.

African Gorgon

Magical Creature

The African Gorgon is a thickly muscled, four-hoofed beast. The creature's body is covered in long, black, tangled hair and its oversized head has two black horns that extend at a slight upward angle from the skull. The horns curve upward into two sharp points. In the center of the face is a single, lidless, solid red eye. The head and body of the creature is cartoonishly wide, while the neck is disproportionately skinny in comparison. This strange imbalance of physiology makes it difficult for the creature to turn its neck and head side to side, and requires great effort for the beast to lift its head above its shoulders. The African Gorgon spends the majority of its life with its head pointed at the ground. In this pose the horns lay flat and are used as a bridge to the ground which provides a means of support for the neck while the creature grazes among the African savanna.

At first glance or from a moderate distance, a herd of the African Gorgon will appear like some sort of strange species of cattle. However, getting closer (typically within 30 feet/9.1 m), or startling the creature with sudden movement or sounds perceived by the beast as aggressive or hostile, the beast will better position itself and raise its head and with its lidless red eye gazing towards the oncomer. Those ignorant of the beast and who look directly into this gaze could possibly (roll saving throw vs magic) find themselves turned to stone! If petrified, those that spooked the creature are usually no longer deemed a threat and rightly so; however, if during the encounter a beast among the herd was struck or attacked directly, African Gorgon herds have been known to aggressively defend themselves from their attackers. Should one among the attackers be petrified, the beasts will pierce the newly turned stone figure with their horns and stomp the fragments to dust.

Another means which the beast protects itself is by flatulence. Literally yes, the beast's nasty farts are a means of defense. African Gorgon are unique in their ability to digest the various and many poisonous species of plant life that exists (and has come to exist) on the warm savannas of Africa. In fact, poisonous roots and plants are what the creature spends the majority of its time searching for, though it also supplements its diet with other plant life, insects and rock minerals.

Though the African Gorgon is dangerous, they do not behave much differently from wild cattle and are relatively passive in nature; only attacking in defense when directly threatened. A heard can be anywhere from thirty to well over a hundred strong (3D6x10). On the savannas of Africa beasts are common throughout the continent and estimated to be in the hundreds of thousands.

Alignment: Selfish only.

Attributes: I.Q. 1D4 (animal intelligence), M.E. 2D6, M.A. 3D6+2, P.S. 4D6+2, P.P. 2D6, P.E. 3D6, P.B. 2D6, Spd 4D6; +20 to Spd attribute when the creature charges. Strength and Endurance are considered to be Supernatural.

M.D.C.: 4D6x10+20

Horror Factor: 5

P.P.E.: 6D6

Magic: None; see special abilities.

I.S.P.: None.

Psionics: None.



Natural Abilities: Keen normal vision and smell. The creatures have a very strong resistance to magical and psionic attack, as well as can bio-regenerate 1D6 M.D.C. per minute.

Special Abilities: Looking directly into the gaze of the African Gorgon is to potentially risk petrification. Victims of this attack must roll a successful save vs magic of 13 or higher or else suffer the effects. The furthest range that the stare can be effective is 100 feet (30.5 m). The creatures are immune to the effect of their own stares, and the effect of the gaze can only be reversed by the stone to flesh spell. The gaze does not take up any melee attacks.

Those that attack the beast directly may inadvertently excite the beast to flatulence. There is a 60% happen chance (the beast recently fed on some poisonous plant) that the poisonous gas is emitted and will have the following effects; unless the characters are supernatural/magical by virtue of nature or inside a contained suit of armor: roll a saving throw vs poison (12). Those that succeed can remain (coughing and vomiting) within the area but are -2 strike, parry and dodge; and lose one melee attack per round. Those that fail the saving throw are dizzy, discombobulated and will seek to immediately leave the area of the herd. No exceptions!

Attacks per Melee: Three attacks per melee round.

Damage: Charge Attack: 3D6 M.D., Back Leg Kick: 5D6 M.D. (counts as two melee attacks), Horn Gouge: 2D6 M.D.

Bonuses: +2 to strike and dodge. +5 to save vs magic and psionics and immune to poison.

Vulnerabilities: Even when spooked they will never gain initiative in a melee round; it simply requires too much effort to raise their head from the ground. Also, the creatures have poor peripheral vision and cannot turn their heads very well from side to side. Note: G.M.s may consider allowing their players to make a skill check: Lore Demons & Monsters, as the African Gorgon is raising its head the first time and gives them the opportunity to avoid the chance of petrification.

Potential Value: The creature's head is sold throughout necromancy and magic shops in Africa. Even if the head is decapitated, the gaze of the red eye still petrifies for up to 1D4 months after beheading. Market Cost: 20,000-35,000 credits.

Availability: Common.

Average Life Span: 60 years.

Habitat: Most common in the south, on the temperate grasslands and savannas of the African continent; tends to shy away from forests and desert regions.

Enemies: Any who act in an aggressive nature towards the beast.

Allies: Native Africans are almost an ally, as they do not hunt the creature. Some tribes plant the seeds of the African Gorgon's favorite poisonous plants, so the creatures graze throughout the areas that surround native territories.

Physical Appearance: From a distance the creatures look like oversized bulls, though upon closer inspection the large single red eye gives away their true identity. Both male and female are horned. Dominant adult males have a large mane that runs the length of the neck, typically grayish in color.

Size: 8 feet (2.4 m) at the shoulder; 14 feet (4.2 m) long.

Weight: 3,000 pounds (1,350 kg); average. The head makes up nearly 1/3 of this weight.

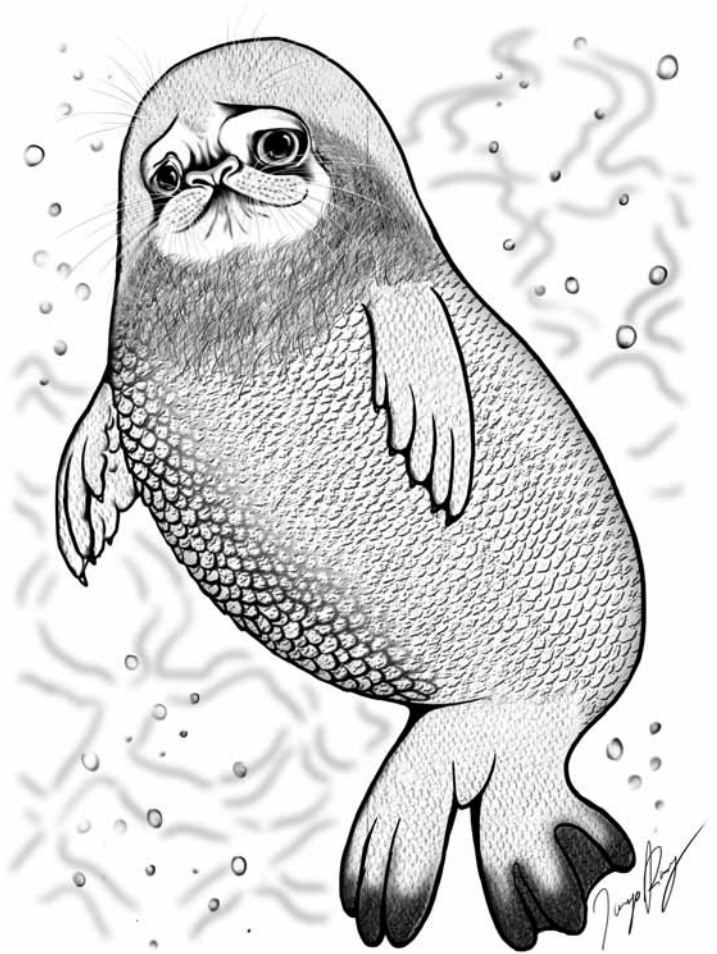
Conversion for an S.D.C. Setting:

Hit Points: P.E. x 2 +10.

S.D.C.: 2D6x10.

Armor Rating: Not applicable.

Damage: Convert M.D. from attacks to S.D.C. straight across.



Ambize

Magical Creature

The Ambize is an intelligent though elusive creature of magic and considered a bastion of good will among the African people. There are countless African and Pygmy stories, or once thought mythologies, of the creature, many of which date to pre-Rifts times. The exact number of these sacred creatures which inhabit Rifts Earth is believed to be very slight, though the impact and realization of the creature has raised the spirits of the African and Pygmy peoples. The creature's presence in the Congo, as well as throughout the ocean waters surrounding the continent of Africa, has brought good medicine, hope and promise.

The physical appearance of the Ambize is that of a large, pug-nosed seal. Except for the face, the body of the creature is covered in thousands of fine, multi-colored scales. The Ambize can blend the color and texture of its scales to mimic the environment by thought alone. This natural chameleon ability hides the creature when it does not wish its location to be discovered. The eyes of the Ambize are large and expressive; and those few that have looked into them will swear they feel a strange sense of the creature's empathy, as well as experience a lifting of the spirit. The Ambize has a gentle disposition and is a psychic sensitive similar to the unicorn. The magical creature will typically only

show itself to those of good alignments and has even been known to give aid to those in need.

Ambize have few natural enemies or beings that would purposefully do the creatures direct harm. However, there are a growing number of dark magic practitioners and trappers that specialize in capturing supernatural and magical creatures/animals. Ambize are (to those few that know of the creature) at the top of this list. On Africa, most of these organizations are based out of the Phoenix Empire, but occasionally Splugorth minions from the city of Gorth are known to venture into the Congo for sport. Though few have been successful at capturing and making it out of the Congo with the creature, the potential payoff is what drives some to try. The creature's natural magical aptitude is of high value to necromancers and evil mages that practice dark sacrificial magic.

Alignment: Good only!

Attributes: I.Q. 3D4 Extremely high animal intelligence; M.E. 2D6, M.A. 2D6+2, P.S. 6D6+6, P.P. 4D6+2, P.E. 10+2D6, P.B. 4D6+4 Spd 1D6+2 on land with flippers; +30 Spd in the water. Strength and Endurance are considered to be Supernatural.

M.D.C.: 3D4x100

Horror Factor: 10; awe.

P.P.E.: 6D6x10+40

Magic: Can cast the spells naturally (subtract from P.P.E. base).

Ocean Magic: G.M.s can select eight Ocean Magic invocations (Rifts Book of Magic) at or below 6th level and four additional invocations at 7th level or higher. These spells are known naturally by the creature.

I.S.P.: M.E. x 8.

Psionics: Healing Touch (6), Induce Sleep (4), Meditation (0), Suppress Fear (8), Mind Block (4), Telekinesis (varies), Clairvoyance (4), Empathy (4), See Aura (6), Sense Evil (2), Sense Magic (3), Sixth Sense (2), and Telepathy (4).

Natural Abilities: Nightvision 200 feet (61 m) and can see in total darkness, keen normal vision, See the Invisible, sense the location of water up to 10 miles (16 km) away, sense ley lines 20 miles (32 km) away. The ability of Echo-location at 60% (does not increase) similar to a dolphin at twice the range! The creature creates a low vibrating sound within their throat to utilize this ability. Intuitively understands all spoken languages but will only speak to unleash a magic spell. Bio-Regeneration: 1D4x10 M.D.C. per hour once injured. The creatures can hold their breath at a maximum depth of 500 feet (152 m) for 2 minutes per P.E. point.

Special Abilities: The Ambize's ability to change the color of its scales is equal to the standard invocation Chameleon, but does not require any expenditure of P.P.E. The invocation is instant and considered at 8th level.

Those who have been lucky to gaze into the eyes of the Ambize do in fact experience a lifting of the spirit; player characters receive the following bonuses in combating truly evil creatures/beings: +2 to initiative, +2 parry and dodge. The blessed effects (rolled for each player) last for 1D4 days! The blessing only offers half bonuses for those with selfish alignments and no bonuses for those with evil alignments. The Ambize will never willingly reveal itself to player characters that are of evil alignment, no matter what the majority of alignments are among the group.

Attacks per Melee: Four physical attacks per melee or three using magic or psionics.

Damage: Bite: 1D4 M.D. Fin Swipe: 1D6 M.D. The Ambize will only use physical attacks as a last resort. Typically, the creature depends on its magic and psionic abilities.

Bonuses: +2 to parry and dodge, +1 to initiative; bonuses apply in water only. +3 to save vs magic, +4 to save vs psionic attack and +6 to save vs Horror Factor.

Vulnerabilities: On land, the creatures have no physical bonuses and are -2 attacks per melee round. Even an Ambize that is basking in the sun will never be further than 10 feet (3 m) from the salvation of a waterway or river channel.

Potential Value: The creature has the most worth to necromancers and those who practice dark or sacrificial magic. Market Value: 250,000 credits; Availability: Exceedingly rare.

Average Life Span: 2,000 years.

Habitat: The Ambize spend most of their time eating and playing in the turbulent waters of the Indian and Atlantic Oceans; only coming to land to mate and rest for 2-3 months out of the year. It is unknown if they inhabit a continent or region other than the African Congo or are common in other places across the Megaverse.

Enemies: Lord of the Deep and Ocean Pirates, as well as the minions of the Splugorth and the Phoenix Empire; and generally those of evil alignments.

Allies: Native African and Pygmy people consider the Ambize to be a sacred animal and many would go out of their way to help the magical beast should the creature be captured or an attempt was being made to take them out of the Congo. Lemurians, dolphins and many other friendly aquatic species are considered allies.

Physical Appearance: A large and overly rotund, flat-nosed seal like creature, covered in fine scales except for the finer features of the face. The creature also has large, empathic eyes.

Size: 11 to 13 feet (3.3-4 m) long on average.

Weight: 1,000 to 2,000 pounds (450-900 kg).

Conversion for an S.D.C. Setting:

Hit Points: P.E. x 2.

S.D.C.: 1D6x100+50.

Armor Rating: 10.

Damage: Bite: 2D4 S.D.C., Fin Swipe: 2D6 S.D.C.

Bunyip

Supernatural Demon

The Bunyip is a large, walrus-like creature with two or four (males 2; females 4) oversized ivory tusks that protrude outward from their maw. The creature's snarled mouth features a row of tiny, razor-sharp teeth that protrude from the gum line. The spine of the Bunyip is severely humped as well as misshapen, and instead of legs the creature has a wide, finned tail similar to that of a mermaid. Each hand has up to seven (sometimes less) sharp, clawed fingers and a specialized gill that runs along both sides of the rib cage. The gills enable the creature to breathe underwater as well as above.

While the Bunyip is best suited for water, with various aquatic species making up most of its regular diet, its aquatic nature doesn't prevent the creature from making short ventures onto



land in search of its favorite prey: humans. Human communities near the ocean or the beach are the most susceptible to the Bunyip's taste for land-dweller flesh.

It is at night that these attacks occur, as the Bunyip drags itself as quickly and quietly as it can into the beach community and searches for a potential victim. The creatures are none-too-choosy and usually try to subdue the first human they come across. The Bunyip stops its chosen quarry first by choking the victim unconscious with its long, maligned fingers, intending to take the victim back to the water to drown it. If the victim puts up too much of a fight or is killed in the melee, the Bunyip will leave the body of the victim where it was slain and move on to find a replacement. Though aggressive, the creatures possess a low animal intelligence. While it would be simpler for the beast to wait out in the open water for the occasional small fishing vessel or slip aboard larger craft; attacks that occur in the water are almost nonexistent. Even late-night swimmers on the open water are not attacked.

The appearance of the Bunyip shortly after the arrival of the Apocalypse Demons (see *Rifts® Africa™*) leads native Africans to believe the creatures are not of this earth. Whether the Bunyip is some sort of ocean dwelling hell spawn that was attracted to all the death that occurred in the aftermath of the Apocalypse Demons' arrival or whether they are just one of many creatures that have stumbled upon Rifts Earth via the African Triangle remains unknown, as does the Bunyip's dimension of origin.

Alignment: Miscreant only.

Attributes: I.Q. 1D4 (low animal), M.E. 2D6, M.A. 1D6+1, P.S. 5D6+2, P.P. 2D6+2, P.E. 2D6, P.B. 1D4 Spd 2D6; +30 in water. Strength and endurance are considered to be supernatural.

M.D.C.: 2D6x10+20

Horror Factor: 8

P.P.E.: 2D6

Magic: None.

I.S.P.: None.

Psionics: None.

Natural Abilities: Nightvision 90 feet (27 m; can see in total darkness), poor daytime vision, track by sound or smell 65%, swim 85%, climb 25% (no hind legs) and can breathe underwater as well above.

Special Abilities: Regenerates 3D6 M.D.C. per hour and can regenerate an entire limb within 48 hours.

Attacks per Melee: Five.

Damage: Tusk Pierce/Bite: 3D6 M.D., Claw Strike: 2D6 M.D., Double Claw Strike: 4D6 M.D. (counts as two melee attacks), Tail Fin Swipe: 1D4 M.D.

Bonuses: +3 to strike and parry; no physical bonuses in the sunlight. +2 to save vs magic, +1 to save vs psionics.

Vulnerabilities: Terrible daylight vision and is much slower on land, which makes it easy to escape from. The Bunyip is also not terribly bright and cannot distinguish between easy or difficult human prey. Once they have decided on a target, nothing will relinquish their attack, only death. The creature cannot regenerate damage/injury in daylight.

Potential Value: Little. Cannot be trained and are too instinctual; other than perhaps as flesh-eating garbage disposals. The Bunyip will eat almost anything. The tusks have some value to collectors and native Africans use the tusks (most ivory materials for that matter) for tools and carving. Market Value: 500 credits; Availability: Rare.

Average Life Span: 70 years.

Habitat: Coastal beaches. On Rifts Earth (so far), the African Ivory Coast to the southern tip of the continent. The creature usually prefers deep areas (twilight) on the ocean floor to rest out of the sun. Alternately, some create burrows to rest among rocky outcroppings to stay out of the sunlight. A Bunyip that locates a human community of some size will typically stay within the region indefinitely or until slain.

Enemies: None in any sense; lives by the mantra of eat or be eaten.

Allies: None.

Physical Appearance: Walrus-like with grayish, fatty flesh. The body is usually heavily scarred. The Bunyip's cold, unblinking eyes are a solid royal blue color; with a red iris at the center.

Size: 9-12 feet (2.7-3.7 m) long.

Weight: 1,800 pounds (810 kg) average.

Conversion for an S.D.C. Setting:

Hit Points: 20+2D6.

S.D.C.: 2D4x10+20.

Armor Rating: 8.

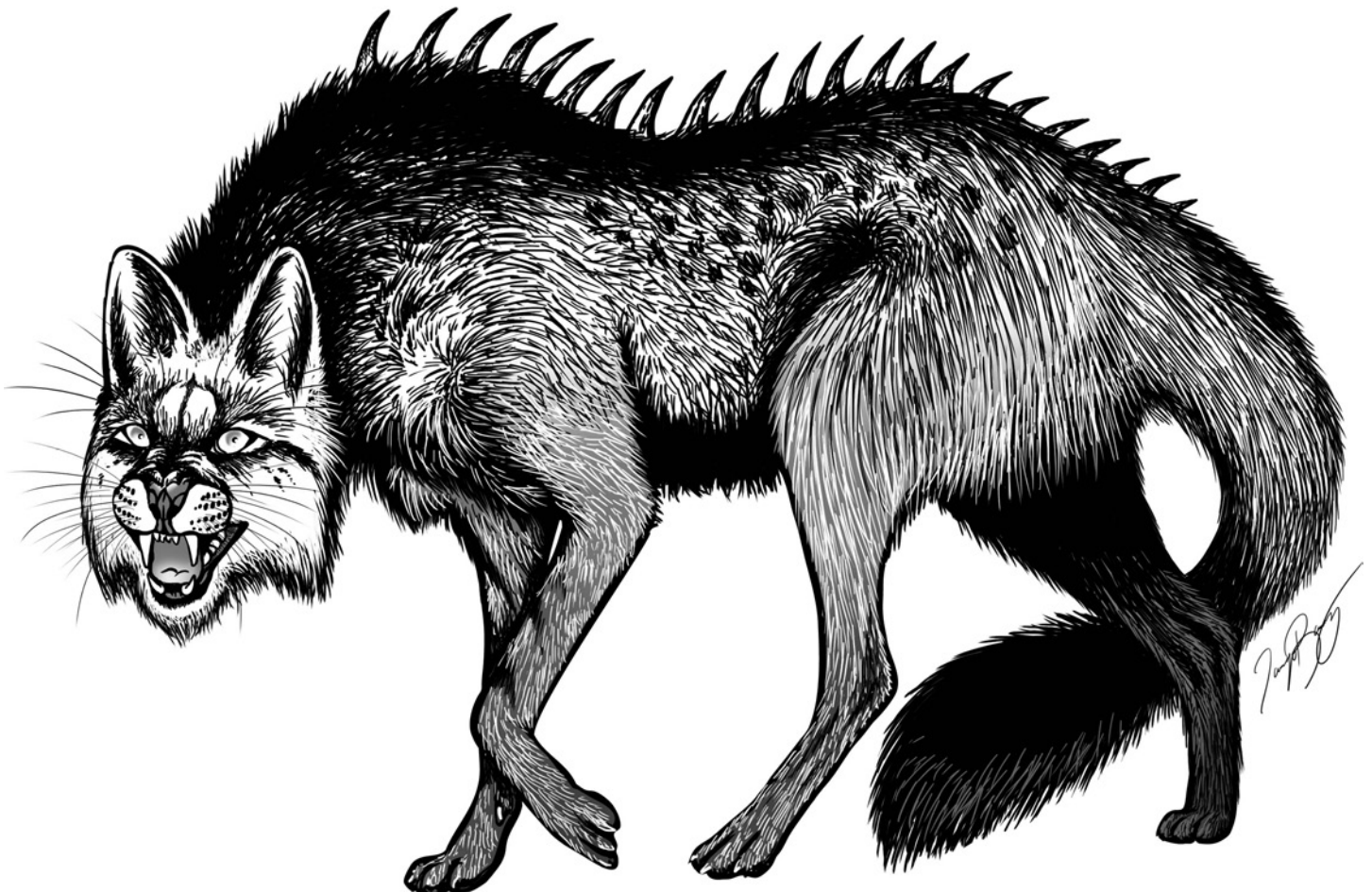
Damage: Tusk Pierce/Bite: 3D6 S.D.C., Claw Strike: 3D6 S.D.C., Double Claw Strike: 6D6 S.D.C. (counts as two melee attacks), Tail Fin Swipe: 3D4 S.D.C.

Corrocotta

Supernatural Predator

The Corrocotta is one of the most dangerous and cunning supernatural predators (currently) native to Rifts Africa. The Corrocotta's size, strength, and quickness is usually unmatched when compared to other supernatural creatures. Beyond the beast's impressive physical attributes, Corrocottas are known for simulating the mating call of animal prey such as the gazelle and wildebeest, and are even capable of imitating the sound of human voices, often with false cries of help or distress. These tactics are very effective in luring prey closer, though as intelligent as the Corrocotta seems, there is little evidence that the predator distinguishes or has any preference for one type of flesh over another. The Corrocotta is no ordinary predator in that the creatures' hunger is nearly three times that of a normal animal of the same size and it is this (cursed) hunger that dominates their behavior. While stalking their prey, they can be bold and aggressive, attacking without warning; solely depending on the level of hunger the Corrocotta is experiencing at the time.

Identifying the Corrocotta by sight alone can be difficult. Though each is indeed menacing, the creatures seem to have a split anatomy, sharing the physical attributes of both the wild dogs and big cats of Africa. Some Corrocottas will have the look of jackals and hyenas, while others will look more like lions, leopards and cheetahs. In physical comparison, Corrocottas are much larger predators. The only physical features shared by all Corrocottas are the sharp, bony spines that run the length of the



creatures' vertebrae. From the tail to the shoulders, spines protrude 6 to 8 inches (15-20 cm) from the creatures' back, and a Corrocotta's tail is much thicker than that of a typical African predator.

The Corrocotta is typically a lone stalker that hunts by the light of the moon. Daytime attacks do happen, depending on the beast's hunger, though this is the exception rather than the rule. Occasionally, the beasts have been witnessed collaborating in pairs. Some have speculated that this occurs only during mating season, but in truth, no one actually knows. Corrocottas have no set hunting grounds and seem to migrate across the diverse African climate regions with no distinguishable pattern, from the desert borders of the Sahara Desert to the coastal beaches of the Atlantic and Indian Oceans; though the creature avoids moving water at all costs. Modern society, including advanced technological cities or places of magic, are areas that are avoided as well.

The free native peoples of the continent have many names for the Corrocotta, names that translate to mean "the crying stalker" or "hunter of mourns." Some in the Phoenix Empire reason that the beast is an alien bio-engineering anomaly, though whether of this dimension or another is highly speculative.

Alignment: Miscreant only.

Attributes: I.Q. 2D4+3 (high animal intelligence), M.E. 3D6, M.A. 3D6, P.S. 5D6+8, P.P. 4D6, P.E. 6D6, P.B. 2D6, Spd 50+4D6; average sprint speed varies between 35-50 mph (56-80 km). Strength and endurance are considered to be supernatural.

M.D.C.: 6D6x10+20

Horror Factor: 12

P.P.E.: 3D6

Magic: None.

I.S.P.: None.

Psionics: None.

Natural Abilities: Nightvision 1,000 feet (305 m), phenomenal day vision: see its prey up to two miles (3.2 km), track by smell 65%, does not swim (see vulnerabilities), and Climb 35%.

Special Abilities: See the invisible: 90 feet (27 m).

Attacks per Melee: Seven.

Damage: Bite Attack: 3D6+2 M.D., Claw Swipe: 4D6+4 M.D., Tail Swipe: 6D6 M.D. (counts as two melee attacks). The tail swipe has a 01-30% chance of knocking the victim off his feet (lose initiative and one melee attack).

Bonuses: +2 to initiative, +3 to strike and +3 to parry, +2 to Dodge, +2 to roll with the impact/fall, +4 to save vs disease and poison, +1 to save vs psionic attack, +5 to save vs Horror Factor.

Vulnerabilities: Corrocottas have one phobia: flowing/running water. Corrocottas do not swim and even the prospect of death is more appealing to them than crossing a moving body of water. Not even the extreme sense of hunger the predators are accustomed to will release them from the conditions of this phobia.

Potential Value: Corrocottas are bought, sold and even bred with regularity within the Phoenix Empire. In the Capital city of Rama, popular bloodsport events pit Corrocottas against each other or other unfortunate souls in matches to the death. Market Value: 35,000 credits; Availability: Common.

Average Life Span: 120 years, 8 years in captivity; reaches full maturity at age 7.

Habitat: On Africa, the creatures are migratory predators, usually found in the southern and eastern savannas of the continent during the summer months and the northern and western savannas during the winter months. This has more to do with the availability of wild game (easy prey) than climate preference.

Enemies: The Horned Serpopard is the Corrocotta's predatory rival and it will attack and kill it above all other creatures. Any other creatures, including humans, are killed for no reason other than sustenance.

Allies: None; not even members of its own species are tolerated beyond mating, and sometimes not even then.

Physical Appearance: Other than the creatures' noticeable size, they have thick tails and sharp, bony spines that protrude from the vertebra. Most seemingly share a combination of physical features similar to the big cats and wild canines that inhabit Africa.

Size: 3 feet (0.9 m) at the shoulder; ten to twelve feet (3-3.7 m) in length.

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

Conversion for an S.D.C. Setting:

Hit Points: P.E. x 2.

S.D.C.: 4D6x10+20.

Armor Rating: 6.

Damage: Covert M.D. from attacks to S.D.C. straight across.

Criosphinx (Sphinx Variant)

Creature of Magic: Optional R.C.C.

Highly intelligent, most ram-headed sphinx have a genuine curiosity of magic and share a high regard for life and freedom. Like all sphinx, the body of the Criosphinx shares a similar physicality to a lion's, but with a signature wingspan that sets them apart as a clearly different creature.

In the world of Palladium the Criosphinx are believed to be all but extinct, some wonder if they ever existed at all. However, some, though few, do remain on the world of Palladium and most use magic to hide their true nature, living amongst the more common races, while others prefer lives of solitude and eke out humble existences on the outer edges of the known world.

On Rifts Earth, Criosphinxes can be encountered in any region of the world (as well as throughout the Megaverse), but they seem to be specifically drawn to areas of social and supernatural conflict. Most are familiar with spell magic and use their learned abilities to blend in with their given environments (Metamorphosis spell), fighting against supernatural evil in all its shapes and forms, often under the guise of lesser beings.

Many Criosphinxes were among the "gathering of heroes," the movement, that ensured the defeat of the Four Horsemen of the Apocalypse. During the conflict they found themselves taking on the role of stewards, guiding innocent people from danger. Some even stayed after as advisors, offering council to assist mortals, helping them rebuild and retool their societies. A few remain in that role (109 P.A.) today. Like the Chiang-Ku, the Criosphinx see themselves as an elder race and are usually more than willing to lend a hand (or wing) to those under the oppression of evil.



In Africa, the Criosphinx and their free brethren (the Sphinx and Hieracosphinx) are most common among the southern and eastern shores. Both Egyptian and African mythologies across several nations/peoples have numerous stories and accounts of the creature, many of which date to Pre-Rifts time. To the native people of Africa, the Criosphinx is highly revered and respected. Due to the stories of old and recent events many view the once mythical creature as heroes and champions of light.

Alignment: Any, though usually Unprincipled or Scrupulous.

Attributes: I.Q. 3D6+2, M.E. 4D6+6, M.A. 3D6+4, P.S. 20+2D6, P.P. 10+2D6, P.E. 12+3D6, P.B. 3D6+6, Spd 5D6 running; 3D6x10+20 flying (top speed averages around 90 mph/148 km). Strength and Endurance are considered to be Supernatural.

M.D.C.: 4D6x10+20; 3D4+2 M.D.C. per level of experience.

Horror Factor: 12

P.P.E.: 1D4x10+20 base; this total is in addition to the base added by a Magic O.C.C. (add both together) if selected.

Magic: May study any form of magic (deemed appropriate by the G.M.) common to the Palladium or Rifts setting. Most common are Elemental Magic, Wizard, and Ley Line Walker.

I.S.P.: None unless rolled for or selected as an O.C.C.

Psionics: Standard.

R.C.C. Skills: Literate in four languages of choice (+25%), Math: Basic and Advanced (+20%), Anthropology (+15%), any two Lore Skills (+10%), Sing, Writing, and Art.

Player characters can select up to 12 additional skills with no restrictions and 4 secondary skills at first level. Select one additional skill at levels 3, 5, 7, 9, 12 and 15. The Criosphinx can select any O.C.C. within reason (G.M.'s discretion) and so gain that O.C.C.'s additional powers and special abilities, but skill selections are limited to what is listed here.

Natural Abilities: Winged flight and is able to stay in the air indefinitely. Nightvision 120 feet (36.6 m), Keen vision; able to tell the difference between a mouse and a rat 2 miles (3.2

km) away; Prowl 55%, track by sight 65%, Swimming 30%. Is able to leap without the use of its wings up to 30 feet (9.1 m) high, straight up and 150 feet (45.7 m) lengthwise or across with a running start. **Note:** Prowl and Swimming do not advance unless selected as part an O.C.C. or secondary skill.

Special Abilities: Magically speaks and understands all spoken languages (97%). Bio-Regeneration: heals 3D6 M.D.C. per day (24 hours); cannot regenerate completely severed limbs or wings.

Attacks per Melee: Four at level one. A player character gains one additional melee attack at levels 4, 8 and 12.

Damage: Head Butt: 4D6 M.D., Paw Strike: 2D6 M.D., Back Leg Thrust: 5D6 M.D. (counts as two melee attacks), Flying Pounce: 1D6x10 M.D. plus a 01-55% chance of knocking its opponent off his feet (lose initiative and one melee attack), Wing Swipe: 1D6 S.D.C. and has a 01-50% chance of knocking the victim off his feet (lose initiative and one melee attack).

Bonuses: In flight: +1 additional attack per melee round, +1 to initiative, +1 to strike, +2 to dodge. Bonuses are in addition to those gained through O.C.C. selection and attributes (if any).

Vulnerabilities: Cannot regenerate wings.

Potential Value: Value as a slave highly varies based on health and spirit. Those with magic abilities/skills or knowledge may demand 2-3 times as much! Market Value: 75,000 credits; Availability: Rare.

Average Life Span: 2,000 years.

Habitat: Most prefer mountainous regions or places not easily accessible to modern civil societies. Less than 1% ever integrates themselves to city centers or urban environments. The island of Madagascar is just such a place.

Enemies: Supernatural Evil, & general dislike of dragons; the only exception being (good) Chiang-Ku.

Allies: None; but occasionally might befriend a being of similar alignment.

Physical Appearance: The creature has the body of a lion, large feathered wings, and the head of a ram. Color tone of the creature's body and wings are typically black, brown, red and white. Rare is a Criosphinx that is one color, body to wings.

Size: 6 feet (1.8 m) tall at the shoulder; 10 feet (3 m) long. Wingspan averages 30 to 35 feet (9.1-10.6 m) wide.

Weight: 1,000 to 1,200 pounds (450-540 kg).

Conversion for an S.D.C. Setting:

Hit Points: P.E. +40.

S.D.C.: 3D6x10.

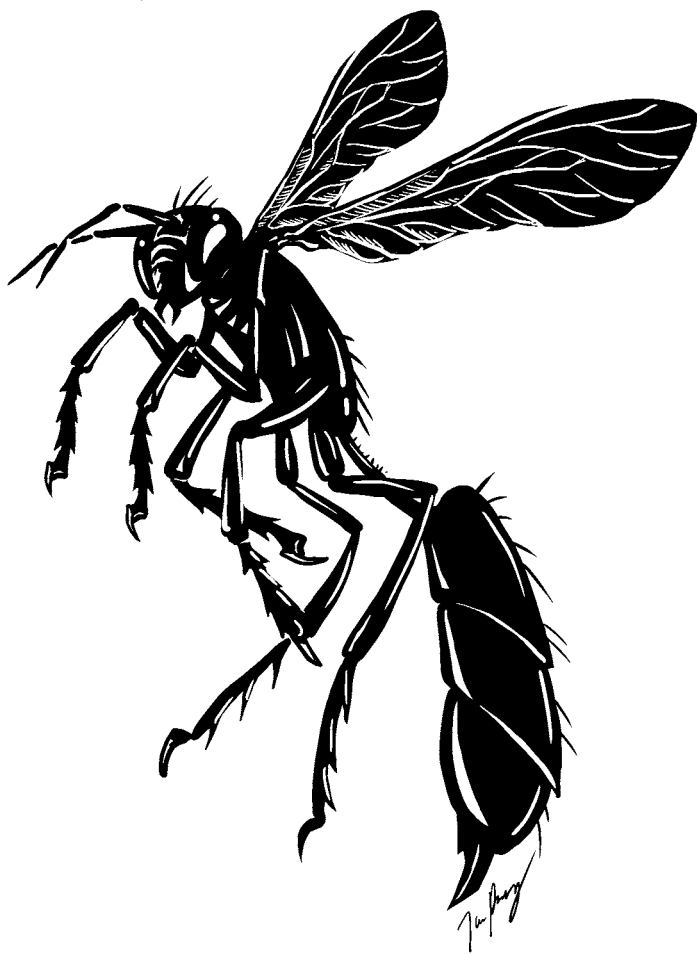
Armor Rating: 9.

Damage: Head Butt: 3D6 S.D.C., Paw Strike: 3D4 S.D.C.,

Back Leg Thrust: 4D6 S.D.C. (counts as two melee attacks),

Flying Pounce: 1D4x10 S.D.C. plus a 01-55% chance of knocking its opponent off his feet (lose initiative and one melee attack),

Wing Swipe: 1D6 S.D.C. and has a 01-50% chance of knocking the victim off his feet (lose initiative and one melee attack).



Giant Mason Wasp

Supernatural Insect

There is uncertainty as to the origin of the Giant Mason Wasp, a creature thus far unknown beyond the Sahara Desert. Some believe the large insect species is similar to the Xiticix of North America, an invader from a dimensional Rift, while others suspect the large insectoids were the results of the Egyptian God Set's (failed) experiments in Bio-Wizardry.

What is known is that the Giant Mason Wasps behave very similar to their smaller wasp cousins. They are insects through

and through, with strong instincts and adherence to a natural social structure. Large, black-bodied queens rule the hives and lay eggs, perpetuating the species. Female drones are tasked with protecting the hive as well as the queen, while male drones are the builders, gatherers, and caretakers of the hive.

A Giant Mason Wasp's hive is made mostly from sand strengthened by a natural secretion produced by the wasp. Other fibrous materials (plants-trees) are sometimes used to reinforce the hive's network of tunnels and chambers. The structure itself is mostly underground, but usually visible against the desert floor as a series of connected mounds. These mounds and the connecting passages often form a circular spiderweb pattern. The passages are hardened from the inside with water gathered by male drones from rivers and lakes as far as 200 miles (320 km) away. Combined with the wasp's natural secretion, this creates a material similar in consistency to hard clay. Along the outer edges of the sand hive, a few entrance openings will be visible as compact mounds that rise 5 to 7 feet (1.5-2.1 m) above the regular surface of the desert floor. The entrance openings are circular and typically are 2 to 3 feet (0.6-0.9 m) in diameter. The tunnels of these sand hive networks can run from about 1,000 feet (305 m) in length, to as long as 2 miles (3.2km). Though sturdy, entrance and tunnel areas of a sand hive can only sustain 5 S.D.C. per 1 foot (0.3 m) area before the entrance or tunnel will collapse.

Giant Mason Wasps are only aggressive if attacked or an "intruder" is within 100 feet of the hive (30.5 m).

Killing a single wasp may be easy enough for those carrying M.D. weapons and wearing M.D.C. armor, but as the wasp dies it releases a chemical that other wasps can sense, drawing more wasps to the area. Only burning or total vaporization (exceed M.D.C. base by 20 M.D.) will prevent the release of the chemical. If the wasp is killed within 100 feet (30 m) of the hive, 1D4 additional wasp will arrive every minute and begin attacking until the "intruders" are some 500 feet (152 m) from the hive.

Alignment: None; insect species.

Attributes: I.Q. Instinct only, M.E. 3D4, M.A. Not applicable, P.S. 2D4+2, P.P. 3D8+2, P.E. 3D6, P.B. 1D4, Spd 2D6 crawling; 1D6x10+25 flying (averages around 45 mph/72 km). Endurance is considered to be Supernatural.

M.D.C.: Drone: P.E.+3D6; Queen: P.E.+1D6x10.

Horror Factor: 6; 12 for a swarm (4D4 or more).

P.P.E.: 2D4

Magic: None.

I.S.P.: None.

Psionics: None.

Natural Abilities: Has limited daytime vision up to 200 feet (61 m) and is almost totally blind at night, 20 feet (6 m).

Special Abilities: The wasps track movement with a pair of sensor receptors, which can be seen as two bright, yellow bulges on top of their heads. Additionally, these receptors are sensitive to certain vibrations in the air such as the wing movement of its fellow wasps, and are utilized for location and relocation of the hive over long distances.

Attacks per Melee: Four.

Damage: Sting Attack: 5D6 S.D.C. (counts as two melee attacks) piercing damage, Mandible Bite: 1D4 M.D. The pinch is strong enough to decapitate heads and sever unprotected limbs! Those who suffer a sting attack directly to their flesh will also receive a small dose of venom, though supernatural beings and creatures of magic are immune to the effects of the

venom. Roll standard saving throw vs poison; failure to save means the character suffers 3D6 damage direct to Hit Points and will lose initiative and two melee attacks for the next combat round. Those who save vs poison suffer no damage, but feel a little nauseous and lose one melee attack for the next combat round.

Bonuses: +1 to initiative, +3 to dodge in flight.

Vulnerabilities: Has terrible vision in full sunlight.

Potential Value: To supernatural minions, most parts of the Giant Mason Wasp are not only edible, they are downright tasty! In The City of Doom (Phoenix Empire), several eateries are known to serve up the bug as a delicacy from venom sauce (very tart), to chips made from the creatures wings. Market Value: 150 credits; Availability: Very common. Venom can be extracted and sold by the single ounce. The average Giant Mason Wasp has 1D4 ounces of venom: Market Value: 50 credits; Availability: Very common.

Average Life Span: 3 years for male and female drones; seven years for a queen.

Habitat: Only known to inhabit the border regions of the Sahara Desert within the Phoenix Empire. A small hive; 1D4x10, a medium hive; 3D4x10, a large hive; 4D6x10.

Enemies: Only those beings that are perceived as threatening the hive, within 100 feet (30.5 m).

Allies: None.

Physical Appearance: A large wasp, black or brownish in color, with two yellowish sensor receptors on top of the head, which are used in sensing movement as well as for vision.

Size: A male or female (females are slightly bigger) drone is 1 to 2 feet (0.3-0.6 m) long; a queen is typically 3 to 5 feet (0.9-1.5 m) in length; the wingspan of the creature is approximately twice the total length of the body.

Weight: A drone is 4 to 9 pounds (1.8-4 kg); a queen is typically 20 to 30 pounds (9-13 kg).

Conversion for an S.D.C. Setting:

Hit Points: 10; Queen: 25.

S.D.C.: 12; Queen: 50.

Armor Rating: 6. Queen 8.

Damage: Sting Attack: 3D6 S.D.C., Mandible Bite: 2D4 S.D.C.

Hieracosphinx

Creature of Magic

The Hieracosphinx is also known as the hawk-headed Sphinx. The creature is far more instinctual in nature than its human or ram-headed cousins and its sheer physical size is unmatched. Though close in physicality to other Sphinx as a winged beast, the Hieracosphinx compares to its fellows as apes compare to men. The Hieracosphinx are more animal in nature and do not possess their cousin's intelligence nor their affinities or natural aptitude for magic.

The Hieracosphinx's origins can be traced to the world of Palladium. Though rarely, if ever, encountered on the world of Palladium currently, the creature is more common than any other sphinx throughout the Megaverse. This is in part because the creatures are less independent or inclined to strike out on their own, forming stronger family structures than most Sphinx, but

also because throughout many of the darker corners of the Megaverse Hieracosphinx are bred in captivity.

Higher-end slave markets both in Atlantis and the Phoenix Empire sell and deal the creatures at high prices, usually as winged mounts. A Hieracosphinx which has been properly trained to perform its duties as a mount will command some of the highest of prices among any slave stock. As slaves, the Hieracosphinx seem unusually content and are treated with respect because of the great price they garner once they reach market. Abused Hieracosphinx often make terrible mounts, and those who are captured after adulthood and enslaved can only be used as sires and mares for breeding. Carefully trained from birth, most enslaved Hieracosphinx have no idea of their true heritage, and as beasts of burden the creature's genuinely come to love battle and enjoy serving their masters. It is common for a Hieracosphinx's alignment to be similar to their master's.

Wild and free Hieracosphinx are rumored to inhabit the islands to the southern end of the African continent as well as parts of Madagascar. They are not as inclined as their smarter cousins to be involved in the affairs of other races and beings, but are often follow the directions and suggestions of the other sphinx. If called to conflict, Hieracosphinxes make excellent winged soldiers, fighting bravely, valiantly and more often than not without fear. Many were called upon by their cousins upon the arrival of the Apocalypse Demons and though it remains unrecorded history, many died bravely.

Alignment: Any, though most wild Hieracosphinx are considered to be Anarchist. Hieracosphinx trained as mounts usually come to have a similar alignment to that of their riders; usually evil.

Attributes: I.Q. 2D4 (low human intelligence), M.E. 2D4, M.A. 3D6, P.S. 30+2D6, P.P. 16+1D6, P.E. 20+3D6, P.B. 3D6+2, Spd 6D6 running; 2D6x10+20 flying (top speed averages around 75 mph/120 km). Strength and Endurance are considered to be Supernatural.

M.D.C.: 6D6x10+50

Horror Factor: 14

P.P.E.: 1D6x10

Magic: None.

I.S.P.: Standard.

Psionics: Standard as per humans; roll for it.

Natural Abilities: Winged flight and is able to stay in the air indefinitely. Nightvision 120 feet (36.6 m), Keen vision; able



to tell the difference between a mouse and a rat 2 miles (3.2 km) away; Prowl 45%, track by sight 75% and Swim 35%. Is able to leap without the use of its wings up to 40 feet (12 m) high straight up and 200 feet (61 m) lengthwise or across with a running start.

Special Abilities: A trained Hieracosphinx understands (does not speak) one language at 75%; as long the commands of its master/rider are kept simple, the creature will obey without question. See additional bonuses of a trained animal in the Bonuses section. Heals 4D6 M.D.C. per day (24 hours); cannot regenerate completely severed limbs or wings.

Attacks per Melee: Five.

Damage: Beak Bite/Attack: 2D6 M.D., Talon Grab/Swipe: 5D6 M.D., Back Leg Thrust: 1D6x10+10 (counts as two melee attacks), Flying Dive Attack: 1D6x10+10 M.D. plus a 01-60% chance of knocking its opponent off his feet (lose initiative and one melee attack), Wing Swipe: 1D6 M.D. and has a 01-50% chance of knocking the victim off his feet (lose initiative and one melee attack).

Bonuses: +3 to strike, parry and dodge. +4 to dodge in flight, +2 to initiative, +3 to roll with the impact/fall, +2 to save vs magic, +1 to perception. As a trained mount, add the following bonuses: +2 to strike parry and dodge, +1 to dodge in flight, +1 to initiative, and +1 to perception.

Vulnerabilities: A creature that has lost its wing(s) cannot regenerate them.

Potential Value: As a trained mount, Market Value: 1,000,000 credits; Availability: Slightly common. A wild Hieracosphinx can only be sold for breeding purposes but still demands a fair price. Market Value: 50,000 credits; Availability: Uncommon. Prices in the Phoenix Empire are typically 5% less than what's listed here which is based on the Atlantis slave markets.

Average Life Span: 2,000 years.

Habitat: Most prefer to inhabit secluded islands and mountain regions, or places relatively secluded from society. On Rifts Earth, the Hieracosphinx is most common on Madagascar as well as the southern and eastern coasts of the African continent.

Enemies: Wild Hieracosphinxes view most other beings with suspicion and all have a general dislike of dragons.

Allies: Varies; an untrained creature may befriend any being who is similar in alignment.

Physical Appearance: The feathering on the head and wings is generally brown, black or beige in color. The lion portion of the body is brown or reddish brown. Muscles are well defined and much more pronounced than any other sphinx.

Size: 6 feet (1.8 m) tall at the shoulders; 11 feet (3.3 m) long, plus tail. Wingspan averages 32 to 38 feet (9.7-11.5 m) wide.

Weight: 1,600 to 2,200 pounds (720-990 kg).

Conversion for an S.D.C. Setting:

Hit Points: P.E. +50.

S.D.C.: 5D6x10.

Armor Rating: 10

Damage: Beak Bite/Attack: 3D6 S.D.C., Talon Grab/Swipe: 4D6 S.D.C., Back Leg Thrust: 1D4x10+10 S.D.C. (counts as two melee attacks), Flying Dive Attack: 1D4x10 S.D.C., plus a 01-60% chance of knocking his opponent off his feet (lose initiative and one melee attack), Wing Swipe: 1D6+2 S.D.C. and has a 01-50% chance of knocking the victim off his feet (lose initiative and one melee attack).

Horned Serpopard

Supernatural Predator

The Horned Serpopard is a genetic oddity as a supernatural predator, sharing the traits of both serpent and leopard. The body, the muscle tone of the legs and torso, is very leopard like, but the skin of the Serpopard is made up of black-colored scales. The Serpopard's head is flat as well as narrow and has several small horns that protrude from the top of the skull, above the eyes and below the ears. The vertebrae of the creature, the neck and tail are elongated from the body and flexible. The Horned Serpopard, like any snake, can bend the vertebrae of its neck and tail almost 180 degrees. The tail is thick and needled at the end, which the Horned Serpopard uses as a spiked bludgeon in attacking its prey. These predatory creatures stalk a wide variety of prey including humans, but are solitary hunters. Beyond this, not much is known about the Horned Serpopard.

Alignment: Miscreant only.

Attributes: I.Q. 1D4 (animal intelligence), M.E. 3D4, M.A. 2D4, P.S. 10+2D6, P.P. 6D6, P.E. 6D6, P.B. 2D6, Spd 20+6D6; (25 mph/40 km average). **Note:** See Special Abilities. Strength and Endurance are considered to be Supernatural.

M.D.C.: 1D6x10+20

Horror Factor: 5

P.P.E.: None.

Magic: None.

I.S.P.: None.

Psionics: None.

Natural Abilities: Nightvision 90 feet (27 m), decent daytime vision, track by smell 75%, Swimming 85% and Climbing 45%; Climb Tree: 85%.

Special Abilities: Endurance Sprint: Can break into a sprint which is two times (double) their top speed for one minute per point of P.E.; about 50 mph/80 km on average. Ability is limited to their P.E. points per 24 hours.

Natural Nighttime Chameleon: 75% undetectable if unmoving. 65% undetectable if moving 2 feet (0.6 m) per melee round or slower. 10% undetectable moving 6 feet (1.8 m) per melee round; ability is totally ineffective if moving any faster.

Attacks per Melee: Five.

Damage: Bite Attack: 2D6 M.D., Claw Swipe: 3D6 M.D., Tail Swipe: 4D6+2 M.D. (counts as two melee attacks). The tail swipe has a 01-12% chance of knocking the victim off his feet (lose initiative and one melee attack).

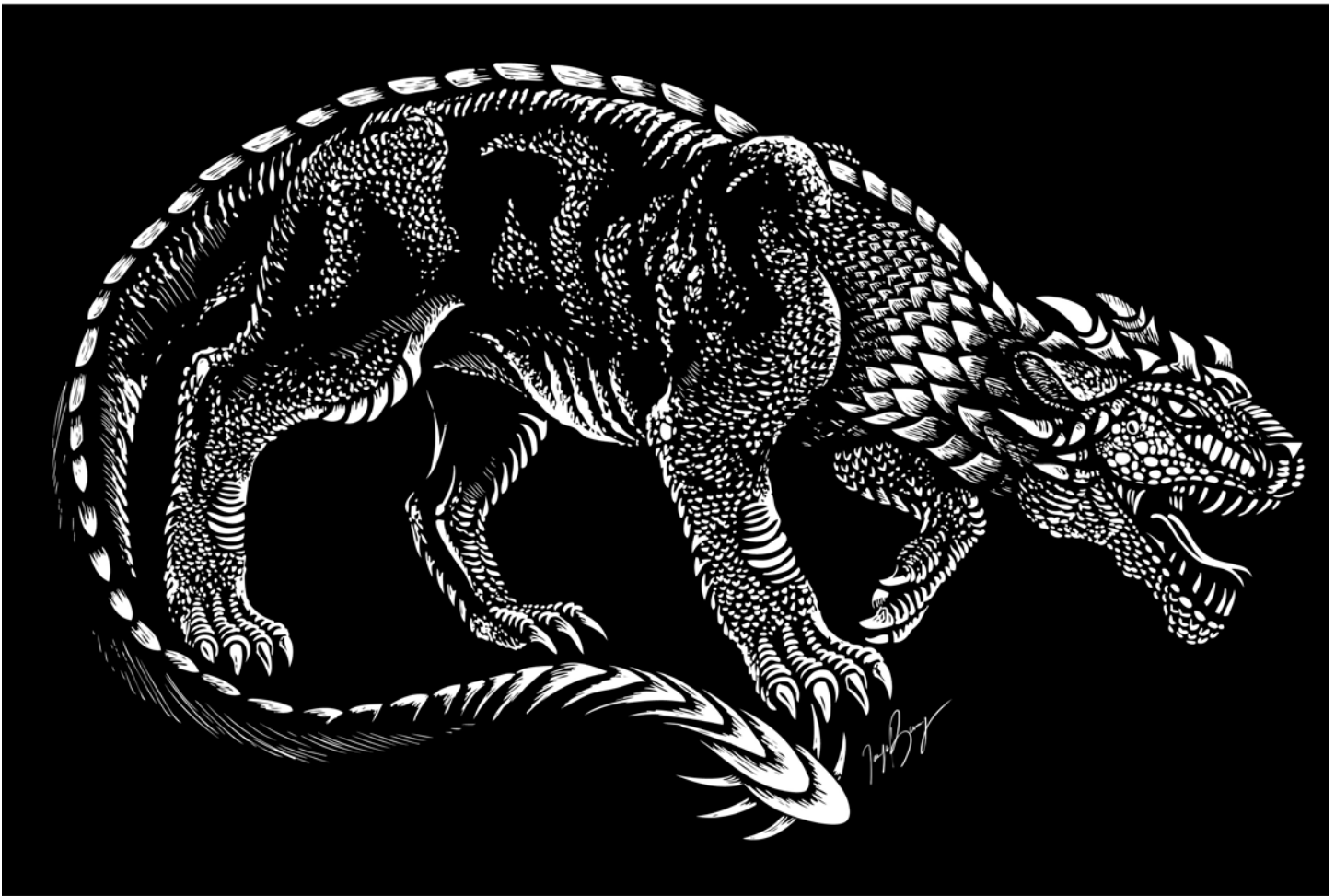
Bonuses: +3 to initiative, +5 to strike and +5 to parry, +3 to dodge, +2 to roll with the impact/fall, +4 to save vs disease and poison.

Vulnerabilities: The slightly elongated neck makes the head/neck area easier to strike (and/or dismember). Any critical strike rolled as long as the weapon used is an M.D.C. sword or bladed weapon (irrelevant to damage), will successfully sever the head from the body. Attackers are +1 to strike when targeting the neck.

Potential Value: Not applicable. The creature is rare and untamable; most die in captivity after only a few weeks.

Average Life Span: 35 years.

Habitat: In Africa, the areas that the Horned Serpopard hunts and lives is almost exclusively in areas of large, thick jungle,



typically along the border of the Congo, excluding areas that are within 20 miles (32 km) of the Atlantic Ocean. Even the temperate grasslands which can be found to the north of the Congo are mostly avoided as the creature is relatively untrusting of large, open areas of land.

Enemies: The Corrocotta is a much bigger and stronger predator and will kill a Serpopard on sight.

Allies: None. Pretty much anything that walks is considered food. A male and female will hunt together while mating. This paired hunting behavior never extends longer than three days out of a full year.

Physical Appearance: The Serpopard's scale tone is a flat black color which does not reflect light well. The creature has an elongated (snake-like) neck and tail with sharp barbs, as well as a feline body. Only a serpopard which is sick or dying has scales which are not black in color.

Size: 6 to 8 feet (1.8-2.4 m); nose to tail.

Weight: 150 to 250 pounds (68-113 kg).

Conversion for an S.D.C. Setting:

Hit Points: P.E. x 2.

S.D.C.: 1D4x10.

Armor Rating: 8.

Damage: Bite Attack: 2D6 S.D.C., Claw Swipe: 2D6 S.D.C., Tail Swipe: 3D6+2 S.D.C. (counts as two melee attacks). The tail swipe has a 01-12% chance of knocking the victim off his feet (lose initiative and one melee attack).

Inkanyamba

Supernatural Predator

The Inkanyamba is a massive serpent that was witnessed by some of the first African Zulu tribesmen many hundreds of years ago and long before the Apocalyptic Cataclysm ravaged the land. The Zulu's oral legends concerning the Inkanyamba were passed down from generation to generation. As the many years came and went, even tribesmen themselves came to believe the stories concerning the mighty snake to be mere myths; and despite the occasional claimed sighting or missing tribesman. More than a few scholars and biologists through the 20th and 21st century searched the Congo in efforts to find proof of the legendary snake, however, no conclusive evidence was found and the creature's legacy was added to the lists of African myth and fable.

The truth is that the Inkanyamba is no myth but had lain in the murkiest, muddiest and darkest parts of the Congo in a very deep state of hibernation until the natural energies of the earth returned. In its deepened state of slumber, decades passed before the Inkanyamba needed to feed, after which it would again seek safe refuge and descend into hibernation. The Inkanyamba did this for hundreds of years and now that the mystic energies of the earth have returned, so too has the great snake.

For the last 300 years, the Inkanyamba has slithered among the wetlands and water channels among the southern regions of Africa all the way to the northern borders of the Congo. Though the Inkanyamba typically preys by hiding itself in the shallows of



murky or muddied waters and striking those who step too close, native Africans and Pygmy people have more recently reported the snake dropping down on its victims from the tops of trees.

Similar to the Anaconda of South America, the snake is a constrictor and non-venomous, preferring to wrap its powerful coils around its victim, and the coil wrap of an Inkanyamba is powerful enough to crush M.D.C. armor! Human victims without M.D.C. armor and caught in the Inkanyamba's coil, are usually dead within seconds and even those with modern protection or supernatural ability have only a few minutes to escape.

Alignment: Miscreant only.

Attributes: I.Q. 1D4 (animal intelligence), M.E. 2D4, M.A. 2D4, P.S. 20+1D6, P.P. 2D6, P.E. 3D6, P.B. 2D6, Spd 2D6 on land; +10 in the water. Strength and Endurance are considered to be Supernatural.

M.D.C.: 5D6x10+20

Horror Factor: 8

P.P.E.: None.

Magic: None.

I.S.P.: None.

Psionics: None.

Natural Abilities: Poor daytime vision and hearing, excellent sense of smell: range 200 feet (61 m); track animal by smell 85%, track human by smell 70%, sense the location of motion in still water 75%.

Special Abilities: Coil Attack: The only way to prevent the start of a coil attack is to dodge (out of the way) or parry the attempt. A failed dodge or parry indicates that the victim is partially within the snake's coil. Each attack in which the snake attempts the coil takes up 2 melee attacks. If the target fails the initial dodge or parry, then the coil attack has begun. However, no damage is suffered until an additional 2 melee attacks are used for the snake to establish its position on (or as it secures its body around) the target. During these two attacks (which uses four melee attacks total), the target can attempt to escape the coil using dodge but if the target fails do so, then the coil is firmly established on the target. If the target successfully escapes then combat resumes as normal. The squeeze is the final move of the coil attack and the only move where the snake is actually causing damage to the target. Coil Attack: +2 to strike/begin; Establish Coil: +4 to strike/establish.

Once the snake is established, damage is subtracted for each squeeze, equal to two of the snake's attacks. Only M.D.C. creatures (not those in M.D.C. armor) can roll with the impact/fall and potentially have the damage of the suffocating squeezing attack cut in half. A player character within the coils of the snake suffers the following penalties: -2 melee attacks, -10 to dodge. Those with supernatural or robotic strength suffer only half of these listed penalties. The only circumstance in which the coil can be broken is if the Inkanyamba loses two-thirds of its base M.D.C., at which point it slithers away, seeking the closest stream or water channel for escape.

Attacks per Melee: Four.

Damage: Bite: 2D4 M.D., Squeeze Coil Attack: 1D4x10+10 M.D. (counts as two melee attacks).

Bonuses: +2 to strike and +1 to dodge; in the water. +1 to initiative.

Vulnerabilities: Slow on land and the creature's great length and size make it vulnerable to certain strategies of attack.

Potential Value: Pygmy people make a variety of tools from the Inkanyamba's bones. The skin is tanned and made into things like clothes, backpacks, and rope.

Average Life Span: Unknown; the creatures' hibernation state allows them to live for eons.

Habitat: In Africa, native to the African Congo and some of the dense, forested waterways to the south. Never ventures very far from an accessible waterway.

Enemies: Native Africans or Pygmy people.

Allies: None; any animal or human is considered a food source.

Physical Appearance: A large snake with a very large head. The color of skin and pattern varies from dark greens, black, brown and occasionally, oranges and yellows. The thicker parts of the body are as thick as 3 feet (0.9 m) around; a creature that has just fed, perhaps as much as 7 feet (2.1 m).

Size: 60 feet (18 m) long.

Weight: 1,000 pounds (450 kg); average.

Conversion for an S.D.C. Setting:

Hit Points: Equal to P.E. attribute.

S.D.C.: 3D6x10.

Armor Rating: Not applicable.

Damage: Bite: 1D6 S.D.C., Coil Attack: 1D4x10 S.D.C.

Pegomastax Africanus

Dinosaur

The Pegomastax is a small, two-legged dinosaur that hunts the dense woodlands of the Congo as well as the lightly forested regions to the east and all the way to the southern coasts of Africa. About the size of a large house cat, this narrow-headed dinosaur has a powerful aquiline jaw, perfect for tearing soft flesh. The body of the Pegomastax is covered in finely bristled quills like that of a porcupine and provides the small predator a decent deterrent from the many larger carnivores that stalk the African Congo.

Fleet of foot, the Pegomastax has powerful legs, giving the creature excellent speed and jumping ability for which the smallish dinosaur utilizes to leap upon its prey. The creature tightly grasps and tears into its victims using the sharp talons of its three-toed feet. Much like a tyrannosaurus, the Pegomastax's arms are much smaller in relation to the body, but both the feet and hands of the creature have razor-sharp claws. A peck from the beak of a Pegomastax reveals two six-inch (5 cm) semi-retractable fangs (which are revealed only in biting and from the lower mandible) which the dinosaur uses to hold its prey steady. During an attack, it is common for Pegomastaxes to work together in attacking larger prey, while some use their beaks to hold and spread the victim's limbs wide, others will gorge themselves on the softer parts.

Pegomastaxes are not solitary hunters and commonly pursue victims in pack-swarms of 4-14 (2D6+2), overwhelming their chosen prey. Though small in stature, the creatures are deceptively strong and more than able to take down an average human with relative ease. Among the native and Pygmy tribes on Africa, there are many such harrowing tales that can attest to the carnivorous savagery of the Pegomastax.

Writer's Note: Yes, the remains of a real Pegomastax Africanus was discovered in the 1960s and properly classified in 2010. Paleontologists are relatively certain the creature was a herbivore. But what fun is that? A good reason to keep game books and school books separate. You've been told!

Alignment: Miscreant only.

Attributes: I.Q. 1D4 (animal intelligence), M.E. 2D4, M.A. 2D4, P.S. 10+1D6, P.P. 4D6, P.E. 3D6, P.B. 2D6, Spd 1D6+10 on land. Strength and Endurance are considered to be Supernatural.

M.D.C.: 1D4x10

Horror Factor: 8; pack swarm.

P.P.E.: 2D4

Magic: None.

I.S.P.: None.

Psionics: None.

Natural Abilities: Great peripheral vision, can track by sight 65%, and leap 8 feet (2.4 m) high and 12 feet (3.7 m) long from a standing position; range is doubled for a running start. Hearing and smell are poor; track by sound or smell 20%. Climbing is impossible due to the shortness of their arms.

Special Abilities: None.

Attacks per Melee: Five.

Damage: Bite: 2D4+2 M.D., Leg kick/swipe: 1D6 M.D. Double leg kick: 3D6 M.D. (counts as two melee attacks); 01-15%

chance of knocking regular (human) strength victims, who are wearing regular M.D.C. armor, off their feet; lose initiative and one melee attack.

Bonuses: +1 to initiative and strike.

Vulnerabilities: Short attention span and tends to lose track of what it cannot see.

Potential Value: No real value, except perhaps as a combatant in a gladiatorial arena; in that case, 200-1,000 credits.

Average Life Span: 15 to 25 years.

Habitat: The African Congo.

Enemies: Those that got away.

Allies: None; the creature views nearly all life as potential prey.

Physical Appearance: The creature's face is long with beady eyes; much like a vulture. The body is covered with short, coarse feathers.

Size: 2.5 feet (0.76 m); from beak to tail average.

Weight: 15 to 20 pounds (6.8-9 kg).

Conversion for an S.D.C. Setting:

Hit Points: Equal to P.E. attribute.

S.D.C.: 20.

Armor Rating: Not applicable.

Damage: Bite: 1D6+2 S.D.C., Leg kick/swipe: 2D6 S.D.C.,

Double leg kick: 4D6 S.D.C. (counts as two melee attacks);

01-15% chance of knocking regular (human) strength victims, who are wearing regular M.D.C. armor, off their feet; lose initiative and one melee attack.





Werehyena

Optional R.C.C.

Werehyenas are nomadic and like all Werebeasts, dangerous supernatural predators. Their true form is that of a half-man half-hyena, but the Werehyenas of Africa spend the greatest energy in their metamorphosis abilities maintaining their animal guise above all other forms. Though commonly looked down on by other werebeasts in their preference for their animal shape as well as their much smaller size in comparison to other Werecreatures, Werehyenas are arguably the most loyal to their own kind and are rarely, if ever, encountered alone. In Africa, Werehyena packs roam the savannas and typically range between twenty to forty members (8D6 is average); indeed, an unfortunate fact for those that come across them.

As hunters, Werehyenas heavily depend on their numbers rather than brute force, commonly using tactics in tiring their prey before moving in for the kill. Hunts occur at night as well as the daytime for Werehyenas do not let an easy meal escape. Though mistakenly regarded but often smartly mistrusted by native Africans and Pygmies, the creatures do not exclusively hunt or kill humans for food or leisure. Humans are mostly avoided by Werehyena packs; though occasionally some individual werehyenas develop roguish tendencies from the norm, break from the pack and do in fact become man-eaters.

On Rifts Earth, the Werehyena population is concentrated on Africa, specifically throughout the south and central savanna regions of the continent. Werehyenas are not exclusive to Rifts Earth or to Africa and can be found in a variety of locations throughout the Megaverse. Like all werecreatures, werehyenas have a natural disdain for vampires and the undead and for this reason most (even rogue werehyenas) avoid the Phoenix Empire.

Alignment: Usually Unprincipled or Anarchist (80%).

Attributes: I.Q. 3D4, M.E. 3D6+2, M.A. 2D6, P.S. 2D6+8, P.P. 2D6+10, P.E. 3D6+2, P.B. 1D6, Spd 6D6 in human form or 44 (30 mph/48 km) as a hyena. Physical attributes are Supernatural.

Hit Points (Special): 4D6+10; see natural armor rating, plus an additional 1D6+1 Hit Points per each additional level of experience. Like all werebeasts, the creature is invulnerable to most weapons, including Mega-Damage energy weapons, explosives, bullets, fire, wood, steel, poisons and toxins. However, the beast is also vulnerable to ordinary silver and weapons that consist of at least 50% silver inflict double (normal) damage. A silver-plated dagger that normally would inflict 1D6 S.D.C. damage would inflict 2D6 points of damage to the Werehyenas Hit Points.

M.D.C.: None; see Hit Points.

Horror Factor: 8 in hyena form; 14 when facing a group of 8 or more members.

P.P.E.: 1D6x10+10

Magic: All Werehyenas can cast the following spells provided they have the P.P.E. to do so: Tongues, Chameleon, Repel Animals; Metamorphosis: Animal, and Metamorphosis: Human. Note: Metamorphosis: Human only has the limited effect explained under the Shape-Changing Power.

I.S.P.: I.S.P.: 5D4+6.

Psionics: Sixth Sense and See the Invisible.

R.C.C. Skills: Werehyenas can speak African Trade (the most common native language) at 85% and one additional language at 65%. Player Characters that wish to start this character somewhere other than Africa can choose another two languages of their choice. Player characters can choose a total of six secondary skills at first level, and one additional skill at levels three, six, nine, and twelve. Players should utilize the same experience tables as the Psi-Stalker. Hit points and skill proficiency increase with each level. Available skill categories include Domestic, Espionage, Technical: Language and Lore only, W.P. any, and wilderness any at +20%.

Natural Abilities: Speak while in animal shape, prowl 85%, swim 65%, track by smell 70%, nightvision 300 feet (91.4 m), Keen vision (black and white) and hearing, Climb 55%, Leap 20 feet (6 m) high or lengthwise from a standing position, and bio-regeneration: restores 2D4+1 Hit Points an hour.

Special Abilities: Limited Invulnerability: The creature is vulnerable to magic, psionic attack and weapons made of silver (double damage). Wolfsbane and garlic will hold the werebeast at bay like a vampire, but the cross, sunlight and running water have no adverse effect. Powerful Mega-Damage attacks and explosions that inflict great amounts of damage may knock the creature down or stun it. Same as Knockdown/Impact table for vampires.

Shape-Changing Power: The creature can shape-change at will by day or by night; though most prefer to remain in hyena form. The metamorphosis takes about 15 seconds (one melee

action) and there is no limit to the amount of metamorphosis that can be performed or the amount of time that one can be retained.

Attacks per Melee: 5; in either form.

Damage: Human-shape punch: 2D4 S.D.C. + P.S. bonus, Restrained claw: 2D6+2 S.D.C. + P.S. bonus, Full strength claw: 2D4 M.D., Power punch claw: 3D6 M.D. (counts as two melee attacks), Normal Bite: 2D4 S.D.C., Power Bite: 1D4 M.D.

Bonuses: In addition to attribute bonuses, +2 to initiative, +1 to strike, +2 to dodge, +1 to save vs psionics, +1 to save vs magic, and +1 to Perception Rolls.

Vulnerabilities: Weapons and projectiles of silver do double damage.

Value: Too stubborn to have a high market value.

Average Life Span: 90 to 150 years; average.

Habitat: Werhyenas are the most nomadic and wild of the werespecies, mostly avoiding areas of technology, and concentrated human population. That being said, small packs (1D8+2) will occasionally infiltrate a city and discreetly prey upon its inhabitants! Though most common in Central and South Africa (dense forest and savanna regions), a few packs migrated during the arrival of the Four Horsemen of the Apocalypse and currently inhabit and hunt in regions south of the NGR, along with secluded areas of former Russia. Less than 1% of Werhyenas strike out on their own as a lone hunter and those that do, being without a pack, are sometimes attacked on sight by other Werereatures, including their own kind.

Enemies: Most outsiders are viewed as an enemy until proven otherwise.

Allies: Varies.

Physical Appearance: One human form is for their entire life and one hyena form. The human form tends to have blonde-brown to reddish hair.

Size: 5 to 6 feet (1.5 to 1.8 m) tall in human form; 4 to 5 feet (1.2-1.5 m) long in hyena form.

Weight: 200 to 250 pounds (90-113 kg).

Conversion for an S.D.C. Setting:

Hit Points: Same; special.

S.D.C.: Not applicable.

Armor Rating: 11.

Damage: Human-shape punch: 1D6 S.D.C. + P.S. bonus, Restrained claw: 1D6+2 S.D.C. + P.S. bonus, Full strength claw: 2D6 S.D.C., Power punch claw: 4D6 S.D.C. (counts as two melee attacks), Normal Bite: 2D6 S.D.C., Power Bite: 3D6 S.D.C.

Werejackal

Changeling Demon

The Werejackal is not a true Werereature or a full-fledged changeling for that matter, but a supernatural demon that has the ability to imitate the physical likeness of other beings. The Werejackal's favorite guise is to pass itself off as a genuine Werereature, which it can do because, unlike a Changeling, the Werejackal can utilize its shape-change ability to mimic animals. However, unlike Changelings, Werejackals are unable to imitate specific likenesses and are limited to general physical qualities such as build, hair color/length, skin tone, eye color, etc. In other

words Individuals cannot be imitated. If Werejackals have a true form, few have actually seen it.

On Rifts Earth, Werejackals feel at home in places frequented by other supernatural evil creatures and demons, such as Atlantis and the Phoenix Empire, however, as with all shape-changers the demon is highly disliked and mistrusted and so the Werejackal keeps the true identity of its nature hidden. As one might guess, how many currently exist on Rifts Earth is unknowable as is where they come from, though the few scholars that know of the Werejackal believe they hail from the world of Palladium. In Africa, Rama Set is rumored to have taken a liking to the demons or very well may have brought them to the continent; several are said to be under his employ.

Werejackals are intelligent and cunning demons. They are truly evil at the core and hate those they consider weaker races; werereatures, above all others. Most Werejackals hate werereatures to such a degree that should the opportunity arise they will use their abilities to spread chaos as well as death, and do so without any semblance of conscience, and only to satisfy their own bloodletting desire.

Alignment: Any evil.

Attributes: I.Q. 2D4+8, M.E. 3D6+3, M.A. 3D6+3, P.S. 5D6+8, P.P. 3D6+10, P.E. 3D6+4, P.B. 3D6, Spd 6D6 in human/humanoid form; see special abilities. Physical attributes are Supernatural.

M.D.C.: 2D4x100+50

Horror Factor: 10

P.P.E.: 1D4x10+20



Magic: None.

I.S.P.: None.

Psionics: None.

Optional Skills: G.M.s should choose skills from an appropriate O.C.C. Most Werejackals will have leanings towards combat and physical skills. Most will be fluent in three languages or more.

Natural Abilities: Speak while in animal shape, Prowl 85%, Swimming 70%, track by smell 75%, nightvision 300 feet (91.4 m), keen vision and hearing, Climb 55%, bio-regeneration: 3D6 M.D.C. an hour.

Special Abilities: Shape-Change: The creature can shape-change at will by day or by night; limited to the general shape as specific likeness (mimic) cannot be performed. Animal shapes can be maintained, however, the animal imitated will never be much bigger or smaller than the creature is in its natural form. Among some Werecoolures, the Werejackal might seem to be the runt while others a giant. Flying and winged creatures cannot be imitated. The metamorphosis takes about 15 seconds (one melee action) and there is no limit to the amount of metamorphosis that can be performed or the amount of time that one can be retained.

Increased Speed: For each animal form, add the following speed modifiers; Bear: +6, Jackal: +7, Hyena: +8, Tiger: +10, Jaguar and Panther: +12. Wolf: +16.

Attacks per Melee: 6; in either form.

Damage: Human-shape punch: 3D6 S.D.C. + P.S. bonus, Restrained claw: 5D6 S.D.C. + P.S. bonus, Full strength claw: 4D6 M.D., Power punch claw: 1D6x10 M.D.C. (counts as two melee attacks), Normal Bite: 2D4 M.D., Power Bite: 2D6 M.D.

Bonuses: In addition to attribute bonuses, +3 to initiative, +2 to strike, +4 to dodge, +1 to save vs psionics, +1 to save vs magic, and +2 to Perception Rolls.

Vulnerabilities: Holy weapons and weapons of light do twice the amount of damage listed. Cannot be injured by silver, though conventional attacks, magic, psionics or weapons that inflict M.D., do normal damage.

Value: Not usually sold on the open slave markets; prices vary.

Average Life Span: 200 years; average.

Habitat: The Phoenix Empire of Rifts Africa, though can be found anywhere. That being said, the current population on Rifts Earth is less than 1,000.

Enemies: Creatures of good. Werejackals will often go far out of their way to torment and kill werebeasts. Some even go as far as to infiltrate packs and do this from within.

Allies: Creatures of evil; if any. The Werejackal has little loyalty to others of its kind.

Physical Appearance: Most will stick to a typical human form as long as it serves its purpose, though the form can be changed at the creature's desire. Werecoolure forms are treated much the same, and how the physical form appears is usually not changed until the form has worn out its use.

Size: 4 to 6 (1.2-1.8 m) feet long in jackal or Werecoolure form; 5 to 6 feet (1.5-1.8 m) in human form.

Weight: 250 to 300 pounds (113-135 kg).

Conversion for an S.D.C. Setting:

Hit Points: P.E. x 2.

S.D.C.: 6D6x10+20.

Armor Rating: 14.

Damage: Human-shape punch: 2D6 S.D.C. + P.S. bonus, Restrained claw: 2D6+2 S.D.C. + P.S. bonus, Full strength claw: 3D6 S.D.C., Power punch claw: 5D6 S.D.C. (counts as two melee attacks), Normal Bite: 2D6 S.D.C., Power Bite: 3D6 S.D.C.

Yumboes

African Faerie (Optional R.C.C.)

Yumboes are one of the most populous Faeries in all of Africa, referred to by native Africans as “the little good people.” Yumboes are a modest-sized Faerie and very rarely, if ever, grow to over two feet (0.6 m) tall. Their body and physical features are humanoid, their long, silver hair has a luminescent quality and their pale skin possesses a slightly bluish pigment. Yumboes genuinely seem to find enjoyment among the company of humans (who they seem to literally as well as figuratively look up to), specifically native Africans who have embraced the “old ways.” The Faeries are not as untrusting of Big Folk as most Faeries commonly are, at least specifically in regards to native Africans, and a strong kinship has developed over time between the two cultures.

A free, proud Faerie Folk, with their own Faerie traditions and heritage, Yumboes have a strong disdain for the many dangerous supernatural menaces that plague the African continent. It is this that they have in common with the African natives. Some elders among the African tribes believe that the Yumboes are the very spirits or incarnations of their ancestors. Good spirits who have come back to the “realms of earth” to offer aid and assistance. For their part, Yumboes neither confirm nor deny their human friends' assertions and if they know more on this or many of the other mysteries as to what their African friends hypothesize and guess, none are talking.

Yumboes build and maintain simple earthen burrows for their homes, preferring locations near fresh water and rich flora. They can be found anywhere across Africa save the desert climate regions. A clan will usually consist of five to six families (2D4x10 members), sometimes more. Yumboe clans that have taken a liking or formed a bond with an African settlement or tribe will commonly participate in the fashions and traditions of their human allies, as well as adding their own unique sense of Faerie culture to the mix.

The Yumboes are fond of a variety of food and drink and when the moon is full, hold rich banquet feasts to mark the occasion. Their celebrations include dancing and merriment, as well as games of sport and chance. The Yumboes' moonlight gatherings often include humans (native Africans and Pygmies), and sometimes even new friends who just happened to be passing by. After all, Yumboes view it as a shame to let the opportunity of a new friendship pass below a full moon. While Yumboes are kind natured, they are not above playing a prank or two. Usually these pranks are relatively harmless in comparison to the vindictive sort performed by other Faerie kind. Most pranks include the placement of large insects, for instance, in one's sleeping compartment or sheets, the “borrowing” of food from a plate, or other good-natured funny business.

Bonds of friendship between human and Faerie have spanned generations (during the last 300 years) and, as a vast majority



of African tribes that practice the old ways are nomadic or at least semi-nomadic, it is common that when they seek a new (often safer) location, that their Yumboe friends go with them. Should a supernatural menace threaten the area that cannot be safely avoided, the Yumboes will fight alongside them. There is no question of the Yumboes' bravery in regards to their friends, and more often than not threats are first noticed by them.

Independent clans of Yumboes are common in Africa and are often less trusting of humans, though they don't often go out of their way to harm or dissuade them. Evil supernatural creatures of almost any ilk are met with careful strategy and often not just by one clan but usually several; and they often do whatever is necessary to rid them from the area. Though they are brave, Yumboes are never interested in a fair fight and clans are always loyal to one another as Faerie kind. Clan rivalries are common but no dispute will keep Yumboes from defending their fellow kin or disrupt their own sensibilities of right and wrong.

Alignment: Good to selfish only.

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

M.D.C.: 1D4x10+20

Horror Factor: 5; awe.

P.P.E.: 1D6x100

Magic: Can cast any of the following spells naturally (does not expend P.P.E.) as described under Faerie Magic.

Spells: Cure Minor Disorders (10), Sleep (10), Tongues (12), Faeries Dance (6); Invisibility: Simple (6) and Befuddle (6). **Note:** Faeries Dance is described in **Rifts® Conversion Book One**; page 102.

I.S.P.: None.

Psionics: None.

R.C.C. Skills: Speaks Faerie and Gobblely 98%, player characters can select two additional languages at the base skill (+10% skill bonus), Identify Plants & Fruits 75%, Holistic Medicine 55%, Land Navigation 75%, Wilderness Survival 80%, Track Animals 60%, Preserve Food 75%, Faerie Lore 85%, Sing 40%, Dance 80%, Prowl 80%, Climb 88%/85%, Acrobatics 60%, Swim 85%, Pilot Exotic: Large Birds 65%, Pilot other of choice: (+15%) and two ancient W.P. of choice. Skills do not increase over time and for players, no experience table is needed.

Natural Abilities: Nightvision 90 feet (27 m), keen normal vision and excellent hearing.

Special Abilities: See the invisible, sense the direction/location of water 75%, sense the location of ley lines 60%, and Sense Evil (same as the spell/psionic ability).

Attacks per Melee: Four or three using magic.

Damage: One point of S.D.C. damage from most weapons, along with the effect of an enchantment (see #16 under the *Faeries* section in **Rifts® Conversion Book One**). Yumboes do not typically rely on physical combat but heavily on magic, sheer cunning and trickery.

Bonuses: +4 to initiative, +4 to strike, +3 to parry, +4 to dodge, +2 to roll with impact/fall, +4 to save vs magic, +7 to save vs Horror Factor, +2 vs any other saving throw not mentioned.

Note: Bonuses are in addition to possible attribute bonuses, but have been accumulated from the "some things common to most Faerie Folk" section & Yumboes as a specific Faerie kind. I.E.: There is no need to add additional bonuses other than from attributes.

Vulnerabilities: All common ones described in **Rifts® Conversion Book One** under *Protection from Faeries*.

Potential Value: Valuable to evil Alchemists, and creators of dark magic devices that utilize Faeries as a power source.

Market Cost: 6,000 credits; **Availability:** Common in Africa.

Average Life Span: 300+ years.

Habitat: Most common among to the savanna regions which make up the southern and eastern portions of Africa; areas which are also most common to native Africans.

Enemies: Any supernatural predators or those of purely evil alignments.

Allies: Native Africans, beings of good alignment. Also, most get along with the Tree People and most Agogwe (see **Rifts® Africa**).

Physical Appearance: The skin is a pale blue tone, the hair is a silvery color that reflects moonlight. The rest of the body is hairless. The features of the face are pleasant to beautiful; they have an exceedingly slender figure, two arms and legs, five fingers and toes.

Size: 2 feet (61 cm) tall; average.

Weight: 10 to 15 pounds (4.5-6.8 kg).

Conversion for an S.D.C. Setting:

Hit Points: P.E. x 2.

S.D.C.: 3D6+10.

Armor Rating: 8.

Damage: Same as above.

Power Behind the Throne

Optional Source Material for Heroes Unlimited™

By Alex Tulloch

Introduction

It is hard to say when the rulers of Britain first turned to superpowered aid, or decided to control their people's superhuman elements. If there really was a King Arthur, then Merlin could be seen as an early superpowered advisor. Tales of the Sheriff of Nottingham and Robin Hood may have been the first attempt to rein in a superpowered/phenomenally talented group that chose to defy the ruling authorities. The first group that is known to exist were a shadowy collection of individuals known as the Warlock Guard. In the 17th Century, they persecuted those they suspected of opposing the newly restored monarchy using supernatural means, though legend says they were themselves wizards of the highest order. During the 19th Century, the Steelwright's Guild were high-level government officials who operated from a London gentlemen's club. These men gathered burgeoning scientific talent from around the world to create mighty iron machines, experimental drugs to unleash untapped potential from the darker areas of the soul, and, according to one source, a fully functioning time machine. It was said that one member entered into a bet to travel around the world as a cover for his mission of con-

tacting various inventors and geniuses. Their legacy culminated during World War I with Operation Stratford, when many of these marvels were unleashed upon their German equivalents. During the Second World War, their role was taken on by the St. George Committee.

The Founding of the St. George Committee

During the interwar period, many of the old members of Operation Stratford grew old and passed away, or disappeared and were never heard from again. During the 1930s, the majority of new superpowered individuals who appeared were American and German, although few in Britain paid them much attention. One of those who did was Winston Churchill, during what he would later call his "wilderness years," when he was left outside of the inner circles of power. Already derided for his warnings about a rearmad Germany, his calls for investigations into American mystery men and the German Master Race experiments also fell on deaf ears. In the end, he was allowed to form a committee to examine these heroes and villains simply to pacify him and stop Churchill from kicking up a fuss. Realizing this was all he would get from his colleagues, he decided to make the most of what he had, forming the St. George Committee, naming it after the patron saint of England, a dragon slayer and hero.

As the Nazi war machine began its expansion into Eastern Europe, Churchill gathered what fragments he could find about the German efforts to create a "perfect" Aryan superhuman. What he saw worried him, as just a single Nazi supersoldier could devastate a British force of far superior numbers. The only counter he could see were the American mystery men, the first generation of heroes who were emerging to fight the gangsters, bank robbers and the early supervillains of the USA. But with the United States determined to remain out of European conflicts, Churchill and the St. George Committee could see little chance of convincing them to cross the ocean and help.

It was then that Churchill first took the Committee beyond its remit. He had a junior member of the Committee, Francis Hawthorne, approach one of the supermen, the Fighting Patriot. Hawthorne set out the crimes of the Nazis, the theft, disenfranchisement and murder of Jews and others caught in the path of Hitler's rise to power. He argued that if the Fighting Patriot did nothing, he would be letting the biggest crime in history go unpunished. Hawthorne put his heart and soul into the most impassioned speech he would ever give, but he needn't have bothered; Churchill had chosen his target well. The Fighting Patriot was Jewish as well, and growing ever more uncomfortable with tales of his people's treatment in Europe.

When the Fighting Patriot came over to Britain in the winter of 1939, he brought several fellow heroes with him. Francis Hawthorne remained their contact within the British government, with Churchill already back at the Admiralty as the war started. As the Nazis attacked Europe the Committee helped coordinate the super-heroes' actions for the first two years of the war, ensuring that wherever the Nazis deployed one of their supersoldiers there was an American there to counter them. By 1940, Churchill, now installed as Prime Minister, insured that the heroes' actions were well publicized back in the United States. As a result there was a small but regular trickle of superpowered recruits crossing the Atlantic until 1941.

Once America entered the war they took control of the American super-heroes, leaving the Committee to look to those few individuals with extraordinary powers who had emerged in Britain during the war. Some were already in uniform, such as the formidable Captain Samson Storm, while others like the Android Army (actually only six primitive robots), were developed by a boy genius to help the war effort. The Committee brought all these odd characters and devices under their purview and put them to use, benefitting from what they had learned working with the Americans. They also realized how few they were in number (perhaps a dozen to the nearly seventy strong American contingent) and for the second time went beyond their charter to examine German and American superhumans – they began to think about deliberately making their own.

When the war ended the need for the St. George Committee came to an end. But unless it is positively stopped a Whitehall committee will continue to run, even if its subject no longer exists. The St. George Committee was no exception. Every week the committee members received more intelligence on the activities of superhumans from around the world. Every week they analyzed every detail, looking for any possible threat to England. As the years passed they looked into every conceivable means of granting superpowers and initiated a hundred projects to try and bring them about, with only occasional successes. During the 1960s, when the American superhuman population soared, the Committee became frustrated with their lack of progress and what they saw as an unfair tactical advantage in the hands of the Americans. That was when a new and junior member of the Committee (a mere 32 years old at time) devised their most radical step yet. That it may become necessary to eliminate some of the American advantage.

Recruits were found and persuaded either through patriotism, ambition, or greed, to subject themselves to the experiments with the highest success rates in creating powers and then embark to the United States. They were there to do what they liked as long as when they came into conflict with super-heroes they did their best to kill them. There were never more than a dozen or so of these British supervillains/hero-killers sent at any one time, but between them they did manage to claim a few scalps. Some even passed on their abilities to their children and created a legacy of villainy that had no idea where their initial powers had come from.

The Committee does have some superpowered operatives directly at its beck and call. During World War II the Committee had created the King's Special Regiment for the newsreels to describe Britain's own superpowered heroes. When the war ended only three of its members stayed on in the armed services. The others returned to civilian life, but found themselves unable to give up the thrill of using their abilities. Several members of the team who had kept in touch decided to form a loose group of crime fighters calling themselves the Special Guard. Although not an official government team, they did receive some attention and were initially seen as a good thing. During one fight, though, the last member of the Android Army was damaged and its malfunctioning brain led to it smashing up several cars with their passengers still inside. The Committee decided to intervene and the Special Guard were disbanded. Its members were offered a deal: be put on trial for their part in the accident or return to military service as part of a secret superpowered military force they had never known existed until that very moment. They went for the second option and in 1953, while the country's attention was diverted by the coronation celebrations they were inducted into the Queen's Own Warlock Guard. Although it was officially part of the War Office (later the Ministry of Defense) since the early 50s it has always been the St George Committee that pulled the regiment's strings. This wasn't hard when a senior civil servant from the War Office/Ministry of Defense was always a member of the Committee.

Secrecy has always surrounded the Queen's (or King's) Own Warlock Guard. Ever since the 17th century there has been a regiment of the British Army dedicated to the pursuit of the supernatural and the magical. Loyal to the crown, these wizards, sorcerers and wielders of arcane items were the British royal family's last and best line of defense. Their existence has always remained one of the greatest secrets in the land and their sacrifices have always remained unknown. Patriots to the end, they have never questioned their duty. Only halfway through the 20th century has their purpose become skewed by the St. George Committee. Today the Committee use the Guard as a tool in their bid for power and only a few officers have any suspicions that the regiment's fine name is being poisoned from without.

The St. George Committee Today

Officially, the St. George Committee is a minor Whitehall irrelevance, just a weekly meeting between a group of civil servants and a few outside parties in the worlds of business and academia, all old friends of the officials. Many on the outside see it as nothing more than an op-

portunity to lunch with friends at the government's expense. They could not be more wrong.

A closer examination would reveal that a large number of extremely high level documents are brought to these meetings, concerning the exact number, type and power level of government-controlled or patriotic superpowered individuals/groups in every nation of the world. The discussions that go on at these meetings are carefully minuted to cover their thoughts on which countries' efforts may be most deleterious to Britain. Officially that is their remit.

Outside of Whitehall it is another matter. All the Committee members are also members of the Athenaeum, a London club often frequented by the higher levels of the Civil Service. When they meet here their talk will often turn to other matters. The Committee sees itself as in a superhuman arms race, and much of their plotting concerns ways to put England at the forefront of that competition. They continue to seek out ways to increase Britain's superhuman population, with agents scouring the world in search of mystic artifacts that could bestow superpowers. Some of these are used to outfit agents, helping them in their attempts to discover other relics. Others are passed on to the Warlock Guard to increase their effectiveness. They also help finance and support British companies that are interested in superhuman development, either through chemical, energy-based or genetic means. Any business which might be in a position to attempt to develop superhumans may also come under discussion. In this case they discuss ways to help their friends in business take control of them and start devoting their energy towards such matters.

The Committee's position allows them to shape British government policy. They are always pressing the government of the day to support superhuman development, and they had a major hand in the creation of Britain's current government superteam. They also press for a loosening of ethical restrictions on human and animal experimentation to lessen the legal difficulties of any projects they are running.

Their efforts are not just limited to the United Kingdom, though. Any country which seeks to create its own superhumans will find themselves on the receiving end of any number of sabotage attempts (even other friendly nations will find themselves subjected to their efforts). Some attempts will be direct, using black ops agents from the UK's Secret Operative program. Most of the time, however, they prefer the subtle approach, leaking information to the media and trying to use the press and news agencies to force their rivals to close experiments down on 'ethical grounds' (the same ethics they oppose in their own land). They will also do their best to prevent any UN attempt to place an international ban on superhuman creation.

Their efforts to create British superhumans also extend to the education system. Contacts within various local government offices are always on the lookout for gifted children in schools around the country. When one is found, the Committee will look to see if he/she can be pushed to become the skilled equivalent of a superhuman (in gaming terms a Hardware/Special Training/Physical Training character). Some of the children they find are mentored by older members of the right category to help them achieve their potential (Hardware and Hunters are usually mentored). Others will be invited to attend special schools/academies where they are instructed in the art of becoming superagents (Physical Training and Secret Operatives/Super Spies are the usual recipients of such training). Neither system is a guaranteed method; nearly three-quarters of children mentored by a Hardware specialist will turn out as just expert mechanics, but every few years the system results in a genuine Hardware character, and one who is usually loyal to those who helped train him or her.

On top of all this, the Committee still outfits supervillains to hunt and kill foreign heroes, though not to the same extent as they did in the 1960s. These days the Committee has adopted more subtle techniques, such as exposing secret identities, providing expert legal counsel for those who wish to bring lawsuits against superpowered individuals, and spinning the media against foreign heroes. In all such cases they themselves are always ten steps removed from anyone the heroes come into contact with and it is virtually impossible to trace their hand in it. A hero

can face ten crises in one week, all brought about by the St. George Committee, and there would be no way to connect any of them to each other. They are the shadows behind a hero's woes. Few ever even realize their problems have a name.

Current Membership

Sir Jeremy Cochrane

It was Sir Jeremy's plan in the 1960s that led the St. George Committee to begin outfitting supervillains in America. Although a junior civil servant at the time, he was the son of one of the original Committee members and he has spent his entire life dealing with super-heroes in one way or another. Now in his seventies and retired from all official work (except the Committee), he remains a vital and active man, still keen to serve his country in his own twisted way. In his mind he is a patriot, fighting a secret war against the rest of the world in which England is vastly outnumbered. As far as he is concerned the world would be a different, and far less civilized place if he had not been active all these years.

As the chairman of the Committee Sir Jeremy is an excellent leader, giving everyone a chance to air their views and careful not to leave members ignored or unheard. When he makes a decision, however, he expects his orders to be obeyed without question. He is not cruel for personal pleasure, but is willing to do anything to protect his country. Outside of his position as head of the Committee he is a warm, generous and loving man, beloved by his family, especially his super-hero daughter (who has no idea of what her father is up to).

Sir Randolph Hawthorne

Sir Randolph is another career civil servant and the son of Francis Hawthorne, the man originally responsible for bringing the mystery men to Britain. Growing up around super-heroes, Sir Randolph was always attracted to the more mystical side of superhumans. Although he lacked the ability to learn magic himself he became an expert on myths, legends and esoteric arts. Considered a bit strange outside his own department, he grew to be an invaluable member of the St. George Committee, highlighting places where magical artifacts might be found, entities who might be contacted to empower agents and identifying which super-heroes and villains were using magical powers.

He currently serves as the Committee's mystic affairs expert. Hawthorne is the one who can order the magical relics acquisition unit into action on the Committee's behalf, something which he has on occasion done without consulting Sir Jeremy and the Committee first. In each case it has worked out for the Committee and his censures have so far been mild, but Sir Jeremy is concerned that Sir Randolph may be making a play for chairmanship of the Committee and is (rightly) worried about Sir Randolph's ambitions. Unlike Sir Jeremy, who is a patriot, albeit a twisted one, Sir Randolph's priority is Sir Randolph.

Geoffrey Farnsworth

The head of Genewerx, a successful biotechnology company that has been in constant growth since the 1990s, Geoffrey Farnsworth is actually not a scientist. While he understands enough biology and genetics to understand what his scientists are telling him, he is primarily a member of the committee for his skills as a businessman. He built his company up by understanding which of the many ideas his laboratories brought to him would be commercially successful and which should be passed by. He has also used inside information, provided by the Committee, to make hostile takeovers of rival companies that were not interested in pursuing human enhancement projects. He has pushed his company and those he has acquired into developing several genetic experiments for the military, making him one of the Committee's favored members.

Sir Percy Whitehead

The CEO of Whitehead Defense Solutions, one of Britain's top arms manufacturers, Sir Percy is an ardent supporter of the British army's investment in high-tech superweapons, especially if Whitehead Defense Solutions has the contract to develop them. Sir Percy is another Committee member who is primarily a businessman, but who understands enough of what his lab boys tell him to get by. He was initially suspicious of Geoffrey Farnsworth's admission to the Committee, suspecting him of being brought in as his replacement, but their companies are different enough for there to be little real competition. Indeed, on some of the military contracts where they have worked together their organizations have complemented each other quite well.

The big difference between the two businessmen is in their patriotism. Where Farnsworth would never consider offering genetic upgrades to foreign soldiers, Sir Percy sees nothing wrong in selling his outdated superweapons to foreign armies (or in certain clandestine deals to terrorists, though not to any who might target British citizens, he hopes). Sir Jeremy has his suspicions about Sir Percy but has no real evidence to support them. For the time being Sir Percy will continue to develop advanced technology for the British army, all while quietly selling off his fifteen year-old stock to any who can afford it and calling it good business.

Sir Norman Daykin

If Geoffrey Farnsworth is one of Sir Jeremy's favorite people, then Sir Norman is one of his most constant headaches. The man is a technologist and genius with a public persona of affable boffin that makes him a media favorite. Since he filed his first patents in the 1970s he has steered his company into a positions as one of the country's top manufacturers of household goods. He is also a strong proponent of artificial intelligence and has created several artificial personalities that assist at his factories. It is this aspect of his work, along with his much-lauded patriotism, that has put him on the Committee. He is a decent man, and often clashes with the more suspect members of the Committee on how they should act. On occasions Sir Jeremy has left Sir Norman out of the loop when truly despicable actions have to be ordered.

Professor Kelvin Newton

Sir Norman's best friend on the Committee is the young robotics expert Kelvin Newton. Another scientist with a strong media profile, this time as an overeager proponent of cybernetics and robotics, Professor Newton is the only member of the Committee to have anything that might be considered a superpower. He has several implants in his body that allow him to communicate with the computers in his office and laboratories at the London School of Advanced Technologies, as well as with his laptops and other computers. Unfortunately, the budget he has for research from the LSAT doesn't extend to much more than that. He does, however, keep on top of all the latest developments in cybernetics and bionics, bringing them to the attention of the Committee. Sir Jeremy has begun to suspect that he is not bringing everything he knows to meetings and (correctly) assumes that his continual arguing with Sir Percy is the reason why.

Professor Newton is both a well-known peace campaigner and a strong proponent of open scientific research. Sir Percy as a 'death merchant' (as he has called him in Committee meetings more than once) is certainly not the sort of person he would ever want to meet by choice. The sniping between the two has been a continual problem ever since Professor Newton was asked to join the Committee. He also has problems with the idea of sabotaging anyone's research and development, believing that any advances made in other countries will eventually become useful to those researchers performing similar research in Britain. He is left out of the decision-making even more frequently than Sir Norman, usually by planning crucial meetings of the Committee to coincide with Newton's lectures or public appearances. Sir Norman has spotted this activity, and suspects the same is done to him on occasion,

but chooses to let it go. If Professor Newton were to realize the same then his response would be more fiery, and might cause him to say something he would regret.

Derek Grimes

Another Whitehall appointment is Derek Grimes, the Personal Private Secretary to the Minister of Defense. A young protégé of Sir Jeremy's (by Whitehall standards anyway; he is already in his early thirties), Grimes has one of the crucial posts in the Committee. As PPS to the Defense Minister he is responsible for providing information to and gaining permission from the Minister who controls the armed forces. When the Committee requires the Warlock Guard to 'acquire' a magical item it is Grimes who slips the required paperwork into the Minister's hands ("And this is the orders for one of the Guards units to leave for training and exercises in the Andes. Just a signature there, sir."). He will also ensure that while the Minister is kept informed of the Warlock Guard's activities it is done in such a way that he actually doesn't know what they have done. ("You only had a chance to glance at the Guards report from the Andes? Yes, I know it was near the bottom of the red box. There wasn't much to it really, sir.")

Grimes comes across as a slightly nervous young man with a great deal of work and not enough time, which is certainly true. Under Sir Jeremy's influence he is becoming a very accomplished liar, though he tries never to give an outright lie, settling instead for half-truths and evasion. It is Grimes that Sir Jeremy is grooming for the leadership of the Committee when he finally gives up the role, once the young lad has a few more years experience and has learned how to calmly lie to a man to his face – in the national interest, of course.

Sir William Tanner

For many years Sir William was the Director of Operations at the SIS (MI6). Whenever the British government wanted something done overseas in the last fifteen years, quietly and efficiently, 'Tanner's Boys' were given the task. Sir William had created a corps of agents, each trained to the peak of efficiency and given the best available technology from Britain's high-tech resource facility: the Foundry. These agents, known only by the letter B and an identification number, were feared and respected amongst the intelligence community, especially after it was discovered that another war in the Balkans almost erupted in 2006, only to be stopped single-handedly by Agent B-5.

It was an attempt to keep the supply of new agents flowing that eventually led to Tanner's downfall. Acquiring a run-down public school (the rather confusing British name for a private school) and then replacing all the teachers with ex-intelligence officers, he had turned the place into a functioning school for spies – exactly the headline the tabloids used when they discovered its existence and published the fact that they were training thirteen year old children as future agents. Tanner was publicly disgraced, forced to resign and the school was closed. In reality, the school was simply moved to a remote part of Scotland and Tanner was given his post as intelligence advisor to the St. George Committee, helping them with his contacts in all the intelligence services. Though he greatly misses his old role Tanner gives the Committee his all and is one of its most ardent members.

Professor Brian Todd

A professor of exobiology at Cambridge and a frequent advisor to the military and the British Rocket Force in alien matters, Professor Todd has the manner of a passionless research scientist right up until the subject of aliens comes up. At that point, the Professor's calm resolve will vanish and a torrent of bile will spew forth about any alien super-heroes currently in public favor, about the numerous attempts by aliens to conquer the Earth and why humanity should rise up and cast out all things extraterrestrial. What makes the Professor's behavior odd is that it is so at odds with his usual demeanor and there is nothing in the Professor's past to explain where this anger comes from.

Despite this unusual attitude the Professor is a valuable member of the Committee, for there are few people who can identify as many alien species from a single glance, who can recognize (and in some cases repair and operate) alien technology or understand the nuances of alien political conflicts. If you can keep him on topic there is little this man doesn't know about the rest of the galaxy.

So how are they so dangerous?

All the members of the Committee are normal human beings. Even first level super-hero characters should have no problem beating up any of them (except perhaps Sir William). They are never going to be able to physically threaten your heroes, so why are they a menace?

The key to understanding the members of the St. George Committee is to realize that they are true believers. They believe England to be the greatest nation in the history of the world, a nation that civilized huge swathes of the globe, that ended barbarism where it was found and brought the light and hope of Christian truth to the darkest places of the world. They see her fall from the greatest world power as a blip; that things will turn around once they have established England as the pre-eminent world political power again – and they believe that being the pre-eminent force in the superpowers arms race will do just that. That is their core belief, and they are willing to do anything (lie, cheat, steal, and murder) to make it happen. In their minds, they are heroes, bringing about a rebirth of English power, and nothing should stand in their way.

Secondly, they are powerful and influential people in their own rights. Two of them have strong media profiles. Three are senior civil servants with great sway over the politicians who come and go around them. Two are businessmen with tremendous financial clout, able to buy virtually anything they need for their plans. And one is a mastermind at running shadowy projects and clandestine affairs. They represent many of the forces that control our lives, and unless your heroes live in a remote sanctuary totally removed from modern civilization they will control aspects of their lives as well.

Few heroes will ever have anything like the financial resources of Committee members. Money can hire protection, from highly-trained bodyguards to superhuman muscle if necessary. Lawyers, lawsuits, criminal charges (real or fabricated), restraining orders and public slander are all also options for a wealthy villain willing to drown a hero in legal papers.

Another tool used by the St. George Committee is reputation. Most of the members of the Committee are part of upper-class society. They dress well, eat at all the right restaurants, and meet with all the right celebrities. If a street-fighting, costumed character from the Bronx suddenly starts claiming that all his woes are caused by this pillar of society, who is the more likely to be believed by the authorities? If your heroes track down a clue that names their enemy as a genial technology expert who specialises in making better washing machines, even they may doubt the clue. The fact they have never been accused of any crimes makes them less likely villains than the many cat's paws they use as patsies.

Which leads us to the Committee's biggest advantage; secrecy. It should be the work of several adventures to work out that they even exist. Even more adventures should roll by before they can get a name. It should take a whole campaign to bring them to justice. They will simply pass an instruction to an ally who would suggest the advantages in taking the action on to an acquaintance who would hire someone to do it, who then contacts someone he knows to actually do the deed. And so the Committee keeps its hand hidden.

For example, the Committee spots that Welles Electronics is trying to buy into Whitehead Defense Solutions, and that their CEO, Hank Welles, is well known for buying arms manufacturers and refitting them as non-military firms, something which makes his publicly-known super-hero identity of Tekarmor extremely popular. Sir William chooses to talk to one of his old intelligence officers, Samuel Vernon, who agrees to take a quick trip to Washington. Claiming to be out there on holiday he arranges to meet Matt Carver, an old comrade still working for the CIA, 'to talk about old times.' While having drinks on the porch the conversa-

tion switches to super-heroes and Vernon asks Carver why the CIA has never got super-heroes to turn over their technology to the government. He will mention Tekarmor, but only amongst other heroes. Carver then starts planning how he could get the technological devices of several heroes 'to help the CIA keep America safe' as Vernon put it. He, of course, doesn't want to seem like he is acting against American citizens and so hires a private security firm, New Atlas Security, to arrange 'incidents' for his targets. However, they survived a hostile takeover by Hank Welles two years back and don't want to look like they are attacking a rival business. So they use some shady deals to contact Tekarmor's old foe, Hi-Caliber, and give him a copy of Hank Welles' schedule and some upgrades for his weapon-suit, and away he goes.

So if one of your players is playing Tekarmor and fights off an attack from an upgraded Hi-Caliber he might just consider it a distraction. But it's more likely that he'll try and find out why it happened, which with a little digging should lead him to New Atlas Security. He might assume that the attempted hostile takeover was the motive and just settle down for a legal suit against the company. If he does a bit more probing though then he is likely to find rogue CIA operative Matt Carver, especially if the G.M. has dropped background details of the other tech-powered heroes being attacked into the adventure. But that's probably about as far as they can track the trail. Carver isn't likely to name Samuel Vernon because Vernon didn't actually ask him to do anything. Carver may mention he was having a conversation with an old comrade from MI6 when he had the idea, but as far as he is concerned it was his idea to get his hands on Tekarmor's suit, not Vernon's. Vernon's conversation just led him towards it, which was Vernon's real plan. Only after several adventures lead to 'conversations with a friend from Britain' might they start to get suspicious and see the connections.

In the meantime, with all of Hank Welles' time taken up with the Hi-Caliber attack and its follow-up he can't properly conduct his takeover of Whitehead Defense Solutions, giving the Committee and Sir Percy time to adequately fight off the takeover bid. For them it has been a success.

The Queen's Own Warlock Guard

In the early years of the seventeenth century, the Scottish King James VI acceded to the English throne as James I. The new king brought with him several strong opinions, including a loathing for smoking and a fear and hatred of witches. His ascendancy sent a shiver of uncertainty through the hidden community of wizards, sorcerers and cunning folk that lived all over England at the time. Many were in favor of a preemptive strike to kill the new king, fearing that he would bring an English Inquisition down on their heads. Others spoke out against the idea, fearing that to attack would be to reveal their true strength, numbers and power and incite the very persecution the others feared was coming. When a conclave of the most powerful warlocks of the age debated what to do the vote went marginally in favor of those against the attack. As the conclave ended, though, a powerful young mage called Angus MacRae told the assembled wizards that they were being fools if they thought that secrecy would be enough. His mother had lived in Scotland under King James' rule and though she had never hurt anyone and had lived a simple life as a healer and wise woman the king's men had swept into her village, torn down her cottage and used its thatch to make the fire they burned her on. Their way, he said, would be the death of them all.

As the others left, seven witches and warlocks stayed behind, convinced that MacRae was planning something and would bring disaster down upon their heads. They discussed what they could do all night, and when they returned to their homes it was only to collect their most valued possessions and then travel to London, where they all moved into dwellings close to James' palace. When the king went traveling around the country two of them always shadowed him. Two stayed awake at all times when he was in London and one even took on work as a servant in the palace. They made it their life's work to keep the king safe. Eventually their decision proved wise, as one midwinter evening MacRae and

his followers attacked. The sorcerous battle that raged that evening was wild, frenetic and, most amazingly, quiet. The king's defenders had prepared a long time for this battle and the wards they had set up around the palace kept the battle invisible and the ordinary folk of London unaware of what was going on right in their midst. By the end of it, MacRae and his most ardent followers were dead, though he had left a son whose descendants would continue to plague the Warlock Guard and the world for many centuries. Four of the seven warlocks were dead, but they vowed to recruit more and keep the king and his descendants from harm until the end of time.

Over the next half-century they kept their word, as did their recruits, and a secret army built up around the king, silently saving his life on numerous occasions. Even when his son, Charles I, lost the Civil War and Charles' son was forced into exile the wizards followed him to mainland Europe. When Charles II was restored to the throne they returned with him. Only when James II took the throne did their loyalty start to waver. James' Catholic faith was a worry for the warlocks, terrified of a papal inquisition being launched across Britain. They supported the nobles who ousted the king in what became known as the Glorious Revolution, and so were at the side of the new king, William III, when magic-wielding Irish Jacobites unleashed a surprise supernatural attack while the king was out on campaign. For the first time in their history the wizards were forced to defend their king openly, and when the attack was finished the king demanded to know how the wizards had done what they had done. Finally the truth came out.

William was a pragmatic military man and he decided that since he had a loyal group of men and women he should use them. The twenty-four wizards and witches were enlisted into the army and given the position of the fourth unit in the Household Division (later moved to the sixth to hide their existence when the Irish Guards and Welsh Guards were founded). Almost immediately, though, the king wanted to increase their numbers and provided some of his finest soldiers to be trained in the arcane arts. The wizards tried to comply with the order, but many of the men brought to them were simply incapable of learning what they had to teach. Desperate to appear willing, they instead turned to their collections of arcane artifacts and gave these to the soldiers. Magic blades dating back to Arthurian times, relics brought back by knights from the Crusades, rings plucked from the last dragons' hoards. The wizards brought them forth and the soldiers took to them at once. The few who could complete the training were added to the Warlock Guard, whose numbers expanded from two dozen to three score. And that was only the beginning.

Since that time the Warlock Guard has collected the greatest collection of arcane weaponry in the world. Over one hundred magic rings, swords, cloaks, helmets, boots, masks, wands, staffs, books, cubes, medallions, axes, bottles and cauldrons are ready to be issued to a soldier upon his arrival in the regiment. In addition, the regiment continues to test each applicant for arcane skill when they join, and they possess several shrines, relics and blessed groves that will once in a generation bless a soldier with great power. Four bloodlines are always members, because each produces mystical champions who try to match or outdo their ancestors. Some non-mystical supersoldiers are added to the mix when they appear, making this secret unit one of the largest collections of superhumans in the world. Their effect on the world is minimal, however, as they are primarily focused on the same task they have undertaken since their founding; the protection of the monarchy and the royal bloodline.

Unfortunately, in the last forty years the Warlock Guard has come under the sway of the St. George Committee and their current commanding officer is a willing supporter of the Committee and its aims. Three hundred and fifty years of duty and service are being threatened because of a small group of evil men. Several times the Committee has involved them in actions that were illegal, immoral and threatened the unit's long maintained secrecy. Some of the officers are beginning to become aware of what is poisoning their unit, but most still loyally do what they are told, believing they are upholding the fine history of the Warlock Guard.

Order of Battle

At present, the Warlock Guard, like most of its fellow units in the Division of Guards, is held at battalion strength. There are 346 men and women in the unit, divided into a headquarters company, a support company and three rifle companies. The majority of the headquarters and support companies are non-spellcasters and are not issued magical artifacts. The exceptions are made for medical and engineering staff, both of whom can use some magical powers to better perform those roles. Even the rifle companies are not exclusively magical, with A company having 67 magically-enhanced troops out of 90 men and women, and B and C companies similar, but progressively less, supernatural soldiers. That does not make the non-powered troops less scary. Those guards who do not have magical abilities are recruited because they have proved themselves to be the best in top units such as the SAS or the SRR. Many are issued advanced technology, and the unit also includes two dozen non-magical supersoldiers as well. All are trained to recognize and neutralize supernatural threats and are routinely issued crucifixes, stakes, silver bullets, cold iron weapons and a variety of herbs and plants known to repel supernatural opponents.

The Colonel in Chief of the regiment, as it is for all Guard regiments, is her majesty, Queen Elizabeth II. The day-to-day commanding officer (CO) of the Warlock Guard is Lieutenant Colonel Darius Riddle, with Major Daniel Storm as his second in command. The majority of B and C companies are in rotation on royal protection duties (covering the Queen and the next twelve heirs in the line of succession) at home, while A company will be in preparation for the protection of the monarch and her family when they go overseas. Therefore it is A company that is usually tasked by Riddle to carry out the wishes of the St. George Committee, under the guise of tracking down threats to the monarchy in foreign territory. All three rifle companies use the fireteam system, breaking down the company into four-man teams consisting of three guards and one lance-sergeant (equivalent to a corporal in non-guard units) or lance-corporal. These make small but highly effective teams who are capable of beating numerically superior opponents through training and familiarity with each other. The regimental kill record for a fireteam is 149 Sturmwolf (Nazi werewolves) who attempted to assassinate the Queen only a few weeks before the coronation at her Scottish home of Balmoral. A sample fireteam is detailed later.

Senior officers

Lieutenant Colonel Riddle

The premier combat sorcerer of the British Army, Lieutenant Colonel Darius Riddle, is a devout monarchist and a patriot who has saved the Queen's life on two occasions and prevented an attempt to kill Prince Harry through a succubus attack. Though a dour and solemn man who rarely socializes with other officers and never with the men, he nevertheless has the respect of the soldiers under his command. They understand that he is completely devoted to his career and willingly puts all considerations of his personal life to one side as a result. Sadly it is this devotion to duty that is putting his career at risk.

Riddle has come to respect and admire Sir Jeremy Cochrane over the last ten years after meeting him at a Whitehall dinner a decade ago. Cochrane has cultivated the relationship, as well as introducing him to Derek Grimes. The three of them will often have long conversations into the night over a bottle of brandy about the state of the world and how much things would improve if only Britain had a greater role in global affairs. Cochrane has become a sort of father figure to Riddle, replacing the arrogant sorcerer father Darius barely remembers, who left Darius' mother after he discovered that while she might have the potential to be a magician she had no inclination to follow that path. Riddle has often wondered if his decision to become a wizard was an attempt to reconcile himself with his now-dead father. Now, however, he has another father figure, one who respects him and takes pride in his achievements and

he is content with that. Unfortunately this also makes him a pawn for Cochrane and the St. George committee.

This means that, even though he knows that many of the missions he sends the Guard on are not officially covered by their mandate, he is willing to turn a blind eye to that as long as they do fit the greater mission that he and Cochrane believe in. Raids on foreign soil to snatch arcane items are justified in his eyes as long as they make Britain more powerful. Unknown even to the Committee, he has already made outlines of how to take down several US magic heroes and steal their arcane equipment. He would never jeopardize the primary duty to protect the monarchy, but he is becoming more and more willing to risk the regiment's secrecy on the Committee's side-missions which is a worry to some of his junior officers.

Real Name: Darius Riddle.

Aliases: Daniel Ridley; alternate identity set up to allow him to have a normal life. He rarely uses it, but will go by this name when visiting Sir Jeremy.

Alignment: Still just about Scrupulous (but heading towards Aberrant).
Attributes: I.Q. 15, M.E. 21, M.A. 11, P.S. 11, P.P. 13, P.E. 14, P.B. 9, Spd 23.

Hit Points: 42

S.D.C.: 35

Height: 6 feet, 1 inch (1.85 m).

Weight: 142 pounds (63.9 kg).

Age: 39

Disposition: Riddle is a quiet man who keeps his emotions strongly in check. Some people call him passionless, but the truth is that he is pulled by strong passions but chooses not to let others see them. He is a strong believer in self-control and discipline, and likes and admires those who show his level of restraint. On the few times his men have seen him get angry or upset they have said he was a fury to behold.

Experience Level: Eleventh.

Combat Skills: Hand to Hand: Martial Arts.

Attacks per Melee: Six.

Bonuses: +2 to strike, +3 to parry, +3 to dodge, +4 to damage, +3 to initiative, +4 to disarm, +3 to roll with punch/fall/impact, +3 to pull punches, +3 to save vs psionic attack, +4 to save vs insanity, +3 to save vs magic, +3 to save vs possession, +4 to save vs Horror Factor.

Other Bonuses: Spell Strength 16, Critical Strike on unmodified 18, 19 or 20, Paired Weapons, karate kick, snap kick, roundhouse kick, axe kick, tripping/leg hook, jump kicks (all), leap attack, body flip/throw.

Super Power Category: Magic.

P.P.E.: 169

Spell Knowledge: Riddle knows all spells of levels one to six, as well as the following spells; Circle of Concealment, Constrain (supernatural beings), Dispel Magic Barriers, Fly as the Eagle, Invisibility: Superior, Wind Rush, Eyes of the Wolf, Metamorphosis: Human, Negate Magic, Age, Speed of the Snail, Dimensional Pocket, Mystic Portal, Finger of Lictalon, Remove Curse, Summon Fog, Call Storm, Summon & Control Storm, Impenetrable Wall of Force, Teleport: Superior. Riddle has an unusually large number of spells, mainly because he is able to draw upon the Warlock Guard's library. The Library has a large number of spells for evasion and defense, ideal for mystical bodyguards.

Mystic Knowledge: Astral Projection, 55 minute duration. Sense Enchantment 71%, Spell Translation 28%, Demon and Monster Knowledge 80%, Geomancy 75%, Religion 85%, Archaeology 80%, Chemistry 90%, Holistic Medicine 80%.

Education Level: Military Specialist.

Skills of Note: Business & Finance 95%, Climbing 98%, Computer Operation 98%, Detect Ambush 98%, Impersonation 96%/76%, Intelligence 92%, Interrogation 98%, Military Etiquette 98%, Radio: Basic 98%, Research 98%, Running, Wilderness Survival 98%, Writing (reports) 85%, W.P. Automatic Pistol, W.P. Automatic & Semi-Automatic Rifles, W.P. Bolt-Action Rifles, W.P. Submachine-Guns.

Secondary Skills: Language: Egyptian 75%, Language: French 60%, Language: Greek 75%, Language: Latin 90%, Language: Russian 90%, Photography 85%, Pilot Automobile 80%, Prowl 75%, Recognize Weapon Quality 35%, S.C.U.B.A./Advanced Swimming 98%, Swimming 98%.

Appearance: Tall and thin with a dark complexion, Riddle is not unattractive, but always looks undernourished and underdeveloped when surrounded by other soldiers. He rarely smiles, and his eyes are almost always scanning the area, assessing it for threats. To see him out of uniform is a rare occurrence.

Occupation: Commanding officer of the Queen's Own Warlock Guard.

Weapons: On duty he usually has his service issue pistol, and can requisition most army weaponry he desires. Due to a long-standing ordinance he rarely carries any magical artifacts, as the regiment prefers to spread its mystic powers out rather than concentrate them in one person.

Vehicles: As the colonel of an important regiment he has access to a wide variety of British military vehicles.

Body Armor: Usually wears a light vest, often concealed, but when entering a conflict he will wear a heavy suit of modern army armor (A.R. 16, S.D.C. 260).

Money: With a tendency to have little in the way of a social life and having spent most of his life in army accommodation, Riddle has accumulated a decent-sized nest egg. His only real expense is the latest digital cameras, as he enjoys taking pictures of the British countryside.

Major Storm

Daniel Storm is everything a soldier could want in a commanding officer. Loyal to his men and loyal to his Queen, he is a courageous leader who is always the first into the field and the last to leave it. Though he is supernaturally strong, he is well aware of the capabilities of his men and he never leads them into extreme danger unless he has to. Even then he would place himself in harm's way before risking any of his men unnecessarily. Naturally this attitude has made him the hero of most of the Warlock Guard, with some saying he may be even greater than his illustrious grandfather, Captain Samson Storm.

Daniel is the latest in a long line of members of the Storm family to join the army and then the Warlock Guard. His grandfather was a hero of World War II who eschewed the brightly colored costumes of his similarly powered American colleagues, claiming khaki was as colorful a shade as he intended to wear. Two generations before that, Ezekiel Storm wore a redcoat in Africa and before that Joshua Storm helped defeat Napoleon at Waterloo prior to joining the Warlock Guard. Why this family produces two or three superpowered individuals a century is unknown, though the family legend has it that they are descendants of Samson and Delilah, and they have inherited the Biblical hero's strength. But where Samson's strength was greater the longer his hair grew, the Storms claim the blessing was reversed by God after his death, so his descendants become stronger the shorter their hair is (though the family legend also says that if it is all cut off the strength is gone forever). Whatever the truth of this, it seems there will always be a Storm in the Warlock Guard.

In recent months, Major Storm has become concerned over the actions of Colonel Riddle. While he has no problem with the idea of strengthening the regiment's resources by the acquisition of arcane weapons, he is concerned about the reckless way they go about it. An old friend who used to be with MI5, Michael Days, has warned him that at least three other nations believe the UK may have recently created a magic-hunting army unit. If they were to discover the age and magical firepower of the unit they may see its very existence as an aggressive act. He is now seriously trying to keep the reins on his commanding officer.

Real Name: Daniel Storm.

Aliases: Sam Snow.

Alignment: Principled.

Attributes: I.Q. 13, M.E. 13, M.A. 22, P.S. 54, P.P. 18, P.E. 20, P.B. 23, Spd 135.

Hit Points: 56

S.D.C.: 245

Height: 6 feet, 2 inches (1.88 m).

Weight: 170 pounds (76.5 kg).

Age: 26

Disposition: A confident, smiling demeanor with a rock-hard core of determination when lives are on the line. Daniel's only blind spot is his boundless trust in authority, which is why it has taken so long for him to become disturbed by his colonel's secret collusion with the St. George Committee. When push comes to shove though, his duty is to Queen and country rather than to any specific government.

Experience Level: Seventh.

Combat Skills: Hand to Hand: Expert.

Attacks per Melee: Six.

Bonuses: +2 to strike, +6 to parry, +6 to dodge, +2 to initiative, +4 to roll with punch, fall or impact, +6 to pull punch, +7 to save vs magic, +3 to save vs possession, +8 to save vs Horror Factor, +6 to save vs poison, +3 to save vs psionics, +30% to save vs coma/death.

Other Bonuses: Critical strike on an unmodified roll of 18, 19, or 20, Paired weapons, Karate kick, Axe kick, Tripping/leg sweep, 65% to charm/impress.

Super Power Category: Magic.

Major Super Ability: Supernatural Strength.

Minor Super Abilities: Healing Factor, Extraordinary Physical Beauty.

Weaknesses: As mentioned above, Major Storm's strength is related to the length of his hair. The score listed above is his maximum level and represents him after a trim. After a haircut his hair will grow quicker than most people's because of his accelerated healing factor, and he will lose one point of P.S. per hour. While on base he will have his hair cut at 8:00 am and 8:00 pm, and his battle gear usually includes a battery-powered trimmer. His hair stops growing and his strength stops dropping after 36 hours. Family legend says that if he ever has his hair completely shaved off his strength will disappear for good. (G.M.'s note; it is up to individual G.M.s to decide on the truth of this legend and what would happen to his other powers if this occurred. This weakness is included instead of the usual need to transform into a heroic identity.)

Education Level: Military.

Skills of Note: Basic Electronics 70%, Basic Mechanics 70%, Boxing, Climbing 80%/70%, Demolitions 88%, Demolitions Disposal 88%, Military Etiquette 75%, Prowl 65%, Radio: Basic 85%, Running, S.C.U.B.A./Advanced Swimming 85%, Swimming 85%, Underwater Demolitions 90%, W.P. Automatic Rifle.

Secondary Skills: Astronomy 55%, Athletics (general), Computer Operation 70%, Cook 65%, First Aid 75%, Fishing 60%, Law (general) 30%, Language: Hebrew 80%, Language: Latin 55%, Pilot Automobile 72%, Pilot: Motorcycle 84%, Sing 55%.

Appearance: Major Storm's dark brown hair is always cut as short as possible and sits atop an olive-complexioned face, which usually wears a quiet smile. He is tall, but only imposes when he wants to.

Occupation: Second in command of the Queen's Own Warlock Guard.

Weapons: When on duty he usually has his service issue pistol, and in combat uses an L85A2 assault rifle. Due to a long standing ordinance he rarely carries any magical artifacts, as the regiment prefers to spread its mystic powers out rather than concentrate them in one person.

Vehicles: As a major in an important regiment he has access to a wide variety of British military vehicles.

Body Armor: Usually wears a light vest, often concealed, but when entering a conflict he will wear a heavy suit of modern army armor (A.R. 16, S.D.C. 260).

Money: Major Storm has spent most of his adult life in one barracks or another and does not have extravagant tastes. Though not by any means rich, he is comfortable and should remain able to maintain his lifestyle for the rest of his life.

Warlock Guard Fireteams

A typical Warlock Guard fireteam consists of an NCO armed with an L85A2 (the latest version of the SA80 assault rifle family) with an L17A2 under-slung grenade launcher, and three soldiers. One will also carry an L85A2 assault rifle, another has an L110A1 machine-gun (the British variant of the American M249) and the third an L86A2 light support weapon (an SA80 configured for long range accuracy). Usually two or three of the team will be equipped with magical equipment.

The huge store of magical equipment possessed by the Warlock Guard may at first make them look unstoppable, but many of their artifacts and weapons are not as powerful as those listed in the *Heroes Unlimited* rulebook. When creating a Warlock Guard fireteam roll on this table to determine the superpowered abilities of each special soldier.

01-10 Enchanted Weapon: As per **Heroes Unlimited™, Revised Second Edition**, page 144.

11-30 Minor Enchanted Weapon: See below for details on minor magic weapons.

31-40 Enchanted Object: As per **Heroes Unlimited™, Revised Second Edition**, page 149.

41-60 Minor Enchanted Object: See below for details on minor magic weapons.

61-80 Mystic Study: As per **Heroes Unlimited™, Revised Second Edition**, page 150.

81-90 Mystically Bestowed: As per **Heroes Unlimited™, Revised Second Edition**, page 154.

91-00 Non-magical Soldier: Roll on the Random Power Category Table found in **Heroes Unlimited™, Revised Second Edition**, page 20. Reroll any results of 71-80 Magic, but try and give the resulting roll a magical spin.

Minor Enchanted Weapons

Treat Minor Enchanted Weapons as normal Enchanted Weapons with the following exceptions.

- Only possesses numbers 1-5 of the Properties Common to all Enchanted Weapons (good & evil).
- Does not have an alignment and does not give any of the alignment specific powers. Instead it grants the powers below:
- Adds 1D6x10 S.D.C. to its owner.
- Provides its owner with resistance against possession and Horror Factor, +4 to save.
- Provides a bonus of +3 to save against all magic spells and enchantments.
- Enables its owner to see the invisible.
- Provides its owner with five powers rolled from the tables of Powers Held by Weapons of Order (good) or Powers Held by Weapons of Chaos (evil). Three powers must be rolled from one table and two from the other.

Minor Enchanted Objects

Treat the Minor Enchanted Object as a normal Enchanted Object with the following exception.

- The minor enchanted object does not have a built-in P.P.E. reservoir as a normal enchanted object does. Instead it is reliant upon its user to provide the P.P.E. required. The Warlock Guard has a training program designed to allow its soldiers to build up an impressive P.P.E. score, even if they cannot learn how to cast spells or use powers other than through their chosen item. The permanent P.P.E. base is 2D4x10+20+P.P.E. attribute number. In addition, the soldier gets 2D6 P.P.E. per each level of experience. The soldier can draw additional P.P.E. from select other sources, like ley lines, as described in the section entitled Magic Explained in the *Heroes Unlimited, Revised Second Edition* rulebook. The Warlock Guard's rules forbid blood sacrifice, but the Ministry of Defense has for many years used Salisbury Plain as a training ground, giving the Warlock Guard easy access to Stonehenge and many of the other ley line nexus points in the area.

Saxon Team

Saxon Team is included as a sample team of the kind used by the Warlock Guard. Though the Warlock Guard do not have super-hero names as such, they do use callsigns in the field, used to describe them below.

Saxon

Saxon is a young soldier who is clearly on his way to great things. The son of an army sergeant, he decided from an early age he was going to outdo his mother, who left the forces to have her children. His mother has supported him in this and is proud of her son (who she believes is a member of the SAS). While he would love to tell her the truth, he is loyal to his team, the regiment and the army (in roughly that order) and knows his duty is too important and his secret too strange for him to be able to tell. Her pride in what she thinks he does is enough.

In the field Saxon is a great tactician. He is always focused on the mission and upon getting his team back alive. He does not get distracted and does not have an ego that has to be satisfied by beating an opponent if he can achieve the objective without conflict. Several of his most successful missions were achieved without the enemy even knowing his team were there. Both Colonel Riddle and Major Storm have him in mind for promotion when a position becomes available.

Saxon's mystical equipment is the Rædwald Helmet, discovered in the ship burial at Sutton Hoo. Once the Warlock Guard had discovered its magical nature they had a copy made, and it is this copy that currently sits in the British Museum. The real helmet has proven to possess a bewildering array of powers, which, combined with his military training makes Saxon a formidable opponent.

Real Name: Andrew Lucas.

Alignment: Scrupulous.

Attributes: I.Q. 13, M.E. 14, M.A. 17, P.S. 16, P.P. 12, P.E. 15, P.B. 10, Spd 25.

Hit Points: 30

S.D.C.: 54 (94 with the helmet).

Height: 6 feet, 2 inches (1.88 m).

Weight: 150 lbs (67.5 kg).

Age: 24

Disposition: A smart and confident leader who isn't aware of just how good he is at his job. He is therefore always looking for ways to be better himself and takes himself a little too seriously.

Experience Level: Sixth.

Combat Skills: Hand to Hand Martial Arts.

Attacks per Melee: Six.

Bonuses: +2 to strike, +2 with aimed shots, +6 to parry, +6 to dodge, +5 to roll with punch, fall or impact, +2 to initiative, +3 to pull punch, +2 to disarm and (while wearing the helmet) +2 to save vs magic.

Other Bonuses: Automatic knockout on a natural 20, Critical Strike on an unmodified roll of 18, 19 or 20, karate kick, crescent kick, backward sweep, snap kick, axe kick.

Super Power Category: Magic: Enchanted Object.

The Helmet's Abilities: +2 to save vs magic, +40 S.D.C. (both included above), Invisibility at will (up to 30 minutes at a time, as many times a day as required), spell casting with a P.P.E. of 200.

Spell Knowledge: The Rædwald Helmet knows the following spells: Armor of Ithan, Energy Bolt, Multiple Images, Energy Disruption, Impervious to Energy, Mystic Shield, Dispel Magic Barriers, Heal Self, Wind Rush, Eyes of the Wolf, Negate Magic, Age. All spells are cast at a power of sixth level, regardless of the wearer's level.

Education Level: Military Specialist.

Skills of Note: Armorer (Field) 65%, Athletics (general), Boxing, Camouflage 45%, Climbing 65%, Detect Ambush 55%, Intelligence 52%, Military Etiquette 60%, Radio: Basic 70%, Parachuting 65%, Prowl 50%, Running, Sniper, Swimming 75%, Tracking 50%, Trap/Mine Detection 45%, Wilderness Survival 55%, W.P. Automatic Pistol,

W.P. Automatic & Semi-Automatic Rifle, W.P. Energy Pistol, W.P. Heavy Weapons.

Secondary Skills: Computer Operation 65%, First Aid 70%, Language: Arabic 50%, Language: French 75%, Language: German 75%, Language: Latin 50%, Pilot Automobile 70%, W.P. Knife, W.P. Bolt-Action Rifle.

Appearance: Aside from being well-built, there is little to mark out Saxon. He has light brown hair, brown eyes and an unremarkable face that could be passed without a second glance on the street.

Occupation: Lance-Sergeant of the Queen's Own Warlock Guard.

Weapons: Saxon carries an L85A2 assault rifle with an L17A2 underslung grenade launcher as his standard weapon in a combat situation.

Vehicles: As an NCO in an important regiment he has limited access to a wide variety of British military vehicles.

Body Armor: Usually wears a light vest, often concealed, but when entering a conflict he will wear a heavy suit of modern army armor (A.R. 16, S.D.C. 260) though topped by the Saxon helmet of King Rædwald. The helmet has an S.D.C. of 200 and can only be targeted by a called shot. Any strike to the helmet will do half damage to Saxon and half damage to the helmet.

Money: Saxon receives decent pay for his duties, higher than most other soldiers of his rank. He has about £2000 in savings.

Scotopus

Coming from the poorer side of Glasgow, Scotopus became an accomplished fighter at a young age; his talent for this being encouraged by his uncle who began to employ the teenager as an enforcer for his loan shark operation. By the time he reached nineteen though, the young Scot had tired of beating up terrified young parents, being watched by the tiny eyes of children as he reclaimed televisions unwisely bought by new families. He quit the family business, signed up for the army and found a new outlet for his brawling talents.

Being spotted as a potential bodyguard for his awareness of his surroundings, a keenness of the senses built up in the roughest of surroundings, he was brought into the Guard and discovered a talent for using the Cloak of Splynn, said to be the ceremonial trappings of a priest in an evil cult destroyed by the Warlock Guard in New England in 1940, at a time when there was a chance the Royal Family would be evacuated to Canada and American occult threats had to be eliminated. Despite its evil associations he soon discovered its potential and combined its tentacle imagery with his origins to make the call sign Scotopus.

Real Name: Sean Loftus.

Alignment: Anarchist.

Attributes: I.Q. 9, M.E. 15, M.A. 11, P.S. 14, P.P. 17, P.E. 16, P.B. 8, Spd 35.

Hit Points: 31

S.D.C.: 84

Height: 5 feet, 7 inches (1.7 m).

Weight: 145 lbs (65.25 kg).

Age: 26

Disposition: A spiky fierceness is what most people encounter when they talk to Scotopus, an aggressiveness used as a defensive mechanism to keep other people away. The few who get past that find a slightly more subdued person who is scared of hurting people he cares about and as a result, keeps everyone else at arm's length to prevent them ever getting hurt.

Experience Level: Fifth.

Combat Skills: Hand to Hand: Expert.

Attacks per Melee: Five.

Bonuses: +3 to strike, +5 to parry, +5 to dodge, +2 to initiative, +3 to roll with punch, fall or impact, +2 to pull punch, +3 to save vs magic, +1 to save vs poison, +4 to save vs coma/death.

Other Bonuses: Kick attack, Tripping/Leg Hook, Roundhouse Kick.

Super Power Category: Magic: Minor Enchanted Object.

Super Abilities: Tentacles, Impervious to poison (includes deadly gases).

Education Level: Military.

Skills of Note: Climbing 70%, Demolitions 82%, Demolitions Disposal 82%, Locksmith 50%, Military Etiquette 65%, Parachuting 70%, Prowl 50%, Radio: Basic 75%, Recognize Weapon Quality 55%, Running, Surveillance Systems 55%, W.P. Automatic Rifle.

Secondary Skills: Athletics (general), Card Sharp 40%, Pilot Automobile 64%, Pilot Motorbike 76%, Sing 45%, Streetwise 32%, Swimming 60%, W.P. Knife.

Appearance: A rather short, scrawny lad with ginger hair and a reddish complexion.

Occupation: Soldier of the Queen's Own Warlock Guard.

Weapons: Scotopus carries an L85A2 assault rifle as his standard weapon in a combat situation.

Vehicles: As a soldier in an important regiment he has limited access to a wide variety of British military vehicles.

Body Armor: Usually wears a light vest, often concealed, but when entering a conflict he will wear a heavy suit of modern army armor (A.R. 16, S.D.C. 260).

Money: Scotopus receives decent pay for his duties, higher than most other soldiers of his rank. He is not frugal though, and only has about £500 in savings.

Scalpel

A career soldier with over ten years in the field as either a member of the Black Watch, the SRR or the Warlock Guard, Scalpel has no ambitions to rise in rank and is happy to follow any good commander into the field. Taking his call sign from his precision aim and his father's profession as a doctor, he is the only member of Saxon team to possess no magical equipment. Instead he is equipped with a wide variety of non-magical weaponry and gear designed to help him take on an equally wide variety of supernatural opponents. He is regularly equipped with wooden stakes, silver bullets and a host of weapons designed to scupper sorcerers in their spell casting.

Though sometimes seen by his opponents as a weak link in the team, Scalpel has shown himself on many occasions to be one of its most lethal members. He is always careful to ensure that he has the right weapons for the targets he knows he will face and also has an array of generally useful weapons when he doesn't know what he's up against. More than one supernatural foe has found the last thing they see to be his cool, passionless face, his hands aiming a pistol loaded with just the right kind of bullets.

Real Name: David Seward.

Alignment: Unprincipled.

Attributes: I.Q. 14, M.E. 12, M.A. 10, P.S. 19, P.P. 18, P.E. 22, P.B. 12, Spd 31.

Hit Points: 52

S.D.C.: 92

Height: 5 feet, 11 inches (1.8 m).

Weight: 200 pounds (90 kg).

Age: 31

Disposition: Scalpel is a consummate professional who treats his job with utter seriousness, and away from work is a quiet, cheerful man who loves to listen while others talk around him, only occasionally jumping in with a joke that usually floors the room.

Experience Level: Eighth.

Combat Skills: Martial Arts.

Attacks per Melee: Six.

Bonuses: +2 to initiative, +2 to strike, +5 to parry, +5 to dodge, +6 to roll with punch, fall or impact, +3 to pull punches, +4 to disarm.

Other Bonuses: Karate kick, snap kick, crescent kick, tripping/leg hook, backward sweep, jump kicks (all), leap attack, critical strike on an unmodified roll of 18, 19 or 20, Paired Weapons.

Super Power Category: None.

Major Super Ability: None.

Education Level: Military Specialist.

Skills of Note: Boxing, Camouflage 75%, Climbing 98%, Detect Ambush 80%, Detect Concealment 75%, Gymnastics 81%/91%/84%/94%, Intelligence 79%, Military Etiquette 90%, Nuclear, Biological & Chemical Warfare 90%, Parachuting 95%, Prowl 75%, Radio: Basic 98%, Recognize Weapon Quality 80%, Running, Sniper, Swimming 85%, Wilderness Survival 80%, W.P. Automatic Pistol, W.P. Automatic & Semi-Automatic Rifle, W.P. Energy Pistol, W.P. Heavy Weapons.

Secondary Skills: Computer Operation 75%, Cooking 70%, Language: Arabic 75%, Language: Latin 60%, Pilot Automobile 76%, Play Musical Instrument: Harmonica 60%, Sewing 75%, Sing 70%, W.P. Knife.

Appearance: Fair-haired and clean-shaven, there is little to really mark out Scalpel as anything out of the ordinary, a trait he uses to his advantage when he wishes to remain unnoticed. He has the strong, athletic build of a distance runner rather than a muscleman, and always keeps himself in top shape.

Occupation: Soldier of the Queen's Own Warlock Guard.

Weapons: Scalpel carries an L86A2 light support weapon (an SA80 configured for long-range accuracy) as his standard weapon in a combat situation. Treat it as the standard SA80, with the exception that it grants a +2 bonus to single aimed shots and a -1 penalty to burst fire.

He usually carries regular ammunition, hollowpoint bullets, silver-tipped bullets, iron tipped bullets and incendiary rounds. Rarer ammunition choices include hazel-tipped rounds, Kisentite rounds and bluestone bullets (tipped with fragments of stone from Stonehenge).

For the most dangerous opponents he has an experimental particle beam rod based upon an alien design discovered by the British Rocket Force during their explorations of the galaxy in the 1950s. It can fire blasts that will rock even the toughest of opponents. Range: 200 feet (61 m), Damage 6D6+20. 3 shot energy clip.

Vehicles: As a soldier in an important regiment he has limited access to a wide variety of British military vehicles.

Body Armor: Usually wears a light vest, often concealed, but when entering a conflict he will wear a heavy suit of modern army armor (A.R. 16, S.D.C. 260).

Money: Scalpel receives decent pay for his duties, higher than most other soldiers of his rank. He is extremely careful and organized with his money and has built up savings of about £9,000.

Trafalgar

A superpowered battle on the streets of London nearly two years ago had its epicenter in Trafalgar Square. During the fight, a demonic being that had erupted from the very earth beneath the square brought to life the four bronze lions that sat around the base of Nelson's Column and set them upon Romeo, the strongman of British supergroup, Team Shakespeare. When the creature was defeated and sent back to its own hellish domain, the bronze lions returned to the column and to their immobile status. Well, three of them did...

Quite why the bronze lion now called Trafalgar remained active, or why once the creature was gone it chose to side with the British government, is unknown. But after a year of being tested and psychoanalyzed, it was deemed fit to enter service and placed on Saxon's team to replace their recently retired machine-gunner. The big bronze cat has become a much-liked member of the team and gives them a formidable combat presence with his strength and magical attacks. He cannot operate in normal society like the other members of the team, but on operations he can often be turned invisible to allow him to accompany his comrades on their missions.

Incidentally, the plinth where Trafalgar had stood was covered for some time after his awakening, with the public being told it was while the lion was being repaired after damage caused by the battle. Only once a new lion had been cast and transported to the square were the coverings taken away.

Real Name: Trafalgar.

Alignment: Scrupulous.

Attributes: I.Q. 12, M.E. 12, M.A. 12, P.S. 40, P.P. 15, P.E. Not applicable, P.B. 12, Spd 44.

Hit Points: Not applicable.

S.D.C.: 750

Length: 20 feet (6.1 m).

Weight: 5,000 lbs (2,250 kg).

Age: 2

Disposition: Trafalgar is a cheerful, determined and courageous soldier.

Experience Level: Third.

Combat Skills: Basic intuitive combat.

Attacks per Melee: Six.

Bonuses: +2 to initiative, +1 to strike, +1 to parry, +1 to dodge, +25 to damage, +4 to pull punch, +1 to roll with punch, fall or impact.

Super Power Category: Robot. Trafalgar is essentially a magical robot following the rules for Robots given in Heroes Unlimited, pages 192-210, with the following differences. He cannot be fixed using any mechanical or electronics skills, but a Stone to Flesh spell, while not transforming him to flesh, will allow other healing spells and psychic abilities to restore S.D.C. as they would any normal flesh and blood being for the next hour. Any effects that would affect mechanical and electrical systems in robots would not affect Trafalgar, but a Negate Magic spell will affect him as if was a Speed of the Snail spell.

Construction: Step one: Budget – \$11 million (equivalent).

Step two: Intelligence – Advanced artificial intelligence (equivalent).

Step three: Body – Type 2; machine body (increase of three extra attacks per melee).

Step four: AI Programming – Physical Science Program.

Step five: Background Data – Military, excellent relationship, advanced field model.

Step six: Robot Construction – A: Giant animal body, feline, reinforced frame. B: Powered by mystic connection to sun (as super-solar engine). C: Animal legs (medium), Spd. increased to 44, P.S. increased to 40. Trafalgar is also capable of phenomenal jumps (equivalent to having Jump Jets, boosted to allow jumps of 300 feet/91.4 m straight up and 400 feet/122 m across). D: None. E: Advanced audio system, loudspeaker, modulating voice synthesizer, sound analysis computer, advanced robot optics system, telescopic vision, spotlight eye beams, motion detector and warning system. F: Flamethrower (fires from mouth, requires half an hour's rest to recharge), magical eye-blasts (counts as a human-sized Eye Laser), large retractable claws, giant fangs and canines.

Step seven: Other available features – Body armor and S.D.C. 750. Armor Rating – 16. Trafalgar can also make himself as immobile and unyielding as the bronze he was cast from. Treat this as locking joints at the ankles, knees, shoulders, hips, waist and neck.

Total cost: \$10,743,800

Education Level: Instinctive.

Skills of Note: Biology 88%, Climbing 88%, French 92%, Gymnastics 88%, Mathematics: Advanced 98%, Mathematics: Basic 98%, Military Etiquette 86%, Prowl 88%, Swimming 88%, W.P. Black Powder (quite why Trafalgar knows how to operate black powder weapons when he doesn't have the capacity to use them remains a mystery, though some have pointed out his connection to the statue of 19th Century Britain's greatest sailor...), W.P. Claws (as W.P. Knife), W.P. Flame Breath (as a Modern W.P.).

Secondary Skills: None.

Appearance: Trafalgar resembles a giant bronze statue of an African lion, dark and weather-beaten with the scuff and wear marks of thousands of tourists and, more recently, the impacts of bullets, super-powered punches and magical fire from his life in the Warlock Guard.

Occupation: Soldier of the Queen's Own Warlock Guard.

Weapons: None. Uses his own built-in weaponry and strength.

Vehicles: As a soldier in an important regiment he has limited access to a wide variety of British military vehicles, but must be carried in them, being unable to operate them himself.

Body Armor: To prevent damage to his metalwork, which must be magically repaired, Trafalgar goes into combat situations in a custom-designed suit of armor which offers 450 S.D.C. and an A.R. of 14.

Money: Trafalgar has no needs that aren't supplied by the Warlock Guard and has no interest in money.

Hook, Line & Sinker™ Adventures

Chase the Amulet

Hook: A colleague of the heroes, the Hispanic hero Dragonfeather, contacts them with the news that he has been attacked, and the Amulet of Quetzalcoatl that grants him his powers has been stolen. He pleads with them to help him recover it.

Line: The leading suspects are a modern-day Aztec cult, the Sons of Tenochtitlan, that have long wished to regain the Amulet (Dragonfeather originally took it from them in his first adventure). But after a little detective work enables them to discover the current hideout of the cult, they arrive to find the place has been attacked. All evidence makes it appear that another group of villains were responsible, but as far as the heroes know the new group never had much interest in the supernatural.

Sinker: The second group were hired to steal the Amulet from the Sons of Tenochtitlan, and the group who hired them were themselves hired and so on. This is the chance to bring in all your favorite old villainous groups and have the players take them on one after the other, until finally they catch up with the amulet, just before it is handed over to the mysterious Englishman who was responsible for all of this, but who will not turn up once he realizes the heroes are on the scene.

Cradle Robbers

Hook: A pair of mutant heroes, Ghostdance and Eyestorm, are finally tying the knot after too many years and the players' heroes are invited to the wedding. Everything is kept nice and secure thanks to the help of the rest of the hero community, the only glitch being a couple of British paparazzi following Hank Welles, the public identity of Tekarmor. They have to be chased off, but everything goes as planned. Soon after the wedding the reason for the big day being so rushed becomes obvious, as Eyestorm announces she is pregnant. The local hero community celebrates, especially when the birth goes well and a little baby is born, inheriting Eyestorm's distinctive golden colored eyes.

Line: About six months after the birth, Eyestorm and Ghostdance seem to go into shock one day, claiming that their little girl has been kidnaped and replaced with an impostor. Blood tests and genetic analysis show it is their daughter, though she is looking small for her age. One of the couple's teammates will also mention that her eyes seem a slightly different shade of gold, but that may be a trick of the light.

Sinker: Ghostdance and Eyestorm are right. Their daughter has been kidnaped by the St. George Committee through a number of cat's-paws. The paparazzi were agents of theirs' who raided the church after the wedding to obtain genetic material from both parents, used by Genewerx to create a test-tube baby, a 'sister' to their daughter in the hope it would have the awesome powers of both parents. The sister had no potential for

powers though, and the plan was hatched to swap their powerless child for the original. The only slight flaw was that their child was conceived a month and a half after the real child which explains the discrepancy in size. Investigation into the church break-in may lead to the agents, as will tracking down the patsies who have done the actual kidnaping.

Deception at the Doorstep

Hook: A spell casting hero, either a friend and ally of the players' heroes or one of the players themselves, receives an ominous prophecy that the sins of his family will come crashing down upon him and his friends, possibly dooming them all.

Line: The heroes have a few other adventures, enough that they do not immediately connect the following events with the prophecy. Then one dark night a stranger will appear on the wizard hero's doorstep, bleeding from several bullet wounds. The stranger says he is a fellow wizard and more than that, he is the hero's distant cousin. He says he is under attack from the family's enemies, an ancient society who hunt down wizards to steal their secrets and artifacts. If the heroes can detect the truth they will find the stranger is not lying.

Sinker: He isn't lying, but he isn't telling the whole truth either. He is being hunted by the Warlock Guard who know him for the villain he is, a necromancer, a trafficker with demons, and a sorcerer who regularly sacrifices children for power. He (and the heroic wizard) is a descendant of Angus MacRae, the wizard whose attack on the King led to the founding of the Warlock Guard. He is a monster who tries to do what his ancestors couldn't and destroy the monarchy, and it was after the Guard prevented such an attempt that he cast a desperate spell to take him to a member of the family who could protect him. The bad news is that a Warlock Guard fireteam is on its way to finish the job.

The Red Knight

Hook: The heroes are about to engage a group of supervillains when another figure turns up, wearing a modified version of the costume of an old villain, the Blood Knight. Calling herself the Red Knight, the young woman helps the heroes take down the villains, despite a number of rookie mistakes. Afterwards she confides in them that she is the daughter of the Blood Knight and is seeking to redeem the powers and identity her father misused.

Line: The Red Knight continues to bump into the heroes as they go about their heroic activities. She remains overeager, but begins to mold herself into an effective hero. Then, on a few occasions when they meet her, she starts to look nervous and paranoid. If they ask her about this she confides that she is sure she's being followed.

Sinker: She is being followed. Her unseen foes are a Warlock Guard fireteam who have been sent to reclaim the Red Knight's magical equipment. The Blood Knight was one of the villains outfitted by the St. George Committee and they are not happy with his daughter's decision to turn them against them in the superpowers arms race (as they see it). If they see the heroes talking to the Red Knight they will assume they are foes as well and try to discover who they are and what powers they possess. They will then try and take down the Red Knight when she is on her own and take her magical gear. If the players intervene though, they will find a disciplined military fireteam ready with a plan to take them down.



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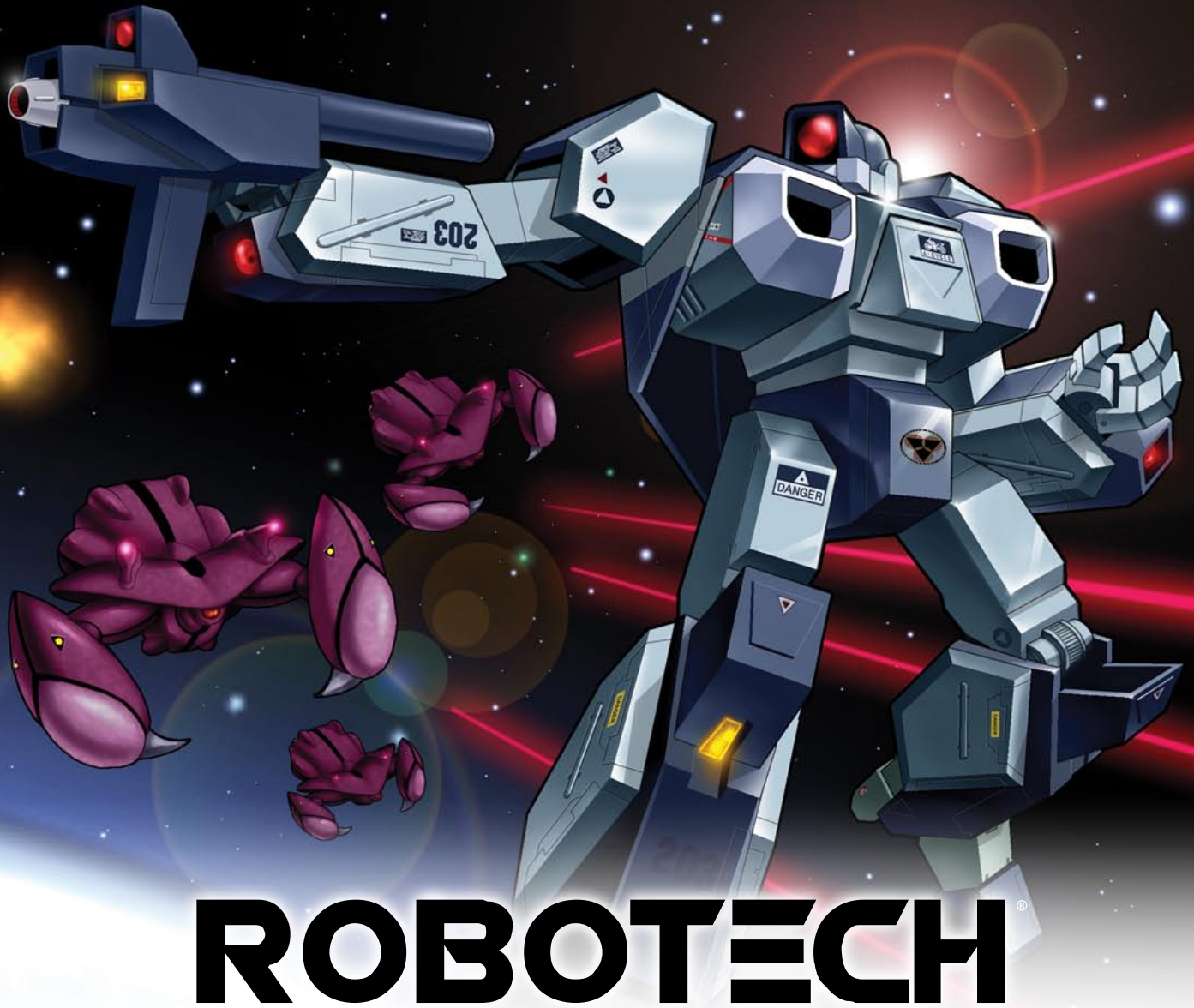
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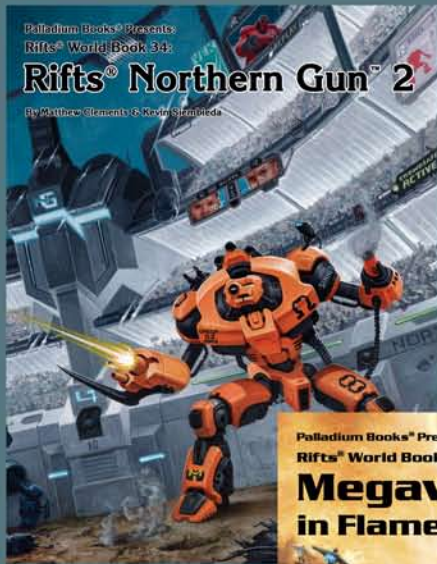
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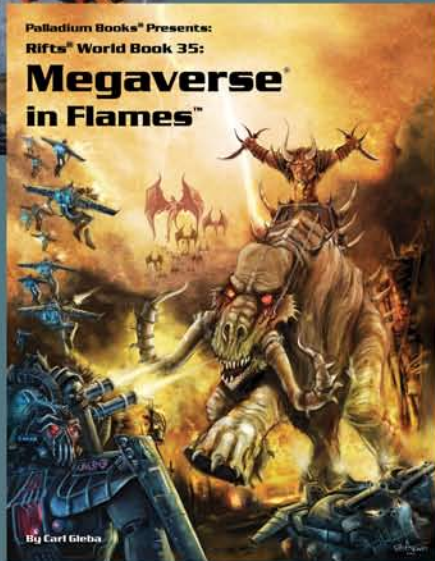
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