

Palladium Books® Presents:

RIFTS®

Dark Conversions

By Kevin Siembieda



Warning!

Violence, War, Magic & the Supernatural

The fictional world of **Rifts**[®] is violent, deadly and filled with supernatural monsters. Other-dimensional beings often referred to as “demons” and “undead” torment, stalk and prey upon humans. Other alien life forms, monsters, gods and demigods, as well as magic, insanity, and war are all elements in this book.

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

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A supplement for the **Rifts**[®] RPG.

Compatible with the entire **Palladium Books**[®] **Megaverse!**[®]

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RIFTS®

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— *Kevin Siembieda, 2002*

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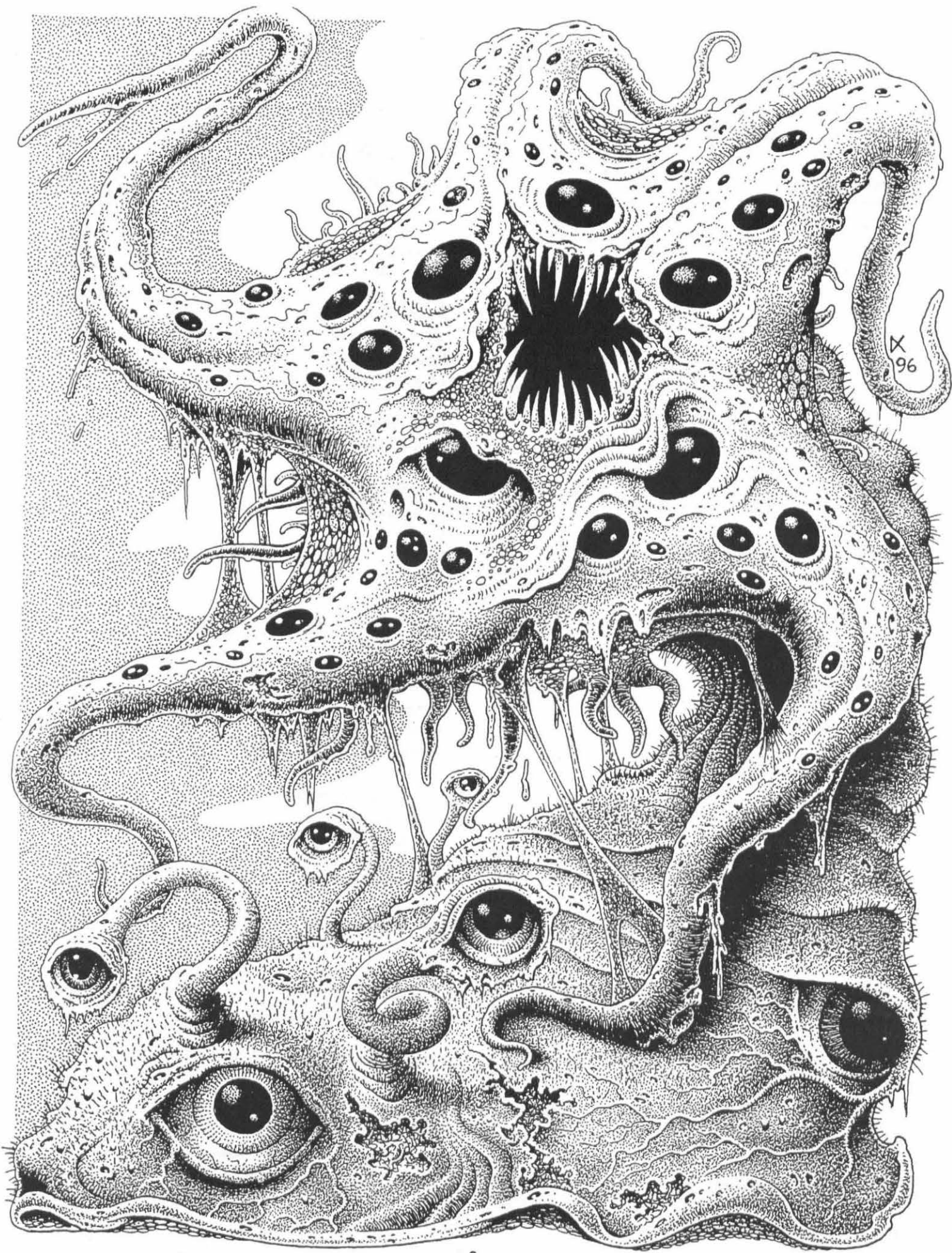
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Introduction

Rifts® Dark Conversions™ is the companion book to **Rifts® Conversion Book One**, and presents a host of supernatural and demonic creatures. As with most conversion books, this supplement contains demons, undead and monsters from *other* Palladium role-playing games, converted to complete stats for (optional) use in the **Rifts® Role-Playing Game**.

They include supernatural beings from **Beyond the Supernatural™**, the Undead, Demons and Deevils from **The Palladium Fantasy Role-Playing Game®** and the Nightbane, Nightlords and monstrous Minions of the Nightlands from the **Nightbane® RPG**, as well as other odds and ends from these and other Palladium games.

Use them as random monsters from the Rifts, or as reoccurring, dimension-spanning villains, or use the entire setting as an alternate dimension linked to Rifts Earth via magic or a dimensional portal. This book is a resource, use it.

Throughout this book, there are references to demons, spirits, the undead, gods and the supernatural. As always, please realize that none of these monsters and creatures are real. They are all fictional. The magic, the creatures, their history, habits, and intent are all the product of Palladium's writers' and artists' wild imagination. Likewise, the terms "god" and "demigod" are not meant to represent any religious belief or philosophy, but to identify dimensional beings with powers of the classic, mythological gods like Zeus, Hercules, Odin, Thor, Isis, Set and others. Beings of incredible magic or supernatural power who seem "god-like" compared to us mere mortals, or who are mistaken by primitive or frightened people to be divine beings. Some of these supernatural beings (and even high-tech rogues) may even solicit worshipers and tribute to profit from their claims of divinity and/or seek to create a power base and lord over lesser beings who accept them as gods. God-beings have existed throughout the history, mythology and literature of humankind. In that same, mythical, heroic fantasy tradition and context, we present these demons and gods. "Beings with," to quote the *American Heritage Illustrated Encyclopedic Dictionary*, "supernatural powers or attributes, believed in and worshiped by a people; especially, a male deity thought to control some part of nature or reality or to personify some force or activity." Read on and enjoy these villains, monsters, maniacs and alien beings as opponents, obstacles, and threats to the heroes and people of Rifts Earth.

Remember, the possibilities are endless – limited only by your imagination. Enjoy.

– Kevin Siembieda, 2002

Alien Intelligences

Alien Intelligences are always supernatural beings that defy human understanding. Many possess godlike power, live millions of years, and look nothing like humans whatsoever. The worst of the lot are malignant forces of evil dedicated to the propagation of misery upon all other beings. The evil ones know nothing about compassion or regret, and exist for the sole purpose of spreading hatred and sorrow and/or sating their own selfish desires.

Alien Intelligences are apparently beings who straddle both the physical and psychic/spiritual planes of existence – beings of both flesh and spirit. It is a union that enables them to divide their life-force into multiple facets of evil intellect or essence and send these extensions of themselves to other worlds in entirely different dimensions. The *fragmented essence* is an energy being and usually appears as invisible wisps or a ball of energy, however, it will often use illusionary magic or psychic abilities (like Ectoplasm or Telepathy) to create some sort of image that mere mortals can see and recognize within the framework of their reality. The form may be a monstrous apparition or an illusion of beauty or something in between.

The process of fragmentation and dimensional travel must be vaguely like the ability of psychic humans to project themselves into the Astral Plane, a dimension closely linked to our own, but very different. The Astral Traveler leaves his physical body completely devoid of his intellectual essence. The body is alive, but its intellect and motivating life force is in the Astral Plane. The body is an empty shell, unable to move, let alone think and function. Yet these Alien Intelligences can project a *portion* of their essence, like the Astral Body, creating an independent creature of psychic energy while the originating body retains its own identity and functions as normal. It is still one being but now has two completely functioning, living bodies, one of energy and intellect in another dimension, the original, more powerful one safe back in its home dimension. The one is now two, and although both can function independently, each knows exactly what the other is experiencing the moment it happens, and both are truly the same being. Many Intelligences, like the vampire, can create hundreds, even thousands, of essence fragments that can possess and transform other life forms. Fortunately, in these cases, the many fragmented essences of the Alien Intelligence possess only a tiny bit of the true Intelligence's full power.

It has been the *fragments* of these alien beings that have visited Earth throughout its history, often to torment and beguile humans. Witchcraft is an example of a means in which a vile supernatural Intelligence from another dimension establishes a link to our world through a foolish and selfish human who makes a pact with it. These are typically wicked beings that strike the most vile of pacts with equally ruthless humanoids – pacts of blood and violence, pain and sorrow, all in exchange for

power, wealth, or vengeance. The witch/pact maker serves as an anchor through which the Alien Intelligence connects itself to that world. In return, the witch is imbued with magical or supernatural power, and is linked to her benefactor. These powers come from a tiny fraction of the evil Intelligence now fused with the foolish mortal. The witch's demon familiar is frequently a tiny fragment of the Alien Intelligence's essence in our world, also. Both witch and familiar serving as living conduits to our world.

Not all of these Supernatural Intelligences are evil. Some, like the Elementals, are so different that they simply have no understanding of human life or frailty and can inadvertently cause great catastrophe. Others are able to relate to humanoids to some degree, but their superhuman nature has made them so *inhuman* that they too have difficulty understanding human beings, and tend to view humans as mere children, pawns or playthings. Still others are deific beings of goodness and light, but they too may view mortals as lesser beings, children or savages. All of these powerful forces, whether good, evil or indifferent, often manifest themselves as gods, demigods, nature spirits, demon lord and other preternatural beings. Often they will build vast kingdoms and have thousands of mortal beings allied to them. Primitive people are quick to accept these *supernatural beings* as gods and worship them, and/or join in their crusades, causes and machinations. This is especially important on planets where the P.P.E. energy is not as powerful as Rifts Earth, because the Alien Intelligence can freely draw upon the P.P.E. of its many worshipers and devotees to give it the energy it needs to perform magic and miracles. (The drawing of P.P.E. is very similar to ritual magic only on a massive, planet-wide, sometimes cosmic, scale.) Moreover, some Alien Intelligences feed on the P.P.E. or emotions (or both) of their followers.

On Rifts Earth, the need for worshipers to give up their P.P.E. is seldom as important, due to the massive amounts of ambient magic energy coursing through the ley lines. Instead, many of these mega-powerful "gods" seek portals to other worlds, or treasure, or are using humanoids for their own entertainment or as playing pieces in a game with other Alien Intelligences. For others, it is a matter of ego and power to control and dominate other life forms, thus, they seek to be worshiped or feared everywhere. And for still others, it is simply a way of life: to use, feed upon, and torment or seek the adoration of lesser beings. As is the way of the world, evil Alien Intelligences seem to get most of the public attention, because they cause the greatest mischief and misery, but there are those who represent goodness, love, justice and order. But even these so-called *Gods of Light* are often caught up in a running game or contest with the forces of evil. A never-ending battle in which humanoids are caught up and used as unsuspecting pawns in the games of the gods. *Also see the section on Witchery.*

Alien Intelligence Creation Template

The following data is a very general way to create generic types of Alien Intelligences. These stats may vary dramatically from Intelligence to Intelligence, but these rules work well as a solid foundation. They can also be used as a basis to designing specific mythical gods, and the upcoming **Rifts® Dragons & Gods** sourcebook will provide much, much more diversity.

There are dozens of mythological gods, demons and monsters. To fit them all in this book is impossible without adding another couple hundred pages. The **Palladium Fantasy RPG®** and its sourcebook, **Dragons and Gods™**, and **Beyond the Supernatural™** (1st & 2nd Edition) all offer some additional godlings, monsters, and aspects for gods, demigods, demons and other supernatural monsters. All fairly easy to convert. Likewise, ambitious Game Masters should be able to adapt beings from myth using some of the supernatural characters and this general data as a guide.

Alignment: Any. Evil Intelligences are typically Miscreant or Diabolic, occasionally Aberrant. Good ones are Principled or Scrupulous, while the most self-serving and callous without actually being evil, are Anarchist. Gods of mischief, tricks and deception are typically Anarchist, but may also be Unprincipled or Miscreant.

Attributes: I.Q. 3D6+12, M.A. 4D6+10, M.E. 4D6+10, P.S. 6D6+22, P.P. 3D6+12, P.E. 3D6+12, P.B. 1D6 for most Alien Intelligences whether they are good or evil (they're just that bizarre looking), however, their persona or manifestation (what mortals see) may be more attractive, even awesome or beautiful (P.B. 3D6+12), Spd 2D4x10; I.Q. is usually genius level, the monster is cunning, deceptive, and treacherous. P.S. and all physical attributes are *Supernatural*.

M.D.C.: 2D6x10,000

Horror Factor: 2D4+10

Natural Abilities: Can vary greatly from creature to creature, but usually include the following:

1. Mega-Damage being who heals/bio-regenerates 5D6, 1D4x10 or 1D6x10 M.D.C. per melee round (or per minute) depending on the creature's level of power, and complete regeneration of limbs. Optional (and rare even among these beings): May possess *super-regenerative powers*, so even if they appear to have been slain or blasted to bits will become reborn 24 or 48 hours later or with the next full moon or solstice, etc., *unless* some special precaution is taken (like burning the body, decapitation, stuffing the mouth with some herb or substance, etc.) or special ritual is performed to disperse its essence and prevent it from reforming.

2. Does not breathe air or need to eat.

3. Nightvision 2D6x100 yards/meters.

4. See the invisible and keen color vision.

5. Turn invisible at will, indefinite duration.

6. Impervious to disease and poisons/toxins/drugs.

7. Does not fatigue or fatigues at one tenth the rate of a mortal.

8. Truly giant in size, 1D4x10+20 feet long/tall/in diameter, etc. However, most can adjust their size at will. Also see *metamorphosis* under possible powers.

9. Number of limbs (arms, tentacles, legs, etc.) 2D4+6.

10. Eighty percent of all Alien Intelligences can co-exist in two or more dimensions simultaneously by splintering their energy essence as described previously. To forever slay a Supernatural Intelligence the original body and its many splintered life forces (sometimes known as Avatars), must be found and destroyed. This is often impossible. Those fragments that cannot be found and destroyed cannot meld into one or become the original Alien Intelligence, but continue to exist as greater demons or demigods.

11. Impervious to possession, even by other gods. Also impervious to Mind Control, Charm and Hypnotic Suggestion. A fragmented essence is also impervious to possession, but may be vulnerable to mind control and magical charms (they are, after all, a fraction of the original).

Special god-like powers: Roll percentile dice for *each* of the following powers. A roll under the high number means the ability *is* one of the Alien Intelligence's powers. Either the intelligence has an ability or it does not. If a power is duplicated, use the more powerful of the two.

- 01-90% Possess animals.
- 01-45% Possess intelligent life forms.
- 01-55% Metamorphosis at will into humanoid (any), unlimited duration.
- 01-65% Metamorphosis at will into animal, unlimited duration.
- 01-35% Metamorphosis at will into insect, unlimited duration.
- 01-50% Teleport self at will, up to 1D6x100 miles (160-960 km) away.
- 01-35% Teleport self and others up to 1D6x100 miles away.
- 01-30% Dimensional Teleport at will (limited to dimensions known by the intelligence).
- 01-25% Combat oriented: +2 to hand to hand attacks per melee.
- 01-70% Turn 1D6x100 dead at will; duration 24 hours.
- 01-65% Animate and control 6D6 dead.
- 01-45% Animate and control 1D6x100 dead.
- 01-90% Healing Touch: Restores 4D6 Hit Points or S.D.C. or M.D.C.
- 01-60% Superior Healing Touch: Restores 1D6x10 Hit Points or S.D.C. or M.D.C.
- 01-33% Restoration: Same as spell.
- 01-20% Resurrection: Same as spell.
- 01-35% Stone to Flesh: Same as spell.
- 01-60% Remove curse: Same as spell.
- 01-40% Fire energy bolt or breathe fire: 6D6 M.D., range: 1D6x1000 feet (305 to 1829 m).
- 01-50% Fly at speed 1D4x100 (add to initial Spd attribute).
- 01-65% Summon 3D6 lesser demons (or half as many lesser Elementals if good or nature god) two times daily.
- 01-50% Summon 6D6 lesser demons (or half as many lesser Elementals or Spirits of Light if good) three times daily; instantly appear.
- 01-44% Summon 2D6 greater demons or special minions (or Spirits of Light if good) three times a day; appear instantly.
- 01-80% Vulnerable to Sunlight and Daytime: Magic power, M.D.C., P.S. and other physical attributes, bonuses, attacks per melee round, experience level of spells and all other abilities are *all* reduced by half.
- 01-42% Vulnerable to Fire: M.D. and magic fire inflicts double damage.
- 01-10% Vulnerable to weapons made of iron: Inflicts M.D. equal to its usual S.D.C. damage.
- 01-10% Vulnerable to weapons made of wood or stone: Inflicts M.D. equal to its usual S.D.C. damage.
- 01-40% Vulnerable to weapons made of silver: Inflicts M.D. equal to its usual S.D.C. damage.

01-40% Vulnerable to magic: Rune, holy weapons and other magic weapons, spells and circles inflict double damage.

Attacks per Melee: 1D6+5 attacks per melee by hand to hand and/or psionics. One third that number of attacks when strictly using magic (casting a spell counts as three physical attacks).

Bonuses: +1D6 on initiative, +2 to dodge while flying, +1D6 to pull punch, +1D6 to roll with impact, +1D6+8 to save vs Horror factor, +1D4 on *all* saving throws in addition to attribute bonuses.

Magic Knowledge: Roll percentile dice once to determine areas of magic and abilities:

- 01-05% Bio-Wizardry and rune magic.
- 06-10% Diabolism and/or Summoning/Shifting Magic.
- 11-15% Ocean Magic plus Dolphin Magic, Whale Singer spells and levels 1-5 Water Elemental spells.
- 16-20% Conjuring and Spell Invocations levels 1-3, plus all creation and transformation spells (create walls, ice, bread, water to wine, metamorphosis, etc.).
- 21-30% All Elemental/Warlock spells from one of the Four Elements.
- 31-40% All Elemental/Warlock Spells from *two* of the Four Elements.
- 41-50% Spell caster who knows all Spell Incantations from the first 1D6 levels, plus 1D4+1 from each subsequent spell level.
- 51-60% Spell caster who knows *all* Spell Incantations (at least all Wizard & Ley Line ones)..
- 61-70% All Ley Line and Temporal Magic spells.
- 71-80% Necromancer and Witch Magic including African Witch spells and Russian Spoiling & Bone Magic.
- 81-90% Nature Magic: All Shamantic powers plus Inuit magic, Russian Nature Magic, and Herbology or African Rain Maker and Medicine Man Magic.
- 91-95% Stone Master plus all Earth Elemental/Warlock spells.
- 96-00% Cloud Magic and Russian Living Fire Magic.

P.P.E.: 4D6x1000

Psionics: Roll percentile dice once to determine type and abilities:

- 01-20% All Healer plus 1D6 Super-Psionics.
- 21-40% All Sensitive plus 1D6 Super-Psionics.
- 41-60% All Physical and 2D6 Super-Psionics.
- 61-79% All Healer, Sensitive and 1D6 Super-Psionics.
- 80-89% All Physical, Sensitive and 2D4 Super-Psionics.
- 90-00% ALL psychic abilities including Super.

I.S.P.: 1D6x1000; all psi-powers are equal to a 2D4+2 level Master Psychic.

R.C.C. & Skills: Generally not applicable – primordial force of nature and magic. Most will magically understand and speak all languages, are literate in 1D6+6, and know all lore concerning magic, ley lines/Geomancy, demons, monsters and religion at 88%.

Habitat: Indigenous to an alien dimension. Periodically can be found anywhere.

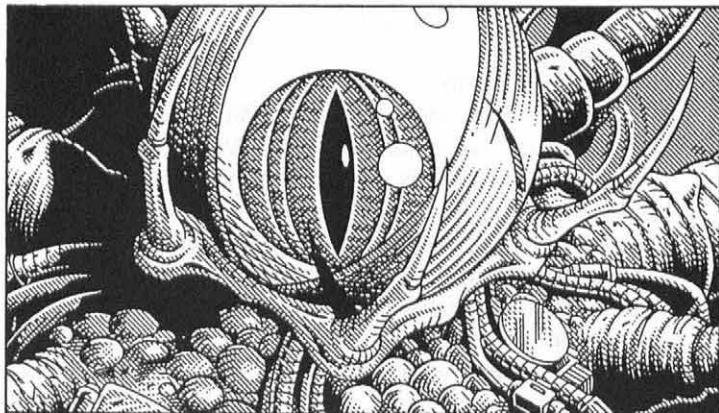
Enemies: Humans and the forces of good. Often share animosity toward other Alien Intelligences who they see as rivals or the very antithesis to their being (e.g. chaos vs order, life vs death, and good vs evil).

Allies: May conspire with other forces of similar alignment from lesser gods or demons to humans and superhumans.

Size: Natural form can be as big as a house or as small as a suitcase. May adopt more recognizable shapes.

Weight: Varies from a few hundred pounds to tons.

Notes: The natural physical form of an Alien Intelligence is *never* humanoid. Generally, its form is a mass of undulating tissue, multiple eyes and tentacles or insect-like appendages to whirling energy.



The Old Ones

The Palladium Fantasy RPG® World

The Old Ones are believed to be an extinct race of mega-powerful Alien Intelligences indigenous to the Palladium World in another dimension. Whether their influence ever extended beyond the Palladium realm is uncertain. The *Great Old Ones* ruled during the Age of Chaos long before the dawn of man on that planet. Earth scholars now wonder if this “Age of Chaos” was a period of time when the Palladium World also seethed with mystic energy and ley lines, for there is evidence that it too, was like Rifts Earth and may have been a dimensional nexus center. Tens of thousands of years later, the Palladium World is not unlike our own Earth during the time of the Roman Empire or early Middle Ages. However, it is populated by many strange varieties of humanoids and monsters that are unlikely to have evolved on their own indigenous to the Palladium World. Furthermore, the Sphinx, Dragons, Unicorns, and a number of magical and supernatural beings inhabit the planet as further testament to its multi-dimensional past.

Legend states that the Old Ones were powerful beyond imagination and have been credited as the originators of all magic, and the creators of many, many races, including Elves, Dwarves, Changelings, and many others, hundreds of which perished during the Age of Chaos and the battle to defeat the Old Ones. Indeed, these mega-powerful intelligence may have been responsible for populating parts of the Palladium World, but not in quite the way that the scholars of that low technology and superstitious planet believe. *If* the Palladium world was a multi-dimensional nexus, much like Rifts Earth, then the many dramatically different beings could have been brought to the planet via dimensional Rifts. In fact, the Old Ones may have even been involved in an inter-dimensional slave trade much

like the Splugorth. Historical texts suggest the Old Ones were vastly more powerful than the Splugorth or any known Alien Intelligences today. It seems apparent that the Old Ones not only enslaved other beings, but entire planets across the dimensional web of the universe. Those they did not enslave, they tormented and destroyed.

According to legend, the lower races, led by beings who would later become many of the Gods of Light (including the Egyptian pantheon), and dragons, revolted against the Old Ones and their minions, waging a war that may have spanned decades before the Old Ones fell victim to a magical slumber. It is said that the dreaded Old Ones cannot be slain, so the world (and Megaverse) is really only safe as long as the monsters remain locked in slumber, buried deep within the planet itself.

The Hierarchy of the Old Ones

The most powerful of the Old Ones each chose a vileness that would be theirs to inflict, extracting the pleasures of the pain it invoked. They would play with the populace of entire worlds to satisfy their heinous desires and endless hunger.

Xy the Great Old One, symbol of power incarnate, was betrayed and fell victim to his own circle of transformation and vanished. Some legends claim he reappeared eons later as Thoth, the Egyptian god of wisdom and knowledge, his past life as an Old One completely forgotten. Xy was Diabolic evil and ruled over the other Old Ones, crushing planets and reveling in the chaos brought forth by the others in his name.

Agu, symbol of life, birth, and rebirth. A deviant Old One who enjoyed the emotions and excitement of life, birth, and emotional rebirth. Anarchist alignment.

Al-vil, symbol of envy and jealousy, a festering, hideous creature, like the maddening lust for that which one cannot have, and the unreasoning hatred for those who possess it. Miscreant alignment.

Erva, symbol of darkness and death. The darkness of ignorance and the bone chilling fear of the unknown that makes one destroy what he does not understand. Death of knowledge and reason. Diabolic alignment.

Netosa, symbol of eternal suffering, despair, and the undead. A master of Summoning and Diabolist magic. Diabolic alignment.

Tarm-kin-toe, symbol of hatred, treachery, vengeance, and pain. Diabolic alignment.

Ya-ahk-met, symbol of power and light. Power that blinds one to all but his own goal. Power that indiscriminately hurts and destroys. Miscreant alignment.

Ya-blik, symbol of pestilence, betrayal and pain. Said to have spawned the Four Horsemen of the Apocalypse. Diabolic alignment.



Demonkind

There are many different hosts and pantheons of demons and evil supernatural beings. Those presented throughout this book are just a few of the most notable individuals and groups from other Palladium game settings. They do NOT include the demons of Russia, China, Japan, India and other nations and people. In fact, for your reference, check out these other **Rifts®** titles for additional demonic and supernatural beings. Only those with a variety of demons are listed.

Rifts® World Book One: Vampire Kingdoms™ for everything you wanted to know about *vampires*, but were afraid to ask. Plus, info on the Vampire Intelligence and some demons and monsters of the Yucatan.

Rifts® World Book Two: Atlantis for the Splugorth Alien Intelligence, its demonic Minions (particularly the Metztlá), and nearly 20 other monsters as well as demon powered rune weapons, symbiotic organisms, Bio-Wizardry, and other dark magicks.

Rifts® World Book Three: England where it is revealed that Mrrlyn is actually the splintered essence of an evil Alien Intelligence and the Nexus Knights and Lady of the Lake are all part of an evil conspiracy.

Rifts® World Book Four: Africa (one) presents the Four Horsemen of the Apocalypse, their war animals, and magic, as well as the Phoenix Empire, select Egyptian gods, the African Witch and other forms of African magic.

Rifts® World Book 8: Japan for 8 Japanese demons, three elemental dragons and a bunch of wild tech stuff. *Rifts® Japan Two* and *Rifts® China*, both tentatively scheduled for a 2003 release, will be packed with Oriental demons.

Rifts® World Book 14: Spirit West™ for a book filled with the *spirits*, monsters and magic of the Native American Indian.

Rifts® World Book 18: Mystic Russia™ for 18 truly unique *Russian Demons* plus 10 *Woodland Spirits, Witches, Gypsies* and a variety of different Russian magic (all based on actual Russian myth).

Rifts® World Book 20: Canada for the Demon Bear, D'Sonoqua, Sedna, Loup Garou, Wishpoosh, and Windigo, along with a dozen other monsters and Inuit Magic.

Rifts® Coalition Wars Two: Coalition Overkill™, which features a race of demons known as *The Daemonix™*.

Rifts® Dimension Book One: Wormwood™ for over 20 demonic beings, additional monsters, Crawling Towers, symbiotes and unholy R.C.C.s and O.C.C.s. Ideal if you are looking for a demonic realm where supernatural horrors rule the planet!

Demon Hordes of Hades

From The Palladium Fantasy RPG®

As we've already seen, there are scores of demonic supernatural beings that inhabit other dimensions and other worlds – all beings of base emotion and instinct who have preyed on humans and humanoids since the beginning of time. The Demon Hordes of Hades are a somewhat unique conglomeration of supernatural forces. The ancient Greeks knew of Hades as the “dark” or “hidden” god and Lord of the Underworld. This underworld bore the name of its lord, Hades, a terrible place where the minions of Hades would snatch the living and drag them into their gloomy realm. The myths of the Egyptians, Romans and other ancient peoples also speak of a Hades-like place and of demons similar to those of the Greeks' Underworld. As odd as this may seem, it's because Hades *is* a dimension dominated by supernatural beings ruled as a collective body with its own hierarchy based on power and cruelty.

The so-called demons of Hades are common to both Rifts Earth and the Palladium World, perhaps another indicator that the Palladium World was once a multi-dimensional ley line nexus on a Megaversal scale like Earth, 50,000 or 100,000 years ago. Undoubtedly, the demons of Hades are drawn to magic energy, turmoil, and chaos.

They are an ornery lot of cruel and bickering supernatural monsters, half of which are on the prowl in other dimensions at any given time. The dimension of Hades itself is one of eternal twilight, swirling grey clouds, acid rain, and countless mountains, ravines and gigantic hollow caverns where the most important demon cities are found. The terrain is an endless expanse of grey rock and dust, broken only by the occasional meadow, scrub plains, swamp, boiling sea, and river of lava. The world is easily 20 times bigger than Earth.

Note: Most demons of Hades (excluding Gargoyles) have a limited ability to perform a *dimensional teleport* back to their own dimension. When it says *dimensional teleport* followed by a percentile number, the percentile number indicates the likelihood of a successful teleport home. A failed roll means no teleport. Each teleport attempt counts as one melee attack/action. A dimensional teleport can be tried as often as once every melee. Also note that with rare exceptions, most of these so-called *demons* rely on their natural, magical and psionic powers rather than the weapons of man.

Also note that many Demons defy convention when it come to the conversion of S.D.C. and Hit Points to M.D.C. The amount of M.D.C. from S.D.C. is substantially greater than a one to one conversion. Indeed, the magic rich environment of Rifts Earth makes the Demons of Hades five to ten times more powerful (by way of M.D.C.) than they were as Hit Points and S.D.C. creatures. Thankfully, in most cases, their magic, psionics and natural abilities do not increase on a similar level.

The Lesser Demons of Hades

Gargoyle Sub-Demons

Gargoyles and their kin are found in the dimension known as Hades, which helps to reinforce the misconception that they are true demons. However, Gargoyles are lesser supernatural beings considered a *sub-class* of demons below even the so-called *Lesser Demons*. Consequently, the Gargoyles of Hades are treated as second-class citizens, slaves, and cannon fodder by the true demons.

According to accepted myth, the Gargoyle population is descended from an ill-fated Gargoyle invasion force that had tried to conquer Hades eons ago, and failed. Thus, it is their fate to forever serve demonkind – or so the Demons of Hades have decreed. Many Gargoyles have come to accept their fate as a vanquished people and serve their demonic masters with a good measure of obedience and loyalty. They have accepted their place as inferior sub-demons meant to serve greater demonic powers. This belief is so ingrained that the Gargoyles of Hades may even deny any kinship to off-world Gargoyles who may possess a greater sense of independence, sometimes insisting that they are two distinctly different races. Thus, while all Gargoyles resent being treated so shabbily by their superiors (and true demons are superior in raw strength and magical powers), only a small percentage hate all of demonkind. These disen-

chanted misanthropes may consider doing things that defy or hurt their powerful masters, and dream of escaping servitude, building their own demonic empire and living free to do as they please. The most rebellious among them may openly challenge, question and defy their masters, while others quietly steal from or betray their masters whenever the opportunity presents itself. Those who prove to be too troublesome or treacherous are tortured and killed as an example to keep the rest of the Gargoyle horde in line. It is a process and pecking order that has worked for thousands and thousands of years.

For complete stats and details on these sub-demons, see the descriptions for Gargoyle, Gurgoyles, Gargoylite, Gargoyle Lord and Gargoyle Mage in the **Beyond the Supernatural™** monster section of this sourcebook. The only difference is that the Gargoyles of Hades are much less civilized and much more savage and barbaric than their warrior-cousins who inhabit other worlds. The average alignment is Miscreant or Diabolic evil. **Rifts® Note:** The Gargoyle Empire besieging the New German Republic, France, and other parts of Europe are among the most organized, technologically advanced and civilized (by demon standards) anywhere in the Megaverse. In fact, these brash creatures actually dream of establishing a Gargoyle Kingdom on Earth and raising their status from sub-demons to independent Lesser Demons. It is a pipedream that motivates their every action.



Alu Demon Hound

The Alu demon appears as a giant humanoid with the head, tail and fur of a canine. At a quick glance they resemble Wolfen or large Dog Boys, but more careful observation shows that the Alu have a completely human body and not the canine legs of the Wolfen or Werewolf, and are too large to be a Dog Boy.

Alu are quiet loners who prefer to stalk in darkness and silence. They dwell in the desert of Taut, a rocky, desolate region in the dimension of Hades. They are excellent trackers and are often used as such by Greater Demons and Lords. The Alu are cunning warriors, often laying in ambush, setting traps and manipulating others to do their dirty work, and are vicious, ruthless fighters. Although they do not actively seek confrontation, even with humans (unless commanded to do so from a Greater Demon or Lord, or out for revenge), they seldom back away from a fight or any threat or challenge. Alu are considered the scouts, trackers, hunters and strongmen of Hades.

Alignment: Typically Diabolic (20%), Miscreant (20%), Aberrant (40%), or Anarchist (20%).

Attributes: I.Q. 2D6+4, M.A. 2D6, M.E. 2D6+6, P.S. 3D6+18, P.P. 1D6+16, P.E. 1D6+16, P.B. 2D6, Spd 6D6 running (+10 on Rifts Earth); cannot fly.

Size: 12 feet (3.6 m) tall and 1000 pounds (450 kg).

M.D.C.: 4D4x10 M.D.C. on Rifts Earth and may wear M.D.C. body armor for additional protection or greater intimidation factor. (Hit Points are P.E. number +6D6, S.D.C. is 5D6x2, and an A.R. 12 in an S.D.C. setting.)

Horror Factor: 12

P.P.E.: 3D4x10

Natural Abilities: Supernatural P.S. & P.E., nightvision 300 feet (91.5 m), see the invisible, keen hawk-like vision, exceptional hearing, track by scent 60% (+15% to follow a blood scent; roll for every 100 ft/30.5 m of tracking), recognize scent 20% +2% per level of experience but is only applicable when sniffing out fellow demons and people the creature knows well, turn invisible at will, dimensional teleport 20% +1% per level of experience, bio-regeneration 2D6 M.D. once per melee round, fire resistant (half damage), magically knows all languages, and can leap 40 feet (12.2 m) high or lengthwise.

Equivalent O.C.C.: Assassin or Commando, but only select the O.C.C. skills and two Rogue or Wilderness Skills and three Espionage skills. Ignore Hand to Hand and Secondary Skills.

Average Level of Experience: 1D4+3

Attacks per Melee: Four attacks per melee round, six if 8th level or higher.

Damage: As per Supernatural P.S.; a claw strike does 2D6 M.D. +Supernatural P.S. damage, but a bite only does 2D4 M.D. total.

Bonuses (in addition to attributes): +2 on initiative, +2 to strike, +1 to parry and dodge, +6 to pull punch, +3 to roll with impact, +10 to save vs Horror Factor, and +1 on all saving throws.

Magic: None. **Psionics:** None.

Habitat: Indigenous to an alien dimension. Can be found periodically anywhere. On Rifts Earth, that's usually places where other demons are abundant or at a ley line nexus or place of magic where dimensional Rifts are frequent, such as the Devil's Gate in St. Louis, the Calgary Rift, the Detroit-Windsor Rift, Atlantis, the Yucatan, Russia and, to a much lesser degree, England, India, China and Japan, among others.

Enemies: Generally, -humanoids and the forces of good.

Allies: Fellow demons of Hades and other very powerful supernatural beings.

Note: Alu may use magic or energy weapons and body armor, but usually stick to simple, basic items. They adore magic weapons of all kinds, including Techno-Wizard devices.

Aquatics

The Aquatic is a sea demon who has a soft, fleshy, fish-shaped body, four octopus-like tentacles, a humanoid head, two large black eyes and a huge maw filled with small, conical teeth like a crocodile. They are creatures of water, and although they can breathe and crawl along on dry land for an indefinite period of time, they do so at half strength and feel out of their element. The Aquatic's favorite ploy is capsizing or sinking small vessels and dragging people underwater, holding them beneath the waves until they drown. They are indigenous to the

few lakes and seas found in the Hades dimension. Aquatics are simple-minded Lesser Demons used to hunt and kill the enemies of Greater Demons, Demon Lords and other dark powers such as Shifters and Summoners. Aquatics may also be deployed to engage in underwater reconnaissance, spying and salvage, retrieving items from the bottom of the sea. However, they have little understanding of technology or of things humans consider valuable.

Alignment: Anarchist or any evil alignment.

Attributes: I.Q. 1D6+4, M.A. 1D6, M.E. 3D6, P.S. 2D6+14, P.P. 1D6+14, P.E. 1D6+14, P.B. 1D6, Spd crawling on land 1D6, but swimming in the water 6D6 (+32 on Rifts Earth).

M.D.C.: 1D6x10+40 underwater, but half on dry land. Each tentacle has 30 M.D.C. (In S.D.C. settings it has P.E. number +6D6 for Hit Points, 5D6 S.D.C. and an A.R. of 10.)

Horror Factor: 12

P.P.E.: 1D4x10

Size: 12 feet (3.6 m) long, each tentacle has a 9 foot (2.7 m) reach; weighs 400 pounds (180 kg).

Natural Abilities: P.S. and P.E. are Supernatural. Nightvision 200 feet (61 m; can see in total darkness), see the invisible, good



normal vision, exceptional hearing underwater, track by blood scent 80% (like a shark when underwater), can detect blood scent up to one mile (1.6 km) away, breathe without air, dimensional teleport 18%, bio-regeneration 2D6 M.D. per melee round and regenerates severed tentacles and lost teeth within 1D4 hours. A lost eye takes 48 hours to regenerate. Can survive any depth and is impervious to cold underwater. Magically knows all languages.

R.C.C. Skills: Track Underwater 60%, Wilderness Survival 60%, Underwater Navigation 80%, Land Navigation 40%, Swim 98%, and Climb 70%/60%.

Average Experience Level: Equal to 3rd or 4th, never higher.

Attacks per Melee (Rifts®): Eight attacks per melee underwater or four on dry land.

Damage: As per Supernatural P.S.; or bite does 4D6 M.D. Can also strangle with tentacle or by holding victim underwater. Victim must escape tentacles (needs a combined P.S. of 30) within 8 melees (two minutes). 1-50% chance the aquatic can entangle/pin its victim with its tentacles, preventing the entangled person from attacking or taking other physical actions.

Bonuses (in addition to attributes): +2 on initiative, +2 to strike, +8 to parry and dodge, +2 to pull punch, +2 to roll with impact, +2 on all saving throws and +10 to save vs Horror Factor. All bonuses are half on dry land.

Vulnerabilities: Mega-Damage and magic fire and heat do double damage.

Magic: None.

Psionics (Rifts®): All Sensitive powers equal to a 4th level psychic. I.S.P. is M.E. number x2.

Habitat: Indigenous to an alien dimension. Can be found periodically anywhere.

Enemies: Generally, humanoids and the forces of good.

Allies: Fellow demons of Hades.

Banshees

Banshees are described in the **Beyond the Supernatural™** conversion section, but are also found in Hades.

Ghouls & Nasu

Ghouls (male) and Nasu (female Ghouls) are small, gnarled demons who resemble an animated human corpse. They are nocturnal scavengers who feed on the remains of the dead. They are both frequently found robbing graves, feeding on corpses, or feasting on the dead after a great battle. Ghouls and Nasu seldom attack the living unless they outnumber them three to one, or are ordered to do so by a Greater Demon, lord, god, or powerful sorcerer. Ghouls are one of the lowliest of all demons, dress in rags, and rarely use weapons even when they are available. They often gather in small packs of 1D6+2, working together like jackals to find and dig up food. **Rifts® Note:** The carnage of the final siege on *Tolkeen* has attracted thousands of Grave Ghouls rummaging through the rubble in search of rotting corpses. It is a bounty of death that attracts Ghouls to the region for months after the Kingdom's fall to the Coalition Army. The CS occupying force regard Ghouls as gruesome, demonic vermin, but a minimal threat to their troops and something of an

unofficial resource to dispose of the tens of thousands of rotting corpses among the rubble and minimize the risk of disease. As a result, Coalition troops tend to ignore Ghouls and Nasu unless they are gathered in unusually large numbers, come too close to CS camps or happen to strike a moody squad leader the wrong way by just being there. After all, the CS has no compassion for Tolkeen's deceased, and find it fitting that Tolkeenites who associated with monsters should be devoured by them, and, thus, the CS rubs salt in the wounds of the survivors by denying their fallen loved ones a proper burial.

Ghouls and Nasu are also found in abundance in and around the New German Republic and other war-zones and places suffering from plagues and other causes of death.

Also known as Grave Ghouls.

Alignment: 60% Miscreant, 35%, Diabolic, 5% Aberrant.

Attributes: I.Q. 1D6+2, M.E. 2D6, M.A. 2D4, P.S. 2D6+8, P.P. 2D6+4, P.E. 2D6+6, P.B. 1D6, Spd running is 2D6; digging is 4D6.

Size: 4-6 feet (1.2 to 1.8 m) tall; 100 pounds (45 kg).

M.D.C.: 6D6+20 on Rifts Earth. (In an S.D.C. setting, Ghouls have P.E. number +6D6 for Hit Points, 4D6 S.D.C. and an A.R. of 12.)

Average P.P.E.: 2D4x10 plus P.E. attribute.

Horror Factor: 8

Natural Abilities: Supernatural P.S. & P.E., nightvision 300 feet (91.5 m), fair to poor day vision, see the invisible, dig underground (same as Goblin), fire and cold resistant (half damage), prowl 55%, dimensional teleport 21% +1% per level of experience, bio-regenerates 1D6 M.D.C. once per melee round, and magically knows all languages.



Equivalent O.C.C.: Only half the O.C.C. skills of the *Vagabond O.C.C.*, no other skills are allowed. Ignore Hand to Hand skill (see combat and bonuses).

Average Level of Experience: Never beyond third level.

Attacks per Melee: Three.

Bonuses (in addition to attribute bonuses): +1 to strike, +1 to parry, +2 to dodge, +8 to save vs Horror Factor, +1 on all saving throws.

Damage: As per Supernatural P.S.; typically around 1D6 M.D. from punch, and 6D6 S.D.C. from a bite.

Psionics: None. **Magic:** None.

Note: Never wear armor. Typically clad in rags. A cowardly lot, they usually avoid conflict with the living unless they outnumber them or have a powerful protector or master. Grave Ghouls often serve Necromancers, Witches and Shifters as weasel-like henchmen.

Lasae

The Lasae are tiny demons resembling insects with razor-sharp barbs lining the length of the forearms, the side of the hands, elbows, shoulders, back, knees, and the heels of their feet. They are aggressive and cruel monsters who love to maim and torture. Lasae fighting tactics always involve attempts to gouge out eyes, genitals, or tongues during a battle. A natural twenty indicates that the horrid creature has hit such a target, inflicting double damage to his opponent. They are a favorite minion of evil Shifters, Summoners, Greater Demons, Witches and evil practitioners of magic, serving as guardians, spies, thieves and assassins.

Alignment: Typically Diabolic (60%), Miscreant (35%), or Aberrant (5%).

Attributes: I.Q. 1D6+6 and very cunning, M.A. 2D6, M.E. 3D6, P.S. 2D6+6, P.P. 2D6+8, P.E. 2D6+6, P.B. 1D6, Spd 2D6+10; cannot fly.

M.D.C.: 1D6x10+6 on Rifts Earth. (Has P.E. number +3D6 for Hit Points, 6D6 S.D.C. and an A.R. of 10 on S.D.C. worlds.)

Horror Factor: 10 for an individual, while a pack of 10 or more has an H.F. of 12.

P.P.E.: 2D4x10 +P.E. attribute number.

Size: 1-2 feet (0.3 to 0.6 m) tall, and weighs 4-8 pounds (1.8 to 3.6 kg).

Natural Abilities: Supernatural P.S. and P.E. Nightvision 60 feet (18.3 m), see the invisible, keen hawk-like vision, turn invisible at will, good hearing, natural climbing ability 90/85% and prowling 71%, plus dimensional teleport 21%, bio-regeneration 1D6 M.D. per minute, impervious to fire (though magic fire does half damage), magically knows all languages, and can leap 20 feet (6 m) high and lengthwise.

R.C.C. Skills: All O.C.C. skills of either a *thief* or *assassin*, but no other skills from that O.C.C. Ignore O.C.C. Hand to Hand skill. Average level of experience: 1D4+1.

Attacks per Melee: Four physical attacks per round.

Damage: As per Supernatural P.S. A claw attack does an additional 1D6 M.D., but a bite only does 2D6 S.D.C. damage. Cannot be grabbed or held without inflicting 4D6 S.D.C. damage to the holder.

Bonuses (in addition to attributes): +2 on initiative, +3 to strike, +1 to parry, +4 to dodge, +5 to pull punch, +4 to roll with



impact, +2 on all saving throws, and +10 to save vs Horror Factor.

Magic: None. **Psionics:** None.

Habitat: Indigenous to an alien dimension. Can be found periodically anywhere.

Enemies: Generally, Deevils, humanoids and the forces of good.

Allies: Fellow demons of Hades and powerful evil beings. They do not usually adventure out into the mortal realm on their own, thus most Lasae encountered in the outside world usually serve some greater (mortal or demonic) power.

Note: Never wear armor nor use technology.

Mares or Nightmares

Mares are insidious demons who appear as monstrous hags. They are very intelligent and delight in tormenting and torturing all intelligent life forms. Mares are often responsible for mysterious deaths, missing children, and insanity. They typically wait until their prey is asleep before attacking with psionics, striking with their *evil eye* (psionic Bio-Manipulation, Empathy or Empathic Transmission) to create a nightmare or to inflict discomfort. Although they tend to avoid direct conflicts, the Mares can put up a tremendous battle when cornered.

Alignments: Any evil, but typically Diabolic.

Attributes: I.Q. 2D6+6, M.A. 2D6, M.E. 2D6+6, P.S. 2D6+20, P.P. 1D6+18, P.E. 1D6+18, P.B. 1D6, Spd 3D6 running; cannot fly.

M.D.C.: 2D6x10+19 on Rifts Earth. (Has 1D6x10 +P.E. number for Hit Points, 5D6x2 S.D.C. and an A.R. of 12 on S.D.C. worlds.)

Horror Factor: 16

P.P.E.: 4D4x10

Size: Usually about 10-12 feet (3 to 3.6 m), hunchbacked and stooped, making them look shorter than they really are. Weighs 1200 pounds (540 kg).

Natural Abilities: Supernatural P.S. and P.E., nightvision 90 feet (27 m), see the invisible, turn invisible at will, teleport self 89%, dimensional teleport 63%, prowl 40%, bio-regeneration 3D6 M.D. once per melee round, and magically knows all languages.

R.C.C. Skills: Track humans 50%, Basic Math 80% and Land Navigation 60%.

Average Level of Experience: 1D4+2

Attacks per Melee: Four physical or psionic attacks or combination of the two.

Damage: As per Supernatural P.S., +1D6 M.D. with claws.

Bonuses (in addition to attributes): +1 on initiative, +1 to strike, parry, or dodge, +1 to pull punch, +2 on magic and all other saving throws, +12 to save vs Horror Factor.

Magic: None.

Psionics: **Palladium RPG First Edition style Mare:** All levels 1-4, I.S.P. 130, sixth level proficiency. **Rifts® and Palladium Fantasy RPG® Second Edition:** All Sensitive and Physical powers plus Bio-Manipulation, Empathic Transmission, Hypnotic Suggestion, Mind Bolt, Mind Wipe, Group Mind Block, and Mind Block Auto-Defense. I.S.P. 130, equal to a 6th level Mind Melter.

Habitat: Indigenous to an alien dimension. Can be found periodically anywhere.

Enemies: Generally, Deevils, most humanoids and the forces of good.

Allies: Fellow demons of Hades, evil gods and powerful practitioners of magic.

Natural Abilities: Supernatural P.S. and P.E., nightvision 100 feet (30.5 m), keen hawk-like vision, see the invisible, good hearing, track by scent 40%, natural gymnast (standard skill at 90%), can leap 40 feet (12.2 m) from a dead stop (double with a running start), teleport self 10% +2% per level of experience, dimensional teleport 14% +1% per level, resistant to cold (half damage), bio-regeneration 2D6 M.D. per minute, and magically knows all languages.

R.C.C. Skills: All the O.C.C. skills of the *Soldier*, but no other skills from that O.C.C. and ignore the Hand to Hand skill. Average level of experience: 1D4+3.

Average Level of Experience: 1D4+1

Attacks per Melee: Six on Rifts Earth (five in most S.D.C. settings).

Damage: As per Supernatural P.S., and claw attacks (hands or feet) do an additional +2D6 M.D., but the bite only does 1D6 M.D.

Bonuses (in addition to attributes): +2 on initiative, +2 to strike, +2 to parry and dodge, +4 to pull punch, +4 to roll with impact, +10 to save vs Horror Factor and +1 on *all* other saving throws.

Magic: None. **Psionics:** None.

Habitat: Indigenous to an alien dimension. Can be found periodically anywhere.

Enemies: Generally, Deevils, humanoids and the forces of good.

Allies: Fellow demons of Hades or other powerful magical or supernatural beings, including sorcerers of considerable power and the occasional warlord.

Notes: Rarely use any weapons or armor, much preferring the gratification of hand to hand combat. Abrasax the Insatiable is the Lord of the Shedim.

Shedim

The Shedim are wingless demons with the head of a hawk, the upper torso of a man, hands that are huge bird-like claws and the lower body and legs of a bird of prey, complete with two oversized, clawed feet. They are the foot soldiers, pawns and minions of the greater demons of Hades and, sometimes, other Alien Intelligences and gods, such as Set and Anubis. They are a fighting force to be feared, because they fight savagely, without fear or hesitation. The Shedim are, by nature, supernatural predators who love to hunt and kill. They are ruthless in battle and often fight to the bitter end regardless of the consequences, stopping only when slain or commanded to stop by the greater being who commands them.

Alignment: Aberrant (40%), Miscreant (30%), Diabolic (20%) and Anarchist (10%).

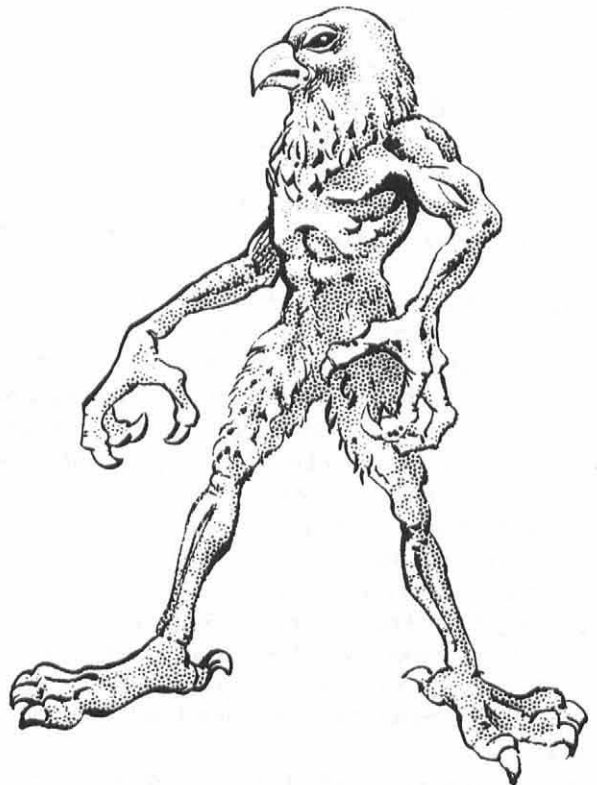
Attributes: I.Q. 1D6+5, M.A. 2D6, M.E. 2D6+6, P.S. 2D6+16, P.P. 2D6+16, P.E. 3D6+16, P.B. 2D6, Spd 6D6+10; cannot fly.

M.D.C.: 4D6x10 on Rifts Earth. (Has P.E. number +6D6 for Hit Points, 2D4x10 S.D.C., and an A.R. of 12 in S.D.C. settings.)

Horror Factor: 14

P.P.E.: 1D4x10

Size: 12 feet tall (3.6 m) and weighs around 800 pounds (360 kg).



The Greater Demons of Hades



Baal-Rog

The Baal-Rog is one of the most feared and powerful of all the Greater Demons, for it is both a powerhouse and a brilliant warrior. The awesome visage of the Baal-Rog evokes a sense of raw power and unbridled evil. Its massive bronze-skinned body bulges with muscles, and its black, bat wings and flaming red eyes punctuate its demonic nature.

Baal-Rogs serve as the lieutenants and captains of the demon hordes, and are often seen commanding legions of Lesser Demons, Gargoyles and even groups of Gallu Bulls or Magots. The power and intelligence of a Baal-Rog also makes them ideal for leading reconnaissance squads and conducting solo missions (both of which they far prefer over leading demon troops). Renegades have even been known to establish lairs or entire kingdoms of their own on other worlds. The Baal-Rog is also a popular demon to be Rifted into other worlds by Shifters, Summoners, Demon Lords and dark gods.

Alignment: Aberrant (55%), Miscreant (25%), Diabolic (10%) and Anarchist (10%).

Attributes: I.Q. 2D6+8, M.A. 2D6+8, M.E. 2D6+8, P.S. 2D6+28, P.P. 2D6+10, P.E. 3D6+12, P.B. 2D6, Spd 1D6x10 running or 1D6x10+60 flying.

M.D.C.: 1D6x100+200. (In S.D.C. environments it has 3D4x10+P.E. number for Hit Points, 2D4x10 S.D.C. and an A.R. of 14.)

Horror Factor: 14

P.P.E.: 1D4x100

Size: 12-14 feet tall (3.6 to 4.2 m), and weighs 1000-2000 pounds (450 to 900 kg).

Natural Abilities: Supernatural P.S. & P.E., nightvision 90 feet (27.4 m), see the invisible, turn invisible at will, track by smell 45%, dimensional teleport 58% +2% per level of experience, bio-regeneration 4D6 M.D. per minute (1D6 per melee round), impervious to fire (including M.D. magic fire and plasma energy), magically knows all languages, and can leap 50 feet (15.2 m) without assistance from wings. Can also hover and fly.

R.C.C. Skills: Basic and Advanced Math 92%, Literate in Dragonese/Elven 98% and two other languages of choice, Forgery 45%, Intelligence 88%, Track Humans 50%, Wilderness Survival 70%, Land Navigation 80%, Swim 60%, Climb 80%/70%, Dance 80%, Streetwise 80%, Demon & Monster Lore 80%, Faerie Lore 60%, Radio: Basic 80%, Computer Operation 60%, W.P. Chain, and W.P. Heavy Energy.

Average Level of Experience: 1D4+4

Attacks per Melee: Six physical attacks per melee or three by magic. Favorite weapon is the magic Fire Whip (same as the Fire Warlock spell, but with twice the duration time).

Damage: A per Supernatural Strength. A claw attack does an extra +2D6 M.D., while a bite does only 2D4 M.D.

Bonuses (in addition to attributes): +3 on initiative, +3 to strike, parry, and dodge, +4 to pull punch, +4 to roll with impact, +3 on magic saving throws, +12 to save vs Horror Factor!

Magic: P.P.E. 1D4x100. All levels 1-4 Fire Elemental magic, plus Fire Whip (level 6), Animate & Control Dead, Turn Dead, Exorcism, Remove Curse, and Heal Wounds. Equal to a 5th level spell caster.

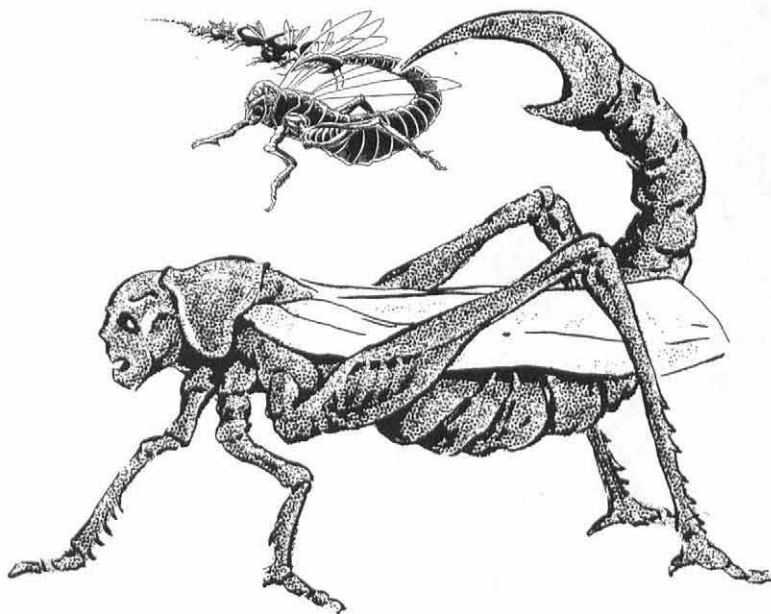
Psionics: None.

Habitat: Indigenous to an alien dimension. Can be found periodically anywhere.

Enemies: Generally, Deevils, rival demons, humanoids and the forces of good.

Allies: Fellow demons of Hades, dark gods, and occasionally other powerful, evil beings.

Notes: Occasionally wears dragon armor and uses heavy weapons, like particle beam or plasma rifles and rail guns, but prefers to rely on its own magic and abilities. They covet magic scrolls and weapons and other magic items, but rarely use armor or wear more than a loincloth. They are the symbol of cunning and power, and seek their acquisition above all else.



Demon Locusts

The Demon Locusts are second in raw power and pure evil to the greatest of the Demon Lords. Thus, all other demons are subject to their demands. This makes them a combination errant military generals and powerful independent operators who can often do as they please, though they always rally to the aid of their fellow demons whenever Hades, or a Lord to whom they are allied, is threatened.

These creatures appear as a giant locust with an ugly, bald, human head and the tail of a scorpion. They are the symbol of destruction and genocide. Though their numbers are said to range into the hundreds of thousands, most hibernate, patiently waiting for Armageddon. Thus, they rarely establish regions of power nor enforce their will on mortals or fellow demons. Occasionally, one or two are encountered in the mortal world, but seldom more than that. This seemingly passive behavior is not to be construed as benevolence or apathy, for the Demon Locusts are merciless, devastating fighters who loathe humankind and the Gods of Light. They merely wait and plot for absolute chaos and global annihilation. If a swarm of Demon Locusts appear, prepare oneself for horrible disaster and, perhaps, the end of the world. When the Four Horsemen of the Apocalypse appeared in Rifts Africa, so did a dozen Demon Locusts. Elsewhere on Rifts Earth, one or two are found in the Calgary Kingdom of Monsters, one is said to haunt the ruins of old De-

troit, another one or two are said to inhabit the Magic Zone and wilderness of Poland as well as other places locked in war, destruction, or dedicated to evil and demonkind. If more than a few are found anywhere in the world, it is demon haunted *China* and perhaps Russia, and India. Places, like the Yucatan, that straddle two or more dimensions simultaneously, may also attract Demon Locusts and other supernatural beings.

Alignment: Miscreant (30%) or Diabolic (70%).

Attributes: I.Q. 3D6+10, M.A. 2D6+10, M.E. 3D6+10, P.S. 3D6+30, P.P. 3D6+10, P.E. 3D6+10, P.B. 1D6, Spd 1D6x10+10 running or 3D6x10+50 flying.

M.D.C.: 2D4x100+400. (In S.D.C. environments it has 2D4x10 for Hit Points, 2D6x10 S.D.C. and an A.R. of 17.)

Horror Factor: 16

P.P.E.: 2D4x100+100

Size: 12 feet long (3.6 m) and weighs 700-900 lbs (315 to 405 kg).

Natural Abilities: Supernatural P.S. & P.E., fly, nightvision 200 feet (61 m), see the invisible, turn invisible at will, track by smell 45%, dimensional teleport 54%, bio-regenerates 6D6 M.D. per minute (or 2D4+1 per melee round), impervious to fire (including M.D. magic fire and plasma energy), magically knows all languages, and can leap 80 feet (24.4 m) without assistance from wings.

R.C.C. Skills: Basic and Advanced Math 98%, Literate in Dragonese/Elven 98% and four other languages of choice, Forgery 85%, Intelligence 90%, Land Navigation 98%, Swim 70%, Climb 80%/70%, Streetwise 90%, Demon & Monster Lore 90%, Faerie Lore 90%, Geomancy & Magic Lore 90% and Computer Operation 90%.

Average Level of Experience: 1D4+4

Attacks per Melee: Seven physical or psionic attacks or three by magic!

Damage: As per Supernatural P.S., but the bite does only 1D6 M.D. **Scorpion tail sting:** On Rifts Earth it inflicts 6D6 M.D. to M.D.C. beings and 1D6x10 S.D.C./Hit Point damage to mortals. Even Mega-Damage creatures must also roll to save vs poison (14 or higher). A failed roll means the character has fallen victim to the poison, is paralyzed for 2D6 melees, and suffers an additional 6D6 points of damage (M.D. or S.D.C./H.P. as the case may be).

Bonuses (in addition to attributes): +4 on initiative, +2 to strike, +4 to parry and dodge, +1 to pull punch, +4 to roll with impact, +5 on all saving throws, and is impervious to Horror Factor.

Magic: P.P.E. 2D4x100+100. All Level One spell magic plus Call Lightning, Fire Ball, Fire Bolt, Negate Magic, Dispel Magic Barriers, Fly as the Eagle, Animate/Control Dead, Turn Dead, Exorcism, Remove Curse, Curse: Phobia, Luck Curse, Spoil, Sickness, Earthquake, Id Barrier and Sanctum. Equal to an 8th level wizard. In fact, if the G.M. would like, a Demon Locust may know *all* Spoiling Magic spells (see the *Rifts® Book of Magic* or *Rifts® Mystic Russia*) in addition to these invocations.

Psionics: **Palladium RPG First Edition:** All level one abilities, at fifth level proficiency and I.S.P. 57. **Rifts® and Palladium Fantasy RPG® Second Edition:** All Sensitive powers, I.S.P. 57, and fifth level proficiency.

Habitat: Indigenous to an alien dimension. Can be found periodically anywhere.

Enemies: Generally, humanoids, Faerie Folk, Deevils and the forces of good.

Allies: Fellow demons of Hades, evil demigods, gods, and Alien Intelligences.



Gallu, The Demon Bull

The Gallu appear as giant, ebony-skinned, demonic Minotaurs with the legs and head of a bull, glowing red eyes, menacing horns, and breath of smoke and fire (not a weapon, just a visual effect to show disdain, anger and frustration). An adventurer will seldom encounter more than one or two Gallu Bulls unless on a special mission. The Gallu are often accompanied by a handful of Lesser Demons, typically 1D4+1 Gargoyles/Gurgoyle, Alu, Ghouls or Shedim. The Gallu Bull often serves as squad leader or sergeant to Lesser Demons as well as elite shock troopers.

Alignment: Aberrant (40%), Miscreant (30%), Diabolic (22%), Anarchist (6%) and Unprincipled (2%; rare for a demon).

Attributes: I.Q. 1D6+8, M.A. 1D6+8, M.E. 1D6+10, P.S. 1D6+30, P.P. 1D6+12, P.E. 2D6+12, P.B. 2D6, Spd 2D6x10+40 running. Cannot fly.

M.D.C.: 1D6x100+50 on Rifts Earth. (In S.D.C. environments it has 4D6x2 for Hit Points, 1D4x10+40 S.D.C. and an A.R. of 15.)

Horror Factor: 13

P.P.E.: 3D6x10

Size: 12-14 feet tall (3.6 to 4.2 m) and weighs around 1000 pounds (450 kg).

Natural Abilities: Supernatural P.S. & P.E., nightvision 90 feet (27.4 m), see the invisible, turn invisible at will, dimensional teleport 60% +1% per level of experience, bio-regeneration 2D6 M.D. per melee round, fire resistant (magic and M.D. fire does half damage), magically knows all languages, and can leap 40 feet (12.2 m).

Average Level of Experience: 1D4+2

Attacks per Melee: Six physical attacks per melee or two by magic.

Damage: As per Supernatural Strength, but kick attacks do an extra +1D6 M.D., a head butt does punch damage, a butt with horns does an extra +2D6 M.D., and a running ram with horns 1D6x10 M.D. and has a 01-60% chance of knocking opponents smaller than 20 feet (6.1 m) tall off their feet, causing the victim to lose initiative and one melee action/attack (counts as two attacks). A Gallu's bite does only 1D6 M.D.

Bonuses (in addition to attributes): +2 on initiative, +3 to strike, +4 to parry and dodge, +4 to pull punch, +3 to roll with impact, +2 on all magic saving throws and +5 to save vs Horror Factor.

Magic: P.P.E. 3D6x10. Limited magic powers: Blinding Flash, Cloud of Smoke, Globe of Daylight, Thunderclap, Fear, Repel Animals, Animate & Control Dead, Turn Dead, Exorcism, Remove Curse, Luck Curse, Phobia Curse, and Heal Wounds. 5th level proficiency.

Psionics: None.

R.C.C. Skills: Basic Math 82%, Literate in Dragonese/Elven 98% and two other languages of choice, Intelligence 88%, Track Humanoids 50%, Wilderness Survival 70%, Land Navigation 85%, Swim 80%, Climb 70%/60%, Dance 80%, Demon & Monster Lore 80%, Faerie Lore 60%, Radio: Basic 80%, Computer Operation 60%, W.P. Chain, and W.P. Energy Rifle and two of choice (any).

Habitat: Indigenous to an alien dimension. Can be found periodically anywhere.

Enemies: Generally, humanoids, Deevils and the forces of good.

Allies: Fellow demons of Hades and other powerful, evil beings.
Notes: Occasionally wears armor and uses a variety of man-made M.D. weapons. On Rifts Earth, they are particularly fond of magic items, Vibro-Blades, TW weapons and pulse rifles.



Jinn, The Elemental Demon

The Jinn are powerful free spirits within the Hades hierarchy. They are generally allowed to come and go and do as they please, as long as their doings do not disrupt the demon community. Jinn are evil, mischievous creatures of magic linked to Elemental Forces. Cruel and vindictive, they are known to cause disease, drought, and trouble for all mortal creatures. The Jinn consider all mortal creatures to be their playthings.

These supernatural beings are found in many dimensions, and Rifts Earth, the Palladium World, the Elemental Plane, and Hades are among their favorites. Like True Elementals, the Jinn's natural state is that of invisibility, only Warlocks and those with the power to see the invisible can see them. They are impervious to most weapons, including Mega-Damage devices, however, the Jinn are vulnerable to magic and silver. A weapon made of silver inflicts M.D. equal to double its usual S.D.C. damage (i.e., a dagger that does 1D6 S.D.C. does 2D6 M.D. to a Jinn).

The Curse. Long ago the Jinn were placed under a curse by a powerful Alien Intelligence, or so legend tells. This curse forces the Jinn to call anybody who can capture them, saves their life, or provides them with vital aid, their "master." The curse also binds them to grant *three wishes* as a reward for their "master's" aid, or in order to end their obligation and regain their freedom. Until the three wishes are requested and granted, that particular Jinn is bound to that plane of existence and to the person to whom the Jinn is obligated.

Being bound to an individual means that the Jinn must stay at his side, cannot raise his hand against him, and must call him "master." Although bound to that individual, the Jinn is *not* obligated to aid or assist him in any other way. To ask the Elemental

Demon for information, or for him to dispatch an adversary is considered a *wish*. The Jinn is free to stand idly by, offer (good or bad) advice, or laugh or jeer its master during a battle unless it is requested (wished) to do otherwise. Of course, a Jinn may *volunteer* any amount of aid or information it may desire to offer, but such assistance is likely to lead to treachery or death. The Jinn loathes having to call any creature its master, even for a short while, thus, the longer it takes to ask for the three wishes, the more angry and vindictive the creature becomes. Even the nicest Jinn is incredibly selfish, and most are evil forces who hate virtue, compassion and goodness above all else. These malignant souls always try to trick or cause the death of the mortal who controls them, for if a mortal "master" dies, the Jinn is *free* of its obligation and is able to leave. **Note:** A Jinn cannot be obligated to an entire group, only one individual within the group.

The Wish. The word "wish" must be used to force the Jinn to comply with demands. It is important to understand that the Jinn cannot actually produce something out of thin air as most people believe. Rather, they use their power, cunning and evil ways to find and get what is requested of them. If a king's ransom is requested the Jinn disappears and returns within 48 hours with the requested wealth. But the wisher does not know how the wealth was obtained, from whom, or how many suffered or died to acquire it. Without a doubt it was stolen. Likewise, a wish to bring someone back to life will send the Jinn searching for a Resurrection scroll or someone who can be forced to resurrect the dead person; the Jinn and his accomplices are restricted to the normal time and magic limitations regarding resurrection and all wishes. Some wishes, such as resurrection, may be beyond the powers of even this demon.

Being treacherous schemers and pranksters, they often try to twist the wish into something foul and ugly, not intended by the wisher, especially if the Jinn is treated poorly. Wishers are wise to remember the Jinn are *evil* creatures of magic, whose real strength of power lays in thievery, assassination, treachery, and deceit. Consequently, they are always looking to cause mischief and grief. This means that if the wish is worded carelessly, the Jinn will twist the wisher's intent and, using his words, cause trouble.

There are four types of Jinn: Black (earth), White (water), Green (air), and Yellow (fire). All Jinn have the following characteristics and abilities.

Alignment: Aberrant (5%), Diabolic (50%), Miscreant (25%), and Anarchist (20%).

Attributes: I.Q. 1D6+8, M.A. 2D6+10, M.E. 2D6+10, P.S. 2D6+30, P.P. 1D6+14, P.E. 2D6+10, P.B. 2D6, Spd 2D6x10 running, or 2D6x10+100 flying.

M.D.C.: 2D6x100+200 on Rifts Earth. (In S.D.C. environments it has 2D4x10+P.E. number for Hit Points, 1D6x10 S.D.C. and an A.R. of 14.)

Horror Factor: 15

P.P.E.: 1D6x100

Size: 8-24 feet (2.4 to 7.3 m) tall; can change size at will, and weighs 1000 pounds (450 kg).

Natural Abilities: Supernatural P.S. & P.E. Its natural state is invisible, but can turn visible and invisible at will, turn into mist at will, metamorphosis into an insect at will, can change its size from 8-24 feet (2.4 to 7.3 m) at will, fire and cold resistant (even

M.D. attacks do half damage), nightvision 90 feet (27.4 m), see the invisible, dimensional teleport 53%, bio-regeneration 3D6 M.D. once per melee round, and magically knows all languages.

Important Note: All Jinn are creatures of the twilight and are strongest at night. During the daytime, whether sunny or overcast, all of their powers, abilities, number of attacks, bonuses, physical M.D.C., etc., are at *half*. Jinn are also vulnerable to weapons made of silver, day or night. Silver weapons do double damage equal to M.D.

R.C.C. Skills: Basic Math 98%, Literate in Dragonese/Elven 98% and two other languages of choice, Streetwise 65%, Intelligence 90%, Track Humans 50%, Wilderness Survival 70%, Land Navigation 85%, Swim 80%, Demon & Monster lore 90%, Faerie Lore 90%, Radio: Basic 90%, Computer Operation 90%, Basic Electronics 90%, Locksmith 80%, Pick Locks 90%, Pick Pockets 70%, Palming 70%, Concealment 70%, W.P. Sword, and W.P. Energy Rifle and three of choice (any, but tends to prefer Ancient weapons).

Average Level of Experience: 1D6+3

Attacks per Melee: Six physical attacks per melee or two by magic.

Damage: As per Supernatural Strength. A body block/ram does 5D6 M.D. and has a 01-65% chance of knocking an opponent who is 30 feet (9.1 m) or smaller off his feet, causing that character to lose one melee attack and initiative (counts as two attacks). Or the Jinn may use a weapon or magic.

Bonuses (in addition to attributes): +2 on initiative, +4 to strike, +3 to parry and dodge, +4 to dodge in flight, +5 to pull punch, +4 to roll with impact, +4 on all saving throws. **Note:** Remember to reduce bonuses by one-half during the daytime (round down).

Magic: P.P.E. 1D6x100. *Black Jinn:* All Earth Elemental magic levels 1-8. *White Jinn:* All Water Elemental magic levels 1-7. *Green Jinn:* All Air Elemental magic levels 1-7. *Yellow Jinn:* All Fire Elemental magic levels 1-8. All at eighth level of proficiency (fourth during the day).

Psionics: I.S.P.: 1D4x10+30. **Palladium RPG First Edition** Jinn possess all level one and two psionic abilities at fifth level proficiency. **Rifts®** and **Palladium Fantasy®, Second Edition** style Jinn possess all Sensitive and Physical psionic powers at fifth level proficiency.

Habitat: Indigenous to an alien dimension. Can be found periodically anywhere.

Enemies: Generally, humanoids and the forces of good.

Allies: Fellow demons of Hades.

Notes: Occasionally wears armor, usually for visual effect, and may use a variety of man-made M.D. weapons. On Rifts Earth, Jinn are particularly fond of magic items, magic swords, Vibro-Blades and energy rifles. They are the symbols of lust and decadence.

Magot

Magots are hideous, giant maws with huge, wide teeth, and three eyes on long tentacle-like stalks set upon three thick legs. These demons roam the plains and forests of Hades in small herds, petrifying and devouring intruders. Thankfully, it is rare to encounter more than one or two Magots outside of Hades.

Magots rarely leave Hades intentionally, and those found in other realms of existence are usually summoned there by powerful magic, lured there, or accidentally whisked to an alien world by magical or dimension spanning energies. However, the Demon Lords Mictla and Modeus have been known to unleash a dozen, sometimes hundreds, into other dimensions to wreak havoc or to invade other worlds. Magots are officially the minions of Mictla the Devourer.

Alignment: Diabolic (80%) or Miscreant (20%).

Attributes: I.Q. 1D6+2, M.A. 1D6+2, M.E. 1D6+10, P.S. 1D6+40, P.P. 1D6+12, P.E. 1D6+16, P.B. 1D6, Sp 1D6x10+60 running. Cannot fly.

M.D.C.: 1D4x1000 on Rifts Earth (half that in most other M.D.C. settings). (In S.D.C. environments Magots have 2D4x10 for Hit Points, 6D6x2 S.D.C. and an A.R. of 14.)

Horror Factor: 16

P.P.E.: 1D6x100

Size: 20 feet (6.1 m) tall and weighs 2-3 tons.

Natural Abilities: Supernatural P.S. & P.E., nightvision 120 feet (36.6 m), see the invisible, turn into mist at will, dimensional teleport 25%, bio-regeneration 1D4x10 M.D. per minute, impervious to fire (even magic and M.D. fire does no damage), magically knows all languages, and can leap 40 feet (12.2 m).

The Eyes of the Magot (special): Each fires a beam of light that temporarily (1D6 minutes) turns its victims to stone. The eye beams do not strike automatically and a roll to strike must be made for each attack. A saving throw vs magic of 13 or higher means the character is not turned to stone; roll to save against *each* eye beam strike. The spell Stone to Flesh will instantly restore the victim of petrification.

R.C.C. Skills: Track Animals 35%, Track Humans 45%, Wilderness Survival 90%, Land Navigation 80%, Swim 80%, Climb 60%/20%, Demon & Monster Lore 50%, and Faerie Lore 30%.

Average Level of Experience: Not applicable.

Attacks per Melee: Eight; may combine physical attacks and eye beam attacks.

Damage: As per its formidable Supernatural Strength. A swat from an eye-stalk is equal to a Supernatural punch attack, but a power punch is not possible except by a kick or stomp attack. A



stomp attack does an extra +2D6 M.D., the Magot's bite does 2D6x10 M.D., and a running body block does 1D6x10+10 M.D. and has a 01-85% chance of knocking an opponent smaller than 30 feet (9.1 m) off his feet and 20 feet (6.1 m) away from the point of impact (victims lose *two melee attacks* and initiative). A body ram counts as two attacks. See Natural Abilities for info on *temporary petrification*. Never uses weapons, magic items or armor.

Bonuses (in addition to attributes): +2 on initiative, +3 to strike, +1 to parry, +4 to dodge, +2 to roll with impact, +3 on all saving throws and is impervious to Horror Factor!

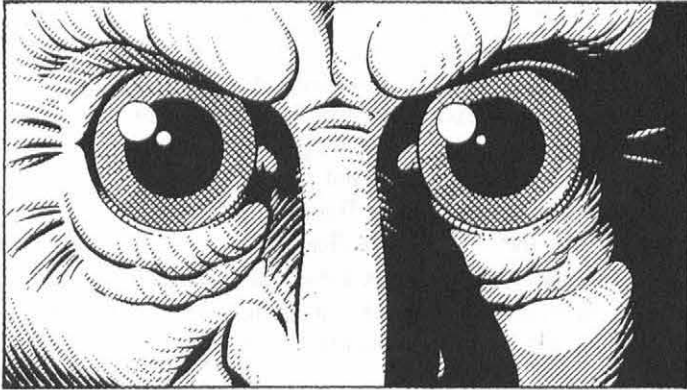
Magic: None. **Psionics:** None.

Habitat: Indigenous to an alien dimension. Can be found periodically anywhere.

Enemies: Generally, all mortal humanoids, Deevils, and the forces of good.

Allies: Fellow demons of Hades and occasionally, dark gods and very powerful evil beings.

Notes: Never uses weapons or gadgets, but is a ferocious predator who knows no fear and often fights to the death once provoked.



Night Owl

The Night Owl has the body and wings of a giant owl with an ugly, bald, human head and glowing red-orange eyes. These demons of Hades are sometimes seen directing legions of demons and may function as commanding officers, Colonels and Generals during times of trouble. As a rule, however, Night Owls are solitary predators who tend to hunt alone and stir up trouble as a lone individual or with a small number of henchmen (2D4+2) consisting of Greater or Lesser Demons and/or evil humanoids. While Night Owls prefer to function as independent operators or leaders of small groups/squads, most are well connected and have a network of "associates" they can contact, trade with or call upon when they need them. On Rifts Earth, the Night Owl is often an independent agent with his own agenda, but may employ, partner up with or press into service 1D4 humanoids (sometimes as many as 6-12) as underlings, spies and advisors. Their main job is to assist the demon with its machinations and to help counsel it in the ways of local society. Favorite henchmen and agents are smugglers, stoolies, thieves, assassins, witches and other evil practitioners of magic, all part of the creature's secret *network*.

It is interesting to note that the conniving and duplicitous Night Owls enjoy the role of elite advisors and counselors to

despot kings, tyrant lords, warlords and other evil people in positions of power. Rumor has it that Lord Dunscon once had a Night Owl counselor until the beast cheated him, and a Night Owl is said to counsel the lord of the Calgary Kingdom of Monsters.

Alignment: Any evil.

Attributes: I.Q. 2D6+8, M.A. 2D6+8, M.E. 2D6+10, P.S. 1D6+28, P.P. 2D6+8, P.E. 2D6+10, P.B. 2D6+1, Spd 6D6 running or 1D6x10+100 flying.

M.D.C.: 2D6x10+80 on Rifts Earth. (Has 1D6x10 +P.E. number for Hit Points, 1D6x10 S.D.C. and an A.R. of 11 in S.D.C. settings.)

Horror Factor: 15

P.P.E.: 2D6x10

Size: 4 to 5 feet (1.2 to 1.5 m) tall, has a 14 foot (4.3 m) wingspan and weighs 300 pounds (135 kg).

Natural Abilities: Fly, nightvision 300 feet (91.5 m; can see in total darkness), see the invisible, turn invisible, dimensional teleport 56%, bio-regeneration 4D6 M.D. per minute (or 1D6 M.D. per melee round), fire resistant (magic and M.D. fire does half damage), magically knows all languages.

R.C.C. Skills: Basic Math 98%, literate in Dragonese/Elven 98%, Intelligence 80%, Track Humanoids 80%, Wilderness Survival 70%, Land Navigation 80%, Prowl 62%, Swim 20%, Demon & Monster Lore 90%, Faerie Lore 80%.

Average Level of Experience: 1D4+2

Attacks per Melee: Five physical or psionic attacks per melee or two by magic.

Damage: Restrained claw/punch 4D6 S.D.C. damage plus P.S. bonus, full strength claw/punch does 3D6 M.D., power punch 6D6 M.D. (counts as two attacks), flying claw strike 4D6 M.D. and has a 40% chance of knocking an opponent off his feet (counts as two attacks), bite does 1D6 M.D.

Bonuses (in addition to attributes): +2 on initiative, +5 to strike, +4 to parry and dodge, +4 to pull punch, +4 to roll with impact, +4 on all saving throws.

Magic: P.P.E. 3D6x10. Limited magic powers: Chameleon, Globe of Daylight, Ignite Fire, Fear, Repel Animals, Animate & Control Dead, Turn Dead, Exorcism, Remove Curse, Luck Curse, Phobia Curse, and Heal Wounds, all at 5th level proficiency.

Psionics: 5D6x10 I.S.P. **Palladium Fantasy RPG® First Edition** characters have all level 1-3 psionic abilities at sixth level proficiency. **Rifts®** and **Palladium Fantasy®, Second Edition** style characters have all Sensitive and Physical psionics plus Bio-Manipulation, Hypnotic Suggestion, Mind Bolt, Mind Block Auto-Defense, Psychic Omni-Sight and P.P.E. Shield, all at sixth level proficiency.

Habitat: Indigenous to an alien dimension. Can be found periodically anywhere.

Enemies: Generally, Deevils, humanoids and the forces of good.

Allies: Fellow demons of Hades and evil humanoids in positions of power.

Notes: Night Owls *never* wear armor nor use hand-held weapons, other than the occasional scroll or magic item. Wicked in the extreme, they love to torture (using their claws, teeth, psionics and magic). Most are quiet, observant, and treacherous. They covet power above all else, but money, gold, gems and magic items all play a necessary role in the acquisition of power.



Raksasha, The Shape Shifter

One of the more rare and most powerful demons of Hades is the shape changing Raksasha. The creature's natural form is that of a large, black skinned humanoid with claws for nails and the head of a feline, usually a tiger, sometimes a lion. The Raksasha are generally very intelligent, but also arrogant, cunning and conniving. They lust for power and see themselves as being smarter and more clever than others. They enjoy toying with all lesser beings including their fellow demons and other supernatural monsters, but humans are particularly intriguing to them. Strangely enough, Raksasha see humans as lowly but kindred spirits due to their resourcefulness and imagination. Despite their appreciation of humans, most Raksasha still tend to underestimate humans (and most other races) whom the Raksasha dismiss as interesting but inferior beings.

The shape shifters are attracted by power and therefore the political arena has great appeal to them. They love to operate behind the scenes where they influence the fate of kings, statesmen and thousands of lives. The demonic felines use their shape changing, disguise abilities, and psionics to masterfully weave elaborate schemes and webs of deception to either get what they want or bring about tragedy for the sheer entertainment value of it.

Alignment: Any evil or selfish.

Attributes: I.Q. 2D6+9, M.A. 2D6+9, M.E. 2D6+9, P.S. 2D6+29, P.P. 2D6+9, P.E. 3D6+9, P.B. 3D6, Spd 1D6x10
M.D.C.: 1D6x100+500 on Rifts Earth. (Has 1D6x10 +P.E. number for Hit Points, 3D4x10 S.D.C., and an A.R. of 10.)

Horror Factor: 14

P.P.E.: 2D4x100

Size: 1-10 feet tall (0.3 to 3 m), the demon can magically alter its size within this range, as desired. However, its natural range is 6-10 feet (1.8 to 3 m). At this size-range it weighs 700 pounds (315 kg).

Natural Abilities: Supernatural P.S. & P.E., nightvision 120 feet (36.6 m), keen normal vision, see the invisible, turn into mist, track by smell 45%, dimensional teleport 51%, bio-regeneration 4D6 M.D. per minute (or 1D6 per melee round), resistant to fire and cold (magic fire and cold, and M.D. plasma do half damage), teleport self and up to 300 additional pounds (135 kg) up to five miles (8 km) away at will 53% +3% per level of experience, and magically knows all languages.

Metamorphosis at Will: The demon's most frightful power is the ability to shape change, at will, into virtually any living creature as long as it is no smaller than one foot (0.3 m) and no larger than 10 feet (3 m). The Raksasha can also use this power to disguise himself to look exactly like a specific individual.

Shape Changing Disguise Skill: 96% if the person being imitated is in his presence. 82% if the Raksasha is very familiar with the individual or working from photographs. 40% if working from memory and with little personal knowledge of the subject. *Voice imitation* is another power that is used in conjunction with the disguise skill. 94% if the Raksasha is very familiar with the individual. 80% if working from a good sound recording. 30% if working from memory and with little personal knowledge of the subject.

Note: The Raksasha's magical disguise abilities are enhanced by its psionic powers of Total Recall and Alter Aura. If the demon has met and studied the character he is imitating, including having seen/studied the subject's aura, he can alter his own to make the disguise 95% perfect in every way! Also note that the Raksasha can use his shape changing abilities to alter or improve the disguise at any time.

R.C.C. Skills (Rifts®): Basic and Advanced Math 98%, Literate in Dragonese/Elven 98% and five other languages of choice, Forgery 75%, Intelligence 85%, Wilderness Survival 60%, Land Navigation 60%, Swim 60%, Climb 80%/70%, Dance 90%, Sing 75%, Streetwise 80%, Demon & Monster Lore 92%, Faerie Lore 92%, Astronomy 75%, Anthropology 70%, Radio: Basic 98%, Computer Operation 98%, Pilot Vehicle (three of choice at 70%), Horsemanship: General, W.P. Sword, W.P. Knife, and two W.P.s of choice (any).

Average Level of Experience: 1D6+4

Attacks per Melee: Six physical or psionic attacks per melee or two by magic. Favorite hand to hand weapon is the Psi-Sword and Psi-Shield, and other sword-type weapons, especially magic blades. Otherwise, loves to use deception and its psionic and metamorphosis powers.

Damage: As per Supernatural Strength. A claw attack adds an extra +2D6 damage and a Raksasha's bite does 2D6 M.D. total damage.

Bonuses (in addition to attributes): +4 on initiative, +4 to strike, parry, dodge, +4 to pull punch, +4 to roll with impact,

+10 to save vs Horror Factor and +4 on all other saving throws.

Magic: P.P.E. 2D4x100. Most have a fascination with magic and are casual students of the mystic arts, usually spell casting. Raksasha Wizards know all Metamorphosis, Protection and Illusionary spells, including: Death Trance, Aura of Death, Aura of Power, Armor Bizarre, Charismatic Aura, Fool's Gold, Multiple Image, Mask of Deceit, Horrific Illusion, Apparition, Illusion Booster, Illusion Manipulation, Illusory Forest, Illusory Wall, Illusory Terrain, and Hallucination, for deception and subterfuge are a Raksasha's specialty. Plus Cleanse, Fear, Mystic Fulcrum, Create Magic Scroll, Animate & Control Dead, Turn Dead, Exorcism, Remove Curse, Heal Wounds and six other spells of choice selected from levels 1-4. The level of proficiency and power, however, is limited to 3rd level regardless of the Raksasha's actual level of experience. About 10% study Diabolism (wards and circles) instead of spell magic.

Psionics: 1D6x100+100 I.S.P., and possesses all Healing, Physical, Sensitive and Super-Psionic powers. Considered a Mind Melter of 8th level proficiency regardless of actual level.

Habitat: Indigenous to an alien dimension, but can be found anywhere.

Enemies: Generally, humanoids, Deevils, and the forces of good. The Raksasha will consider allying itself to humans and other beings in positions of power in order to usurp that power for itself. For that matter, the duplicitous Raksasha may "appear" to support, protect or ally itself to virtually anybody, good or evil, human or monstrous, to achieve its goals or to have a little fun. Trusting a Raksasha is like juggling a rattlesnake and hoping one doesn't get bitten. On the other hand, a Raksasha who genuinely likes a character (but who can tell) can be surprisingly kind, generous and sincere – at least until push comes to shove.

Allies: Fellow demons of Hades, humans and those who help to further its own ends.

Notes: Occasionally wears armor and may use high-tech weapons depending on the circumstances and the individual, but tends to rely on its own magic, psionics and intellect. They covet power above all else. Tend to be cool under fire, aloof, arrogant and underestimate their opponents (or overestimate themselves). On the dark side, Raksasha have a taste for drinking human blood and love to eat the raw flesh of most humanoids. Yum.

The Four Demon Beetles

Phoe the Fire Beetle, *Kmm* the Stone Beetle, *Ti* the Fear Beetle, and *Dra* of the Green Mold. Each of the Four Demon Beetles look identical, but each wields a different transformation attack. All are evil and delight in creating trouble and despair, for the beetles see mayhem as a spectator sport that they can help initiate.

The Demon Beetles of Hades visit other worlds to observe new life forms and enjoy the turmoil and strife they help to create. Fortunately, the four seldom travel together and are encountered individually or in pairs. If successfully attacked and suffer significant damage (half or more M.D.C.) the Demon Beetles become *annoyed* and leave that area and dimension, at least for a while.

All four demon beetles have identical stats, only their transformation attacks differ. Thankfully, there are only these four. If they were more intelligent and less chaotic they might be considered Demon Lords, but they command no legion of demons nor rule any kingdom. They simply delight in chaos and suffering. None are known to have visited Rifts Earth, though it seems like a place that would appeal to the foul demons. Then again, it is very possible one or more visited during the Dark Ages. For that matter, one or more could be operating in China at this very moment or could appear at any time.

Alignment: Diabolic evil.

Attributes: I.Q. 11, M.A. 11, M.E. 16, P.S. 16, P.P. 16, P.E. 20, P.B. 5, Spd 18 running or 66 flying.

M.D.C.: 190 on Rifts Earth. (Has 77 Hit Points, 66 S.D.C., and an A.R. of 15 in S.D.C. settings.)

Horror Factor: 12 for an individual, 17 if all four are together.

P.P.E.: 1000

Size: 12 inches long (0.3 m) and weighs two pounds (0.9 kg).

Natural Abilities: Supernatural P.S. & P.E., fly, nightvision 120 feet (36.6 m), see the invisible, turn invisible at will, dimensional teleport 74%, bio-regeneration 6D6 M.D. per melee round, regenerates lost antennae or limbs in 24 hours, and magically knows all languages. **Note:** Even if the demonic beetle is destroyed, it will reappear within 72 hours unless the damage inflicted was double its M.D.C. or an exorcism is performed over its remains. If either of these two events occurs, the Demon Beetle cannot return to that plane of existence for at least 100 years (usually doesn't return for 10 times that period unless summoned). However, as one might have already surmised, when destroyed on one plane of existence, the horrid insect reappears in Hades fully restored 72 days after its demise, and it can travel to some other world or plane of existence as soon as it would like. If there is a way to permanently destroy any of the Four Demon Beetles, it is a secret that seems to be unknown even to the Splugorth. HOWEVER, if burnt and their remains ground into dust, or mangled to a pulp and magically sealed in a jar filled with holy water, the demon's essence remains trapped inside in a limbo-state until the jar is opened or shattered.

R.C.C. Skills (Rifts®): Basic Math 98%, Literate in Dragonese/Elven 98%, Wilderness Survival 90%, Land Navigation 90%, Swim 90%, Climb 90%/85%, Prowl 80%, Demon & Monster Lore 90%, Faerie Lore 90%, and Anthropology 60%.

Attacks per Melee: Three physical attacks by bite.

Damage: Warning bite can be made to inflict 3D6 damage direct to Hit Points or 1D6 M.D. against Mega-Damage opponents. When so desired, the Demon Beetle can make its bite or an energy bolt a transforming magical attack that generates an aura of magic to mutate the victim unless a save vs magic of 15 or higher is made. See the accompanying descriptions about the bites as per each type of Demon Beetle. **Note:** To save vs the Transforming Attack, a character must roll a 15 or higher.

Phoe, the Fire Beetle: Transforming Attack: Bite (even on armor) turns its victim into a strange fire demon setting fire to everything in its path. The original memory of that person is completely suppressed by the feeble-minded demon he has become (I.Q. 1D4+1). As a demon, the character is not evil, but an insane pyromaniac and who runs wild and attempts to set everything ablaze. This demon will burn down an entire countryside unless stopped. It usually attacks people, however, only when

attacked first. Although it sets fire to buildings full of people, it is not really trying to kill anyone, just busy making pretty fire.

Fire Demon: Duration of Transformation: Temporary, 1D4 hours, but can be made to last 1D4 days if the beetle puts 500 P.P.E. into the magical attack. Special Abilities: The victim sees his Spd increased to 66. I.Q. is 1D4+1 and most skills are forgotten, but all other attributes and combat skills are unchanged. M.D.C.: 4D6x10. Size & Description: Victim grows (or shrinks) to 10 feet (3 m) tall, has flaming red skin, pointed ears, fangs, and blazing yellow eyes. Fire power: Shoots fire (like a flamethrower) from hands up to a range of 60 feet (18.3 m), inflicting 4D6 M.D. Each blast counts as one melee attack. Can also create a Wall of Flame, a Circle of Flame and Ignite Fire/cause spontaneous combustion at will every two melee rounds (each counts as one attack for that round); equal to a fourth level Warlock spell power. Impervious to fire.

Kmm, the Stone Beetle. Transforming Attack: Emits a flashing yellow beam from its eyes that turns anything it strikes into stone. The effect is *permanent*, although a Stone to Flesh spell will restore the petrified victim to normal. So will a Remove Curse performed by a god.

Ti, Beetle of Fear. Transforming Attack: Emits an eerie looking sparkling that instills the victim it strikes with numbing fear. All the victim of this attack can do is fall to the ground trembling and sobbing in terror. He is afraid of everything and everyone, including his old friends. Completely unable to function in any way for 3D6 minutes. This traumatic experience also has a 01-50% chance of instilling a permanent phobia toward beetles.

Dra of the Green Mold. Transforming Attack: The bite creates a green mold that covers its victim from head to toe in 1D6 melee rounds. The mold is a permanent growth and can be removed only by means of a Remove Curse spell. The mold covered person is -5 to strike, parry, and dodge and takes 1D6 points direct to Hit Points (or 4D6 M.D. if a Mega-Damage being) *daily*. The green mold is slowly feeding on the victim and unless healed, the character will eventually perish. Healing magic, potions, bio-regeneration, etc., do restore the lost Hit Points or M.D.C., but at half the usual amount and the growth remains and continues to feed. When half or more of the victim's total Hit Points or M.D.C. have been drained, that character's speed is reduced by half and he is -2 on all saving throws. Plus he looks ugly (reduce P.B. by half) and frightening (has a Horror Factor of 9 and looks diseased), so normal people often shun him. To add to the diseased look and effect, anything the character touches gets a few specks of green moldy residue. The residue has no magic properties nor any ill effect, but it scares the heck out of most people who fear the touch will turn them into a mold covered monstrosity as well.

Bonuses for the Demon Beetles (in addition to attributes): +1 on initiative, +3 to strike, +5 automatic dodge (does not use up an attack/action to dodge), +12 to save vs Horror Factor and +6 on all other saving throws.

Magic: P.P.E. base is 1000 points, but limited magic powers: Fear, Animate & Control Dead, Turn Dead, Exorcism, Heal Wounds, Death Trance (self), Mental Blast, Life Drain, Spoil, and Teleport (self) spells at 10th level proficiency.

Psionics: None.

Habitat: Indigenous to an alien dimension. Can be found periodically anywhere.

Enemies: Generally, humanoids and the forces of good.

Allies: Fellow demons of Hades. Most regard them as Lords of Hades though the beetles seem to have little desire for title or political power.

Notes: Considered harbingers of chaos. The Demon Beetles are said to be immortal and regenerate even from ashes within 72 hours.

Lords of Hades

Note: The following are condensed descriptions of a few notable Lord of Hades. All are the equivalent of dark gods. See the *Palladium Fantasy Book of Dragons & Gods* for others (add the Hit Points and S.D.C. together to get their M.D.C. on Rifts Earth, most other stats are unchanged and all have Supernatural P.S. & P.E.).

Abrasax the Insatiable

Abrasax has the head of a cock, clawed hands, Shedim-like taloned feet, a huge pot belly, and a knotted tail. He is extremely antsy and fidgety, always looking for something to do, usually something cruel. He loves to fight, and often (01-66% chance) succumbs to a berserker bloodlust when actually engaged in combat. When such a rage occurs, Abrasax is unable to get enough killing and gorges himself on the blood of his victims. This wicked Demon Lord symbolizes gluttony, anxiety and cruelty. He commands the Shedim and enjoys brutality, war and blood sacrifices in his name.

A Lord of Hades

Alignment: Diabolic.

Attributes: I.Q. 16, M.A. 19, M.E. 15, P.S. 36, P.P. 20, P.E. 21, P.B. 3, Spd 66 (45 mph/72 km).

M.D.C.: 8,600

Horror Factor: 16

P.P.E.: 1,330

Size: 16 feet tall (4.9 m) and weighs three tons.

Natural Abilities: Nightvision 200 feet (61 m), see the invisible, turn invisible, teleport 80%, dimensional teleport 46%, bio-regeneration 2D6 M.D.C. per melee round, fire resistant (magic and M.D. fire does half damage), metamorphosis: animal (usually a hawk, lizard or spider), leap 100 feet (30.5 m), magically knows all languages and can instantly summon 1D4 Alu or 2D6+2 Shedim to his location, in any dimension, once per 24 hours.

R.C.C. Skills: Basic Math 98%, Literate in Dragonese/Elven 98%, Prowl 50%, Wilderness Survival 80%, Land Navigation 90%, Track Humanoids 60%, Demon & Monster Lore 80%, Faerie Lore 70%, W.P. Sword, W.P. Blunt, W.P. Energy Rifle, and W.P. Heavy Energy.

Vulnerabilities & Weaknesses: Takes triple damage from any cold-based attack and is vulnerable in any cold environment. Silver and Holy Weapons do double damage (M.D. equivalent if an S.D.C. weapon). Abrasax's berserker rages can also be a weakness because he will fight until near death (down to 500 M.D.C.) and will slaughter entire towns, cities and armies that he had intended to keep as slaves or minions.

Attacks per Melee: Six physical attacks per melee or two by

magic. Add two physical melee attacks and +2 to strike and on initiative when in a berserker killing frenzy.

Damage: Restrained punch 5D6 S.D.C. damage plus P.S. bonus, full strength punch or kick does 5D6 M.D., power punch 1D6x10 M.D. (counts as two attacks), bite does 3D6 M.D., or by magic.

Bonuses (including attribute bonuses): +1 on initiative, +5 to strike, +7 to parry and dodge, +8 to save vs Horror Factor, +2 on all saving throws, and has a 55% chance of evoking a feeling of trust or intimidation.

Magic: P.P.E. 1,330. All spell magic levels 1-4 and Turn Dead, Animate & Control Dead, Paralysis: Lesser, Agony, Sickness, Spoil, Negate Magic, Banishment and Exorcism. Also knows all magic symbols and recognizes magic circles and wards. 6th level proficiency.

Level of Experience: Equal to a 10th level Ley Line Walker/Wizard.

Deific/Demonic Powers: The full range of power over his followers, and can perform all prototypical deific powers at the regular cost. See *Rifts® Dragons & Gods* for details on Deific Powers.

Psionics: None.

Habitat: Indigenous to an alien dimension. Can be found periodically anywhere.

Enemies: Generally, humanoids and the forces of good.

Allies: Fellow demons of Hades.

Notes: Occasionally wears armor and may use man-made weapons, though he rarely sees any value in them. Lord of the Shedim.

Belphegor of the Sulfur Pits

Belphegor is a huge monster that is part serpent and part gaping mouth with a bulbous midsection of the body and reeks of a repugnant odor that can be smelled 4000 feet away (1219 m). Belphegor delights in torture, hand to hand combat and ripping apart living creatures and devouring them. This Demon Lord is lazy, selfish and complacent. He is the symbol of lust, ignorance, and sloth.

A Lord of Hades

Alignment: Diabolic.

Attributes: I.Q. 7, M.A. 7, M.E. 12, P.S. 42, P.P. 20, P.E. 30, P.B. 3, Spd 22 (15 mph/24 km).

M.D.C.: 24,000

Horror Factor: 17

P.P.E.: 2,300

Size: 24 feet (7.3 m) and weighs two tons.

Natural Abilities: Nightvision 200 feet (61 m), see the invisible, turn invisible at will, dimensional teleport 33%, bio-regeneration 6D6 M.D. per melee round, impervious to fire, poison/toxins and disease. Magically knows all languages and can instantly summon 1D6+2 Gallu Bulls or 1D4 Magots to his location, in any dimension, once per 24 hours. See Damage for toxic cloud breath.

Deific/Demonic Powers: The full range of power over his followers, and can perform all prototypical deific powers at *double* the standard cost.

R.C.C. Skills: Basic Math 60%, Literate in Dragonese/Elven 50%, Wilderness Survival 82%, Land Navigation 82%, Demon & Monster Lore 52%, Faerie Lore 40%, W.P. Sword, W.P. Knife, W.P. Energy.

Vulnerabilities & Weaknesses: Takes double damage from cold of any kind. Holy weapons, rune weapons, silver weapons and Angels inflict double damage. In addition, ordinary weapons inflict their normal damage, though the monster barely notices them.

Attacks per Melee: Six physical attacks per melee plus one toxic cloud, or two attacks by magic.

Damage: Restrained punch 6D6 S.D.C. damage plus P.S. bonus, full strength punch or kick does 6D6 M.D., power punch 1D6x10+20 M.D. (counts as two attacks), bite does 5D6 M.D., or by toxic breath or magic.

Toxic Breath: Belches a magic toxic cloud that cause all who breathe its air to gag and vomit, and eyes burn terribly. Victims suffer 5D6 S.D.C. damage per each melee in the cloud and are -3 to strike, parry and dodge, and lose all but one melee attack for that round. Mega-Damage creatures suffer no damage, but do suffer the penalties. Those clad in environmental body are safe from this magical attack. Belphegor will usually launch a toxic cloud as his first attack. The cloud covers a 100 square foot (30 m) area and lingers for 2D6 melee rounds. He can belch a toxic cloud once per melee.

Bonuses (including attribute bonuses): +2 on initiative, +3 to strike, +5 to parry and dodge, +5 to pull punch, +8 to save vs magic, +3 on all other saving throws and is impervious to poison, drugs, gasses, possession and Horror Factor.

Magic: P.P.E. 2,300. All Fire Elemental spells from levels one and two, plus Turn Dead, Animate & Control Dead, Blind, Sickness, Spoil, Exorcism, Banishment, and Heal Wounds. 5th level proficiency.

Level of Experience: Equal to a 6th level Fire Warlock.

Psionics: I.S.P. 160. All Sensitive powers. Considered a Major Psionic.

Habitat: Indigenous to an alien dimension. Can be found periodically anywhere.

Enemies: Generally, humanoids, Deevils, and the forces of good.

Allies: Fellow demons of Hades.

Notes: Never wears armor, but may use any man-made weapons.

Modeus, Lord of Hades

The Supernatural Intelligence that calls himself Modeus, is the ruler of Hades. When dealing with humanoids he usually appears as a handsome, red haired man with dark eyes and bronze complexion. Like most Alien Intelligences, Modeus' true form is a mass of a hundred swarming tentacles and one gargantuan eye. He has dominated the realm of Hades for eons and is capable of creating hundreds of different essence fragments. Fortunately, over the centuries he has grown lazy and complacent. However, the new developments on the planet Earth, becoming a dimensional nexus, has sparked his interest.

Alien Intelligence

Alignment: Aberrant evil.

Attributes: I.Q. 25, M.A. 29, M.E. 30, P.S. 54, P.P. 24, P.E. 26, P.B. 2 (20 in human guise), Spd 70, an excellent administrator, clever planner, good tactician; cunning, deceptive, and treacherous.

M.D.C.: 14,000; this number is so low because he has so many splintered life essences scattered across the Megaverse – about 54,000 M.D.C. worth; literally hundreds, with many forgotten others busy corrupting mortals.

Horror Factor: 16

P.P.E.: 7,000

Size: 5-25 feet tall (1.5 to 7.6 m), weight varies with size. May adopt many recognizable shapes.

Natural Abilities: Bio-regeneration of 1D6x10 M.D.C. per minute (4 melees) and complete regeneration of limbs, nightvision 600 feet (183 m), see the invisible, turn invisible at will, impervious to fire and cold, dimensional teleport 88%, impervious to poisons/toxins/drugs, does not breathe air and is giant in size.

Metamorphosis at will into a humanoid or animal (unlimited duration), teleport self and others up to 100 miles (160 km) away, dimensional teleport at will (88%, limited to dimensions known by the intelligence), turn 1D6x100 dead at will (duration 24 hours), animate and control 1D6x100 dead, and his healing touch restores 4D6 Hit Points or S.D.C. or M.D.C. Can also summon 6D6 Lesser Demons, and/or 2D6 Greater Demons (including Demon Locust) three times a day. Can create 12 more essence fragments for dimensional travel before he is maxed out, and can also bond to and empower witches who pledge themselves to him (unlimited).

Deific/Demon Powers: The full range of power over his followers, and can perform all prototypical deific powers at the standard cost.

R.C.C. Skills (Rifts®): Generally not applicable because he is a primordial force of nature or magic. Literate in Dragonese/Elven, Dwarven, American, Spanish, Euro, and Wolfen at 98%. Demon & Monster Lore 98%, Faerie Lore 90%, Computer Operation 80%, Writing 80%, Interrogation 98%, Surveillance 98%, Basic and Advanced Math 98% and all Rogue Skills at 98%.

Level of Experience: 17th level Ley Line Walker/Wizard and 15th level Diabolist.

Vulnerabilities & Weaknesses: Sunlight and Daytime: M.D.C., magic power, experience level and spell strength are all reduced by *half*, and his vision is reduced by one third. Sunlight also makes Modeus vulnerable to ordinary weapons (i.e., S.D.C. weapons do the equivalent of M.D. weapons in sunlight/daytime). Rune and holy weapons, as well as holy water, do double damage. His arrogance also works against him as he regularly underestimates rivals and opponents, and ignores plots against him and his regime.

Attacks per Melee: Eight physical or psionic attacks per melee, or three by magic. Does triple damage from behind. Critical strike or stun (must call which) on a natural 18, 19, or 20.

Bonuses (including attribute bonuses): +2 on initiative, +8 to strike, +9 to parry and dodge, +6 to pull punch, +11% I.Q. skill bonus, +10 to save vs Horror Factor, +6 to save vs magic, +8 to save vs psionic attack, and +3 on all other saving throws. 96% chance to instill trust/intimidation, and is impervious to poison and disease.

Magic Knowledge: Knows ALL spell invocations, levels 1-15, plus all wards, magic symbols and circles of power. P.P.E.: 7,000.

Psionics: None.

Habitat: Indigenous to an alien dimension. Periodically can be found anywhere.

Enemies: Humans, Deevils, especially the Lords and Ladies of Dyval, and the forces of good. Often shares animosity toward other Alien Intelligences.

Allies: May conspire with other forces of evil, both mortal and immortal.

Notes: Symbolizes darkness, death and treachery.



Mictla the Devourer

Supernatural Intelligence

Mictla has been known to ancient humans since before the Great Cataclysm marked the Coming of the Rifts. Mictla was the Aztec/Mexican God of the Dead and Lord of Hades! According to legend, the dark skinned, many tentacled demon with ninety tiny, black eyes and a massive mouth was *once* “the” ruler of Hades, until Modeus challenged her to a battle that lasted for nearly three hundred years. In the end, Mictla believed she was slowly losing the battle and struck a bargain with Modeus to up give the majority of her domain and acknowledge Modeus as her better. Modeus agreed and Mictla was left to rule one third of Hades commanding Magots and Gargoyles. However, Mictla has since fallen into bitter melancholy and has left her part of Hades to languish and fall under the rule of Modeus. The monster is greedy, overindulgent, and can be surprisingly clever, but underestimates her own power and often quits short for fear of losing face or what valuables she has already acquired.

The symbol of gluttony and greed, Mictla constantly eats, devouring all living things. She usually plays with her food, enjoying the sensations that victims cause when they find out that they can’t pull themselves away from her adhesive tongue. She always revels in the suffering and fear of others and drinks in the emotions of her victims before they are devoured. Victims are snared by her long forked tongue or hurled into her cavernous maw by other demons. **Note:** Mictla’s tongue acts like a permanent Carpet of Adhesion spell.

A Lord of Hades

Alignment: Miscreant.

Attributes: I.Q. 17, M.A. 20, M.E. 30, P.S. 50, P.P. 22, P.E. 38, P.B. 2, Spd 18

M.D.C.: 18,000 main body, 6000 M.D.C. for the tongue, 1200 M.D.C. per each tentacle, and 80 M.D.C. per each eye (and there’s 90 of ‘em).

Horror Factor: 19

P.P.E.: 1,900

Size: 52 feet (15.8 m) tall, 136 feet (41.4 m) long. Seldom assumes a different form.

Weight: 40 tons.

Natural Abilities: Bio-regeneration of 1D4x10 M.D.C. per melee round and completely regenerates lost limbs, tongue and eyes within 1D6 hours. Nightvision 200 feet (61 m), see the invisible, turn invisible at will, impervious to poisons/toxins and drugs as well as fire and cold (no damage), the demon does not breathe air, and can teleport self 66% (up to 1D6x100 miles away/160 to 960 km) and dimensional teleport 24%.

Deific/Demon Powers: The full range of power over her followers, and can perform all prototypical deific powers at *double* the standard cost. **Special** (at no P.P.E. cost): Turn 1D6x100 dead at will, animate and control 1D6x100 dead, Restoration (same as spell), Stone to Flesh (same as spell), Breathe Fire: 6D6 M.D., range: 6000 feet (1829 m). Can also summon and command 4D6 Lesser Demons, and/or 2D6 Greater Demons three times a day. Mictla can only fragment four pieces of her essence to send into other dimensions.

Vulnerabilities & Weaknesses: Vulnerable to weapons made of silver, which inflict M.D. equal to their usual S.D.C. damage, and to magic. Holy weapons, holy water, and Angels inflict triple damage! Rune and other magic weapons, spells, wards, and circles do normal damage.

R.C.C. & Skills: Generally not applicable — primordial force of nature or magic. She magically understands and speaks all languages and is literate in 1D6, and knows Land Navigation and Demon & Monster Lore at 88%.

Level of Experience: Sixth.

Attacks per Melee: 12 physical or psionic attacks per melee round on Rifts Earth (eight in S.D.C. settings), or two by means of magic. The roll of a natural 18, 19, or 20 indicates that the opponent has been thrown, knocked down or stuck to the demon's adhesive tongue and shall be pulled into its maw and swallowed within 1D4+2 melee rounds. The character gets one save vs magic (14 or higher) every melee he is stuck. Characters who are swallowed are goners. Even those in power armor are dissolved by the demon's stomach acids within 1D4 minutes, and trying to blast one's way out requires inflicting 600 M.D.C. in one concentrated area! While stuck on the tongue, victims only have two melee actions/attacks per round and hacking at the tongue is useless, because it has 6,000 M.D.C. and wounds heal almost as quickly as they are made.

Mega-Damage: Tentacles: As per Supernatural Strength. Tongue Slap, same as Supernatural Punch. Being chewed inside the maw: 3D4x10 M.D. Swallowed: 3D6x10 per melee round from the stomach acid. Never uses weapons or armor.

Bonuses (attribute bonuses included): +5 on initiative, +5 to strike with tongue, +7 to strike with tentacles, +5 to parry and dodge, +5 to pull punch, +5 to roll with impact, +12 to save vs Horror Factor, +8 to save vs psionics, +7 to save vs magic, 88% to evoke a feeling of trust or intimidation.

Magic Knowledge: None. See Psionics and Natural and Deific powers. P.P.E.: 1,900.

Psionics: I.S.P.: 230. All Physical powers plus Presence Sense, See Aura, Sense Magic, Sense Evil, Group Trance and Mind Block Auto-Defense; equal to a 6th level psychic.

Habitat: Indigenous to an alien dimension. Periodically can be found anywhere.

Enemies: Humans, Deevils and the forces of good. Often feels resentment and rivalry toward other demonic Lords and Alien Intelligences.

Allies: May conspire with other forces of evil, but trusts nobody.

Notes: Even in her fallen state, Mictla is a feared Lord of Hades, known to be aggressive and cruel. Not known to have ever visited Rifts Earth.

Succor-Bemoth

Succor-Bemoth is a giant, thin, almost skeletal man with pale grey skin and large, sad eyes. He looks very forlorn with a glimmer of insanity in his eyes. Succor-Bemoth is the symbol of jealousy and despair, Lord of the Magots and ruler of the third continent of Hades. He is sometimes mistaken for the grim reaper, in part because he is seldom without his magical staff of bones. Roughly 55% of the time he is accompanied by 1D4 Banshees and/or 1D4+3 Ghouls and Nasu who anticipate his presence will bring about death, especially in the mortal plane of existence.

A Lord of Hades

Alignment: Diabolic.

Attributes: I.Q. 26, M.A. 20, M.E. 30, P.S. 27, P.P. 19, P.E. 20, P.B. 6, Spd 40 (27 mph/43 km).

M.D.C.: 5,000

Horror Factor: 14

P.P.E.: 1,400

Size: 20 feet tall (6 m) and weighs 1500 pounds (675 kg).

Natural Abilities: Nightvision 600 feet (183 m), see the invisible, turn invisible at will, bio-regeneration 4D6 M.D. per melee round, completely regenerates lost limbs within 48 hours, impervious to fire and cold (no damage), impervious to poison/toxins and disease, metamorphosis into animal, humanoid or supernatural beings as well as teleport 90%, dimensional teleport 81%, and magically knows all languages.

Deific/Demonic Powers: The full range of power over his followers, plus all prototypical deific powers at *double* the standard cost. Plus, he can instantly summon 1D6 Alu or 2D6 Shedim to his location, in any dimension, once per 24 hours.

R.C.C. Skills: Basic Math 98%, Literate in Dragonese/Elven 98% and two other languages of choice, Biology 80%, Holistic Medicine 70%, Pathology 80%, Prowl 50%, Wilderness Survival 70%, Land Navigation 70%, Dance 80%, Demon & Monster Lore 80%, and Faerie Lore 60%.

Vulnerabilities & Weaknesses: Holy weapons and holy water do double damage, as do Angels! A vial of holy water inflicts 4D6 M.D., a gallon 2D4x10 M.D.

Psychotic Jealousy. Succor-Bemoth can become jealous of anything that catches his fancy, from possessions to knowledge, to people and power. The problem is, when he becomes jealous he tries to capture it (whatever "it" is) for himself. If he can't have it, then he tries to destroy it or whoever has it. In fact, he's a "the glass is half empty" kind of guy about everything, and delights in pointing out people's mistakes and misfortunes. This Demon Lord is a master at using people's insecurities and self-consciousness against them.

Deific/Demonic Powers: Succor-Bemoth has the full range of

power over his followers, and can perform all prototypical deific powers at double the standard cost. Can also summon 3D6x10 Magots three times a day or 2D4 Greater Demons (any).

Level of Experience: 16th level, but casts spells at 11th level spell strength.

Attacks per Melee: Five physical attacks per melee or three by magic.

Damage: Restrained punch 4D6 S.D.C. damage plus P.S. bonus, full strength punch or kick does 4D6 M.D., power punch 1D4x10 M.D. (counts as two attacks), bite does 1D6 M.D.

Bonuses (including attribute bonuses): +1 on initiative, +5 to strike, +5 to parry and dodge, +2 to pull punch, +2 to roll with impact, +6 to save vs magic and psionics, +10 to save vs Horror Factor and +3 on all other saving throws.

Magic: P.P.E. 1400. Limited magic powers: All spell invocations levels 1-11. 11th level proficiency.

Psionics: None.

Habitat: Indigenous to an alien dimension. Can be found periodically anywhere.

Enemies: Generally, Deevils, humanoids and the forces of good.

Allies: Fellow demons of Hades and occasionally, other dark gods and forces.

Notes: Never wears armor or uses any man-made weapons. Typically dressed in a hooded black robe with a belt of worm covered skulls, or a black tuxedo and top hat with the same belt of skulls.

Deevils, Another Horde of Demons

Another realm that contains legions of demonic, supernatural beings is a realm known as *Dyval* (pronounced “die vowl”). Unlike Hades, this world is covered in forests and glittering citadels dominated by creatures of evil. Like so many supernatural beings, they are dimensional nomads who wander to different worlds causing trouble and pain, or to hunt and feed.

Since the demons of Hades and the Dyvalians – better known collectively as Deevils – both exist in huge numbers and both wander the Megaverse, they are natural rivals and enemies. This means Deevils and Hades Demons frequently work to undermine each other’s enterprises. This can be a no-holds-barred open competition (may the most cunning scoundrel win) or behind the scenes manipulation of mortal pawns to undermine the enemy, or direct conflict between the two evil forces resulting in sabotage, raids, murder, assassinations and, sometimes, all-out-war. Many members of both races attack, rob and kill one another on sight, especially if the conflict is isolated and involves under a dozen adversaries. Make no mistake, these two rival demon races hate each other, and to such a degree that neither has ever come to the other’s aid nor ever worked together even when a pact would be mutually beneficial. A Hades Demon would rather die before making a deal with a Deevil, and the denizens of Dyval feel exactly the same about the monsters of Hades.

One of the many places Hades Demons and Dyvalians/Deevils regularly compete and clash is the *Palladium World*. Both actively try to recruit worshipers (especially among the monster races) and engage in dark plots and foul works of magic, murder and wickedness on that playing field. So far their hold over this domain is weak at best, and the constant rivalry between the two works to undermine their efforts as much as the efforts of any champions of good. The point is, Hades Demons and Dyvalians/Deevils both have a known and active presence in the *Palladium World* where they are constantly involved in evil plots.

Another world where these two races of supernatural cretins compete is *Rifts Earth*. However, *Rifts Earth* has been invaded by a rather large number of several distinct clans of demons and supernatural beings, of which Demons and Deevils are just two. Some of these factions have even laid claim to entire countries – Atlantis, China, and the pitched battle between the humans of Germany and the Gargoyle Empire – are all excellent examples of earthly regions taken over or under siege by demonic forces. More often than not, however, supernatural terrors appear as lone individuals, self-serving predators or small groups or clans satisfied with causing mischief, death or destruction wherever they go. Other demonic forces simply see *Rifts Earth* as a playground or battlefield, or as a means to an end (i.e., acquisition of some prize, revenge, freedom, etc.). Whatever their agenda or nature, demons, Deevils, and other evil supernatural beings like them, should never be trusted, and only a fool thinks he can contain, control and command them for any length of time (which is why so many people fear and loathe Shifters and Summoners).

Deevils

Deevils (and Devilkins) are infamous tempters and betrayers even among their fellow Deevil kinsmen. In fact, the Deevils are so well known and recognized by mortals that all Dyvalians are lumped together under the label of “Deevils.” An annoying happenstance that is eagerly perpetuated by the Demons of Hades who refuse to call Dyvalians anything but “Deevils.”

The actual demonic being known as the Deevil appears as an ugly, fanged humanoid with the horns of a ram, the nose of a pig, and the lower body of a goat with cloven hooves. Like their cousins, the Devilkins, Deevils try to trick and entice others into doing evil and extracting murderous or at least hurtful revenge. They and Devilkins are the fiends who stoke the fires of anger, hatred, envy, jealousy and other dark emotions to compel mortals to do terrible crimes and acts of murder. This means they bolster courage, play on one’s misery and pain, and encourage wickedness. (“It’s not fair, Bobby-Boy. Can I call you, Bobby-Boy? You should have gotten the prize. He doesn’t even deserve it, not like you. Practically stole it from you, too. But you’re used to always losing, ain’t you? Bobby the Loser. Well, ain’t it time that stopped? Ain’t you tired of being pushed around and cheated by guys like that? Having people laugh at you? And they were laughing, Bobby-Boy. Did you see that Coalition Officer? Oh, he turned away when you looked in his direction, but he was laughing. Laughing at the loser. And all because that guy beat you the way he did. Not just beat you. Hell, anybody could lose in a fair game, but he humiliated you.



Rubbed your nose in it for no good reason, 'cept to be the big man at your expense. If it was me Bobby-Boy, I'd bushwhack him on his way home and gut 'im like a fish - but that's just me. Maybe you don't care people think you're a fool . . . a loser.")

Get the picture? And, of course, the Deevil will just happen to know where this guy is, the route he takes home, as well as a dozen suggestions for extracting revenge. It doesn't really matter if the sore loser succeeds in getting his revenge or that he might even get himself killed. All the Deevil wants is a little corruption and bloodshed to brighten up his day and maybe win a convert to the dark side.

Known as Deevils, Dyvals, and devils.

Alignment: Miscreant (65%), Diabolic (10%), Aberrant (20%) or Anarchist (5%).

Attributes: I.Q. 1D6+6, M.A. 3D6, M.E. 1D6+12, P.S. 2D6+12, P.P. 2D6+10, P.E. 3D6+6, P.B. 1D6+1, Spd 6D6+12

M.D.C.: 4D6x10 on Rifts Earth. (1D6x10 plus P.E. number for Hit Points, 6D6+10 S.D.C., and an A.R. of 12 in S.D.C. settings.)

Horror Factor: 14

P.P.E.: 2D6x10+10

Size: 8 feet tall (2.4 m) and weighs about 500 pounds (225 kg).

Natural Abilities: Nightvision 60 feet (18.3 m), see the invisible, turn invisible at will, metamorphosis: human, track by smell

55%, dimensional teleport 63%, bio-regeneration 2D6 M.D. per melee round, magically knows all languages, and can leap 30 feet (9.1 m).

R.C.C. Skills: Equal to a Mercenary Fighter/Grunt or Assassin. Pick one and take all the O.C.C. Skills but only two of the O.C.C. Related Skills. No Secondary Skills.

Average Level of Experience: 1D4+1

Attacks per Melee: Five physical or two via magic.

Damage: As per Supernatural Strength. A claw attack does an extra 1D6 M.D., while a bite only does 1D6 M.D. total.

Bonuses (in addition to attributes): +2 on initiative, +3 to strike or parry, +2 to dodge, +3 to pull punch, +3 to roll with impact, +2 on all magic saving throws, +6 to save vs Horror Factor.

Magic: 2D6x10+10 P.P.E. All level one Fire Elemental magic plus Turn Dead, Luck Curse, Phobia Curse, Compulsion, Remove Curse, and Heal Wounds.

Psionics: None.

Habitat: Indigenous to an alien dimension. Can be found periodically anywhere.

Enemies: Generally, humanoids, Hades Demons and the forces of good.

Allies: Fellow demons of Dyval and other dark forces not allied to Hades.

Notes: May use any type of weapons or armor, especially for all-out-war. Deevils and Fenry are the foot soldiers of Dyval. Thus, unlike the Devilkin, Deevils enjoy direct conflict, brawls and life and death combat.

Devilkins

Devilkins are known as "the tempters," corrupting virtue and all that is good. They make forays into other worlds to cause turmoil and instigate trouble. They resemble the Greek god Pan, with a human upper torso and head graced by black or silver hair and small horns protruding from the forehead. The lower body is that of a goat with cloven hooves. Like Deevils they like to assume the shape of mortal humanoids to lure them into danger and evil ways. Devilkins are very much instigators who try to avoid direct combat, preferring to be the puppet master pulling the strings behind the scenes.

Known as Devilkins, Deevilkins and Deevil Tempters.

Alignment: Miscreant (50%), Aberrant (25%), Diabolic (20%) and Anarchist (5%).

Attributes: I.Q. 2D6+8, M.A. 3D6+8, M.E. 1D6+12, P.S. 2D6+12, P.P. 2D6+12, P.E. 3D6+6, P.B. 4D6+2, Spd 2D6+10

M.D.C.: 3D6x10 on Rifts Earth. (1D4x10 plus P.E. number for Hit Points, 6D6 S.D.C., and an A.R. of 12 in S.D.C. settings.)

Horror Factor: 12

P.P.E.: 3D6x10+40

Size: 6 feet tall (1.8 m) and weighs 200 pounds (90 kg).

Natural Abilities: Nightvision 90 ft (27.4 m; can see in total darkness), see the invisible, turn into mist, metamorphosis: human or animal, dimensional teleport 66%, fire and cold resistant (even M.D. attacks do half damage), bio-regeneration 3D6 M.D. per minute, magically knows all languages, and can leap 30 feet (9 m).

R.C.C. Skills: All Rogue skills at +10%, plus Sing (+20%), Dance (+10%), Escape Artist (+10%), Forgery (+10%), Intelli-

gence (+10%), Interrogation (+10%), Surveillance (+5%), Land Navigation (+15%), Swim (+5%), Climb (+5%), Pilot: Two vehicles of choice, Computer Operation (+10%), Demon & Monster Lore (+30%), Basic Math (+10%), W.P. Knife, W.P. Blunt, and two W.P.s of choice. Literate in Dragonese/Elven, American and four others (+20%).

Average Level of Experience: 1D4+2

Attacks per Melee: Four physical or two by magic.

Damage: As per Supernatural Strength.

Bonuses (in addition to attributes): +1 on initiative, +2 to strike, parry, or dodge, +3 to pull punch, +3 to roll with impact, +2 on all magic saving throws, +6 to save vs Horror Factor.

Magic: P.P.E. 3D6x10+40. All level 1-3 Fire Elemental magic plus Trance, Domination, Calling, Energy Disruption, Turn Dead, Luck Curse, Phobia Curse, Compulsion, Remove Curse, Cure Minor Disorders, and Heal Wounds.

Psionics: None.

Habitat: Indigenous to an alien dimension. Can be found periodically anywhere.

Enemies: Generally, Hades Demons, humanoids and the forces of good.

Allies: Fellow demons of Dyval and other dark forces, both human and nonhuman.

Notes: Often uses the weapons, armor, and devices of man.

Dire Harpies

A demonic looking version of the mortal Harpy with huge clawed feet. The skin is a sickly looking blotchy green, the feathered wings black, or mottled grey and black, their eyes glow with yellow flame and they drool hot lava! They are cruel, evil creatures who serve as the minions of the Greater Deevils and Deevil Lords. Carrion feeders, Dire Harpies delight in killing and torture as well as eating the flesh of both the living and the dead.

Alignment: Diabolic (60%) and Miscreant (40%).

Attributes: I.Q. 2D6, M.E. 3D6, M.A. 1D6, P.S. 2D6+20, P.P. 2D6+10, P.E. 2D6+10, P.B. 1D6, Spd running: 1D6; 2D4x10+15 flying.

M.D.C.: 2D4x10+22 on Rifts Earth. (6D6 plus P.E. number for Hit Points, 1D4x10 S.D.C., and an A.R. of 12 in S.D.C. settings.)

Horror Factor: 13

Size: 18 feet (5.4 m) and weigh 1400 pounds (630 kg).

Average P.P.E.: 1D6x10

Natural abilities: Fly, glide, nightvision 220 feet (67 m), see the invisible, spit lava (each spit counts as one melee attack, does 3D6 M.D. and has a 40 foot/12.2 m range), and bio-regenerate 2D6 M.D.C. once every melee round.

R.C.C. Skills: Intelligence (+10%), Land Navigation (+20%), Wilderness Survival (+20%), Track Humanoids (+15%), Track Animals (+15%), Military Etiquette (+10%), Demon & Monster Lore (+20%), Basic Math (+15%), Climb (+10%). Use the experience table for the Assassin or Ranger.

Average Level of Experience: 1D4

Attacks per Melee: Four hand to hand attacks per melee round.

Bonuses (in addition to attributes): +2 on initiative, +1 to strike, +2 to parry, +5 to dodge while flying, +2 to pull punch, +2 to roll with impact/fall, +1 on all saving throws and +8 to save vs Horror Factor.

Damage: As per Supernatural P.S. A claw attack does an extra 2D6 M.D., while the bite does only 1D4 M.D. total.

Psionics: None.

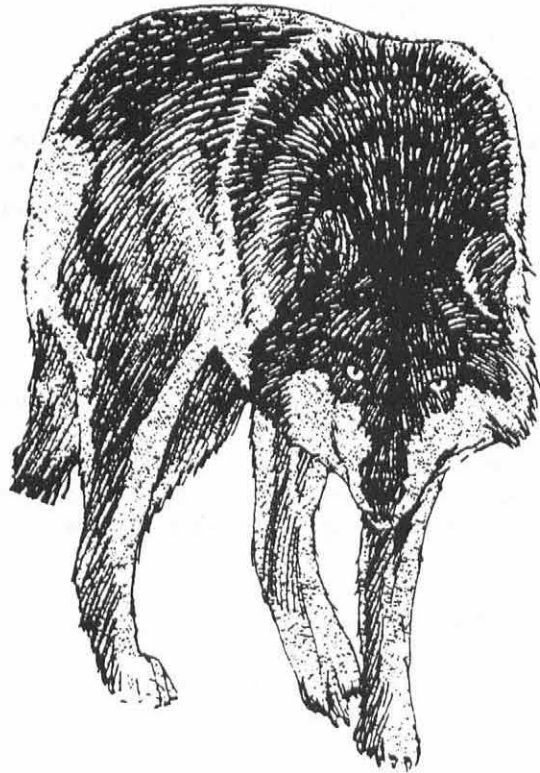
Magic: None.

Habitat: Indigenous to an alien dimension. Can be found periodically anywhere.

Enemies: Generally, Hades Demons, humanoids and the forces of good.

Allies: Fellow demons of Dyval almost to the exclusion of all others; tend not to trust (or like) anybody except fellow Dyvalians.

Notes: May use weapons, armor, and devices created by man, but tend to prefer classic melee weapons, like Vibro-Blades, or magic weapons and items. Body armor is seldom of the full environmental variety; Dire Harpies hate covering their heads.



Fenry, Demon Wolf

The Fenry is a giant, black furred wolf, with intelligent, glowing red eyes. They are very crafty and clever predators skilled in hunting, tracking and laying in ambush. They are often used as scouts, assassins and protectors by other supernatural beings and powerful practitioners of magic. The Fenry is a supernatural predator that stalks and feeds on human and humanoid prey. Fortunately, they tend to be solitary hunters, so seldom more than one or two are encountered unless they are under the command of a more powerful master.

Alignment: Miscreant (40%), Diabolic (40%), and Aberrant (20%).

Attributes: I.Q. 2D6+2, M.A. 3D6+2, M.E. 3D6+2, P.S. 2D6+20, P.P. 2D6+10, P.E. 3D6+10, P.B. 1D6+4, Spd 2D6x10+40

M.D.C.: 3D6x10 on Rifts Earth. (1D4x10 plus P.E. number for Hit Points, 6D6 S.D.C., and an A.R. of 10 in S.D.C. settings.)

Horror Factor: 14

P.P.E.: 2D4x10

Natural Abilities: Nightvision 90 feet (27.4 m), excellent day vision, hearing as keen as a dog's, impervious to fire (including M.D. plasma and magic fire, though flaming swords do half damage), magically knows all languages, and can leap 30 feet (9 m) high or 50 feet (15.2 m) lengthwise (double with a running start), dimensional teleport 31%, and bio-regeneration 3D6 M.D. per melee round.

Track Blood Scent: A Fenry can follow the scent of blood up to 500 feet (152 m) away at 70% +2% per level of experience. Roll once for every 500 feet (152 m) when following a blood trail. A failed roll means the trail is lost.

Recognize Scent of Others: The character can recognize and follow a *familiar* scent up 50 feet (15 m) away at 54% +2% per level of experience. +10% to recognize and follow the scent of a mate or other Fenry. Roll once for every 100 feet (30.5 m) when following a scent trail. A failed roll means the trail is lost.

R.C.C. Skills: Supernatural predator. Streetwise (+30%), Intelligence (+20%), Land Navigation (+25%), Wilderness Survival (+25%), Track Animals (+10%), Track Humans (+20%), Identify Plants & Fruit (+10%), Demon & Monster Lore (+20%), Basic Math (+10%), Prowl (+5%), Swim, and Climb (cannot rappel).

Average Level of Experience: 1D4+1; use the Assassin or Ranger experience table.

Attacks per Melee: Five physical or psionic attacks.

Damage: As per Supernatural Strength. Claw attack with feet does an extra 1D6 M.D., bite does 4D6 M.D., or psionics may be used.

Bonuses (in addition to attributes): +3 on initiative, +4 to strike, +2 to parry or dodge, +1 to pull punch, +2 to roll with impact, +2 on all magic saving throws, +8 to save vs Horror Factor.

Magic: None.

Psionics: I.S.P. 2D4x10+10 and has all Healing, Sensitive and Physical powers.

Habitat: Indigenous to an alien dimension. Can be found periodically anywhere.

Enemies: Generally, Hades Demons, humanoids and the forces of good.

Allies: Fellow demons of Dyval or other powerful beings.

Size: 4 feet (1.2 m) tall at the shoulder and 8 feet long (2.4 m).

Weight: 600 pounds (270 kg).

Notes: Never uses weapons or armor. Symbolize lycanthropy.

Fiends

The Fiend is a supernatural predator that feeds on P.P.E. energy from its murdered victims similar to a Psi-Stalker. The frightening monsters seem to be featureless, nothing more than a jet black shadow in the form of a humanoid, except for its glowing yellow eyes and mouth. They are frequently clad in a black or grey hooded robe and may use knives and other weapons. Fiends often assume the guise of other creatures to stalk or mislead their prey. Black-hearted villains, Fiends are sadistic and love to torture and cause sorrow.

Dyval Assassin & Enforcer

Alignment: Aberrant (30%), Miscreant (30%), Diabolic (30%) and Anarchist (10%).

Attributes: I.Q. 2D6+8, M.A. 3D6+8, M.E. 1D6+12, P.S. 2D6+12, P.P. 2D6+12, P.E. 3D6+6, P.B. 2D6+2, Spd 2D6+10

M.D.C.: 3D4x10+36 on Rifts Earth. (6D6+10 plus P.E. number for Hit Points, 4D6+10 S.D.C., and an A.R. of 10 in S.D.C. settings.)

Size: 15 feet tall (4.6 m) and weighs 1000 pounds (450 kg).

Horror Factor: 14

P.P.E.: 3D4x10

Natural Abilities: Nightvision 90 feet (27.4 m; can see in total darkness), see the invisible, metamorphosis: human and animal, dimensional teleport 64%, fire and cold resistant (even M.D. attacks do half damage), bio-regeneration 3D6 M.D. per minute, magically knows all languages.

R.C.C. Skills: Streetwise (+10%), Computer Operation (+2%), Intelligence (+10%), Land Navigation (+15%), Track Human-



oids (+10%), Escape Artist (+10%), Pick Locks (+10%), Palming (+10%), Concealment (+5%), Locate Secret Compartments (+5%), Demon & Monster Lore (+20%), Basic Math (+20%), Prowl (+5%), Climb (+10%) and two W.P.s of choice.

Average Level of Experience: 1D4+1; use the Assassin or Military Specialist experience table.

Attacks per Melee: Five physical attacks or two by magic.

Damage: Punch does 2D6 M.D., power punch 4D6 M.D. (counts as two attacks), kick with foot 3D6 M.D.

Bonuses (in addition to attributes): +2 on initiative, +2 to strike, parry, or dodge, +3 to pull punch, +3 to roll with impact, +2 on all magic saving throws, and +7 to save vs Horror Factor.

Magic: P.P.E. 3D4x10. All level one spell magic plus Chameleon, Shadow Meld, Multiple Image, Mask of Deceit, Fear, Escape, Circle of Flame, Turn Dead, Animate & Control Dead, Exorcism, and Heal Wounds.

Psionics: None.

Habitat: Indigenous to an alien dimension. Can be found periodically anywhere.

Enemies: Generally, Hades Demons, humanoids and the forces of good.

Allies: Fellow demons of Dyval, but may join forces with other beings, including evil humans, to cause carnage and suffering.

Notes: Often uses the weapons, armor, and devices of man.

Gorgon

This is the classic “Medusa” of Greek myth: an ugly woman or man with *serpents* for hair. Gorgons are dull-witted, evil, foul-tempered beings who hate humans and all that is beautiful with a passion – hate most mortal beings. They take great pleasure in causing the ruin or death of beautiful beings, places and things, and turn things of beauty as well as those who dare annoy them, into stone (petrification)! The Gorgons are native to Dyval, but are dimensional travelers who traverse the Megaverse causing sorrow and death. On Rifts Earth, at least a couple hundred have returned to their old haunts of the Greek and Mediterranean islands, Italy and Turkey where they can be encountered in groups of 1D4+4, sometimes more. They may also be found in other parts of Western Europe, India and North Africa, but usually as solitary individuals and small clans of 1D4+1.

Alignment: Diabolic (80%) and Miscreant (20%).

Attributes: I.Q. 1D6+2, M.A. 1D6+2, M.E. 2D6+10, P.S. 2D6+20, P.P. 2D6+10, P.E. 3D6+6, P.B. 1D6, Spd 4D6

M.D.C.: 2D6x10+35 for the main body and 5D6+12 for each “snake” on Rifts Earth. (6D6x10 plus P.E. number for Hit Points, 4D6+20 S.D.C., and an A.R. of 10 in S.D.C. settings.)

Size: 12 feet tall (3.6 m) and weighs 600 pounds (270 kg).

Average P.P.E.: 1D6x10+40

Horror Factor: 16

R.C.C. Skills: Streetwise (+6%), Land Navigation (+10%), Track Humans (+5%), Palming (+10%), Concealment (+10%), Holistic Medicine (+15%), Brewing (+10%), Demon & Monster Lore (+15%), Basic Math, Prowl, Climb, and two W.P.s of choice.

Average Level of Experience: 1D4; use the experience table for the Assassin or Commando.

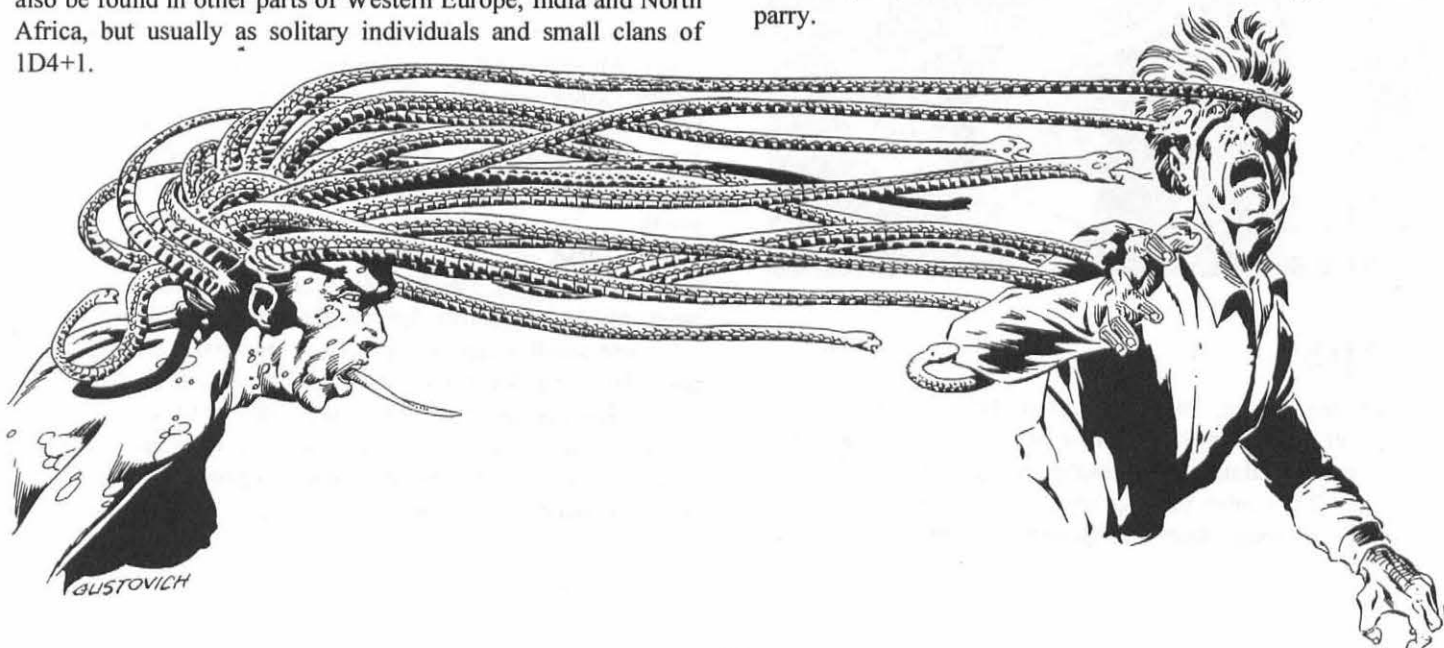
Natural Abilities: Nightvision 90 feet (27.4 m), see the invisible, keen vision plus the vision of its many serpents, making it *impossible* to blind or surprise attack a Gorgon. Dimensional teleport 54% +2% per level of experience, resistant to fire and cold (half damage), bio-regeneration 3D6 M.D.C. per melee round, lost snakes regenerate within one hour, and the Gorgon completely regenerates within 24 hours (full M.D.C.) unless its head is severed and burnt. Magically knows all languages.

Petrification (special attack): To look into the eyes of a Gorgon or one of her snakes is to suffer petrification! Victims must roll to save vs magic (14 or higher). Approximate range 200 feet (61 m). Avoiding looking at the monster will safeguard against petrification, but all the character’s combat rolls suffer a penalty of -5! Petrified victims are *permanently* turned to stone unless restored by the Gorgon who did it or through the enchantment of a *Stone to Flesh* spell.

Attacks per Melee: Eight physical or petrification attacks or two by magic.

Bonuses (in addition to attributes): +4 on initiative, +2 to strike and dodge, +5 to parry, +3 to pull punch, +3 to roll with impact, +2 on all magic saving throws, +8 to save vs Horror Factor.

Damage: As per Supernatural P.S. Snake bites inflict 2D6 M.D. or a snake can whip or jab doing 1D4 M.D. Each serpent has a 10 foot (3 m) reach and is +2 to strike and dodge, and +5 to parry.



Magic: P.P.E. 1D6x10+40. Spells are limited to Death Trance, Turn Dead, Animate & Control Dead, Spoil, Stone to Flesh, and Exorcism.

Psionics: None.

Habitat: Indigenous to an alien dimension, but enjoy traveling to mortal worlds and can be found almost anywhere from time to time. As noted earlier, Gorgons are present on Rifts Earth, but are limited to the European and African continents (old, favorite locales). However, that does not mean a Gorgon could not appear from the Calgary, St. Louis or other Rifts.

Enemies: Generally, Hades Demons, humanoids, the forces of good and all beautiful beings whether they are intelligent or animal life forms.

Allies: Fellow demons of Dyval, but may join forces with other beings, including evil humans, dragons, Witchlings and ugly Faerie Folk to cause carnage and suffering. Gorgons consider the Splugorth and their minions to be hated rivals.

Notes: May use man-made weapons, body armor, and basic tech devices like a radio. Weapons are limited to classic melee types and light to medium energy weapons, particularly pulse lasers.



Imps

Imps are strange, little, pot-bellied Dyvalians with tiny bat wings, tail, horns, empty eyes, and cloven feet. They are deceptively innocent, almost cute looking, but are masters of lies and deception. They enjoy robbing, overeating, drinking heavily, debauchery, torturing others and getting humanoids into as much

trouble as possible. They are the symbol of mischief and excessiveness.

Alignment: Anarchist (50%), Miscreant (30%), Diabolic (10%), and Aberrant (10%).

Attributes: I.Q. 1D6+8, M.A. 3D6+8, M.E. 2D6+6, P.S. 2D6+6, P.P. 2D6+6, P.E. 3D6+4, P.B. 2D6+2, Spd 2D6+6

M.D.C.: 1D6x10+P.E. attribute number. (4D6 plus P.E. number for Hit Points, 20 S.D.C., and an A.R. of 10 in S.D.C. settings.)

Size: Three feet tall (0.9 m) and weigh 100 pounds (45 kg).

Average P.P.E.: 2D4x10 +P.E. attribute.

Horror Factor: 10

Natural Abilities: Nightvision 90 feet (27.4 m), see the invisible, resistant to fire and cold (half damage), bio-regeneration of 1D6 M.D.C. once per melee round, and magically knows all languages.

R.C.C. Skills: Streetwise (+10%), Intelligence (+10%), Land Navigation (+10%), Escape Artist (+10%), Pick Locks (+10%), Palming (+10%), Concealment (+5%), Find Contraband (+5%), Demon & Monster Lore (+10%), Basic Math (+20%), Brewing (+15%), Gemology (+20%), Prowl (+5%), Climb (+10%), W.P. Knife and one of choice.

Average Level of Experience: 1D4; use the experience table for the Thief or Bandit.

Attacks per Melee: Three physical or two magic.

Damage: As per Supernatural P.S.: typically 1D4 M.D. on a power punch, otherwise a punch does 4D6 S.D.C., which isn't bad for such a small fellow, but nowhere near as formidable as other supernatural beings. Consequently, Imps love to acquire magic weapons and devices and will also use energy weapons (mainly pistols, Vibro-Knives, laser scalpels and explosives; they adore fusion blocks).

Bonuses (in addition to attributes): +1 to strike and parry, +3 to dodge, +2 to pull punch, +4 to roll with impact, +2 on all magic saving throws, +4 to save vs Horror Factor.

Magic: P.P.E. 2D4x10 +P.E. attribute. All level one spell magic.

Psionics: None.

Habitat: Indigenous to an alien dimension. Can be found periodically anywhere.

Enemies: Generally, Hades Demons, the forces of good and people who get in the way of the Imps' fun and goals.

Allies: Fellow demons of Dyval, but frequently associates with humans and D-Bees, who Imps find highly underestimated by other supernatural beings. Of course, Imps make treacherous partners who will ultimately lead their associates into ruin or worse.

Notes: These, um, little devils can be disarmingly charming, cute and seemingly friendly – loyal and trustworthy, even – but most only have their own agenda and best interest at heart. Imps often use small weapons like pistols and hand grenades, and may also wear Mega-Damage body armor (10-35 M.D.C. if conventional armor, much more is possible with magic armor) for additional protection. Covets magic items, gems and gold. Imps can also be party animals and love a good time, which may include debauchery, sadism and torture.

Greater Deevils

Arch Fiends

Virtually identical to the lesser Fiend except this Devil is more powerful, cunning and deadly. These are one of the few types of Dyvalians who dare to associate with evil humans, dragons, and other supernatural beings (even Hades Demons) to get what they want. Although the Arch Fiend is often a highly regarded officer of Dyval, they frequently operate independently and enjoy causing trouble in the world of mortals.

Alignment: Aberrant (35%), Miscreant (25%), Diabolic (15%), Anarchist (25%).

Attributes: I.Q. 2D6+10, M.A. 3D6+10, M.E. 1D6+14, P.S. 2D6+14, P.P. 2D6+12, P.E. 3D6+10, P.B. 2D6+6, Spd 2D6+20
M.D.C.: 4D4x10+40 on Rifts Earth. (6D6+10 plus P.E. number for Hit Points, 4D6+30 S.D.C., and an A.R. of 14 in S.D.C. settings.)

Size: 15 feet tall (4.6 m) and weigh 1000 pounds (450 kg).

Average P.P.E.: 3D4x10+40

Horror Factor: 15

Natural Abilities: Nightvision 90 feet (27.4 m), see the invisible, metamorphosis at will (human and animal), dimensional teleport 70% +2% per level of experience, resistant to fire and cold (half damage), bio-regeneration 4D6 M.D.C. once per melee round, and magically knows all languages.

R.C.C. Skills: Streetwise (+16%), Intelligence (+15%), Land Navigation (+15%), Track Humans (+15%), Escape Artist (+15%), Pick Locks (+10%), Palming (+10%), Concealment (+10%), Locate Secret Compartments (+5%), Demon & Monster Lore (+20%), Basic Math (+30%), Prowl (+5%), Climb (+10%), Literate in Elven/Dragonese and two others (+20%).

Average Level of Experience: 1D4+3; use the experience table for the Assassin or Commando.

Attacks per Melee: Five physical attacks per melee or two magic.

Damage: As per Supernatural P.S.

Bonuses (in addition to attributes): +3 on initiative, +4 to strike, +2 to parry and dodge, +5 to pull punch, +3 to roll with impact, +2 on all magic saving throws, +10 to save vs Horror Factor.

Magic: P.P.E. 3D4x10+40. All level one spell magic plus Chameleon, Shadow Meld, Multiple Image, Fear, Escape, Mystic Portal, Magic Net, Circle of Flame, Fire Ball, Fiery Touch, Repel Animals, Turn Dead, Animate & Control Dead, Exorcism, Banishment, Desiccate the Supernatural and Heal Wounds.

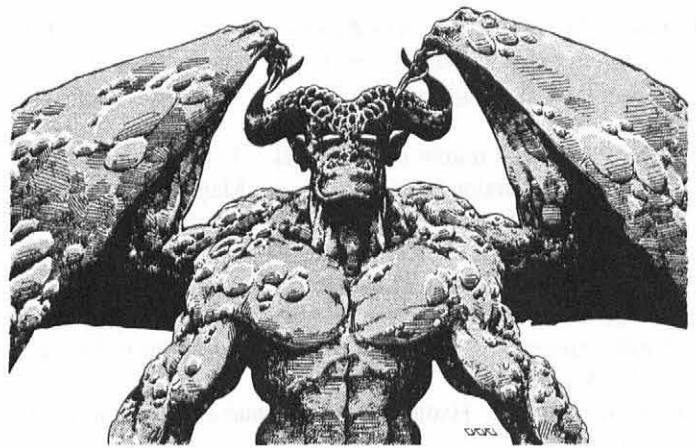
Psionics: None.

Habitat: Indigenous to an alien dimension. Can be found periodically anywhere.

Enemies: Generally, Hades Demons, humanoids and the forces of good.

Allies: Other Deevils in general, lesser Fiends in particular, but may also associate with virtually any being that serves its purpose.

Notes: May use weapons and armor.



The Beast

The Devil Beast is one of the most ferocious and powerful of all the Greater Deevils. The massive creature loves to fight but is also an intelligent and cunning strategist. The visage of the Beast is second only to that of the demon Baal-Rog, in this case, a towering red-skinned humanoid with bulging muscles, giant crimson bat wings, dark eyes and a head crowned with a pair of large ram-like horns. The upper torso is human-like while the lower body is like that of a goat with cloven hooves.

The Beasts serve as the lieutenants and captains of the Devil Lords and are charged with commanding squadrons to entire armies of Dire Harpies and other Lesser Deevils, as well as special missions into the world of mortals. Their intelligence and resourcefulness make them dangerous opponents. Renegades have even been known to establish lairs and entire kingdoms of their own on other worlds, especially among the so-called monster races of the Palladium World. Beasts also consort and ally themselves with powerful practitioners of magic, dragons and other powerful and sinister beings.

Alignment: Aberrant (50%), Miscreant (25%), Diabolic (5%), Anarchist (20%).

Attributes: I.Q. 2D6+10, M.A. 3D6+4, M.E. 1D6+14, P.S. 5D6+14, P.P. 2D6+12, P.E. 3D6+12, P.B. 2D6+4, Spd 2D6+20 running; 3D4x10 flying.

M.D.C.: 4D6x10+80 on Rifts Earth. (2D4x10 plus P.E. number for Hit Points, 4D6+40 S.D.C., and an A.R. of 15 in S.D.C. settings.)

Size: 16 feet tall (4.9 m) and weighs 2000 pounds (900 kg).

Average P.P.E.: P.E. number x9 (135 to 270 points).

Horror Factor: 15

Natural Abilities: Nightvision 120 feet (36.6 m), see the invisible, metamorphosis at will into a humanoid (any) or bull, dimensional teleport 70% +2% per level of experience, resistant to fire and cold (half damage), bio-regeneration 4D6 M.D.C. once per melee round, and magically knows all languages.

R.C.C.: All the O.C.C. Skills of the *Cyber-Knight*, but only select four O.C.C. Related Skills and ignore the Hand to Hand skills as well as Secondary Skills. Use the experience table for the Cyber-Knight.

Average Level of Experience: 1D4+3

Attacks per Melee: Five physical attacks per melee or two magic.

Damage: As per Supernatural P.S.

Bonuses (in addition to attributes): +2 on initiative, +4 to strike, +2 to parry and dodge, +6 to pull punch, +4 to roll with impact, +3 on all magic saving throws, +10 to save vs Horror Factor.

Magic: P.P.E.: 135 minimum. All level 1-3 spell magic/invocations, plus Domination, Multiple Image, Magic Net, Circle of Flame, Fire Ball, Energy Disruption, Call Lightning, Lightblade, Magic Net, Turn Dead, Animate & Control Dead, Exorcism, Banishment, Desiccate the Supernatural and Heal Wounds.

Psionics: None.

Habitat: Indigenous to an alien dimension. Can be found periodically anywhere.

Enemies: Generally, Hades Demons, humanoids and the forces of good.

Allies: Mainly fellow demons of Dyval, but may join forces with other evil beings.

Notes: May use weapons and the devices of man, particularly magic items, but never wears armor except as a disguise when metamorphed into a human or D-Bee form.

Horror

The Horror is a hideous monstrosity with a dripping mouth and wicked claws, many eyes and a gaping maw. It lives to inflict pain and suffering on all living things, thus its job on Dyval is to serve as a threat to keep the Lesser Deevils and other minions and devotees in line. Horrors love to torture, almost as much as they love to hunt and kill. Wholesale slaughter, however, is their specialty and they often eat their opponents (sometimes alive!). Despite the monsters' gruesome appearance and savage nature, they are surprisingly intelligent and savvy warriors who understand the value of working as a group and engaging in coordinated attacks. Thus, they are often put in charge of armies of Lesser Deevils as well as special missions involving sieges, mass destruction or murder. The Horror is the symbol of war and destruction.

Alignment: Aberrant (50%), Miscreant (25%), Diabolic (5%), and Anarchist (20%).

Attributes: I.Q. 2D6+8, M.A. 1D6+3, M.E. 2D6+12, P.S. 6D6+14, P.P. 2D6+12, P.E. 3D6+12, P.B. 1D4, Spd 4D6+20 running; cannot fly. -

M.D.C.: 4D4x10+70 on Rifts Earth. (1D6x10 plus P.E. number for Hit Points, 4D6+10 S.D.C., and an A.R. of 16 in S.D.C. settings.)

Size: 16 to 20 feet tall (4.9 to 6 m) and weighs 2000 pounds (900 kg).

Average P.P.E.: P.E.x8

Horror Factor: 17

Natural Abilities: Nightvision 120 feet (36.6 m), see the invisible, turn invisible at will, keen vision plus its many eyes make it impossible to blind or attack it from behind or by surprise, can leap 100 feet (30.5 m), dimensional teleport 74% +2% per level of experience, impervious to poison, impervious to normal fire and cold (magic fire and cold do half damage), bio-regeneration 4D6 M.D.C. once per melee round and a lost eye regenerates within 24 hours. Magically knows all languages.

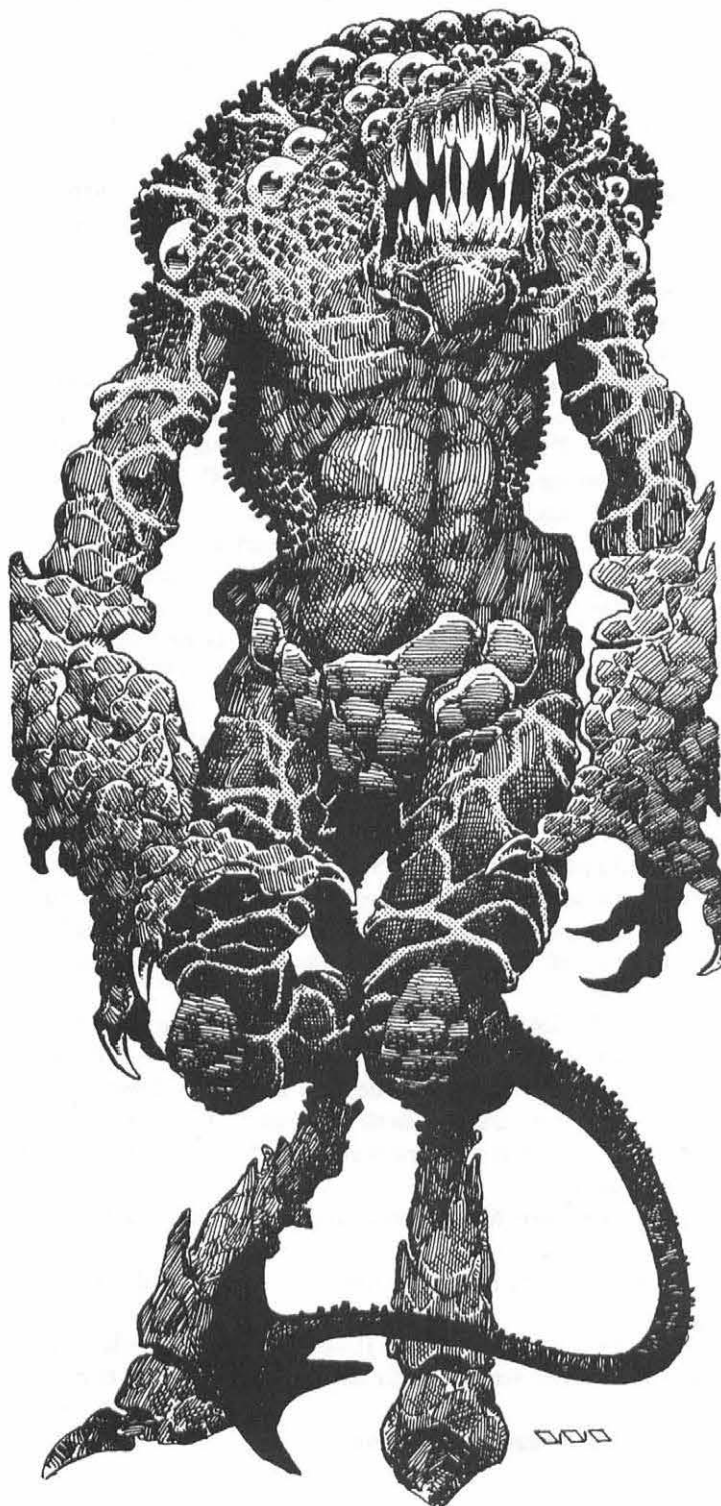
R.C.C. Skills: Streetwise (+6%), Intelligence (+15%), Land Navigation (+20%), Track Humans (+30%), Recognize Weapon

Quality (+15%), Military Etiquette (+10%), Demon & Monster Lore (+20%), Basic Math (+30%), Climb (+20%), Swim (+10%), one W.P. of choice (typically uses claws and bite), Literate in Elven and two others (+20%).

Average Level of Experience: 1D4+2; use the experience table for the Line Walker/Wizard.

Attacks per Melee: Six physical attacks (on Rifts Earth, normally five) or two by magic.

Damage: As per Supernatural P.S. A claw attack does Supernatural punch damage plus an additional 3D6 M.D. The bite of the Horror inflicts the equivalent damage of a full punch +1D6 M.D.



Bonuses (in addition to attributes): +5 on initiative, +3 to strike, parry and dodge, +6 to pull punch, +2 to roll with impact, +3 on all magic saving throws, +12 to save vs Horror Factor.

Magic: P.P.E.: P.E. number x9 (135 minimum). All level one Air Elemental spell magic, plus Call Lightning, Turn Dead, Exorcism, Banishment, and Heal Wounds.

Psionics: None.

Habitat: Indigenous to an alien dimension. Can be found periodically anywhere.

Enemies: Generally, Hades Demons, humanoids and the forces of good.

Allies: Mainly fellow demons of Dyval, but may join forces with other evil beings.

Notes: Rarely uses weapons and never wears armor. When it does, magic items are preferred.

Pandemonium

Pandemoniums are a super-rare breed of Deevil used exclusively by Supreme Lord Sahtalus as spies, infiltrators and assassins. Perhaps as few as 800 exist in all the Megaverse. These Deevils appear as attractive humanoids, usually the opposite sex of whomever might be their next victim. Sahtalus has dispatched dozens of them to the Palladium World, instructing them to become the lovers of important nobles, clergymen, or others of influence. Very often the Pandemoniums become *invaluable* to their human consorts, not only because of their gorgeous appearance, but because they are the only ones who can soothe their lovers' nightmares (nightmares, of course, inflicted by the Pandemonium).

Alignment: Aberrant (75%), Miscreant (5%), Diabolic (15%), and Anarchist (5%).

Attributes: I.Q. 2D6+8, M.A. 3D6+10, M.E. 3D6+10, P.S. 5D6+5, P.P. 3D6+8, P.E. 5D6+10, P.B. 2D6+20, Spd 4D6+20 running; cannot fly.

M.D.C.: 1D4x100+60 on Rifts Earth. (2D4x10+64 plus P.E. number for Hit Points, 5D6+10 x8 S.D.C., and an A.R. of 12 in S.D.C. settings.)

Size: 10 to 12 feet (3 to 3.6 m) tall, and weighs around 400 pounds (180 kg), but they can reduce themselves by half to fit in the world of mortals.

Average P.P.E.: 6D6x12

Horror Factor: 14

Natural Abilities: Nightvision 120 feet (36.6 m), see the invisible, turn invisible at will, metamorphosis: humanoid, dimensional teleport 74% +2% per level of experience, impervious to poison, impervious to normal fire and cold (magic fire and cold does half damage), bio-regeneration 3D6 M.D.C. once per melee round, and magically knows all languages.

Gaze of Mesmerism (Special): All victims of the gaze of the Pandemonium lose their sense of reality as their world melts away, to be replaced by a twisted, terror-filled hell. Once in the gaze, victims do not recognize friend or foe (01-65% chance), and often fall to the ground sobbing or racked in fear (01-50% chance). The Pandemonium can manipulate specific images for each victim, inflicting more and more horrors as they get closer and closer to the victim's worst personal fears and nightmares. **Saving Throw:** 14 or higher vs magic. **Penalties:** Victims who

fail to save are -6 on initiative, all combat bonuses and attacks per melee are reduced by half and all skills are -60%! The horror lasts until the Pandemonium releases the victim, or until five minutes after the Pandemonium leaves the area. **Possible Insanity:** Roll to save vs insanity (12 or higher is needed to save). A failed roll means a permanent insanity; roll on the Random Insanity table found in the **Rifts® RPG**.

R.C.C. Skills: Palming (+15%), Concealment (+15%), Find Contraband (+16%), Seduction (+26%), Streetwise (+10%), Basic Math (+30%), and Literate in Elven/Dragonese and two languages of choice.

Average Level of Experience: 1D6+1; use the experience table for the Mind Mage.

Vulnerabilities & Weakness: Weapons made from the Millennium Tree do triple damage.

Attacks per Melee: Five physical or psionic attacks per melee or two magic.

Damage: As per Supernatural P.S.; claw attacks do an extra 1D6 damage; or by weapon, or gaze.

Bonuses (in addition to attributes): +1 on initiative, +2 to strike, parry and dodge, +4 to pull punch, +2 on all magic saving throws, and +10 to save vs Horror Factor.

Magic: None.

Psionics: 500 I.S.P. Possesses all Sensitive and Physical powers, plus Detect Psionics, Mind Bolt, P.P.E. Shield and eight of choice from the Super-Psionic category!

Habitat: Indigenous to an alien dimension. Can be found periodically anywhere.

Enemies: Generally, Hades Demons, humanoids and the forces of good.

Allies: Mainly lord and master Sahtalus, but may join forces with other Deevils and evil beings to do their master's bidding.

Notes: Prefers not to use weapons and armor, but can use pretty much anything available as part of a disguise or in a situation that calls for it. The Pandemonium loves Vibro-Blades and Techno-Wizard devices (and magic in general).

Serpents

Deevil Serpents appear as beautiful but frighteningly huge golden serpents with warm brown eyes. They speak in a soft, deep voice that is almost hypnotic in quality. These are the master plotters and tempters of the Deevil race, skilled in manipulation, blackmail and terror. They usually pull the strings from behind the scenes, but won't hesitate to fight if they have to or think it will be fun.

Alignments: Miscreant (50%), Diabolic (20%), Aberrant (25%), and Anarchist (5%).

Attributes: I.Q. 3D6+8, M.A. 3D6+12, M.E. 2D6+12, P.S. 3D6+12, P.P. 2D6+8, P.E. 3D6+6, P.B. 4D6+6, Spd 2D6+10

M.D.C.: 2D6x10+65 on Rifts Earth. (1D4x10 plus P.E. number for Hit Points, 6D6x3 S.D.C., and an A.R. of 14 in S.D.C. settings.)

Size: 20 feet long (6.1 m) and weighs 1000 pounds (450 kg).

Average P.P.E.: 1D4x100

Horror Factor/Awe: 15

Natural Abilities: Nightvision 90 feet (27.4 m), see the invisible, turn into mist, metamorphosis (human) at will, dimensional

teleport 80% +2% per level of experience, resistant to fire and cold (attacks do half damage, magic does full), bio-regeneration 4D6 M.D.C. once per melee round, and magically knows all languages.

R.C.C. Skills: All Rogue skills at +20%, plus Escape Artist (+10%), Intelligence (+10%), Interrogation (+20%), Surveillance (+10%), Land Navigation (+20%), Gemology (+20%), Swim (+20%), Climb (+5%), Demon & Monster Lore (+30%), Basic and Advanced Math (+30%), two Lore of choice, and Literate in Elven/Dragonese and six others (+20%).

Average Level of Experience: 1D4+3; use the experience table for the Wizard.

Attacks per Melee: Three physical or two by magic.

Damage: As per Supernatural P.S. The bite does 2D6 M.D. regardless of P.S.

Bonuses (in addition to attributes): +1 on initiative, +2 to strike, parry, or dodge, +4 to pull punch, +4 to roll with impact, +2 on all magic saving throws, +12 to save vs Horror Factor.

Magic: P.P.E. 3D6x10+40. All level 1-4 Earth Elemental magic plus, Trance, Compulsion, Calling, Energy Disruption, Implosion Neutralizer, Forcebonds, Turn Dead, Minor Curse, Remove Curse, Cure Minor Disorders, and Heal Wounds.

Psionics: None.

Habitat: Indigenous to an alien dimension. Can be found periodically anywhere.

Enemies: Generally, Hades Demons, humanoids and the forces of good.

Allies: Mainly fellow demons of Dyval, but may join forces with other evil beings.

Notes: Uses people, not their toys.

Deevil Wraiths

Ghostly apparitions of great psionic ability, sometimes called the Black Specters. Normal weapons cannot harm them, only psionics, magic and magic weapons affect these beings. Deevil Wraiths serve as master spies and interrogators for their evil masters.

Alignments: Miscreant (50%), Diabolic (30%) and Aberrant (20%).

Attributes: I.Q. 3D6+8, M.A. 3D6+12, M.E. 2D6+12, P.S. 3D6+12, P.P. 2D6+8, P.E. 3D6+6, P.B. 4D6+6, Spd 2D6+10

M.D.C.: 2D6x10+15 on Rifts Earth. (6D6 plus P.E. number for Hit Points, 6D6x2 S.D.C., and ethereal by nature in S.D.C. settings.)

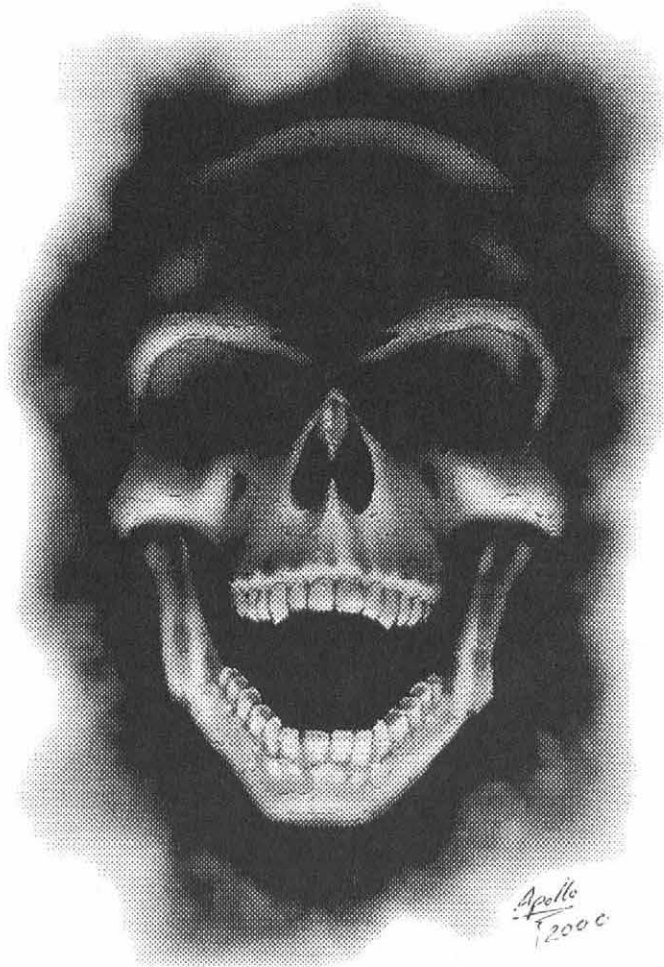
Size: 12 feet (3.6 m) tall.

Average P.P.E.: 1D4x100

Horror Factor: 15

Natural Abilities: Nightvision 100 feet (30.5 m), see the invisible, dimensional teleport 70% +2% per level of experience, bio-regeneration of 2D6 M.D.C. once per melee round, magically knows all languages.

Ethereal By Nature (special): This means it can walk through solid matter like walls, while physical attacks, like arrows, swords, fire and energy blasts do no damage — pass right through.



R.C.C. Skills: Streetwise (+10%), Intelligence (+20%), Interrogation Techniques (+20%), Surveillance (+30%), Land Navigation (+20%), Heraldry (+10%), Locate Secret Compartments (+20%), Recognize Weapon Quality (+10%), Gemology (+20%), Demon & Monster Lore (+30%), two Lore of choice, Basic and Advanced Math (+20%), and Literate in Elven and six others (+20%).

Average Level of Experience: 1D4+3; use the experience table for the Wizard.

Attacks per Melee: Three psionic attacks only.

Damage: Via psionics only.

Bonuses (in addition to attributes): +3 on initiative, +2 on all magic saving throws, +12 to save vs Horror Factor.

Magic: None.

Psionics: I.S.P. 2D6+12 x10 plus an additional 10 points per level of experience. Possesses all Sensitive and Physical powers, plus Detect Psionics, Mind Bolt, Telekinesis (super), Telekinetic Push, Telekinetic Punch, Telekinetic Force Field, P.P.E. Shield and seven of choice. Considered a Master Psionic.

Habitat: Indigenous to an alien dimension. Can be found periodically anywhere.

Enemies: Generally, Hades Demons, humanoids and the forces of good.

Allies: Mainly fellow demons of Dyval, but may join forces with other evil beings.

Notes: Can use weapons via telekinesis and ectoplasm.

Deevil Lords

Many of the Lords and Ladies of Dyval are much too involved in their own schemes and political intrigue of the Dyval monarchy to take a direct hand in the affairs of mortals. The two who do are presented below. The rest regularly leave otherworldly matters to their lieutenants and underlings, getting involved only if their power base is threatened or something especially interesting unfolds.

Sahtalus

The Supreme Lord Dyval

To worshipers, Sahtalus is the symbol of temptation, lust, and betrayal. Which is fine with Sahtalus, and may have represented what he once was, before he became the Supreme Lord Dyval, but he has little time any more for temptation and lust (there's always time for betrayal, however).

As the ruler of the realm of the Dyval, Sahtalus is constantly busy, constantly organizing things, constantly looking in on the other worlds where the Deevil has an interest. Most of all, he is constantly busy watching his back, and making sure that one of the other Deevil Lords isn't about to put him out of his job.

Sahtalus is a handsome, aristocratic nobleman with black hair and beard, red skin, small horns, sparkling dark eyes, tail, and human legs that end in cloven feet. Of course, this is but one appearance among many, and it is said that Sahtalus may not exist at all, but that Sahtalus is but a *nom d'mauvais* of a craftier Deevil.

Alignment: Miscreant.

Attributes: I.Q. 21, M.E. 26, M.A. 25, P.S. 37, P.P. 20, P.E. 30, P.B. 10, Spd 27 (18.5 mph/29.6 km).

M.D.C.: 18,000 on Rifts Earth. (7,600 for Hit Points, 9,600 S.D.C., and an A.R. of 15 in S.D.C. settings.)

Size: 20 feet (6 m) tall.

P.P.E.: 10,490

Horror Factor: 15

Natural abilities: Astral travel, fly (75 mph/120 km), nightvision 400 feet (122 m), see the invisible, turn invisible, impervious to fire and cold, metamorphosis (any), bio-regeneration 2D4x10 M.D.C. per melee round, summon and control as many as 6D6 Deevils of any kind (at a moment's notice; can summon and command entire armies of thousands with a few hours preparation; favorite minions are *Wraiths*, *Beasts* and *Pandemoniums*), magically knows all languages, animate & control 3D4x100 of the newly dead, and dimensional teleport 75%.

Skills of Note: Literate in all current languages, including Dragonese/Elven 98%, plus Track Humanoids 70% and all Rogue skills at 80%.

Experience Levels: 20th level Alchemist, 15th level Ley Line Walker/Wizard, 10th level Summoner, 7th level Diabolist and amateur assassin.

Natural Vulnerabilities and Weaknesses: The touch of pure iron is the only thing that can harm Sahtalus. He is unique among the Deevil Lords in that he has made himself immune to all other things that can harm him.

Arrogance. Although he tries to remember that others have fallen from his exalted position, his contempt for his underlings is gradually reducing his opinion of all his potential enemies.

Overreaching Ambition. In attempting to extend the influence of Dyval in so many other realms, he may be weakening the realm's ability to defend itself.

Deific/Demonic Powers: Sahtalus has the full range of power over his followers, and can perform all prototypical deific powers at the standard cost.

Greater Metamorphosis: Deity (special): Sahtalus has the rare ability of taking on the form of *any* of the deities that he knows. While he does not gain their powers or innate abilities, his imitation is good enough to fool the god's lay followers (01-99% will not recognize the deception), and priests of that god (01-75% are fooled), but there is an even chance the god's own minions will fall for it (01-45%), while trying to put one over on other gods is pretty unlikely (only 01-15%). Cost to Sahtalus: 125 P.P.E.

Magic Powers: All 1-11th level magic spells/invocations, plus all circles of power, and wards, and knows all magic symbols.

Psionic Powers: 700 I.S.P. Possesses all Sensitive and Physical powers, plus Detect Psionics, Mind Bolt, Telekinesis (super), Telekinetic Force Field, Telekinetic Punch, Telekinetic Push, and P.P.E. Shield. All equal to 20th level in power.

Attacks Per Melee Round: Eight in physical combat or psionic attacks or three by magic.

Special Bonuses (in addition to attributes): +2 on initiative, +4 to strike, +2 to parry and dodge, +6 to pull punch, impervious to possession, +12 to save vs Horror Factor, +3 on all other saving throws, and 98% to charm or impress.

Favorite Weapons: He prefers not to use weapons in combat, relying on his formidable range of powers, and occasionally rebukes someone with a "scratch" from his claws. However, he has a number of arcane weapons, including rune weapons, that he will use if he feels he is in serious danger.

Alliances & Allies: Hel, his wife, is his greatest ally. Pandemoniums are his favorite and most trusted minions (may be considered an elite guard). He feels that all others must be kept in line by force. Wraiths, arguably the finest spies available anywhere, are also among Sahtalus' favored minions, as are the Beasts who function both as spies and elite warriors and bodyguards. Of course, as the Lord of Dyval, Sahtalus may call upon and command any of the Deevils, including the Lords and Ladies beneath him.

Enemies: Certainly the Gods of Light and Dyval's ancient rivals, the Demon hosts, but he is more concerned about traitors who might be lurking in his own ranks, so he counts the other Deevil Lords among his enemies.

Notes: Not particularly interested in technology, although he will use whatever is expedient in getting his way. Magic and Mega-Damage weapons do full damage.

Mephisto the Deceiver

Mephisto, the symbol of illusions and deception, has been secretly plotting to take the seat of power from Sahtalus. He is waiting patiently for the right moment, all the while gathering more and more of the Deevil races to his side.

In terms of his personality, Mephisto suffers from delusions of grandeur and has a serious case of megalomania. He regards mortals as toys and pawns to be used for his own gain or amusement. His citadel is more of a prison than a palace, since he has taken the job of imprisoning, interrogating, and torturing all the *demons* captured in Dyval's long conflict with Hades. Also in his cells are a number of humans (Mephisto hates humans, and likes to have a few around to torment), bound Lesser Elementals, and even some "thing" that is rumored to be a captive Angel. All throughout the citadel are Deevil Serpents, his personal servants and jailers. Mephisto appears as a handsome, dark skinned human with sharp, pointed teeth, long black, fly-away hair, wild eyes, and a devious grin.

Alignment: Miscreant.

Attributes: I.Q. 23, M.A. 28, M.E. 24, P.S. 23, P.P. 24, P.E. 23, P.B. 21, Spd 66 (45 mph/72 km).

M.D.C.: 12,000 on Rifts Earth. (6,539 for Hit Points, 3,600 S.D.C., and an A.R. of 14 in S.D.C. settings.)

Size: 16 feet (4.8 m) tall.

P.P.E.: 3,600

Horror Factor: 14

Skills of Note: Interrogation Techniques, Surveillance, Palming, Card Shark, Gambling, Streetwise and all Espionage skills, all at 92%.

Natural Abilities: Nightvision 120 feet (36.6 m), fire and cold resistant (half damage), bio-regeneration 1D6x10 M.D.C. per melee round, metamorphosis: animal (favorite shapes are *raven*, *black cat*, *spider*, or *scorpion*), metamorphosis: humanoid (any), knows all languages, see the invisible, turn invisible at will, impervious to poisons/toxins/drugs, does not breathe air, resistant to fire and cold (does half damage), teleport self 96% and dimensional teleportation 80%.

Natural Vulnerabilities and Weaknesses: Weapons made of pure iron do triple damage, and he can also be harmed by holy weapons, rune weapons and magic of all kinds. Psionics also do normal damage.

Power Hungry. Mephisto is blinded by his lust for power. He doesn't even realize how obvious he is about it, and how his unrelenting campaign to subvert Sahtalus and to take over Dyval has become plain to everyone.

Megalomaniac. He believes that he is the only fit ruler of the universe, and that all other gods are incompetents and idiots.

Deific/Demonic Powers: Mephisto has the full range of power over his followers, and can perform all prototypical deific powers at the standard cost.

Mephisto is the master of *Deevil Serpents* and he uses them as his spies and agents in many places. At any time Mephisto can summon 5D6 to his side. Arch Fiends are also a favored minion with entire armies at Mephisto's command.

Experience Levels: 16th level Ley Line Walker/Wizard, 10th level Summoner, and 10th level Assassin.

Magic Knowledge: All 1-12 level magic spells/invocations. Also a Summoner and knows all magic symbols, runes, and all summoning and protection circles, plus the following power circles: All Seeing, Dimensional Rift, Healing, Insanity, Knowledge, Passion, Power and Power Matrix.

Psionic Powers: A Master Psionic with 2,000 I.S.P. Possesses all psionics abilities, including all Super-Psionics and Mind Bleeder powers! All equal to 16th level in power!

Attacks Per Melee Round: Nine physical or psionic attacks, or two by magic.

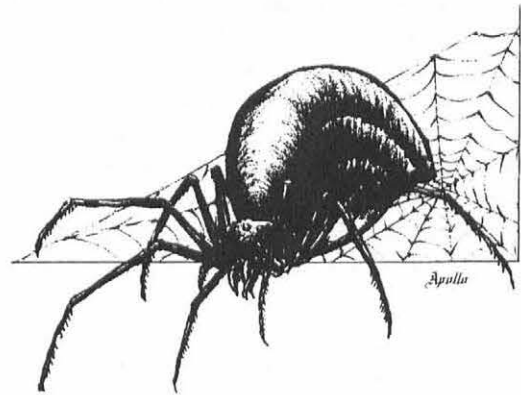
Special Bonuses (in addition to attribute bonuses): +3 on initiative, +2 to strike, parry and dodge, +10 to pull punch, impervious to Horror Factor and possession, and 94% to charm or impress.

Favorite Weapons: *Juris:* A two-handed mace from a long-lost realm where magic and technology were fused together, it is able to discharge lightning as it impacts on a target, doing 2D6x10 M.D., but is limited to six lightning strikes per day; range 3000 feet (914 m). The blade itself does 1D4x10 M.D., double damage to Demons of Hades!

Alliances & Allies: In trying to arrange for alliances *against* Sahtalus, he has made too many offers and too many promises. Most deities don't trust anything that Mephisto has to say.

Enemies: He hates all the Gods of Light, along with most other gods of good alignment, but his hatred for Sahtalus shines above everything else.

Notes on Rifts® Earth: Mephisto would love to go there! However, he would be disturbed to hear that an Alien Intelligence is currently *masquerading* as him on Rifts® Earth.



Unaffiliated Palladium Demons

The following are a few demonic beings known to the Palladium World, but which seem to have no affiliation with any particular demonic clan or pantheon. Also see the *Angel-Demon Serpent* in *Rifts® Conversion Book One*.

The Thin Ones

Original concept by Bill Coffin & Kevin Siembieda

Actually, nobody knows what a Thin One is, so scholars and xenologists would argue as to whether or not the Thin Ones are true demons or some bizarre alien life form that defies human understanding. Decide for yourself.

The Thin Ones are a race of parasitic humanoids that, in order to live, must inhabit a host body that they control from the inside like a puppet. Nobody knows where these creatures come

from, whether they are native to the Palladium World or if they were brought there like so many of the other aliens living in the Baalgor Wastelands. All that is known for certain about these strange humanoids are their feeding patterns.

Thin Ones live off the ambient magical energy (P.P.E.) found within all *living beings*. They tap into this energy by inhabiting a host body, usually by paralyzing it, prying the mouth open and fitting itself down the host's throat. Once inside, the Thin One extends itself along the host's limbs and into its brain stem. At this point, the Thin One has total control over the host body. The host is still alive, but its brain is put in a kind of stasis while the Thin One is in control. Those lucky enough to survive a Thin One possession never recall being possessed, nor do they suffer any negative side effects aside from a few days of disorientation and fairly intense headaches (-10% to all skills and -2 to strike, parry and dodge while these headaches persist).

Thin Ones siphon off a single point of P.P.E. per day for as long as one possesses a body. This is a temporary loss of P.P.E. for the host, which is recovered normally, as if the P.P.E. were expended in casting a spell. The host's remaining P.P.E. is at the Thin One's disposal.

While possessing a host body, a Thin One may access whatever knowledge or abilities the host has. Thus, the possessed individual performs as he/she/it would normally in regard to attributes, skills, knowledge, memories, fighting, spell casting, psionics, etc. The only difference is that the Thin One is controlling the host entirely, piloting it like a bizarre kind of living vehicle. Thin Ones usually stay in a host until it dies or is killed. Since Thin Ones are not thrill-seekers by nature, it is quite feasible for one to remain in a host for years. Thankfully for young hosts, there is a good chance that they will outlive the Thin One controlling them, at which point, the diabolical creature will leave its host, who must now cope with the fact that he has been effectively unconscious for the past "X" number of years.

When in combat, it is the Thin One's host body that takes all damage. The creature inside is completely unaffected by the suffering or death of its host body. When the host dies, the Thin One simply leaves it in search of another. This is when Thin Ones are most vulnerable and can be destroyed by magic and physical attacks.

There are ways to expel a Thin One from its host body. Thin Ones detest the cold, and their host body does not provide enough warmth to save them. Thus, the creature will die if exposed to temperatures below 32 degrees Fahrenheit (0 degrees Celsius) for more than one hour. Just *before* dying, the Thin One leaves the host body and curls up to preserve heat. At this point, it may be left to die or it may be captured and kept alive in a metal box or some other form of strong constraint (any M.D.C. material). Once trapped this way, it is too weak to break out and the sealed metal (or M.D.C.) container keeps it alive, preserved within in stasis.

The only other way to remove the creature while it is inside a host is if an attacker scores a critical hit on it (a Natural 20). Under such a circumstance, there is a 01-25% chance that the damage inflicted will affect the Thin One as well as the host body. If a Thin One is injured in this manner, it will panic, flee the host body at once, and try to escape. Rites of Exorcism will confirm the presence of the possessing creature, but cannot force its expulsion.

Discovering the presence of a Thin One is not as difficult as one might think. They are hardly masters of subterfuge or subtly, and they often give themselves away by doing as they please and using the host's body in such a way that it does not fit with the character's true alignment, morals or personality. Most of the time, a Thin One-possessed individual is very emotionless and distant, reluctant to communicate verbally, and avoids cold temperatures (even to the extent of not drinking cold beverages). Furthermore, psionic and magical abilities to sense evil or the supernatural and/or see aura will indicate the presence of this foul being. So will exorcism.

Despite the various methods of discovering a Thin One, they still have a great weapon at their disposal: hardly anybody in the Palladium World or *Rifts Earth* even knows about them. Very few people have ever heard of the Thin Ones, much less seen one or studied them long enough to have any idea of their range of abilities. Indeed, most of the times when it is discovered that the Thin One's host has been taken over by something, people first assume that a ghost or other infernal entity is doing the possession. And while the host's friends and loved ones waste time with religious ceremonies and exorcisms, the Thin One itself remains unaffected.

In the end, however, nobody knows what motivates Thin Ones. Once they possess a host, they often will just carry on a seemingly normal life, punctuated by acts of cruelty and evil, but otherwise doing what it can to keep its host body alive and healthy. Some Thin Ones display a penchant for extreme violence and wickedness, using their host like a disposable weapon, causing as much damage and discord as possible before leaving their host behind (often as a corpse) and continuing their foul work in another hapless victim. Despite this, there do seem to be at least a few Thin Ones who are capable of performing good deeds, and some will even champion the downtrodden from time to time. Of course, this is very rare, since most Thin Ones generally seem to view all humanoid life as its personal food supply and playthings. But, just as humans might develop extreme fondness for a dog, cat or horse, so too will Thin Ones develop an uncommon affection for a humanoid used as its host, and sometimes one or more people close to its host body (remember the monster does share its host's memories). In fact, some speculate that it is the memories and emotions of the host that can sway a Thin One to take a kind look toward humanoids and compel them to help others or show mercy.

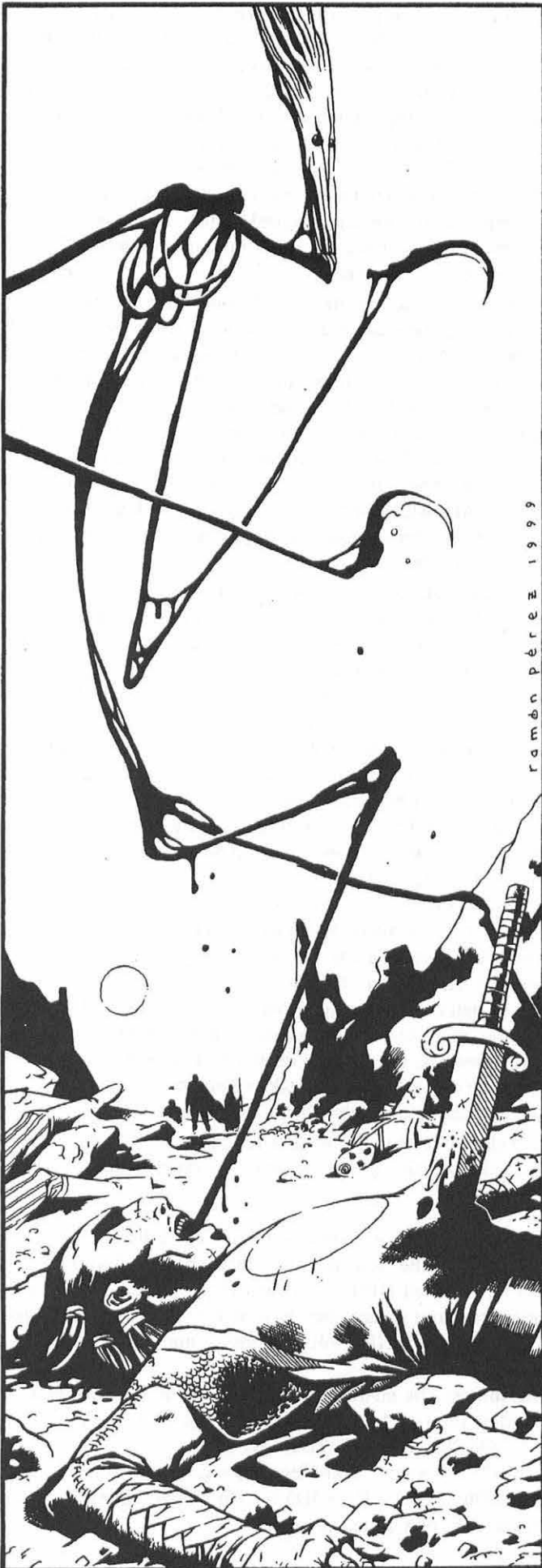
Thin Ones usually live and act alone, but small groups of them do occasionally get together to perform some unknown mission.

Unknown, intelligent alien being & NPC Villain

Alignment: The vast majority are Diabolic (30%), Miscreant (30%), Aberrant (10%) or Anarchist (25%). Due to their parasitic, predatory nature, they have a very hard time following a good alignment. NPC villain/monster, not recommended as a player character.

Attributes: The number of six-sided dice to be rolled is designated as follows: I.Q. 3D6+4, M.E. 4D6, M.A. 4D6, P.S. 2D6, P.P. 2D6, P.E. 2D6, P.B. 1D6, Spd. 2D6

M.D.C.: Becomes a light Mega-Damage creature on *Rifts Earth* with 6D6+12. (Has P.E.+3D6 for Hit Points, 3D6+6 for S.D.C. and an A.R. of 8 in S.D.C. worlds.)



Horror Factor: When viewed in their natural state, Thin Ones have an H.F. of 9. However, this is more like intense curiosity or amazement. The Thin Ones are not particularly menacing looking, despite their sinister means of survival.

Average P.P.E.: 6D6 +25. In addition, Thin Ones can tap into the P.P.E of their hosts.

Average Life Span: Unknown; believed to be 30-40 years.

Size: At full height, a Thin One stands almost 8 feet (2.4 m) tall. However, Thin Ones fold themselves to fit inside and merge with a host body. Furthermore, they can fold and roll up into a ball the size of a grapefruit. This is done when without a host body and hiding, afraid or cold.

Physical Appearance: On its own, a Thin One appears like an eight foot (2.4 m) tall stick figure or armature made out of some kind of black or gray wire. These creatures are extremely spindly, and look as if they could be snapped in two with the slightest effort. Their height and spindly build makes them somewhat awkward and clumsy, but they can easily move through very tight spaces (like a chimney, crack in a wall, between the bars of a prison cell or grate, a partly open window, arrow slit, and so on) as well as densely obstructed pathways like a jungle or forest. Furthermore, they are difficult to see among rocks, trees, and shadows, especially when standing still, blending into the shapes, lines, and shadow patterns of the background. Their long arms and legs end in small, sharp hooks that can only perform the most basic manipulation. Thin Ones have a small, narrow head which has a pair of pinpoint-small, jet black eyes and no other facial features aside from a tiny, thin, horizontal mouth. The extremely wiry build of Thin Ones allows them to fold up into tiny packages such that if a Thin One fully bundled itself, it would only be as large as a large grapefruit or small bundle of sticks.

O.C.C.s Available: None, since they simply adapt to the O.C.C. of their host and draw upon his or her skills and experience. Thus if a fifth level Mercenary Troll is taken over by a Thin One, it acts with the abilities, experience and bonuses of the host Troll – however, experience and skills are *frozen* at the level of the host when the monster first took possession of him. Once the Thin One leaves that host, however, it loses all the abilities and skills it had once enjoyed, and has only dim memories of that period.

Natural Abilities: In addition to possession by literally entering and merging with a host body, all Thin Ones possess the spell-like ability to paralyze others with their touch. This ability is equivalent to the spell *Paralysis Bolt*, only that the Thin Ones cannot use it over a distance, only by touch. This is the primary means for a Thin One to subdue and enter a host.

Also, all Thin Ones have the psionic-like ability to See Auras, as per the psionic sensitive ability. This operates constantly for the Thin Ones, and it has no I.S.P. or P.P.E. cost. This is how the Thin Ones determine which hosts to target and identify psychics who are their natural enemies.

R.C.C. Skills: Scale Walls 80% and Prowl 50% (+35% when in darkness, shadows or hiding and not moving).

Vulnerabilities: As noted previously, various types of psionics can detect the presence of a Thin One. Likewise, *psionic powers* that can precisely target a specific mind can be used against the Thin Ones. This includes Mind Bolt, Hypnotic Suggestion, Mind Bond, Mind Wipe and others that directly affect the mind.

The creature is also vulnerable to psionic and magical illusions. Remember, the mind of the host body is effectively asleep and in stasis, so it is the mind of the Thin One that is in control and vulnerable to psionic mind attacks and illusions. The only way to hurt the monster while inside the host body without hurting the host, is through careful use of psionics. However, this means psychics are regarded as natural enemies and the first foes to be eliminated.

Cold based magic attacks may draw the monster from its host body and inflict double damage when it is outside the warm, protective host. Physical weapons and punches can also be used against the creature when it is outside a host body, but make attackers vulnerable to its paralyzing touch (victims need a 16 or higher to save) and being possessed themselves.

Attacks Per Melee: Two in their natural state or per those of the host body.

Damage: Claws inflict 2D4 M.D. Rarely use any kind of weapon when outside of its host body.

Bonuses: None in their natural state, otherwise those possessed by the host body.

Magic: None in their natural state other than those noted under natural abilities, above. Their ability to physically enter and seize complete control of a host body without hurting that body or mind in any way is, obviously, some innate, magical ability unlike any known.

Psionics: Only the ability to See Aura and Detect Psionics (range: 60 feet/18.3 m; line of vision).

Habitat: Originally found only in the Baalgor Wastelands, but they are feared to be spreading. Hot and warm climates only. Not known to be on Rifts Earth or other worlds.

Languages: The Thin Ones speak a unique language among themselves that is based on transmitted, sub-harmonic vibrations. Without advanced technology, you basically cannot tell when Thin Ones are communicating with each other, nor can one hear what they are saying. All Thin Ones also appear to speak Elven and know whatever language their host body knows for as long as they inhabit it.

Enemies: All humanoids and many larger animals are considered potential host bodies and enemies. Some have speculated that the Thin Ones are some kind of alien demon or creature of magic because they have minimal understanding of or regard for humanoid life. Also, like demons and many creatures of magic, they tend to be self-serving and often wicked and cruel, hurting others for their own enjoyment.

Allies: It is thought they may associate with certain demons or other powerful, supernatural beings, but this is pure theory.

Winter Storm Ice Demon

The notorious Winter Storm Ice Demon of Palladium is so named because this monster appears after the first snow begins to fall in the Northern Hinterlands, and the first snow is usually a storm. Whether true demons, monstrous elemental beings or something else entirely, the Winter Storm Ice Demon is a fearsome monster that stalks humanoids and intelligent life forms for both food and pleasure.

Little is known about these foul creatures. They seem to disappear with the spring thaw and reappear shortly after the first

winter snow beings to fall. Reports of encounters with Ice Demons in the Northern Mountains during summertime suggest they may migrate and perhaps hibernate in a cave or curl up on a mountain peak during the warm months. When winter returns, the demons migrate back into the lowlands.

The Ice Demon's origin is anyone's guess. Cruel, savage, killing machines, they seem to live for battle, kill for pleasure, and devour humanoid flesh. They go looking for trouble and attack without provocation. Though normally a solitary hunter, the Winter Storm Ice Demon may gather in groups of 3-12 to lay siege to an armed camp, home or even a fort or town. They seem to have no fear of humans or most other humanoids, and welcome a challenge from practitioners of magic and physically powerful beings such as Bearmen, Gigantes and dragons. Some will fight to the death, especially if provoked, while others will fight to the brink of death before giving up and vanishing in the snow.

These demons seem to be made entirely of *living ice*. They have claws that are like short swords and teeth like daggers. Sharp spikes and spines cover its back and head, while ice shards help to protect the forearms and knees. In the winter of the Palladium north lands, all these Ice Demons do is wander the countryside looking for intelligent beings to slaughter. While humanoids are its primary target, dragons, Sphinxes, and other creatures of magic, creatures of beauty and beings of good alignment are also sought out and destroyed.

Also known as Winter's Vengeance

Alignment: Always Diabolic evil (100%).

Attributes: The number of six-sided dice to roll is as designated. I.Q. 1D6+7, M.E. 1D6+7, M.A. 1D6, P.S. 4D6+10, P.P. 1D6+12, P.E. 1D6+15, P.B. 1D6, Spd. 3D6+22

M.D.C.: 1D6x10+160 M.D.C. (In S.D.C. worlds it has P.E. number x2 +90 for Hit Points, 2D6x10 S.D.C. and an A.R. of 15.)

Horror Factor: 9



P.P.E.: 4D6x10 +ME. attribute number.

Size: 7-9 feet (2.1 to 2.7 m) tall; 800-1000 lbs (360 to 450 kg).

Physical Appearance: A brutish creature of ice and spikes, with long, thin arms and legs, and a head and spine covered in a crown of icy thorns.

Average Life Span: Immortal, although they can be slain.

Natural Abilities: Great strength, speed and cruelty. Impervious to cold (love it; the colder the better, and cold based magic has no effect), impervious to poison and disease, resistant to fire. Nightvision 2000 feet (610 m), can see the invisible, can turn invisible when on ice or in water. Doesn't need to breathe air or drink water and can go without eating for seven days at a time without ill effect (feasts on human flesh, bones and blood and often gorges itself). Bio-regenerates 1D6 Hit Points or S.D.C. every melee round and magically understands all languages, but growls, snorts and howls like an animal. May say a word or two like, "No, yes, open door, die human and now you die" in a cold, deep voice.

Leave tracks, but can run atop freshly fallen snow without sinking down into it. Ice Demons can run/slide across ice even if wafer thin at double their normal speed as well as swim in below freezing water at double their normal speed. Can climb up frozen rock and sheer walls of snow and ice at full speed (equivalent of 90/80% climbing skill). Skill equivalents include: Land Navigation (75%), Track Humanoids (70%), and Swim (90%).

Vulnerabilities: -5 to save vs fire based magic. Magical flame weapons and Holy weapons do double damage. Rune weapons do normal damage but against them the demon's A.R. is a mere 10! The Ice Demon is vulnerable to ordinary weapons, provided they can punch through its formidable Armor Rating of 15! Silver weapon have no special significance.

O.C.C.s Available: None; see Natural Abilities and Magic.

Attacks Per Melee: Six physical or two by magic.

Damage: Hand to hand or by magic. Bite: 3D6 M.D., Claws: 2D6 +Supernatural P.S. damage (double damage to creatures made of fire or vulnerable to cold, including Fire Dragons). Punch or Kick: as per Supernatural P.S.

Bonuses (in addition to attributes): +1 on initiative, +3 to strike and parry, +2 to dodge, +2 to disarm, impervious to possession and Horror Factor, and +3 on all saving throws.

Magic: All Water Warlock spells levels 1-5 (including those in this book); cast as if by a 6th

level Warlock. **P.P.E.:** 4D6x10 +ME. attribute number.

Psionics: None.

Habitat: The Northern Hinterlands and Northern Mountains (may also exist in the Land of the Damned). Occasionally, 1D4 are encountered in the Great Northern Wilderness and Disputed Lands, but only in the winter.

Languages: Magically understand all languages, but are monsters of few words.

Enemies: Compelled to hunt down intelligent life forms and destroy them. Tend to stay in the remote regions.

Allies: Warlocks can speak to these beings, but the demons have no respect for them and see them as their natural enemies. Sometimes ally themselves with evil Summoners, Wizards, gods, demon lords and other powerful, but evil beings, especially if war and destruction is promised. Tend to respect Witches, Terror Trees, Threkk and evil Faerie Folk, and leave them alone.

Undead Legions

Vampires

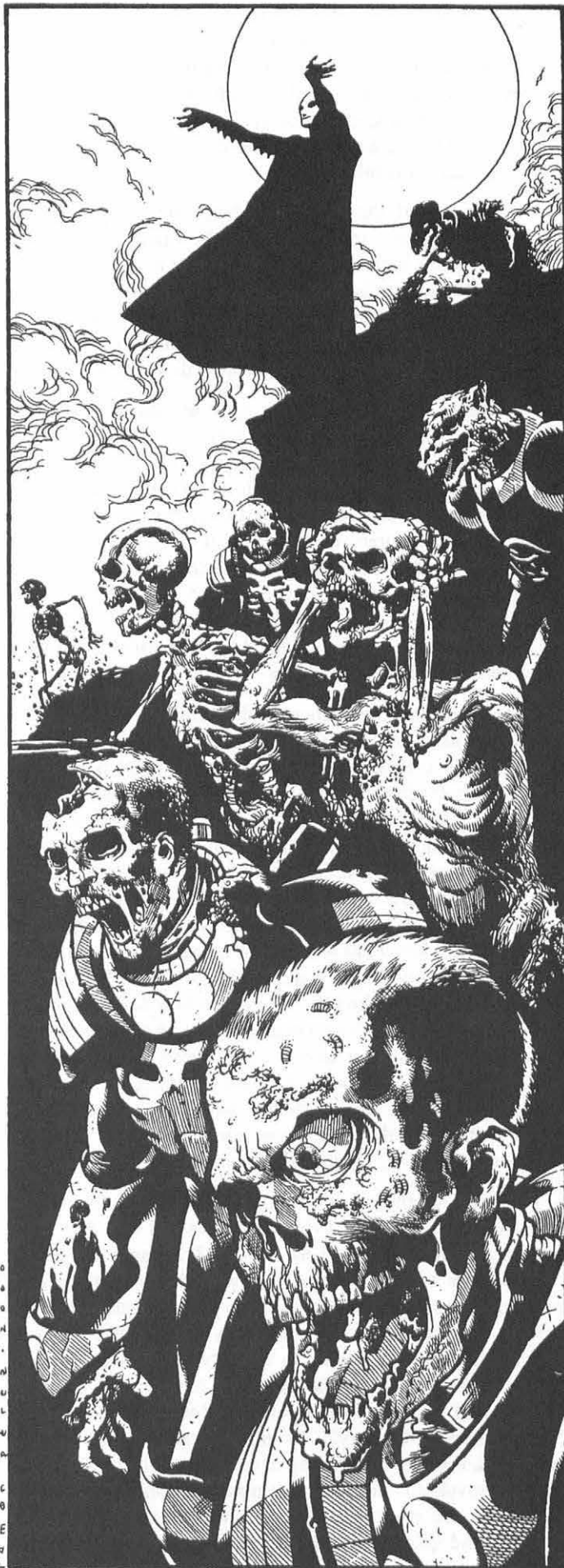
The most famous of the undead is the *classic vampire* – the living who return to quasi-life as the blood drinking “walking dead” – or “undead.” The vampire is *not* presented in these pages because there is already an entire World Book dedicated to them, **Rifts® World Book One: Vampire Kingdoms™**. Check it out!

Ah, but there are a variety of *other* undead monsters from the voodoo Zombie to much less familiar monsters presented in the pages that follow. Most of these undead horrors were inspired from ideas and text by Bill Coffin that originally appeared in the **Palladium Fantasy® sourcebook, Land of the Damned™ Two: The Eternal Torment™**. Of course they are presented here, adjusted and statted out for **Rifts®** and the rest of the infinite Megaverse®. In addition to these undead, many cultures have myths and legends about blood drinking fiends and undead terrors that are not included in these pages. Mythology and history are always great sources for role-playing ideas, use them.

The Endless Dead

By Kevin Siembieda & Bill Coffin

The horrific monstrosities in this section are demonic undead quite rare in most of the Megaverse. With a few exceptions, the *Land of Eternal Torment* on the Palladium World and Rifts Earth being two of them, they are seldom found inhabiting the same region or world together. Like vampires, only one or two types of undead are usually encountered in any one geographic area. However, the multi-dimensional aspect of Rifts Earth and the fact there are places, like China, that are literally *Hell on Earth*, all manner of evil spirits, demons, and undead are found lurking in the shadows on Earth. Still, most of the undead described in this section are comparatively rare and seldom found in large numbers or in organized groups or working together. Most are evil predators who feed on the living and enjoy inflicting pain and suffering upon mortals. Like most predatory beasts, they hide in the shadows and avoid contact with other life forms except to come out at night to hunt humanoid prey. Most are solitary hunters or gather as pairs or small groups of a dozen or less. Places like the ‘Burbs offer plenty of hiding places and ample “food stock” appealing to the undead, however, any of these creatures could be found anywhere in the world, and in any environment, from woodland or mountain to village or city. Feared and loathed by the living more than any other monster, the *undead* are hunted and destroyed relentlessly.



About the Undead

All undead are supernatural creatures who have, in some way, already died, but are cursed to roam the earth as an infernal walking dead. This makes them immune to *ordinary weapons* (no damage). Thus, like the traditional *vampire*, only **weapons made of wood, silver or magic** will harm them (full damage), Holy Weapons included. Sometimes a specific undead will have a specific, special or additional vulnerability, but unless it says otherwise in the description, the usual wood, silver and magic vulnerability applies.

Weapons that have been blessed by a mid- to high-level Priest of Light (6th level or higher) turn an ordinary weapon into one that hurts most undead, but it only does one third its usual damage and the "blessing" is only good for 48 hours. Blessing silver or magic weapons has no additional effect; they inflict the same damage as always.

Water damage to vampires. Blessing water turns the liquid into the equivalent of acid or molten lead to the undead. A single vial (about 8 ounces) does 3D6 points of damage direct to Hit Points to a *vampire*, and 2D4 points of damage to most other forms of undead. Against *vampires*, rain does 4D6 damage per minute and holding a vampire under running water does 6D6 damage per minute. When a vampire has lost 21 points of damage *below zero*, it melts away into slime and the vampire is slain. **Note:** Unless stated so, ordinary water has NO ill effect on the other types of undead presented in this section.

Holy symbols can be used to hold *all* undead at bay, forcing them back 1D6+6 feet (2.1 to 3.6 m). Being touched by a holy symbol causes burning pain and 1D6 points of damage. Magic circles of protection will also usually work to hold undead outside the circle.

Sunlight destroys *vampires* at a rate of 1D6x10 points of damage per melee round! However, sunlight does NOT hurt/damage all undead. Only those who are exclusively *nocturnal predators*, sleeping during the day, suffer damage like a vampire, the other undead function just fine in the daylight – well, mostly. Since all undead are creatures of death and darkness, they are most powerful at *night*. The stats and bonuses under each description are for the creature at its *full strength*, which is at night. During the daytime, reduce the undead's physical attributes, S.D.C., bonuses and the range, duration and damage of any psionic, magic, or special powers by half!

Psionics. Not all undead possess psychic abilities. Those who do have psionics often use them to seek out the living before their undead brethren can. If they possess the ability to communicate Empathically or Telepathically, they will have a much easier time making contact and influencing or manipulating the living. See the individual descriptions for details.

Special Abilities. Each type of undead is unique, and will have different powers, abilities, afflictions and goals. These will be presented in each description.

Impervious to most normal weapons, disease, poison, gases, alcohol, fire, heat, cold (although magic fire and cold do *full damage*), drowning, and possession. **Note:** When a description says M.D. weapons or magic do "normal" or "full damage," it means, when dealing with the undead and vampires, that the M.D. does the equivalent of S.D.C. and Hit Point damage to them. Remember, the undead are impervious to most *normal*

weapons, including both the S.D.C. and Mega-Damage varieties. Thus, an undead can take a particle beam or rail gun blast to the chest and brush it off like rice thrown at a wedding – no damage other than some tattered clothes. However, magic, magic weapons and select other things (including those noted previously) may do normal to grievous damage to the undead. Such *damage* is subtracted first from the undead's S.D.C. and then Hit Points. The undead are just a strange breed of monster whose very nature (i.e., the "living dead") defies the laws of physics, nature and reason.

Feeding Habits. Though vampires drink human and humanoid blood, other undead may consume humanoid flesh, internal organs and other things instead of or in addition to blood. The eating habits for each type of undead are noted in their description.

Killing the undead. Again, the different types of undead may have different vulnerabilities and ways they can be killed. In most cases, the head must be severed and the head and body burnt separately until they are reduced to ash or close to it. Otherwise, an undead may seem dead (S.D.C. & Hit Points reduced to zero or below), but if the body remains intact, the creature regenerates to "unlife" with the coming of the next night. Likewise, just decapitating the monster is not enough, for if the head and body are reunited, the creature returns to life with the next nightfall. Driving a wooden stake into a *vampire's* heart immobilizes the fiend and puts it into a coma as long as the stake remains in place. Remove it, and the creature returns to life within a melee round (15 seconds). Staking other undead often has no such effect, and will make the monster extremely angry. If there is some special way to hurt, contain or destroy a specific type of undead, it is presented in the description.

Hit Points & S.D.C.: Like vampires, these undead have Hit Point and S.D.C. stats because they cannot be hurt or killed by conventional weapons, not even M.D.C. weapons. Magic M.D. weapons do the equivalent damage in S.D.C. and Hit Points when leveled against the undead. Always subtract damage from S.D.C. first.

The Becoming: How any of these beings *become* such twisted monstrosities is not entirely known. According to legend, most were once mortal humanoids transformed by some angry god or deific curse to punish them for their past transgressions. However, it is also possible that many of these undead are created in a similar fashion as the traditional vampire. At this point, nobody knows if either or both or something entirely different creates these foul beings.

Supernatural P.S. & P.E.: All undead have Supernatural Strength (punches to M.D.) and endurance (never tire).

Note: Whether it's because classic vampires hold sway over Mexico or some other reason, the undead described here are more common in other parts of the world than North America.

Aberrations

Aberrations resemble thin, sexless humanoids about as tall as a human. Their skin is a pasty white, and they have no body hair whatsoever. Their heads look as if some unseen hand reached down and screwed them 180 degrees so they are facing backwards. The flesh on their necks is wrinkled and stretched, show-

ing that indeed, these creatures did not develop with their heads on backward, they were really twisted into place somehow. An Aberration's clawed hands are where his feet should be and his feet are where his hands should be. Both the Aberration's hands and feet are also twisted around 180 degrees, so the creature's hands, feet and head are all facing one direction while the rest of its body is facing the other direction.

To walk around, the Aberration does a handstand so it can move upright and still rest on its feet. Like a limber acrobat, the Aberration bends back and lets its legs hang over its head so it can bring its hands to bear on things. To see one of these creatures in motion is a little disorienting, both because they look so weird, and because their body parts are all mixed up, and most folk automatically try to rearrange them in their minds.

Aberrations have a very long tongue and drool excessively. Unfortunately, many of them have a lot to say, so they spend much of their time seeking out somebody who will listen to their rants, raves and complaints. According to legend, these undead were once mouthpieces, corrupt attorneys, spies, instigators, interrogators and torturers, though they are in complete denial of their evil ways and bent on explaining themselves. Any creature who dismisses them, disagrees with them or shuns them, even in fear, is attacked, and, if possible, incapacitated, captured and tortured for 1D6+3 days before the Aberration finally kills them and drinks their blood and eats their organs.

Aberrations can use weapons and tools quite well with their hands, but they rarely do. They are among the least overtly aggressive of the undead and, if one can stomach 1D4 hours of listening to the horrid thing, and convincingly feign sympathy, the Aberration will let them go on their way unscathed, and may even warn them about other danger in the area. Aberrations frequently gather in small, sullen groups of 1D4+1 individuals who all commiserate in a mass discussion about their unfair punishment, terrible lives and dismal future. When not meeting with their fellows, Aberrations are content to watch the world go by, always watching with their dark, unblinking eyes. The moment the urge strikes them, however, they race over to an unsuspecting individual or group to begin chatting at the top of their lungs, so excited are they to relate their stories of woe and misery to newcomers. Of course, to the uninitiated, this *may* look like an unprovoked attack. People who respond by running away or attacking the Aberration earn the monster's ire and murderous vengeance for shunning them.

Where an Aberration causes real trouble is when one adopts an individual or group of living characters and tags along with them on their adventures. There is a 01-33% chance that an Aberration stays with any living being who shows it kindness by taking the time to listen to its sad saga and pretends to be sympathetic. The creature talks relentlessly to him/them about its eons of suffering, wallowing in self-pity and telling tale after tale of woe. Anything the creature has to say is either self-involved or incredibly negative ("You'll never make it." "It's hopeless." "Why try?" "You're all doomed, I'm afraid." and so on). Remember, ignoring or telling the Aberration to shut up only provokes the creature and may turn him against that individual or the entire group. The constant prattle also makes prowling and quiet travel impossible as long as the jabbering undead is in tow.



TRIMANT-



The only ways to get rid of one of these dangerous pests are to sneak off when it's not looking, kill it or outrun it. Killing them is usually the easiest solution, but a chatty Aberration really hasn't done anything wrong, and good characters *might* have a hard time justifying the slaughter of even an evil undead who has not wronged them. Aberrations who have been with the group for a while will get a hurt look on their face once they are attacked ("But what did *I* do wrong?") and then defend themselves, fighting unusually well for creatures with such distorted body structures. Should the Aberration win the fight, it will extract a terrible revenge and cannot be fooled again by pretense of friendship or companionship by that group. Likewise, those who encounter an Aberration they snuck away from in the past, will face an angry and vengeful enemy when they meet again.

Alignment: Miscreant or Diabolic evil only.

Attributes: I.Q. 3D6, M.E. 2D6, M.A. 2D6, P.S. 3D6+6, P.P. 3D6+2, P.E. 2D6, P.B. 1D4, Spd 3D6

Size: Six feet tall (1.8 m) on average and weighs around 150 to 170 lbs (67.5 to 76.5 kg).

Hit Points: P.E. attribute number +3D6. Add an additional 3D6 points for every one hundred years it has existed as an undead.

S.D.C.: 1D4x10

Horror Factor: 10

P.P.E.: 3D6

Magic: None.

Psionics: None.

Natural Abilities: Keen vision and senses, Nightvision 1000 feet (305 m) and bio-regenerates at a rate of 2D6 Hit Points or S.D.C. per hour. Is awake and alert all night and most of the day, sleeping only four hours in the early morning hours after dawn, always up by noon. Understands and speaks all languages at 98%, but is illiterate.

R.C.C. Skills (Rifts®): 1D6 Lore (+30%) skills of choice, Basic Math (+20%), Radio: Basic (+20%), Sing (+10%), Swim, Climb and either History or Law. No other skills of note. Whatever it knew in life, this undead has forgotten how to do it.

Special: Sense the Living: Aberrations can instinctively sense the location of a living, intelligent, mortal humanoid within two miles (3.2 km). Can also sense Banshees.

Special: Scream of Despair: When an Aberration fears it is not getting its story through to a living visitor, it can scream what it has to say at a volume equal to a megaphone. This booming, rather high-pitched scream can be heard up to three miles (4.8 km) away. All who hear it know the wail is bad – a portent of danger. Indeed, if the Aberration continues to be ignored or shunned it will attack in a murderous fury, usually battling until it is slain or at least incapacitated (Hit Points reduced to zero or less). Additionally, other predators, blackguards, monsters and undead may hear the scream and may come to investigate.

Average Level of Experience: 1D4

Attacks Per Melee (Rifts®): Four. Aberrations are the wimps of the undead.

Damage: As per Supernatural P.S., or weapons it picks up along its journey (tends to prefer small blade weapons and energy pistols). In the Eternal Torment, Aberrations are fond of taking rocks and bones and throwing them at opponents (1D6+3 S.D.C. damage up to 200 feet/61 m away) and using large bones for clubs (2D6 S.D.C. damage).

Bonuses (in addition to attributes): +2 to strike, parry and dodge, +4 to pull punch, and +5 to save vs Horror Factor.

Penalties: -3 to save vs psionics and illusions.

Vulnerabilities: Standard, wood, silver, magic, holy symbol and holy water.

Average Life Span: Immortal until slain, decapitated and burned to ashes.

Habitat: Can be found just about anywhere, though they seem to haunt crossroads, bridges, ruins, tunnels and other underground environments.

Enemies: Hates all other undead, mainly because they can't stand these blabbermouth complainers either, and regularly beat them into silence and subject them to other indignities and brutality.

Allies: Loners, they avoid all but the company of fellow Aberrations and the living.



Blighters

Blighters, sometimes known as *Fodder Wretches*, are ugly, scabrous humanoids. They are forever plagued by scaly, diseased flesh that exudes a hideous stench and itching all over their carcass. Driven mad by these conditions, the Blighters are all savage, animal-like humanoids who spend much of their time huddled under some rock scratching their flesh until it bleeds and grumbling incoherently to themselves. In short, they look like scarred, scabbed and boil covered walking corpses with long, clawed fingers.

Blighters have no real society to speak of, though they do sometimes congregate in groups of 6D6, but only when there is something there that satisfies everybody's mutual interest. Fortunately for mortals, Blighters are so obsessed with their own puss-filled and itching bodies that they tend to be oblivious to things around them until someone else draws their attention.

This means careful and quiet adventurers can walk within 10 feet (3 m) of an entire group of these misanthropes without causing alarm or provoking them to attack. However, once a living being, be it animal or humanoid, is noticed, the foul monsters attack with the intention of killing and devouring every last morsel except for the bones. Because they are so hideous themselves, Blighters loathe all attractive creatures and delight in beating them into submission, tying them up and torturing them (typically for 2D6 hours) before killing and eating them, and then smashing their bones in small pieces. The more beautiful the creature, the more terrible the torture. Sometimes, when a Blighter is well fed, the monster goes out into the world capturing and disfiguring and/or maiming attractive beings and letting them go to suffer from the deformity and ugliness the Blighter has delivered upon them.

Alignment: Miscreant or Diabolic evil only.

Attributes: I.Q. 1D6+4, M.E. 1D6+1, M.A. 1D4, P.S. 2D6+14, P.P. 2D6+9, P.E. 2D6+9, P.B. 1D4, Spd 2D6+9

Size: 6-7 feet (1.8 to 2.1 m) and weighs 150 to 220 lbs (67.5 to 99 kg).

Hit Points: P.E. attribute number x3.

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

Horror Factor: 14

P.P.E.: 2D4

Magic: None.

Psionics: None.

Natural Abilities: Nightvision 1000 feet (305 m) and bio-regenerates at a rate of 2D6 Hit Points or S.D.C. per hour. Is awake and alert all night and most of the day, sleeping only four hours from noon till five in the evening, when the sun is hottest. Magically understands and speaks all languages at 90%, but is illiterate.

Special: Stench of Putrifaction: The Blighters reek of decaying human flesh and any mortal who comes within 10 feet (3 m) chokes, gags and his eyes water. This reaction imposes the following penalties (mainly applicable in close-combat situations): -3 on initiative, -1 to strike and parry, -20% to perform a skill, and will desperately want to avoid any type of wrestling holds or pinning moves against this horrid smelling monstrosity. Plus the character must roll under his P.E. attribute number once every minute to avoid vomiting from the stench (even characters with a P.E. of 18 or higher must roll a 17 or lower to save, despite their high endurance). Of course, characters in environmental body armor or who wear a gas mask are immune to the stench. An air filter reduces the smell and makes the wearer +3 to save.

Bite Causing Sickness: The bite of the Blighter inflicts the *Sickness* identical in effect to the spell of the same name (see the *Rifts RPG®* or the *Book of Magic*). The only difference is the duration, which is six hours per *each* bite that draws blood (does S.D.C. or Hit Point damage).

Special: Pox Curse: Once a day, Blighters can throw a *pox curse* that causes the victim to break out in open, running sores that cover the face and body 24 hours after the curse. The sores are puss-filled, itchy and ugly. P.B. attribute and S.D.C. are reduced by half (P.B. by half and M.D.C. by 10% if a Mega-Damage creature). Also reduce P.E. by -3 points. A Remove Curse spell or healing touch of a god will remove the pox instantly, otherwise it (and its penalties) will last for 1D6 months.

R.C.C. Skills: Swim (+20%), Climb (+10%), Camouflage (themselves; +10%) and Land Navigation (15%). No other skills of note. Whatever it knew in life, this undead has forgotten.

Average Level of Experience: 1D4

Attacks Per Melee (Rifts®): Five.

Damage: As per Supernatural P.S., though a claw strike does an extra 1D6 M.D.; Blighters all have sharp talons for rending and scratching their own flesh. A bite attack does only 1D6 M.D. regardless of P.S.

Bonuses (in addition to attributes): +2 to strike, parry and dodge, +3 to pull punch, and +8 to save vs Horror Factor.

Penalties: When confronted with opponents who have a P.B. of 18 or higher, the monster becomes so obsessed with “getting it” that the Blighter ignores other potential opponents and dangers, making it vulnerable to surprise attacks, traps and ambushes.

Vulnerabilities: Standard, wood, silver, magic, holy symbols and holy water.

Average Life Span: Immortal until slain, decapitated and burned to ashes.

Habitat: Known to exist in the Yucatan, India and Mongolia. Occasionally found anywhere, including the Chi-Town ‘Burbs and other North American cities, slums and ruins. Suspected of arriving in North America via the St. Louis and Detroit-Windsor Rifts.

Enemies: The living and especially the beautiful.

Allies: None, except other undead, only they loathe Aberrations and either chase them away or kill them whenever the pests show their faces.



Blood Wraiths

Legend says Witches and evildoers who make a pact with evil Alien Intelligences and engage in massacres, campaigns of genocide, and the slaughtering of women, children, slaves and noncombatants become Blood Wraiths after they die. Blood Wraiths are hideous, life-sucking creatures that are on a constant search for living victims. Others claim it is a demon from an alien dimension.

The creature has a vaguely humanoid shape, only it appears as a bloated, hairless being that is composed entirely of blood, no muscle or bone. It can stand up and walk around like a biped, but if one were to punch or kick it, the blow would feel as if one is striking a soft bag of liquid, like a giant walking water bottle.

Likewise, Blood Wraiths have a hard time grabbing or holding anything because their bodies are completely smooth and glistening with a slime that may very well be a coating of blood. Of course, they are blood red in color.

Blood Wraiths feed by touching a living creature and concentrating on it for one melee round, then drawing their victim’s blood out as if by some high-powered form of osmosis. Given enough contact with a Blood Wraith, a victim can lose his entire blood supply in a matter of minutes. The Blood Wraith’s favored method of attack is to envelop an opponent in a wrestling style hold and draw the blood (and life) out of its victim an ounce at a time. Not only do Blood Wraiths love to feed on intelligent life forms, but they also have a special hatred for any person who is obviously a priest, knight or Champion of Light. Other “heroes” – whether self-proclaimed or the genuine article – are next on the monsters’ list.

Blood Wraiths detest a fair fight, and at the first sign of being overpowered or ganged up on, the monster releases its prey, abandons the fight and seeks to escape. They are nocturnal hunters but may be found awake and alert during the day in underground chambers.

Alignment: Miscreant and Diabolic evil only.

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

Size: When all drawn together, the Blood Wraith can fill a humanoid form standing between six and seven feet (1.8 to 2.1 m) tall. However, since these creatures are made of liquid, they often assume forms that are a lot more spread out than that, and as such, can cover a much larger area if they spread out thinly enough.

Weight: Around 200 lbs (90 kg).

Hit Points: P.E. attribute number x2.

S.D.C.: 2D4x10

Natural A.R.: 8, also see *Limited Invulnerability* under Natural Abilities.

Horror Factor: 12

P.P.E.: 4D4

Magic: None.

Psionics: None.

Natural Abilities: Nightvision 1000 feet (305 m) and bio-regenerates at a rate of 1D6 Hit Points or S.D.C. per melee round! Blood Wraiths are nocturnal hunters who shun sunlight (sunlight does the same damage to them as vampires, only it turns them into a boiling puddle of goo). Magically understands and speaks all languages at 90%, but is illiterate.

Special: Liquid Form Metamorphosis: Six times an hour, a Blood Wraith can transform into a formless glob of blood-like ooze in which it can squeeze through a crack in a wall, down a drainpipe, through openings the size of the crack under a door, and holes no smaller than the size of an orange, as well as to slip out of any bonds, slosh through prison bars or those of a gate or fence, and similar. Thus, these undead are almost impossible to contain or imprison.

Limited Invulnerability: S.D.C. strength attacks just bounce off harmlessly. Any kind of M.D. physical attack – punch, kick, stomp, fall, blunt weapon strike, etc., – that strikes the Blood Wraith is like hitting a spongy bag of liquid that gives with the force of the blow, causing the monster little harm (10% of normal damage). Projectile weapons also do one tenth their normal damage.

Mega-Damage blade weapons that “stab” and “cut”, including spears, swords, knives, axes and even biting and claw attacks, do half damage and cause blood to ooze or spurt from the wound. Those who bite a Blood Wraith get a mouthful of vile tasting blood that is not human or any kind of blood they have ever tasted. Those locked in close combat will become covered in the creature’s blood.

Mega-Damage energy attacks, such as heat/fire, electricity, magical energy and psionic energy bolts, etc., do full damage. So do magic weapons and weapons made of *bone* or *stone*. Blood Wraiths are NOT vulnerable to wood or silver. Impervious to the usual things for the undead.

In addition, it is *impossible* to grab onto and hold a Blood Wraith even with a bear hug or multiple tentacles or lassoes (can ooze through a net or cage). The damned thing is just too soft and slippery to get a grip, besides those who think they have a hold on the monster are *allowed* to hold it only so the evil fiend can draw their blood out through touch.

R.C.C. Skills: Swim (+15%), Climb/Scale Walls (too slippery to get a bonus), Land Navigation (+10%), and Wrestling. No other skills of note. Whatever it knew in life, this undead has forgotten.

Average Level of Experience: 1D4

Attacks Per Melee (Rifts®): Four.

Damage: Blood Punch: As per Supernatural P.S. and leaves a large fist- or grapefruit-sized blood splat/print on its opponent’s body/clothing/armor or shield or whatever it struck.

Blood Drain: Touching or pressing against an opponent or victim for one melee round enables the Blood Wraith to begin sucking the character’s blood dry. Each draining action counts as one of the creature’s melee attacks and does 1D6 damage *direct to Hit Points!* **Note:** Blood Wraiths love to use this power to intimidate captives under interrogation. They may also keep one or more prisoners whom they keep as a renewable food source, draining off one third to half of the prisoner(s) blood and leaving it alone for a day or two before feeding again. If the monster has two or three prisoners, it can feed on one a day in rotation. Theoretically, a Blood Wraith could keep such prisoners indefinitely, but they are too lazy and food supplies too scarce in many areas for them to make any prolonged effort of feeding captives to keep them alive (though water is usually provided). Thus, most perish within 1D4+2 weeks in captivity.

Of course, characters inside full environmental body armor, power armor or robot vehicles are impervious to this attack unless the armor is severely breached (reduced to 10% of its original M.D.C.). However, the monster’s power works through clothing, and non-environmental armor doesn’t offer enough protection to stop this attack.

Bonuses (in addition to attributes): +3 to strike, +1 to dodge, +4 to entangle, +8 to save vs Horror Factor and pin/hold/incapacitates on a natural roll of 18, 19, or 20 (one melee round later it starts to drain blood!).

Vulnerabilities: -2 to save vs magic and energy attacks. Heat/fire, electricity, magical energy, psionic energy bolts, and similar M.D. attacks do full damage. So do magic weapons and weapons made of *bone* or *stone* (inflicting M.D. equivalents if an S.D.C. weapon).

When stabbed by a Holy Weapon, the creature takes 50% more damage and its blood around the wound boils! Likewise,

being touched by a holy symbol does 2D6 M.D. and causes the blood under the spot where touched to boil. Blood Wraiths are NOT vulnerable to wood or silver. Impervious to the usual things for undead.

Average Life Span: Immortal until slain, decapitated and burned to ashes.

Habitat (Rifts®): Blood Wraiths are known to be slaves of the Splugorth and used to assist their chief minions in the extraction of information through torture, as well as Bio-Wizard and medical experiments. They are also known to inhabit parts of France where they are worshiped as demigods (and provided humanoid sacrifices) by Blood Druids. This is one of the few places where they are found in groups of 3-6, and as many as 300 or 400 may exist in that country alone. Exist as lone predators and small groups in Africa, Russia, Mongolia and parts of Eastern Europe.

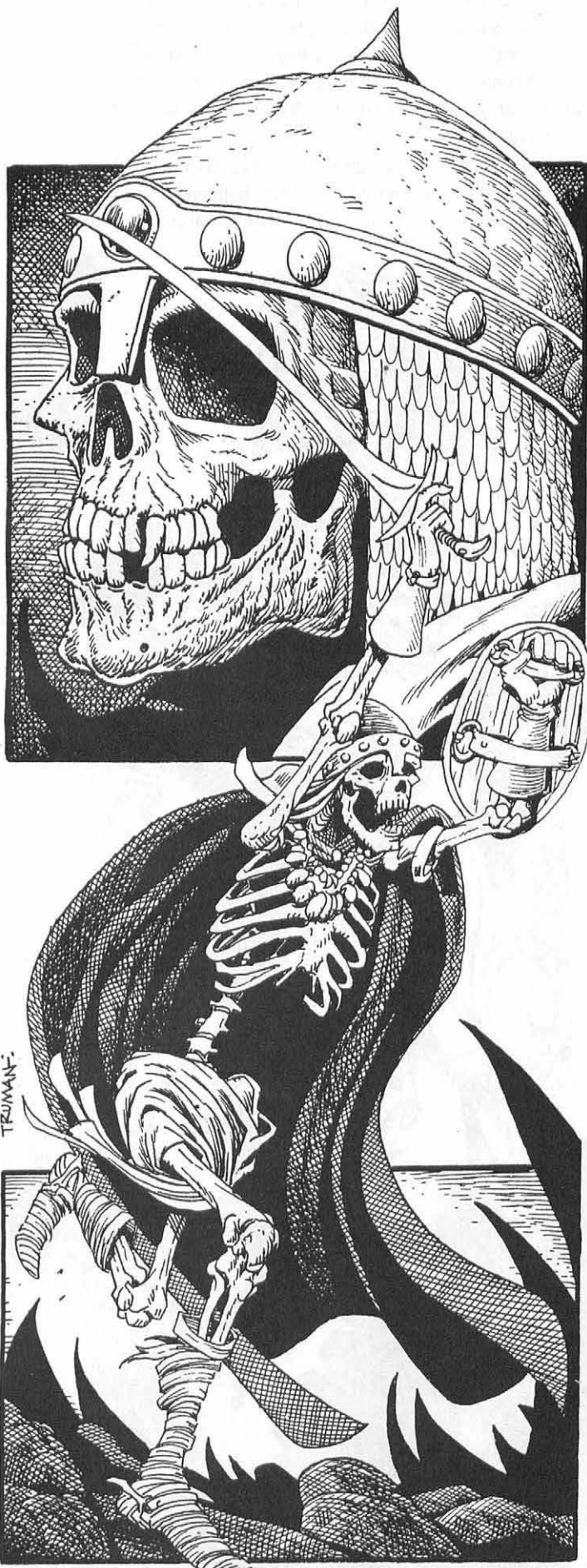
Enemies: Any living creature, no matter how big or strong.

Allies: Typically solitary hunters, but may work or join forces with other cooperative undead as well as other powerful evil beings, including dragons, vampires, demons, Deevils, dark gods, Necromancers, and Priests of Darkness (especially if they worship them).

Bone Fiend

Bone Fiends are fiendish, undead soldiers who love to engage in wholesale slaughter of adventurer groups, military squads and platoons, villages and may even ravage a large town or city using hit and run tactics. At first glance, Bone Fiends resemble the animated skeletons summoned by lesser spells and those with the power to animate and control the dead. However, that is where the similarity ends, for Bone Fiends are stronger, faster, and more intelligent than mere, puppet-like animated dead. They think and plot, formulate plans and adapt to battlefield conditions. They are demonic warriors with knowledge of combat strategies and tactics, work in groups and with others, like to lay cunning traps and ambushes, and actively look for battles to fight. While Bone Fiends have no society to speak of, they do follow a military structure, congregate with their own kind and live to serve other more intelligent and imaginative undead, responding to the commands of the most intelligent and powerful undead, as well as Necromancers, Priests of Darkness, Greater Demons, and dark gods, as if these individuals were their military commanders. Otherwise, they congregate with other lesser undead acting as their protectors or wandering around alone, in pairs or small groups of 2D6 as if they were soldiers on patrol. And as “soldiers on patrol,” Bone Fiends instinctively attack and try to destroy anything that is not undead, demonic or evil – namely the living in general, and intelligent life forms, like humans and D-Bees, in particular. Bone Fiends are found in greater numbers only when some powerful force of evil goes about gathering them and organizing them into an army company (160 troops).

Bone Fiends jump to action whenever they are attacked or threatened themselves or they spot a living creature (typically humanoids, but sometimes pets and attractive animals too). They may move in to attack immediately and without mercy or wait and set up an ambush, or strike under the cover of night. Bone Fiends just hate the living, and as undead soldiers, it is their eternal “duty” to punish and kill the living and beautiful,



which is why they attack them without provocation. They also rush to the defense of *any undead* under attack, as if it is also part of their duty or instinct to serve and protect their undead brethren. This makes them unwaveringly loyal to other more intelligent undead who use them to chase away interfering adventurers and defend evil strongholds.

Alignment: Aberrant evil in the broadest sense of the word, and devoted to other undead.

Attributes: I.Q. 1D6+5 (cunning and tactical decision making), M.E. 1D6+6 (loyal and unwavering from their duty), M.A. 1D4, P.S. 1D6+17, P.P. 2D6+12, P.E. 2D6+12, P.B. 1D4, Spd 3D6+6
Size: 6-7 feet (1.8 to 2.1 m) tall with a human skeletal appearance. Weighs 50 to 75 lbs (22.5 to 34 kg).

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

S.D.C.: 2D4x10+13. Many also wear tattered gloves, gauntlets, pieces of scrap armor, capes and cloaks, but they are for show, not protection.

Horror Factor: 12

P.P.E.: 1D4

Magic: None.

Psionics: None.

Natural Abilities: Nightvision 1000 feet (305 m) and bio-regenerates at a rate of 1D6 Hit Points or S.D.C. per melee round! Bone Fiends never need to sleep, although they do rest, usually in the wee hours of the morning before it gets light (2-5:00 a.m.). Magically understands and speaks all languages at 95%, but is illiterate.

Special: Bone Grafting: If a Bone Fiend loses an appendage, he can pick up a loose bone from any skeleton and graft it onto himself as a replacement. Within a few minutes the limb/bone magically alters its shape to conform with the rest of the body and the creature is instantly restored and healed back to *full strength*. If the entire skeleton is knocked apart, the cursed thing will reform by the end of the next night. **Note:** The only way to *kill* a Bone Fiend is to smash its skull into a dozen pieces and either burn it all or bury each and every skull fragment separately. If even one skull fragment is left unburied, the Bone Fiend will reform and walk again within 48 hours.

R.C.C. Skills: Swim (+20%), Climb/Scale Walls (+20%), Land Navigation (+20%), Recognize Weapon Quality (25%), Military Etiquette (+20%), Detect Ambush (+10%), Radio: Basic (+10%), W.P. Sword, W.P. Pole Arm, W.P. Blunt and W.P. Shield. Modern weapons/guns can be picked up and used but without benefit of any bonus (straight unmodified dice rolls only). No other skills of note. Whatever it knew in life, this undead has forgotten.

Average Level of Experience: 1D4+2

Attacks Per Melee (Rifts®): Five.

Damage: As per Supernatural P.S. or weapon. Prefers M.D. and magical swords, maces and small to medium shields.

Bonuses (in addition to attributes): +1 on initiative, +2 to strike, parry and dodge, +2 to disarm, +4 to pull punch, paired weapons, kick attack, critical strike on an unmodified roll of 19 or 20, and +8 to save vs Horror Factor. They are fighting and killing-machines.

Vulnerabilities: Magic fire and magically flaming weapons inflict 50% more damage, otherwise, silver, magic and holy weapons do normal damage. Holy symbols will hold it at bay but do no physical damage the Bone Fiend, nor does holy water do any

damage. Tends to be fearless and fights to the death (or at least till zero Hit Points), refusing to surrender or show mercy.

Average Life Span: Immortal until slain, decapitated and burned to ashes.

Habitat (Rifts): These undead warriors can be found anywhere from time to time. Their presence has been confirmed in Africa, at least during the appearance of the *Four Horsemen of the Apocalypse*. Many believe Bone Fiends were brought to Rifts Earth by Death or War, and that a small army of perhaps 100-200 currently serve the Phoenix Empire. Undead skeletal warriors have also been reported in France, Italy and Eastern Europe, though in small squads and it is unclear if they are, indeed, Bone Fiends.

None are confirmed to exist in North America, and there have been no reports of them in what was once the old American and Canadian Empires. However, rumors from vampire haunted Mexico have, for generations, claimed that some of the lords of the Vampire Kingdoms command armies of skeleton warriors. Whether these may be Bone Fiends or not has yet to be confirmed. Doc Reid and his Rangers insist the stories are true, though the size of these Bone Fiend armies are much smaller than the tall tales suggest. More than a few southern bound vampire fighters among the Cyber-Knights can also attest to having done battle with squads of "Skeleton demons" in northern Mexico.

The Splugorth sometimes use Bone Fiends as opponents in gladiatorial games; undead warriors vs living ones. Always a crowd pleaser. It is interesting to note that the self-proclaimed Angel of Death operating in the Brodkil Empire in southern Poland can not tolerate any form of *undead*, and has her Brodkil destroy them at sight.

Enemies: All mortal life forms.

Allies: Will come to the defense of any undead and may serve as soldiers to powerful undead lords, Necromancers and other powerful, evil beings.

Evisceral

The undead known as Eviscerals are said to be soldiers who were cowards and betrayers or shirked their duties in life. They are grotesque humanoid who have wide-open body cavities that hold not a single organ. It is as if somebody scraped out their heart, lungs, stomach, liver, kidneys, intestines, all of it. All that is left from navel to chops is a naked rib cage, a clear view of the top of the creature's pelvis and the length of his spine. In addition, the head usually resembles a skull with withered flesh, a crooked jaw and widely spaced, sharp, pointed teeth. The limbs of the body are lean but muscular, and the hands are equipped with long, sharp claws for cutting and digging out organs.

Some would say that the Eviscerals were punished for "not having the guts" to fight or do what was expected of them, and as such, were denied having any for the rest of eternity. Whatever the reason for making the Eviscerals the way that they are, the bottom line is these creatures have no internal organs to speak of, and consequently they eat the organs of the living they slay. This entails killing the victim (naturally), opening them up, removing their insides, and eating them on the spot. Of course, since the Eviscerals have no way to contain these organs, they

just slide on out into a big mess on the ground, much to the monster's dismay, but they taste great while chewing them, and the horrid creature has the satisfaction of depriving another being of their innards (and life). This macabre routine is perpetuated over and over whenever a humanoid or large animal can be killed and gutted.

Unlike many of the undead, Eviscerals have a full recollection of past events and whatever has happened to them since becoming one of the living dead. These creatures are storehouses



of historical knowledge going back, some say, to the Dark Age of Rifts Earth, and if one were able to interview them at length, they could learn an unprecedented amount of information (excluding secrets of magic, the locations of treasure troves, etc.). However, getting this info out of the creature is immensely difficult, even if one is offering fresh guts and organs for trade. Since these malicious undead are cunning and smart, they make up stories and lies about ancient heroes, the Gods of Light and events that never happened to confuse, torment, sadden and frustrate the living. Thus, one can never be certain if what an Evisceral says is true or lies.

Alignment: Miscreant and Diabolic evil only.

Attributes: I.Q. 1D6+10, M.E. 1D6+11, M.A. 1D6+12, P.S. 2D6+13, P.P. 1D6+14, P.E. 1D6+15, P.B. 1D6, Spd 4D6

Size: 6-7 feet (1.8 to 2.1 m) and weighs 150 to 200 lbs (67.5 to 90 kg).

Hit Points: P.E.x2

S.D.C.: 1D4x10+20

Horror Factor: 13

P.P.E.: 3D6 (more if a Wizard).

Magic: 01-05% were spell casting practitioners of magic in their previous life (1D6 level) and retain that knowledge in their undeath. However, whatever P.P.E. they once had is reduced by half (i.e. half normal for that O.C.C. and level of experience). For some reason, they cannot learn new spells since becoming undead. All others have no mystic knowledge.

Psionics: None.

Natural Abilities: Nightvision 1000 feet (305 m) and bio-regenerates at a rate of 2D6 Hit Points or S.D.C. per minute. Is awake and alert all night and most of the day, sleeping only four hours from noon till five p.m. when the sun is hottest; always up by five or six. Magically understands and speaks all languages at 95%.

R.C.C. Skills: Swim (+20%), Climb (+20%), Land Navigation (+20%), Computer Operation (+5%), Radio: Basic (+5%), plus 1D4+1 from Communications or Domestic skills (all +5%), 1D4+1 Technical or Science skills and 1D4 from Rogue or Weapon Proficiency skills. Any other skills have faded away over the years from lack of practice.

Average Level of Experience: 1D4+2

Attacks Per Melee (Rifts®): Four physical or two by magic if a spell caster.

Damage: As per Supernatural P.S. A claw strike does an extra +2D6+2, but their bite only does 1D4 M.D. regardless of P.S. Or by weapon, but most tend to rely on their claws.

Bonuses (does not include possible attribute bonuses): +1 on initiative, +2 to strike and parry, +1 to dodge, +1 to disarm, and +8 to save vs Horror Factor.

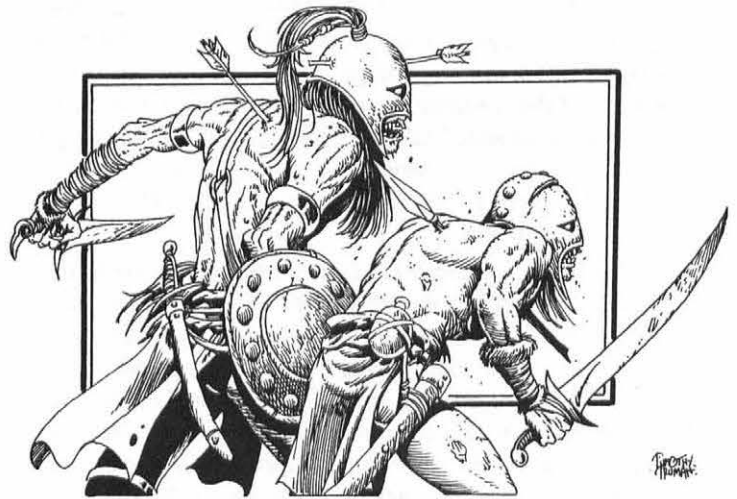
Vulnerabilities: Standard, wood, silver, magic, holy symbol and holy water.

Average Life Span: Immortal until slain, decapitated and burned to ashes.

Habitat (Rifts): Eviscerals are found, periodically, worldwide, including North and South America, Europe and Asia. According to many Rogue Scholars, this undead did exist in considerable numbers during the Dark Ages, but most from that period are believed to have been destroyed, making those who claim to be knowledgeable of the past liars.

Enemies: All mortal life forms.

Allies: May associate with other undead and powerful evil beings, but will be compelled to attack and gut mortal associates and even leaders if the opportunity arises.



Festulent

Like the Bone Fiend, the Festulent is a form of re-animated dead that often roams the countryside in force. According to legend, in their mortal life, these characters were warriors who cheerfully participated in wanton acts of cruelty, torture and brutality.

Festulents appear as especially putrid zombies. Half are emaciated, others are bloated, and most have some degree of rotting flesh, and may even be missing a limb, an eye, or have an enemy's weapon protruding from their body. The latter is a lasting reminder of the many enemies they have slain in battle. This weapon or large weapon fragment cannot be removed regardless of one's P.S. nor through the use of magic.

Festulents are perhaps the only form of undead who mean no harm to anybody or anything, not even to the living. These creatures go about a weird sort of daily life, as if they do not really understand that they are either dead or re-animated. They also seem to have forgotten that there was ever a war, and the majority of them come together to form small communities. Entire villages of Festulents can be found from time to time, as can large populations of them in the assorted Vampire Kingdoms, where they work tirelessly for their masters. In fact, rumors suggest that legions of Festulents helped to build (and continue to maintain) portions of the Vampire Kingdoms, though no one knows for sure.

If anything, the Festulents seem universally ambivalent to everything. They do not mind the company of any other creature, living or undead, and make no violent move toward anything unless they has been provoked, or unless they are being commanded to do so by a Necromancer or being of great power (like the rulers of the Vampire Kingdoms, Mummies Immortalus, Demon Lords, Priests of Darkness, and similar). Festulents will also fight to defend themselves.

Though Festulents retain a basic sort of intelligence, they are all dim-witted drones who retain little or no knowledge of their former lives. Nor do they any longer crave or enjoy war or cru-

ely. They will fight if necessary or commanded to do so, but they do not enjoy it, and the sight of death and slaughter makes them deeply sad. Consequently, these undead don't mind doing any sort of labor or chore, fulfilling their duty the best they can even if they are treated like slaves or beasts of burden. Festulents will toil without end and without complaint. Those willing to enslave large numbers of these creatures (and many a Necromancer does) can build huge structures in no time at all (as the lords of the Vampire Kingdoms have done). Curiously, though, when commanded in a military capacity, Festulents get very literal with their commands, and follow the strict letter of their orders, but do so poorly (reduce number of attacks and bonuses by half; round down).

However, being undead, Festulents must feed on the living, an act that brings them no joy, only sorrow. They feed by draining their victim of blood, usually by slitting their throat with a blade weapon of some kind. When hungry, there is nothing to stop them from their grim task and, as they did in the past, they strike without mercy or pause, relentlessly pursuing any who might manage to escape. A Festulent should feed once every two or three days, and becomes driven to attack the first flesh and blood creature they see if they have not feasted on blood for more than three weeks (which is common).

While Festulents are unique among the undead in that they show a full range of emotions, they are not kind or generous, just dull, sorrowful and hungry. As a result, Festulent emotions come off as exaggerated, fake, and creepy. The most genuine Festulent emotion is sorrow, for they *are* sorry they live in such an unhappy circumstance under such miserable conditions. Oddly enough, Festulents never feel sorry for themselves, nor do they express displeasure over their own condition. They just endure the best they can, quietly living in a sea of regret.

Alignment: Miscreant only.

Attributes: I.Q. 1D6+3, M.E. 1D6+2, M.A. 1D6+6, P.S. 1D4+20, P.P. 2D6+2, P.E. 2D6+6, P.B. 1D6, Spd 2D6+5

Size: Six to seven feet (1.8 to 2.1 m) tall and weighs 150 to 200 lbs (67.5 to 90 kg).

Hit Points: P.E. attribute number +50.

S.D.C.: 1D6x10+20

Horror Factor: 12

P.P.E.: 2D4

Magic: None. **Psionics:** None.

Natural Abilities: Supernatural Strength and Endurance, Nightvision 1000 feet (305 m) and bio-regenerates at a rate of 3D6 Hit Points or S.D.C. per minute. Is awake and alert all night and most of the day, sleeping only five hours in the late morning hours after dawn, always up by noon or 1 p.m. Understands and speaks all languages at 98%, but is illiterate.

R.C.C. Skills: Radio: Basic (+10%), Salvage (+10%), General Repair (+20%), Masonry (+20%), Rope Works (+20%), Climb (+15%), Basic Math (+25%), W.P. Sword, W.P. Knife, and W.P. Shield. No other skills of note. Whatever it knew in life, this undead has forgotten how to do it. Can use modern weapons but does so without benefit of bonuses (unmodified roll only).

Average Level of Experience: 1D6

Attacks Per Melee (Rifts®): Five.

Damage: As per Supernatural P.S. Claw strike does an extra 2D6, but the bite only does 1D6 M.D. Or by weapon, typically an M.D. or magical one.

Bonuses: +1 to strike, parry and dodge. +3 to pull punch, and +4 to save vs Horror Factor.

Vulnerabilities: Standard, wood, silver, magic, holy symbol and holy water. Lack personal initiative, look to others to direct them.

Average Life Span: Immortal until slain, decapitated and burned to ashes.

Habitat: Believed to exist in the Vampire Kingdoms, perhaps by the thousands. Seldom encountered anywhere else on Earth, which is not to say they don't exist or couldn't appear from a dimensional Rift. 2-12 are often controlled by Shifters and Necromancers.

Enemies: None per se, but must feed on the living.

Allies: All other undead and the occasional other evil being.

Garkain

The Garkain is an Australian vampire-like, demonic predator. Its escapades are limited to Down Under and its description is located in the Beyond the Supernatural Conversion Section of this book. See page 83.

Gravedigger

The *Gravedigger* is a weird undead beast-man with a craving for dead bodies. They are gaunt gorilla-like creatures with big, bony, hooked shovels for hands. Their task or instinctive drive is to find or dig up the dead (mainly the recently slain) and eat them, bones and all. For the most part, Gravediggers are not all that put out by their loathsome life. They are dim-witted and function on a primordial level, going about their business in a straightforward, methodical way.

Undead Gravediggers have learned to follow the behavior of other undead and predators to find fresh corpses to eat. Which means they are attracted to war and plague zones as well as smaller battlefields and graveyards. Consequently, a hundred or more haunt the ruins of fallen Tolkeen while others dig up the CS Death Camps and mass graves scattered throughout Minnesota and Wisconsin.

The ghoulish creatures are also a problem for adventurers who are sick, injured or taken captive by other undead, because Gravediggers gather to watch and wait for their death like vultures. Furthermore, these undead seem to have a sixth sense about the dead, and seem to be able to know when and where they might find the remains of the deceased. To help them with their chore, they can home in on the dead with extraordinary accuracy by scent alone. When they "catch the whiff of death," Gravediggers do whatever they have to – swim long distances, climb sheer walls, endure any obstacle – to find the dead and devour them. Gravediggers are not suicidal, however, and although they always try to take the most direct route to their next meal, they use whatever methods necessary to ensure they get there in one piece. Likewise, while these undead gladly fight anybody who tries to take away or prevent them from getting a carcass (or bones, even), the monsters give up if their opposition is too tough or too persistent (i.e. after 1D6+1 melee rounds), but lurk in the wings and follow wherever the corpse may be

taken, watching and waiting until it is buried and the living leave so they may dig up the body and feast. If a body is to be cremated, a Gravedigger is likely to make a mad dash through the flames, snatch up the corpse and flee with it. Any other Gravediggers participating in the theft will try to engage any protectors of the deceased long enough that their comrade can make a clean get away and then follow the scent of the dead to share in the meal.

While Gravediggers are not likely to attack a living person lingering at death's door, it may try to help matters along by calling the attention of a predator or monster to the group in the hope it will kill them, as well as drag away the wounded so they cannot get medical attention, cut a rope to make a character fall, and so forth, but never a direct attack, and an undead Gravedigger NEVER delivers the actual death blow. If attacked, a Gravedigger only fights in self-defense long enough to make



good its escape. If captured, the creature cannot communicate for it speaks in grunts, whimpers and growls and only understands half of everything anybody is saying. They are more animal than intelligent.

Alignment: Miscreant.

Attributes: I.Q. 1D4+1, M.E. 1D6+1, M.A. 1D6, P.S. 1D6+18, P.P. 1D6+8, P.E. 2D6+10, P.B. 1D6, Spd 2D6+18

Size: 7-8 feet (2.1 to 2.4 m) tall, though they spend much of their time hunched over, so they might seem smaller than they are. Weighs 700 to 800 lbs (315 to 360 kg).

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

S.D.C.: 1D6x10+20

Horror Factor: 11

P.P.E.: 2D6

I.S.P.: 2D4x10

Magic: None.

Psionics: All Gravediggers possess the psionic abilities of Psychic Diagnosis (4), Presence Sense (4) and Death Trance (1).

Natural Abilities: Never fatigues or needs sleep (though more powerful at night). Digs three times faster than a stout, strong man. Supernatural P.S. and P.E., nightvision 1000 feet (305 m) and bio-regenerates at a rate of 2D6 Hit Points or S.D.C. per hour. Awake day and night, but sleeps whenever there is no food (dead bodies) or potential food (living beings) around. Magically understands and speaks all languages but only at 50%, and is illiterate.

Special: Track Dead by Scent: Like a cadaver dog trained to sniff out dead bodies, Gravediggers can smell even one body within a 10 mile (16 km) radius of itself and track it to its precise location at a 90% proficiency. As soon as it catches the scent, the creature runs after it at full tilt.

R.C.C. Skills: Climb 80%/70%, Swim 80%, and Land Navigation 80%. No other skills of note. Whatever it knew in life, this undead has forgotten how to do it.

Average Level of Experience: 1D4+1

Attacks Per Melee (Rifts®): Four.

Damage: As per Supernatural P.S. Bite does 2D6 M.D.; can also dig with its feet, scratching at the earth like an angry chicken.

Bonuses (in addition to attributes): +1 to strike and parry, and +3 to save vs Horror Factor.

Vulnerabilities: Standard, wood, silver, magic, holy symbols and holy water. Not aggressive. Though it eats the dead, the monster will not directly attack, fight and kill the living.

Average Life Span: Immortal until slain, decapitated and burned to ashes.

Habitat: Can be found anywhere, but usually where there is death and destruction, and thus and ample amount of food.

Enemies: None per se.

Allies: None per se, tend to stick to their fellow Gravediggers, but kowtow to other, stronger undead to do their bidding.



Harbinger

Those who secretly served dark gods or Alien Intelligences as spies, informers and backstabbers are said to become Harbingers as a reward for their service. This way, they may continue to serve their (secret) master, even in death.

Harbingers look like an average-sized cat, dog, raven, rat, or a large snake, lizard, toad or spider. The animals are always jet black with alert, sparkling eyes that belie their intelligence. In humanoid form – for Harbingers are shape changers – the hair, lips and fingernails are black set against chalk-white skin and the eyes glow with an eerie orange light.

Harbingers lurk in the shadows, watching, remembering and reporting what they see and hear to a superior or contact who also serves the master, for they are the spies of the undead. Foul beings who find and follow the living, sizing up their strengths and weaknesses, determining their value or usefulness, and determining which of the living are most vulnerable or easiest to turn against their brethren. Harbingers may also work to manipulate events by luring the unsuspecting into traps or the clutches of their master (and his agents), or trick them into doing their master's bidding or work some terrible evil. When so commanded, these undead enjoy acts of sabotage, terrorism and treachery, framing the innocent for crimes they did not commit, encouraging rivalry and discord, stealing or destroying food supplies or items of value, and even performing assassination, which they enjoy most of all. And always, the Harbinger works for a powerful master and some insidious purpose – their very

presence a *portent* of coming danger, treachery or doom. A Harbinger always walks in shadow and leads the way for evil, suffering and death. Part of their curse is they can never act on their own accord and desires, but must forever serve as the henchmen of a greater shadowy power.

In animal form, the Harbinger is at its most stealthy and mysterious, watching, learning and waiting. In human guise, they are beguilers, seducers, manipulators, thieves and assassins. However, their acts of treachery and cruelty have cost them their humanity, thus they cannot maintain human form for more than 30 minutes at a time, never under the light of day, and never for more than three hours, in total, during a single night. Even in animal form, however, the creature is the walking dead, strongest at night, more vulnerable in the day.

Alignment: Diabolic.

Attributes: I.Q. 1D6+10, M.E. 1D6+12, M.A. 1D6+14, P.S. 1D4+16, P.P. 1D6+18, P.E. 1D6+16, P.B. 1D6+20 in both human and animal form, Spd 1D6+14 in human form, double in animal guise.

Size & Weight: Usually tall and slender in human form.

Hit Points: 1D6x10 +P.E. attribute number.

S.D.C.: 1D6x10

Horror Factor: None, strangely attractive and alluring even in animal form.

P.P.E.: 2D4x10 +P.E. attribute number.

I.S.P.: M.E.x2

Magic: All Harbingers possess the following spell abilities: Sense Evil (2), Sense Magic (4), See Wards (8), Sense Traps (7), Charismatic Aura (10), Fool's Gold (10), Multiple Image (7), Chameleon (6), Shadow Meld (10), Charm (12), Escape (8) and Control the Beasts (18).

Psionics: Harbingers instinctively have the following psionic powers: Astral Projection (8), Commune with Spirits (8), Dispel Spirits (10), Empathy (4), Mind Block (4), Object Read (6), See Aura (6), Sense Dimensional Anomaly (6), and Telepathy (4).

Natural Abilities: Nightvision 1600 feet (488 m), see the invisible, and bio-regenerates at a rate of 1D6 Hit Points or S.D.C. per minute and completely regenerates a lost limb overnight, in addition to the abilities of its animal form (i.e. a raven can fly, a rat can leap and dig, etc.). The Harbinger can come out during the day or night, but is, by nature, a nocturnal predator and can NOT assume human form in the light of day. It is awake and alert all night, but will try to find 4-6 hours to sleep during the day. Understands and speaks all languages at 98%, and is literate in Dragonese/Elven.

Special: Animal Form: The Harbinger is trapped in animal form during the day and for most of the night. That's okay, because this undead creature has learned to cherish its animal aspect. All Harbingers have a primary animal form (a favorite shape that best suits the creature's disposition) and a secondary animal it can turn into at will for an indefinite period of time. Select two from the following: cat, dog, raven, rat, or a large snake, lizard, toad or spider. All are completely jet black.

Special: Metamorphosis Human: The Harbinger can turn into an attractive human (half are female, half male) at will, but only for 30 minute intervals, only at night, and only for a total of three hours. Is trapped in its animal form the rest of the time and during the day.

R.C.C. Skills: Prowl (+20%), Surveillance (+20%), Track Hu-

manoids (+30%), Intelligence (+20%), Pick Locks (+10%), Pick Pockets (10%), Land Navigation (+20%), Dance (+20%), Climb (+20%), Horsemanship: General (+10%), and Basic Math (+30%). No other skills of note. These are the main skills known in life, the rest are forgotten.

Attacks Per Melee (Rifts®): Five.

Damage: As per Supernatural P.S. Bite does 2D4 M.D., or by weapon (typically use a knife or blunt weapon).

Bonuses (in addition to attributes): +2 on initiative, +2 to strike, parry and dodge, +3 to disarm, +4 to pull punch, and +7 to save vs Horror Factor.

Vulnerabilities: Standard, wood, silver, magic, holy symbols and holy water. Plus, the limitations of its animal form, it cannot metamorph into human form during the day, it is at half strength during the day and must always do the bidding of an evil master; no free will.

Average Life Span: Immortal until slain, decapitated and burned to ashes.

Habitat: Anywhere. With all the Alien Intelligences and dark gods loose on Rifts Earth or involved in making trouble for humanoid and rival Intelligences, there are undoubtedly Harbingers at work in our world. These individuals are said to sometimes serve certain Necromancers, Summoners, Death Cult leaders, Priests of Darkness and Witches (usually as a demon familiar for the latter). Undoubtedly, Mrrlyn of England commands at least a score of Harbingers and so must Nyla the Soulharvester (Lexington, Kentucky). Rumor has it, a pair of Harbingers serve Lord Dunscon of the Federation of Magic, while others mark the presence of other dark forces. As for the Vampire Kingdoms of Mexico, Lord of the Deep and even Lord Splynncryth of Atlantis – who can say?

Enemies: Harbingers universally hate undead Aberrations. Otherwise, all intelligent life forms are seen as their playthings and fodder for their masters.

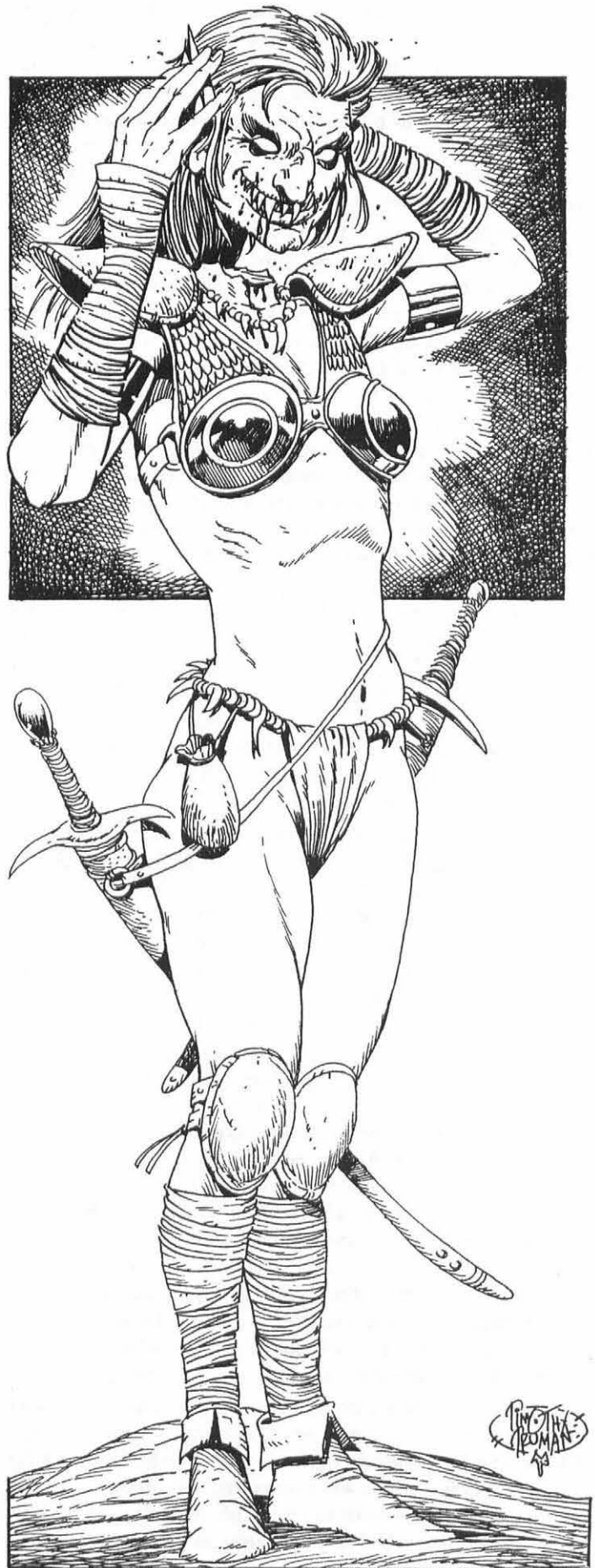
Allies: Evil and duplicitous beings more powerful than they, including Witches allied to their master, Necromancers, Priests of Darkness, Summoners and Death Cults (whose leader is typically a Priest of Darkness), as well as vampires and other intelligent undead and other powerful evil beings.

Note: Harbingers are psychic vampires who feed on the sweet nectar of fear, sorrow and hate.

Jaliquette

The *Jaliquettes* look just as they did in their former lives, but with a few grave distinctions (no pun intended). The most dramatic of these is that the Jaliquette's body died and turned to dust 48 hours after becoming reborn as the undead, leaving only the head. This disembodied head is a monstrous version of the individual's former self. The creatures' eyes glow a fiery red, and the teeth distend into terrible fangs. The hair turns into a wild, coarse mane, and the ears stretch out and come to a point. Though they have no body, Jaliquettes get around just fine; they can fly about with noteworthy speed and maneuverability.

As a flying grotesque head, the Jaliquette has four goals: 1) find a living creature – it can be anything, from a medium to large *animal* to a *humanoid*, but it must be *alive*. 2) Kill it without wrecking the body too badly. 3) Decapitate it, and 4), attach itself to the headless stump. Once this is done, the Jaliquette can



control the decapitated body as if it were its own, enjoying all of the powers the body once had when it was alive. That means if a Jaliquette manages to decapitate a Grackle Tooth and replaces the D-Bee's head with its own, then the Jaliquette now has the strength and physical abilities of that Grackle Tooth, but not the victim's skills or memories. Only creatures of magic (including mortal practitioners of magic) and supernatural beings (including other undead) are off limits and cannot be used in this fashion. Mortal beings, however, are all fair game, provided they are large enough to accommodate the head.

Without having arms and legs of its own, decapitating a victim can be a bit problematic. So, most Jaliquettes hunt their victims until nightfall. Then they attack, going for their victim's throat with their fangs, trying to kill him before any serious struggle ensues. In the alternative, it may select a new body before the old one is used up, or command some henchman to do the deed for it. Once the victim is dead, the Jaliquette basically gnaws the head from the neck, leaving a ragged, bloody stump. This can be done in 1D4 minutes, which is important because to use the body, it can never be dead for more than *seven minutes* or it cannot be used. Once the original head has been removed, the Jaliquette can animate the body to stand up, float into position, and use the hands and arms to pull it into place and magically connect itself with the decapitated body. And voila! The Jaliquette and its new body are now one, though the line where the head and body connect remains apparent as a horrible looking gash all the way around. In many cases, like when a desperate Jaliquette kills an animal or an inhuman looking victim, the Jaliquette will look absolutely ridiculous and horrifying at the same time. The Jaliquette does not care how glaringly freakish it looks, though, because its sole drive is to find a body for its head and most anything will do.

However, any Jaliquette who finds a body will not have long to enjoy it. First, the body itself is still dead, and it begins to slowly rot. The magic of the Jaliquette slows this process, but cannot stop it. Thus, for the first 14 days the body looks reasonably (all things considered) healthy and attractive, but over the next two weeks it takes on the pallor of a corpse. For two weeks after that it begins to shrivel and rot like any corpse would, so the body now looks emaciated, and is infested with maggots and other insects that eat corpses. Moreover, in areas where they are common, 2D4 Gravediggers will appear out of nowhere to follow the Jaliquette everywhere, waiting to feed on the carcass when it is abandoned, which will be soon. The next two weeks are the body's last, as it now reeks of decay and open wounds and large patches of rot are everywhere. Decomposition is so bad that bits of skin, hair and flesh drop off (eaten by the Gravediggers), revealing the skeleton underneath. At the end of this two week period (8 weeks total), the body must be abandoned and the Jaliquette must find a *new* mortal vessel to carry its head. Though it happens time and time again, the loss a body of any kind is the worst agony possible for a Jaliquette, and it causes these creatures great distress when it happens.

Once a Jaliquette claims a body, it can be usurped by other Jaliquettes. Where desirable host bodies are not readily available, Jaliquettes frequently fight one another to have one, for the creatures only feel whole when connected to a corpse. Naturally, the first Jaliquette is loath to relinquish its body, and a fierce battle ensues as the bodiless Jaliquette attacks its fellow in a

desperate bid to gain a body for itself. It is a battle of biting and psionic energy with the loser being rendered temporarily helpless, numb or unconscious (remember the undead regenerate and return to life even after Hit Points are reduced to zero or below).

Once a Jaliquette has gained a body, it usually pretends that it is whatever person or creature whose body it has stolen. However, Jaliquettes are terrible role-players and even worse actors, so they will always come off as a freakish monstrosity. ("But why do you not think that I am a cat, good sir? See? I have a nice fluffy tail, do I not? Listen: Meow, meow. Still not convinced? Observe, as I give myself a bath.")

Alignment: Miscreant.

Attributes (for the head only): I.Q. 2D6+6, M.E. 2D6, M.A. 2D6, and Spd 2D6+10 when flying as a decapitated head. The physical attributes are those of the usurped body for the duration that it is possessed by the Jaliquette, even while rotting away. Once connected to a body, Speed becomes that of the deceased. Note that the Jaliquette can detach itself from the body at any time, but it cannot be gone for more than *seven minutes* or the body becomes useless to it. Furthermore, another Jaliquette hiding in the shadows could steal the body if it connects before the seven minutes elapses or the first one returns. Note that any Gravediggers in tow instinctively wait until the seven minutes are up before feasting.

Size: The size of a human head and weighs about ten to fourteen pounds (4.5 to 6.3 kg).

Hit Points (Rifts®): The head has 6D6+30 Hit Points. The dead body has no Hit Points (it's dead); see S.D.C. for how much damage the body can withstand.

S.D.C. (Rifts®): The S.D.C. of the original body is restored (M.D.C. converts directly to S.D.C.), +1D6x10+40 regardless of what type of creature it once was. (The head gets no S.D.C.). As with most undead, the now *undead* body is impervious to normal weapons the same as a vampire (same vulnerabilities too). The creature may wear body armor for additional protection. If all S.D.C. are reduced to zero, the body is destroyed and the Jaliquette is enraged. It may attack and kill all those responsible, taking one of their bodies for its own, or it may fly away, probably to plot some terrible vengeance or wait until the right moment to attack one of them and make that character's body its own. **Note:** A Jaliquette will never forget anybody who destroyed one of its bodies. Should they ever meet again, the horrid thing will seek revenge in one form or another.

Horror Factor: 14

P.P.E.: 5D6. **I.S.P.:** 6D6+12

Magic: None, other than the ability to take a decapitated body as described above.

Psionics: Telekinetic Punch (6), Telekinesis (varies), Mind Bolt (varies), Catatonic Strike (40) and Empathic Transmission (6). Cannot block psionic attacks.

Natural Abilities: In addition to those of the stolen body, the head can fly, has nightvision 1000 feet (305 m), can see the invisible, and the head bio-regenerates at a rate of 2D6 Hit Points per melee round. Jaliquettes are active day or night as one of the only undead whose powers and abilities are NOT diminished in any way in the daylight (stays constant). Doesn't need to sleep. Understands and speaks all languages at 98%, but is illiterate.

R.C.C. Skills: Basic Math (+30%), Lore: Demons & Monsters (+15%), Streetwise (+5%), Surveillance (10%), and Prowl

(+25% as a silent, flying, dismembered head). No other skills of note. Whatever it knew in life, this undead has forgotten.

Average Level of Experience: 1D4+1

Attacks Per Melee (Rifts®): Four.

Damage: Bite: 3D6 M.D. or Head Butt: 1D6 M.D. close combat or 2D6 from a flying head butt (counts as two attacks). Otherwise inflicts whatever damage the body it possesses is capable of doing.

Bonuses (head only): +2 on initiative, +2 to strike, +5 to automatic dodge (roll to dodge but the act of dodging does not use up a melee attack), +1 to save vs mind control and +7 to save vs Horror Factor.

Vulnerabilities: The obvious disadvantages of being a flying head or walking corpse on Rifts Earth, the body, while attached to the immortal head, has all the usual vulnerabilities of an undead (wood, silver, magic, holy symbols and holy water) except for sunlight. Sunlight does not hurt nor diminish the Jaliquette. **Note:** Driving a stake or shooting an arrow into its forehead between the eyes will immobilize it the same way as a stake in the heart immobilizes a vampire. However, this can be difficult because the head can fly from the body at any time and always gets to make a dodge at +5. To kill it, the head must be wrapped in chains and weighted down and either sunken to the bottom of a lake or the sea (where it dissolves) or burnt to ash.

Average Life Span: Immortal until slain.

Habitat: Believed to be rare on Rifts Earth, but most certainly found in Russia, Mongolia, and China. Also, in much fewer numbers (rare) in India and countries bordering Russia.

Enemies: Mortals who are seen as “food” and “vessels” for the head, and those who oppose its other little adventures and exploits. Jaliquettes like to harass and toy with other beings, and may also serve a greater power, typically some other undead or powerful creature of magic. They also kill to feed on the P.P.E. energy that is doubled when any living creature dies.

Allies: Sometimes their own kind when there are enough bodies for everyone and people to kill for their P.P.E. May serve an evil and duplicitous being more powerful than they, including Necromancers, Shifters, Summoners, Priests of Darkness, and Death Cultists, as well as vampires and other intelligent undead or powerful evil beings like gods and godlings. Sometimes takes prisoners to keep as their next “body in waiting.”

Note: Jaliquettes are P.P.E. vampires who feed on the energy released by the living at the moment of death, leaving the rest of the body untouched. Consequently, they are sometimes followed by Aberrations, and especially Blighters, Gravediggers, fellow Jaliquettes (looking for a fresh body) and other carrion-feeders who eat what the Jaliquette leaves behind. Need to feed once every three days (and that means killing their victim) or become weak; reduce I.S.P. by 10% and bonuses by one point until it can sate its hunger. If it does not eat for more than six days, its body begins to rot at twice the normal rate described.

Mortoi,

Zombie Vampire

The *Mortoi* are “Zombie Vampires” – undead who look like bloated and putrefied walking corpses. They are *vampires* who drink the blood of living humanoids for sustenance and then eat their hands and arms. It is said, by some, that this compulsion about hands comes from the fact that the *Mortoi* were once master craftsmen, artisans, forgers, thieves and pickpockets, but others claim the *Mortoi* simply envy artisans and crafts people so much that they take their hands out of spite, even in death. The *Mortoi* are, themselves, blood draining vampires with fin-



gers and hands like deadwood, incapable of creating art or performing delicate work. Thus, the Mortoi feed on hands just out of contempt, to destroy what they themselves envy.

Mortoi love art, and remember painful bits of their own past. They know (or at least believe) they were once something special, creative and vibrant, and, thus, see their current state of ugliness and graceless hands as an unholy mockery. To make their cold existence more bearable, most Mortoi collect bits of art and beauty in the way of jewelry, small statues, toys, designs in fabrics and other works of artistry taken from those they kill. Many cover their subterranean lairs with them or build little shrines with things of beauty. Others carry them around with them so they can pull them out and look at them whenever they want. Keeping them on their person (usually in a pouch or sack) also prevents them from being stolen or smashed by the many cruel and loutish undead and demons who despise all things of beauty. Furthermore, the sight of somebody dancing, using sign language, picking a pocket, making a work of art or even just whittling, as well as the sight of somebody making or eating normal food or displaying normal eating habits, drives the Mortoi into a killing frenzy. Amid shouts of "Stop it! Stop it! You bloody savages!" and similar talk, the Mortoi leaps upon those who (inadvertently) dared remind it of what it was once and attack without mercy until the individual is dead or the Mortoi is driven away.

If a Mortoi devours his victim's hands (which is usual), the monster momentarily regains a bit of its old dexterity and feeling in its own hands. Regrettably for the Mortoi, the sensation is a fleeting one and one hour after feasting it is gone. During that time, however, it can perform skills that are otherwise impossible (see Natural Abilities for details), though the short time is scarcely enough to do or make much of any significance with the restored skills. Despite this, the Mortoi love the short moment of joyous manual dexterity, and would, if they could, slaughter thousands without hesitation to maintain their cherished abilities. Such is the craven existence of the Zombie Vampire.

Alignment: Diabolic evil only.

Attributes: I.Q. 2D6+5, M.E. 1D6, M.A. 1D6, P.S. 1D4+20, P.P. 1D6, P.E. 2D6+12, P.B. 1D4, Spd 1D6

Size: Five to seven feet (1.5 to 2.1 m) tall.

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

Hit Points: P.E.+24

S.D.C.: 1D6x10+13

Horror Factor: 12.

P.P.E.: 2D6

Magic: None.

Psionics: None.

Natural Abilities: Supernatural Strength, nightvision 1000 feet (305 m) and bio-regenerates at a rate of 2D6 Hit Points or S.D.C. per minute. Is awake and alert all night and most of the day, sleeping only five hours in the afternoon, always up by dusk. Understands and speaks all languages at 98%, and most (01-75%) are literate in Dragonese/Elven.

Special: Regained Skills and Dexterity: For one hour after eating a single hand and forearm, the Mortoi's P.P. attribute increases to 19 and the monster can perform the following old skills. Roll percentile to determine whether the monster was an artist or thief/spy. The skill proficiency fades to a mere 5% after

the hour elapses unless there is another limb to eat, which is why these horrid undead are always looking for new victims to mutilate.

01-60% Artisan/Performer: Art 95%, Forgery 90%, Sculpting & Whittling 95%, Sew 95%, Masonry 90%, General Repair & Maintenance 80%, Dance 75%, and Play Musical Instrument (one of choice) 95%.

61-00% Thief or Spy: Prowl 75%, Pick Locks 95%, Pick Pockets 90%, Palming 85%, Concealment 75%, Rope Works 80%, Climb 95%/85%, and Basic Math 85%. No other skills of note.

Whatever other skills it knew in life, this undead has forgotten them.

Attacks Per Melee (Rifts®): Five (Seven for one hour after eating a pair of hands).

Damage: As per Supernatural P.S. Bite does 1D6 M.D. Rarely uses a weapon of any kind.

Bonuses (in addition to attributes): +2 on initiative when there is a hand to be gotten! +3 to strike, otherwise +1 to strike, +1 to dodge, and +6 to save vs Horror Factor.

Penalties: The obvious poor dexterity and addiction to eating hands – will do almost anything to get one.

Vulnerabilities: Standard, wood, silver, magic, holy symbols and holy water.

Average Life Span: Immortal until slain, decapitated and burned to ashes.

Habitat: Found here and there as lone predators or in small groups of 2D4, or serving some more powerful, evil being (under which circumstance their numbers could be greater). Considered to be rare in most places on Rifts Earth.

Enemies: Tend to be loners but may gather with other undead.

Allies: Necromancers, Shifters, Witches, evil priests, intelligent undead and other wicked and powerful evil beings who promise them hands and let them create works of art or ply their skills as thieves and spies.

Note: Mortoi feed on blood, they eat hands only to restore their own, regardless of how pitifully short that restoration may be.

Rawhead

By the light of day, a Rawhead appears as a normal, living humanoid (they retain the looks they had before becoming the undead). Though they look mortal, other undead sense their true nature and do not usually molest them. In fact, many of the less intelligent and comparatively weak undead fear the Rawheads who are among the most intelligent, organized and willfully malicious of their kind. Thus, the Rawheads are among those who gather up the "lesser" undead and other foul beings to make them do their bidding and rule over clans and tribes of them like a despot tyrant.

Once night falls, unless the repulsive creature has the skin of a victim to wear, its skin peels off in layers to reveal a walking body of muscle, bone and cartilage glistening with blood. Somehow, the skinless body is more horrifying than an animated skeleton or even a festering corpse. For it seems to possess a lively yet abhorrent appearance that is truly grotesque. Deceivers and traitors by nature, Rawheads can wear the skin of other humanoids, other than true giants. The Rawhead must personally skin

its victim and remove the covering of skin in one piece, something the monsters are uncannily adept at doing (instinctive). Then, it can don the skin as a mortal might a suit of clothing, with the skin magically fitting over the Rawhead as if it were tailor made for it. As many as three different skin "costumes" or disguises may be kept in storage, though only one can be worn at a time. The horrible guise can be kept indefinitely as long as it is never worn during the day, for the first beam of sunlight to strike the macabre guise will turn it to powder. However, at night, the Rawhead can wear the hide of other humanoids without worry, putting it on and off at will. Rawheads are vampires who drink the blood of mortals, but to do so it must strip off any disguise to reveal its true, hideous nature. All pretense disappears when these creatures actually shed their outer skin and go hunting. In this state, their naked muscles are bright red and glisten, and there is a strong smell of both burned flesh and fresh blood about them.

Though they possess no special weapons during combat, Rawheads are strong and swift fighters, more than capable of killing most victims with their bare hands. Most Rawheads prefer to strangle or break an opponent's neck or beat an opponent into unconsciousness. This way, the skin of the victim is preserved with minimal damage. Besides, like true vampires, the Rawhead often keeps victims imprisoned for multiple feedings before killing them once and for all. It must be said, however, that Rawheads have a terrible tendency to get carried away once they have the upper hand in any given battle, so once their victim has been vanquished, a Rawhead must roll a 16-20 on a D20 or it will not be able to stop itself before beating its victim to death. Once their victims are dead, Rawheads can no longer feed on them, but their skin might still be of use.

Rawheads need to feed nightly!



Alignment: Evil! 25% are Aberrant, 25% are Miscreant and 50% are Diabolic. This type of vampire is supremely arrogant, cruel and aggressive, sometimes killing for fun or the dramatic effect. Rawheads dream of someday ruling over the living and envy the vampires of Mexico.

Attributes: I.Q. 2D6+7, M.E. 2D6, M.A. 2D6 (+6 when in human guise of one kind or another), P.S. 2D4+26, P.P. 1D6+16, P.E. 2D6+10, P.B. 1D4 in natural undead guise, +10 in human guise, Spd 3D6+3

Size: 6-7 feet (1.8 to 2.1 m) tall and weighs 180 to 240 lbs (81 to 108 kg).

Hit Points: P.E. attribute number x3.

S.D.C.: 2D4x10+11

Horror Factor: 15 when revealed in its true form, none in humanoid disguise.

P.P.E.: 3D6

Magic: None. **Psionics:** None.

Natural Abilities: Supernatural Strength, nightvision 1000 feet (305 m) and bio-regenerates at a rate of 2D6 Hit Points or S.D.C. per melee round (15 seconds). Is awake and alert all night and most of the day, sleeping only two or three hours in the afternoon, always up by dusk. Understands and speaks all languages at 98%, and many (01-60%) are literate in Dragonese/Elven.

Special: Great Leaping Ability: Rawheads can leap 20 feet (6.1 m) in any direction from a standing start. With a running start, that distance can *double* to 40 feet (12.2 m) high or across.

Special Climbing: Rawheads can cling to walls and ceilings like a bug, climbing at 95% proficiency at full Speed attribute.

R.C.C. Skills: Wrestling, Horsemanship: General 80%, Skin & Prepare Animal Hides 90%, Land Navigation 90%, Surveillance 80%, Prowl 80%, Detect Ambush 80%, and Detect Concealment & Traps 80%. Whatever other skills it knew in life, this undead has forgotten them.

Average Level of Experience: 1D4+2

Attacks Per Melee (Rifts®): Seven at night, five in the daytime.

Damage: As per Supernatural P.S. Bite does only 2D4 M.D. Or by weapon, but the vast majority of Rawheads rely on their brute strength and bare hands, they prefer things that way.

Special: Strangle Hold: The Rawheads are skilled at pinning and strangling the life out of their victims. Those pinned in a strangle hold only get half their normal attacks (round *down*) and take 4D6 damage direct to Hit Points per each melee round (15 seconds) they are strangled! While being strangled the victim cannot speak, call for help nor cast spells and all attacks directed at his undead opponent are 20% weaker than normal. **Note:** The victim, however, can try to use his attacks to escape rather than fight. Expending one attack, the victim must roll a "natural" 18-20 to break free (no bonuses apply). Combining two attacks into one big effort, the character must roll a "natural" 15-20 to break free. And if the victim has six or more attacks normally, he can use the three he has while being strangled in one effort to break free, requiring an unmodified roll of 10-20 to be successful. If the character can break free he takes only 1D6 damage for that round of strangulation and both the Rawhead vampire and his intended victim start a new combat round. Roll initiative.

Special: Breakneck Attack: This is a special attack in which the Rawhead focuses the energy of all its attacks for one melee round into its first and only attack that round. If successful the monster snaps the neck of his victim in one potentially fatal blow, reducing Hit Points to zero and placing the character in a coma. (**Note:** If allies of the victim act quickly, they can set and brace the neck and restore the individual with three psionic or magic healings. However, the victim of this near death experience only gets back 2D6 Hit Points and no additional psychic or magic healing can be used on him for 24 hours. A Restoration spell will completely heal the individual. Of course, the Rawhead usually scoops up his victim and walks off with him to

feed and skin, so allies need to act quickly to save their friend, first by chasing away or killing the Rawhead.)

Using the breakneck attack has its risks. The creature must expend *all* of its attacks at once, meanwhile the victim gets a saving throw (16 or higher, only P.E. attribute bonuses apply). If the intended victim survives, the character only takes 1D6 points of damage direct to Hit Points, and has all of his or her attacks remaining as well as the initiative. This means the character can attack the Rawhead at will for the rest of that melee round! All the Rawhead can do is try to parry or dodge. However, most Rawheads are so supremely confident and mean that they will take that risk at some point in most every battle, often making it their first attack. And if it is successful the first time, they will try it again, probably against their very next opponent. On the other hand, any character who survives two breakneck attacks from the same Rawhead is impervious to that method of attack from *any* Rawhead, that day forward!

Create other Rawhead: Just as the traditional vampire can create others like itself, the Rawhead can also create more of its kind, which makes them a plague to the outside world. To do this, the monster kills and skins its victim like usual, lays them out under the light of a full moon, cuts itself, covers the body in its own blood and blows a breath into the mouth of the deceased. A moment later, the corpse shudders to life as a Rawhead. However, this Rawhead has no “skin” of its own, and looks the same day or night, at least until it can steal the hide from one of his next victims. This Rawhead has 20% lower Hit Points, S.D.C. and attributes than its creator until 10 years have passed or until its creator dies, whichever comes first. Additionally, it is completely loyal and obedient to its creator, serving as the monster’s chief lieutenant. Otherwise, the new undead forgets most of its past, and instinctively gets the skills and abilities noted in the stats that follow. All other skills are forgotten. **Note:** Only one new Rawhead may be created per year, and the creation process leaves the creator in a diminished capacity (reduce S.D.C. and bonuses by half) for six months. The creator may release its unholy progeny from its service to him at any time, but most keep them for years.

Bonuses (in addition to attributes): +2 on initiative when hungry or angry, otherwise +1. +2 to strike and parry, +1 to automatic dodge (the character must roll to dodge, but the act of dodging does not use up a melee attack), +2 to entangle, +3 to disarm, +4 to pull punch, and +10 to save vs Horror Factor.

Vulnerabilities: Standard, wood, silver, magic, holy symbols and holy water, but not sunlight. Rawhead vampires can come out during the day, their only penalty being their reduced physical attributes, H.P./S.D.C. and abilities, as noted in the opening of this section. Also they appear as humanoids (typically human or Elf) during the day, turning into their true form only when attacking to feed or when extremely angry. **Note:** Holy weapons, holy water and the touch of a holy symbol do *double damage* to Rawheads.

Average Life Span: Immortal until slain, decapitated and burned to ashes.

Habitat: Rawheads are known to emerge from the Rifts at Detroit, Windsor, St. Louis Arch, and Old Chicago. Thus, from time to time, the Chi-Town and Iron Heart ‘Burbs suffer Rawhead infestations requiring Coalition purges lead by NTSET operatives working in tandem with Psi-Net and the CS Army.

Rawheads respect the vampires’ claim on Mexico and do not challenge their reign, but lone individuals may sometimes visit Ciudad Juarez and other places in the vampires’ realm. Also exist in Eastern Europe and Russia, but have never been able to establish a beachhead to create their own independent kingdom. Otherwise, a lone Rawhead or clan or group of 3D6 may be encountered almost anywhere – all in all, outside of the places noted above, these vampires are rare even on Rifts Earth,

Enemies: All who dare stand in their way or challenge their supremacy. They also despise the living and desire to rule over others. Rawheads may even dominate the lesser undead, sub-demons and some Lesser Demons, ruling small clans (4D4) and tribes (1D4x10+10). Sometimes they are willing to serve as the lord and master of living humanoids and monsters, protecting them from other undead, provided they worship the Rawhead, do everything the undead horror demands and the group willingly lets their vampire lord feed on them!

Allies: All who are willing to call them master. Smart, cruel and vindictive in the extreme, Rawheads like to be leaders, with lesser beings serving them. Sometimes ally themselves to other extremely powerful beings, but only if the Rawhead holds an important position, ideally the second-in-command or leader of a special squad with a considerable amount of autonomy.

Revenant

The *Revenant* are a kind of undead patchwork person consisting of multiple, different and mismatched parts representing the many who had perished at their hands while alive. In life, it is said these undead were serial killers, assassins, murderers, and priests or cult leaders who engaged in mass murder, acts of genocide, and wartime atrocities responsible for large scale death and suffering. A living abomination that reeks of the chaos and hatred they so lovingly served to the bitter end.

The average Revenant body is covered in scars and stitches, helping to show it consists of multiple body parts taken from 1D4+2 different victims. Moreover, the right arm is always a wicked, indestructible blade made from the monster’s own bone. Among the more gruesome features are the partial limbs and features of their victims jutting from places one could never imagine, as well as having an eye concealed in the (main) mouth, forcing the Revenant to speak from one of his other mouths (which could be on the cheek, in or above an eye socket, the belly, hand, anywhere). True to their vile nature, however, the Revenant see their deformity as a badge of honor.

Without a doubt, the Revenant is among the most repugnant of all undead, and one of the most ruthless and vicious. They hate all living things, often attacking them without provocation to either destroy or torment. Revenant also loathe other undead whom they see as both weak and competition. Thus, they engage in acts to sabotage, torture, and enslave or destroy their undead cousins. Only the Rawhead and traditional Vampire are a match for them, and even they sometimes succumb to the powerful Revenant. Likewise, the eternally defiant Revenant refuse to “serve” any being, but may join forces, as *equals*, with fellow beings who worship chaos and seek to make the Gods of Light suffer.

Alignment: 50% Diabolic and 50% Aberrant evil.
Attributes: I.Q. 2D6+2, M.E. 2D6, M.A. 1D4, P.S. 1D4+35, P.P. 2D6+12, P.E. 1D6+18, P.B. 1D4, Spd 2D6+12
Size: Five to seven feet (1.5 to 2.1 m) and weighs 180 to 250 lbs (81 to 112.5 kg).

Hit Points: P.E. attribute number x3.

S.D.C.: 3D4x10

Horror Factor: 15

P.P.E.: 2D4x10

Magic: None. **Psionics:** None.

Natural Abilities: Supernatural Strength, nightvision 1600 feet (488 m), see the invisible, and bio-regenerates at a rate of 3D6 Hit Points or S.D.C. per melee round (15 seconds). Is awake and alert all night and most of the day, sleeping only two or three hours in the afternoon, always up by dusk. Understands and speaks all languages at 98%, and many (01-60%) are literate in Dragonese/Elven.

Special: Eyes in the Back of the Head: All Revenant have one eye in their main mouth plus 1D6+3 additional eyes, with at least one pair in the back of their head, which means they can NOT be caught by surprise or from behind, and can try to dodge or parry *all* attacks. They also have 1D4+1 mouths, of different varieties on various parts of their bodies, not to mention 1D4 additional limbs, though usually small like that of a child, and two different kinds of ears, one round, one pointed. The body is covered in stitches, of course.



Special: Great Leaping Ability: The Revenant can leap 20 feet (12.2 m) in any direction from a standing start. With a running start, that distance *doubles* to 40 feet (6.1 m) high or across.

Impervious to the light of day: Revenant vampires can come out during the day WITHOUT penalty! They are at full strength day and night!

R.C.C. Skills: Boxing (taken into account in the number of attacks), Horsemanship: Knight 90%, Land Navigation 90%, Track Humanoids 75%, Prowl 50%, Recognize Weapon Quality 90%, Detect Ambush 90%, Military Etiquette 90%, Intelligence 80%, Escape Artist 60%, Palming 60%, and Basic Math 95%. Whatever other skills it knew in life, this undead has forgotten them.

Average Level of Experience: 1D4+3

Attacks Per Melee (Rifts): Seven.

Damage: As per Supernatural P.S., though the Blade Arm does an extra +2D6 M.D. A bite only does 1D4 S.D.C. damage. Revenant almost always rely entirely on their great strength and bone sword, ignoring other weapons unless they are powerful magic items.

Bonuses (in addition to attributes): +3 on initiative, +2 to strike, +2 to parry, +2 to automatic dodge (still needs to roll to dodge, but the act of dodging does not use up a melee attack/action), +5 to pull punch, +3 to disarm, and impervious to Horror Factor and possession.

Insanities: All Revenant are obsessed with personal freedom and revenge upon the Gods of Light and their champions. Most are also sociopaths who hate people and enjoy causing pain, suffering and death. If the G.M. likes, he can pick or roll for a random insanity as well.

Vulnerabilities: Standard, wood, silver, magic, holy symbols and holy water, but not sunlight. Rune weapons, holy weapons, and the touch of a holy symbol inflict *double damage* to Revenant. Holy water does normal damage.

Special: Salt Aversion: A Revenant absolutely will not cross over a line of salt. Thus, one can protect himself by standing in a circle of salt, though the vampire can hurl objects at the character from a safe distance. Moreover, since the Revenant typically command other creatures, the undead can have one of its slaves or minions wipe the salt away. Eating salt will cause the monster to gag, and lose one melee action, but nothing else (other than make it mad). Having salt thrown on it has no adverse effect.

Average Life Span: Immortal until slain, decapitated and burned to ashes.

Habitat: Exceedingly rare throughout most of the Megaverse, as these homicidal and extreme madmen often bring about their own destruction. When they are encountered, they are often found as the leaders of an army of monsters, raiders and rampaging marauders as well as despot rulers of godforsaken kingdoms or would-be usurpers, and revenge driven destroyers (of any scale). Some believe a Revenant is the ruler of (or at least a top warlord in) the Calgary Monster Kingdom. Revenant have also been reported in Southern Africa, India, China and Russia, though usually as a solitary maniac on a tear or leader of a band of lesser demons or monsters.

Enemies: All who dare stand in their way or challenge their supremacy. They also despise the living and desire to rule over

others. Revenant even dominate the lesser undead, ruling small clans (4D4) and tribes (1D4x10+10) of undead. Sometimes they are willing to serve as the lord and master of living humanoids and monsters, protecting them from other undead, provided their subjects worship the Revenant and do everything the undead horror demands of them.

Allies: All who are willing to call the monster their master. No Revenant will serve another living being unless it is to deliver some personal retribution, mass murder or biblical-level reckoning. And even evil sorcerers, warriors, dragons, demons and especially Deevils are viewed as flawed, lesser beings to be distrusted and watched carefully. Summoners are the most hated of all, for they try to contain and control beings such as they.



Sladka

This monster bears a rough resemblance to a large war horse, but possesses a demonic nature akin to a Melech. The demon steeds themselves are great weapons, capable of killing many soldiers on their own, for the *Sladka* is a vicious and wild undead steed whose strength and ferocity are only matched by its blind anger and general unsuitability for use as a riding animal for any but the most powerful undead, such as the Rawhead and Revenant, powerful practitioners of magic, demons and other supernatural beings.

All *Sladka* appear as coal-black war horses with smoky green eyes. As they breathe, a heavy fog-like vapor rolls out of their mouth. All are fitted with a harness, bit and saddle by an unknown god or supernatural power. This gear is magical in nature, indestructible, and cannot be removed, for the *Sladka* are condemned to forever serve the legions of evil and undead. However, there are only a handful of the undead who know how to ride the great black steeds, all others ignore the demon steeds which frustrates the animals to no end. *Sladka* love carrying warriors to war, and long for the days of action and bloodshed. Thus, they will even consider serving lesser warlike beings such as Brodkil, and at least a thousand serve as front-line war horses in the fledgling Brodkil Empire of Poland. At least another thousand serve dark forces in Russia (mortal and supernatural) and one must presume the demon steed can also be found in China and surrounding regions.

Like all undead, the *Sladka* have no use for mortal humanoids and will try not to allow them to ride on their backs. Should a mortal dare mount the demon steed, the animal will buck and run like a hurricane, snorting out a great field of fog that makes visibility impossible. Then, if the rider continues to hang on (needs to roll under his Horsemanship skill for racing with an additional -25% penalty every 1D4 minutes), the *Sladka* will race through the pea-soup fog in a forest of branches or through canyons with overhanging rock or other obstacles in an effort to slam the rider into them and knock the rider off. This almost always works as the *Sladka* can see through fog and smoke as clear as day, while the rider is completely blind (-10 to dodge) until the object is only a few yards/meters away. Only if a mortal rider can hang on for an hour or more will the demon steed allow itself to be ridden, but only for that day. With the beginning of each new night, the ritual begins again with the undead animal more determined than ever to knock the rider off its back.

Alignment: Miscreant or Diabolic. These undead horses are just mean and have a taste for human blood.

Attributes: I.Q. 1D6+6, M.E. 2D6+6, M.A. 2D6, P.S. 1D4+31, P.P. 2D6+6, P.E. 2D6+12, P.B. 2D6+12, Spd 1D6x10+34 (30-52 mph/48 to 83 km).

Size: Seven feet (2.1 m) tall at the shoulder and weighs 2,000 to 2,500 lbs (900 to 1,125 kg).

Hit Points: P.E. x3

S.D.C.: 1D6x10+22

Horror Factor: 10

P.P.E.: 6D6

I.S.P.: 2D4x10 +M.E. attribute number.

Magic: None.

Psionics: All *Sladka* have the following psionic abilities: Sensitive: Commune with Animals (6), Empathy (4), Mind Block (4), Presence Sense (4), See the Invisible (4), Sense Dimensional Anomaly (6), Sixth Sense (2), and Telepathy (4).

Natural Abilities: Nightvision 1600 feet (488), see the invisible, Supernatural P.S., bio-regenerates at a rate of 1D6 Hit Points or S.D.C. per melee round (15 seconds). The *Sladka* is a *nocturnal beast*, but can venture forth in the daytime, only its Spd and other attributes, Hit Points, S.D.C., leaping ability and bonuses are half in the light of day, and it can NOT create fog. Typically sleeps most of the day away. Understands all languages at 95%, but cannot speak (may use Telepathy and Empathy to communicate).

Special: Create Fog: The *Sladka* can create fog with its steamy breath. It does so by running and encircling a particular area breathing fog the entire time. When it has run an entire circular pattern (up to two miles/3.2 km in diameter) the fog breathed out along the edge of circle quickly fills the area within the completed circle. The fog is peasoup thick, meaning one can barely see the tip of his sword the fog is so heavy. The fog remains as long as the *Sladka* remains inside its perimeter, but fades away within 1D6 minutes after the demon steed leaves. Able to see in the fog, one of the creature's tactics in hunting prey is to envelop them in fog and then attack under its cover. All mortals trapped in the fog fight almost as if partially blind; no initiative, -5 to strike, parry and dodge, and Land Navigation and Tracking skills are impossible in the fog.

Special: See through Fog and Smoke: The demon steed sees through fog and smoke as if it were not there.

Special: Sound of Thunder or Silent Running: The Sladka can choose to run heavy in which case its hooves hammer the ground with the sound of approaching thunder (+2 to the animal's Horror Factor). The noise causes most animals such as normal horses, ponies, cattle, livestock and even cats to run away (dogs whine and bark nervously but will usually stay with their master). Likewise, children will begin to cry and even warriors and adventurers will feel nervous and a bit scared (-1 on initiative). In the alternative, the Sladka can adjust its stride to run an inch or two above the ground and run as silent as a gentle blowing wind with just the slightest rustle of leaves (nothing for anyone to notice or fear).

Special: Phenomenal Leaping: The Sladka can leap 30 feet (9.1 m) high and 40 feet (12.2 m) lengthwise in just a few strong steps and can leap 100 feet (30.5 m) high and 200 feet across (61 m) when running at full speed or close to it (at least 90%).

R.C.C. Skills: The undead animal also has the skill equivalents of Land Navigation 98%, Track Humanoids 65%, Track Animals 60%, Prowl 60%, Detect Ambush 90%, and Basic Math 65%. Languages: None. Sladka whinny and snort like horses, and many insist they can also laugh, but they may also communicate through Telepathy.

Attacks Per Melee (Rifts®): Four.

Damage: As per Supernatural P.S. as follows: Bite: 2D4 M.D., Front Hoof Kick: 4D6 M.D., Rear Hoof Kick: 5D6, Power Kick (1D4x10+3 M.D.). Slamming riders into trees and outcroppings does 3D6 S.D.C. damage (double when running at full speed).

Bonuses (in addition to attributes): +2 on initiative, +1 to strike, +3 to automatic dodge (must roll to dodge, but the dodge does not use up a melee attack/action), +2 to save vs charms and mind control, and +5 to save vs Horror Factor.

Vulnerabilities: Standard, wood, silver, magic, holy symbols and holy water, but not sunlight. Magic flaming weapons inflict 50% more damage to the Sladka.

Value: Out in the real world, evil, inhuman beings will cheerfully pay 1-2 million credits for a Sladka that will let them ride them. Sometimes available at the Splynn Dimensional Market on Atlantis.

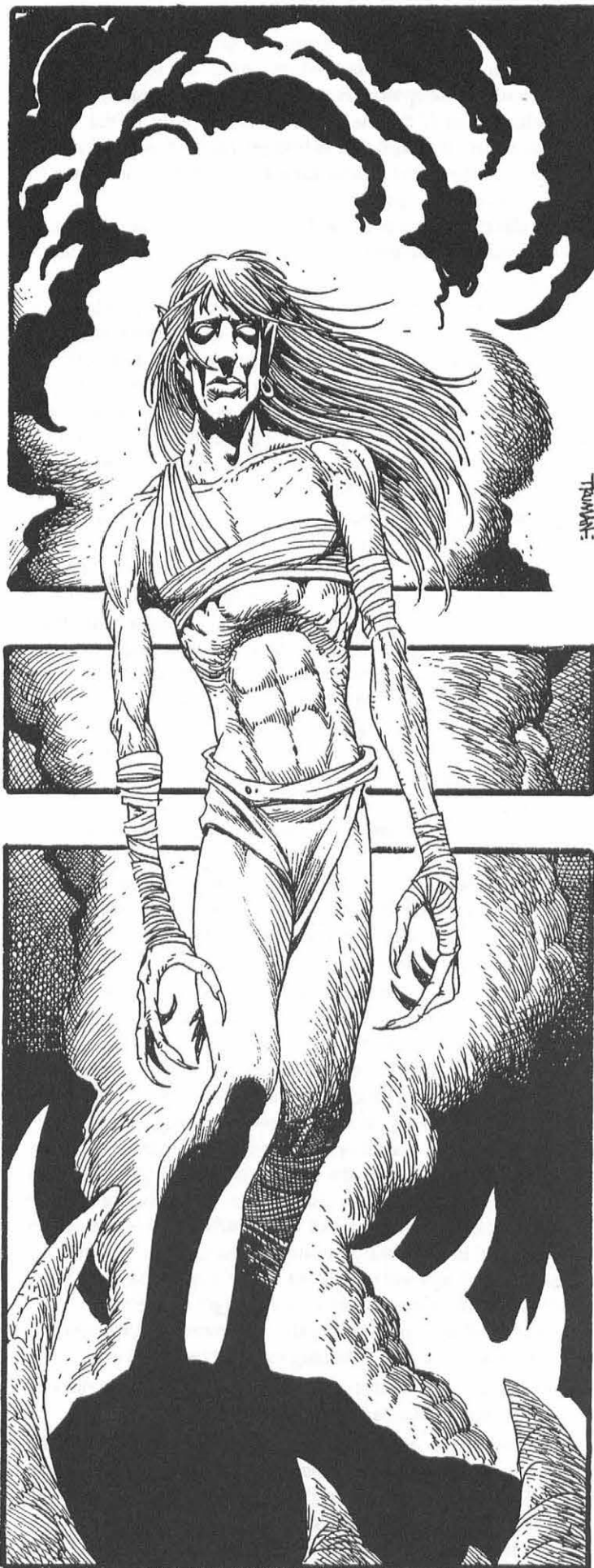
Habitat: On Rifts Earth, occasionally found anywhere, worldwide, usually as a lone animal or in small groups of 3D4. Hundreds, perhaps thousands of Sladka are believed to exist in Poland, Russia, China and surrounding areas. The many wars and presence of supernatural beings on Rifts Earth makes it an attractive environment for the demon steed. The many dimensional portals provide them access to Earth.

Enemies: Hate mortals and see them as prey and natural enemies to be avoided or slain.

Allies: They prefer to be ridden and directed by fellow undead but may allow Necromancers, Summoners and other evil beings to ride them as well.

Sleepwalker

The *Sleepwalkers* are something of an enigma as they seem to straddle both the waking real world and the dreamworld. They are among the most ordinary looking of the undead and, to casual observers, appear to be a painfully thin Elf or D-Bee with pointed ears. Their arms are especially willowy, and their hands



are gaunt and end in wicked claws – retractable like a cat. The skin is a pale white with a creamy green pallor. Their hair is long and silvery grey or stark white. Unlike the many feral and bestial undead, Sleepwalkers are quiet, slow and calm, moving and behaving as if they were sleepwalking through the world without a care. It is said that unless provoked, Sleepwalkers ignore humans and other mortal adventurers, unless it is to stop to discuss philosophy before moving on and drifting off. The Sleepwalker's passive exterior, however, conceals an evil that is like a seething cauldron ready to boil over and burn all it touches.

The reason Sleepwalkers *seem* so passive is that their minds straddle two or three different dimensions simultaneously, the real world, the dreamworld and the Astral Plane. Their realm of existence is only partly in the physical realm, the rest of them is detached, lost in thought, plotting as their Astral essence floats among the clouds and mist dreaming up treachery and evil. Evil they visit upon others in dreams and visions that inspire selfishness and acts of cruelty and evil. In this regard, the Sleepwalker is the most insidious of the undead, for they often touch and influence (corrupt) the living without the victim ever realizing it. This laconic demon feeds on dreams and emotions, stealing thoughts, memories and ideas, making them its own and losing itself in the dreams of others – hence the creature's constant dazed, sleepwalking appearance. Unlike normal psychics, the Sleepwalker can pick up numerous snippets of random thoughts from dozens of different minds and zoom in on the one or two that seem most interesting. Using a combination of Telepathy, Empathy and Astral Travel, the Sleepwalker can quietly enter a person's thoughts. Like a ghostly voyeur, the Sleepwalker does nothing to hurt or influence the mind it is sharing, bobbing along on the thoughts and emotions like a leaf cast adrift on the waves. Mortals are only vulnerable to the Sleepwalker when they themselves fall asleep. Here in the misty dreamworld, the parasitic Sleepwalker is much more powerful and can influence the sleeper's dreams, creating nightmares and implanting thoughts, ideas and visions.

In the physical world, the Sleepwalker can also communicate with people verbally or via psionics, however, when enjoying the thoughts or dreams of others, day or night, the demonic being is often oblivious to the people and events around it. They can take that casual attitude because they are undead and little can do serious damage to them. However, being shaken out of their euphoric dream state or being accosted by outsiders or outright attacked *does* wake the undead dreamer, quickly pulling them out of their delirium. Sometimes, the creature doesn't mind, especially if the source of the disturbance is interesting or amusing to it in some way, but most of the time the Sleepwalker is madder than hell and strikes out with a vengeance, both physically and with psionics. It is a strange sight to see: one minute the Sleepwalker seems practically lobotomized, the next the creature is a raging demon lashing out with tooth and claw.

When the battle is done (i.e. everyone is dead or has run off) the Sleepwalker resumes its dreaming and idle musing

Alignment: Evil, Aberrant (33%), Miscreant (33%), Diabolic (34%). Loves to instigate people to take selfish and evil actions against others as well as frighten and inspire them through dreams and inspiring dream-visions.

Attributes: I.Q. 2D6+9, M.E. 2D6+7, M.A. 2D6+5, P.S. 2D6+13, P.P. 2D6+8, P.E. 2D6+6, P.B. 2D6+8, Spd 2D6

Size: Six to seven feet (1.8 to 2.1 m) tall and weighs 140 to 180 lbs (63 to 81 kg).

Hit Points: P.E. attribute number x4.

S.D.C.: 2D4x10+18

Horror Factor: 9

P.P.E.: 6D6

I.S.P.: 2D6x10 +M.E. attribute number.

Magic: None.

Psionics: A Master Psychic with the following abilities: Astral Projection (8), Commune with Spirits (8), Empathy (4, but at six times the normal range), Telepathy (4, but at ten times the normal range), Meditation (0), Presence Sense (4), Float (8), Advanced Trance State (10), Empathic Transmission (6), Hypnotic Suggestion (6), Induce Nightmare (15), and Insert Memory (25).

Natural Abilities: Nightvision 1600 feet (488 m), see the invisible, Supernatural P.S., bio-regenerates at a rate of 3D6 Hit Points or S.D.C. per melee round (15 seconds). The Sleepwalker is half awake and half asleep all the time, becoming fully conscious only when forced into combat and in other people's dreams. May venture forth in the daytime or night without penalty; at full strength at all times. Understands and speaks all languages at 98% as well as speaks through dreams, Telepathy and Empathy, but cannot read.

R.C.C. Skills: Land Navigation 98%, Lore: Faerie Folk 90%, Lore: Demons & Monsters 90%, and Basic Math 90%. No other skills of note. Whatever it knew in life, this undead has forgotten.

Level of Experience: Not really applicable.

Attacks Per Melee (Rifts®): Five.

Damage: As per Supernatural P.S. A claw strike does an extra 2D6 M.D., but a bite does only 2D4 M.D.

Bonuses (in addition to attributes): +3 to strike, +2 to parry, +1 to dodge, +3 to disarm, +5 to pull punch, impervious to mind control, possession and Horror Factor.

Vulnerabilities: Standard, wood, silver, magic, holy symbols and holy water, but not sunlight. Barely aware of the physical world and people around it, which sometimes causes the Sleepwalker to stumble into dangerous situations.

Average Life Span: Immortal until slain, decapitated and burned to ashes.

Habitat: Exceedingly rare anywhere in the Megaverse. Undoubtedly, Rifts Earth is too rich an environment to ignore, and with all the dimensional Rifts present, there must be some number of Sleepwalkers worldwide. How many is anyone's guess. Probably not more than four or five hundred.

Enemies: All who interrupt their dreams, plots, and machinations as well as those who challenge and threaten them.

Allies: Tend to be loners with their own agenda. Note, while Sleepwalkers may seem to be calm and nonthreatening, that facade is an illusion. These beings are evil through and through, delighting in causing nightmares, terror and manipulating and encouraging mortals to do evil. Sleepwalkers love interfering in the affairs of mortals and creating chaos, depravity, betrayal and suffering. That means political hot spots appeal to them.

Notes: Sleepwalkers can and do kill, as well as drink blood and eat gore, but usually do so in anger or revenge. They feed upon emotion and bits of unprotected P.P.E. while people sleep. In fact, because the Sleepwalkers steal P.P.E. while their victims slumber, the energy is usually replenished before their victims

wake up and they never know the difference. Sometimes the P.P.E. is diminished when the victim awakens, but only by 10% and often goes unnoticed.

Some people fear Sleepwalkers serve as “secret agents” for some horrific Alien Intelligence. On the Palladium World they are suspected of being agents of the dreaded Old Ones and seek a way to reawaken them, and bring about a new age of nightmares and chaos. Certainly the Sleepwalkers are an enigma wrapped in evil.

Spell Magic Zombie

Creature of Necromancy

The traditional spell magic zombie is the result of a Necromantic ritual that turns a corpse into the undead. To create a zombie, the sorcerer must find a recently deceased body, not more than six hours dead, lay it on a white or silver linen, draw a circle around it and light three scented candles. The candles are then placed on the body: one on the forehead, one on the mouth and one on the chest above the heart. As the incantation reaches its climax, the mage cuts his finger and draws a pentagram on the corpse’s throat with his still warm blood. Moments later, the monstrosity rises to pseudo-life, the obedient slave of his creator. The ceremony must be done secretly in a graveyard or burial place during a night of a full moon.

Alignment: Generally considered evil, but as an undead slave its actions reflect the alignment and wishes of its master – does only as it is told to do.

Attributes: I.Q. 7, M.E. not applicable, M.A. not applicable, P.S. 20 (Bionic Equivalent), P.P. 8, P.E. not applicable (works tirelessly), P.B. 1D4 (it’s a walking corpse!), Spd 10

Size: Typically human equivalent size, 5-7 feet (1.5 to 2.1 m) tall and weighs 110 to 200 lbs (49.5 to 90 kg).

Hit Points: Not applicable (not really alive).

S.D.C.: 150; will regenerate within 48 hours unless head and body are buried separately. Can wear M.D.C. body armor or power armor although it lacks the intelligence and skill to use power armor as anything other than protective armor. Only wears body armor if told to do so by its master.

Horror Factor: 12

P.P.E.: 1D6

Magic: None. **Psionics:** None.

Natural Abilities: Nightvision 300 feet (91.5 m), see the invisible, and magical regeneration within 48 hours. The zombie is more intelligent than a mummy and can speak, read simple signs and sentences, perform simple tasks and even drive a car. This means a zombie(s) can be sent to retrieve an artifact, follow somebody, kidnap a person and so on. Moreover, this *undead slave* only obeys the one who created it and select individuals whom its creator may designate as authorities.

Like the mummy, a zombie is a walking corpse. It feels no pain, no fears, no goals and little emotion. Bullets, knives, clubs, and other physical attacks do NO damage. Mental assaults by psychics, magic charms, illusions, sleeps, curses, sickness, paralysis, and other similar attacks, do no damage. Turn Dead does

not work because the zombie is an “un” dead. Banishment doesn’t work because it is not actually a living supernatural being. Negation simply does not work and Remove Curse is not applicable. However, the zombie has its vulnerabilities, the trick is knowing what to use.

Zombies will rise again, even if riddled with silver bullets or blown to bits. The only way to stop a zombie is to sever its head from its body and bury both separately. An exorcism will also serve to dispel the Necromantic energies to turn the creature back into an inanimate corpse. Otherwise, it will regenerate all S.D.C. and body parts within 48 hours and seek out its master for new instructions. There is no limit to the number of zombies a mage can create, control and command.

R.C.C. Skills: Designed as a magical slave, the creature knows only very basic things, like how to open and close a door or window, what a truck is and similar. They don’t generally talk, have emotions, desires or motives of their own. Magic zombies do as they are told. The only applicable skills are Land Navigation 90%, Climb 70%/60%, and Basic Math 90%.

Attacks per Melee: Two.

Damage: Bite: 1D4, punch or kick: 2D4 S.D.C. damage. Power punch does 1 M.D. point but counts as two melee attacks. Or by weapon, however, only guns and other basic weapons can be used, and at -4 to strike. Zombies are not intended to be warriors, they are mindless slaves.

Bonuses: +2 to parry and dodge. No initiative bonus. Work or fight tirelessly and without pain. Impervious to disease, poison, drugs, pain, fatigue and fear. Fearless; no Horror Factor scares it. However, large fires and energy weapons/barriers will hold it at bay. A protection circle will also keep it away. Most psychic and magic powers have no effect, only energy attacks.

Vulnerabilities: A zombie is vulnerable to magical energy attacks, such as Energy Bolt, Fire Bolt, Circle of Flame, and Call Lightning, all of which do full damage as S.D.C. (point for point conversion). Normal electricity, lasers, particle beam weapons and similar energy weapons do *half* their normal damage. Normal fire inflicts full damage. Weapons made of, or covered in, silver will do full damage whether it be blade or bullet. Zombies can also be trapped/imprisoned and blown up, but will regenerate within 48 hours unless an exorcism is performed over the remains.

Average Life Span: Immortal until slain, decapitated and burned to ashes.

Habitat: Can be created and deployed anywhere. Zombies are most commonly created and used by Necromancers and evil practitioners of magic, as well as evil dragons, demons and supernatural beings with advanced spell knowledge. Zombies were, for example, deployed at Tolkeen before it fell, mostly as robot-like work forces. Wherever Necromancy is strong, one will find zombies and other forms of animated dead.

Enemies: Those of its master.

Allies: Those of its master.

Spell Cost & Requirements: 12th Level Invocation. Requires the recently deceased, full moon, spell knowledge and sufficient P.P.E. to perform the invocation. Range: Touch. Duration: Exists until destroyed. Saving Throw: None. P.P.E. Cost: 250.



Voodoo Xombie

Voodoo Xombies are not known to exist on Rifts Earth. Their secrets are believed lost in the Great Cataclysm or Dark Ages, but who knows? The Voodoo Xombie is neither dead nor a supernatural undead. Its magic creates the illusion of death.

First, a Voodoo priest must create an effigy, a doll-like representation of the intended victim. A lock of hair, nail clippings or the victim's blood or skin must be attached to the doll and a magical ritual then performed under the light of the moon (full or not). When the spell is cast (300 P.P.E.) the victim falls ill from fever and chills that make him bedridden. The poor soul gets to save vs magic, but requires a 16 or higher to save and must make two saves out of three tries. Two failed rolls means the character turns into a Xombie. The save required becomes 18 if the Voodoo practitioner is actually present or the victim is part of the ceremony! A failed roll means the victim *appears* to die as the heart stops beating and the body takes on the look and pallor of a corpse. However, the Voodoo Xombie is a living person transformed by dark magic.

Within 12 hours the "deceased" disappears, as if it got up when no one was looking, and walked away. Which is exactly what it did. Driven by dark magic, the poor soul is now a slave of the Voodoo master who created it. Its mind clouded and driven by instinct, the Xombie knows to find its master and serve him as he commands. Like the magic zombie, the Voodoo Xombie is a slave with superhuman strength and endurance, and absolute obedience to its creator. However, the character retains bits of memories, hopes and dreams and knows it is alive and enslaved. He or she is simply helpless to do anything about it, almost as if trapped in a coma and somehow made to do the bidding of another. Like all zombies, this incarnation is like a robot drone capable only of doing what its creator or master desires (the creator can give a Xombie to another and bid his slave to obey someone else). However, these living victims have some awareness and can moan, sob and speak 1-4 simple, one or two syllable words. Likewise, while it *must* do what its master commands, it can speak, moan, or howl to warn the living. Words are slurred, sluggish and simple, like, "help me," "kill me," "run," "go," "beware," "hide . . . he comes," and similar. Thus, the Voodoo Xombie's lips are often sewn shut to prevent it from speaking or making noise. Before the Coming of the Rifts, horror stories in Haiti whispered of entire sugar cane plantations worked by Xombie laborers.

Alignment: Generally considered evil, but as an undead slave its actions reflect the alignment and wishes of its master – does only as it is commanded to do.

Attributes: Whatever the individual had in life is transformed in this pseudo-undead form as follows: I.Q. 7, M.E. 7, M.A. 3,

P.S. 2D6+20 (Supernatural), P.P. 7, P.E. 1D6+20 (Supernatural, works tirelessly), P.B. 3 (it's a walking corpse!), Spd 7
Size: Typically human equivalent size, 5-7 feet (1.5 to 2.1 m) tall and weighs 110 to 200 lbs (49.5 to 90 kg), and can be human or D-Bee, but the victim must be *mortal*.

Hit Points: 1D6x10+17

S.D.C.: 97, and has all the standard undead Vampire properties, i.e., impervious to normal weapons, vulnerable to silver, magic and holy water. May wear M.D.C. body armor or power armor though it lacks the intelligence and skill to use power armor as anything other than a protective body covering; and still flees from the sun even if inside environmental body armor. Only wears body armor if told to do so by its master.

Horror Factor: 10

P.P.E.: 2D4

Magic: None. **Psionics:** None.

Natural Abilities: Nightvision 100 feet (30.5 m), Supernatural P.S. and P.E., impervious to Horror Factor, impervious to cold and normal fire, impervious to disease, poison and drugs, and magically bio-regenerates 2D6 Hit Points or S.D.C. every hour. The Xombie can speak in single words or short phrases, read signs and sentences, perform simple tasks and even drive a car. This means a Xombie can be sent to retrieve an artifact, follow somebody, kidnap a person and so on. Moreover, this *undead slave* only obeys the one who created it and select individuals whom its creator may designate as authorities, though the creator is the overriding authority.

Unlike the mummy and magic zombie, the Voodoo Xombie feels pain, regret, emotions and dreams. If blown to bits or Hit Points reduced to 40 below zero, the Xombie cannot recover/regenerate and the individual *dies*. Otherwise the quasi-undead regenerates and returns to its maker.

R.C.C. Skills: Designed to be a slave, the pitiful creature remembers only very basic things, like O.C.C. skills at -40%, and how to open and close a door or window, how to drive, how to answer a telephone or work a radio, and similar. They will try to talk if their mouth is not sewn shut, but cannot string together more than four words and speech is slow and slurred. Even those with unbound mouths don't generally talk, though many grunt and groan.

Special Xombie skills (provided by the magical transformation) are limited to Surveillance/Tailing 75%, Intelligence 70%, Prowl 80%, Climb 80%/70%, Swim 70%, Land Navigation 80% and Basic Math 80%.

Attacks per Melee: Three.

Damage: As per Supernatural P.S., but a bite only does one M.D. point. A weapon can be used, but usually without benefit of bonuses, unless it was an O.C.C. skill, and even then at half the usual bonus. Xombies are mindless (or at least, mind clouded) slaves.

Bonuses: +2 to parry and dodge. No initiative bonus. Work or fight tirelessly and without pain. Impervious to disease, poison, drugs, pain, fatigue and fear. Fearless; no Horror Factor scares it. However, large fires and energy weapons/barriers will hold it at bay. A protection circle will also keep it away. Most psychic and magic powers have no effect, only energy attacks.

Vulnerabilities: Has all the standard undead Vampire properties, i.e., impervious to normal weapons: Bullets, knives, clubs, and other physical attacks do NO damage. Mental assaults by psychics, magic charms, illusions, sleeps, curses, sickness, pa-

ralysis, and other similar attacks, do no damage. Turn Dead does not work because the Xombie is actually alive. Banishment doesn't work because it is not actually a living supernatural being. Negation simply does not work.

However, the Voodoo Xombie is vulnerable to silver, magic and holy water, all of which do their usual damage (in H.P. and S.D.C. equivalents; point for point conversion).

Sunlight does not destroy a Voodoo Xombie, but hurts its eyes (-3 to strike, parry and dodge), stings the skin and compels the pseudo-undead to hide from it, seeking shelter underground or in some dark, sunless place.

Average Life Span: Immortal until slain or restored to life.
Note: That's right, a Voodoo Xombie can be restored to normal. There are a few ways this can occur.

1) Remove Curse spell, except at half the usual success rate, and the spell must be attempted at least one mile (1.6 km) away from the Voodoo Master who created the Xombie – and the Xombie won't come along peacefully. It will instinctively fight anybody who tries to abduct it and will not otherwise defy or leave its master (except as per number three).

2) Kill the Xombie's master! Usually the creator, but may be the *owner* if the Voodoo Master has *given or sold* the Xombie to somebody else. Xombies on loan still belong to their creator/true master. Killing the creator/owner restores *all* Xombies created by that evil individual.

3) Victims who originally had an M.E. of 18 or higher automatically get a saving throw once every six months. As before, a 16 or higher is needed to save, and no bonuses apply, straight roll only. These characters may one day just snap out of it and, having regained their senses and broken the magic, can run away and try to lead a normal life. Their memories as a Xombie are fuzzy and unclear, almost dream- or nightmare-like, but otherwise the individual is alert and normal in every way. Well, almost. Unless he flees miles away, his old Voodoo Master may seek to reclaim him by conducting a new Xombie ritual. Those who have been enthralled once are more susceptible to the magic of their old master, requiring a save of a natural 18 or higher! Another reason to kill the Xombie Master or travel hundreds of miles away.

Habitat: Theoretically, a Voodoo Xombie can be created and deployed anywhere, but the secrets of Voodoo are (believed) lost since the time of the Great Cataclysm and have not existed on Rifts Earth in hundreds of years.

Enemies: Those of its master.

Allies: Those of its master.

Spell Cost & Requirements: 13th Level Voodoo Ritual. Requires the making of an effigy, hair or nails, a nighttime ritual, spell knowledge and sufficient P.P.E. to perform the magic.
Range: One mile (1.6 km). **Duration:** Exists until the spell is broken or the Xombie is destroyed. **Saving Throw:** 16 or 18, or higher. **P.P.E. Cost:** 300.

Monsters from Beyond the Supernatural™

Supernatural Monsters

Beyond the Supernatural, like most of our other role-playing games, is an S.D.C. based game system. What you will find on the following pages are the specific changes that occur when many of these monsters enter the P.P.E. rich world of Rifts Earth. This means that on the present day Earth of **Beyond the Supernatural (BTS)** the data from that time period and RPG apply, but for **Rifts®** the altered stats presented here should be used.

Remember, the increased mystic energies that abound on Rifts Earth transform supernatural monsters, creatures of magic, and so-called demons, into more powerful beings than they were in present day Earth. In most instances, these changes turn these beings into Mega-Damage creatures. Not all the monsters from **BTS** are included, only the most common, dangerous and unique.

Note: Of course, all these creatures are Non-Player Character villains and monsters, and should not be allowed as player characters. The Attribute stat block indicates the number of dice to

be rolled plus any applicable modifier. All of these creatures are supernatural beings, so P.S. and P.E. are *supernatural* unless stated otherwise. Thus, they are impervious to disease and most poisons and drugs.

Banshee

The Harbinger of Death

The Banshee is a P.P.E. vampire that relies on predatory instinct. Although legends sometime attribute its mournful wail with the power to paralyze or kill, the Banshee is not that powerful. In actuality, this lesser demon is a psychic scavenger whose clairvoyant abilities enable it to sense the *likelihood* of death. Like a vulture, it is drawn by the psychic scent of death and waits.

At the instant of death, the potential psychic energy (P.P.E.) of all living creatures surges, doubling in magnitude, and then drifts away, ultimately drawn into ley lines. This is what the

Banshee has waited for – the moment of death. That instant when the potential psychic energy (P.P.E.) doubles and vacates the body of the deceased, for P.P.E. is the sweet nectar upon which the Banshee feeds, devouring it in a matter of seconds. The creature does not use the energy for magic or any other purpose. For it, potential psychic energy is food, plain and simple, and the Banshee's famous wail cries of hunger and excitement as it waits for its coming meal.

The Banshee is an impatient and eternally hungry creature. When the ailing or injured individual hangs onto life, refusing to give up the ghost, the wailing is motivated by frustration, for a Banshee never kills, and must wait until the moment of death to come naturally. Banshees are not patient, so they moan and wail to announce their disfavor, and in so doing, inadvertently serve as the harbingers of death. If a death doesn't occur within 10 hours, it begins to moan and radiate an empathic field that creates a sensation of despair or sorrow. This powerful, undirected empathic transmission affects everybody within a 60 foot (18.3 m) radius of the creature. Note that the sorrow of the Banshee is not born from sympathy, but self-pity, for the foul being is sad because it can't wait to eat and it is getting ever *so more hungry*. The wail is a long, deep, mournful howl that can make a person's blood turn cold. The frightful moaning will make everybody nervous and jumpy, especially if they know the source is a Banshee.

A Banshee will leave when the person(s) dies, or if it senses that the person(s) expected to die has taken a turn for the better and death is not going to come any time soon. However, a Banshee may wait as long as six weeks, especially if it senses a great deal of potential psychic energy. Should the ailing individual recover, the Banshee lets loose one last groan and departs to search for death elsewhere. Thus, the presence of a Banshee does *not* automatically mean death or tragedy is inevitable, but it does mean that there is a very real possibility, usually occurring within 72 hours of the Banshee's arrival.

A Banshee can be driven away by exorcism, or intensely strong emotions of love or by psionic combat. Banshees are spirit-like beings whose natural state of being is that of the invisible. Those with the power to see the invisible can see them, but to most others they are nothing more than a disembodied sound and puff of wind. They are vulnerable to psionics and can be contacted or attacked via Telepathy, Empathy, Empathic Transmission, Bio-Manipulation (they are invisible but exist in the physical plane), attacks from Astral Travelers, Astral Golem, Exorcism and Ectoplasm. Banshees are also vulnerable to spells of Exorcism, Banishment, Constrain Being, Commune with Spirits, Summon Lesser Being, Mental Blast, Desiccate the Supernatural, and magic weapons and cannot enter magic sanctums or circles of protection.

Note: A Banshee can be an excellent means of creating a sense of impending danger and suspense.

Alignment: Miscreant.

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

Hit Points: 50; see S.D.C.

S.D.C.: 50. Like the undead, Banshees are impervious to most man-made weapons, and are vulnerable only to psionics and magic, including magic weapons and Techno-Wizard weapons that fire TK rounds or magical bolts of energy.

Size: 6-10 feet tall (1.8 to 3 m) and has no measurable weight in its spirit form.

Horror Factor: 14

P.P.E.: 2D6+2

Natural Abilities: *Ethereal*, which means it can walk through solid matter, like walls, while physical attacks, like bullets, fire and energy blasts do no damage (pass right through it). *Hovers and floats* above the ground up to 100 feet (30.5 m) high. *Teleport self* only, up to 2000 miles (3200 km), but only when going to a new feeding site. Natural state is *invisible* and it cannot make itself visible. *Natural Empathy:* Automatically senses emotions as well as sickness and death (costs no I.S.P.). *Natural Empathic Transmission of Sorrow:* Radiates in a 60 foot (18.3 m) area around the Banshee, costs no I.S.P. (automatic); mortals save as normal vs psionic attack from sorrow/despair. Also see *psionics*.

Magic: None.

Psionics: I.S.P.: 100. Abilities include: Clairvoyance (4), Psychic Diagnosis (4), Sense Magic (3), Empathy (4), and Empathic Transmission (6). The latter is the only way it can attack a creature of flesh and blood. Equal to 5th level strength. Considered a Major psionic.

Attacks per Melee: Three hand to hand attacks with Astral Travelers only. Otherwise, it can only attack on the physical plane with Empathic Transmission once per melee round. **Note:** Attacks *only* if it feels threatened.

Bonuses: None; it's a scavenger and psychic carrion feeder.

Damage: Little on the physical plane where the Banshee's only means of attack is Empathic Transmission (used in self defense only) and its own Aura of Sorrow. On the Astral Plane or against Astral attackers, the Banshee can inflict 1D6 Hit Point damage per punch, kick or bite.

O.C.C. & Skills: None, animal-like predator.

Average Life Span: Immortal until slain.

Habitat: Banshees are commonplace on Rifts Earth, especially at war zones and places where the innocent are persecuted, tortured, imprisoned and slain. It is interesting to note that when one Banshee has staked out squatter's rights on one specific individual, another Banshee respects that claim and will not challenge it. However, if numerous people are hurt, sick or could die from some impending catastrophe or attack, then swarms of Banshees *may* appear, each claiming an individual for themselves and following them wherever they go. This "gathering" of Banshees is uncommon except at places where death is frequent or occurs en masse. For example, a dozen or so Banshees had staked out the Coalition Death Camps and torture chambers of Tolkeen, while in the final days of the war, hundreds, perhaps even thousands gathered to wait and to gorge themselves on the cornucopia of death delivered upon the Tolkeenites during the last days the Coalition's final siege on Tolkeen. Likewise, scores of Banshees are common in and around the Gargoyle Empire and the many battlefields of Germany, Poland and Russia. That having been said, Banshees are found as lone individuals and small groups (2D6) worldwide.

Enemies: None, per se.

Allies: None, per se.

Note: It's usually fairly difficult and pointless to kill a Banshee for they simply wait for death, they do not cause it. Consequently, it is far easier to chase it away via exorcism or by some other psionic or magic method.

Boschala

The Living Nightmare

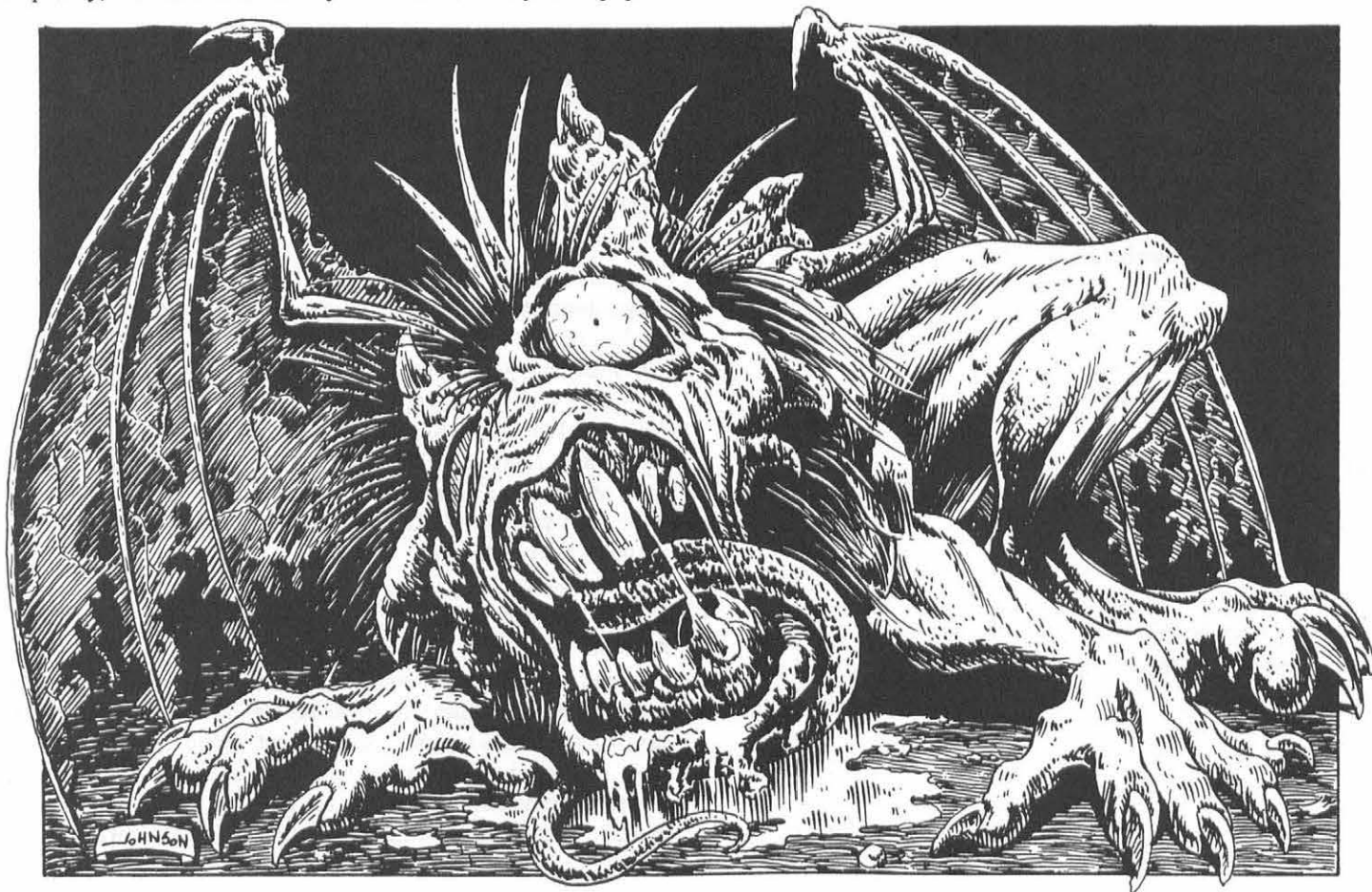
The Boschala is a demonic supernatural creature from another world. The beast is a terrible, but stupid, shape changing predator that tries to make itself look like a creature from whatever world it is currently inhabiting. Unfortunately, it has no perception of how life-forms function in our reality and, consequently, takes on a nightmare appearance as a gross mass of animal parts and human features. It may, for example, have the head of a human, a second head of a dog, the body of a worm, bat wings, and eight spider legs or anything in between or stranger than that. Each Boschala that enters our world assumes a different form. The only time a player character will ever find two or more of identical appearance is when the creatures have entered into our world together in the first place. In such a case, all of the monsters imitate the same basic appearance and usually work as a loose pack of predator animals. The hideous things can also physically merge into one another, combining their number of attacks and M.D.C. into one gigantic monstrosity. As many as five can merge to become one.

Despite the Boschala's demonic appearance and predatory nature, they are not exceptional in the area of combat. Their real strength lies in the shock of their appearance, great number of attacks and Mega-Damage capabilities, not their intelligence or cunning. In fact, the Boschala tend to be very straightforward predators who hide in the shadows, stalk prey at night or in quiet, deserted areas, make their kill and drag off their prey to some dark corner to feed before skulking back to their lair. Consequently, Boschala instinctively know to live away from popu-

lation centers (especially ones that have advanced weapons and technology that can hurt them) and hunt humanoids who stray too far from the safety of numbers. Thus, the Boschala hunts at night and often around the perimeter of a town or city. However, if the community offers ample hiding places and remote places to hide and travel along, such as a tunnel or sewer system, an abandoned underground city, and so on, then the Boschala will come to live in the bowels of the city, surfacing to hunt and kill before retreating to the sanctuary of the deserted catacombs below. In remote or wilderness regions, the creature may prey on both animals and humanoids, and make a lair in a cave, ruins, or under a fallen tree or boulder.

Evil practitioners of magic find the Boschala an attractive creature to serve as a guardian or watchdog, or a monstrous assistant. The creature's grisly looks and vicious nature are an excellent deterrent to thieves and enemies while the monster's high P.P.E. reserve provides its master with a readily available reserve of potential psychic energy (P.P.E.) that can be tapped by the spell caster to work his magic. When summoned through a magic circle or summoned by a Shifter, the creature responds to the mage like an obedient, misshapen puppy. When this occurs, the sorcerer can mentally communicate with the thing by touch, or draw on the combined Potential Psychic Energy.

There is only one danger in summoning the Boschala, and that's summoning too many. Whenever 13 or more are together, they are compelled to mate. Mating is a repulsive, horrific scene in which all the Boschala merge and flow together in one twisted mass of pulsating flesh and undulating limbs. The entire process takes a mere 30 minutes, but is a gruesome spectacle best avoided. When the multitude withdraw, becoming separate



beings again, there will be *one* additional, *full-grown* Boschala. This process can be repeated once every 24 hours. Furthermore, a sorcerer can NOT control 13 or more of these things. They won't attack him unless he attacks one first, but they will completely ignore him and run off to cause havoc and murder in the world at large. **Note:** The birthing process temporarily depletes them of all P.P.E. for 23 hours.

The following random tables enable Game Masters to design one of these abominations with relative ease.

Appearance Design Tables

First: Determine main body type

01-08% Humanoid
09-15% Canine
16-22% Worm
23-29% Feline
30-36% Slug
37-43% Horse
44-50% Bull
51-57% Rhinoceros
58-64% Elephant
65-71% Lizard
72-78% Spider
79-85% Insect
86-93% Snake
94-00% Bird

Second: Determine the number of heads

01-20% Four
21-40% One
41-60% Two
61-80% Three
81-00% Five

Third: Roll for the appearance of each head

01-10% Goat
11-20% Dog
21-30% Lizard
31-40% Fly
41-50% Human
51-60% Cat
61-70% Monkey
71-80% Spider
81-90% Rat
91-00% Bull/Cow

Fourth: Determine the number of legs

01-20% Two
21-40% Three
41-60% Four
61-80% Six
81-00% Eight

Fifth: Roll for the type of legs. Each roll represents a pair of legs.

01-12% Human
13-24% Feline
25-36% Horse
37-50% Insect
51-62% Canine
63-75% Lizard
76-87% Rhino/Elephant
88-00% Spider

Sixth: Determine the number of arms

01-20% Two
21-40% Three
41-60% Four
61-80% Five
81-00% Six

Seventh: Roll to determine the type of appendage for each arm

01-20% Crab claw
21-40% Human hands
41-60% Tentacle, like an octopus
61-80% Bird-like claws
81-00% Ape-like hand

Eighth: Tail(s)

01-35% One
36-71% Two
72-00% None

Ninth: Type of Tail

01-20% Monkey
21-40% Lizard
41-60% Feline
61-80% Dog
81-00% Bunny

The Boschala Character

Alignment: Anarchist or evil; typically Miscreant (50%) or Diabolic (35%).

Attributes: I.Q. 1D6, M.E. 3D6, M.A. 2D6, P.S. 3D6+20, P.P. 3D6, P.E. 4D6, P.B. 1D6, Spd 2D6

M.D.C.: 1D6x100+200, becomes a Mega-Damage creature on Rifts Earth. (Has 60+1D4x10 for Hit Points, 100 S.D.C., and an A.R. of 8 in S.D.C. settings.)

Size: 8-15 feet (2.4 to 4.6 m) long/tall and weighs 500 to 3000 pounds (225 to 1350 kg).

Horror Factor: 18

P.P.E.: 2D4x10 on Rifts Earth. (1D4x10 in S.D.C. environments).

Natural Abilities: Supernatural P.S. and P.E. make it frighteningly strong and tireless. Nightvision 100 feet (30.5 m), track by smell 70% (+10% to follow blood scent), good normal color vision, see the invisible, impervious to poisons, drugs and gases, bio-regeneration of 1D6x10 M.D.C. per hour.

R.C.C. (Equivalent) Skills: Climb 90%/80%, Swim 60%, Prowl 50%, Land Navigation 90%, the Tailing part of Surveil-

lance only 80%, and magically understands (like a trained dog understands) all languages.

Attacks per Melee (Rifts®): Five attacks per melee, regardless of the number of heads and arms.

Bonuses (in addition to Attributes): +1 on initiative, +1 to strike and parry, +2 to roll with impact, +3 to save vs magic and possession, and +10 to save vs Horror Factor. The Boschala is vulnerable only to Mega-Damage weapons/attacks, magic and psionics.

Damage: As per Supernatural P.S. Bite inflicts 2D6 M.D. and a claw attack does an extra +2D6 M.D. It can use guns if it has a humanoid or ape hands, but is -6 to strike with them. **Note:** The Boschala is more animal than intelligent and functions with the instincts of a wild cat.

Magic: None. **Psionics:** None.

Average Life Span: 400 years.

Habitat: Anywhere on Rifts Earth. There seems to be an unusually large number in western Europe, presumably there's an opened Rift that is linked to their world somewhere.

Enemies: Humanoids are seen as nothing more than prey/food, and the forces of good, demon slayers and monster hunters as natural enemies.

Allies: Often the pawns of evil or unscrupulous practitioners of magic, demons and other forces of evil.

Note: The Coalition States have occasional trouble with Boschala living in their city sewer systems and feeding on the poor people of the lower levels inside the fortified cities of Iron Heart and Chi-Town, as well as the 'Burbs. Exactly how they are getting into the fortress cities is unknown, but it is a problem that has troubled the CS for generations. Even the hint of a Boschala or other supernatural monster sees NTSET on the job.

Dar'ota

The Incubus & Succubus

Many cultures on many worlds have myths about the *Succubus* (female) and *Incubus* (male), for these demonic beings have been in action for eons. In their natural, "true" form, the Incubus and Succubus, also known as the *Dar'ota*, are large, slimy, scaly, hunchbacked humanoids that resemble a monstrous lizard. The head is a huge, misshapen bag of flesh with a gaping mouth loaded with large sharp teeth and fangs three to six inches long (76 to 154 mm). This demon is a skilled shape changer who takes on the physical appearance of an attractive human or humanoid and uses sex appeal and seduction to lure unsuspecting victims to their doom. When the victim has fallen to the disguised monster's good looks and charm, he or she is killed, the throat torn out and the blood drunken. The Dar'ota does not always kill and feed upon its victims. The Incubus and Succubus are cunning seducers who may use their guile and sexuality to trick and manipulate those under their thrall to do dark and terrible things – acts of cruelty, betrayal, avarice, sloth, lust, revenge, stupidity, theft, torture and even murder and mass destruction.

The creatures are vampires, though not undead. Rather, they are demons who must feed on blood, preferably human blood, every two days. They are cruel, maniacal beings who enjoy using and abusing mortals in every possible way, including emo-

tional and mental trauma. Moreover, the Dar'ota often ally themselves other forces of darkness, be it an evil wizard or witch or dragon, demon lord or god. In fact, they are always anxious to promote betrayal, pain and suffering in the name of some evil plot, whether the scheme has any merit or chance of success, or not. They just enjoy the challenge and fun of it all.

In human form, the creatures have the beauty and appeal of a movie star. Only the monster's inhuman strength and malignant aura (for those who can see such things) hint that the beauty is not what he or she seems to be. A Dar'ota can remain in human form for days, but must revert to its monstrous shape to feed (ideally every two days). The demon must also revert to its true identity when engaged in prolonged combat (more than two minutes/8 melee rounds). They are lethal combatants in both human and monster guise, but most devastating as the lizard-thing. All Dar'ota are psychotic and natural born killers who love to hurt and murder. It is what they live for, and they do it extremely well.

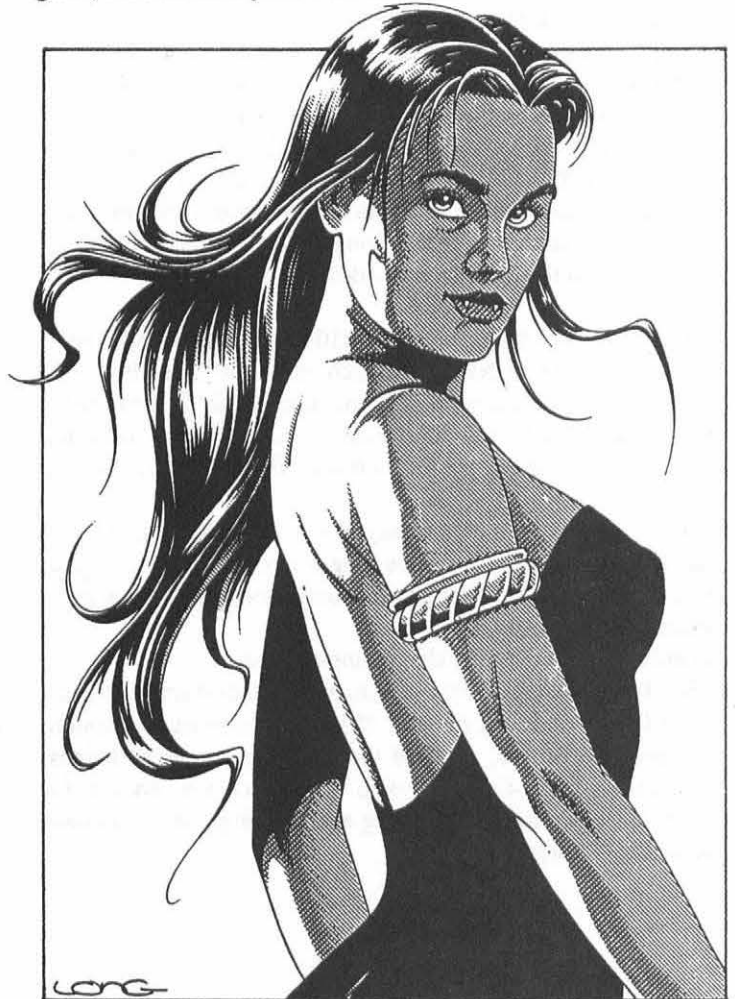
Alignment: Diabolic (50%) or Miscreant (50%).

Attributes: I.Q. 3D6, M.E. 3D6, M.A. 5D6, P.S. 5D6, P.P. 4D6, P.E. 4D6, P.B. 1D6 in natural Dar'ota form, 6D6 in human form, Spd 5D6

M.D.C.: 2D4x10+40 points and covered in a tough, scaly hide. (Has 2D4x10 for Hit Points, 100 S.D.C., and an A.R. of 12 in S.D.C. settings.)

P.P.E. (Rifts®): 1D6x10+10

Size: Five to six feet tall (1.5 to 1.8 m) and weighs 300 to 600 lbs (135 to 270 kg); looks much thinner and lighter in human guise, but that is all part of the illusion.



Horror Factor: 18 when the transformation from human to monster is witnessed, 15 as the lizard-like Dar'ota, and none in human guise.

Natural Abilities: Supernatural P.S. Nightvision 60 feet (18.3 m; can see in total darkness), keen normal vision, smell blood up to a half mile away (0.8 km), and track by smell 50% (+25% to follow blood scent), resistant to fire and cold (does half damage). Bio-Regenerates 4D6 M.D. per hour and can completely regenerate eyes and limbs lost in combat within 48 hours (half that at a ley line, 12 hours at a nexus). Can function in the day or night and only needs about 4 hours sleep a day, however, they prefer the comforting darkness of nighttime and often "hang" at nightclubs, dance halls, casinos, and places of ill-repute.

Special: Shape Changing Ability: The Succubus can shape change into a beautiful adult female human (or human-like D-Bee) and the Incubus into a handsome human or D-Bee male.

Attacks per Melee (Rifts®): Five hand to hand attacks per melee or one using magic.

Bonuses (in addition to attributes): Same for both the male and female. +1 on initiative, +1 to strike, +2 to parry and dodge, +4 to pull punch, +3 to roll with impact, +10 to save vs Horror Factor and +1 to save vs magic.

Damage: As per Supernatural P.S., but a claw strike does an extra +2D4 M.D., a normal bite 6D6 S.D.C., a power bite 1D6 M.D.

R.C.C. Skills: Languages: can speak Dragonese and six others (+30%), Demon & Monster Lore (+20%), Palming (+20%), Concealment (+20%), Disguise (+30%), Prowl (+20%), Climb (+20%) and W.P. Knife and two W.P.s of choice (any).

Average Level of Experience: 1D4+2

Average Life Span: Immortal – until physically destroyed.

Vulnerabilities: The Dar'ota is hurt by normal Mega-Damage weapons, psionics and magic of all kinds. Likewise, other than their P.E. attribute bonus, this demonic being *is* affected by poison and drugs, though they do half damage, last half as long and have half the usual effect. Dar'ota cannot swim and hate water (even getting wet in the rain), though water has no harmful effects other than the fact that these demons can drown.

Psionics: None.

Magic: Average 40 P.P.E. (1D6x10+10). Spell magic only, equal to a 4th level sorcerer, which means a 13 or higher is needed to save vs magic. Spells include: Death Trance, Sense Evil, Concealment, Befuddle, Calling, Charismatic Aura and three additional spells (G.M.'s choice) from level one and/or two.

Habitat: Any environment in any world, any time. These blood sucking demonic parasites have plagued mortals for as long as anyone can remember. Fortunately, they travel alone or in pairs and are comparatively rare.

Enemies: Humanoids and champions of good.

Allies: Powerful supernatural forces and practitioners of magic.

Notes: Cool, confident, masters of lies, disguise and deception. Arrogant, treacherous, and see themselves as superior beings. They are the kind of creature who would kick a puppy just for laughs and enjoy torturing, killing and creating a state of chaos and anxiety wherever they go.

Dimensional Ghoul

As one might guess, Dimensional Ghouls, also known as D-Ghouls, are rather common on Rifts Earth. They are tall, thin humanoids who, in dim light and at a distance, may be mistaken for a human or certainly a D-Bee. A closer look reveals their long, jagged teeth, sunken eyes, and sagging, grey skin hanging off a skeletal body. Like all ghouls, the creature feeds on the flesh of the dead. A true scavenger, it will eat any dead animal or humanoid, but prefers the taste of human flesh above all others.

The Dimensional Ghoul exhibits a fair amount of intelligence and a penchant toward being mischievous and curious, rather than outright evil or cruel. Unlike the Dybbuk and other demons, it has no deep-rooted hatred for humankind. They just like to eat them after they are dead. This doesn't mean that they are any less dangerous, just less vindictive and aggressive. Dimensional Ghouls have been known to maim and kill when threatened, hurt, or interrupted while feasting, but they seldom initiate an attack or engage in murder themselves.

The Dimensional Ghoul derives his name from the ability to move from one dimension to another at any ley line nexus point without opening a Rift. The D-Ghoul can just syphon the energy and vanish, dimensionally teleporting to a new world. D-Ghouls can be enticed or controlled by other beings and compelled or commanded to take another living, man-sized creature with him when he teleports to another dimension. The problem with this method of dimensional travel is that the process is excruciatingly painful to humans and most mortal beings, inflicting 1D6x10 points of damage direct to Hit Points (2D4x10 M.D. if a Mega-Damage being). If the person was magically controlling the D-Ghoul any mystical control is lost the moment they arrive in the new dimension. Of course, there are countless dangers and environmental problems when traveling through dimensions randomly. Problems for mortal beings, that is, not the supernatural D-Ghoul. **Note:** Splugorth Slavers sometimes employ or enslave Dimensional Ghouls to travel to different worlds and participate in their dimensional slave hunting, spying, sabotage of competitors and exploration. Temporal Raiders and Shifters may also consider *using* D-Ghouls for their own nefarious purposes.

Alignment: Anarchist (30%), Miscreant (30%), Diabolic (30%), and Aberrant (10%).

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

M.D.C.: 2D4x10+80. (Has 80 Hit Points, 2D4x10 S.D.C. and an A.R. of 6 in S.D.C. settings.)

Size: 6 to 10 feet tall (1.8 to 3 m), but very thin and skeletal with strange, luminous eyes, large pointed ears and long, narrow, pointed teeth. Weighs 150-290 pounds (67 kg to 131 kg).

Horror Factor: 12

P.P.E.: 20

Natural Abilities: Supernatural P.S. and P.E., sees the invisible, nightvision 200 feet (61 m), normal day vision, fire and cold resistant (even magic fire does half damage), impervious to poison and disease, and bio-regenerates 3D6 M.D. per hour.

Special: Dimensional Travel Ability: Can travel to random worlds via ley line nexus junctions, as noted earlier. There are two related abilities that work hand in hand with the dimen-

sional teleportation. 1) *Sense Ley Line P.P.E.*: The D-Ghoul can sense huge amounts of Potential Psychic Energy to indicate the location of ley lines and nexus points. Range: 150 miles (240 km). 2) *Temporal Intangibility*: To avoid the agony of the dimensional teleportation, the D-Ghoul can momentarily become intangible. It can perform this ability in an instant at any time. Duration: 30 seconds (2 melees); as often as once every two minutes. Range: Self only. Impervious to all attacks while intangible, but cannot move or attack while intangible.

Attacks per Melee (Rifts®): Four.

Damage: As per Supernatural P.S. Claw or kick attacks inflict an extra +1D6 M.D., while the bite does 1D4 M.D. The Dimensional Ghoul can use any type of weapon, from club to submachine-gun. However, it will only use whatever weapon it finds handy/lying around and never becomes skilled with, or attached to, one.

Bonuses (in addition to attributes): +2 to save vs psychic attack, +3 to save vs magic, +10 to save vs Horror Factor, impervious to disease.

Magic: None.

Psionics: I.S.P.: 500. Detect Psionics, Sense Magic, Object Read, Psychic Diagnosis (usually on the dead to determine the cause and time of death), Death Trance and Deaden Pain.

R.C.C. Skills: Magically understands and speaks all languages, though illiterate. Demon and Monster Lore (+20%), Prowl (+10%), Climb (+10%), Swim (+5%), Basic Electronics (+5%), Pick Locks (+5%), Biology (+10%), Basic Math (+30%) and two Technical or Domestic skills of choice (no bonus).

Average Level of Experience: 1D4+2

Average Life Span: Immortal – until destroyed.

Habitat: Dimensions, worlds and lands everywhere.

Enemies: Humanoids in general. Dislikes other ghouls (competition).

Allies: May associate with other supernatural beings or other powerful beings.

Notes: Perhaps the most intelligent and responsive to other life forms of all the Ghouls.

Dybbuk, The Demon Ghoul

The Dybbuk is a horrifying demon that has stalked humankind since the time of the ancient Egyptians. In ancient pre-Rifts Earth, the Dybbuk – “Eater of Flesh,” was said to have been summoned by a powerful insane Necromancer who opened a doorway to the Dybbuk realm of existence in an attempt to summon an army of the savage creatures. Unfortunately, he greatly underestimated their power and became their first human victim. During those pre-Rifts days the Dybbuk was an S.D.C. creature, but even then, it was a formidable supernatural foe. On Rifts Earth, where mystic energy abounds, the dreaded monster of old can enter our dimension at will and is more powerful than ever.

The Dybbuk loathes humankind and delights in making it suffer. The demon looks at all humanoids as humans, so even Elves, Ogres and D-Bees are in danger from it. Dybbuk are intelligent, cunning and deadly, able to understand human behav-

ior and learn basic skills and use that knowledge to hurt humanity. Despite their wiles, they are extremely intolerant of their own kind and squabble and bicker incessantly whenever two or more are forced together. For this reason, they shun the company of their own race. A Dybbuk will frequently work with an evil sorcerer, Hades Demons, Deevils and other maleficent forces to cause mayhem and inflict agony.

The natural form of this demon-ghoul is a massive, barrel-chested humanoid with no neck, vaguely human, bald head, and a large maw rimmed with a double row of pointed teeth. In place of the arms are a pair of oversized limbs, like those of an ape, thickly muscled, with massive, clawed hands, like shovels, that drag across the ground. These arms are used to dig up the graves of the dead and to rend flesh from large prey. Tucked under them is a second pair of arms. Spindly and delicate, a little shorter than a human's, and half as thick. The hands are small, with long fingers tipped with four inch long, razor sharp claws used to dismember its food and feed itself.

The Dybbuk cannot tolerate the light of day, which completely blinds it and physically hurts (1D4 M.D. damage per minute of exposure). A Globe of Daylight spell has the same effect on a Dybbuk as it does a vampire, sending the creature scurrying away in pain and revulsion. As a result, the sinister creatures venture out only at night or on rainy, overcast days. Their favorite habitat is city ruins, graveyards, caves, tunnels, sewers, and slums (including *Ciudad Juarez* and the *Chi-Town 'Burbs*). The Dybbuk's favorite food is dead, rancid meat (animal or human), but they have grown to enjoy fresh human and Elfish flesh almost as much.



Alignment: Diabolic (50%) or Miscreant (50%).

Attributes: I.Q. 3D6, M.E. 4D6, M.A. 2D6, P.S. 5D6, P.P. 4D6, P.E. 4D6, P.B. 1D6, Spd 3D6

M.D.C.: 2D6x10+80, becomes a Mega-Damage creature on Rifts Earth. (Has 2D4x10 for Hit Points, 1D6x10+100 S.D.C., and an A.R. of 12 in S.D.C. settings.)

Size: 6 to 8 feet (1.8 to 2.4 m) tall and weighs 400 to 700 lbs (180-315 kg).

P.P.E.: 6D6

Horror Factor: 14

Natural Abilities: Track by smell 85%, nightvision 600 feet (183 m), excellent normal night sight (can see in one sixth the light needed by humans), but blinded by sunlight (-10 to strike, parry and dodge). Artificial light is hard on the Dybbuk's eyes (30 foot/9.1 m range of vision without sunglasses). Can dig through packed dirt or clay at a rate of six feet (1.8 m) per minute, and almost always constructs a network of tunnels in its lair to confuse and better escape intruders (Dybbuk love catacombs and labyrinths). Bio-regenerates at a rate of 1D6 per melee round, impervious to cold and normal fire, but magic fire and magic cold do half damage.

Special: Inhabit the Dead: There is one more ability that makes the Dybbuk extremely dangerous. The damnable thing can physically inhabit the recently deceased! If the body is not badly damaged and it is one hour or less since the time of death, the Dybbuk can disincorporate itself and enter the dead body. Immediately, the corpse comes to life, possessed by the demon-ghoul. The memories, skills, personality and essence of the person are all gone. It is an empty, lifeless husk that the Dybbuk now inhabits. A perfect disguise to walk among humans, scout out an area and spy upon its next victims. The Dybbuk can maintain the body, without it deteriorating, indefinitely, as long as the monster feeds daily on human blood.

Vulnerabilities: Sunlight hurts, blinds and slowly kills the Dybbuk. Mega-Damage weapons, magic and psionics have their normal effect and damage. Also vulnerable to the most deadly poisons and massive doses of drugs, but even large doses last only half as long as a normal dose would and each dose of poison does only 20% its normal damage.

Attacks per Melee: Six in Dybbuk form or four when inhabiting a humanoid corpse.

Bonuses (in addition to attributes): +1 on initiative, +1 to strike, +1 to parry and dodge, +2 to disarm, +4 to pull punch, +4 to save vs Horror Factor and +4 to save vs magic.

Damage: In human form, punches and kicks do 3D6 S.D.C.+ P.S. damage bonus and a bite 1D6.

In demon form, as per Supernatural P.S. A claw strike with the large hands does an extra 3D6 M.D., the small one an extra 1D4 M.D., the Dybbuk's bite does 2D4 M.D., a power bite 4D4.

Magic Powers: None. **Psionic Powers:** None.

R.C.C. Skills: This supernatural scavenger & carrion eater can speak American and Spanish 98% but is illiterate, plus speaks three other languages (+20%) and knows the following skills: Find Contraband (+5%), Track Humanoids (+10%), Prowl (+10%), Swim (+5%), Basic Math (+20%), and can learn a total of 3D4 human skills. Make selections from the categories of Communications, Domestic, Espionage, Pilot, Rogue, Technical, and Wilderness.

Average Life Span: 600 years.

Average Level of Experience: 1D6+1

Habitat: Anywhere, anytime.

Enemies: Humanoids and the living in general, humans in particular.

Allies: Ghouls and creatures of evil.

Note: Mean, vindictive, bloodthirsty. Likes to kill and inflict suffering.

Entities

An entity is a *supernatural energy being* that is *invisible* to the human eye. Consequently, it is the entity who has become known as ghosts, spirits, wraiths, and similar non-corporeal apparitions. There are five major types of entities, each uniquely different from the others. They are: **1.** The Poltergeist, **2.** Syphon or Trapped Entity, **3.** Haunting Entity, **4.** Tectonic Entity, and **5.** Possessing Entity. All are potential psychic energy (P.P.E.) vampires.



Entity: Poltergeist

The Poltergeist, known as the mischievous spirit, is a wild, wandering, supernatural force with a minuscule intelligence. The odd little energy being flies about looking for a good source of Potential Psychic Energy (P.P.E.) to feed upon. Consequently, Rifts Earth abounds with Poltergeists, especially along ley lines and at nexus points. Once such a place is found, the Poltergeist settles in for the long haul. This is its home, its dwelling place. The Poltergeist(s) is pretty oblivious to the activities of other life forms who may share its home. Its only interest in the human and/or animal occupants is as a source of food and play. With the abundance of ley line energy, most life forms are viewed as playmates.

Despite what you may be thinking, the Poltergeist's syphoning of P.P.E. from humans is painless and harmless (unless you're a practitioner of magic who needs his P.P.E. for spell casting). One Poltergeist only absorbs 1D4 points of P.P.E. per day, not much to be concerned with, unless there is a group of them *each* taking 1D4 P.P.E.

Poltergeists are very rambunctious beings whose idea of fun and play is moving, throwing and hiding physical items. And that's where trouble comes in. The dopey creatures love to play, and who better to play with than those lumbering two-legged, flesh and blood creatures. Furthermore, Poltergeists can drink human emotions (empathy). Intense emotions, such as anger, love and fear are tantalizing to the mischievous spirits, giving them a drug-like euphoric high. It's only a matter of time before these entities realize that *fear* is the easiest emotion they can evoke in humanoids, so that's the one they use most often. Humans get scared over the smallest things: banging or pounding in the middle of the night, doors flinging open or closing by themselves, pots and pans flying through the air, and so many other innocuous things that send them screaming and running into the night. Great fun and a buzz too!

Silliness (laughter/humor) is the next best method of evoking strong emotions if scaring tactics don't work. Lifting a person into the air, messing up their hair, making utensils dance, stacking objects, blowing out candles, moving a chair or object to cause someone to fall, etc., are all possible antics from a Poltergeist with a sense of humor.

Understand that despite this mischief, a poltergeist is not deliberately cruel or sadistic, only stupid, selfish (it wants that buzz) and frisky. Unfortunately, Poltergeists don't understand these alien life-forms called humans and animals. Consequently, while they may not intentionally hurt anybody, they can do so by accident. For example, they don't realize that telekinetically hurling cutlery could kill somebody, or that dropping a big tree branch or anvil on top of a person's head could kill him. Thankfully, for the most part, Poltergeists stick to small pranks, like hiding keys, unlocking doors, stealing socks, knocking things over, floating objects through the air, and similar eerie, but harmless tricks and pranks.

There are one or two more bits of bad news about Poltergeists. First, they tend to travel in groups of 2D6, especially on Rifts Earth, and a nexus point is likely to harbor two or three times more. Second, once they find a nice home (i.e. one with plenty of P.P.E. and people to scare or amuse) they hate to leave.

Getting rid of a Poltergeist is easier than getting rid of most supernatural beings. Magic Exorcisms, Protection Circles, and Amulets of Protection against the supernatural will send them scurrying away. Spells like Constrain Being, Control and Enslave Entity, Summon Entity, Immure Entity and Banishment are all powerful means of controlling them. Meanwhile, the spell, Desiccate the Supernatural, obliterates them, while the Commune with Spirits spell enables the mage to talk to them and *perhaps* convince them to leave. A psychic can use similar psionic Exorcism, Telepathy, Empathy, Empathic Transfer and a few other means to convince them to vacate a premises.

Alignment: Anarchist (97%) or Miscreant (3%), the latter uses scare tactics only.

Attributes: Not applicable. Low intelligence energy being, with minimal mental endurance or affinity, doesn't understand biological life forms, naturally invisible and intangible themselves and possess a speed of 44 (30 mph/48 km).

M.D.C.: 4D6+10 on Rifts Earth. (Has 4D6+10 Hit Points, no S.D.C. and no A.R. in S.D.C. settings; an energy being).

Horror Factor: 10

P.P.E.: 4 of its own, but needs to feed daily and requires an additional four points to feel full.

Size: About the size of a soccer ball; energy sphere.

Weight: Not measurable.

Natural Abilities: Invisible is their natural state, can fly and hover, maximum speed is about 30 mph (48 km). They are also intangible which means they can pass through solid matter (but not through energy), and never tire.

Vulnerabilities: All magic and psionic attacks. They are impervious to physical and energy M.D. attacks, gases, drugs, poison, cold, heat, fire, etc.

Attacks per Melee: Two, by means of psionics only.

Bonuses: +2 to dodge, +10 to save vs Horror Factor. Note that attackers who cannot see the invisible are -10 to strike a Poltergeist.

Damage: By psionics or a hurled S.D.C. or M.D. weapon.

Magic: None.

Psionics: Natural I.S.P. is a mere 10, but the Poltergeist can draw on the I.S.P. and convert the P.P.E. around it into I.S.P. (one P.P.E. = four I.S.P.) to perform psionic feats. This means that the entity has a virtually unlimited amount of I.S.P. when on a ley line, and can drain a practitioner of magic of the very P.P.E. he hopes to use in magic against the entity!

Psionic Abilities: Empathic receiver, meaning they automatically feel the emotions of those around them (at no I.S.P. cost), plus See Aura, See the Invisible, Sense Magic (P.P.E.), Levitation and Telekinesis, all at the equivalent of a 4th level Major Psychic.

O.C.C. & Skills: Land Navigation 90%. That's it.

Habitat: Anywhere there is an abundance of P.P.E. or I.S.P.

Enemies: None per se.

Allies: None per se.

Note: As a psychic vampire, a Poltergeist draws on the I.S.P. of the people around it to perform its psychic feats. If there is no I.S.P. available (or it's used up) the creature can draw on the P.P.E. of people or animals and convert it into usable psionic Inner Strength Points (I.S.P.) at a rate of four I.S.P. per every *one* point of P.P.E.

A few Poltergeist enter into our dimension almost every time a dimensional portal is opened or a natural dimensional Rift occurs at a ley line nexus. They also sneak in whenever a Shifter/Summoner summons lesser or greater supernatural forces.

Poltergeist are not always found at ley lines. They can be attracted by human P.P.E., especially to families with children, psychics, and practitioners of magic, all of whom have high Potential Psychic Energy on which they can feed. Vacating a Poltergeist infested place for several months may send the hungry little buggers away in search of a new food source, providing there is no other available source of living P.P.E. in the immediate area; 01-35% chance of success. Destroying the dwelling and leaving the area increases the ratio for success to 01-79%, but is rather extreme.

Entity: Syphon

The Syphon is an evil entity that inhabits inanimate objects. Immediately upon inhabiting an object, the entity is trapped, forever imprisoned until the object is destroyed. Such creatures inhabiting dead trees and rocks have certainly contributed to legends of foul-tempered "nature and earth spirits." The Syphon is also responsible, in part, for legends of magic amulets, rings and mystic artifacts empowered or possessed by evil spirits. Some practitioners of magic and scholars suspect that some magic items and rune weapons are empowered by a trapped and controlled Syphon Entity (indeed, a common practice of Bio-Wizardry known, on Rifts Earth, only to the Splugorth).

The Syphon can inhabit any type of non-living matter, except plastic and items already imbued with magic, from rings, amulets, and medallions to mirrors, walking sticks, swords, and Golems. The object it inhabits can only be moved through levitation, consequently, the most desired objects are small hand-held items and particularly items of value to humanoids,

such as gems, jewelry, and weapons. The Syphon cannot inhabit or control the actions of a functioning or unprogramed robot, because it is already an *animated* machine with an artificial brain/control unit. Nor can it impart any of its M.D.C. to the object it possesses. **Note:** Cannot affect cybernetic and bionic parts either, because they are neurologically linked to living matter.

The trapped entity lays dormant in a state of suspended animation until the presence of a living creature with sufficient Potential Psychic Energy awakens it. Like the Poltergeist, the Syphon feeds off the host creature(s), requiring 20 P.P.E. to become fully awake and 10 P.P.E. or more every day to remain conscious and alert. However the entity is a glutton and will devour as much P.P.E. as available, sometimes consuming 20 times the required energy. Sadly, such gluttony does not sustain it for more than an extra day and the eternally hungry fiend will need to feed again within 48 hours.

Obviously, being near a ley line or nexus will keep the Syphon active and alert without the need of a living source of P.P.E. But the entity would rather inhabit a small portable object and be among humanoids than at a ley line where it would be constantly aware and fed, but terribly alone and unfulfilled.

Unlike the Poltergeist, the Syphon's intentions are far from playful or innocent. The Syphon Entity is a diabolical fiend that delights in manipulating, corrupting, and destroying humanoids. A common practice of the Syphon is to sense a corruptible individual and make telepathic contact. After initial contact the entity weaves a fantastic story about being a powerful source of magic or possessing the knowledge/means to acquiring great power. It plays upon the person's greed, lust for power, want for revenge, hatred, love and other exploitable weaknesses and desires. In exchange for its aid, the horrid creature often demands regular blood sacrifices to be made in its presence. This way the gluttonous fiend can absorb all the doubled P.P.E. of the murdered victim, as well as enjoy the slaying of an innocent person and its contribution to the moral destruction of its human pawn. A plaything who the Syphon will try to push to the brink of madness or suicide.

The Syphon is a diabolically cunning creature who is patient and calculating. It does not worry about what will happen when its current pawn is killed, because, sooner or later, there is always another. That person may be found an hour, a week or a decade later, it doesn't matter to the Syphon. Time has little meaning to this eternal force of evil. When a human host is not available, it simply sleeps.

Although tougher than the Poltergeist, the Syphon is vulnerable to the same magic and psychic forces. An Exorcism or Banishment will set it free of the object and force the entity to leave the area to find a new place to inhabit. The Syphon Entity must take possession of an object within one hour of being evicted, or be spirited back to its own world. In its freed energy form, the entity is vulnerable to all forms of magic and psionic attack, but is still impervious to physical assaults. Psionic powers are always effective against a Syphon, whether housed inside an object or a free moving energy sphere. Destroying the object the entity inhabits will force it to flee the immediate area (100 feet/30.5 m) to find a new object to call home, but does not kill or harm the entity in any way. However, the owner of the object cannot force himself to destroy it (he's under the Syphon's influence), it must be at the hands of someone else. **Warning:** The

Syphon is far more capable and willing to defend itself than a Poltergeist. One of its most prized weapons is the human pawn(s) under its influence.

Alignment: Diabolic (50%) or Miscreant (50%).

Attributes: Not applicable. Very cunning, intelligent and ruthless, equal to an I.Q. of 14 or 15, but doesn't understand biological life forms, naturally invisible and intangible itself and possesses a speed of 44 (30 mph/48 km) as an energy being.

M.D.C.: The entity itself is a Mega-Damage creature on Rifts Earth, with 1D6x10+30 M.D.C. This does not include the S.D.C. or M.D.C. of the object it inhabits. On Rifts Earth, they can inhabit a robot or vehicle that does not have artificial intelligence, but smaller inanimate objects are more likely. (Has 6D6+10 Hit Points, no S.D.C. and no A.R. in S.D.C. settings.)

Horror Factor: 10

P.P.E.: 6

Size: About the size of a soccer ball as an energy being, but can inhabit an object as small as a ring and as big as 50 feet (15 m).

Weight: Not applicable; an energy being.

Natural Abilities: In addition to its psionic powers, a Syphon is able to possess/inhabit non-living objects. Note that this does not enable the entity to animate or move the object through any means other than levitation.

In energy form it can hover and fly at a maximum speed of 30 mph (48 km) and is intangible, which means it can pass through solid objects and its natural state is invisible. The Syphon is also a natural Telepath, meaning it expends no I.S.P. during telepathic communication.

R.C.C. Skills: None, communicates by means of Telepathy.

Attacks per Melee: Two attacks per melee by psychic means only.

Bonuses: +2 to dodge as an energy being, +2 to save vs magic, +1 to save vs psionic attacks, and +15 to save vs Horror Factor.

Damage: By psionics or weapon.

Magic: None.

Psionics: Base I.S.P. is a mere 20 points, but the Syphon can draw on the I.S.P. and/or P.P.E. around it to perform psionic feats. This means that they have a virtually unlimited amount of I.S.P. when on a ley line. P.P.E. conversion to I.S.P. is four I.S.P. for every one P.P.E. point. The Syphon uses its own 20 I.S.P. only when it has no choice. As a psychic vampire, the entity draws on the I.S.P. of those around it to perform its psychic feats.

Special: Stealing Psychic Energy: Each attempt to draw on another person'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 an attack. A failed save means the entity can steal up to 20 I.S.P. or 5 P.P.E. from that specific person. That individual temporarily loses the energy points as if he had used psionic powers or cast magic himself. A person who willingly offers his or her I.S.P./P.P.E. does not roll a save vs psionic attack, the energy is automatically stolen; this is often the case with willing humanoid pawns.

Limited Psionic Powers: Unlimited Telepathy (costs no I.S.P.), Empathy, Empathic Transmission, Mind Block, Divination, Presence Sense, See Aura, See the Invisible, Sixth Sense, Levitation, Bio-Manipulation and Hypnotic Suggestion. All are cast at a strength equal to a 6th level psychic.

Habitat: Anywhere!

Enemies: None per se.

Allies: None per se.

Note: Remember, the Syphon Entity cannot animate or otherwise control the inanimate object it inhabits. Thus, it cannot fire an energy weapon or make a 'bot hit somebody. Furthermore, it cannot possess objects made with plastic, nor magic items or bionic or cybernetic parts. Nor robots because they are animated by an artificial intelligence (an empty robot without a brain is a different story).

Entity: Haunting

– The Classic Ghost

A Haunting Entity is a misguided and confused psychic bloodhound. Although we can not see it, intelligent life forms leave a psychic impression wherever they have been. Our homes and work places hold the strongest emanations, because that is where we spend most of our time. Generally, the psychic impressions fade or are so weak that they are imperceptible. However, strong emotions, such as intense hatred, love, desire, anger, sorrow and so on, leave a deep, lasting mark, a psychic impression that the Haunting Entity sees and feels in every way. This entity is like a *psychic sponge* with no identity of its own. It is drawn to the emotions of others, from the past as well as recent, soaks them up and languishes in them.

Since only the strongest emotions are perceivable, the entity experiences only the most intense, happy, traumatic, painful, or frightful emotions and memories. Little snippets of life gone by. The entity finds the very strongest of these emotional events and plays them back over and over again, becoming absorbed in them. This is where trouble can arise, because the Haunting Entity has no individual identity and gets confused by the emotions and experiences of others. Confused to the point that "it" thinks that "it" is the central person of the recorded psychic impression. Locked in the memory of an event from the past, the Haunting Entity becomes a shadow of that person. An intangible apparition of the past. In every sense of the word, a *ghost*.

The Haunting Entity becomes so completely a part of the memory that it believes it is that specific person and re-enacts that fragmented memory endlessly. This is why the same "ghosts" are so often reported to be haunting a particular place and repeating one or two events, sometimes for centuries. This is the ghost who is always seen at the same place sobbing, or the ghost that always appears walking the same forlorn corridor. Haunted places are often inhabited by Poltergeist too, because the ghost radiates the intense emotions the Poltergeist enjoy so much, plus haunted places are often at or near ley lines.

Getting rid of a Haunting Entity can be surprisingly easy or incredibly difficult. Since it is bound to that specific person and memory, sometimes it can be *fooled* into leaving. Most ghosts are reliving tragic or personally painful events. If the humanoid(s) can resolve its (perceived) plight, pain, fear or worry, the entity is set free of the tumultuous memory that has bound it to that place. Satisfied, it leaves, and once gone from the area, those emotions fade and the Haunting Entity sets out in search for new experiences to live. **For example:** If a person was murdered, the entity may not leave until it can be proven that the

culprit was captured and punished. Another example might be a case of regret and unfulfilled promises, like: Dear, sweet Auntie Mildred wanted her favorite niece to have a special token of her affection (a book, a brooch, hand-knitted scarf, or whatever), but Auntie died before she could do so. Thus, if the player characters could give the niece Auntie's gift, the ghost would be happy and leave. The elaborateness of the mystery or promise is strictly up to the Game Master. It can be laced with evil and intrigue, or be completely innocent, or soap-opera melodramatic (Auntie Mildred's book is found, presented to the niece and it is discovered to be a rare first edition. Or the niece now knows that Auntie forgave her for some past altercation. And so on).

In some cases there can be no solution to get the entity to leave. This requires a more direct means of removal, such as an Exorcism. While the Exorcism has the best chance for success, the spells Commune With Spirits, Banishment, Control and Enslave Entity, and Summon Entity are also useful magic against



these haunted spirits. Characters with Psychic Sensitive powers are the ideal people to identify, locate and communicate with the entity. A Haunting Entity is vulnerable to magic and psychic attacks only, and is certain to defend itself when it falls under attack.

Alignment: Any, varies widely. By nature this entity is the closest thing to a true neutral as is possible. It simply wanders the world without a care, desire, hope, dream, aspiration or involvement in anything. We will call it a *passive anarchist*. However, the Haunting Entity that is caught in a memory believes itself to be that person and assumes his or her alignment. This can make the ghost friendly and kind, selfish or evil and dangerous.

An evil or vengeful persona will compel the entity to react in kind. It will erroneously see living humans as the targets of its disdain or suffering and attempt to extract its vengeance or inflict its evil on each and every person who dares to invade its domain. This means if the deceased was an axe murderer, so is the ghost. If the memory it has absorbed is filled with hatred, the ghost is hateful, mean and potentially deadly, lashing out at innocent passers-by with cruel intentions. Fortunately, these ghosts always leave hints as to their intentions and motives before attacking.

Ghosts of a good alignment, on the other hand, are not overtly hostile, but may scare the dickens out of a character with sudden appearances, moans, groans, sobbing, singing, whispering, footsteps, floating objects, an icy touch, and so on. The entity does not mean to scare anybody, it's just perpetually reliving its imagined life. An entity of a good alignment may even be friendly or helpful and warn characters of evil forces or impending danger. Of course, since the entity has no identity of its own (it has been good, evil, and selfish many times before), it simply becomes the person in the psychic memory impression.

Attributes: Not applicable. Low intelligence and little personal identity, equal to an I.Q. 5 and an M.E. 2. Doesn't understand biological life forms, naturally invisible and intangible itself and possesses a speed of 30 (about 20 mph/32 km) in its ghostly energy form.

M.D.C.: 1D6x10+30. (Has 6D6+10 Hit Points, no S.D.C. and no A.R. in S.D.C. settings.)

Horror Factor: 14

P.P.E.: 8

Size: A human-size energy being that usually appears as glittering mist with vaguely human features; i.e. a ghost.

Weight: Not applicable.

Natural Abilities: Ethereal and intangible, meaning it can walk through solid matter. Its natural state is invisible, but it can, for brief moments (3D4 minutes), become visible to the human eye either as a semi-transparent ghost image or completely solid and apparently real (Ectoplasm). The entity can also hover and fly at a maximum speed of 20 mph (32 km). It is impervious to all physical and energy attacks.

Attacks per Melee: Three psionic attacks per melee.

Bonuses: +1 to dodge, +3 to save vs magic, +2 to save vs psionic attacks, +15 to save vs Horror Factor.

Damage: By psionics or M.D. object or weapon.

Magic: None.

Psionics: Base I.S.P. is a mere 30, but the Haunting Entity can draw on the I.S.P. and/or P.P.E. around it to perform psionic feats. This means that they have a virtually unlimited amount of

I.S.P. when on a ley line. P.P.E. conversion to I.S.P. is four I.S.P. for every one P.P.E. point. The entity may use its own 30 I.S.P. only when it has no choice. As a psychic vampire, the entity draws on the I.S.P. of those around it to perform its psychic feats. Stealing psychic energy from living creatures is the same as the Syphon Entity.

Limited Psionic Powers: Empathy, Empathic Transmission, Mind Block, Presence Sense, See the Invisible, Total Recall, Telepathy, Telekinesis and Ectoplasm. Equal to an 8th level psychic.

R.C.C. & Skills: None, communicates by means of Telepathy.

Habitat: Anywhere!

Enemies: None per se.

Allies: None per se, but often attracts 1D4 Poltergeist.

Note: The ghostly Haunting Entity must draw ectoplasm from an unwitting human source. On rare occasions the entity may draw on the powerful emotions of a living person, becoming his or her ghostly clone. These are known as *Haunting Doppelgangers* who follow its human duplicate around, haunting and mimicking his movements, appearing and disappearing randomly. All the usual conditions and abilities of the Haunting Entity apply.

Entity: Tectonic

One of the most powerful and dangerous entities is the Tectonic Entity. A wandering energy vampire that, like the Syphon, craves the pain and suffering of humans. As an energy being it has only psychic abilities to rely on. Actually, that's all it really needs because, like all entities, it can easily draw P.P.E. from living creatures without hurting a soul, but the diabolical monster enjoys hurting and killing others. The typical Tectonic Entity invisibly stalks its intended victim(s), then, at the right moment, builds itself a physical body and attacks. It is this ability to *build* a body that gives the creature its name: "tectonic" as pertaining to "construction or building."

The "building entity" can construct a body from any available inanimate objects and debris. The body can be made of trash (rags, tin cans, plastic, milk cartons, garbage and so on), or twigs and wood, or the bones from skeletal remains, leaves, toys, junk, dirt, rocks, Mega-Damage debris, and so on. All the objects must be *small*, no tables, couches or car fenders, and all must be *non-living*. To build its body, the Tectonic Entity telekinetically pulls the objects of choice together to build a frightening, massive (usually 10 or 12 feet/3 to 3.6 m tall) humanoid mound of walking debris. The entity takes pleasure in the tasty emotion of fear that its macabre appearance evokes in most mortals. The terror satiates its demonic pleasure, while the act of killing is both enjoyable and doubles the amount of the P.P.E. available from its prey. The artificial construct can be maintained for 24 hours before crumbling into a scrap pile. It cannot *reanimate* the junk or create a new body until 12 hours later.

Normally, the Tectonic Entity can also *inhabit and animate* small humanoid or animal shaped figurines, such as dolls, puppets, statues, and robots. The normal size limitation for pre-made constructs like dolls and suits of armor is that the object can be no smaller than one foot (0.3 m) and no taller than five feet (1.5 m), but the abundance of mystic energy on Rifts

Earth enables the entity to inhabit and animate structures that are twice as big, 10 feet (3 m)! The animated objects can be vacated at will, but can not be reanimated for 12 hours after the entity's departure.

On Rifts Earth, the Tectonic Entity has been used by evil or desperate practitioners of magic to breathe life into an infinite variety of monstrous puppets, including Golem-like statues and Mega-Damage constructed bodies. A Tectonic Entity can bring life to a deactivated or broken robot, or use the M.D.C. debris of robots and vehicles to build itself a Mega-Damage junk-body. A recent atrocity in the fallen Kingdom of Tolkeen provides a vivid example of some of the scope in which a Tectonic entity can be used. During one skirmish between Coalition troops and some terrorist Shifters, the sorcerers summoned and controlled a dozen different Tectonic Entities. They sent them into a Coalition stronghold (passing through walls and other defenses) to possess a dozen Skelebots that had not yet been activated by the CS troops. The Skelebots became the bodies of the entities and wreaked havoc and death upon the unsuspecting encampment, slaying 112 soldiers before the 'bots could be destroyed. The entities had a joyous time and, having fulfilled their commitment to the Shifters, simply departed. Such are the incredible, supernatural powers and horrors of Rifts Earth.

Alignment: Miscreant (50%) or Diabolic (50%).

Attributes: Not applicable. High intelligence, crafty and cruel; equal to an I.Q. 10 or 11. Physical body has a P.S. of 36. Natural energy form is invisible and intangible; speed 30 (about 20 mph/32 km).

M.D.C.: The entity itself has 2D4x10+20 M.D.C. (or that same amount in Hit Points in S.D.C. environments). The M.D.C. or

S.D.C. of the physical body it creates is heavily dependent on the materials and parts available. A Tectonic Entity new to Rifts Earth might not realize that stone and rubbish can be atomized by modern energy weapons, but these entities are smart, and will quickly figure out what materials are M.D.C. and which are S.D.C. That having been said, even a body made of S.D.C. material will have a low, Mega-Damage equivalent.

The S.D.C. or M.D.C. of a Tectonic Entity's Physical Body:

Leaves and rags: 100 S.D.C. (or one 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/Scraps/Junk: 200 M.D.C.

Animated Bodies: Like a stuffed doll, puppet, mannequin, stone statue, body armor, or deactivated 'bots will all have the same S.D.C. or M.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 obliterated! See natural abilities.

Horror Factor: 14

P.P.E.: 10 plus the P.P.E. it absorbs from others.

Size (Rifts®): The physical body construction is typically 10 or 12 feet (3 to 3.6 m) tall, but can be as small as one foot (0.3 m). The energy body is about four feet (1.2 m) in diameter when not contained inside a construct.



Weight: Varies greatly with the composition of the physical construct.

Natural Abilities: Able to compose a physical body, roughly humanoid in shape, out of inanimate objects. Also 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 constructed or inhabited by the Tectonic Entity is not alive, consequently, it is *impervious* to cold, poison, drugs, gases, does not require air to breathe, and though it may burn (depending on what it is made of) it feels no pain. Although it has a Structural Damage Capacity (S.D.C.) or Mega-Damage Capacity (M.D.C.), S.D.C. bullets, stabbings, slashings and hitting inflict no or little damage even to S.D.C. bodies, except to punch holes into the thing or dent or mangle part of it (often the bullet becoming just another feature of the body). Fire and explosives are effective against most S.D.C. bodies, while Mega-Damage weapons inflict half damage (for similar reasons). Magic and psionic powers are always effective against the entity and do full damage to its Tectonic Body and to the entity within, provided the spell or power is directed at the invisible creature within.

The only way to *stop* the entity is to destroy its artificial body. When the body is destroyed, the Tectonic Entity exists only in its invisible energy form and cannot build or inhabit a new body until 12 hours have passed. If destroyed in energy form the entity is slain! Only those who can see the invisible can see the entity, though some sensors may also be able to detect its presence and movement. Of course, the energy being is only affected by magic and psionics.

A warning about fire: Remember, this thing is not alive and feels no pain. Setting it on fire may eventually destroy the body, but until it is completely burnt to a cinder, all setting it ablaze does is turn it into a flame covered monster that's momentarily even more deadly because of the fire. The Tectonic Entity can function completely while ablaze, attack and fight, until ALL the M.D.C. of its body is gone.

Attacks per Melee: Three psionic, or four physical attacks per melee when it has created and inhabited an artificial body.

Bonuses (in physical form): +1 on initiative, +2 to strike, parry, and dodge, +2 to pull punch. Bonuses in both forms: +2 to save vs magic, +1 to save vs psionic attack and +10 to save vs Horror Factor.

Damage by Body Type: S.D.C.: 5D6+21 S.D.C. damage from an S.D.C. body made of wood, dirt, clay, or stone and/or brick. 3D6 M.D. from a granite/bedrock or metal body, 5D6 M.D. in a body made of any Mega-Damage materials, and only 2D6+21 S.D.C. damage in all other forms. Note that some specially constructed bodies, which may include special alloys, weapons and magic properties, *may* inflict more damage. May use any weapons that are part of the body or which the Tectonic Body can pick up and handle.

Magic: None.

Psionics: Base I.S.P. is a mere 20, but it can draw on the I.S.P. and/or P.P.E. around it to perform psionic feats. This means that they have a virtually unlimited amount of I.S.P. when on a ley line. P.P.E. conversion to I.S.P. is four I.S.P. for every one

P.P.E. point. The Tectonic Entity will use its own 20 I.S.P. only when it has no choice. Stealing psychic energy from living creatures is the same as the Syphon Entity.

Limited Psionic Powers: Empathy, Mind Block, Presence Sense, See the Invisible, See Aura, Sixth Sense, and Telekinesis. Equal to a 4th level psychic.

R.C.C. Skills: Land Navigation, Climb and Basic Math, all at 70% proficiency. Communicates by Empathy or by Telepathy.

Habitat: Anywhere! Thankfully, rare even on Rifts Earth.

Enemies: Hates humanoids and things of beauty.

Allies: None per se, may associate with other Tectonic Entities and powerful supernatural forces.

Note: The entity cannot possess a fully functioning robot with an active artificial brain, and robot vehicles are too big and not humanoid in shape.



Possessing Entity

The Possessing Entity is generally considered to be the most powerful and dangerous of all the entities. It is an intelligent and malevolent force that relishes human torment and anguish. Like the other entities, it is a psychic vampire that feeds on the P.P.E. of its victim and those around it. However, it takes particular pleasure in horrifying and bedeviling the friends and family of the person it possesses.

A successful possession means the entity has inhabited the body of a living creature and completely dominates that body. The essence and intellect of the original person is completely submerged, dormant, as if asleep, and will have no idea or mem-

ory of what the Possessing Entity is doing with his or her body. The hideous thing can commit murder or worse, vacate the body, and the innocent character will suddenly have control of his body holding a bloody knife, but has no memory of committing any atrocity.

Similarly, the Possessing Entity can allow the possessed individual to regain his faculties and momentary control without leaving the body, by releasing its domination over the host body. The entity can regain control instantly, at will, and unlike the victim of the possession, the entity is completely aware of everything the person experiences regardless of which of them is currently in control. A favorite ploy of a Possessing Entity is to relinquish its control long enough to convince the victim and those around him that he is insane (a psychopath or multiple personality). It is only after the entity has pushed things too far that it will drop its charade and let those around it know of its true identity/presence.

Getting rid of a Possessing Entity is extremely difficult. Magically, only Exorcism has any chance of success. Banishment, Control or Summon Entities, and all the rest are ineffective. Of course, one can always try to talk the damned thing out, but that seldom works. Psychic Exorcism and other psionic powers can be used to attack the entity *itself*, but will definitely provoke the creature to violence. The incapacitation of the host body through drugs or magic for long durations (1D6 months) may entice the Possessing Entity to leave in search of a more fun body. Killing the host body always sets the entity free, but doesn't do much good for the victim.

Alignment: Aberrant (15%), Miscreant (40%) and Diabolic (45%).

Attributes: Not applicable to the entity in energy form, although it is extremely intelligent, cunning and treacherous, equal to an I.Q. of 18. Its natural state is invisible and intangible in energy form with a speed of 50 (35 mph/56 km). Otherwise, the evil entity has the physical attributes of the host body it controls – though *not* the skills or memory of that individual.

M.D.C.: 2D6x10+40 (with equivalent Hit Points in an S.D.C. setting).

Horror Factor: 10

P.P.E.: 4

Size: About 4 feet (1,2 m) as an energy being.

Weight: Not applicable.

Natural Abilities: In energy form: the possession of others (human or animal), Empathy (feels the emotions of others around it; at no I.S.P. cost), hover and fly, its natural state is invisible and it is impervious to physical and energy attacks. As always, the entity is impervious to physical attacks but is affected by magic and psionics. **Note:** Depending on the body, most all forms of attacks *will* affect and hurt the host body.

Attacks per Melee: Four physical attacks per melee or two psionic attacks per melee.

Bonuses: +6 to S.D.C. damage inflicted by the host body, +2 on initiative, +2 to strike, +4 to parry and dodge, +2 to pull punch, +2 to roll with impact, +2 to save vs magic, +2 to save vs psionic attack, +10 to save vs Horror Factor. All apply to physical form too.

Damage: By psionics, the physical body, or weaponry.

Magic: None.

Psionics: Natural I.S.P. is a mere 30, but the Possessing Entity

can draw on the I.S.P. and/or P.P.E. of the host body (if applicable) or the ambient P.P.E. around it to perform psionic feats. This means its has a virtually unlimited amount of I.S.P. when on a ley line. P.P.E. conversion to I.S.P. is four I.S.P. for every one P.P.E. point.

Limited Psionic Powers: Empathy (at no I.S.P. cost), Empathic Transfer, Bio-Manipulation, Levitation, Telekinesis, Sixth Sense, See the Invisible, Impervious to Fire, Death Trance, Telepathy and Mind Block. Equal to a 6th level psychic.

R.C.C. & Skills: Land Navigation and Basic Math, all at 70% proficiency. Communicates by Empathy or by Telepathy.

Habitat: Anywhere. Thankfully, they are rare even on Rifts Earth.

Enemies: None per se, but hates humans and all beings who are good and/or attractive.

Allies: None per se, typically a loner.

Note: Fortunately, the Possessing Entity is the most uncommon of all entities. They are typically brought to a particular world by evil sorcerers, demonic lords or an evil god.

Garkain

Australian Vampire Predator

The Garkain is a hideous, huge bat-thing known in Australian Aborigine legend as a flesh-eating demon. The creature resembles a humanoid in shape, but has large, leathery membranes from its ankles to the wrists creating a rather bat-like appearance. The head is that of an ugly bearded human with pointed ears, small nose, deep red eyes, and large, wide mouth filled with small, sharp, yellow teeth and fangs. Its human-like hands and feet complete the illusion that it is half human and half bat.

A voracious carnivore, the Garkain has a nearly insatiable appetite and is constantly on the prowl in search of human prey every night. Its standard attack is to silently glide in on the wind, swoop down on its intended victim, and wrap him in the smothering embrace of its wing-like membrane or tear out the throat with its teeth. The demon then tears its victim limb from limb, first drinking the blood and then eating each piece, leaving only the dismembered trunk behind as evidence of its handiwork. A gruesome discovery for the poor soul who finds the deceased, but telltale evidence of a Garkain hunting in the area.

The Aborigines call the Garkain the “Dumb Spirit” because it is driven entirely by predatory instincts and knows no fear, making it a supernatural “dumb animal” willing to fight against impossible odds and driven to kill by primordial hunger. The Dumb Spirit will fight and endure massive amounts of damage (reduced as low as 15% of its starting M.D.C.) before flying away to lick its wounds and heal. However, the Garkain will return a night or two later to hunt again, and possibly engage the very same defenders, proving it is indeed, dumb. Ah, but while the Garkain may be dumb in some matters, it is no idiot, and often seeks easy prey such as drunks, the aged and infirm, as well as snatching up small children and flying off with them before feeding to avoid battle with those who would fight to save the little one. When children are snatched, the winged demon carries them off to its *lair* to devour them. This penchant for grabbing children may allow soldiers and defenders to lay a trap for the “Dumb Spirit” by using a shape changer (Changeling,

dragon, magic spell, etc.) to make an adult (or robot) appear as a child. However, if followed to its lair, the Garkain will fight to the death.

Alignment: Diabolic (50%) or Miscreant (50%).

Attributes: I.Q. 1D6, M.E. 2D6+10, M.A. 2D6, P.S. 3D6+10, P.P. 3D6+10, P.E. 2D6+10, P.B. 1D4, Spd 2D6 loping along on the ground, but *flying speed* is 2D6+50 (typically around a speed of 38-42 mph/61 to 67.2 km).

M.D.C.: 2D6x10 +P.E. attribute number on Rifts Earth. (Has 1D6x10 for Hit Points, 1D4x10+20 S.D.C., and an A.R. of 10 in S.D.C. settings.)

Size: 6 to 8 feet (1.8 to 2.4 m) tall/long (on the ground it walks on its hands making it look smaller than it really is) and weighs 200 to 350 lbs (90-157.5 kg).

P.P.E.: 5D6

Horror Factor: 13

Natural Abilities: Supernatural P.S. and P.E., silent flight equal to a Prowl of 80% (half that when on the ground), track by smell 65% (+10% to follow blood scent), nightvision 5000 feet (1524 m, can see like an owl for nearly a mile), excellent normal day vision too. Bio-regenerates 1D6 M.D. per melee round, impervious to heat, poisons, drugs and gases, and fire does half damage.

Vulnerabilities: S.D.C. weapons made of bone inflict the equivalent of Mega-Damage (point for point), and is -3 to save vs Aborigine and Dream Time magic. Mega-Damage weapons, magic and psionics have their normal effect and damage.

Attacks per Melee: Five in hand to hand combat.

Bonuses (in addition to attributes): +2 on initiative, +1 to strike, +1 to parry, +2 to dodge, +3 to dodge while in flight, +1 to disarm, +2 to pull punch, +10 to save vs Horror Factor and +4 to save vs mind control whether it be a magical, superpower or psionic attack.

Damage: As per Supernatural P.S., while a bite does 2D4 M.D. and a power bite 4D4.

Magic Powers: None. **Psionic Powers:** None.

R.C.C. Skills: This supernatural scavenger & carrion eater magically understands all languages but only at 60% comprehension, plus Track Humanoids (+10%), Tailing from the Surveillance skill (+20%), Land Navigation (+20%), Spelunking (+20%; lives in caves), and Climb (+20%).

Average Life Span: Immortal until slain.

Average Level of Experience: 1D4+1

Habitat: Primarily Australia, Jakarta and Southeast Asia, but, from time to time, may be found anywhere in the world, thanks to the teleportation powers of the Rifts.

Enemies: Humans and humanoids are the Garkain's primary prey.

Allies: Ghouls and other lowly and dull witted creatures of evil. May sometimes serve smarter demons, undead and evil practitioners of magic, but usually as a murderous henchman or attack dog-like pet.

Note: Mean, vindictive, blood thirsty. Lives to hunt and feed on humanoids.

Gargoyles & Gurgoyles

Optional Player Characters

Gargoyles are huge demonic looking creatures who appear to be giant lizard-like humanoids with massive bat wings, a sharp-toothed maw, dark green or grey-green skin, and blazing yellow eyes. The Gargoyle's reptilian appearance is a bit deceptive, for though they are hatched from eggs, they are warm blooded. The specter of their grim visage can be seen in legends throughout Earth history, which means they have visited our planet in the past.

Although considered to be demons, they are creatures from another dimension and generally regarded as "sub-demons," minor supernatural beings less powerful than true lesser demons. Gargoyles have a pack mentality and travel in vast flocks. In days past, one rarely encountered more than a pair on Earth, but since the Coming of the Rifts, they are all too common, especially in Europe and China. Vast legions of Gargoyles have joined forces with other supernatural and/or alien beings to create scattered kingdoms throughout parts of Spain, France, Italy, Austria, Germany, Poland, Czechoslovakia, Hungary, Romania and Russia, perhaps elsewhere as well. Those in and around Germany are constantly warring against the humans of the New German Republic, and only the humans' advanced technology keeps the sub-demons at bay. (See **Rifts® World Book 5: Triax & The NGR** for details on this conflict.)

Gargoyles have a low intelligence and tend to rely on brute strength, natural powers and superior numbers. However, they are not stupid either. They can be very treacherous and are always ruthless, especially in battle. Remember, Gargoyles (and Gurgoyles) are instinctive aggressive predators who work as individuals and in small groups, as well as part of a large flock or tribe. They love to fight and will die with a toothy grin etched across their lips when their time comes. Part of the pack mentality is to secure a territory, mate and expand. Thus, the presence of Gargoyles and their kin could spell disaster for other humanoid life forms on Earth if their population is not held in check. Gargoyles are definitely demonic invaders who *will* try to conquer the planet.

Gurgoyles are somewhat smaller, wingless versions of Gargoyles. They are equally as vicious as their winged brothers and serve as the foot soldiers of the marauding hordes. Gurgoyles are always submissive and loyal to Gargoyle Mages, Lords and their winged Gargoyle brothers. Both Gargoyles and Gurgoyles are carnivores who feast on the flesh of any living creature who falls prey to them, from cattle to humans. Although Gargoyles and Gurgoyles possess some psychic abilities, it is only the Gargoyle Lords and Mages who possess great magic or psionic power. A Gargoyle Lord is one of the few among these creatures (one in a hundred) who have a comparatively high amount of P.P.E. and can wield magic. Fortunately, their range of mystic knowledge is usually very limited.

Gargoyles and Gurgoyles are familiar with the use of energy weapons and some of the non-human kingdoms actually manufacture energy weapons for them. It is the Gurgoyles who wear plate body armor and operate the newly developed power armor and giant robot. Gargoyles prefer heavy weapons like rail guns, pulse rifles, particle beam and plasma weapons. Both Gargoyles and Gurgoyles have a special fondness for Vibro-Blades, Rune weapons and whips/chain weapons.



Gargoyle & Gurgyle R.C.C.s

Alignment: Typically Anarchist (30%), Miscreant (20%) or Aberrant (20%), but can be any.

Attributes (Gargoyle): I.Q. 2D6+2, M.E. 3D6+1, M.A. 2D6+2, P.S. 2D6+18, P.P. 2D6+18, P.E. 2D6+18, P.B. 2D6, Spd running 5D6, but speed flying is 2D4x10+10 for Gargoyles.

Attributes (Gurgyle): I.Q. 2D6, M.E. 3D6, M.A. 2D6, P.S. 24+2D6, P.P. 18+2D6, P.E. 18+2D6, P.B. 2D6, Spd running 10+6D6.

M.D.C.: Gargoyle: 1D6x100+100. (Has 1D6x10 +P.E. number for Hit Points, 2D4x10 S.D.C. and an A.R. 14 in S.D.C. settings.)

Gurgyle: 1D4x100. (Has 1D6x10 +P.E. number for Hit Points, 1D6x10 S.D.C. and an A.R. 12 in S.D.C. settings.)

Horror Factor: 16 Gargoyle, 14 Gurgyle.

P.P.E.: Gargoyles: 3D6, and Gurgyles: 2D6.

Size of Gargoyles: 10-20 feet tall (3 to 6 m), wingspan is 20 feet (6 m) and weighs 1200 to 2000 pounds (540 to 900 kg).

Size of Gurgyles: Gurgyles are 8-12 feet (2.4 to 3.6 m) tall and weigh 800 to 1000 pounds (360 to 450 kg).

Natural Abilities: Gargoyles can fly, both Gargoyles and Gurgyles have nightvision and superior hawk-like day vision enabling them to see a football-sized target (0.3 m) up to two miles (3.2 m) away. The tails are not prehensile, but are agile and strong enough to be used like an arm to hit an opponent. Gargoyles can leap 100 feet (30.5 m) gliding with their wings. Gurgyles can leap 40 feet (12 m). Both can bio-regenerate 4D6 M.D. every hour.

Attacks per Melee: Both creatures have five attacks per melee.

Damage: Restrained claw attack inflicts 4D6 S.D.C. damage plus P.S. bonus, full strength claw/punch or kick inflicts 3D6 M.D. (Gurgyles with a P.S. of 31 or higher do 4D6 M.D.), power punch does 6D6 M.D., strike with the tail does 2D6 M.D., bite does 2D6 M.D., or by weapon. Gargoyles can also perform a flying tackle that does 2D6 M.D. and has a 75% chance of knocking the person down (victim loses one attack and initiative), but counts as two attacks. **Bonuses (in addition to attributes):** +2 on initiative, +1 to strike, +2 to parry and dodge, +4 to dodge while in flight, +1 to save vs psionic attacks, and +10 to save vs Horror Factor.

Psionics: I.S.P. is 1D4x10. Meditation, Mind Block, Presence Sense, Sense Magic; Telepathy, Resist Hunger, Resist Fatigue and Resist Thirst. Equal to a 6th level psychic.

Magic: Only *Gargoyle Mages* can learn magic.

R.C.C.s: The average Gargoyle and Gurgyle is a warrior, but also see *Gargoyle Lord*, *Gargoyle Mage* and *Gargoylite*, which follow.

R.C.C. Warrior Skills: Detect Ambush (+10%), Detect Concealment (+10%), Escape Artist (Gargoyles only +10%), Intelligence (+8%), Track Humanoids (+10%), Wilderness Survival (+15%), First Aid (+5%), Prowl (+10%), Climb (+10%), Swim (Gurgyles only +10%, Gargoyles are -10%), W.P. Sword, W.P. Energy Weapon of choice and two additional of choice (any). Speak Gargoyle, Dragonese/Elven and Gobblely 98% and can learn two other Languages (+10%), plus the character can select six additional Secondary Skills from any category except Electrical, Mechanical, Medical and Science (no skill bonuses).

Level of Experience: Player characters use the same experience table as the Psi-Stalker. The average NPC warrior is 1D4 level.

Habitat: Common to Europe and China, particularly Spain, France, Italy, Austria, Germany, Poland, Romania and Russia, perhaps elsewhere as well. Gargoyles love mountains, forests and hilly terrain.

Average Life Span: 300 to 500 years, but some have been known to live as long as a thousand years.

Value: As a slave in the gladiatorial arena they can command a price of 75,000 to 150,000 credits.

Enemies: Generally speaking, Gargoyles and their kin do not get along well with most true supernatural beings. They hate vampires and detest ghouls and Devilkins. Tend to stay with their own kind. Those they do accept tend to be powerful creatures to whom they are usually subservient.

The members of the Gargoyle Empire have broken this general rule and freely associate with most monster races other than vampires. This makes other Gargoyles look upon them as a disturbing anomaly.

Allies: Gargoyles frequently join forces with other supernatural beings and monstrous D-Bees. They are especially friendly toward Trolls and other giants, mutant animals, and so-called Lesser Demons because they are on more of an equal footing with them. Many Gargoyles are also friendly with the Splugorth who frequently employ them as guardians, scouts and slavers. The Splugorth have given one particular tribe/flock of Gargoyles dominion over the northwestern mountains of Atlantis.

The Gargoyle Empire of Europe is officially allied with the New Phoenix Empire, Mindwerks, and other regional monster forces, including the Brodkil and Gene-Splicers. However, most other alliances are tentative and subject to change.

Notes: Gargoyles and Gurgyles are always loyal to their tribe or flock, even if that community has been adopted and is composed primarily of non-Gargoyles. They work very well as members of a small team and work especially well under the direction of a Gargoyle Lord or powerful supernatural being. Males and females look nearly identical, only females tend to be a bit less muscular, have small horns and are a bit more fleshy or soft looking. Remember, Gargoyles are hatched from eggs. They are not mammals, so the females do not have breasts and none have nipples or a belly button.

Gargoyle Lord

Gargoyle Lords are so named because they are the natural leaders of the Gargoyle species and possess powers not shared by others of their kind, including invisibility and metamorphosis into living stone. Gargoyle Lords are considered to be of royal heritage and elite warriors. One out of every hundred Gargoyles is a Lord, one out of every four to eight thousand Gargoyles is recognized as the High Lord, effectively a general or royal duke and usually of a high experience level (1D6+4). The ultimate leader will be a Gargoyle Lord or Mage elevated to the position of Ultimate Lord, effectively an emperor. Lords organize and lead the Gargoyles and Gurgyles both in war and in a social structure. A Lord can be male or female.

Data Note: All other information is the same as the Gargoyle.

Alignments: Any, but usually Anarchist (40%), Aberrant (30%) or Miscreant (20%).

Attributes (Lord): I.Q. 2D6+5, M.E. 3D6+2, M.A. 2D6+3, P.S. 2D6+24, P.P. 2D6+18, P.E. 2D6+18, P.B. 2D6+1, Spd running 5D6, but speed flying is 2D4x10+10.

M.D.C.: 1D4x100+300, also see *Stone Metamorphosis* (which adds another 200 M.D.C.). (Has 1D6x10 +40 and P.E. number for Hit Points, 3D4x10 S.D.C. and an A.R. 14 in S.D.C. settings.)

Horror Factor: 16

P.P.E.: 6D6

Size: 15 to 20 feet tall (4.6 to 6 m) and weighs 1-2 tons.

Natural Abilities: Nightvision and superior hawk-like day vision enabling them to see a football-sized target (0.3 m) up to two miles (3.2 m) away. The tail is not prehensile, but agile and strong enough to be used like an arm to hit an opponent. Can leap 100 feet (30.5 m) gliding with their wings, turn invisible at will, teleport self (range 2400 feet/732 m, 93% accuracy) twice daily, and bio-regenerates 4D6 M.D. every hour. Magically understands all languages, but only at a base level of 50% (see R.C.C. Skills for specific tongues).

Special: Stone Metamorphosis: The Lord possesses special powers far beyond the normal Gargoyle. One is the startling metamorphosis into living stone! The transformation can be performed three times per day, increasing M.D.C. by 200 and adding +1D6 M.D. to damage from punches and kicks, but reduces speed by one-third. Can fly in stone form but at half speed. The duration of the transformation is limited to six hours per metamorphosis.

Special: Fire Breath: 4D6 M.D., range: 90 feet (27.4 m), but only once per melee round (counts as one melee action/attack).

Attacks per Melee: Six.

Damage: Restrained claw attack inflicts 4D6 S.D.C. damage plus P.S. bonus, full strength claw/punch inflicts 4D6 M.D., power punch does 1D6x10 M.D., strike with tail 3D6 M.D., bite does 2D6 M.D., fire breath 4D6 M.D., or by weapon. Flying tackle does 2D6 M.D. (add 2D6 M.D. if in stone form) and has a 75% chance of knocking the person down (victim loses one attack and initiative), but counts as two attacks.

Bonuses (in addition to attributes): +2 on initiative, +3 to strike, parry and dodge, +6 to dodge while in flight, +3 on all saving throws, and +10 to save vs Horror Factor.

Psionics: I.S.P. is 1D6x10. Meditation, Mind Block, Presence Sense, Sense Magic, Telepathy, Resist Hunger, Resist Fatigue and Resist Thirst. Equal to a 6th level psychic.

Magic: Only *Gargoyle Mages* can learn magic.

R.C.C. Warlord Skills: Detect Ambush (10%), Detect Concealment (+10%), Intelligence (+12%), Track Humanoids (+15%), Wilderness Survival (+15%), Land Navigation (+10%), Prowl (+5), Climb (+10%), Swim (-10%), W.P. Sword, W.P. Energy Weapon of choice and three others of choice (any), speaks Demongogian, Dragonese/Elven and Gobblely at 98%, Literate in Dragonese 88%, and speaks four other Languages (+10%), plus can select eight additional Secondary Skills from any category except Electrical, Mechanical, Medical and Science (+5% skill bonus).

Level of Experience: Player characters use the same experience table as the dragon. NPC Lords will range 1D4+3 levels. High Lords are 1D4+5 levels or higher.

Note: Gargoyle Lords are likely to have a legion of Gargoyles and Gurgoyles at their beck and call. The Ultimate Lord is usu-

ally 10th level or higher, and commands an entire flock which could number into the hundreds of thousands (sometimes, millions).

Gargoyle Mage

The Gargoyle Mage is endowed with natural magic abilities through a supernatural link with elemental forces. These powers are similar to the human Elemental Warlock, except their magic is limited to *one* specific area of Elemental Magic – *Earth*. The Earth based magic of the Mage and the Gargoyle Lord's ability to turn into living stone suggests Gargoyles, as a race, may be related to Elementals. Gargoyles just accept their abilities without question, consider themselves to be *demons*, and do not worship Elementals. Only about one in 20,000 Gargoyles is a "Mage." They look exactly like any other winged Gargoyle and can be male or female. The Gargoyle Mage is often the most charismatic member of the clan and uses it to their advantage. In fact, a Gargoyle Mage may become the Ultimate Lord of an entire flock, but is typically counsel to a king (and often the real power behind the throne).

While the typical Gargoyle and Gurgoyles exhibit a "flock" mentality (and loyalty), the Gargoyle Mage is an independent and free spirit who often goes off to establish his or her own kingdom or power bloc. In fact, the Gargoyle Mage may even encourage lesser beings like humans, Orcs, Goblins and D-Bees to worship it as a god or demigod, and enjoys the adoration of others. When not in a position of absolute power, the Gargoyle Mage is likely to be a second-in-command or a bold, independent adventurer or defiant rogue.

Alignments: Any, but usually Anarchist (30%), Aberrant (30%) or Miscreant (25%).

Attributes (Mage): I.Q. 2D6+6, M.E. 3D6+3, M.A. 3D6, P.S. 2D6+18, P.P. 2D6+18, P.E. 2D6+18, P.B. 2D6, Spd running 5D6, but speed flying is 2D4x10+10.

M.D.C.: 1D6x100+150 on Rifts Earth. (Has 1D4x10 +40 and P.E. number for Hit Points, 2D4x10 S.D.C. and an A.R. 14 in S.D.C. settings.)

Horror Factor: 16

P.P.E.: 3D6x10

Size: 15 to 20 feet tall (4.6 to 6 m), and weighs 1-2 tons.

Natural Abilities: Nightvision and superior hawk-like day vision enabling them to see a football-sized target (0.3 m) up to two miles (3.2 m) away. The tail is not prehensile, but agile and strong enough to be used like an arm to hit an opponent. Can leap 100 feet (30.5 m) gliding with their wings, turn invisible at will, teleport self (range 2400 feet/732 m, 93% accuracy) twice daily, and bio-regenerates 4D6 M.D. every hour. Magically understands all languages, but only at a base level of 65% (see R.C.C. Skills for specific tongues). Plus spell casting abilities and psionics.

Special: Fire Breath: 4D6 M.D., range: 90 feet (27.4 m), but only once per melee round (counts as one melee action/attack).

Attacks per Melee: Five physical attacks per melee or four magic attacks, or two physical and two magic.

Damage: Restrained claw attack inflicts 4D6 S.D.C. damage plus P.S. bonus, full strength claw/punch or kick inflicts 3D6 M.D., power punch does 6D6 M.D., bite does 2D6 M.D., or by

weapon. Flying tackle does 2D6 M.D. and has a 75% chance of knocking the person down (victim loses one attack and initiative), but counts as two attacks.

Bonuses (in addition to attributes): +3 on initiative, +2 to strike, parry and dodge, +4 to dodge while in flight, +4 to save vs magic, +3 on all other saving throws, and +12 to save vs Horror Factor.

Psionics: I.S.P. is 1D6x10. Meditation, Mind Block, Presence Sense, Sense Magic, Sense Evil, Detect Psionics, Healing Touch, Exorcism, Telepathy, Resist Hunger, Resist Fatigue and Resist Thirst. Equal to a 6th level psychic.

Magic: P.P.E. 3D6x10. Possesses all level 1-3 Earth Elemental magic spells at a proficiency equal to a fourth level Warlock. Can speak to all Elemental beings, 80% chance of seeing even an invisible Elemental and sensing their presence within 1000 feet (305 m).

R.C.C. Skills: Warlock and Scholar. Intelligence (+12%), Track Humanoids (+5%), Wilderness Survival (+10%), Land Navigation (+8%), Streetwise (+10%), Demon & Monster Lore (+20%), Astronomy (+10%), Basic and Advanced Math (+15%), First Aid (+10%), Prowl (+10%), Climb (+10%), Swim (-10%), speaks Demongogian, Dragonese/Elven and Gobblely at 98%, Literate in Dragonese 98% and two others (+20%), and speaks four other Languages (+20%), plus can select twelve additional Secondary Skills from any category (+10% skill bonus on all).

Level of Experience: Player characters use the same experience table as the dragon. NPC Mages will range 1D4+1 levels, but can be lower or much higher. An experienced Gargoyle Mage will be 2D4+2 level and may wield magic weapons and possess magic items.

Note: Of all the Gargoyle species, the Mage is most likely to leave the flock to explore and establish a power base, crime network, secret lair, etc., in other parts of the world. Thus, they may be found anywhere. Of course, Germany and the countries surrounding it are plagued with Gargoyles, and among them, Gargoyle Mages holding positions of great influence and power.

Gargoylites

Gargoylites are misfits among the giants of the Gargoyle species. They are small, squat versions of the Gargoyle Lords, standing only three feet (0.9 m) tall. Their round bellies, pudgy appearance, stumpy arms and legs (and tail), tiny horns and small, seemingly underdeveloped, wings give them a rather *impish* and comical appearance. Nothing like the massive, muscular giants who dominate this demonic race of beings. Nor do Gargoylites share the aggressive and combatant instincts of their larger kin. Instead, they tend toward mischief, thievery, deception and the manipulation of others. While they lack the lust for power, they are obsessively greedy, particularly for precious and semiprecious stones as well as magic items and truly rare collectibles. Their deceptive natures make them naturals as spies, infiltrators, thieves and saboteurs – and are often put to such use in the Gargoyle Empire as well as by Shifters, Summoners and other powerful beings who enlist Gargoylites as their henchmen.

Alignment: Any, but typically Anarchist (60%) or Miscreant (20%).

Attributes (Gargoylite): I.Q. 2D6+2, M.E. 3D6+1, M.A. 3D6+2, P.S. 1D6+18, P.P. 1D6+16, P.E. 2D6+16, P.B. 2D6, Spd running 3D6, but speed flying is 1D4x10+10.

M.D.C.: 1D4x100 even for these diminutive fellows. (Has 5D6 +P.E. number for Hit Points, 6D6 S.D.C. and an A.R. 13 in S.D.C. settings.)

Horror Factor: 10

P.P.E.: 4D6

Size: Three feet tall (0.9 m) and weighs around 100 pounds (45 kg).

Natural Abilities: The ability to fly (despite how disproportionately small their wings may be), nightvision 120 feet (36.6 m), superior hawk-like day vision enabling them to see a football-sized target (0.3 m) up to two miles (3.2 m) away, leap 20 feet (6 m) gliding with their wings, turn invisible at will, and bio-regenerates 6D6 M.D. every hour. Their short, stubby, little wings appear to be useless but can carry the Gargoylite and up to 500 pounds (225 kg) with ease, although they cannot sustain long flights (30 minutes maximum). The short tail is ineffective in battle.

Special: Metamorphosis into Stone: The Gargoylite possesses powers very similar to the Gargoyle Lord. Metamorphosis into living stone can be performed three times per day, increasing providing an extra 100 M.D.C. and adds 1D6 M.D. to punches and kicks, but reduces speed by one-third. Can fly in stone form, but at half speed. The duration is limited to six hours per metamorphosis.

Special: Fire Breath: 4D6 M.D., range: 60 feet (18.3 m), but only once per melee round (counts as one melee action/attack).

Attacks per Melee: Four.

Damage: Restrained claw attack inflicts 3D6 S.D.C. damage plus P.S. bonus, full strength claw/punch or kick inflicts 2D6 M.D., power punch does 4D6 M.D., bite does 1D6 M.D., or by weapon. Gargoylites can also perform a flying tackle that does 1D6 M.D. and has a 50% chance of knocking the person down (victim loses one attack and initiative), but counts as two attacks. **Bonuses (in addition to attributes):** +2 on initiative, +1 to strike, +2 to parry and dodge, +4 to dodge while in flight, +3 on all saving throws, and +10 to save vs Horror Factor.

Psionics: I.S.P. is 6D6. Meditation, Mind Block, Presence Sense, Sense Magic, See Aura, Object Read, Telepathy, Resist Hunger, Resist Fatigue and Resist Thirst. Equal to a 4th level psychic.

Magic: None. Only *Gargoyle Mages* can learn magic.

R.C.C.: Spy/thief/scavenger. Escape Artist (+10%), Intelligence (+10%), Wilderness Survival (+10%), Land Navigation (+10%), Pick Locks (+10%), Pick Pockets (+5%), Palming (+10%), Concealment (+5%), Prowl (+10), Climb (+10%), Swim (-10%), W.P. Knife and W.P. Energy Pistol, Basic Math (+15%), speak Demongogian, Dragonese/Elven and Gobblely 98% and two other Languages (+10%), plus can select six additional Secondary Skills from any category except Electrical, Mechanical, Medical and Science (no skill bonuses).

Level of Experience: Player characters use the same experience table as the Dog Pack. NPCs will range 1D4+1 levels.

Habitat & Notes: The impish instigators are wherever Gargoyles are found. However, as noted earlier, Gargoylites may serve masters other than their own kind, and sometimes go off adventuring on their own in search of gems, jewels and magic.

In fact, they sometimes join human and D-Bee adventurer groups, tagging along for a piece of the spoils. This is not a good thing, however, because Gargoylites are usually out for themselves and will cheat and steal from their “partners and teammates” – and when push comes to shove, may betray the group for their own ends. Furthermore, there is always the very real possibility that the little cretin is secretly working for a rival or enemy of the group, quietly undermining their efforts or reporting their every move to the very adversary the group is planning to tackle. Then again, since a Gargoylite’s loyalty can be *bought* it is possible for the group to buy his loyalty and help and betray its master. Of course, such duplicity is always a dangerous game, and Gargoylites are masters at “double-dealing” and can change sides as easily and frequently as a human changes his socks.

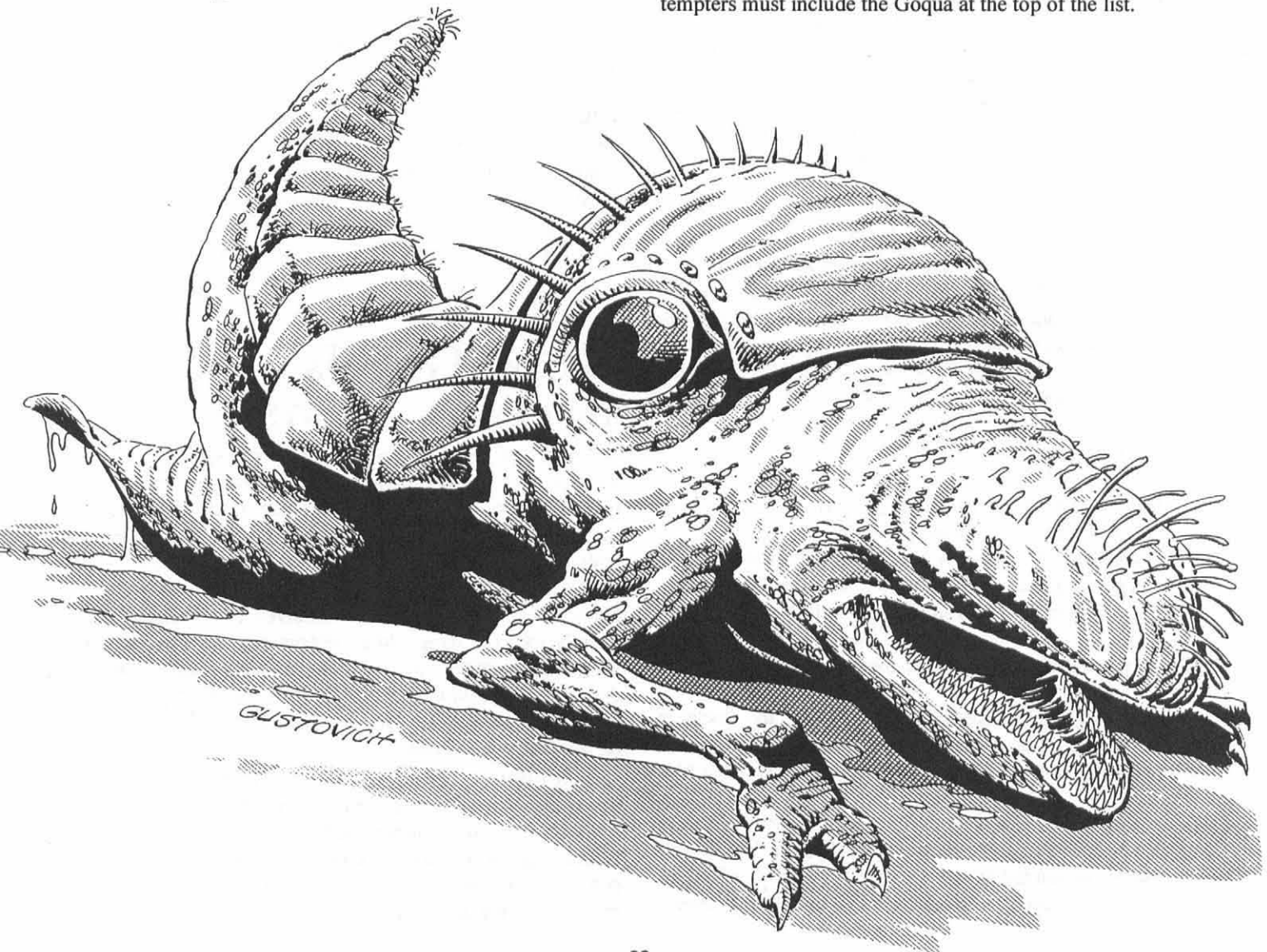
Average Life Span: 400 to 600 years, but some have been known to live over a thousand years.

Goqua, Master of Deception

A Greater Supernatural Being

The Goqua is a hideous creature that resembles a demonic slug or hellish larva in a pupa-like state. The slime covered horror stands eight feet tall (2.4 m) and 20 feet long (6.m). The front is one gargantuan maw with three rows of jagged shark-like teeth (over 300 in all) and a dozen tiny tentacles waving like antennae. The powerful jaws are so large that it can bite an elephant in half. Beyond the jaw are a pair of massive, clawed arms that can reach 10 feet (3 m). Above the shoulder is its giant squid eye, rimmed by three, foot-long (0.3 m) spikes. The top and rear section of the slug is plated with a tough cartilage and skin forming a natural armor hide that is Mega-Damage on Rifts Earth.

Despite its gruesome appearance, the creature is an intelligent being with an insatiable curiosity. It finds humans especially intriguing because they are so violent, clever, inventive, deadly, and oh so unpredictable. This makes humans delightful pawns in Goqua games of manipulation. The Goqua loves to fabricate competitions for humans, pitting them against themselves, other humanoids, supernatural beings, magic, or terrible trials of strength and ingenuity. It is possible that the belief that humans were the playthings of the gods held by the ancient Greeks, Romans and other ancient cultures has its roots in dealings with the Goqua. Certainly, legends and myths of demonic tempters must include the Goqua at the top of the list.



In addition to the Goqua's own natural abilities, they are masters of magic, a skill they have learned to use in the most cunning of ways. As the tempters of mortals, they use metamorphosis combined with other magic and subtle tactics, allowing the hideous creature to walk among humankind unseen since the beginning of time. And the Coming of the Rifts has made the Goqua all the more powerful – a major player in many conflicts and treachery around the world.

Yet for all its power, cunning and savvy, the Goqua is treated poorly by many of the other intelligent supernatural beings. This, in part, is because of the rivalry that exists between the various deceivers and manipulators among the denizens of Hades and Dyval, as well as between other demonic tricksters and deceivers. The Goqua, Demon Spiders, Mindolar, Sowki, and Vampire Intelligences are constantly squabbling, fighting, or playing tricks on each other. The Goqua is easily the equal of any of these beings, but it suffers from an inferiority complex and detests being treated as an inferior. Thus, they have made a point to sucker, trick and manipulate these other, supposedly, superior beings in their games with humanoids and other intelligent life forms, playing each against the other. In retaliation, these other foul beings make a point of publicly humiliating and embarrassing the Goqua when they can, and never give the creature its due.

Goqua always slip humanoids into their machinations as an ace in the hole, for most supernatural beings tend to underestimate the resourceful flesh puppets. A mistake the cunning Goqua never makes, and in using the resourceful and unpredictable humans (and D-Bees) in its schemes, it enjoys a little edge that often helps it defeat the self-proclaimed “omnipotent ones.” A most amusing and satisfying game of which the Goqua never tire.

Alignment: Typically Anarchist (43%) or Aberrant (40%), but can also be Miscreant (10%) or Diabolic (7%).

Attributes: I.Q. 2D4+20, M.A. 1D6+22, M.E. 2D4+20, P.S. 1D6+22, P.P. 2D4+20, P.E. 2D4+20, P.B. 1D4 in monster form, but 2D4+20 in humanoid form (always very attractive for whatever shape it assumes), Spd 1D6+22.

M.D.C.: 2D4x1000+1800 on Rifts Earth. (Has 1D4x1000 for Hit Points, 1D6x1000 S.D.C. and an A.R. of 12 in S.D.C. environments.)

Horror Factor: 18

P.P.E.: 2D4x100+200

Size: 8 feet tall (2.4 m) and 20 feet long (6 m). Weighs 2-3 tons (one third that when metamorphed).

Natural Abilities: Supernatural P.S. and P.E., impervious to poisons/drugs and gases, resistant to fire (half damage, including M.D. and magic fire), turn invisible at will, bio-regenerates 1D4x10 M.D.C. every minute (or 2D4+2 M.D. per melee round), and magically understands, reads and speaks *all* languages.

Vulnerabilities: Though resistant to fire and heat, the Goqua is vulnerable to *all* other Mega-Damage weapons and attacks, from superstrong punches to energy blasts, explosives, psionics and magic.

Psionics: Considered a Master Psychic with a vast reserve of 1D6x100+300 I.S.P. on Rifts Earth (1D6x10 in an S.D.C. setting). Powers are limited to *all* Sensitive powers, Meditation, Empathic Transmission, Hydrokinesis, Mind Block Auto-

Defense, Hypnotic Suggestion, Psychosomatic Disease, and Mind Bolt. Equal to a 10th level Mind Melter.

Magic: *ALL ritual/circle magic* and *spell invocations* levels 8-15. Also knows a total of 4D6 *spells* from levels 1-7 (G.M.'s selection). Magic is performed at 10th level proficiency.

Attacks per Melee: Seven physical or psionic attacks per melee, or three magic attacks per melee round, or a combination of the three (no more than two magic attacks are possible in combination attacks).

Damage: As per Supernatural P.S. in a humanoid body. As per Supernatural P.S. in its natural form, but claws inflict an extra +3D6 M.D., and the bite does 2D4x10 M.D.!

Bonuses (in addition to attributes): +2 to save vs magic, +2 to save vs psychic attack, +7 to save vs illusions, impervious to mind control and possession of all kinds, and +15 to save vs Horror Factor.

Average Life Span: Immortal, until destroyed.

Habitat: Anywhere, but usually among other people (disguised by metamorphosis, of course). Thus, the Goqua is most likely to be found in cities, 'Burbs, and military camps – “where the action is.” They find Rifts Earth to be a wonderful “playground” with infinite possibilities for intrigue, fun and games.

Enemies: Deevils (all, but especially Arch Fiends and Devilkins), Demon Spiders, Sowki, Mindolar, Vampires, Vampire Intelligences, dragons and other powerful beings. Actually gets along with the Splugorth (friendly rivals). Of course humans and other mortals and supernatural beings may be seen, and used, as both allies and enemies. Most mortals consider the Goqua a terrible monster to be feared and destroyed.

Allies: Evil and good humans, creatures of magic and supernatural beings. Is especially fond of humans, and delights in appealing to the human nature of duality (good and evil) and often uses good causes and best intentions to manipulate heroes to strike against its own demonic and evil rivals and enemies.

Note: When destroyed, the Goqua disappears as if it never existed.

Grave Ghouls

The Classic Ghoul, BTS style

Stories of grave robbing demons who eat the flesh of the dead exist in the legends of all people, because ghouls of one type or another have plagued humankind since the beginning of time. Grave Ghouls are unaffiliated with any specific demonic realm or race, and see the Ghouls and Nasu of Hades as rivals to trick and rob. They are ugly, human-size creatures who resemble walking, skeletal corpses themselves. Grave Ghouls are frequently found in large, old cemeteries near ley lines and in the slums and sewers of large metropolitan areas. Grave Ghouls seldom stray far from a ley line and unlike the other ghoul scavengers, are a cowardly lot who simply wish to be left alone to dine on the bones of the dead.

When discovered, they will hiss and growl menacingly. If that does not seem to frighten away intruders, they try to escape by fleeing into the shadows and burrowing into the earth. Grave Ghouls fight only when cornered, or if they outnumber their opponent by at least three to one. A single ghoul might attack a child under the age of fourteen, but would do so only out of

spite or anger, and then only enough to chase the kid away. Grave Ghouls hate “fresh flesh,” so they never actively engage in murder, or even the mutilation or eating of a fresh kill or any corpse less than a few months old.

Grave Ghouls always travel in groups of 2-8, but even with four pairs they are shameless cowards. However, if a character(s) shows genuine terror and flees screaming, the Grave

Ghouls will give chase, hooting and howling just for the malicious fun of it. Even then, they rarely make a concerted effort to actually catch the individual for fear that he might fight back and hurt one of them.

Alignment: Anarchist (50%), Miscreant (30%) or Diabolic (20%).

The Eight Attributes: I.Q. 1D6+3, M.E. 1D6, M.A. 1D6, P.S. 1D6+14, P.P. 2D6+6, P.E. 2D6+9, P.B. 1D4, Spd 3D6+9

M.D.C.: 1D6x10+25. (Has 1D6x10 for Hit Points, 1D4x10 S.D.C. and an A.R. of zero in S.D.C. settings.)

Horror Factor: 12

P.P.E.: 1D6

Natural Abilities: Nocturnal carrion eaters. Nightvision 200 feet (61 m), partially blinded by daylight or bright artificial light (-8 to strike, parry, and dodge). Impervious to cold, poison, drugs, gases, and S.D.C. weapons, and needs no air to breathe. Fire inflicts one M.D. point for every normal S.D.C. point, while Mega-Damage fire does double damage. Magically understand all languages, but cannot speak words; growl, moan, hiss and howl.

Special: Burrowing Ability: Can dig into dirt and clay at a rate of ten feet (3 m) per minute. Do not breathe, prowl 68%, and have the innate magic ability to Shadow Meld (equal to a 10th level spell).

Special: Sense Night & Day: Even deep underground, the shy Grave Ghoul can sense when it is daytime and when it is night. Though the sun does not hurt them, Grave Ghouls only come out under the cover of night. They are seen during the day only when their underground sleeping place has been disturbed.

Vulnerabilities: Fire, even normal fire does Mega-Damage, while Mega-Damage fire (magic or plasma) inflicts *double damage* and all forms of magic attacks have full effect. Exorcisms, Banishment, Constrain Being, and Summon Lesser Being, are all excellent means of controlling or discharging the cowardly beings.

R.C.C. Skills: Camouflage (+20%; used to hide themselves and corpses for later consumption or stolen from their rightful burial ground), Escape Artist (+10%), Masonry (+20%), Carpentry (+15%), and Land Navigation (+20%).

Average Level of Experience (NPC): 1D4+1

Attacks per Melee: Four.

Bonuses: +1 to parry, +2 to dodge, +6 to save vs Horror Factor, and +1 on all saving throws.

Damage: Claw/punch does 1D6 M.D., a kick 2D4 M.D., and a bite inflicts 2D6 S.D.C. damage. Occasionally will pick up and use an available weapon, but never carry weapons or magic of any kind on them.

Magic: None. **Psionics:** None.

Average Life Span: Immortal, until destroyed.

Habitat: Anywhere near a ley line or graveyard, tunnel network or catacomb.

Enemies: Humanoids and most other non-supernatural life forms.

Allies: None per se, may associate with other supernatural beings.

Note: During the day, they sleep underground, in the dirt, and often access coffins from underground. They are compelled to walk on the surface during the nights of a full moon. On that night the Grave Ghouls cannot take refuge underground until the first light of day. This night is often used by humanoids as a time to hunt and exterminate the repugnant creatures.



Gremlins, Techno-Terrors

Gremlins are ugly, slobbering, little humanoid monsters with a cruel streak a mile wide. A typical Gremlin stands about two feet tall (0.6 m), with a pot-belly, hairy legs and arms, pointed ears, slanted, red eyes and an oversized, sneering mouth with jagged teeth. They are fairly weak in hand to hand combat and always flee when confronted with an opponent(s) who is more powerful or dangerous than they.

The Gremlin has only a half-dozen, but significant psychic powers which it uses to their maximum potential for destruction and evil. They also have an uncanny, natural mechanical aptitude the little demons use to *sabotage* electrical and mechanical devices with the intent of causing trouble, destruction and death, usually en masse. Gremlins are cruel pranksters who delight in the suffering of humanoids. They think it is great fun to cross wires, short-circuit electrical systems, deactivate warning systems, tamper with a vehicle's brakes, cause mechanical failures of all kinds (large and small, often in a progressive sequence), knockout electrical service, deactivate or jam weapon systems, start fires, and so on. Of course, timing is everything if one wants a truly excellent disaster. This means the Gremlins' best work (or worst, depending on one's outlook) is causing a mechanical failure or malfunction that causes a vehicle or aircraft

to crash into a building or crowd, or gasoline tanker truck and so on, creating a chain reaction of mounting disaster all sparked by the handiwork of the malicious little demons. Furthermore, as long as an opportunity presents itself, Gremlins will cause trouble and mayhem at the same location as long as they feel they won't get caught and there's enough mischief to keep them amused. They can be a nightmare of trouble especially in the high-tech parts of the world. Fortunately, they are extremely uncommon on Rifts Earth, perhaps because *magic* and *psionics* are so prevalent and both can be used to track them down and exterminate them. (**An aside:** You'll note I've been referring to *Gremlins* in the plural. That's because they typically operate in pairs or small groups, which makes them all the more dangerous.)

Alignment: Diabolic (50%) or Miscreant (50%).

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

M.D.C.: 1D6x10 +P.E. attribute number. (Has 4D6 Hit Points, 1D4x10 S.D.C. and an A.R. of zero in S.D.C. settings.)

Horror Factor: 10

P.P.E.: 2D6

Size: 2 feet (0.6 m) tall and weigh about 20 pounds (9 kg).

Natural Abilities: *Uncanny mechanical aptitude* enabling the little creatures to understand, operate and tinker with machines equal to a 50% Mechanical Engineering and Electrical Engineering skill proficiency and with an innate understanding of machines and electronics. Repairs (or sabotage) are implemented in half the usual time and they understand schematics at a glance. Impervious to toxins, poisons, drugs, and gases; do not need air to breathe, impervious to electricity (it tickles), and bio-regenerate 1D6 M.D.C. per hour.

R.C.C. Skills: Basic Math (+25%), General Repair & Maintenance (+20%), Basic Electronics (+25%), Computer Operation (+20%), Computer Programming (+10%), Computer Repair/Sabotage (+15%), Computer Hacking (+5%), Jury-Rig (+15%), Weapon Systems (+10%), Automotive Mechanics (+15%), Robot Mechanics (+5%), Read Sensory Equipment (+15%), Locksmith (+5%), Pick Locks (+5%), Salvage (+5%), Find Contraband (+5%), Prowl (+10%), Climb (+10%), four modern W.P.s (any), and can pilot any vehicle at 82% proficiency. Magically understands and reads all languages at 70% proficiency, but Gobblely and Faerie Speak are 98%. **Note:** All skills suffer a -40% penalty when dealing with Techno-Wizard devices.

Attacks per Melee: Four physical attacks per melee or three psionic.

Damage: Claw/punch attack: 1D6 M.D., bite: 1D6 M.D., or by weapon.

Bonuses (in addition to attributes): +2 to dodge, +6 to save vs Horror Factor.

Magic: None.

Psionics: I.S.P. 1D6x10+20. Levitation, Electrokinetics, Object Read, Telemechanics, Telemechanic Mental Operation, and Telemechanic Paralysis.

Average Level of Experience: 1D4+3

Average Life Span: 500 years.

Habitat: Anywhere there are machines, people and trouble to be made. The more technology, the better.

Enemies: All beings who use machinery are enemies, playthings and targets.

Allies: May join forces with other wicked supernatural beings or evil creatures.

Note: The Gremlin's body shrivels up and turns to ash when it is killed.

Hell Hounds

Earth myth is rife with tales of supernatural *monster dogs*. These so-called "Hell Hounds" or "Devil Dogs" are actually weird, shape changing creatures who try to assume the form of a wild dog. However, like the Boschala, these strange beings do not fully understand the physiology of Earth animals and often assume a twisted and grotesque appearance which can only be described as a monstrous resemblance to canines. The creatures usually have four legs, a tail and a hideous canine head with a huge maw, but sometimes the head is insect-like.

Even before the Great Cataclysm, *England* has had a long history of spectral dog packs, and demon hounds, the most famous of which is probably the *Headless Hounds of Dartmoor*. With the Coming of the Rifts, the world is again plagued by so-called Hell Hounds.

Hell Hounds always run in packs of four or more (roll 4D4 dice) and hunt only at night. At the first light of day the hideous mockeries of nature fade away, giving credence to the belief that they are ghostly apparitions. In reality, sunlight transforms the weird beasts into their natural form as invisible energy beings. In their energy form they have no powers to use against humans and wander around aimlessly. At night they can again assume physical shape and stalk human prey, for the Hell Hounds are natural predators with animal intelligence and instincts. The demon dogs attack humans simply because they are easy prey. What makes them doubly lethal is that Hell Hounds are territorial, hyperactive, irritable and aggressive in the extreme.

Alignment: Miscreant (40%) or Aberrant (60%).

Attributes: I.Q. High animal intelligence about equal to a real dog's, M.E. 2D6, M.A. 1D6, P.S. 3D6+10, P.P. 1D6+10, P.E. 4D6, P.B. 1D6, Spd 6D6+20

M.D.C.: 1D6x10+12 on Rifts Earth. (Has 6D6 for Hit Points, 1D4x10 S.D.C. and an A.R. of zero in S.D.C. settings.)

Horror Factor: 16 for the pack, but only 11 when facing a single hound.

P.P.E.: 2D6

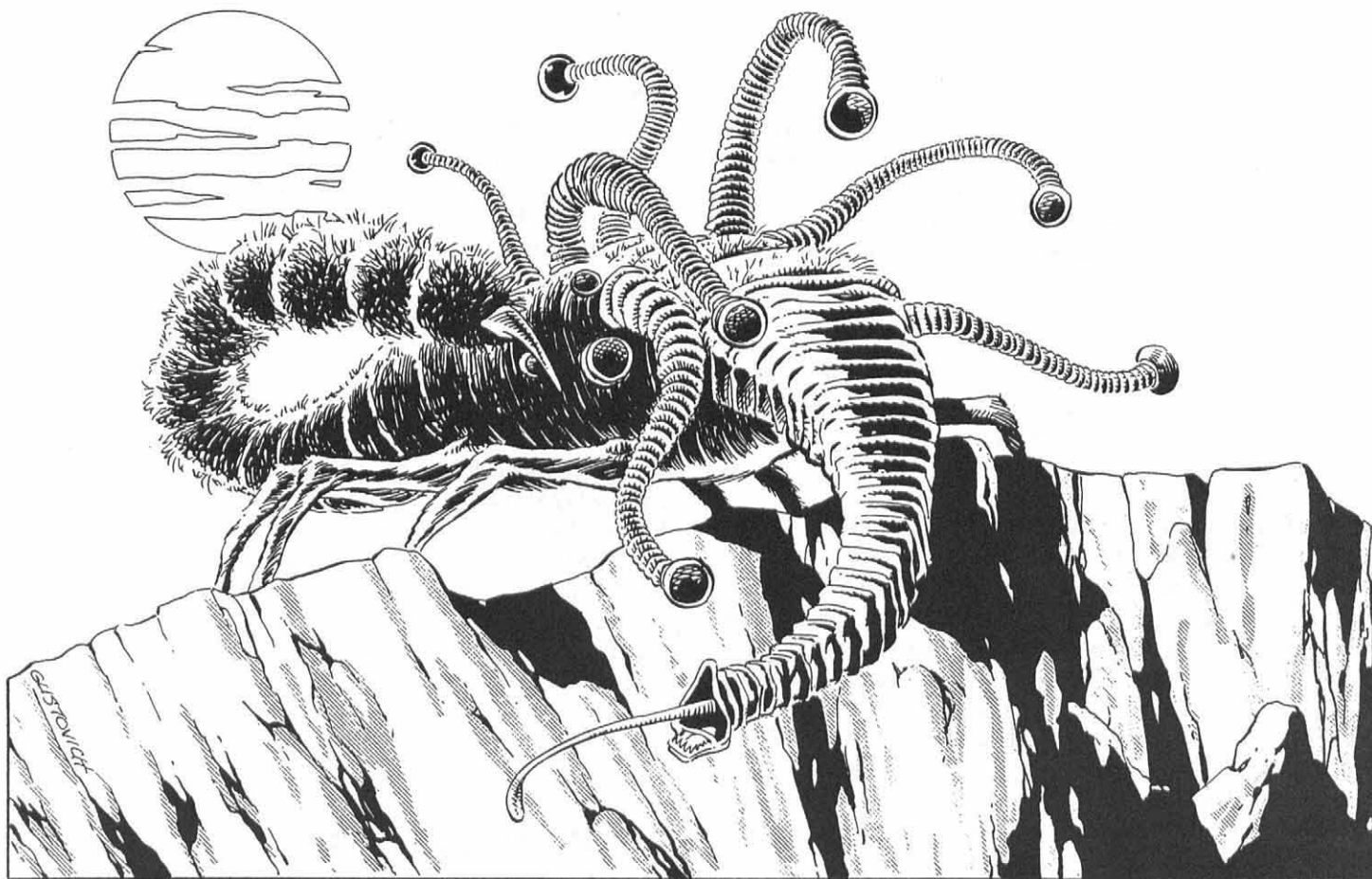
Size: About the size of a large dog, like a German Shepherd, coyote or wolf, and weighs about 50 pounds (22.5 kg).

Natural Abilities: Supernatural P.S. and P.E.; never tires. Track by smell 70% (+15% to follow a blood or death scent), keen nightvision 400 feet (122 m), can leap 15 feet (4.6 m) high and 30 feet (9.1 m) across (increase by 50% with a running start), impervious to fire (even M.D. and magic fire), and bio-regenerates 1D6 M.D. per hour. Completely regenerates lost limbs and eyes within 72 hours. In energy form, the Hell Hound becomes docile and is ethereal which means they can pass through solid matter like a ghost (can be contained in certain crystals and magic circles, however).

Vulnerabilities: All types of Mega-Damage attacks, magic and psionics.

Attacks per Melee: Five.

Damage: Bite inflicts 2D6 M.D., claws 2D6 M.D., leap attack does 1D4 M.D. and has a 01-60% chance of knocking a



man-sized opponent down (victim loses initiative and one melee attack).

Bonuses (in addition to attributes): +1 on initiative, +3 to strike and dodge, +1 to disarm, +2 to pull punch/bite, +2 to roll with impact, and +10 to save vs Horror Factor.

Magic: None. **Psionics:** None.

R.C.C. Skills: Land Navigation 90%, Track Humanoids 80%, Identify Plants & Fruits 75%, Dowsing 70%, Swim 60%, and Detect Ambush 50%. Percentage numbers are unchanged regardless of level.

Average Level of Experience: Not really applicable.

Average Life Span: Immortal until destroyed.

Value: About 30,000 credits if a buyer can be found. Evil mages and supernatural beings often keep Hell Hounds as pets, attack dogs and guardians for their lairs and secret sanctums. Occasionally used in gladiatorial games, usually as a pack.

Habitat: While they may be encountered anywhere in the world, Hell Hounds are particularly common to England and Australia, and to a lesser degree, the plains of Africa and North America (Canada, US and Mexico).

Enemies: All mortal beings, intelligent and animal, whom they see as prey.

Allies: Hell Hounds can be summoned and controlled by Shifters, Summoners and other dark forces. The Hounds may also willingly or forcibly serve other evil supernatural beings.

Note: Always hunt in a pack of 4D4. Reverts to energy form and fades to nothing when killed. Not afraid of fire because it cannot hurt them.

Malignous

Another energy being that can assume physical form in our world is the horrid insect-thing known as the *Malignous*. It is a frightful creature that resembles a gigantic, deformed scorpion. To anchor itself to our world, the invisible energy being possesses an insect, then, within a few hours (1D6), it transforms the tiny, harmless bug into a gruesome giant the size of a horse. Its tail is a wicked, lightning fast stinger that secretes a paralyzing toxin. The mouth is a grisly appendage with a three foot (0.9 m) long tongue. Around the mouth-trunk are 20 eye stalks that make it impossible to catch the hellish thing unawares.

The Malignous is a predator that feeds on man or animal without preference. Its sole purpose is to satiate its appetite for delectable, fresh, bone marrow. It can function equally well during both day and night, but finds the night to be more advantageous for hunting. When not on the prowl, the creature spins a nest inside a deserted building, dead-end alley, basement, sewer, or cave. Like all insects, the Malignous can climb the smooth surface of walls and ceilings with incredible speed and agility. This ability gives the thing outstanding mobility in cities, where it can climb buildings and hide in shadows, on roofs, towers and ceilings, under bridges, and just about anywhere. Fast moving, it weaves through the shadows, moving high and low, darting around corners and ducking under every available bit of cover.

Although the Malignous has an animal-like intelligence, it is an exceptionally clever predator, using hit and run tactics and never standing its ground against several opponents unless trapped. When pursued it will hide in the most inaccessible

places, like cramped spaces and areas with one small entrance, thereby making it difficult to reach the monster without placing oneself within its striking range. This hunter is unbelievably elusive despite its immense size. It kills only to feed, which is about once every two or three days. Humanoids and large animals are its favorite targets only because they have a generous amount of bone marrow on which to feed.

Alignment: Miscreant (99%) or Anarchist (1%).

Attributes: I.Q. Very high animal intelligence about equal to an I.Q. of 7 and is very tricky and elusive, M.E. 2D6+10, M.A. 1D6, P.S. 2D6+13, P.P. 1D6+12, P.E. 2D6+14, P.B. 1D4, Spd 4D6+30 running and climbing!

M.D.C.: 4D4x10+6, in insect form. The energy being possessing it has 1D4x10 M.D.C. (Has 1D6 Hit Points, 4D4x10 S.D.C. and an A.R. of 14 in an S.D.C. setting.)

Horror Factor: 16

P.P.E.: 3D6

Size: About 6 feet (1.8 m) tall and 12-15 feet (3.6 to 4.6 m) long, and weighs 800 to 1000 pounds (360 to 450 kg).

Natural Abilities in Insect Form: Can climb on all surfaces straight up and down, sideways, upside down, or on the ground, with mind boggling speed. Leap up to 20 feet (6 m) high or across. Superior vision, with multiple eyes enabling it to see in all directions at once; it can *not* be surprised or attacked from behind. Nightvision 600 feet (183 m) and can see in the infrared and ultraviolet spectrums, but cannot see the magically invisible. It is also resistant to toxins, drugs and gases (half damage, effect and duration) and bio-regenerates 2D6 M.D. per melee round.

In energy form the Malignous is invisible and can see the invisible, as well as hover and fly at a speed of 30-40 mph (48 to 64 km), is impervious to toxins, disease, cold, heat and S.D.C. damage. **Note:** When the physical, insect host body is destroyed, the energy being is released. The shock of losing the host body is likely to send it reeling back to its own dimension (01-64% likelihood). If it manages to remain in our world, it will *find* a new insect host body, evoke the monstrous transformation and begin its hunt again within 48 hours. An Exorcism can also send it out of the host body (turning it back into a normal cockroach) and send the energy form back to its own dimension. Banishment or Constrain Being only holds the Malignous in giant bug form at bay or chases it away.

Vulnerabilities: Mega-Damage energy, magic and psionic attacks can hurt it in both forms.

R.C.C. Skills: Land Navigation 70%, Climb 95/90%, Swim 90%, Track Animals 85%, Track Humanoids 80%, Prowl 83%, Swim 70%, and Acrobatics 70%.

Attacks per Melee (Rifts®): Six.

Bonuses (in addition to attributes): +4 on initiative, +3 to strike and parry, +4 to dodge (automatic, like a parry, and does *not* forfeit an attack), cannot be surprised or attacked from behind, +2 to save vs poison, +2 to save vs magic, +10 to save vs Horror Factor and can not be possessed.

Damage: As per Supernatural P.S., typically 1D6 M.D. (or 2D6 M.D. if P.S. of 21 or more) from a leg strike. The bite by the mouth-trunk, which has tiny little teeth inside for cracking bones, does 1D4 M.D. A leap attack (usually dropping or lunging from above) does 3D6 M.D. and has a 01-70% chance of knocking human-size prey down (also a 01-40% chance of pinning prey); counts as one attack for the creature.

Special Stinger Attack: 2D6 M.D. from the stab wound, plus Mega-Damage creatures (not armored personnel), like dragons, must roll to save vs poisons/toxins (14 or higher) each time the character is stung. A failed roll means the victim is paralyzed. Paralysis begins after one melee (15 seconds). First the arms will go limp and the character begins to feel dizzy. Within another 4 melees (one minute) the legs go numb and the character collapses, unable to move a muscle! If the character can be rescued the paralysis is temporary, lasting about 3D4 minutes.

This poison has no effect on mortals and non-Mega-Damage beings. Then again, the M.D. sting attack instantly kills an ordinary human.

Magic: None. **Psionics:** None.

Habitat: Cities, abandoned areas of a building, ruins, sewers, subway tunnels, caves, etc., world wide. Fortunately, not very common. Malignous are fiercely territorial with one claiming a 20 mile (32 km) area.

Value: Highly valued by Simvan Monster Riders as a riding, guard and hunting animal. The Splugorth and others sometimes use the monster for gladiatorial games. Worth about 80,000 credits, alive.

Note: A solitary creature, it never associates with its own kind except to mate. May associate with other supernatural creatures, but are generally loners. May be summoned and controlled by a Shifter, Summoner or greater being.

Mindolar, The Mind Slug

A Greater Supernatural Being

The Mindolar are giant slug-like beings with ten puny arms, two elephant-like legs, horrible, toothy mandibles and stinger tongue. Since the Coming of the Rifts, Earth has become an attractive place for the demonic monster. The Mind Slug is born to manipulate and control other beings and thrives on chaos. Rifts Earth, with its constant wars and conflicts between hundreds of different races, both human and inhuman, is a most alluring place. Intrigue and anarchy abounds in the first place, and is a wonderful catalyst for the Mindolar to create even greater discord and havoc.

A Mindolar cannot be controlled by humans because of its superior psychic mind, but it can control humans like a puppet on a string. This makes a Mindolar "partner" very attractive to would-be tyrant overlords, and even practitioners of magic who would have the demon seize control of his rivals and enemies. However, the power hungry rulers and daring Shifters or Summoners and anybody who dares to make an alliance with an Mindolar must take extreme measures to not fall under the monster's control themselves. It's a situation that is all too common among the fools who think they can bargain fairly with the deplorable creature. Fortunately, the Mindolar is highly intelligent and a master schemer who enjoys all forms of manipulation and gamesmanship, so it does not act out of mindless savagery and is open to "deal" and other forms of manipulation and control over its mortal "associates." When contacted through summoning magic, the Mindolar communicates with its summoner and listens to what he or she has to propose, all the while psychically



scanning the character to make an assessment as to his power, sincerity, true intentions and value in its own machinations. If the individual is powerful, likable, convincing, and lucky – or suggests a scheme that strikes the monster’s fancy – the Mindolar will agree to become his partner and not kill or enslave him. Note, however, that once summoned or Rifted into the world, the Mindolar cannot be magically controlled nor forced to leave unless the most powerful magic circles are used. Thus, one is trusting the Mindolar on his word!

A Mindolar is an observant, quick study, who quickly adapts to his new surroundings. If betrayed or tormented by its “partner,” the demon is likely to turn the tables or make a quick snack of the individual. After all, the monster believes the only thing humans are really good for is eating and as playthings. The Mindolar does not appreciate arrogance or bullies, and will attack, kill, enslave or betray anyone who belittles or tries to control it. Mindolar have a formidable array of psychic abilities, but its most dangerous power is its *mind controlling bite*.

Alignment: Typically Anarchist (40%), Miscreant (25%), Diabolic (15%), and Aberrant (20%).

Attributes: I.Q. 2D6+18, M.E. 2D6+18, M.A. 2D6+18, P.S. 2D6+3, P.P. 3D6, P.E. 3D6+10, P.B. 1D6, Spd 2D6

M.D.C.: 2D6x100. (Has 2D4x100 Hit Points, 1D6x100 S.D.C. and zero A.R. in an S.D.C. setting.)

Horror Factor: 16

P.P.E.: 1D4x10

Size: 7 feet (2.1 m) long and weighs 600 pounds (270 kg).

Natural Abilities: Understands all languages, but must use a human, mind-controlled pawn to speak on its behalf.

Bio-regenerates at a rate of 1D6x10 per hour. Resistant to cold, heat, drugs, and poisons (half damage) and is impervious to disease, possession and illusionary magic.

Vulnerabilities: Mega-Damage weapons, magic and magic weapons, psionics, and weapons made of silver or blessed as holy weapons.

Attacks per Melee: Six physical psionic attacks, or two psionic and three physical attacks.

Bonuses: +4 to parry, +2 to disarm, +8 to save vs psionic attack (do not add the M.E. bonus), +10 to save vs Horror Factor, +3 to save vs magic. Impervious to mind control of any kind, cannot be possessed, and is impervious to all forms of illusionary magic, including Concealment.

Damage: Restrained bite inflicts 2D6 S.D.C. plus the victim must roll to save vs magic mind control (15 or higher). A killing bite is used against Mega-Damage creatures and structures inflicting 5D6 M.D. plus the victim must roll to save vs mind control (assuming the bite draws blood). Restrained punch 4D6 S.D.C. plus P.S. bonus, or full strength punch 2D6 M.D., or by psionic attack.

Magic: None.

Psionics: Master Psychic: 2D6x100+100 I.S.P. All psychic Sensitive powers, plus Exorcism, Healing Touch, Increased Healing, Deaden Pain, Induce Sleep, Resist Fatigue, Bio-Manipulation, Empathic Transmission, Hypnotic Suggestion, Mind Block Auto-Defense, and Group Mind Block.

Special: Mind Controlling Bite: The Mindolar’s bite places its victim under the monster’s complete control, identical to the *Domination* spell, only the duration is nearly permanent and the range infinite. Opponents (including *lesser* supernatural beings, and creatures of magic like dragon hatchlings) must roll to save vs magic, at a 15 or higher, to save vs Mindolar mind control every time they are bitten. A successful save means the character is still himself. Three successive saves against the magic bite means the character is immune to ALL of that particular Mindolar’s mind altering powers, including its normal psionic abilities. **Note:** Such individuals are perceived to be a serious threat to its existence and must be exterminated!

A failed roll to save places the character under the Mind Slug’s complete control. The effect is exactly like the magic spell “Domination,” except there is no limit to the range or duration. The bite also enables the Mindolar to place its slave into a trance, identical to the Trance spell. The character is the monster’s *mind slave* until the creature is slain or sent to another dimension! When the Mindolar’s mind control is broken, all of his slaves regain their own wills and self control, and their memories as a slave are only foggy, half-memories. **Note:** A single Mindolar can control as many as 200 human beings or D-Bees simultaneously. However, each Lesser Demon, dragon hatchling or other creature of magic held under its sway counts as two humans. Greater Demons, godlings, gods and other powerful supernatural beings are immune to the Mindolar’s mind controlling bite, but still take damage from it. An adult dragon may also fall under the monster’s control but is +3 to save and ancient dragons are immune.

R.C.C. Skills: Actually knows very few skills itself. Instead it uses its slaves to read and perform tasks/skills that it cannot do for itself. Mindolar see their slaves as extensions of themselves and by means of telepathy they can see and learn (from an infor-

mational point of view) anything their slaves know. However, it must use that particular slave to preform the desired skill or task, such as to cast a specific magic, etc.

Permanent Mindolar Skills: Interrogation Techniques 90%, Anthropology 90%, Basic Math 90%, Land Navigation 60%, Climb 30%, Prowl 30%, Swim 40%, and understands all languages. Also knows a total of eight skills selected from the categories of Technical and Science (skill bonus +20%). These skills do not improve as the character grows in experience, but psionic abilities do.

Average Level of Experience: Most Mindolar are equal to a 2D4+3 level Mind Melter (use Mind Melter experience table if you are allowing the NPC character to gather experience points).

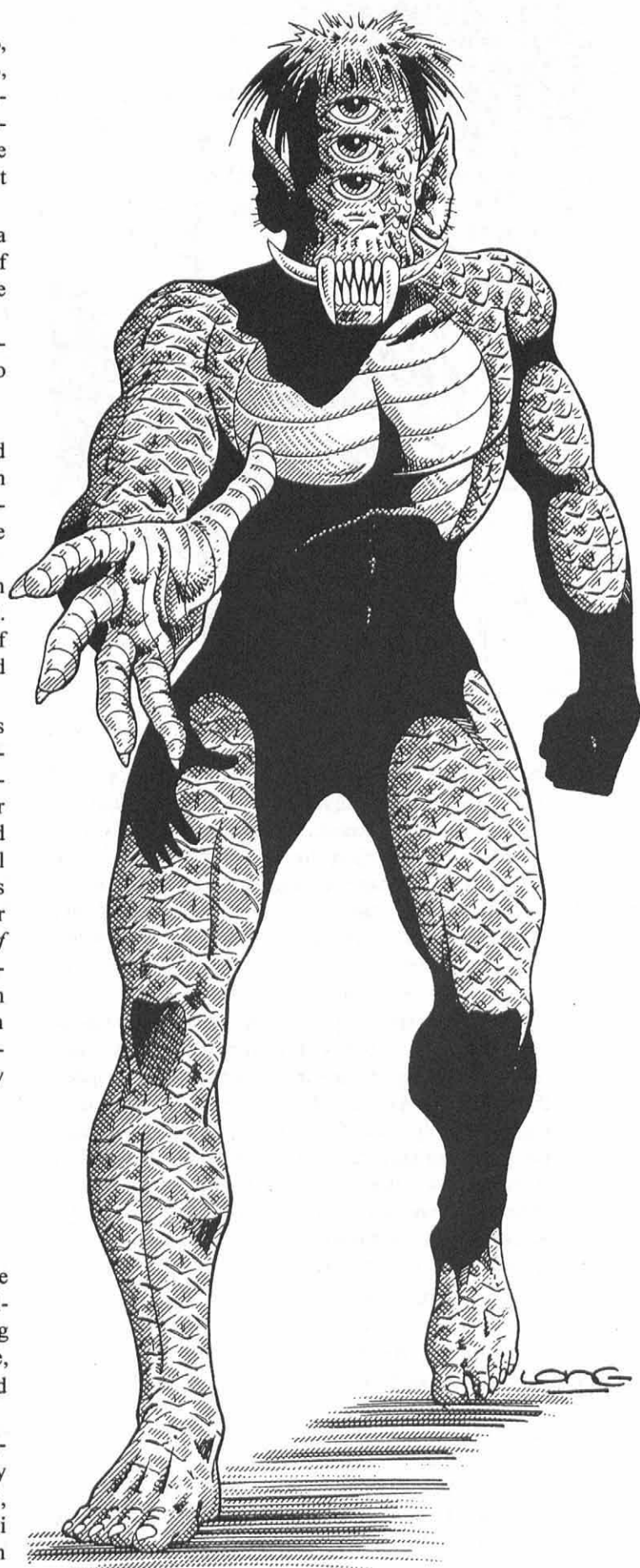
Habitat: Can be found anywhere, but usually hiding in communities among other life forms; very social creatures driven to dominate other beings.

Average Life Span: Immortal, until destroyed.

Enemies: Incredible rivalry exists between the Goqua and Mindolar. Mindolar also frequently fall into trouble with so-called demigods, gods and very powerful supernatural beings, again, because they are often rivals. Often enemies include the Sowki and champions of light.

Notes: Ruthless and cruel, the Mindolar vents its frustration on the puny human race and their sub-human cousins (D-Bees). They love anarchy and are often considered a demon lord of chaos and darkness. Sometimes worshiped as a god or demigod by mortals.

The real power of the Mindolar is that it can control hundreds of other incredibly powerful creatures including mortals of every stripe (warrior, sorcerer, king, etc.), dragons, and lesser demons. These beings may, in turn, control or command dozens or even thousands of other people. Mindolar are cunning beyond belief and can weave a power structure for the purposes of evil that is staggering. They can be the driving force behind empires and criminal syndicates, to cults and rebellion. In fact, rumor has it that the second in command of the present *Federation of Magic* is a Mindolar. Another Mindolar controlled a comparatively small but powerful kingdom in Minnesota near Tolkeen and worked to insure the war between the independent Kingdom of Tolkeen and the Coalition States. It is not known if this villain escaped the Minnesota holocaust, but it is almost a certainty that it has. Where it might be now, is anyone's guess.



Sowki, The Serpent

Optional Player Character

The Sowki (pronounced sah-woo-key) is a demonic visage right out of classic, ancient myth: A tall, powerfully built, reptilian humanoid with the smooth, cold skin of a snake, a long monstrous head with three large eyes running down the middle, and five inch fangs jutting from a mouth rimmed with pointed canine teeth.

Unlike many supernatural beings, the Sowki is very intelligent and not generally driven by blood lust or desire to destroy the human race. Although human flesh is considered delicious, they see Earth as a land of opportunity. A place where a Sowki can acquire great power, wealth, and perhaps worship from

lesser creatures, for the Sowki are demonic beings who would be “rulers of men.” To this purpose they establish lairs among humanoids, and walk among them unnoticed by using illusion and metamorphosis magic. A favorite ploy is to build a fortune and an army of ruthless humanoids who will not ask questions and who serve any master, so long as they share in the reward of their labors and his ingenuity. More than a few times, a Sowki has formed a cult with himself as the leader or even as the object of worship (often masquerading as an ancient god).

A Sowki has no limit to its arrogance, and that is usually its downfall. The quest for power and more power is never-ending. Too much is never enough. A compulsive megalomaniac, the fiend always goes too far, daring to conquer too much, spreading itself out too thin, or daring to take too many foolish risks or enemies.

The reptilian’s power lays in its cunning and mystic knowledge. Although physically powerful, it is not strong enough to withstand the onslaught of brave humans trying to save themselves from its tightening grip of terror. The cunning Goqua finds the Sowki’s blind arrogance makes them wonderful pawns in its own games and quests for power and intrigue.

Alignment: Anarchist (50%), Aberrant (20%), Miscreant (20%) or Diabolic (10%).

Attributes: I.Q. 2D6+13, M.E. 2D6+13, M.A. 2D6+13, P.S. 4D6+13, P.P. 3D6, P.E. 3D6, P.B. 2D6, Spd 3D6

M.D.C.: 3D6x10. (Has 2D6x10 for Hit Points, 1D6x10 S.D.C. and an A.R. of zero in S.D.C. settings.)

Horror Factor: 14

P.P.E.: 1D6x10+50 on Rifts Earth (normally 1D6x10+10).

Size: 6 feet, 6 inches to 7 feet (1.9 to 2.1 m) and weighs about 300 pounds (135 kg).

Natural Abilities: Superior vision like a hawk (able to see a football-sized target up to 2 miles/3.2 km away), nightvision 600 feet (183 m), the top, third eye can see the invisible and in one sixth the light needed by humans. Magically understands and speaks all languages. Recovers 1D6x10 M.D.C. every 24 hours and can completely regrow a lost eye, tooth or limb within seven days. Hates the cold, but functions in cold climes; prefers steamy jungles and hot environments.

Attacks per Melee: Five physical attacks per melee or two by magic.

Bonuses (in addition to attributes): +1 on initiative, +3 to strike, +3 to parry, +2 to dodge, +4 to pull punch, +4 to roll with impact, +3 to save vs magic, +2 to save vs psionic attack, and +8 to save vs Horror Factor. All are in addition to attribute bonuses, as usual.

Damage: As per Supernatural P.S. Bite does 4D6 S.D.C. damage plus a poisonous toxin that does another 2D6 points of damage unless the character rolls a successful save vs poisons (14 or higher). Roll for each bite. **Note:** Sowki also enjoy magic and technology, so they may use any number of weapons. Of course, they prefer small, elegant and deadly items whether magical or conventional, which means Naruni, Triax, Rune and Techno-Wizard items are preferred. Sowki are fascinated with both Techno-Wizard and Splugorth Bio-Wizard devices.

Psionics: I.S.P: 6D6, and possesses the abilities of Meditation, Mind Block, Sense Magic, Speed Reading, Summon Inner Strength, Total Recall, Object Read, and Hypnotic Suggestion. Considered a major psychic.

Magic: P.P.E. Base: 1D6x10+10 plus 3D6+10 per level of experience. Knows all protection and summoning circle magic and *illusionary* spells, including Aura of Death, Aura of Power, Death Trance, Concealment, Detect Concealment, Charismatic Aura, Fool’s Gold, Mask of Deceit, Multiple Images, Horrific Illusion, Apparition, Hallucination, Illusion Booster, Illusion Manipulation, Illusory Forest, Illusory Wall, and Illusory Terrain. Also knows Purge Self, Ley Line Fade, Metamorphosis: Animal, Metamorphosis: Human, Metamorphosis: Superior, and Summon Lesser Beings, plus a 01-50% chance of knowing an additional 1D4 spells from levels one, two and three.

R.C.C. Skills: The Sowki is a demonic Ley Line Walker/Wizard. In addition to the circle and magic knowledge already noted, the Sowki can Read Mystic Symbols, knows all Magic Words, Recognize Enchantment/Possession 70%, is Literate in Dragonese/Elven and two other languages at 98%, plus Basic and Advanced Math 98%, Radio: Basic (+10%), Operate Computers (+15%), Demon & Monster Lore (+20%), Palming (+10%), Concealment (+10%), two ancient W.P.s and two modern W.P.s. Also select an additional 12 skills from *any* skill categories, excluding Hand to Hand Combat, Robot Piloting skills and Acrobatics. All skills enjoy a +10% bonus plus I.Q. bonus, if any. Most of these elective skills are likely to lean toward Espionage, Rogue, Science and Technical. The usual skill requirements are a consideration.

Level of Experience: If allowed as an optional player character (G.M.’s discretion), start at level one or two and it should be considered a young mystic adventurer. Use the same experience table as the Ley Line Walker. NPC villains are 1D4+4 level practitioners of magic (can be higher at the G.M.’s discretion).

Average Life Span: 400 years.

Habitat: Anywhere, but usually prefer summertime and hot climates whenever possible.

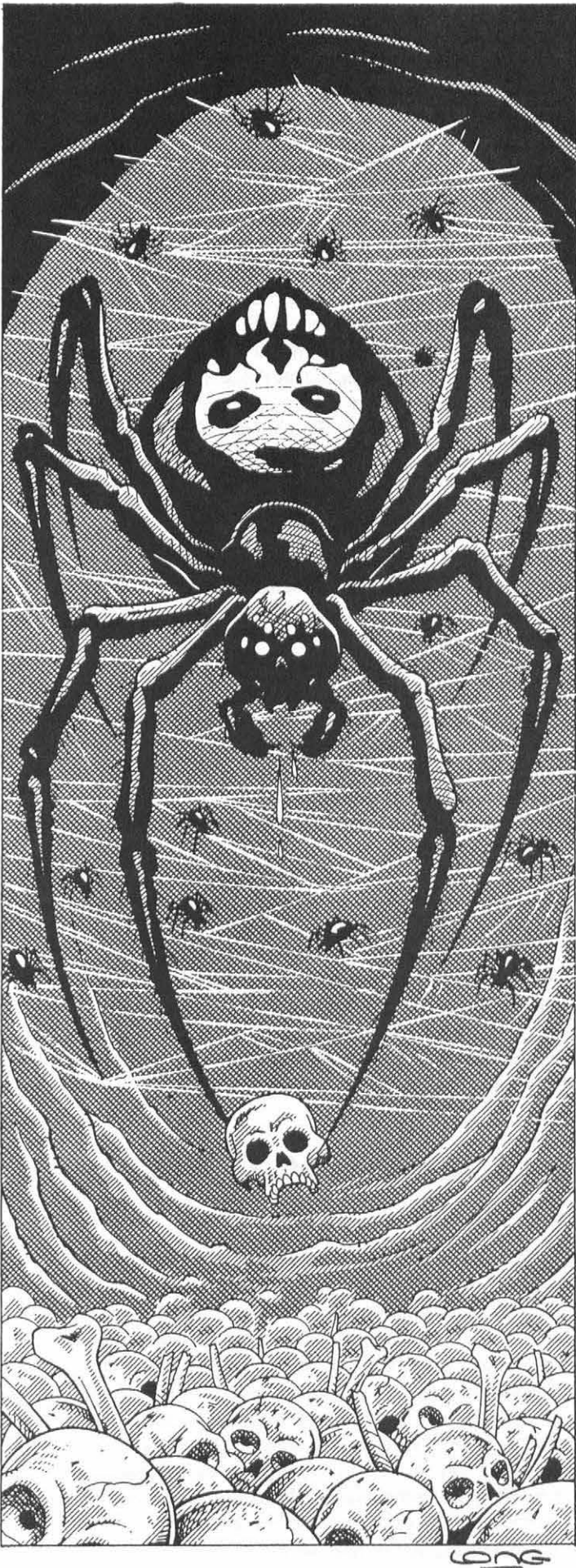
Enemies: Deevils, Goqua, Mindolar, Spider Demons and undead (hates vampires in particular), and are constantly fighting with each other. Humans are not seen as enemies but as potential pawns, slaves, comrades, and worshipers. Of course, humans and humanoids can become challenging adversaries, and many consider the Sowki a dangerous D-Bee or demon.

Allies: Humans (finds them very resourceful and interesting), and just about any being who is selfish, power hungry, or awed by the Sowki.

Spider Demon

The Death Weavers

The Cunto Indians of South America knew of the “Death Weaver” Spider Demon, a vile supernatural creature that appears as a giant spider with a hideous, half human head and a death’s skull emblazoned on its hindquarters, long before the Coming of the Rifts. The Indian legend says that the Death Weavers were overlooked by the gods as lowly predators of vermin. The Spider Demons were much more intelligent, however, than anyone suspected and stole the gods’ secrets of magic, throwing them to the wind, and scattering magic across the world where mortal man could learn its secrets. For eons the Spider Demons have searched the globe, retrieving the magic and mastering its secrets, so they might become gods them-



selves. The Spider Demons have returned to Rifts Earth more powerful than ever, and anxious to learn more secrets of magic and acquire magical artifacts both great and small.

Death Weavers prefer hot, steamy jungles over cooler climates, but travel north during summer months and hot spells. For this reason they are primarily found in the Yucatan, South America, Africa, India, Asia, Malaysia, and parts of China. The incredible amount of ley line energy makes the Yucatan, India and China especially appealing. As the legend infers, Death Weavers are masters of magic and hoard magic knowledge, books, artifacts and paraphernalia. The Spider Demons will stop at nothing to obtain magic and will fight to the death to keep it.

The Death Weavers see humans as food, pawns and a source of Potential Psychic Energy. Over the centuries, they have often manipulated primitive people to worship them as gods (or demon lords) and have established a number of secret death cults. The Spiders are cunning, ruthless and more than a little insane. A number of Death Weavers have been reported among the ruins of Tolkeen and Freehold, presumably on a quest to recover some of the legendary magic items the leaders of the fallen kingdom had gathered to use in their fight against the Coalition States. Another rumor claims a Death Weaver has managed to live in the steamy bowels of Chi-Town for at least 20 years now. If true, what it may want in the great city is a mystery, though most assume it seeks to locate Chi-Town's fabled *Black Vault* where the CS is said to lock away powerful magic items that have fallen into the Coalition's clutches. The Black Vault is an urban legend and nobody knows if it really exists or not.

Alignment: Diabolic (50%), Miscreant (45%) or Aberrant (5%).

Attributes: I.Q. 14, but very devious and cunning; M.E. 2D6+10, M.A. 2D6+8, P.S. 2D6+10, P.P. 3D6+6, P.E. 2D6+10, P.B. 1D6, Spd 3D6+12

M.D.C.: 2D4x10+30. (Has 1D6x10+20 for Hit Points, 1D4x10+10 S.D.C. and an A.R. of 10 in S.D.C. settings.)

Horror Factor: 16

P.P.E.: 1D4x100+100 on Rifts Earth; they love it here. (1D4x10+10 in S.D.C. settings where magic energy is minimal, such as 21st Century Earth; double the amount in the Palladium World.)

Size: Stand 6-8 feet tall (1.8 to 2.4 m) and equally long. Weighs 600 to 1000 lbs (270 to 450 kg).

Natural Abilities: Supernatural P.S. and P.E., impervious to disease, poisons and drugs. Can walk, run, climb on most surfaces with amazing speed (15-20 mph/24 to 32 km), upside down, along walls, and so on, like a real spider. Only smooth, glassy surfaces impede its movement (half speed). Nightvision 200 feet (61 m), see in the infrared and ultraviolet spectrums of light, and recovers lost M.D.C. at a rate of 4D6 every six hours.

Special: Webbing: Can spin a web for climbing and ensnaring at a rate of 200 feet (61 m) per melee round (15 seconds). The web is tough, like light M.D.C. rope, but deteriorates quickly (within 4 minutes/16 melees) unless a bonding resin is secreted from the Spider Demon's mouth over the web. The Death Weavers can also use the web as a rope to entangle and tie up captives. Each thick strand has 1D4 M.D.C. points.

Attacks per Melee (Rifts®): Five physical or two by magic.

Bonuses: +2 to strike, +4 to parry, +4 to dodge, +4 to save vs magic, +3 to save vs psionic attack, +5 to save vs possession, and +10 to save vs Horror Factor.

Damage: As per Supernatural P.S., but the mandible bite does 3D6 M.D. and the hideous thing can entangle in its web.

Special: Web Entanglement: This entangle attack does no damage, but has a 01-69% chance of incapacitating its target. The victim is pinned, cannot move or attack, until the character can untangle himself (takes 30 seconds/2 melee rounds) or until the webbing dissolves (takes 1D4 minutes). Entangled victims are vulnerable to cocooning and other attacks while entangled. Roll first to strike an opponent with the web, then roll percentile to see if he is entangled (01-69%). An entangle attack can be attempted only once per melee round and counts as one attack.

Special: Web Cocoon: No damage, but completely encases the victim in a web cocoon/straight-jacket. The trapped individual is completely immobile, unable to perform any physical actions. The only way to get free is to be cut or torn out by a comrade or wait until the webbing dissolves (1D4+4 minutes for all the M.D.C. layers to vanish). Cutting a victim loose can be dangerous and time consuming. The average cocoon has 2D4x10 M.D.C. While an untreated cocoon (no resin) will deteriorate within 1D4+4 minutes, a cocoon treated with the spider's bonding resin does not deteriorate and adds an extra 10 M.D.C. to the silky encasement, requiring the cocoon webbing to be cut off. Note that the cocoon is porous and allows air to pass through its walls, so even a person encased from head to toe can still breathe. The Spider Demon can secrete a different resin that causes even a permanent cocoon to dissolve in 30 seconds. Unfortunately, it usually only uses this chemical to get to the victim inside for interrogation, torture or eating.

Magic (typical knowledge): Knows all Protection Circles and Protection Magic (like Sanctum), Summoning Magic (rituals), and the following spells: Armor of Ithan, Invulnerability, Invisibility Simple and Superior, See the Invisible, Breathe Without Air, Float in Air, Mystic Portal, Close Rift, and Dimensional Portal, as well as *four* spells selected from each of the levels 1-8, and one selected from each level 9-15. Older, more experienced Death Weavers may know a few more spells (G.M.'s discretion).

Psionics: I.S.P.: 2D4x10. Presence Sense, Total Recall and Hypnotic Suggestion. Considered a Minor psychic.

R.C.C. Skills: All Lore 89%, Literacy in Dragonese 89%, Basic and Advanced Math 98%, Astronomy 88%, Radio: Basic 88%, Land Navigation 88%, Tracking (humanoids) 50%, Prowl 80%, Identify Plants & Fruits 60%, Holistic Medicine 50%, and can learn to speak 1D6 different languages, and Literacy in 1D4 written languages (+20%).

Average Level of Experience: Typically 1D6+1 Ley Line Walker or Shifter.

Habitat: Jungle and tropical forests. Known to exist in Central America, the Yucatan, South America, Africa, India, Asia, Malaysia, and parts of China, but may be found anywhere, from time to time.

Average Life Span: Believed to be immortal, unless slain.

Enemies: Mindolar and humans are hated above all others, with the Splugorth next in line. The latter because the Death Weavers are jealous of their vast mystic knowledge.

Allies: Will sometimes join forces with powerful practitioners of magic, evil creatures of magic or other supernatural beings. Prefers to be the leader or top dog in any alliance or partnership.

Note: Prefers to use magic items rather than tech-weapons, but can use weapons if so desired.

Were-Beasts

Centuries before the Coming of the Rifts, *legends* abounded with tales of shape changing men and demon-men who appeared to be normal humans by day, but were transformed by moonlight into beasts. The Werewolf is the most notorious of these beast men, but legends from other lands tell of a great variety of were-beasts. Canines seem to have been the most common, especially in Europe and North America, but other animals include bears, panthers, jaguars, tigers and even snakes.

Were-beasts are shape-changing predators of supernatural origin. Their true form is that of half-man and half-beast, e.g. the wolf-man, or similar to the intelligent mutant animals that are becoming so common to the Coalition States. However, were-beasts can perform a magical metamorphosis into a completely animal or human shape. The animal transformation is always limited to the type of creature the were-beast is, i.e. a Werewolf can only turn into a wolf, a Weretiger into a tiger, and so on. When in complete animal guise, the only things that distinguish the were-beast from the normal animal kingdom are its size (typically twice as large as the average animal) and its apparent human intelligence.

Most were-beasts are fairly intelligent. The Werejaguar and panther are among the most intelligent and can easily disguise themselves as human beings for brief periods of time. However, all were-beasts are predators born to hunt and kill. That is their life, purpose, and pleasure, and they cannot disguise this aggressive, animal tendency for long. Nor can the were-beasts tolerate being cooped up in a confined environment, they need to run free.

Limited Invulnerability & Hit Points. Like the vampire, were-beasts are invulnerable to virtually all man-made weapons, including Mega-Damage energy weapons, explosives, fire, wood, and poison/drugs. However, also like vampires, were-beasts are vulnerable to ordinary silver.

Weapons that have at least a 50% *silver* content or are plated in reasonably pure silver inflict double damage to the supernatural things. Thus a silver plated dagger, which normally inflicts 1D6 S.D.C. damage, inflicts 2D6 points of damage direct to the monster's Hit Points. Although were-beasts possess bio-regenerative powers, they are nothing like the vampire's so being bludgeoned or stabbed by silver can kill the creature without requiring decapitation and staking.

Magic weapons and spells inflict their normal damage as Hit Point damage (point for point conversion).

Psionics can be effective in communication, mind control, escape and holding them at bay via Telekinesis or a force field, but do no physical damage.

Wolfbay and *Wolfsbane* are herbs that keep most were-beasts at bay the same way that vampires recoil from garlic. No one has ever determined why. Holy Symbols like a crucifix have no effect on were-beasts, though true *Holy Weapons* inflict half their normal damage.

Powerful Mega-Damage attacks and explosions that inflict great amounts of damage may knock the creature down or stun it, but not kill it. Same Knock Down/Impact table as for vampires (see *Rifts® World Book One: Vampire Kingdoms*).

The Werewolf

The most famous of the were-beasts is the *Werewolf*. They are especially common to Europe and, to a lesser degree, the Americas and Australia. The Werewolf is the most vicious of all the were-beasts and is more animal predator than human in either of its forms. Although the Werewolf will hunt and eat other animals, their favorite prey is humans and other humanoids. They delight in challenging humanoids to combat to prove they are superior in cunning, skills and raw power as a primal hunter. In Europe they often roam in packs of 2D6, and occasionally two to four times larger. One massive pack, said to roam the mountains of Romania, is rumored to have even established their own kingdom where they are worshiped as gods. Succumbing to the values of humankind, Werewolves have been known to steal and hoard valuables, such as gems, weapons, magic items, books, artifacts, and technological devices.

Alignment: Any, but usually Miscreant (30%), Diabolic (30%) or Anarchist (30%).

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

Hit Points (same as vampires): 6D6+20 plus an additional 2D6 per level of experience. S.D.C. not applicable.

Horror Factor: 12 in their natural half-man/half-beast monster shape or as a giant wolf. No H.F. in human form.

P.P.E.: 2D4x10+10

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

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

Natural Abilities: The abilities listed are specifically for the Werewolf, other were-beasts may differ. Speak while in animal form, track by smell 70% (+10% to follow blood scent), nightvision 300 feet (91.5 m), and bio-regenerates 4D6 Hit Points an hour.

Limited Invulnerability: Impervious to most weapons, except silver and magic. (See opening description.) *The creature is vulnerable* to magic, psionics and weapons made of *silver* (silver does double damage).

Shape-Changing Power: The myth is that a were-beast is human by day and beast by night but this is not true. The creature can shape change at will, day or night. The metamorphosis takes about 15 seconds (one melee round) and there is no limit to the number of times the creature can perform a metamorphosis or how long he can maintain that particular shape.

As stated previously, the Werewolf is quite cunning, and generally assumes the less frightening form of a human or wolf during the bright sunlight hours when humans are on the prowl, and into the monstrous humanoid-wolf form or wolf shape during the night. Also, since they are nocturnal hunters, they tend to sleep most of the day and are active during the night. The three shapes are human, wolf, and its natural shape of half-man, half-wolf.

Magic: P.P.E.: 2D4x10+10; Metamorphosis: Animal, Metamorphosis: Human, Summon and Control Canines, Repel Animals, See the Invisible, and Tongues.

Psionic Abilities: I.S.P.: 5D6. Psi-powers include: Sixth Sense, See the Invisible, Mind Block.

Attacks per Melee: Five physical in the natural monster or wolf form, but only three in human.

Bonuses (in addition to attributes): The Werewolf is +1 on initiative, +2 to strike and parry, +3 to dodge, +1 to pull punch, +2 to roll with impact/fall, +6 to save vs Horror Factor, +2 to save vs psionics, and +2 to save vs magic.

Damage: Varies depending on physical form. **Human:** Punch does 2D6 H.P./S.D.C. damage, a kick 3D6, and bite does only 1D4 damage. **Wolf-Man or Wolf:** As per Supernatural P.S., a claw strike does an extra 1D6 M.D., a normal bite does 2D6 M.D., and a power bite does 4D6 M.D. (counts as two attacks).

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

Average Experience Level: 1D4+1 (NPC). If allowed as an optional player character (G.M.'s choice), the character should start at level one.

Average Life Span: 300 years.

Habitat: The Werewolf is commonly found in Canada, USA, Europe (especially Eastern Europe), Africa, Australia and Japan. However, individuals and small groups can be found anywhere throughout the world. They prefer temperate climates and forests.

Enemies: Supernatural predators, humans, D-Bees and most humanoids. May also see other species of were-beasts as rivals and may engage in regular tribal battles over territory or other reasons to fight.

Allies: May join forces with other supernatural creatures or forces of evil, but tend to keep to their own kind.

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

Werebear

A Werebear is very rare, especially when compared to his Werewolf cousin. They are found almost exclusively in the frozen tundras of Alaska and Russia, though they sometimes come down into Canada and may travel south along a mountain range. These winter oriented beasts have white or pale grey fur and, from a distance, might be mistaken for a polar bear. The Inuit and natives of these regions know them as "brother demon bears" or "little demon bear" to avoid confusion with the true Demon Bear (see **Rifts® Canada** for details). They always try to avoid conflict with Werebears for fear of being torn apart and eaten. Some Inuit tribes even leave good will offerings of caribou or sea lion to appease the Werebear if they know one is in the area.

Unlike the Werewolf, the Werebear avoids conflict with humanoids and preys upon caribou, sea lion, polar bear and other large animals, attacking humans only when in a foul mood, attacked first or when other prey is not available. However, don't mistake this as cowardice or kindness on the part of this monster, the Werebear is the most powerful of all the were-beasts.

One lone creature has been known to slay a hunting party of twenty men.

Alignment: Any, but usually Anarchist (35%), Miscreant (35%) or Aberrant (10%).

Attributes of the Werebear: I.Q. 1D6+3, M.E. 3D6, M.A. 3D6, P.S. 4D6+30, P.P. 2D6+12, P.E. 3D6+12, P.B. 3D6, Spd 5D6 in human form or 35 (25 mph/40 km) as a bear.

Hit Points (same as vampires): 6D6+40, plus 3D6 per level of experience.

P.P.E.: 2D4x10

Size: 6-8 feet (1.8 to 2.4 m) tall in human and bear-man monster form, 6 to 8 feet (1.8 to 2.4 m) tall at the shoulders in animal form and about 15 feet (4.6 m) standing on hind legs!

Weight: 1000 to 2000 pounds (450 to 900 kg).

Horror Factor: 15 as a humanoid bear-thing or huge bear; not applicable to human form.

Natural Abilities: The abilities listed are specifically for the Werebear, other were-beasts may differ. Speak while in animal shape, track by smell 70% (+10% to follow blood scent), nightvision 300 feet (91.5 m), and bio-regenerates Hit Points at a rate of 6D6 points an hour.

Limited invulnerability: Same as the Werewolf, only as a bear.

Shape-changing power: Same as the Werewolf, only as a bear.

Magic: Metamorphosis: Animal, Metamorphosis: Human, Summon and Control Canine, Repel Animals, See the Invisible, and Tongues.

Psionic Abilities: I.S.P.: 4D6. Psi-powers: Sixth Sense, See the Invisible, Mind Block.

Attacks per Melee (Rifts®): Five attacks per melee in natural monster or bear form, only two as a human.

Bonuses (in addition to attributes): +1 on initiative, +3 to strike, parry, and dodge, +4 to pull punch, +4 to roll with impact/fall, +6 to save vs Horror Factor, +2 to save vs psionics, and +2 to save vs magic.

Damage: Varies depending on physical form. **Human:** Punch does 3D6 H.P./S.D.C. damage, a kick 4D6, and bite does 1D6 damage. **Bear-Man or Bear:** As per Supernatural P.S., a claw strike does an extra 2D6 M.D., a normal bite does 3D6 M.D., and a power bite does 6D6 M.D. (counts as two attacks).

R.C.C. Skills: Werebears can speak Gobblely, Inuit, American and Euro 98%, Land Navigation (+20%), Track Animals (+20%), Track Humanoids (+5%), Climb (+10%), Prowl (+10%), Swim (+30%), and Basic Math (+10%), plus three Wilderness (+10%), two W.P., one Pilot, two Technical and three Domestic skills of choice.

Average Experience Level: 1D4+1 (NPC). If allowed as an optional player character (G.M.'s choice), the character should start at level one.

Average Life Span: The Inuit claim 500 years.

Habitat: The Werebear is found mainly in northern Canada, Alaska and Russia. Of course, an individual or adventurous small groups can be found anywhere in the world. Prefer cold to temperate climates, tundra and forests.

Enemies: Supernatural predators, humans and humanoids.

Allies: May join forces with other supernatural creatures or forces of evil, however, Werebears are solitary creatures living off the land much like an ordinary animal. They tend to hunt

alone or in pairs, and only sometimes gather in small nomadic tribes of 4D6 members, but this is uncommon.

Note: Lazy or Diabolic Werebears who have developed a taste for humans or humanoids may terrorize a village, killing and dragging off villagers to eat every other night. These vile beasts will also prey on livestock, pets and children. However, man-eating were-beasts are usually lone rogues, seldom a pair or pack. These crazed killers often kill in anger, frustration and pleasure and extract murderous revenge when provoked, thwarted or attacked.

The Werejaguar

Despite the false belief that *all* were-beasts are man-eaters, there are those who prey mostly on animals. The Jaguar People (and Werepanthers) are both excellent examples of this. Moreover, they prey on other supernatural creatures. In fact, the Werejaguars are an instinctive enemy of vampires and all types of undead, who prove to be exciting and challenging foes. Werejaguars also enjoy deadly games of sport and delight in the challenging combat offered by vampires, humans, D-Bees and other intelligent life forms. Like most cats, the fun of recreational hunting is in the stalking, chase, and capture of the prey. Unless that prey is one of the undead, there is a good chance that a Jaguar Person will let its prey free when the "cat and mouse" game is over.

Werejaguars roam the southern forests of Mexico and parts of the Yucatan and South America. The old Mayan ruin of Palenque (Southern Mexico near the Yucatan) is the lair for a community of Werejaguars estimated at 100+, and is known as the Domain of the Jaguar People. Most locals leave the Jaguar People alone, because they protect the area from vampires and are not too troublesome if they are not antagonized. The were-beasts living in an established community collect the occasional object of value such as some gold, silver, gems, weapons, magic item, and works of art – most of which are decorations and trophies to adorn their dens.

Though Werejaguars do not hunt humanoids, they are not particularly tolerant of humanoids looking for trouble. Thus, invaders, raiders, and others who enter their domain with malicious or destructive intent are dealt with swiftly and without mercy. If the invaders come in large numbers, then the many Werejaguars join forces to repel or destroy them using guerilla tactics. When the fight is worth it, the felines may enlist or join forces with other supernatural beings, creatures of magic and powerful beings who share a mutual interest in the cause. Otherwise, Werejaguars live off the land in harmony with nature and want for little else.

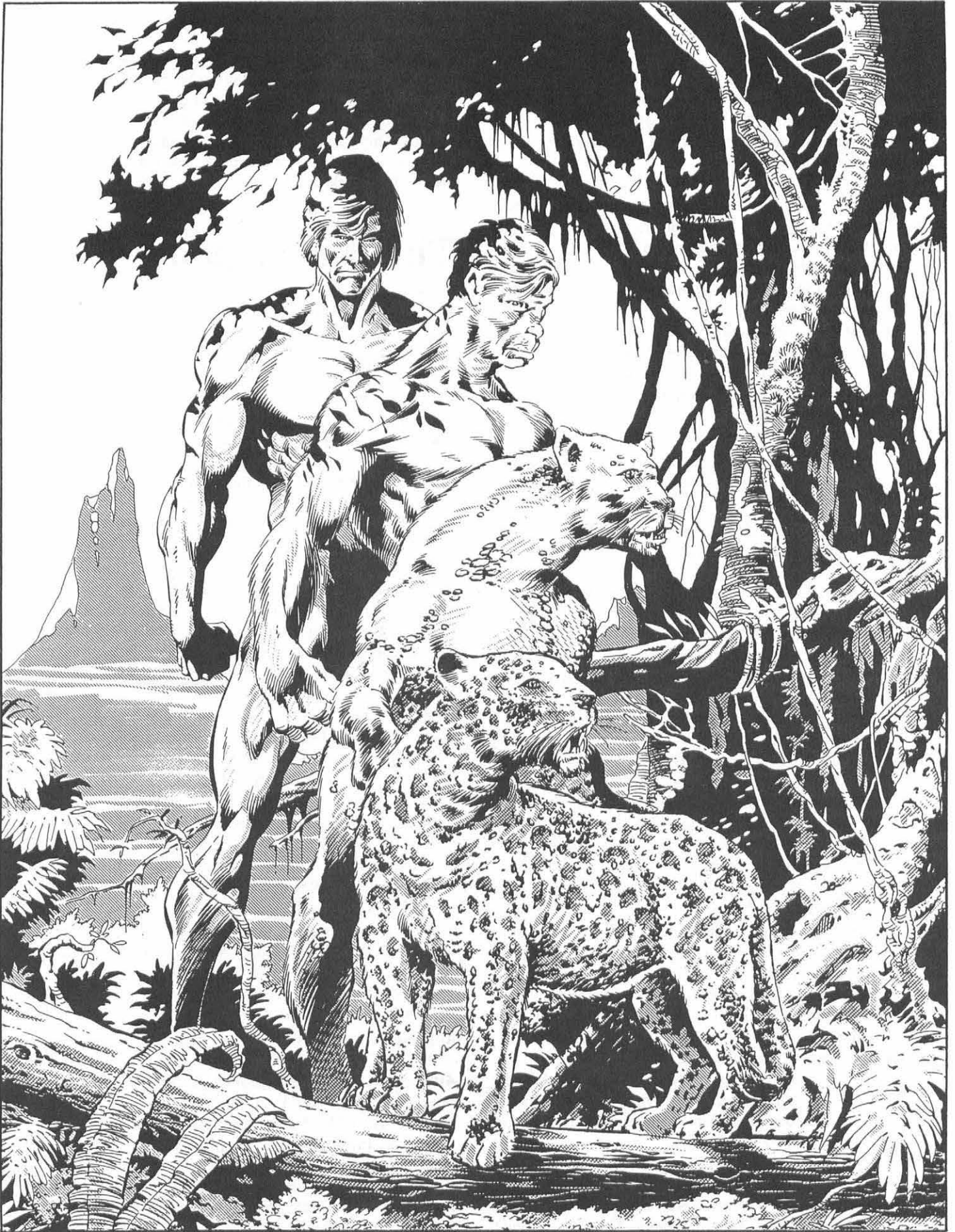
Alignment: Any, but typically Anarchist (45%), Aberrant (35%), and Miscreant (10%).

Attributes of the Werejaguar: I.Q. 2D6+2, M.E. 3D6, M.A. 3D6+6, P.S. 2D6+12, P.P. 2D6+12, P.E. 2D6+12, P.B. 2D6+12, Spd 3D6+12 or 35 (25 mph/40 km) as a jaguar.

Hit Points (Special): 6D6+10, plus 2D4 per level of experience.

Horror Factor: 12 in their natural half-man/half-beast monster shape. The Horror Factor does not apply to the human form.

P.P.E.: 2D4x10+10



GLUSTOVICH

Size: 5-6 feet (1.5 to 1.8 m) tall in human and man-monster form, about four feet (1.2 m) tall at the shoulders in animal form, and about eight feet (2.4 m) long from the tip of the nose to buttocks.

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

Natural Abilities: The abilities listed are specifically for the Werejaguar, other were-beasts may differ. Speak while in animal shape, leap 30 feet (9 m) high or lengthwise from a standing position, track by smell 60% (+10% to follow blood scent), nightvision 300 feet (91.5 m), keen color vision and hearing, and bio-regenerates 2D6 Hit Points an hour.

Limited invulnerability: Same as the Werewolf, except as a jaguar.

Shape-changing power: Same as the Werewolf, except as a jaguar.

Magic: Tongues, Chameleon, Astral Projection, Repel Animals, Heal Wounds, Metamorphosis: Animal, and Metamorphosis: Human.

Psionic Abilities: I.S.P.: 5D6. Psi-powers include: Sixth Sense, See the Invisible, Mind Block.

Attacks per Melee: Five physical attacks in natural monster or jaguar form. Two in human shape.

Bonuses (in addition to attributes): +1 on initiative, +2 to strike, +2 to parry and dodge, +4 to pull punch, +4 to roll with impact/fall, +2 to save vs psionics and possession, +2 to save vs magic, and +6 to save vs Horror Factor.

Damage: Varies depending on physical form. Human: Punch does 2D4 H.P./S.D.C. damage, a kick 2D6+3, and a bite does 1D6 damage. Jaguar-Man or Jaguar: As per Supernatural P.S., a claw strike does an extra 2D4 M.D., a normal bite does 1D6 M.D., and a power bite does 2D6 M.D. (counts as two attacks).

R.C.C. Skills: Natural jungle hunter. Speaks Spanish and American at 98% and select two other Languages of choice (+20%), plus Land Navigation (+20%), Wilderness Survival (+20%), Prowl (+20%), Camouflage (+15%), Swim (+10%), Climb (+20%), Acrobatics (+10%), and Basic Math (+15%), plus three Wilderness (+10%), three Espionage (+5%), two W.P., one Pilot, two Technical and three Domestic or Rogue skills of choice.

Average Experience Level: 1D4+2 (NPC). If allowed as an optional player character (G.M.'s choice), the character should start at level one. Use the same experience table as the Psi-Stalker.

Average Life Span: 300 years.

Habitat: The Werejaguar is commonly found in southern Mexico, Central America, and South America. Only the occasional adventurer or rogue is found in other parts of the world. Prefer warm climates and jungles or tropical forests.

Enemies: Supernatural predators and the undead. Leery of humans and D-Bees.

Allies: May join forces with other supernatural creatures or individuals who have proven themselves to be friends. Very loyal to friends.

Notes: Community oriented and gather in small tribes of 2D6x10 members, although typically hunt alone or in a small group of three or four.

Werepanther

Werepanthers are very similar to Jaguar People except that they are a bit larger, jet black in color, and live exclusively in *India*. Like the Werejaguars, they are not man-eaters, preferring to prey mostly on animals and supernatural creatures. They too recognize vampires and other undead as their natural enemies as well as ghouls and Spider Demons, probably because the Werepanthers (and jaguars) are so attuned to life that they sense these other beings as the antithesis to life and everything they hold dear. Werepanthers enjoy deadly combat and delight in fighting vampires and demons, as well as humans, D-Bees and other intelligent life forms. The fun of recreational hunting is in the stalking, chase, and capture of the prey. Unless their prey is a vampire, ghoul or Spider Demon, the were-beast is likely to let its captive free once it has captured or bested it in a "cat and mouse" game of hunter/prey.

Alignments: Any, but typically Anarchist (65%) and Aberrant (15%). Generally playful and good natured.

Attributes of the Werepanther: I.Q. 2D6+2, M.E. 3D6, M.A. 2D6+14, P.S. 2D6+16, P.P. 2D6+14, P.E. 3D6+6, P.B. 2D6+12, Spd 3D6+14 in human form or 44 (30 mph/48 km) as a panther.

Hit Points (Special): 6D6+10 plus 2D6 per level of experience.

P.P.E.: 2D4x10+10

Size: 6 feet (1.8 m) tall in human and man-monster form, about five feet (1.5 m) tall at the shoulders in animal form, and about ten feet (3 m) long from the tip of the nose to buttocks.

Weight: 300 to 500 pounds (135 to 225 kg).

Horror Factor: 12 as a humanoid panther-thing or huge panther; not applicable to human form.

Natural Abilities: The abilities listed are specifically for the Werepanther, other were-beasts will differ. Speak while in animal shape, track by smell 60%, nightvision 300 feet (91.5 m), keen color vision and hearing, leap 30 feet (9.1 m) high or lengthwise from a standing position (50% farther with a running start), and bio-regenerates 2D6+2 Hit Points an hour.

Limited invulnerability: Same as the Werewolf, only as a panther.

Shape-changing power: Same as the Werewolf, only as a panther.

Magic: Metamorphosis: Animal, Metamorphosis: Human, Summon and Control Felines, Repel Animals, Chameleon, Sense Evil, Sense Magic, and Tongues.

Psionic Abilities: I.S.P.: 4D6. Psi-powers include: Sixth Sense, Presence Sense, See the Invisible, and Mind Block.

Attacks per Melee: Five physical attacks in natural monster or panther form. Three in human form.

Bonuses (in addition to attributes): +3 on initiative, +2 to strike, parry, and dodge, +4 to pull punch, +4 to roll with impact/fall, +6 to save vs Horror Factor, +2 to save vs psionics, and +2 to save vs magic.

Damage: Varies depending on physical form. Human: Punch does 2D6 H.P./S.D.C. damage, a kick 3D6, and bite does 1D6+1 S.D.C. damage. Panther-Man or Panther: As per Supernatural P.S., a claw strike does an extra 3D6 M.D., a normal bite does 2D6 M.D., and a power bite does 4D6 M.D. (counts as two attacks).

R.C.C. Skills: Supernatural predator. Speaks Gobblely, Euro and Chinese 98%, Land Navigation (+20%), Track Animals

(+10%), Tailing (from the Surveillance skill, +15%), Prowl (+20%), Swim (+10%), Acrobatics (+20%), Climb (+25%), Detect Ambush (+5%), Detect Concealment (+10%), and Basic Math (+15%), plus three Wilderness (+10%), three Espionage (+10%), two W.P., one Pilot, two Technical and two Rogue skills of choice.

Average Experience Level: 1D6+1 (NPC). If allowed as an optional player character (G.M.'s choice), the character should start at level one. Use the same experience table as the Psi-Stalker.

Average Life Span: 400 years.

Habitat: The Werepanther is exclusive to India. Of course, an individual or adventurous small groups may travel beyond their traditional jungle homeland (probably northeast into Asia), while those captured and enslaved could end up anywhere in the world. Prefer warm climates, jungle and forests.

Enemies: Supernatural predators, undead, Ghouls (all), and Death Weaver Spider Demons. Leery of humans, D-Bees and dragons.

Allies: May join forces with other supernatural creatures or individuals who have proven themselves to be friends. Very loyal to friends.

Notes: Avoids violent conflicts with humanoids. Enjoys nature and life as a hunter. They frequently gather in small tribal groups of about 4D6 members, but hunt and go adventuring alone or in pairs. Fun loving, gentle and caring among their own kind, tentative about humanoids and other intelligent life forms. They are very curious about magic and other beings and they also do like to chase, scare and tease humanoids just for the fun of it. They also love mock fights (non-lethal combat), but this kind of mischief can get them into plenty of trouble.

Wereserpent

Ancient legends in the jungles of South America (namely Brazil) and India tell of men and women who can turn into giant snakes. The stories continue to persist, even on Rifts Earth. If they are true, Wereserpents are the rarest and/or most elusive and solitary of all the were-beasts. Perhaps they prefer the serpent form over the humanoid one. Perhaps it affords them superior anonymity, or perhaps their *reptile brain* is more primitive and content living life as a giant snake stalking men and animals.

In human form, they appear as handsome but somehow distant and cold individuals with no body hair and green or dark golden eyes. When they move, they almost seem to glide and their reflexes are lightning quick. There is also something seductive and disturbing about these hairless humanoids, leaving many a human to be seduced and devoured by the Wereserpent. It is said that the Wereserpent enjoys the game of seduction almost as much as hunting to kill. Only the most tender and sensitive lovers are spared becoming dinner.

The creature is an indiscriminate hunter, preying upon humanoids and animals without preference. The only creatures the Wereserpent has seemed to cross off their diet are fellow were-beasts, Sowki and dragons. Found primarily in the Brazilian rain forest, jungles of India, and occasionally, in Asia and Indonesia. Super-rare.

Alignment: Any, but usually Anarchist (30%), Miscreant (35%), and Diabolic (20%).

Attributes of the Wereserpent: I.Q. 2D4+3, M.E. 2D6+8, M.A. 2D6+8, P.S. 3D6+24, P.P. 2D6+18, P.E. 2D6+12, P.B. 2D6+12, Spd 2D6+8 in human form or 32 (22 mph/35 km) as a giant snake.

Hit Points (same as vampires): 6D6+24, +3D6 per level of experience.

P.P.E.: 2D4x10+ M.E. attribute number.

Size: 6-7 feet (1.8 to 2.1 m) tall in human form, 15-30 feet (4.6 to 9.1 m) long in serpent form.

Weight: 1000 to 3000 lbs (450 to 1350 kg).

Horror Factor: 15 as a giant, intelligent serpent; does not apply to human form. Note, the Wereserpent does NOT have a half-man, half-animal form, and spends most (90%) of its time as a giant, predatory python-like snake.

Natural Abilities: The abilities listed are specifically for the Wereserpent, other were-beasts may differ. Speak while in animal form, track by smell 60% (+10% to follow a blood scent), nightvision 600 feet (183 m), hold breath for 2D6+10 minutes, and bio-regenerates 3D6 Hit Points per hour. Can regrow a lost tail or eye within 1D4+2 weeks.

Limited invulnerability: Same as the Werewolf, but as a serpent.

Shape-changing power: Same as the Werewolf, but as a serpent.

Magic: Metamorphosis: Human, Repel Animals, Death Trance, Trance, Befuddle, Chameleon, Charismatic Aura, Distant Voice and Tongues.

Psionic Abilities: I.S.P.: 5D6+12; Remote Viewing, Empathy, Ectoplasm, Hypnotic Suggestion, See the Invisible, and Mind Block.

Attacks per Melee (Rifts®): Five attacks per melee in natural snake form, two in human.

Bonuses (in addition to attributes): +3 on initiative, +3 to strike, +1 to parry, +3 to dodge, +3 to pull punch, +2 to roll with impact/fall, +6 to save vs Horror Factor, +3 to save vs psionics, and +1 to save vs magic and possession.

Damage: Varies depending on physical form. Human: Punch does 2D6 H.P./S.D.C. damage, a kick or crush/squeeze hold does 3D6, and a bite does 1D6 damage. Serpent: As per Supernatural P.S. for head butts and tail slashes, a normal bite does 3D6 M.D., and a power bite does 6D6 M.D. (counts as two attacks), a crush/squeeze attack (encoiled and crushed) does Supernatural P.S. damage plus pins the opponent so he cannot fight back (use wrestling moves in human form).

R.C.C. Skills: The supernatural predator can speak Gobblely, Spanish and either Chinese or Portugese at 98%, Land Navigation (+20%), Track Animals (+10%), Track Humanoids (+10%), Prowl (+20%), Swim (+30%), Climb (+20), Wrestling, Escape Artist (+20%), Seduction (+20%), Camouflage (+20%), and Basic Math (+20%), plus two Wilderness (+10%), two W.P., two Technical or Domestic skills and three Espionage or Rogue skills of choice.

Average Experience Level: 1D6+2 (NPC). If allowed as an optional player character (G.M.'s choice), the character should start at level one. Use the same experience table as the Psi-Stalker.

Average Life Span: 600 years.

Habitat: Jungles of South America, India and sometimes, southeast Asia. Prefer hot, damp environments. Where one might find a python, one might also encounter a Wereserpent.

Enemies: Supernatural predators, humans and D-Bees.

Allies: May join forces with other supernatural creatures or forces of evil, but usually keep to themselves except to cause trouble.

Notes: Tends to be a solitary hunter and seldom gather in numbers of more than two or three; no tribes. Can be ruthless, cold and calculating.

Weretiger

Perhaps the only were-beast more deadly to humans than the Werewolf is the Weretiger – a primordial predator that is nearly as strong as the Werebear and as vicious as the Werewolf. They hunger for human and D-Bee flesh, drink blood and enjoy hunting and killing intelligent life forms. The creature will hunt and eat other animals, but only when more delectable human prey is not readily available. Although they can be found in any part of the world, the Weretiger is found primarily in China, India, Asia, and Indonesia. Only once in a while is one or a mated pair encountered in Russia and eastern Europe.

Alignment: Any, but usually Anarchist (30%), Miscreant (35%), and Diabolic (15%).

Attributes of the Weretiger: I.Q. 2D6+1, M.E. 2D6+12, M.A. 2D6+8, P.S. 3D6+28, P.P. 2D6+16, P.E. 2D6+12, P.B. 2D6+12, Spd 2D6+12 in human form or 35 (25 mph/40 km) as a tiger.

Hit Points (same as vampires): 6D6+30, +2D6 per level of experience.

P.P.E.: 2D4x10

Size: 6-7 feet (1.8 to 2.1 m) tall in human and tiger-man form, 5-6 feet (1.5 to 1.8 m) tall at the shoulders in animal form, about 15 feet (4.6 m) long from the tip of the nose to buttocks.

Weight: 1000 to 1200 lbs (450 to 540 kg).

Horror Factor: 14 as a humanoid tiger-thing or huge tiger; does not apply to human form.

Natural Abilities: The abilities listed are specifically for the Weretiger, other were-beasts may differ. Speak while in animal form, track by smell 60% (+15% to follow a blood scent), nightvision 300 feet- (91.5 m), leap 50 feet (15 m) high or lengthwise from a standing position, and bio-regenerates 4D6 Hit Points per hour.

Limited invulnerability: Same as the Werewolf, but as a tiger.

Shape-changing power: Same as the Werewolf, but as a tiger.

Magic: Metamorphosis: Animal, Metamorphosis: Human, Summon and Control Felines, Repel Animals, Death Trance, and Tongues.

Psionic Abilities: I.S.P.: 4D6; Sixth Sense, See the Invisible, and Mind Block.

Attacks per Melee (Rifts®): Five attacks per melee in natural monster or tiger form, three in human.

Bonuses (in addition to attributes): +2 on initiative, +3 to strike, parry, and dodge, +4 to pull punch, +5 to roll with impact/fall, +6 to save vs Horror Factor, +2 to save vs psionics, and +2 to save vs magic.

Damage: Varies depending on physical form. Human: Punch does 2D6+2 H.P./S.D.C. damage, a kick 3D6, and a bite does 1D6 damage. Tiger-Man or Tiger: As per Supernatural P.S., a claw strike does an extra 3D6 M.D., a normal bite does 3D6 M.D., and a power bite does 6D6 M.D. (counts as two attacks).

R.C.C. Skills: The supernatural predator can speak Gobblely, Euro and Chinese at 98%, Land Navigation (+20%), Track Animals (+5%), Track Humanoids (+20%), Prowl (+20%), Swim (+15%), Climb (+10), and Basic Math (+20%), plus three Wilderness (+10%), two W.P., two Pilot, three Technical or Science skills and three Espionage or Domestic skills of choice.

Average Experience Level: 1D4+2 (NPC). Use the same experience table as the Psi-Stalker. If allowed as an optional player character (G.M.'s choice), the character should start at level one.

Average Life Span: Most say 400 years.

Habitat: The Weretiger is commonly found in India, China, Asia, and Indonesia. To a far, far lesser degree in Russia and eastern Europe. Of course, an individual or adventurous small groups can be found anywhere throughout the world. Prefer cold to temperate climates, tundra and forests.

Enemies: Supernatural predators, humans and humanoids.

Allies: May join forces with other supernatural creatures or forces of evil, provided there is something in it for him.

Notes: Tend to be solitary hunters and seldom gather in numbers of more than two or three; no tribes. Love the taste of human and D-Bee flesh. Vicious and cruel, they will slaughter livestock for fun or out of spite, and kill humanoids for food and pleasure.

Elemental Beings

Throughout the universe there are forces and life forms far different from anything we know on Earth. In the preceding sections we have explored many strange and supernatural beings, some intelligent, many evil, others monsters or predators who live to inflict pain and suffering. Though some of these beings are incredibly powerful, there are other-dimensional beings that are even more alien and more powerful. Forces that have visited our world many times throughout its history. Forces that primitive man has called earth gods, nature spirits and Elementals. A fairly accurate assessment, for while they are neither demon or god in the religious sense, they are alien beings that boggle the imagination and who possess powers far beyond the range of human experience and, sometimes, beyond human understanding.

The most dangerous are not necessarily those of pure evil intent, although there are vile beings truly deserving the title "demon", but instead, the danger lays with beings so far removed from humanity that mortals are totally alien and unimportant to them. These alien powers either have no comprehension with regard to the human condition and inadvertently hurt humanoids, or see human life as pets and playthings in much the same way many humans view animal or insect life. These "greater powers" include the alien Elementals, so-called Angels, Spirits of Light, certain primordial demons and beings which humankind has often deemed to be gods, demigods, and great spirits.



Elemental Intelligences

Spirits of Earth, Fire, Air, Water

Elementals come in all shapes and sizes, and as greater and lesser supernatural beings, but they are as alien as they come. Many lack anything humans would recognize as a body and may appear as a gust of wind, tongue of flame, or talking tree, rock or water spout. When they do manifest a physical presence, some take on a vaguely humanoid appearance, particularly Earth Elementals, perhaps to give the strange two-legged flesh creatures some point of reference, but other Elementals make no such effort, seeing no reason to do so.

Elemental forces have been revered and worshiped as gods, demigods, and nature spirits by humans (and other races) throughout the ages. In part, because the four elements of nature are an everyday part of human existence. And, in part, because ancient shamans, priests and practitioners of magic could sense and sometimes see and communicate with spirits that seemed to be the very embodiment of the four elements. The Coming of the Rifts has made the presence of Elemental beings once again known to humankind. Indeed, many are brought to Rifts Earth without their intention, swept up by magical and dimensional energies beyond their control. Others find Rifts Earth a convenient gateway to other places, and still others are simply passing through on their way to elsewhere. Most, however, are summoned by a sorcerer or supernatural force and made to do their bidding. For despite their raw power and Elemental magicks, these beings are often enslaved and forced to do the will of others. It is a fate worse than death for an Elemental, because to an Elemental freedom means everything and they have no – abso-

lutely zero – interest in the affairs of humans, D-Bees or even the gods.

True Elementals are an energy or life-force linked to an Alien Intelligence, but have no physical body. To anchor themselves to this world and the physical plane of existence, they must create a physical body or possess an existing body born of this reality. Without a physical body an Elemental cannot function or influence the world around it. Furthermore, if the Elemental does not assume a physical body, it will automatically return to its own dimension in 2D6 hours. While this may be desirable to the Elemental being it is not acceptable to those who summon them. For you see, Elementals are regarded, by many, as ideal slaves, servants and powerhouse minions to crush others.

The creation of a physical body is the typical means of anchoring itself to a dimension outside of its own alien world. The body can be created in an instant by restructuring the fabric of nature. An Elemental's physical body always reflects the creature's innate nature. Consequently, an Earth Elemental builds its body out of the stuff of Earth: dirt, clay, wood or rock, the Fire Elemental as a thing of flame, the Water Elemental a wall of walking water and the Air Elemental as a vaporous cloud. Frequently, the body contains some of the distinctive features of the life forms native to that planet, such as eyes and a mouth, and even a humanoid shape, but little more.

Although immortal, an Elemental can be slain by both magic and conventional means. This is sad indeed, for among their own kind they never fight and consequently, never die. Thus, an Elemental cannot even comprehend the meaning of death. Death is not in the creature's vocabulary, for one who has always been, always shall be. What they do understand is that sometimes, when one of their kind visits, or is forced to visit, other dimensions they do not come back. This confuses and angers the Elementals, for fear is also unknown to them.

Elementals are totally alien to our world in almost every way. It is this alien nature, along with their frequent enslavement by evil forces they do not understand but must obey, that has led people to believe that all Elementals are heartless, rampaging monsters spawned in the darkest pits of Hell. This belief is not without some merit, for Elementals have absolutely no regard for human or any mortal life. They can callously destroy a town or murder thousands, including women and children, without heed, hesitation or the slightest regret. These deeds are not done out of malice or evil intent, because Elementals lack such moral concepts, but because the mortal creatures of our world, whether they be animal or humanoid, are insignificant to Elementals and those who get in their way get stomped, barbecued, or swept or washed away. Elementals destroy and kill indiscriminately the same way a human might swat a bug that lands on his cheek. After all, does a human stop to think about the mayhem, death, and destruction he has caused when he steps on an anthill? No. And that's how Elementals regard people. Like bugs who barely register their notice. Thus, an Elemental may literally walk *through* a town as a fire storm, tornado, tidal wave or stone juggernaut, smashing everything in its path and killing the strange, ugly little creatures that get in its way and swatting those who assail it without a thought. Elementals (*true* Elementals) never torture, steal, rape, kill or destroy for pleasure or revenge. Those are feelings they do not experience. Nor do Elementals feel hate, love, friendship, jealousy, ambition, or regret. They are so alien

to life as humans know it, that Elementals have no concept of society, laws, rules, technology, or even animals and other life forms. They never use modern weapons, armor, tools or devices. They are raw, primeval forces of nature that do as they please. They do feel anger and do experience a sort of compassion, kindness, and peace with their own kind or among nature. This can make them rather emotionally volatile and easily angered or provoked to violence when the peace is broken. Sadly, Elementals and humans are simply beyond each other's comprehension.

To complicate matters, Elementals are often summoned and *forced* to go places and do things they would never do on their own. Worse yet, when forced to remain in our dimension under the enslaved service of one of the very humanoid-bugs it barely notices, the creatures become angry and unbelievably hostile, destroying everything they encounter. The rage of an enslaved Elemental is a terrible thing, for they lash out and do what they are commanded to do with little thought or emotion as humans understand them. Their powers are fueled by their rage, the destruction is thereby amplified.

Elementals and Warlocks. No one, including Warlocks, understands the rapport shared between Elementals and the humanoid Warlock. It remains a mystery as to how the link, or union, between mortal and Elemental is even possible, let alone established. Warlocks are the only mortal creatures universally accepted by all Elementals. They can communicate, summon, and command Elementals as well as expect to be treated with kindness, favor and respect by these bizarre dimensional visitors. See the *Warlock O.C.C.* in **Rifts® Conversion Book One**.

Elemental Possession

The Elemental may also possess lesser supernatural beings, humanoids, animals, or other life forms to anchor itself to our physical plane of existence. Earth Elementals are attracted to trees and may possess a tree or weave a body out of wood, leaves, vines or living plants. In this particular case, the tree or plant body takes on distinctly human features. In the case of the other Elementals, which are less physical in the first place, they are likely to snatch some aspect of their elemental nature, a bit of leaf laced wind or cloud or mist, a water spout or snow mound, a pillar of flame or swirl of smoke and sulfur. Those that choose to possess a living being will usually select an animal, seldom a humanoid or any other intelligent life form, though it does, from time to time happen; usually a catatonic body or addle-minded soul.

Whatever living being an Elemental may possess, that person's/creature's memories, skills and essence are completely submerged by the Elemental spirit. The physical body is transformed into a Mega-Damage structure, and usually takes on the attributes of the element with the skin, and hair changing color, the eyes crackling with strange energy and even physical proportions may take on aspects of the possessing Elemental. A being possessed by an *Air Elemental* is likely to acquire a pale complexion with eyes like crystal or amazing blue color, or crackle with electricity; a *Water Elemental* will turn the creature's complexion and hair blue or green and feel cold to the touch; the *Fire Elemental* will turn skin and hair red or yellow or gold or bronze, with smoke spewing from the nostrils (at least

when angry) and/or flame crackling from the eyes or mouth or replacing hair; while an *Earth Elemental* may give its body skin as hard and tough as stone or as rough as tree bark and hair made of vines or crowned in leaves. On Rifts Earth, where magic energy is free flowing, the physical properties of the physical body are also transformed to those of the possessing element, thus, the body of the Air Elemental will walk hovering inches above the ground, fly, turn invisible, and disincorporate into a mist to whisk through cracks, etc. If the possessed body had psychic or magic powers, the Elemental will ignore those abilities in favor of its own superior nature abilities. When the Elemental leaves its host body, the person or animal transforms back into his or her normal self with no memory of his life under the control of the Elemental force. **G.M. Note:** Elemental possession is comparatively uncommon. Most Elementals create their own element-based body.

Note: A supernatural being is only capable of possessing another living creature when it is in energy form or a psychic energy extension of itself is made. Creatures with the ability to possess can try to do so as often as twice per day (24 hour period).

A *possession attempt* is an instantaneous battle of wills. Like all combat in the Palladium system, a 20-sided die is rolled by the possessing entity. This is the attack and the attacker. The defender, who is the intended victim, gets to roll for a mental block or parry. Again, a 20-sided die is rolled. The high roll wins, the low roll loses, defenders always win ties. Some characters will have a bonus to save vs possession, giving them an edge in defending against the mental onslaught.



If the defender's roll (plus bonuses to save vs possession) is lower than the attacker's roll, the character has failed to defend against the possession attack and is immediately possessed.

A **successful possession** means the creature has inhabited the body of the person (or animal) and completely dominates that body. The essence and intellect of the original person is completely submerged, dormant, as if asleep, and will have no memory of what the possessing force did while in his/her body.

Conditions & Restrictions for Elemental Possession:

1. The Elemental must forsake a physical body made from the world of around it to possess a living being. The victim of Elemental possession becomes its host body and an anchor to that world. Note only Major Elementals can possess a living being.

2. Elemental beings and Intelligences can never possess more than one living creature at a time.

3. The Elemental being can relinquish its hold over the person at any time by leaving the body. It can either leave the area, or plane of existence, or anchor itself to this one by creating a body out of the fabrics of nature. Unlike possession by demonic forces or evil Alien Intelligences, the Elemental does not hide inside a person to play games or torment him. For Elementals, the host body is simply an anchor and vehicle for existence in an alien world.

4. If the possessing force fails its attempt to possess, the Elemental gets a second try or it can weave itself a less human body from the fabric of nature. The battle of wills and saving against possession occurs only once, at the very moment of the attack. Once an individual is possessed, he remains so until the possessing force leaves or is removed.

5. The possessed host body is immediately dominated by the Elemental Force and transformed to reflect its nature (as described above). This provides the host body with M.D.C., the power of regeneration, and all the powers and magic of the Elemental currently controlling and using the body,

Bonuses of Transformation: Also see number six.

Earth: 400 M.D.C.; resistant to fire, heat, and cold (half damage).

Air: 200 M.D.C.; walks/floats above the ground; impervious to heat and cold, fire does normal damage (consumes oxygen and other flammable gases).

Fire: 250 M.D.C.; impervious to fire and heat, water does damage.

Water: 200 M.D.C.; impervious to fire and resistant to heat and cold (half damage).

Note: All can regenerate damage at a rate of 4D6 M.D.C. per melee round.

6. The host body possesses *all* the natural powers and magic of the Elemental being. See the descriptions of specific Elementals elsewhere in this section.

7. **Getting rid of a possessing force** is extremely difficult. Magically, only Exorcism has any chance of success. Banishment, Control or Summon Beings, and all the rest, are ineffective. Of course, one can always try to talk the damned thing out, but that seldom works. Psychic powers can be used to attack the

possessing force, but will definitely provoke the creature to violence. A psychic healer can also use his form of exorcism against the possessing entity. The incapacitation of the host body through drugs or magic for long durations (1D6 months) may entice the entity to leave in search of a more useful body. Destroying the protective Elemental aura and killing the host body will always send the possessing Elemental force back to its own dimension, but doesn't do much good for the victim.

Elemental Forces R.C.C.

The following abilities and aspects are common to *all* Elementals and represent the most common manifestations of these bizarre creatures. However, there are countless variations. **Note:** Elementals are NOT recommended as player characters for any reason. The creatures are just too alien and monstrous. Elementals do, however, make excellent Non-Player Character monsters, henchmen and minions serving (usually against their will) other evildoers, particularly, evil practitioners of magic, demons and gods.

Alignment: Typically considered to be Anarchist or Miscreant – Anarchist when left alone, Miscreant when commanded to work acts of destruction or serve an evil master.

Attributes: Not applicable in the normal sense. Only specific attributes are described under the specific Elemental description. The alien I.Q. means that Elementals are considered to be fairly stupid and their actions and motives incomprehensible by human standards, about equal to an I.Q. of 4 or 5, and tend to follow orders quite *literally* and without regard to others.

M.D.C. for Minor Elementals: Minimum of 100, seldom more than 600.

M.D.C. for Major Elementals: Minimum of 2000, seldom more than 12,000.

Horror Factor: 12 for Minor, 16 for Major.

P.P.E.: Also varies dramatically, depending on the actual Elemental.

Size: As an energy being, 10 to 100 feet (3 to 30.5 m) tall or long or wide. In physical form, typically 8-20 feet (2.4 to 6.1 m), but can be as large as 40 feet (12.2 m).

Weight: None as an energy being. Varies dramatically in physical form. Air and fire weigh very little, while water and earth can weigh a mere 600-1200 pounds (270 to 540 kg) at human size to several tons in larger manifestations.

Natural Armor Rating: Not applicable as a Mega-Damage creature on Rifts Earth.

Natural Abilities: Are listed under specific descriptions. Elementals do not breathe, sleep or seem to need food. All Elementals can sense and see other Elementals even if the Elemental is invisible.

Summon Other Elementals: A Major Elemental can summon as many as 4D6 Minor Elementals as often as four times a day. The Minor Elementals are completely obedient to the Elemental Intelligence. Most Minor Elementals cannot summon others of their own kind.

Impervious To: Normal weapons, Horror Factor, disease and poison/toxins, and impervious or *resistant* to fire, heat, and cold. Except for fire, Elementals don't breathe or need air to survive.

R.C.C. & Skills: Not applicable – primordial force of nature with unfathomable needs, goals and desires.

Psionics: None.

Magic: Varies dramatically with size and type, but is always *Elemental* in nature. **Something Different (optional):** If one is looking for something different for an Elemental or unique to a particular myth or culture, the spells may be limited to a particular type of Elemental Magic. For example, a distinctly Russian or Asian Fire Elemental or Fire Spirit or demon *might* possess Russian Fire Magic only, while a Russian or Asian Earth Spirit or demon might possess Russian Nature Magic and/or Bone Magic instead of the usual Fire or Earth Elemental/Warlock magic. Similarly, an Elemental based African Air Spirit or demon or Elemental might possess the magic of the African Rain Maker and/or Priest with his chants, songs, dances and ceremonies. An African Earth Elemental may possess Witch or Necromancy Magic, and an African or Asian Water Elemental (or an Elemental whose domain is the ocean or sea) might possess Ocean Magic and/or Dolphin Magic, while an ocean or sea Elemental might know only Whale Songs and perhaps level one Air Elemental spells. And so on. Just an idea to spice things up and keep the players guessing. Of course, the type of magic must make sense for the type of Elemental or Elemental Force, demon, spirit or being (in Japan and China that Elemental Force is likely to be a unique type of dragon or nature based demon/oni).

Vulnerabilities: 1. As noted previously, all Elementals and most forces of nature lack any understanding of mortal society, laws, or most physical life forms, what makes them tick, their frailties or anything, which makes Elementals seem like heartless, marauding destroyers. It also gets them into life and death confrontations and all types of situations that they do not understand.

2. Elementals are vulnerable to magic, psionics and energy attacks/weapons (magic fire balls, flaming swords, lightning bolt javelins, high-tech energy weapons, etc.). The destruction of the *physical body* breaks its link to the material world and sends it instantly to its own dimension.

3. *In energy form*, the Elemental can be destroyed by grounding a piece of hard metal, preferably iron or steel, and impaling the energy sphere with it and touching the ground simultaneously. This discharges the living energy into the ground. **Warning!** The discharge inflicts 1D6x100 points of damage (1D6x100 M.D. on -Rifts Earth) to *everything* and *everybody* within a 60 foot diameter (18.3 m) from the center of the contact/discharge point.

Attacks per Melee: Typically 4-6 for Minor Elementals and 5-10 for most Major Elementals.

Bonuses: Varies dramatically.

Damage: As per Supernatural P.S.

Weapon Note: An Elemental may use a weapon, but typically does not own one. They usually grab anything at hand, from sword to tree trunk.

Average Life Span: Immortal unless destroyed in energy form.

Habitat: Indigenous to an alien dimension or dimensions. Can be found periodically anywhere in the Megaverse. May be an independent agent or the minion of some other power.

Enemies: Oblivious to most life forms including self-proclaimed gods and Demon Lords, but are frequently used and/or enslaved by humans and other mortal masters of magic. This turn of events enrages the creature and makes its enslaver

its enemy, but one it cannot disobey or kill. Warlocks are considered “brothers” or kindred spirits and never an enemy. Warlocks feel likewise and never send a “brother” Elemental to its doom, or force it into captivity for so long that the Elemental becomes sad or enraged.

Allies: Warlocks, other Elementals, and Spirits of Light.

Note: A Major Elemental can exist in our dimension without the entire Elemental Intelligence completely entering our world. The intelligence can fragment half its essence to create a Major Elemental Force in an infinite number of different dimensions/realities, thereby co-existing in two or more worlds simultaneously. When the physical form is destroyed the essence automatically returns to its own dimension. Destruction of the anchoring, physical body and subsequent return to its own dimension also breaks any hold that a practitioner of magic may have had over the Elemental.

Elemental Intelligences can also splinter *tiny* fragments of their essence, much like the Vampire Intelligence and other supernatural Intelligences, and send them into other dimensions. People often mistake these tiny fragmented essences to be separate, Minor Elementals, which are believed to exist as well. Warlock spells that call upon or seemingly create very simplistic Elemental beings are actually creating tiny fragments from an Elemental Intelligence. Examples of this include Flame Friend, Screaming Wall of Flame, Dancing Fires, Phantom Footman, Phantom, Water Wisps, and the Elemental Golem, among others. The Mud Mound is an actual Lesser Elemental being.

RPG Design Note: The Elementals presented here are a combination of the characters and concepts first presented in **The Palladium Fantasy RPG®** and the later **Beyond the Supernatural™ RPG**, with some tweaks, modifications and additional clarification for use in a **Rifts®** setting.

Minor Elementals are often independent Elemental beings who are simply smaller, less powerful versions of their Major cousins, but may also be the splintered essence of a young Elemental Intelligence. Generally, these lesser beings have very limited powers and even less understanding of the human world than their mysterious kin. Like all Elementals, they are free spirits of the Air, Earth, Fire and Water who have no interest in the affairs of mortals and act against humanoids only when summoned and enslaved by a practitioner of magic or a brother Warlock.

Major Air Elemental

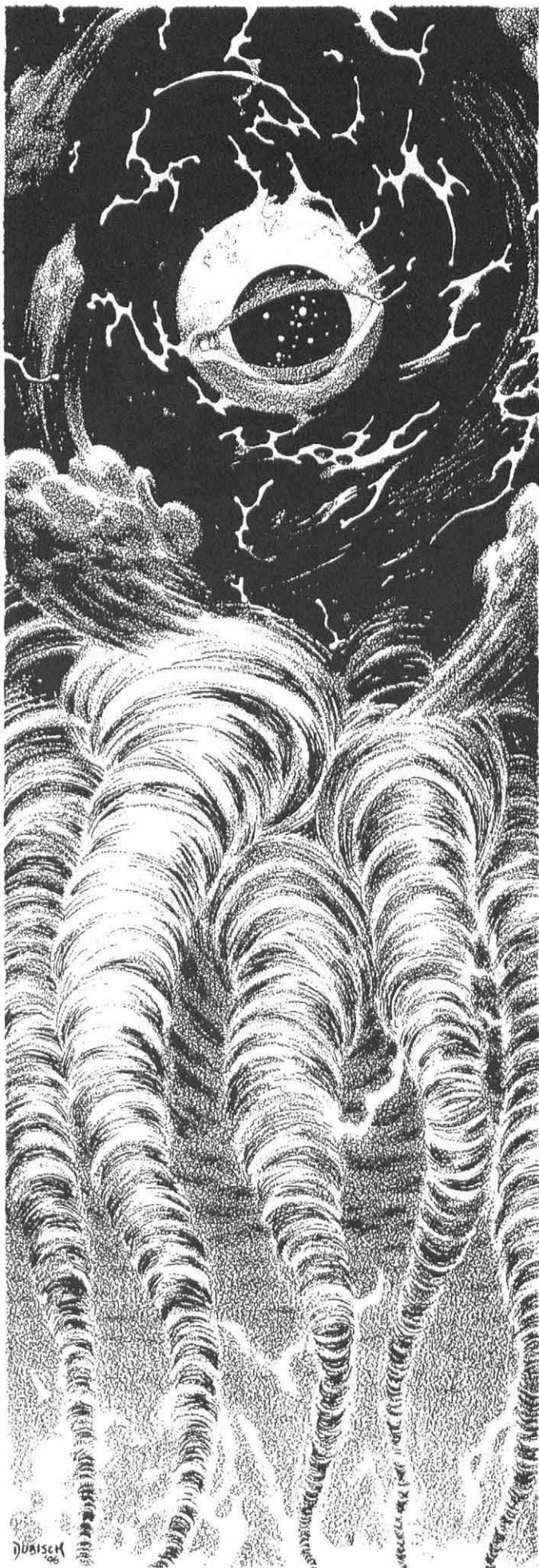
A Major Air Elemental is typically a fragmented essence of an Elemental Intelligence and possesses great physical and magical power. It typically appears as a collection of wind, clouds, vapor and/or electricity swirling around a single giant eye with the cosmos (stars) reflected in it, even during the day. 1D4+1 mini-tornados serve as its arms and legs.

Alignment: Generally considered Anarchist or Miscreant.

Attributes of Note: Most mental attributes are unknown quantities. Equivalent I.Q. 1D4+3, P.S. 4D6+40, P.P. 1D4+26, Spd 5D6x10

M.D.C.: 3D6x1,000. (Has 6D6x100 Hit Points and 2D4x1000 S.D.C. in an S.D.C. setting.)

Horror Factor: 16



P.P.E.: 4D6x100

Size: 30-50 feet (9.1 to 15.2 m) tall.

Weight: Not applicable, basically a being of energy and wind.

Natural Abilities in Physical Form: Does not breathe air, hovers and flies at unlimited altitude and never seems to tire. Turn invisible at will, see the invisible, see in all spectrums of light, nightvision 3000 feet (914 m), bio-regenerates 2D6x10 M.D.C. every minute (or 5D6 M.D.C. per melee round), identify all contamination and elements in the air 98%, magically understands all languages, and a natural telepath, range 300 feet (91.5 m). Travel through the smallest cracks and openings, and prowl 80%.

Special: Limited Invulnerability: Impervious to normal weapons, poison, chemicals, drugs, disease, fire, heat or cold, and even Mega-Damage *kinetic* type weapons and attacks (i.e. Vibro-Blades, bullets, rail gun rounds and most explosives); inflict no damage, they just pass right through! Powerful explosions that inflict 200 M.D. or more inflict no damage, but cause the Elemental to dissipate, losing one attack/melee action while it reforms itself.

Vulnerabilities: M.D. energy blasts, magic and psionic attacks all do normal damage, including magic weapons, while electric attacks inflict *double damage*.

Natural Abilities in Energy Form: Impervious to all but M.D. energy attacks, magic, and psionics. Natural telepath, range is 300 feet (91.5 m). Fly and hover in energy form, maximum speed of Mach one (approx. 670 mph/1072 km). Appears as a white glowing vapor, cloud or energy sphere.

Attacks per Melee: Ten hand to hand attacks per melee or six spell attacks.

Bonuses (in addition to attributes): +6 on initiative, +4 to strike and parry, +6 to dodge, +6 to pull punch, +6 to roll with impact, +7 to save vs magic, +4 to save vs psionic attacks, and impervious to Horror Factor and possession.

Damage: As per Supernatural P.S. A body block (like getting slammed by a small whirlwind) does 2D6x10 M.D. plus has a 01-88% chance of knocking any opponent smaller than the Elemental down and back 2D6 yards/meters. The victim loses two melee attacks and initiative, but this attack counts as two of the Major Air Elemental's attacks.

Elemental Magic: *All* Air Elemental Magic equal to a 10th level Warlock in regard to damage and duration, but on Rifts Earth, at 100 times the normal range of a first level spell (10x in an S.D.C. setting). Opponents need a 15 or higher to save vs its magic, plus it also wields the following conventional spell invocations: Sense Magic, See Aura, Weightlessness, Commune with Spirits, Negation, Heal Wounds, Restoration, Seal, Life Drain, Summon Fog, Summon Rain, and Summon Storm.

Psionics: None.

Habitat: May be encountered anywhere in the world, though usually under the control of a mortal power, Greater Demon, dragon, etc.

Minor Air Elemental

Appears as a light blue, white, or yellow vaporous cloud, often with one or two sparkling eyes and a large, toothless maw. May also appear as a whirlwind, or take a humanoid shape that looks quite ghost-like and eerie because they lack any human body features or musculature, glow and have strange eyes.

Alignment: Generally considered Anarchist.

Attributes of Note: Equivalent I.Q. 4, P.S. 2D6+24, P.P. 1D6+16, Spd 3D6x10

M.D.C.: 1D6x100 (Has 4D6x10 Hit Points and 4D6x10 S.D.C. points in an S.D.C. environment.)

Horror Factor: 12

P.P.E.: 1D4x100

Size: 8-12 feet (2.4 to 3.6 m) tall.

Weight: Not applicable, basically a being of energy, mist and wind.

Natural Abilities: Does not breathe air, turn invisible at will, see the invisible, see in all spectrums of light, nightvision 1200 feet (366 m), identify all elements and contaminants in the air 80%, magically understands all languages, bio-regenerates 1D4x10 M.D.C. every minute (or 2D4+2 every melee round), Prowl 70%, Land Navigation 98%, and can squeeze through small openings as wind or mist.

Special: Limited Invulnerability: Impervious to normal weapons, poison, chemicals, drugs, gas, fire, heat or cold. Even Mega-Damage kinetic type weapons and attacks such as M.D. punches, kicks, rail gun blasts, explosives and Vibro-Blades inflict no damage, they just pass right through! Medium explosions (80 M.D. or more) inflict no damage but cause the Elemental to disperse and it loses one attack/melee action while it reforms itself.

Vulnerabilities: M.D. energy blasts, magic and psionic attacks all do normal damage, including magic weapons, while electrical attacks inflict *double damage*.

Natural Abilities in Energy Form: Impervious to all but M.D. energy attacks, magic, and psionics. Natural telepath, range is 300 feet (91.5 m). Fly and hover in energy form, maximum speed of 340 mph (544 km). Appears as a white glowing vapor or cloud, or energy sphere.

Attacks per Melee: Six hand to hand attacks per melee or two spell attacks per meleé.

Bonuses (in addition to attributes): +3 on initiative, +3 to strike, parry, and dodge, +4 to pull punch, +4 to roll with impact, +5 to save vs magic, +3 to save vs psionic attacks, and impervious to Horror Factor and +14 to save vs possession.

Damage: As per Supernatural P.S. – a powerful, hammering punch-like blast of wind; counts as one attack, range is 60 feet (18.3 m) on Rifts Earth (30 in S.D.C. settings).

Elemental Magic: All level 1-4 Air Warlock spells. Opponents need 14 or higher to save.

Psionics: None.

Habitat: May be encountered anywhere in the world, though usually under the control of a mortal power, Greater Demon, mage, dragon, etc.

Notes: These are usually independent Elemental beings, not fragments from an Elemental Intelligence.

Major Earth Elemental

Fragmented Earth Elemental Intelligence

A Major Earth Elemental is a fragmented essence of an Elemental Intelligence and possesses great physical and magical power. It typically appears as a giant walking mound of packed dirt, clay or rock with a distinctly humanoid shape, i.e., two legs, two arms, some indication of a head and so on.

Alignment: Generally considered to be Anarchist or Miscreant.

Attributes: Equivalent I.Q. 5, P.S. 4D6+46, P.P. 1D6+20, Spd 3D4x10

M.D.C.: 3D6x1,000. (Has 6D6x100+600 for Hit Points, 2D4x1,000 S.D.C. and an A.R. of 16 in S.D.C. environments.)

Horror Factor: 16

P.P.E.: 4D6x100

Size: 20-50 feet (6.1 to 15.2 m) tall and weighs one to several tons depending on its size and mass.

Natural Abilities in Physical Form: Impervious to normal weapons, poison, chemicals, drugs, gas, disease, fire, heat or cold, and does not breathe air. Nightvision 1200 feet (366 m), identify all minerals and earth substances, including gems, plants and substances found in the earth at 98%, Land Navigation 98%, and magically understands all languages. Natural telepath, range 200 feet (61 m), has the natural magic ability to *travel through earth and stone* at will (no P.P.E. cost; same as the spell) and bio-regenerates 1D6x100 M.D.C. every minute (or 2D4x10+20 per melee round).

Special: Dimensional Teleport: 32%; same as the demonic ability.

Special: Create Stone: The Major Earth Elemental can create stone out of thin air at the cost of one P.P.E. point per 200 pounds (90 kg). These rocks are usually created to be hurled at opponents, inflicting 5D6 M.D., effective range is 3000 feet (914 m), no strike bonus applies. The creation of each boulder counts as one melee action, throwing it is another.

Special: Stone Shower: For the cost of one P.P.E. point, the greater Elemental can produce a shower or spray of small stones to pelt an opponent. The shower is directed by pointing and the stones appear to shoot from the monster's hands. Each blast of stones counts as one melee attack, and does either 3D6 S.D.C. or 2D6 M.D. (the creature's choice), range is 200 feet (61 m).

Natural Abilities in Energy Form: Impervious to all but M.D. energy attacks, magic, and psionics. Natural telepath, range is 200 feet (61 m). Fly and hover in energy form at a maximum speed of 200 mph (320 km). Appears as a grey and white glowing sphere.

Attacks per Melee: Eight hand to hand attacks per melee or six spell attacks per melee.

Bonuses (in addition to attributes): +1 on initiative, +3 to strike and parry, +3 to pull punch, +3 to roll with impact, +6 to save vs magic, +4 to save vs psionic attacks, and impervious to Horror Factor and possession.

Damage: As per Supernatural P.S. A body block/ram does 2D6x10 M.D. plus has a 01-82% chance of knocking down any opponent its own size or smaller. The victim loses two melee attacks and initiative, but the ram counts as two of the Elemental's attacks/actions. The Elemental can also create stones out of thin air and hurl them.



Elemental Magic: All Earth Elemental magic equal to a 10th level Warlock in regard to damage and duration, but on Rifts Earth, all spell ranges are 100 times the range of a first level spell. Other spells include See the Invisible, Sense P.P.E., Shadow Meld, Climb, Purification of Food and Water, Spoil (Food and Water), Time Slip, Life Drain, Animate and Control Dead, Commune with Spirits, Negation, Sickness, Summon and Control Animals, Summon Canines, Summon Rodents, Id Barrier, Create Stone Golem, Restoration and Transformation.

Psionics: None.

Habitat: May be encountered anywhere in the world, though usually under the control of a mortal power, Greater Demon, mage, dragon, etc.

Major or Minor Lava Monster

Some Earth Elementals assume the form of lava in humanoid shape, thinly encrusted with a cooler outer shell. This Elemental appears as a dark grey or black humanoid with red or orange lava glowing from its chest, mouth and eyes (if any). Tiny cracks and fractures across the body also glow red like tiny veins filled with boiling hot blood. Hot to the touch.

Alignment: Generally considered Anarchist or Miscreant.

Attributes of Note: I.Q. 4, P.S. 2D6+24, P.P. 1D6+14, Spd 6D6+10

Size: Typically 8-12 feet (2.4 to 3.6 m) tall.

Weight: One or two tons. None as an energy being.

M.D.C.: On Rifts Earth the creature is a Mega-Damage being with 1D6x100+200 M.D.C. if a *Minor Elemental* and 1D6x1,000 +200 M.D.C. if a *Major Elemental*. (Minor ones have 6D6x10 Hit Points and 3D6x10 S.D.C., Major ones have 6D6x100 Hit Points and 1D6x1,000 S.D.C., and both have an A.R. of 16 in S.D.C. environments.)

P.P.E.: Minor: 1D6x100; Major: 1D4x1000+120.

Horror Factor: 15 for Minor Lava Elementals, 17 for Major.

Natural Abilities: Impervious to poison, chemicals, drugs, disease, heat, and fire. Does not breathe air. Resistant to normal weapons (do half damage). Nightvision 1200 feet (366 m), identify all minerals, gems, plants and substances that are found in the earth at 80%, Land Navigation 90%, magically understands all languages, and bio-regenerates 1D4x10 M.D. per melee round! *Travel through earth* and stone at will (costs no P.P.E.); same as spell, but without limit, same as the Major Earth Elemental. Also see *Damage* for special attacks.

Vulnerabilities: The usual for any Elementals, though in this case magic fire attacks and weapons do only half damage, but water-based attacks do *double damage*. Cold-based attacks do their normal amount of damage.

Bonuses (in addition to attribute bonuses): +1 on initiative, +2 to strike, +1 to parry, +2 to pull punch, +2 to roll with impact, +4 to save vs magic, +4 to save vs psionic attacks, impervious to Horror Factor, and +14 to save vs possession.

Attacks per Melee: Four hand to hand attacks per melee or two spell attacks.

Damage: As per Supernatural P.S. of the individual, or by magic or the following special attacks.

Special: Spit Lava: The creature can spit a gob of burning lava up to 20 feet (6 m) away. Initial damage is 3D6 M.D. plus an additional 1D6 M.D. per melee round until it is scraped off or cools down (the latter takes 10 melee rounds). In addition, there is a 01-20% chance that combustible materials (cloth, hair, wood, etc.) will catch fire and burn.

Special: Lava for Blood: Whenever a stabbing or cutting attack is made the attacker must roll a dodge (which uses up one melee attack/action; 12 or higher is needed) or be splattered with lava that oozes and sprays from the wound. A failed roll means getting hit by lava that does 2D6 M.D. per melee round until it is scraped off or cools down (the later takes 10 melee rounds). In addition, there is a 01-15% chance that combustible materials (cloth, hair, wood, etc.) will catch fire and burn.

Special: Toxic Breath: The Lava Elemental can blow stinging sulfuric gas from its mouth. Range is 20 feet (6 m), damage is limited to 1D6 Hit Point/S.D.C. points plus causes burning eyes and choking/gagging. Penalties of victims: -1 on all combat maneuvers and lose one melee attack unless save a vs lethal toxin (needs a 16 or higher) is made. Only characters clad in environmental body armor or wearing a gas mask is not affected.

Elemental Magic: All level 1-3 Earth Warlock spells and all level 1-2 Fire Warlock spells. Opponents need a 14 or higher to save.

Psionics: None.

Habitat: May be encountered anywhere in the world, though usually under the control of a mortal power, Greater Demon, mage, dragon, etc.

Minor Earth Elemental

A walking mound of dirt, clay or rock with a vaguely humanoid form. Not likely to have any eyes, ears, nose or other significant or human features, then again, sometimes they do. Sometimes mistaken for a Golem or animated statue.

Alignment: Generally considered Anarchist or Miscreant.

Attributes of Note: I.Q. 5, P.S. 2D6+28, P.P. 1D6+16, Spd 6D6+20

M.D.C.: 1D6x100+300 on Rifts Earth. (Has 6D6x10 for Hit Points, 1D6x100+300 S.D.C. and an A.R. of 16 in S.D.C. environments.)

Horror Factor: 13

P.P.E.: 1D6x100

Size: 8-12 feet (2.4 to 3.6 m) tall.

Weight: 1000 to 2000 pounds (450 to 900 kg).

Natural Abilities: Impervious to normal weapons, poison, chemicals, drugs, fire, heat or cold, and does not breathe air. Nightvision 1200 feet (366 m), identify all minerals and earth substances including gems at 80%, magically understands all languages, and bio-regenerates 1D4x10 M.D.C. every minute (four melee rounds). *Travel through earth* at will (costs no P.P.E.); same as spell and other Earth Elementals.

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

Bonuses (in addition to attributes): +2 to strike and parry, +2 to pull punch, +3 to roll with impact, +5 to save vs magic, +4 to save vs psionic attacks, impervious to Horror Factor, and +14 to save vs possession.

Damage: As per Supernatural P.S.: Restrained punch 6D6 S.D.C. plus P.S. bonus, full strength punch inflicts 5D6 M.D., kick 6D6 M.D., power punch 1D6x10+10 M.D., body block/ram does 6D6 M.D. plus a 70% chance of knocking one's opponent down (victim loses one melee attack and initiative), but counts as two attacks. The Elemental can also create stones out of thin air and hurl them at opponents, inflicting 5D6 M.D., effective range 600 feet (183 m).

Elemental Magic: All level one through four Earth Warlock spells. Opponents need a 14 or higher to save.

Psionics: None.

Habitat: May be encountered anywhere in the world, though usually under the control of a mortal power, Greater Demon, mage, dragon, etc.

Note: These are usually independent Elemental beings, not fragments from an Elemental Intelligence. Whether these Minor Elementals are young Intelligences or other species of Elemental beings remains a mystery.



Mud Mound Minor Earth Elemental

The Mud Mound is a Minor Earth Elemental who always assumes the form of a massive mound of walking mud and goo. The Mud Mound does not have the hard hitting power of the traditional Earth/Stone Elemental, but has its own charm and abilities.

Alignment: Generally considered Anarchist or Miscreant.

Attributes of Note: I.Q. 5, P.S. 2D6+20, P.P. 1D6+14, Spd 4D6+10

M.D.C.: 1D6x100+50 on Rifts Earth. (Has 4D6x10 for Hit Points, 3D6x10 S.D.C. and an A.R. of 16 in S.D.C. environments.)

Horror Factor: 12

P.P.E.: 1D4x100

Size: 8-12 feet tall (2.4 to 6 m).

Weight: 1000 to 2000 pounds (450 to 900 kg).

Natural Abilities: Does not breathe air. Nightvision 1200 feet (366 m), identify all minerals and earth substances including gems at 80%, magically understands all languages, resistant to fire, heat and cold (does half damage), and bio-regenerates 1D4x10 M.D.C. every minute (or 2D4+2 per melee round). Can *not* travel through earth at will, but can travel through mud and does have some additional abilities.

Special: Ooze Through Cracks and Openings: The Mud Mound can ooze through small openings and cracks, slide under doors and so on, but it takes 1D4 melee rounds for it to completely ooze through.

Special: Smothering Attack: The Mud Mound can engulf an opponent with part or all of its mud and slime body, characters need a P.S. of 14 or greater to pull themselves free, or need to be pulled free by a comrade or magic (telekinesis, levitation, fly, etc.). Characters whose heads are engulfed in mud will suffocate and die within 1D4+1 minutes and are limited to one attack per melee round while smothered. Of course, characters in environmental body armor or with some sort of independent oxygen supply and/or sealed helmet (or goggles and gas mask) are *not* in jeopardy of being smothered and fight without penalty.

Special: Create a Slick Spot: The Mud Mound deliberately secretes a thin, slick coating of mud on the ground where it has walked, making it difficult for others to walk without slipping. Characters who don't reduce their speed by 25% must roll to maintain their balance or a dodge (15 or higher) to prevent slipping and falling. The fall does 1D4 S.D.C. damage and the character loses initiative (if he had it) and one melee attack. The coating of mud also means that those who walk over it leave tracks in it and for 1D6x10 yards/meters after exiting the mess from muddy feet.

Special: Impervious to Kinetic & Stabbing Attacks: The physical nature of the soft mud makes it so that stabbing attacks, punches, kicks, thrown spears, arrows, and even bullets from a gun either penetrate without damage or slosh right through (without damage). Note that large explosions or lightning blasts (that normally inflict 40 or more points of damage), having great weights drop or slam into it, and falls from great heights do only 10% their normal damage, but temporarily splatter the Mud Mound. It takes 1D4 melee rounds for the creature to literally pull itself back together — it cannot use its magic or launch attacks until it reforms itself.

Vulnerabilities: As per general info for all Elementals, cannot travel through earth and stone, plus magic water attacks inflict double damage!

Attacks per Melee: Four hand to hand attacks per melee or two spell attacks per melee.

Bonuses (in addition to attributes): +1 to strike and parry, +4 to pull punch, +5 to save vs magic, +4 to save vs psionic attacks, impervious to Horror Factor, and +14 to save vs possession.

Damage: As per Supernatural P.S.

Elemental Magic: All level 1-4 Earth Warlock spells. Opponents need a 14 or higher to save.

Psionics: None.

Habitat: May be encountered anywhere in the world, though usually under the control of a mortal power, Greater Demon, mage, dragon, etc.

Earth-Tree or Plant Elemental

Minor or Major Earth Elemental

Typically a Minor Elemental that is an independent being, but can also be the splintered essence of an Elemental Intelligence that possesses a tree or plant life to form its living body. The plants are often distorted to look like a giant humanoid tree or plant monster. Favorite plant types include thorns, vines and trees, or a combination of them. When the Elemental essence leaves its body, the plants revert to normal, although transplanted from their original location.

Alignment: Generally considered Anarchist or Miscreant.

Attributes of Note: I.Q. 5, P.S. 29, P.P. 21, Spd 6D6+20

M.D.C.: Minor Elemental has 1D6x100+100 on Rifts Earth, a Major Elemental has 2D6x100+300 M.D.C. (Has 5D6x10 for Hit Points, 4D6x10 S.D.C. for Minor Elementals. A Major one has the same number of dice x100. Both have an A.R. of 14.)

Horror Factor: 12

P.P.E.: 1D4x100

Size: Typically 10-20 feet (3 to 6.1 m) tall for a Minor Earth-Tree, 25-50 feet (7.6 to 15.2 m) tall for a Major Tree Elemental.

Weight: 1000 to 2000 pounds (450 to 900 kg).

Natural Abilities: Impervious to normal weapons, poison, chemicals, drugs, fire, heat or cold, but magic fire and plasma weapons inflict double damage. Does not breathe air. Nightvision 1200 feet (366 m), identify all minerals and earth substances, including gems 80%, magically understands all languages, and bio-regenerates 1D4x10 M.D.C. every minute (four melees). Can *not* travel through earth at will, but does have some additional abilities.

Special Abilities Unique to Plant Elementals: Floats on water, sense the location of underground water with 90% accuracy (10 mile/16 km range), sense contaminated water 90%, can accurately tell time by the position of the sun (as well as season/month/day), sense location of other plant life (10 mile/16 km range), and can attack with multiple limbs and entangle.

Attacks per Melee: Minor Plant Elemental: Six hand to hand attacks per melee or two spell attacks per melee. Major Elemental: 10 hand to hand or two spell attacks.

Bonuses (in addition to attributes): +2 on initiative, +2 to strike, +4 to parry, +2 to pull punch, +1 to roll with impact, +4 to save vs magic, +3 to save vs psionic attacks, impervious to Horror Factor, and +14 to save vs possession.

Damage: As per Supernatural P.S. No kick attack, but vines can be used as a whip.

Special: Entanglement: The Earth-Tree Elemental can use its vines and branches to entangle and snare its opponents. An en-

tanglement attack must be announced and counts as two attacks, but if the strike is successful, the character who is entangled in the branches and vines loses initiative (impossible to regain while entangled), loses half his melee attacks, is -5 to strike, parry and dodge while entangled, and is -50% on skill performance. To get untangled, the character must have a P.S. of 14 or higher and spend an entire melee round (15 seconds) and all of his melee actions/attacks pulling away from the Elemental. This also means he automatically loses the initiative for the next melee. In the alternative, comrades can join the struggle to pull the character free. A combined P.S. of 24 will make this an easy task, but still takes about one melee round.

Special: Tie Up and Bind Opponents: The Earth-Tree can also use its vines to snugly tie up and hold captured opponents, pinning their limbs and making attacks or melee actions impossible. The trapped character is held by 3D4 bonds each with 3D4 M.D.C. The only way to escape is to have a P.S. of 24 or higher (in which case the captive can pull free the same as entanglement), or *each* vine/bond must be severed. The Elemental will instantly know when the bonds are broken or when the captive slips free. **Note:** A character cannot be tied up unless he is first incapacitated or has been entangled for four or more melee rounds.

Special: Whip Attack: The Plant Elemental can use one or more of its vines or branches to whip an opponent. A single vine or branch does 1D4 M.D. but as many as five can be used simultaneously like a Cat-O-Nine Tails and inflicts 5D4 M.D.

Vulnerabilities: As per general info for all Elementals, plus cannot travel through earth. **Elemental Magic:** All level 1-4 Earth Warlock spells. Opponents need a 14 or higher to save.

Psionics: None.

Habitat: May be encountered anywhere in the world where there is vegetation and trees, though usually under the control of a mortal power, Greater Demon, mage, dragon, etc.

Notes: Appears as a large walking tree or humanoid made of vines and plants.

Major Fire Elemental

A huge walking mass, wall or pillar of fire, sometimes with vaguely humanoid shape or features, such as a face appearing and disappearing in the flickering fire.

Alignment: Generally considered Anarchist or Miscreant.

Attributes of Note: I.Q. 1D4+4, P.S. 2D6+22, P.P. 1D6+20, Spd 6D6+60

M.D.C.: 2D4x1000 on Rifts Earth. (Has 6D6x100 for Hit Points, 1D6x1,000 S.D.C. and an A.R. of 14 in S.D.C. environments.)

Horror Factor: 14

P.P.E.: 3D6x100

Size: 20-40 feet (6.1 to 12.2 m) tall.

Weight: Not applicable. None as an energy being.

Natural Abilities: Can keep itself from automatically setting fire to any combustibles it touches, but this requires concentration (-1 on attacks per melee and -1 on initiative). Does not breathe air, sees infrared and heat emanations equal to thermo-imaging (1200 feet/366 m), nightvision 1200 feet (366 m), see the invisible, can accurately measure temperature, cause

spontaneous combustion (like the spell, but costs no P.P.E., range 1000 feet/305 m), can sense the presence of fire within 100 miles (160 km), magically understands all languages, and bio-regenerates 1D4x10 M.D.C. every minute (or 2D4+2 per melee round).

Special: Limited Invulnerability: Impervious to normal weapons, poison, fire, heat or cold, and even Mega-Damage kinetic types of weapons and attacks such as M.D. punches, kicks, rail gun rounds, explosives and Vibro-Blades inflict no damage, they just pass right through! Large explosions (300 M.D. or more) inflict no damage but cause the Elemental to disperse, losing two attacks/melee actions while it reforms itself.

Special: Dimensional Teleport: 23%; same as the demon or dragon ability.

Natural Abilities in Energy Form: Impervious to all but water and M.D. energy attacks, magic, and psionics. Natural telepath, range is 300 feet (91.5 m), thermo-imaging (1200 feet/366 m), cause spontaneous combustion (like the spell, Ignite Fire, but costs no P.P.E., range 1000 feet/305 m), can sense the presence of fire within 100 miles (160 km). Fly and hover in energy form, maximum speed of 200 mph (320 km). Appears as a glowing red and orange fire ball.

Vulnerabilities: As per all Elementals, energy attacks, magic and psionics all do normal damage, but water attacks inflict *double damage* and cold based magic inflicts 50% more damage than usual. Large volumes of ordinary water also inflict Mega-Damage to the Fire Elemental, with every 10 gallons (37.8 liters) doing 2D6 M.D., a TW cannon/bazooka blast of 30 gallons (113.5 liters) of water will inflict 1D6x10 M.D., a 50-60 gallon (189-227 liter) blast 2D6x10 M.D., a rain shower will in-





flict 1D6x10 M.D. per melee round (15 seconds), and a down-pour from a storm 2D6x10 M.D. per melee round. Anything less than ten gallons has no effect.

Attacks per Melee: Nine hand to hand attacks per melee or six spell attacks per melee.

Bonuses (in addition to attributes): +10 to strike, +7 to parry and dodge, +8 to save vs magic, +6 to save vs psionic attacks, +14 to save vs Horror Factor, +14 to save vs possession.

Damage: As per Supernatural P.S.

Special: Fire Punch: A punch by a fiery limb with the intention of both striking and burning an opponent. This attack does an extra 2D6 M.D. and has a 01-86% likelihood of setting any combustible materials on fire. Likewise, vulnerable plastic will melt and may expose wiring. Counts as one attack.

Special: Fire Bolt: A powerful flaming bolt of energy that does 1D6x10 M.D. (counts as one attack and has a range of 4000 feet/1219 m).

Elemental Magic: All Fire Elemental magic equal to a 10th level Warlock in regard to damage and duration, but spell ranges are 100 times greater than the first level spell. Opponents need a 14 or higher to save. Other spells include See the Invisible, Life Drain, Energy Bolt, Impervious to Energy, Energy Field, Energy Disruption, and Turn Dead.

Psionics: None.

Habitat: May be encountered anywhere in the world, though usually under the control of a mortal power, Greater Demon, mage, dragon, etc.

Minor Fire Elemental

A walking wall or pillar of fire usually with vague humanoid features or shape. Basically a smaller version of the Major Elemental. Often appears as a flaming humanoid or walking wall of flame, usually with one or two blazing yellow eyes, and a large toothless maw. These are usually independent Elemental beings, not fragments from an Elemental Intelligence.

Alignment: Generally considered Anarchist or Miscreant.

Attributes of Note: I.Q. 5, P.S. 2D6+12, P.P. 1D6+16, Spd 6D6+40

M.D.C.: 1D6x100 on Rifts Earth. (Has 5D6x10 for Hit Points, 3D6x10 S.D.C. and an A.R. of 14 in S.D.C. environments.)

Horror Factor: 14

P.P.E.: 1D4x100

Size: 8-12 feet (2.4 to 3.6 m) tall.

Weight: Not applicable.

Natural Abilities: Can control itself from automatically setting fire to any combustibles it touches, but this requires concentration (-1 on attacks per melee and -1 on initiative). Does not breathe air, sees heat emanations equal to thermo-imaging (1200 feet/366 m), nightvision 600 feet (183 m), can accurately measure temperature, magically understands all languages, bio-regenerates 1D4x10 M.D.C. every minute (four melees).

Special: Limited Invulnerability: Impervious to normal weapons, poison, fire, heat or cold, and even Mega-Damage kinetic type weapons and attacks, such as M.D. punches, kicks, rail gun rounds, explosives and Vibro-Blades, inflict no damage, they just pass right through! Note that large explosions (80 M.D.

or more) inflict no damage but will cause the Elemental to disperse, losing two attack/melee actions while it reforms itself.

Vulnerabilities: The same as the Major Fire Elemental.

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

Bonuses (attributes included): +7 to strike, +5 to parry, +2 on initiative, +5 to save vs magic, +4 to save vs psionic attacks, +14 to save vs Horror Factor, +14 to save vs possession.

Damage: Restrained punch 3D6 S.D.C. plus P.S. bonus, full strength punch inflicts 1D6 M.D., fire punch 4D6 M.D. (counts as one attack), fire blast: a powerful flaming bolt of energy 6D6 M.D. (counts as one attack, range is 400 feet/122 m), body block/ram 4D6 M.D. plus a 45% chance of knocking one's opponent down and setting him on fire (victim loses two melee attacks putting out flames and loses initiative); counts as two attacks.

Elemental Magic: All level one through four Fire Warlock spells. Opponents need a 14 or higher to save.

Psionics: None.

Habitat: May be encountered anywhere in the world, though usually under the control of a mortal power, Greater Demon, mage, dragon, etc.

Major Water Elemental

A Major Water Elemental is usually a fragment from an Elemental Intelligence, but other times may be an independent Elemental being. It can appear as a sort of gelatinous mass, like a giant teardrop, or as a wall or pillar of flowing water, to a lumbering creature of ice or a bizarre collection of sea creatures molded into a vaguely humanoid body (the latter being a favorite more than half the time). As one might expect, the sea creatures are sheathed in a sheet of flowing water, as if contained within an invisible force field in the shape of a humanoid. When the Major Elemental is done with them, they are redeposited into the water where they return (mostly) uninjured to their normal life.

Alignment: Generally considered Anarchist or Miscreant.

Attributes of Note: I.Q. 1D4+4, P.S. 3D6+44, P.P. 1D6+20, Spd 2D4x10 on dry land, but travels through water at Mach one (about 670 mph/1072 km).

M.D.C.: 2D6x1,000 on Rifts Earth. (Has 1D4x1000 +6D6x10 for Hit Points, 1D6x1,000 S.D.C. and an A.R. of 14 in S.D.C. environments.)

Horror Factor: 14

P.P.E.: 3D6x100

Size: 20-40 feet (6.1 to 12.2 m) tall and weighs 10-14 tons.

Natural Abilities: Does not breathe air, nightvision 3000 feet (914 m), see the invisible, sense water within a 100 mile area (160 km), can accurately measure precipitation and predict storms, fog, tidal waves, etc., at 97%. Magically understands all languages, and bio-regenerates 1D4x10 M.D.C. every melee round.

Special: Limited Invulnerability: Impervious to normal weapons, poison, fire, heat or cold, and even Mega-Damage kinetic type weapons and attacks such as M.D. punches, kicks, rail gun blasts, explosives and Vibro-Blades inflict no damage, they just slosh right through it. Note that large explosions (100 M.D. or more) inflict no damage, but cause the Water Elemental to disperse, losing one attack/melee action while it reforms itself.

Having a great weight drop or slam into it, and falls from great heights do only 10% their normal damage, but temporarily splatter the elemental. It takes 1D4 melee rounds for the creature to literally pull itself back together — it cannot use its magic or launch attacks until it reforms itself.

Special: Complete Invisibility in Water: The Water Elemental can complete merge/disappear within a larger body of water and is completely undetectable even by sonar, but must show itself to attack.

Special: Seep Through Cracks and Openings: The Water Elemental can flow through small cracks, keyholes, and similar openings (counts as one melee action).

Special: Water Jet: A powerful burst or jet of water that feels like a punch. Range: 100 feet (30.5), Mega-Damage: 1D4x10 (does double damage to vampires and Fire Elementals).

Special: Create a Slick Spot: Can deliberately secrete a thin, slick coating of water or frost on the ground where it has walked, making it difficult for others to walk without slipping. Characters who don't reduce their speed by 25% must roll to maintain their balance or a dodge (15 or higher) to prevent slipping and falling. The fall does 1D4 S.D.C. damage and the character loses initiative (if he had it) and one melee attack. The coating of water or frost also means that those who walk over it will leave tracks in it as well as for 1D4x10 yards/meters after exiting it from wet (possibly muddy) feet.

Also see Damage for special smothering attack.

Natural Abilities in Energy Form: Impervious to all but fire and M.D. energy attacks, magic, and psionics. Natural telepath, range is 300 feet (91.5 m), can sense the presence of water within 100 miles (160 km). Fly and hover in energy form, maximum speed of 200 mph (320 km). Appears as a glowing white or green energy sphere.

Vulnerabilities: As per general info for all Elementals, plus magic fire attacks and heat/fire-based weapons inflict *double damage!* Magical water attacks do normal damage. Cold-based magic does half damage.

Attacks per Melee: Eight hand to hand attacks per melee or six spell attacks per melee.

Bonuses: +3 on initiative, +4 to strike, +3 to parry, +6 to dodge, +3 to pull punch, +3 to roll with impact, +6 to save vs magic, +4 to save vs psionic attacks, and impervious to Horror Factor and possession.

Damage: As per Supernatural Strength or special attacks.

Special: Smothering Attack: The Water Elemental can engulf an opponent with part or all of its watery body. Characters need a P.S. of 12 or greater to pull themselves free or need to be pulled free by a comrade or magic (telekinesis, levitation, fly, etc.). A character whose head is covered will suffocate and die within 1D4+1 minutes and is limited to one attack per melee round while engulfed. Of course characters clad in environmental body armor or face mask and oxygen supply/diving gear, or with a bionic oxygen implant, are not in danger of suffocation nor do they suffer from the above penalties. **Note:** A water smothering attack on vampires does 3D4x10 damage per melee round and a punch from a Water Elemental does 5D6 damage to the undead and any creature with water as a weakness.

Elemental Magic: ALL Water Elemental magic equal to a 10th level Warlock in regard to damage and duration, but spell ranges are 100 times greater than the range of a first level spell. Other

spells include See Aura, See the Invisible, Breathe Without Air, Swim as a Fish, Extinguish Fire, Paralysis: Lesser, Escape, Calling, Purification (food and water), Constrain Being, Commune with Spirits, Negation, Oracle, Banishment, Sanctum, Exorcism, Restoration, Remove Curse, and Heal Wounds. Opponents need a 15 or higher to save.

Psionics: None.

Habitat: May be encountered anywhere in the world, though usually under the control of a mortal power, Greater Demon, mage, dragon, etc.



Minor Water Elemental

Appears as a humanoid fountain of water or walking wall of water, often with one or two crystalline blue eyes and a large, toothless maw. These are usually independent Elemental beings, not fragments from an Elemental intelligence. Whether these Minor Elementals are young Intelligences or other beings remains a mystery.

Alignment: Generally considered Anarchist or Miscreant.

Attributes of Note: I.Q. 5, P.S. 2D6+20, P.P. 1D6+15, Spd 1D6x10+10 on dry land; speed is doubled in water.

M.D.C.: 1D6x100+50 on Rifts Earth. (Has 5D6x100 for Hit Points, 3D6x10 S.D.C. and an A.R. of 13 in S.D.C. environments.)

Horror Factor: 12

P.P.E.: 1D6x100

Size: 5 to 10 feet (1.5 to 3 m) tall.

Weight: 1000 to 1600 pounds (450 to 720 kg).

Natural Abilities: Does not breathe air, sense water within a 10 mile area (16 km), nightvision 300 feet (91.5 m; can see in total darkness), can accurately measure precipitation and predict storms, fog, tidal waves, etc. Magically understands all languages, bio-regenerates 1D4x10 M.D.C. every minute (four me-les).

Special: Limited Invulnerability: Same as the Major Water Elemental.

Special: Complete Invisibility in Water: The Water Elemental can completely merge/disappear within a larger body of water and is completely undetectable even by sonar, but must show itself to attack.

Special: Seep through cracks and openings: The Water Elemental can flow through small cracks, keyholes, and similar openings (counts as one melee action).

Special: Water Jet: A powerful burst or jet of water that feels like a punch. Range: 100 feet (30.5), Mega-Damage: 3D6 (does double damage to vampires and Fire Elementals).

Special: Create a Slick Spot: Same as the Major Water Elemental.

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

Bonuses (in addition to attributes): +1 on initiative, +6 to strike, +4 to parry, +1 to pull punch, +5 to save vs magic, +4 to save vs psionic attacks, +14 to save vs Horror Factor, +14 to save vs possession.

Damage: As per Supernatural P.S.

Special: Smothering Attack: Same as the Major Water Elemental.

Elemental Magic: All level 1-4 Water Warlock spells. Opponents need a 14 or higher to save.

Psionics: None.

Habitat: May be encountered anywhere in the world, though usually under the control of a mortal power, Greater Demon, mage, dragon, etc.

Ice Monster

Minor Water Elemental

A different type of Minor Elemental is one that assumes the bipedal shape of an ice monster, typically with sharp, ice dagger claws and icicle teeth. A constant cold mist emanates from the Ice Elemental like the steam that rises from a melting icicle in a hot room. This manifestation provides the Water Elemental with greater strength and M.D.C., but a bit less mobility than the fluid water form.

Alignment: Generally considered Anarchist or Miscreant.

Attributes of Note: I.Q. 5, P.S. 2D6+26, P.P. 1D6+13, Spd 1D4x10 on dry land; +20 in water.

M.D.C.: 1D6x100+200

Horror Factor: 12

P.P.E.: 2D6x100

Size: 7 to 12 feet tall (2.1 to 3.6 m).

Weight: 1600 to 2000 pounds (720 to 900 kg).

Natural Abilities: Impervious to ocean depths/pressure, cold,

poison, chemicals, drugs, and disease. Does not breathe air. Nightvision 600 feet (183 m), sense water within a 10 mile (16 km) range, Underwater/Land Navigation 90%, magically understands all languages, prowl in/underwater 70%, and bio-regenerates 1D4x10 M.D.C. every minute (four melee rounds) Can also accurately measure precipitation and predict storms, fog, tides, etc., 90%.

Create an Ice Slick (Special): Deliberately creates a thin, slick coating of ice on the ground where the Elemental either has walked or points, making it difficult for others to walk without slipping. Characters who don't reduce their speed by 33% must roll to maintain their balance or a dodge (15 or higher) to prevent slipping and falling. The fall does 1D4 S.D.C. damage and the character loses initiative (if he had it) and two melee attacks. The coating of ice also means that those who walk over it will leave tracks on it and beyond it for 1D4x10 yards/meters from wet (possibly muddy) feet.

Also see Damage.

Attacks per Melee: Four hand to hand attacks per melee or two spell attacks per melee.

Bonuses (in addition to attributes): +3 on initiative, +2 to strike, +3 to parry, +1 to pull punch, +2 to roll with impact, +4 to save vs magic, +2 to save vs psionic attacks, impervious to Horror Factor, and +14 to save vs possession.

Damage: As per Supernatural P.S.

Special: Arctic Blast: A powerful blast of icy cold that inflicts 1D6 M.D. (counts as one attack), range is 400 ft (122 m).

Hurl Ice Daggers (Special): The Ice Elemental can simultaneously fire four ice shards or daggers at one particular target. Range: 100 feet (30.5 m), Damage: 1D6 M.D. (does 4D6 damage to vampires and double damage to Fire Elementals).

Ice Breath (Special): The Ice Elemental can breathe forth a burst of icy particles and bone chilling cold that coats whatever or whoever is breathed upon with a thin layer of frost and inflicts either 4D6 S.D.C. damage or 1D4 M.D. – plus reduce the combat bonuses of the chilled character by half for one melee round, unless he makes a save vs magic (14 or higher). Range: 40 feet (12.2 m).

Elemental Magic: All level one through four Water Warlock spells. Spell strength is 14 (opponents need a 14 or higher to save).

Psionics: None.

Habitat: May be encountered anywhere in the world, though usually under the control of a mortal power, Greater Demon, mage, dragon, etc.

Notes: Appears as a humanoid made of ice or a walking mound of ice and snow, often with one or two crystalline green eyes and a large, icicle encrusted maw. These are usually independent Elemental beings, not fragments from an Elemental Intelligence.

Nightbane® RPG

Conversions

New text & conversions by Kevin Siembieda

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Rifts Earth is something of a dimensional nexus in and of itself. A portal to a thousand – perhaps tens of thousands – worlds and dimensions. Ironically, despite the fact that Rifts Earth is “connected” to so many other realities, the link to the *Darklands* is a very narrow one. Unlike the Earth Dimension of the Nightbane reality where the Darklands and Earth are only a hair apart and mirrors serve as the portal from one reality to the other, Rifts Earth is a trillion miles away and one must travel through a thousand doors to reach it from the Darklands, and vice versa. Consequently, it is a rare (and terrible) thing for the denizens of the Darklands to make it to Rifts Earth. When they do, however, it can be a dangerous time for all parties concerned.

Humans & Doppelgangers, the link to the Darklands

For every mortal human born on Earth – and we do mean “human,” not D-Bees – there is a Doppelganger living in the *Darklands*. This Doppelganger might be thought of as an evil clone or dark reflection of those living on Earth. It is the same age. The same size and appearance. And, through arcane magic, has the same (or mostly the same) knowledge and memories. Some wonder, in fact, if the Doppelgangers of the Darklands are not some strange manifestation of dreams and desires born from Earthlings and given birth as some supernatural aberration in a strange alien dimension. A base and terrible dream-self waiting to *swap places* with the dreamer. And that's exactly what happens on Rifts Earth. When a mortal human, be he a latent Nightbane or psychic, mystic or ordinary Joe, enters the Darklands – whether by intent or by accident – an evil Doppelganger takes his place in the “real” world. Those unfam-

miliar with the Darklands (and that's most people of Rifts Earth) aren't even aware that the "swap" has occurred. Thus, while the "real" people explore the wonders and terrors of the Nightlands, their evil Doppelgangers have free rein in the world they have left behind. Unaware that an evil clone now impersonates them on their home world, dimensional adventurers may remain absent from Earth for months, years or decades, leaving the evil Doppelganger to do as it pleases, destroying the real character's good name and reputation. And once a Doppelganger finds its way to Earth, it remains there even if the original individual leaves the Darklands or returns home.

In order to return to Rifts Earth, the character must find a "Mirror" or "Reflecting Portal" (typically a nexus point over, on or near a lake, stream, pond, pool, sea or other body of water, sometimes an actual mirror) to return to his Earth of origin. Characters who are unaware that the Doppelganger even exists may travel and adventure for years without realizing their wicked clone is also out there causing trouble. Mayhem and evil deeds for which the actual character is likely to be blamed. Worse, if the character goes dimension hopping, the Doppelganger is left free rein to run amok on Earth indefinitely. The only way to rid the world of a Nightlands Doppelganger is for the original individual to find and destroy his Doppelganger! This action does *not* actually kill the infernal creature but breaks its hold on the Rifts Earth reality and forces another swap, sending it back to the Nightlands and leaving the human back in the space and time where he belongs.

D-Bees, demons and creatures of magic *may* also Rift to the Nightlands if they have been there before or know how to find it, but they do NOT have a Doppelganger to replace them, nor can the Nightlords use them to build a bridge to Rifts Earth.

The Nightlands' Invasion

To the Nightlords and their Princes, the *Doppelgangers* represent an anchor to *Rifts Earth*, and the only means by which they can travel to that reality. For only after a Doppelganger has entered the Rifts Earth reality can the Nightlords begin to feel that world and reach for it. However, while a Nightlord can send as many as 50 Minions into the world for every one Doppelganger under his rule, he cannot enter Rifts Earth himself until there are at least *one thousand* Doppelgangers waiting for his arrival. To facilitate such a turn of events, the first Doppelganger must trick other humans into traveling to the Nightlands. A task that becomes easier and easier with each new passage. To do this, the Doppelganger must have access to a ley line nexus or dimensional portal, or dimensional portal magic. Opening a portal to its native Darklands is the only magic spell the average Doppelganger can cast (unless its human counterpart is a practitioner of magic, then it knows all the spells of its shadow self). The cost is a meager 300 P.P.E., but it must be cast only at night and requires a full-length mirror or body of water to serve as the doorway through which the human must pass.

When one thousand Doppelgangers sworn to one specific Nightlord (and several Night Princes who serve under him) arrive, that Nightlord or three of his Night Princes may enter that Earthly reality. **Note:** In the Nightbane® RPG the number is 100,000, but on Rifts Earth where magic energy is so strong and

the veils of reality so frequently collide, the number is much lower. Ironically, in the Nightbane® RPG setting, Dark Day has sent so many Doppelgangers and Minions to Earth that there are hundreds of thousands of them, and the wall between the light of mortal Earth and the dreaded Darklands is paper thin. On Rifts Earth, the task is actually much more difficult. For one thing, humans recognize and fear the supernatural, making them difficult to be duped by a stranger. Additionally, few have any desire to travel through a dimensional Rift to another world. That limits the Doppelganger to those he or she can trick or deceive, and adventurer types who are much more daring than the average person.

Nightbane® and Nightlords™

How or why the Nightlands are linked to Earth and humanity is a mystery even to the Nightlords. The two may have existed as shadows of one another since the beginning of time – who knows? For each parallel dimension where Earth exists, there is the Nightlands twin just out of sight, but never too far away. On Rifts Earth, where a thousand realities collide, the Nightlands are a distant and difficult realm to reach. There are no Nightbane on Rifts Earth unless they come from another Earthly dimension or are "awakened" by the presence of a Nightlord or Night Prince who has managed to make his way to Rifts Earth.

The Nightbane are the antithesis of the Nightlords. A sort of human antibody to invaders from the Nightlands. Whenever a Nightlord or Night Prince enters the reality of Earth, one hundred Nightbane are born. Likewise, when more than a dozen Doppelgangers swap places with their mortal counterparts, or a dozen other Nightlands Minions enter our reality, a Nightbane is born to counter each. Instinctively, the Nightbane recognize the denizens of the Nightlands as their mortal enemies. Instinctively, the Nightbane can switch from facade to morphus and draw on supernatural powers and gifts to battle the night monsters. So it has been in a hundred different realities, so it is on Rifts Earth. Only here, members of both sides are more powerful than in other Earthly realities. Those from the Nightlands are Mega-Damage beings. So are the Nightbane in their inhuman "morphus" form – and they are invisible, completely undetectable by the Minions of the Nightlands when in their human "facade." However, as humans they are fragile S.D.C./Hit Point creatures. Furthermore, if their human identity becomes known to a Nightlord or his henchmen, that individual is sought out in his human facade and slain before he can transform into his supernatural morphus alter ego. A difficult task because the transformation takes place in a matter of seconds (one melee round), so the evil ones must strike quickly and often without warning lest they face the wrath of an empowered and angry Nightbane.

Dark Minions

Denizens of the Nightlands

Described below are some of the most common denizens and monsters of the Nightlands with stats modified for use in **Rifts®**. They are all the minions of the Nightlords and Princes and may be sent to Earth as infiltrators, spies, assassins, henchmen or part of an invasion force.

Ashmedai

The Crawling Horrors

Many are the fearsome stories about the Ashmedai, the monstrous servants of the Nightlords said to live in some hellish dimension until the Nightlords summon them. Some legends claim the Ashmedai are actually Nightbane, and that their horrible worm-like forms are the Nightbane's True Shape. Some tales make them the guardians of the mythical Formless Ones, a warrior race who switched allegiance when the Ba'al demons invaded the Nightlands.

As an independent race, they have more initiative and self-reliance and are often used by the Nightlords on *special missions* where the servile Hounds and Hunters won't do. This also means the Ashmedai may act independent of the Nightlords and visit Rifts Earth as demonic free agents. These demons may work alone or join forces with other demons and evil powers, but the worms' malevolent natures make it impossible to form a lasting alliance with any other beings. They enjoy causing trouble and mayhem and hunt humans for pleasure. On Rifts Earth, they have added Dog Boys, Psi-Stalkers, psychics and sorcerers to their list of challenging and desirable opponents. From time to time, nests of these crawling horrors are found in cities throughout Rifts Earth, where the demonic monsters hunt at will. Fortunately, these nests seldom have more than 4-16 of these horrid things.

The true form of the Ashmedai is a worm-like, fleshy giant, with no apparent eyes and four long tentacles protruding from the sides of their serpentine trunk. Their heads are dominated by a gaping maw filled with sharp teeth and four main fangs in each corner. However, the creatures are master shape-shifters able to assume *any* form they desire. The demons can hide themselves in a human or animal shape, undetected and unsuspected. Only some magical spells, psychic powers and Nightbane Talents can unmask the creatures.

In addition to their shape-shifting abilities, the Ashmedai have limited psionic powers that enable them to act as spies and manipulators. A race of supernatural predators, the Ashmedai live not on flesh but on the *life force* of their victims (also known as Potential Psychic Energy/P.P.E.). While the monsters often bite and tear the victim's flesh, they rarely eat much, if any, of it. The only goal of their brutality is to "flavor" the life energies with terror and agony (also, the victims' P.P.E. reserves are doubled at the moment of death). When hunting on their own, the Ashmedai enjoy stalking and toying with their victims.

Their shape-shifting powers make them ideal agents for the Nightlords and other greater supernatural powers. Although the Ashmedai are not adept enough at imitating individuals (base 25% chance of successfully imitating a particular human), they are great for espionage and assassination missions. Some Ashmedai have joined the ranks of the Federation of Magic, where they masquerade as both loyal zealots who support Lord Dunscon and dissenters who challenge him. Since they enjoy chaos and trouble, they find the dichotomy fun. Rumor has it that the Ashmedai were also among the demonic agents called upon by the sorcerers of Tolkeen. If true, it is possible a few still linger in the battle zone and *may* even be impersonating a few Coalition soldiers!

Alignment: Typically Diabolic (50%) or Miscreant (40%), with a few Aberrant (10%).

Attributes: I.Q. 2D6+12, M.E. 2D6+10, M.A. 2D6+10, P.S. 3D6+14, P.P. 2D6+12, P.E. 3D6+12, P.B. 1D4 (or varies with shape), Spd 1D4x10. Attributes are considered to be Supernatural.

Size (true form): 8 to 12 feet (2.4 to 3.6 m) from top of the head to the tip of the tail. The tentacles have a reach of 6 feet (1.8 m). Size varies and can be smaller to impersonate humans and other beings.

Weight (true form): 300 to 800 lbs (135 to 360 kg).

M.D.C.: 4D6x10 +190 on Rifts Earth. (Has 2D4x10+20 for Hit Points, 3D6x10+150 S.D.C. and an A.R. of 9 in S.D.C. settings). Reduce M.D.C. by 100 while wearing a human-sized shape, and -120 when the size of a medium dog, and -150 M.D.C. in a tiny form like that of a bird, rat, or mouse. No penalty for large identities.

Horror Factor: 14 when its true form is revealed.

P.P.E.: 2D4

Natural Abilities: Special: Supernatural Vision: Although the Ashmedai have no eyes in their true form, they can see through supernatural senses. They can see the invisible and in total darkness (up to 2000 feet/610 m). This works in any and all forms it may select. Bio-regenerate 1D6x10 M.D.C. every minute (4 melee rounds).

Special: Shape Shifting: The Ashmedai can change shape at will into the form of any living creature, from a mouse to an elephant. It is believed that mouse-size is the limit and they cannot transform themselves into insects. While wearing an animal form, the Ashmedai can use all the abilities of that form (such as flight, running, swimming, etc.). The Ashmedai can even create monstrous shapes for themselves, with claws, sharp teeth, etc. (refer to the *Nightbane Creation Tables* for some available appearances and abilities). Bionics and other inorganic modifications are beyond their abilities, however. Changing into a small creature temporarily reduces the Ashmedai's M.D.C. Changing from one form to the next counts as one melee attack/action.

Attacks per Melee: Five, and it may have some Weapon Proficiencies.

Damage: In true form, a tentacle adds 2D6 M.D. to the usual Supernatural P.S. damage.

Bonuses: +3 to strike, parry and dodge, +5 to roll with fall or impact, +5 to pull punch, +3 save vs magic, +5 to save vs psionics, +8 to save vs Horror Factor. Not counting attribute bonuses.

Magic Powers: None.

Psionic Powers: Alter Aura, Empathy, Mind Block, See Aura, and Telepathy. I.S.P.: 2D4x10+20 points.

Average Life Span: 300 years, but some have lived much longer.

Experience Level: 1D6+1 (equivalent to a Burster O.C.C.).

Vulnerabilities/Penalties: No special vulnerabilities, though they grossly underestimate mortals and love to kill and instigate trouble.

R.C.C. Skills: Can learn 8 skills from any category (but cannot ignore prerequisites), with a +10% bonus plus I.Q. bonus, and an additional 12 Secondary Skills. Combat bonuses from physical skills apply only to a *human or humanoid shape*. Cannot learn any hand to hand combat skills (already has instinctive skills).

Allies: As servants of the Nightlords, the Ashmedai often work side by side with Hounds, Hunters, and Hollow People. Independent Ashmedai may work for or with anybody, and often sell their services as spies, assassins and mercenaries to other evil beings.

Note: Ashmedai are known to covet magic and use magic weapons and artifacts. One such magic item used by elite agents of the Nightlords is an ancient artifact known as *Nightbane's Skins*. These black capes are silky and light, and when worn are absorbed into the skin until the wearer chooses to remove them. While the Skin is worn, the wearer will "read" as Nightbane, by the senses of other Nightbane, magic spells of detection, and psionic powers. Using this artifact will drain the user of all his P.P.E. until it is removed (P.P.E. recovers as normal). A human (or, for that matter, a vampire) wearing this cape would also register as a Nightbane.

Doppelganger R.C.C.

Optional Player Character

The most common denizens of the Nightlands are Doppelgangers who look *exactly* like normal humans, although slightly paler. More extraordinarily, they look exactly like specific people living on Earth! That's right, almost every *adult* human on Rifts Earth has an exact double living in the Nightlands! A double with the exact appearance in every way, but the similarities go beyond physical appearance. Doppelgangers know *most* of what their human doubles know: Their skills, abilities and capabilities correspond almost exactly with their counterparts' knowledge. Even their personalities (and alignment) are somewhat related, although some Doppelgangers tend to have a twisted version of their doubles' personality, exhibiting the *worst traits*, including many that are typically repressed or buried in the real person's psyche. As a result, most Doppelgangers (80%) are the exact opposite of their doubles (this means that some Doppelgangers of evil people are actually moral, decent beings). Others are completely similar in their physical and mental state as well as alignment.

On Rifts Earth, a Doppelganger can coexist with its originator in the world. Ordinarily, a Doppelganger will die within 48 hours unless he finds and kills his double or one of them (human or Doppelganger) goes back to the Nightlands. That is not the case on Rifts Earth, because the immeasurable level of magic energy, presence of the supernatural and melding of numerous different realities changes the environment so the Doppelganger and the actual Earthling can exist simultaneously in the same world. Of course, the Doppelganger is aware of his twin (the human usually is not), and so it typically travels away to make its own life far from its human twin. Then again, other Doppelgangers may choose to co-exist nearby, double as the real Earthling to plunder that character's assets before moving on, or kill him and usurp that person's identity. A good guy suddenly turned bad could be a Doppelganger.

Nightlands Doppelgangers are not born or created. They seem to manifest spontaneously in the Nightlands, usually at some point in their double's teen years or early adult life. The Doppelganger then ages at the same rate as its human double. However, if the human double dies or is slain, the Doppelganger

is frozen at the age of their demise and lives for as long as a century without growing older.

Most Doppelgangers in the Nightlands are in a permanent state of daze, seemingly unaware of their nature and their abilities. Their lives in the Nightlands are nightmarish mockeries of the lives of their doubles. The creatures get up every "morning" and go to work, eat, and play. They are constantly victimized and bullied by the more powerful and independent dwellers of the Nightlands. Sometimes, Hunters and other predators use Doppelgangers for "target practice" before they are transported to Earth. The fact that the mortality rate among Doppelgangers is higher than among humans might explain why only one-third to one-fifth of all Earth adults have a living double in the Nightlands.

When the Nightlords need the services of a Doppelganger, the unfortunate is brought before them and "awakened" through psionic stimulation and torture. Awakened Doppelgangers realize who and what they are and are filled with an urge to go to Earth, which they regard as a heavenly world where they can find happiness. Many of them gladly serve the Nightlords for a chance of living in the "World of Light," as they call Earth, even for a short while. Most awakened Doppelgangers feel a combination of jealous hatred and envy towards their doubles, and will happily murder them.

Once in a while, Doppelgangers awaken spontaneously. Several different circumstances can bring about this event. Sometimes, the death of their Earth double will create a form of psychic backlash that will snap the Doppelganger out of his daze. Being brought to Earth (usually by accidentally being swept up by a dimensional anomaly) will automatically awaken the Doppelganger – who will realize he has 48 hours to either return to his world or replace his double if he is to survive.

Good Doppelgangers. Not all Nightlands Doppelgangers are evil monsters. Many who awaken are of good or selfish alignments and choose to oppose the Nightlords and other evil beings. Not all awakened Doppelgangers feel compelled to go to Earth, either. An awakened Doppelganger can live in the Nightlands indefinitely without killing his human mirror image on Earth. Likewise, if the Doppelganger travels to Rifts Earth (and most do), both can continue to exist without conflict, provided the Doppelganger (who knows there is another one of him) avoids contact with that individual.

As villains, Doppelganger characters make great spies and assassins. Humans who know about them must constantly worry that someone among them may actually be an enemy Doppelganger, or worse, has killed a friend or ally and has taken his/her place in their organization. The vast number of these creatures waiting in the Nightlands can only add to the level of suspense, drama, suspicion and paranoia of the game setting, particularly a scenario where a Night Prince or Lord has actually managed to get a foothold in our world.

One last fact of note: *Nightbane* never have Doppelgangers, which seems to indicate that Nightbane are indeed a completely separate species.

Creating Doppelganger Characters

There are two ways to create a Doppelganger.

One, "Random" Doppelgangers should be rolled up as per the table below. Skills can be determined randomly or as the Game Master sees fit.

Two, when creating the Doppelganger of a specific person, use the same attributes as the person in question (or roll up the same as a typical human). Regarding skills, roll 1D6 for each skill: A result of 1 or 2 means the skill is not known by the Doppelganger, a 3-4 means it is known at the same skill level, and a 5-6 means it is known, but at -10% of the human's level.

Player character Doppelgangers are rolled up normally. A character who opposes the Nightlords will be considered a traitor or a fool. Thus, if captured by Dark Minions, the character will be tortured before he or she is finally slain. It might even be possible for one player to run a normal human and for another to play his twin-like Doppelganger, since both can exist simultaneously in Rifts Earth. This option is only recommended to mature role-players.

Alignment: Any; when creating a specific individual's Doppelganger, roll percentiles (or choose one):

01-20% Same alignment.

21-50% One "category" down the scale (for example, Principled becomes Scrupulous, or Aberrant becomes Miscreant).

51-70% One "category" up the scale (for example, Anarchist would be changed to Unprincipled; Principled characters stay the same).

71-80% Total opposite: Good and selfish characters become evil (Principled and Scrupulous are changed to Diabolic, Anarchist is changed to Aberrant, and Unprincipled is changed to Miscreant) and vice versa.

81-00% Random change; roll 1D6 to determine what the Doppelganger's alignment is, counting right after the alignment of the double (for example, if the character was Aberrant, a roll of 1 would mean a change to Diabolic, 2 would go back to the "top" and be Principled, 3 would be Scrupulous, and so on).

Attributes: I.Q. 3D6, M.E. 3D6, M.A. 3D6, P.S. 3D6, P.P. 3D6, P.E. 3D6, P.B. 3D6, Spd 3D6, except has Supernatural Strength. If a copy of a specific character, use the exact stats for that already existing character, only P.S. is Supernatural.

Size and Weight: Varies, but within human range. Identical to already existing characters.

S.D.C./Hit Points: Use normal rules, but add 20 to the total S.D.C.; Doppelgangers are slightly more resilient than normal humans, but they are still Hit Point and S.D.C. creatures. M.D.C. body armor will be required to survive Mega-Damage combat and settings.

Horror Factor: 9 when their true nature is revealed.

P.P.E.: 1D4; Doppelgangers have less average P.P.E. than most humans. The exceptions are Doppelgangers of human practitioners of magic, who have two-thirds the P.P.E. of their counterparts (i.e., if a human sorcerer had 120 P.P.E., his Doppelganger would have 80 P.P.E.).

Natural Abilities: Doppelgangers do not need food or water to survive, although they enjoy the experience of tasting food. They live by absorbing ambient P.P.E. They heal damage faster than humans, too: One Hit Point/S.D.C. plus P.E. bonuses (if any) of damage are healed every hour! Also, Doppelgangers are immune to the vampire's slow kill bite (see *Rifts® World Book One: Vampire Kingdoms™*) and cannot be turned into the undead, though they can be killed by them.

Attacks per Melee: Same as humans or its existing identical clone.

R.C.C. Skills: Same as a normal human. When creating a player character Doppelganger, determine the O.C.C. of their counterpart to see what skills are available.

Damage: As per Supernatural Strength.

Bonuses: Awakened Doppelgangers are at +2 to save vs Horror Factor. All other bonuses are the same as for normal humans or identical to their human twin.

Magic Powers: Doppelgangers of human magicians can use magic; the rest have no magic abilities.

Psionic Powers: Before they awaken, Doppelgangers have no psionic powers. After their awakening, 01-40% of all Doppelgangers gain minor psionic abilities. Select two powers from one of the three categories, Physical, Healing or Sensitive. Doppelgangers of psychic characters gain all the human's powers and two-thirds of their I.S.P.

I.S.P.: M.E. plus 2D6, or two-thirds of the human counterpart's I.S.P.

Average Life Span: 200 years after appearing in the Nightlands (usually appears fully-grown in the late teens).

Experience Level: Varies, same as humans. If their counterpart is killed, Doppelgangers start at the same level as their mirror image and can advance in level normally. Awakened Doppelgangers can advance in level beyond their double's current experience level if they are more active.

Vulnerabilities/Penalties: Magic artifacts and magic weapons inflict *double damage* to Doppelgangers, but not magic spells.

Alliances and Allies: Doppelgangers who serve the Nightlords work under the supervision of Hounds, Hound Masters, Night Princes, Hollow Men and human cultists. Those who fight their former overlords often work alongside Nightbane, vampires, humans and even Guardians.

Doppelganger Warlord

Nightlord Minion

Most Doppelgangers are treated as slaves, cannon fodder, and pets by the Nightlords and other minions. Even those who have been "Awakened" and have assumed the identity and knowledge of their human counterpart are generally looked down upon by the true demons and monsters of the Nightlands. Occasionally, however, a few of these Awakened creatures have proven themselves too valuable for the Lords to casually discard or destroy them. The best warriors, sorcerers and scholars are sometimes rewarded for their services with a mystical operation that transforms them into mighty, long-lived creatures, far greater than the average Awakened Doppelganger.

The mystical process of transformation involves dipping the candidate into a boiling vat of exotic ingredients, including (it is said) human blood and alchemical elixirs. If the Doppelganger survives (a few are killed by the process), they emerge looking the same as before, but are stronger, heal faster and are physically tougher. Because there is no obvious physical change, some say that the magical transformation is really a test of loyalty, and Doppelgangers with treachery in their hearts are found out and destroyed during the process.

These reborn and improved Doppelgangers become *Warlords*. Only extraordinary individuals are eligible for elevation to Warlord. Many Nightlords prefer to keep Doppelgangers "in

their place,” and feel that rewarding even their best and brightest is detrimental. As a result, only about one third of the Nightlords have any Warlords working for them. Many *minions* of the Nightlords also dislike these “uppity” creatures and consider them unworthy rivals. The Ashmedai and Hollow Men rarely show loyalty or full obedience to a Doppelganger Warlord. Due to this mistreatment, and despite the fact that only the most loyal Doppelgangers are chosen for magical enhancement, several of these creatures have gone rogue. A few have joined the underground movements opposing the Nightlords, while others have escaped into the Waste and other realms of Earthly existence like the Earth of the *Nightbane® RPG* series and Rifts Earth, where they have become bandits, mercenaries or predators.

In the Nightlands, Doppelganger Warlords are given Darkblade swords and axes and black armor reminiscent of the suits worn by the Night Princes, though lighter and sometimes offering less protective covering. Their duties in the Nightlands include leading troops (usually Hounds or lesser Doppelgangers), overseeing slaves, and assisting the Night Princes as bodyguards. On Earth, they dress in normal clothing and act as spies, assassins, saboteurs and infiltrators.

Note: Renegade Doppelganger Warlords (and ordinary Awakened ones too) can be used as player characters if the G.M. allows it. Keep in mind that such “traitors” will be hunted down with particular fierceness by the Nightlords’ Minions, both to prevent them from revealing their secrets to the enemy and to punish them for their betrayal.

Alignment: Any, but most servants of the Nightlords are Anarchist (32%) or evil (66%).

Attributes: Same as the Doppelganger R.C.C., but with a number of bonuses (see below).

Black Armor: Light Armor has 90 M.D.C, Medium: 140 M.D.C. and Heavy: 180 M.D.C. None are environmental suits. May also use or wear other types of body armor (especially if in disguise) available to humans on Rifts Earth.

Size & Weight: Normal human range.

Hit Points: Standard for humans or those of their human clone x2.

S.D.C.: Standard for humans or those of their human clone +120 S.D.C.

Horror Factor: 11 when in their body armor.

P.P.E.: Standard.

Average Life Span: Believed to be magically raised by a factor of 10 or higher, giving an average life span of over 2,000 years!

Natural Abilities: Do not need food or water to survive. They live by absorbing ambient P.P.E. All other bonuses are the same as for normal humans or identical to their human twin, and may include attribute bonuses.

Special: Enhanced Healing: The Doppelganger’s fast healing is speeded up even further; Warlords regenerate one S.D.C. and Hit Point plus P.E. bonuses (if any) per minute.

Experience Level: Average 1D4+3.

Psionic Powers: Before they awaken, Doppelgangers have no psionic powers. After their awakening, 01-40% of all Doppelgangers gain minor psionic abilities. Select two powers from one of the three categories, Physical, Healing or Sensitive. Doppelgangers of psychic characters gain all the human’s powers and two-thirds of their I.S.P.

Magic Powers: Some Doppelganger Warlords are magicians or mystics, just like normal Doppelgangers. In that case, they have higher P.P.E. than normal. Doppelganger Warlords have the same P.P.E. their mortal counterpart had in life (do not reduce like the normal Doppelgangers).

Attacks per Melee: Seven (do not apply Hand to Hand Combat skills).

Damage: As per Supernatural Strength.

Bonuses: Special: +6 to P.S., +3 to P.E., +2 to P.P., +6 to Spd attributes. +1 on initiative and +4 to save vs Horror Factor.

Vulnerabilities/Penalties: Like other Doppelgangers, Warlords take double damage from magical weapons and artifacts, but not magic spells.

R.C.C. Skills: As the Doppelganger R.C.C., but add a +5% bonus to four skills of choice.

Habitat: Can be encountered anywhere, but typically social beings attracted to cities. All creatures of the Nightlands are rare on Rifts Earth.

Allies: As favored servants of the Nightlords, Doppelganger Warlords can command lesser minions like Hounds and Hunters, as well as lesser Doppelgangers. Occasionally, a Warlord will be placed in a position of leadership over such supernatural creatures as the Ashmedai or Hollow Men too, but those creatures do not like to be ordered around by a member of a slave race. Most often, the Doppelganger Warlord will work alongside such creatures or under the command of a Night Prince or an Avatar.

Enemies: Tends to regard other demonic beings as rivals and enemies.

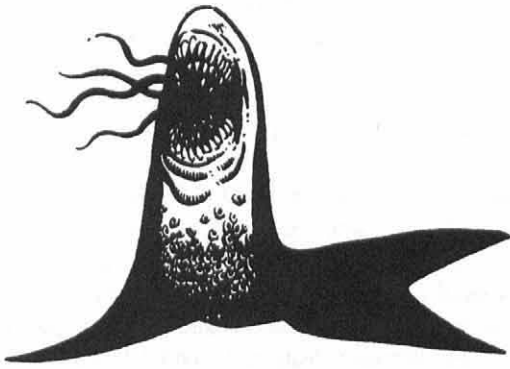
Special Weapons: Varies. In the Nightlands, they are equipped with magical Darkblades (Swords do 2D6 or 3D6 M.D. depending on size, axes do 4D6 M.D., and pole arms do 5D6 M.D.) or weapons usually assigned to the Hounds. On Rifts Earth, they can use any weapon from magic to an energy rifle, whatever the situation demands.

Flesh Lampreys

Minions of the Nightlords

These disgusting supernatural creatures look like a flattened fish or some sort of manta ray. They are said to come from another dimension and that a few Nightlords (among them Lilith) use them when a Doppelganger is not available. The creatures can temporarily take over the body of a human being by invading the victim’s nervous system with its own. This painful and gruesome process occurs when the Flesh Lamprey lands on the victim’s torso (front or back). The creature’s little mouth tears through most clothing and even light or damaged armor (under 20 M.D.C.) in a matter of seconds, then, it stretches itself over its victim’s skin while its head burrows into the flesh. This does 2D4 points of damage directly to Hit Points, which means that weak or sickly targets could die as a result. The head of the monster then extends a number of tendrils which travel through the victim’s body cavities and connect with all major nerve clusters in the body, thus seizing control over the victim’s body.

Once the monster controls the body, it can use it like a puppet, with a few limitations (see *Natural Abilities*, below). This takeover is only temporary, however, because Flesh Lampreys



always end up eating their victims from the inside out! Consequently, using the Flesh Lamprey on a victim only makes sense if one doesn't need to keep the victim alive for more than a few days (two to three weeks at the most). The creatures are still very useful, especially because they appear to be non-supernatural beings, so their biological possession cannot be detected by normal magic or psychic means (telepathy will contact the all-too-aware mind of the victim, which will give the secret away).

Alignment: Diabolic.

Attributes: I.Q. 1D4+10, M.E. 1D6+10, M.A. 1D6+6, P.S. 1D4, P.P. 1D6, P.E. 2D6, P.B. 1D4, Spd 1D6. While inhabiting a human body, use the attributes of the victim.

Size: One foot long and wide (0.3 m), with a thickness of less than one inch.

Hit Points: 1D6+6; does not become a Mega-Damage creature on Rifts Earth.

S.D.C.: 1D6+15

Horror Factor: 13

P.P.E.: 4D6

Average Life Span: 70 years.

Natural Abilities: Special: Biological Possession: Flesh Lampreys can temporarily take control over the body of a human being. When exposed to the skin of a victim, the creature stretches itself over the skin of the torso while its head burrows into the flesh. This does 2D4 points of damage directly to Hit Points. At the end of the process, the victim's nervous system has been completely overtaken by the monster.

The control is absolute, and the monster gains access to all voluntary functions of the victim. This does not include the victim's skills or memory. Only 1D4x10% of the victim's memories and recollections are available to the creature. However, surface memories, including the basic personality of the victim, are clearly accessible. This means a lamprey-controlled human can move, speak and act normally, but may not remember the name of his first cousin or anything about his junior year at college. During all of this, the victim is completely, horribly aware, unable to act, and alone with his thoughts. If telepathic communication is attempted, the psychic making contact will "hear" the victim's desperate screams for help.

The process is only temporary because the Flesh Lamprey will eventually start to feed on the victim, first by absorbing nutrients in the blood, and then actually ingesting the victim's flesh and organs! The feeding process begins 1D4+3 days after it takes control. Every day after the feeding starts, the victim loses 1D4 Hit Points and his P.E. and P.S. are reduced by one point. People will notice a pallor in the skin, loss of weight, and

increasing weakness in the victim. The feeding continues until the victim dies. Death occurs when either Hit Points or the P.E. attribute hits zero.

Removing a Flesh Lamprey is a difficult and dangerous procedure. The creature will not let go of its victim, so pulling it off results in the monster tearing apart the insides of the victim's body, killing him or her instantly!

There are two ways to remove the hideous thing without killing its victim. One is psychic surgery (no further damage to the victim). The other is to kill the creature within one melee round (15 seconds), ideally with one or two strikes; the dead creature falls off and the victim can receive proper medical attention to heal. Conventional medical surgery takes too long to perform and the sentient Lamprey knows what's going on, kills its victim and tries to escape (typically by burrowing completely inside the dead person and then lunging out and slithering away).

Even after the creature is successfully removed, there is no guarantee of mental health. After days or even hours trapped inside your own body while an alien monster controls you and slowly eats you alive, don't expect to come out of the experience with your sanity intact. The victim has to save versus insanity at -8! If the save fails, the victim must roll on the Random Insanity Table. Note: Can only affect mortal, S.D.C. beings, not M.D. creatures.

Immune to Supernatural Detection: For some reason (perhaps because this is not, strictly speaking, a supernatural being and/or because it merges with another being), Flesh Lampreys do not "read" as supernatural monsters, making them hard to detect through magical or psychic means. Powers like Presence Sense, Sense Magic and Sense Evil do not register the creature unless it is clearly visible.

Movement: Flesh Lampreys can slither and climb most surfaces (including walls and ceilings) at a speed of 1D6 (see attribute). It can also coil itself up and spring or leap up to 10 feet (3 m) off the ground or 20 feet (6 m) when leaping down from a perch above ground. If it hits a human or animal body, it will begin burrowing, seeking to take control.

Experience Level: Not applicable.

Psionic Powers: None.

Magic Powers: None.

Attacks per Melee: One hand to hand attack per round.

Damage: The burrowing process tears through most clothing and begins to penetrate flesh and muscle within one melee round. Within two rounds (30 seconds) it has begun to seize control and within three (45 seconds) it is in complete control of its victim. The burrowing action does 2D4 points of damage directly to its victim's Hit Points. That damage is taken at the end of the melee round when it was able to touch skin. Killing or ripping the creature from the body before it can seize control inflicts 1D6 points damage direct to Hit Points, but prevents the creature from taking biological possession.

The monster can be stopped by body armor even if the head is exposed (it cannot seize control through the head, it must attach to the stomach or spine in the back). However, it can bite and gnaw at armor inflicting 1D4 M.D. damage per melee action. Solid metal armor (not chain mail) will completely stop the creature, synthetic fibers like Kevlar and M.D.C. plastics and ceramics can eventually be gnawed through.

Bonuses: +2 to strike, +4 to save vs Horror Factor. When controlling a human body, use the host body's attribute and skill bonuses instead.

Vulnerabilities/Penalties: None per se.

R.C.C. Skills: Can access about a third of all the skills the victim knows, including all language and daily behavior skills, and any skills the victim frequently uses, but at -20% proficiency.

Habitat: Can be encountered anywhere. All creatures of the Nightlands are rare on Rifts Earth.

Allies: Nightlords and Princes.

Enemies: Regards most mortal beings as food and playthings to torture.

Note: The monster is an S.D.C. creature even on Rifts Earth and is powerless against Mega-Damage creatures like dragons, full conversion 'Borgs and M.D.C. armor.



Gauntsteeds

Also known as Undead Horses, Gauntsteeds are strange creatures rumored to be the creation of a Nightlord Sorcerer, but are more likely to be the result of magical mutation or a creature indigenous to another dimension. The animal looks like an emaciated horse, barely skin and bones. However, its appearance masks a ferocious, *predatory* monster, for Gauntsteeds feed on the living flesh of other beings.

Despite their ferocity and carnivorous habits, it is possible to tame a Gauntsteed and use it as a mount. Many members of the Hell Riders have one or more of these creatures instead of a motor vehicle. Although the Gauntsteed can be made to learn commands and follow orders, they are fierce, cantankerous and disloyal; always looking for the first sign of weakness to pounce on their riders. The only way to make a Gauntsteed obedient is to make it truly afraid of its owner. Thus, their riders constantly beat and abuse their mounts. Those who treat them with kindness risk getting bitten, thrown off, or even attacked and killed! Only a few Gauntsteeds have been captured and tamed by people other than the Hell Riders. Some of the poorer Nightlords, especially those who do not have *Living Chariots* available, make do with an ordinary chariot driven by these creatures, or a steed as their riding animal.

Alignment: Miscreant (50%) or Diabolic (50%).

Attributes: I.Q. 2D6, M.E. 2D6+4, M.A. 1D6, P.S. 4D6+10, P.P. 3D6+10, P.E. 3D6+6, P.B. 1D6, Spd 2D6x10; Supernatural P.S. and Endurance, low human-like intelligence.

M.D.C.: 2D6x10 +75 on Rifts Earth. (Has P.E.x2 for Hit Points and 2D6x10+30 for S.D.C. and an A.R. of 10 in S.D.C. settings.)

Horror Factor: 10

Size: Roughly the same as a riding or racing Earth horse.

P.P.E.: 5D6

Natural Abilities: Nightvision 1000 feet (305 m), fast healing (regains half of its M.D.C. after one hour of rest), resistant to magic (takes only half damage from magic spells, magic weapons and hand to hand damage from creatures with Supernatural Strength), and is impervious to disease and ordinary poisons (magic ones do half damage). Magically understands all languages on a basic level, such as simple commands, however, most of the time the animal does not care to follow commands.

Attacks per Melee: Three attacks per melee.

Bonuses (in addition to attributes): +3 on initiative, +2 to strike with hooves, +3 to strike with its bite, +4 to dodge, +4 to save versus magic, +10 to save vs Horror Factor, and is immune to illusions and illusionary effects.

Damage: As per Supernatural P.S. but a kick with the hind legs does an additional +2D6 M.D., while the bite does a total of 2D6 M.D.

Magic: None. Highly resistant to magical attacks and effects, however.

Psionics: None.

Average Life Span: 45 years.

Habitat: Seen only across the plains of the Nightlands. Usually seen in lands haunted by demons and monsters on Rifts Earth (including Russia, China, and the Midwest of North America) but can be found literally anywhere in any climate and conditions.

Value & Allies: Among some Nightlands tribes, a trained Gauntsteed is worth twice its weight in food as a riding steed or watchdog. On Rifts Earth, beings willing to take the risk have been known to pay as much as 50,000 credits for one, though since the creature is semi-intelligent, evil beings often make a deal with the creature to work with them as a sort of partner.

Enemies: Gauntsteeds prey on all living creatures weaker than they, and occasionally hunt (and are hunted by) Lizard Kings, Giant Scorpions and King Crabs as well as other monstrous predators.

Geo-Immortal

Geomantic Immortals come from all walks of life, though most of them are Chinese, Japanese or Koreans who sought immortality by becoming pseudo-demons themselves. Non-Asians are counted among these immortals, but they are a small percentage (6%). These magicians may be good or evil; Immortals of both persuasions have, and do, exist. The power of the ley lines is impartial and neutral, just as a steel sword will cut as deeply when wielded by a sinner as when used by a righteous man. These individuals are mortal humans born on Rifts Earth, the Earth of the past or a parallel Earth dimension, though many now reside in the Nightlands, Wormwood and other dimensions.

All Geo-Immortals are experienced in the ways of magic, dimensional travel, and the knowledge and power of ley lines. As long as they stand on or near one of the "Dragon Roads" (an Oriental term for ley lines), they are very powerful and never

age. When away from them, they remain powerful magicians but begin to age at a normal rate. Nightlords use these greedy beings in many of their schemes, and since the Coming of the Rifts, there are more of these mad sorcerers than ever – primarily in the Orient.

Exactly how one becomes a Geo-Immortal is unknown, but it apparently involves pledging allegiance to some dark power (of which the Nightlords are one) or may involve some years of servitude or special favors. Everything else is a closely guarded secret, as immortals like their numbers to be few. To preserve the secret, the process is forgotten once immortality is achieved. Presumably this is accomplished through some means of magic.

NPC Villain O.C.C.

Alignment: Any, but most are Anarchist (33%), Miscreant (30%), Diabolic (20%) or Aberrant (10%).

Attributes: Human; 3D6 for all categories, but an I.Q. 13 and M.E. 12 are required to become a Geo-Immortal.

O.C.C. Abilities and Bonuses: All knowledge and abilities dealing with ley lines (and they work equally well on Earth, the Nightlands, Rifts Earth, or any world in the Megaverse where ley lines exist). Similar to the Ley Line Walker in that regard. Plus the following:

1. Sense Ley Lines: The Geo-Immortal can sense the presence of ley lines, whether one is near or far, and can try to follow his feeling to the source. Degree of success is 25% plus 5% per additional level of experience. **Range:** 10 miles (16 km) per level of experience.

2. Read Ley Lines: With but a glance, this mage can gain a great deal of information about a ley line, instantly knowing how long the ley line runs, what directions, whether there are nexus points and in what direction they are located, and whether or not there are any Rifts presently open along the line.

3. Ley Line Phasing: The Geo-Immortal also has the power to instantly teleport from one place along a ley line to a specific place alongside the same line. This process takes a great deal of concentration, and cannot be used in combat. After 1D4 melee rounds of concentration, the character can teleport anywhere along the entire length of the ley line. This power can only be used a limited number of times, however; once per level every 24 hour period.

4. Ley Line Vitality: While standing on or along a ley line, the Geo-Immortal can spend 10 P.P.E. to open a connection between the line and his body. This connection lasts one minute (four melee rounds) per level of experience. While it is open, the character will be at +5 P.S., +30 S.D.C., and will regenerate damage at the rate of five S.D.C. and Hit Points per melee round! After the connection is over, however, the mage will feel tired and dizzy. **Penalties:** Loses one melee attack per round, has no initiative, all combat and perception rolls are at a -2 penalty, speed is reduced by half, all skill rolls are at -10% and spell casting is *not* possible! This period of exhaustion lasts 1D4x10 minutes. Spending another 10 P.P.E. staves off the inevitable collapse for two hours, but when the mage finally “crashes” it will be even worse, all the penalties above last 2D4 hours! This power cannot be used again until after the dizzying weakness has passed.

5. Ley Line Healing & Longevity: By simply staying on or near a ley line, the Geo-Immortal can double his healing rate! Furthermore, as long as the character lives near a ley line, the

aging process is arrested, and does not start again until the sorcerer spends more than a full day away from any ley lines (ley lines have a thickness of about half a mile to a mile (a width of 2700-6000 feet/823 to 1828 m). Some truly ancient Geo-Immortals have been known to become obsessed with staying at a ley line to the point of being afraid to leave their enchanted area. These mentally unstable characters employ henchmen and minions to do most of their dirty work and have their enemies brought to them rather than confront them away from the life giving lines of energy.

6. Open Dimensional Portal: While on a ley line nexus, the Geo-Immortal can open a portal between dimensions. This power takes 1D4 hours of concentration, costs 100 P.P.E. (the character CANNOT draw energy from the nexus points to fuel this ability, it must come from him or blood sacrifice) and has a base chance of 01-40% plus 3% per level of experience. If the skill roll is successful, a portal opens to a dimension known to the character. If he does not know of any other dimensions, the only place available is the home realm of the supernatural being he has made a commitment to (in many cases that's the Nightlands, Wormwood, Hades or Dyval). Most sorcerers only know of the Nightlands and the Astral Plane.

7. Initial Spell Knowledge: Geo-Immortals learn the basic principles of magic in a manner similar to the Line Walker and any mage. However, after forging the link to the ley lines he spends less time than his counterpart in the mastery of spell casting and other forms of magic, instead concentrating on expanding his mystic link and view of the Megaverse.

At level one, the Geo-Immortal may select two spells from each magic level one to four, for a total of eight spells – or one Ley Line Magic spell (counts as two). Each additional level of experience, the character can learn/select two new spells equal to his own level of achievement/experience or one Ley Line Magic spell.

8. Learning New Spells: Additional spells and rituals of any magic level can be learned or purchased at any time, regardless of the Geo-Immortal's experience level, but most rarely do so, distracted by the power of ley lines and dimensional travel.

9. Magic Bonuses: +2 to save vs magic (+4 when standing on or near a ley line or nexus point), +3 to save versus possession and mind control, +5 to save vs Horror Factor.

10. P.P.E.: Their link with the ley line network gives the character more inner P.P.E. than most other practitioners of magic. Base P.P.E.: 2D4x10 in addition to the P.E. attribute. Add 3D4 P.P.E. per each additional level of experience. Additionally, the Geo-Immortal may draw energy from ley lines, nexus points, and other people when available.

O.C.C. Skills: Read/Write and Speak Native Language 98%, Basic Math (+25%), Research (+20%), Lore: Geomancy (+25%), Lore: two of choice (+15%), One Technical skill of choice (+10%) and Hand to Hand: Basic, which can be changed to Expert at the cost of two “O.C.C. Related Skills,” or Martial Arts (or Assassin if evil) at the cost of three.

O.C.C. Related Skills: Select ten other skills from any category except Cowboy and Military. Two must come from the Technical or Science category (+5% skill bonus). Plus select one additional skill at levels three, six, nine, eleven and fourteen. All new skills start at the base skill level.

Secondary Skills: The character also gets to select six Second-

ary Skills. These are additional areas of knowledge that do not get the benefit of the bonuses listed in parentheses. All Secondary Skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated.

Experience Level: 1D4+2; they seldom advance beyond 6th level.

Standard Equipment: Map-making utensils, set of ceremonial robes, and equipment and possessions worth no more than 4D6x1000 credits. Most Geo-Immortals strive to possess as many books, scrolls, weapons and items of magic as they can acquire. Some become obsessed with the acquisition of magic and/or power.

Money: Starts with 2D4x1000 in credits, ancient ones usually acquire a fortune.

Habitat: May be encountered anywhere, but the Orient is the most likely place on Rifts Earth.

Enemies: See other practitioners of magic, dragons and supernatural beings as their rivals, and all lesser beings as pawns, cretins and fools. Temporal Raiders are seen as their greatest enemy and rival, and the two races have a long standing feud going on.

Allies: Frequently associate with creatures of magic, demons, and supernatural beings. Geo-Immortals fancy themselves to be demigods in the making, and as such, expect to associate with "fellow" gods and powerful beings. Part of the Geo-Immortal's madness is delusions of grandeur and megalomania.

Giant Scorpions

Giant Scorpions are large predatory creatures said to be normal Earth Scorpions mutated by the magical energies released during their dimensional trip to the Nightlands. These monstrosities tend to hunt alone, attacking any moving object (animals, people and vehicles) and striking without provocation. After stinging and killing their victim, the Giant Scorpion regurgitates digestive fluids on the corpse and then sucks in the dissolving, disgusting mess. They can survive without eating or drinking for several weeks, which allows the monsters to travel great distances in search of food. Once it has found an available food source (such as an inhabited area), the creature cannot be driven off and must be killed, or it will continue attacking and devouring every passerby until it has wiped out all living things.

Giant Scorpions that approach the Nightlords' city-states are usually killed. A few of the most depraved Nightlords, such as Lord Magog, have captured the giant arachnids and use them as pets, guard animals or for gladiatorial contests.

Giant Scorpions sometimes find their way to Earth through dimensional Rifts or are sent to Earth by vindictive and mischievous Night Princes or Minions. Here they are usually wild monsters, but can be controlled and directed by Simvan Monster Riders, Psi-Stalkers and other beings with an uncanny ability to tame or commune with animals. They use the Giant Scorpions as pets, and guard and riding animals.

Alignment: Considered to be a Diabolic predator.

Attributes: I.Q. 1D4+2, M.E. 2D4, M.A. 2D4, P.S. 3D6+20, P.P. 3D6+10, P.E. 3D6+12, P.B. 1D4, Spd 1D6x10+10. Supernatural attributes.

Average Size: Five feet (1.5 m) tall at the shoulder, 8 feet (2.4

m) long without the tail, 15 feet (4.6 m) long counting the tail, and weighs 900-1200 pounds (405 to 540 kg).

S.D.C.: 1D4x100

Hit Points: P.E. x5.

Horror Factor: 14

P.P.E.: 4D6

Average Life Span: 50 years.

Natural Abilities: Nightvision 2000 feet (610 m), quick-healing (1D4x10 points per 24 hours), and can climb on walls and ceilings but at half its normal speed. Land Navigation 90%, Track Humanoids or Animals 65% (+5% to follow blood scent), and Swim 50%.

Poisonous Stinger: The stab of the stinger inflicts 3D6 M.D. plus injects a lethal venom. A save versus lethal poison (14 or higher) is necessary or the character takes an additional 6D6 M.D. points from poison if a Mega-Damage creature or 1D4x100 S.D.C./Hit Point damage if a mere mortal S.D.C. being. The poison feels like the entire body is on fire and imposes a reduction in speed, attacks per melee and all combat bonuses by half. A successful save means the victim takes 1D4 M.D. or 1D4x10 S.D.C. damage and feels nauseous (no penalties). **Note:** This poison does half damage to supernatural beings, but does affect them.

Attacks per Melee: Four.

Bonuses (in addition to attributes): +2 to strike and parry, and +1 to dodge.

Damage: Pincer Arms: As per Supernatural P.S. +2D6 M.D. Stinger: 3D6 M.D. only plus venom (see above).

Magic: None.

Psionics: None.

Value: None. A few primitive tribes make weapons out of the claws and stinger of the creature, but nobody else will pay anything for it.

Habitat: The Nightlands; prefers mountains and caves.

Allies: None per se.

Enemies: Only intelligent beings bother these creatures; most other animals avoid them at all costs. Occasionally hunted by Gauntsteeds, Lizard Kings, King Crabs and other monstrous predators.

Great Hound

Great Hounds are giant versions of the Nightlords' most common minion, the Hound. They are very rare, usually found in the Honor Guard that protects the most powerful Nightlords (King Moloch has a regiment of over one thousand of these huge warriors, two hundred of whom follow him wherever he goes; at least four to six of the creatures are always within a few feet of their lord and master. Lady Lilith and Lord Magog also command a few hundred.) They are typically sent on only the most important and deadly missions, functioning like elite commando squads and squad leaders, as well as elite enforcers. Otherwise, most remain in the Nightlands.

In the lands of darkness, Great Hounds are often found on the front-line of battle, spearheading charges against the troops of rival Nightlords. With the uneasy peace that has been maintained since the Dark Day invasion, these creatures are seldom used against other Ba'al Lords and they can be found mostly



guarding palaces and other important people and sites in the City States. Unlike the real Hounds, these creatures have no supernatural tracking abilities. In some ways, they are the equivalent of humanoid attack dogs, kept for their size and ferocity.

Alignment: Diabolic (always).

Attributes: I.Q. 2D4+2, M.E. 3D4+1, M.A. 3D4, P.S. 3D6+24, P.P. 3D6+8, P.E. 3D6+10, P.B. 1D6, Spd 1D6x10+12. Supernatural Strength and Endurance.

Size: Average 12 feet (3.6 m) tall and weighs 1000 pounds (450 kg).

M.D.C.: 1D4x100+44 on Rifts Earth. (Has P.E. number x4 for Hit Points, 4D6x10+340 S.D.C. and an A.R. of 15 in S.D.C. settings.)

Average Life Span: Unknown; may live for centuries, but are often killed in combat.

Horror Factor: 14

P.P.E.: 1D6x10

Natural Abilities: Immune to all illusions and powers of concealment (can see through the Shroud Talent, normal invisibility spells, and any magical or psionic powers of disguise or camouflage), nightvision 2000 feet (610 m) range.

Special: Self-Healing: All damage taken is healed in one hour if allowed to stand still for the entire time (enters a regenerative trance). Or can heal 1D4x10 M.D.C. points once per hour while active.

Partial Invulnerability (special): Takes half damage from all non-magical weapons and physical attacks. Magic does its normal damage.

R.C.C. Skills: Minimal skills. W.P. Blunt, W.P. Sword, Hand to Hand: Assassin, Climb 80%/70%, Swim 98%, and can magically understand (but not speak) all languages.

Experience Level: 1D4+2; they seldom advance beyond 6th level.

Psionics: None.

Magic: None.

Attacks per Melee: As per Hand to Hand: Assassin plus one additional attack per melee round, starting at level one.

Damage: As per Supernatural P.S. or by weapon. The Great Hound can use any type of weapon but prefers magic ones, particularly giant war hammers that inflict 5D6 M.D. and giant Darkblades that inflict 6D6 M.D.

Bonuses (in addition to attributes): +1 on initiative, +1 to strike, +4 save vs magic and psionics, +6 to save vs Horror Factor, and is immune to all illusions and concealment magic.

Vulnerabilities/Penalties: Suffers double damage from magic weapons, items, Nightbane Talents, powers and spells. Other types of spell magic do their normal damage.

Allies: Great Hounds serve the Nightlords and their Avatars. Sometimes they are placed under the command of a Night Prince, but most often they receive orders directly from their Lord and masters. While on assignment off-world (i.e. Rifts Earth) they may *associate* with other evil and supernatural beings, but only as a means to their master's goals.

Body Armor: None; their own metallic exoskeleton is all the armor they need.

Hell Riders

The Hell Riders are nomadic Nightlands warriors comprised mostly of Awakened Doppelgangers. Humans and Nightbane are the next two most abundant races. These *barbarians* are the descendants of escaped slaves from the Nightlords' city-states, and misfits from Earth and other dimensions. They survive by preying on those weaker than themselves, stealing, pillaging and murdering whomever they please. In the harsh world of the Nightlands, there is precious little room for morality or compassion, and most Hell Riders are tough, merciless despoilers.

From time to time, small clans of Hell Riders make it to Rifts Earth (usually due to a dimensional anomaly or magic gone awry), where they continue their lifestyle as roving killers and raiders.

Typical Alignment: Anarchist (30%), Miscreant (40%), Diabolic (20%) and Aberrant (10%).

Typical Races: Doppelgangers, humans, Nightbane, Flint People and dimensional refugees.

Attributes: As per the particular race, most are human. There is no attribute requirement to become a Hell Rider, only a strong, cruel nature.

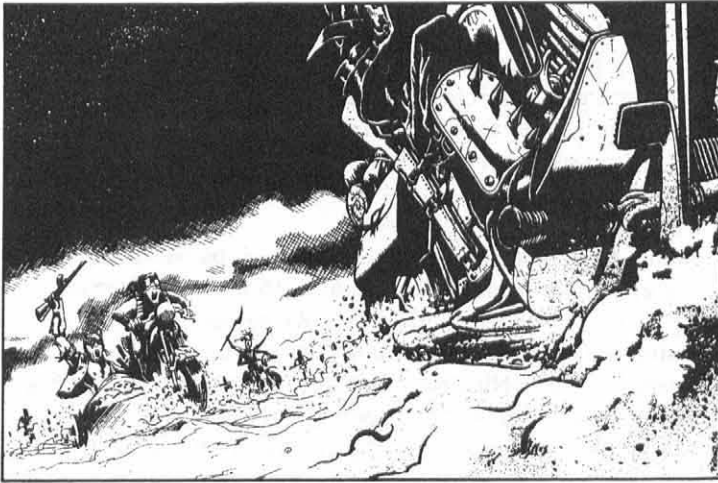
Hit Points & S.D.C.: As per each race.

Level of Experience: 1D4+3 for NPCs.

Hell Rider O.C.C. Abilities and Bonuses: Due to the harsh conditions of life in the Nightlands, Hell Riders gain the following physical bonuses: +1D4 to P.S., +1 to P.E. and +4D6 to S.D.C.

O.C.C. Skills: Native Language (98%; 80% speak English), Horsemanship (+20%), Piloting: two of choice (+15%), Land Navigation (+10%), Lore: Nightlands (+10%), Prowl (+5%), W.P.: three of choice and Hand to Hand: Expert, which can be upgraded to Martial Arts or Assassin at the cost of one "O.C.C. Related" skill.

O.C.C. Related Skills: Select ten other skills of choice from any category except Electrical, Mechanical, Military and Sci-



ence. +5% skill bonus for Pilot Related and Rogue skills, +10% for Piloting and Wilderness skills.

Secondary Skills: The character also gets to select one Secondary Skill at levels 1, 2, 3, 5, 7, 10 and 13. These are additional areas of knowledge that do not get the benefit of the bonuses listed in parentheses. All Secondary Skills start at the base skill level.

Standard Equipment: A Gauntsteed or motorcycle or dune buggy/Jeep or hovercycle, two ancient weapons of choice, one firearm of choice and 1D6 reloads, survival knife, set of riding clothes, riding boots, cloak, hat, goggles, bedroll, saddle and backpack.

High level warriors are likely to have a Darkblade of some kind, 1D6 hand grenades, assault rifle and body armor (often stolen from the minions of the Nightlords), and 2D4x1000 in valuables. Warlords may have the same extra items as a high level warrior plus a magic item or artifact or heavy weapon, and a Living Chariot or souped-up, armored vehicle and 3D6x1,000 in valuables.

Money: Cash or valuables worth 3D6x100 credits for the average Rider.

Habitat: Primarily the Nightlands, but may be found anywhere in other Earth dimensions from time to time.

Enemies: The Nightlords and their minions, but these are savage, thieving bandits who hate all laws and lawmen and have no regard for life. They take what they want and kill whoever gets in their way.

Allies: Other rogues, bandits, evildoers and monsters willing to work as a loyal member of the gang. All others are enemies or victims waiting to be plundered.

Typical Hell Rider War Party: This is a small group of raiders. Larger bands can have as many as 2-10 times this number. War Parties can be found almost anywhere in the Nightlands "Waste." The Hell Riders attack any group smaller or the same size as their own. If confronted with tough odds (i.e., enemies armed with heavy weapons or magic, or a large group of Nightbane or other champions), they beat a hasty retreat.

Typical Small Group Breakdown:

- 1 leader (either a Nightbane, Doppelganger Warlord, Hound Master or similar medium- to high-powered being) mounted on a Gauntsteed or a motorcycle (maybe a hovercycle, rocket bike or robot horse on Rifts Earth).

1D4+1 Doppelgangers on Gauntsteeds, armed with short bows (1D6 S.D.C.), swords and Supernatural P.S.

1D4+1 Humans on Gauntsteeds or motorcycles, armed with assorted rifles (mostly old-style bolt-action weapons) or pistols.

One sorcerer, mystic, psychic, vampire, lesser demon or similar being is often a part of the group.

Note: Those who get to Rifts Earth will quickly acquire M.D. weapons, armor, equipment and fast vehicles.

Hounds

Hounds are actually black-armored, humanoid shock troops of the Nightlords, monsters through and through. They are believed to be magical constructs, similar to the golems of legend. Unlike golems, however, Hounds do feel emotions and have lusts and desires. Regrettably, those desires are all related to pain and fear. Hounds live for the hunt and slaughter. They are the ultimate warriors and trackers, relentlessly following their prey and then playing with it for a short while before finally destroying it without mercy.

It is unknown how many Hounds exist in the Nightlands, but even the lowliest Nightlord has a hundred or more of these monsters at his beck and call, while the most powerful ones have entire armies. In past generations, when there was no Earth to invade, the Hounds marched across the Waste and fought each other to settle the rivalries between their Nightlord masters. An occasional sorcerer or Nightlord cultist would sometimes summon a Hound to serve him as a bodyguard or assassin, with the blessing of his true Nightlord master. If a Nightlord can, however, establish a base on Rifts Earth (and at least a dozen exist right now), he sends his Hounds to establish a base camp foothold from which to build his invasion force. As the number of Doppelgangers and Minions sent into the world grows, the Nightlord begins to conquer the indigenous life forms and establish a beachhead kingdom. A kingdom surveyed and maintained by Hounds.

Hounds appear to be clad in black metal armor, fashioned to look like a skeletal figure. In reality, the "armor" is part of their body, an exoskeleton that cannot be removed. There is some variation in the looks and size of the Hounds, but most of them appear to have been cast from the same hellish mold. They wield bladed sticks, spears and pole arms as their primary weapons. These blades are magical or supernaturally sharp and strong, becoming Mega-Damage weapons on Rifts Earth, able to pierce, cut and slash open *any* surface and material. On at least one occasion, troops of Hounds have swarmed over olden day Earth tanks, oblivious to their own casualties, and cut the tanks open like sardine cans, massacring the helpless pilots afterwards! These weapons are not quite as effective against Mega-Damage Structures but are more devastating than the best Vibro-Blades and on par with magic blades.

Hounds are the terror of Nightbane and other supernatural creatures, because they have a supernatural sense of "smell" they can use to track down their victims. Nightbane in Morpheus form have a powerful supernatural "signature" which the Hounds can follow in a manner similar to the way Nightbane can sense the presence of others of their kind. Although the



power doesn't have a long range, it allows the Hounds to follow the tracks of Nightbane and other supernatural beings, making the creatures very hard to throw off once they have acquired a target.

Note: Hounds are evil, supernatural predators who cannot be a player character.

Alignment: Diabolic (always).

Attributes: I.Q. 2D4, M.E. 3D4, M.A. 3D4, P.S. 3D6+14, P.P. 3D6+6, P.E. 4D6+4, P.B. 1D6, Spd 1D4x10. Supernatural Strength and Endurance.

Size: 7 feet tall (2.1 m) and weighs 350 lbs (157.5 kg).

M.D.C.: 2D4x10+200 on Rifts Earth. (Has P.E. number x3 for Hit Points, 200 S.D.C. and an A.R. of 13 in S.D.C. settings.)

Horror Factor: 13

P.P.E.: 1D6x10

Natural Abilities: Immune to all illusions and powers of concealment (can see through the Shroud Talent, normal invisibility spells, and any magical or psionic powers of disguise or camouflage); nightvision 2000 foot (610 m) range, expert tracker (see R.C.C. Skills) and magically understands all languages (but does not speak; growls, snorts and howls).

Self-Healing: Will heal all damage taken if allowed to stand still for an entire hour (enters a regenerative trance), otherwise regenerates 4D6 M.D. per hour of activity.

Supernatural Tracking: Can smell supernatural creatures and track them. Range: 60 feet (18.3 m). Base skill: 50% plus 5% per level (+10% to track Hades Demons, Deevils and Splugorth).

Partial Invulnerability: On Rifts Earth the Hounds take no damage from ordinary weapons and half damage from all non-magical M.D. weapons, energy blasts, etc. Magic has full effect and psionics do also.

R.C.C. Skills: Minimal skills. Track Humanoids (+30%), Track Animals (+20%), Surveillance & Tailing (+20%), Prowl (+5%), Escape Artist (+5%), Climb (+20%), Swim (+20%), W.P. Pole Arm and W.P. Sword. Can use any weapon, including guns, but without benefit of W.P. bonuses.

Attacks per Melee: As per Hand to Hand: Assassin skill +1 additional attack per melee.

Damage: As per Supernatural Strength or Darkblade or other weapon.

Darkblades. Knife (large): 3D6 M.D., Short Sword: 3D6 M.D., Large Sword: 4D6 M.D., Giant Sword: 6D6 M.D., Spear: 4D6 M.D. or Pole Arm 5D6 M.D. Cuts through any S.D.C. materials, including steel, like butter, otherwise functions as a Mega-Damage weapon that is itself indestructible. Rarely issued other weapons, but can use just about anything in a pinch.

Bonuses (in addition to attributes): +1 on initiative, +1 to strike, parry and dodge, +3 to save vs magic and psionics, +4 to save vs Horror Factor, +4 on all perception rolls, immune to illusions and concealment magic and psionics.

Magic: None.

Psionics: None.

Average Life Span: Unknown; may live for centuries, but are often killed in combat or war.

Experience Level: 1D4+1. Almost no Hound progresses beyond the 5th level of experience.

Vulnerabilities/Penalties: Takes double damage from magic artifacts, weapons, and Nightbane Talents, powers and spells. Other forms of magic spells do normal damage.

Habitat: Anywhere. If any denizens of the Nightlands are sent to Earth, especially to track down a fugitive or as scouts, enforcers or an advance invasion force, Hounds will play a vital role and probably represent half the force.

Allies: The Hounds serve the Nightlords and their Avatars. Sometimes they are placed under the command of an important Doppelganger or Hollow Man. They typically work side by side with the Hunters (see below).

Enemies: The enemies of its Lord and master are its enemies. Otherwise dislikes all other supernatural beings and would prey upon them if left to their own devices.

Hound Masters

These troop leaders are Hounds graced with higher intelligence and initiative as a "reward" for their services. They have exoskeletal armor like their lesser brethren, but their skull-helmets are often decorated with twisting horns, and they wear black capes as a badge of office. They are also gifted with minor psionic abilities and powers of illusion that enable them to mask their nature from normal humans. Unlike typical Hounds, the Masters are capable of speech, although they usually limit themselves to giving orders, cursing or intimidating victims.

Hound Masters are most commonly found leading large bodies of Hounds (20 or more), or at the head of a smaller team assigned to an "undercover" mission, such as finding a group of Nightbane or other enemies in an Earth city. In the second case, only 3-5 Hounds (the maximum group a Hound Master can disguise with his illusionary powers) will back up the Master. Sometimes, these creatures are sent on solo missions, though such activities are typically left to the Night Princes, Nightlord Avatar or other more powerful minions. Only the lesser Nightlords will place so much trust on a "mere" Hound Master.

Sometimes, a Hound Master elects to betray his overlords, usually by going over to the service of another Nightlord, less often by going renegade. These outlaws usually become criminals and brigands, hunting humans for sport, occasionally falling under the control of a powerful sorcerer. It is rumored that a few renegade Hound Masters can be found working (or controlling) some gangs and raiders on Earth. In fact, Rifts Earth offers tremendous opportunity for rogue Hound Masters who can use their powers and skills to become an independent mercenary, enforcer, assassin, spy and thief or squad leader for any number of mercenary, adventurer and private operations. Some may even form their own mercenary or bandit group.

Note: Hound Masters are diabolic predators, not recommended as player characters. If a player character they will be evil or, at best, a ruthless Anarchist.

Alignment: Diabolic (50%) or Miscreant (50%).

Attributes: I.Q. 2D4+6, M.E. 3D4+3, M.A. 3D4+3, P.S. 2D6+20, P.P. 2D6+12, P.E. 3D6+10, P.B. 1D6, Spd 1D6x10. Supernatural Strength and Endurance.

Size: 7 feet tall (2.1 m), plus horns, and weighs 350 pounds (157.5 kg).

M.D.C.: 4D6x10+40. (Has P.E. x3 for Hit Points, 250 S.D.C. and an A.R. of 14 in S.D.C. settings.)

Horror Factor: 14 **P.P.E.:** 2D4x10

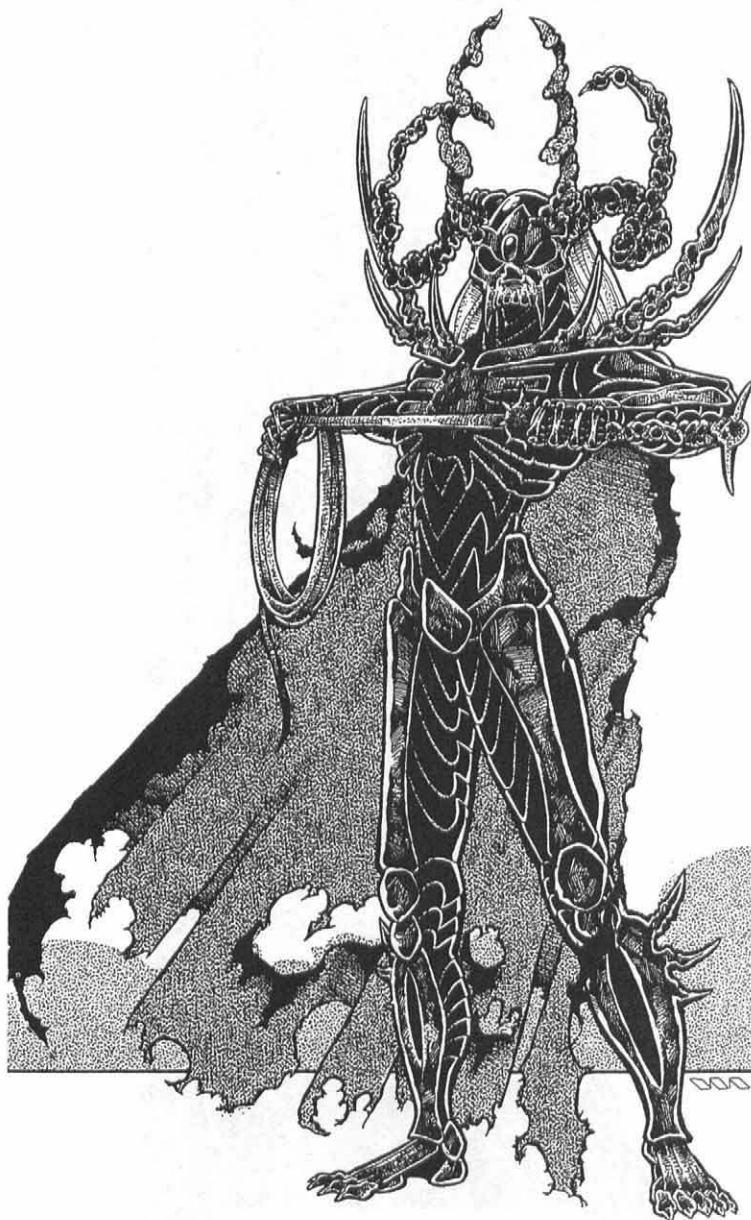
Natural Abilities: Immune to all illusions and powers of concealment (can see through the Shroud Talent, normal invisibility spells, and any magical or psionic powers of disguise or camouflage); nightvision 2000 foot (610 m) range, expert tracker, and magically understands and speaks all languages at 98%, though typically a warrior of few words.

Self-Healing: Will heal all damage taken if allowed to stand still for an entire hour (enters a regenerative trance).

Supernatural Tracking: Can smell supernatural creatures and track them (range: 80 feet/24.4 m, base skill: 60% plus 5% per level).

Partial Invulnerability: Takes half damage from all non-magical Mega-Damage weapons and attacks.

Illusion Powers: Hound Masters can create illusionary *shells* around themselves and up to five others. Typically, they will use this power to pass as normal humans or D-Bees. This is a psionic ability costing 4 I.S.P. to disguise themselves, and 8 I.S.P. to disguise others. Duration of the Illusion is a period of 10 minutes per level of experience for oneself only, or 5 minutes per level of experience to disguise two to five people.



R.C.C. Skills: Track Humanoids (+30%), Track Animals (+25%), Surveillance & Tailing (+20%), Prowl (+10%), Escape Artist (+5%), Detect Ambush (+5%), Camouflage (+10%), Find Contraband (+10%), Climb (+20%), Swim (+20%), W.P. Pole Arm, W.P. Battle Axe and W.P. Sword. Can use any weapon, including guns, but without benefit of W.P. bonuses.

Attacks per Melee: Equivalent to Hand to Hand: Assassin, with one additional attack per melee round, starting at level one.

Damage: Supernatural Strength (see the *Supernatural Strength Table*). Typically use bladed staffs for combat (3D6 plus P.S. damage).

Bonuses (in addition to attributes): +2 on initiative, +1 to strike, parry and dodge, +3 save vs magic and psionics, +6 to save vs Horror Factor, +4 on all perception rolls, immune to illusions and concealment created by magic and psionics.

Magic: None.

Psionic: Minor Psychic abilities limited to Mind Block and Empathy, in addition to their Illusion Powers, described under Natural Abilities. I.S.P.: M.E. attribute number +1D6x10 I.S.P., plus 2D6 per level of experience.

Average Life Span: Unknown; may live for centuries, but are often killed in combat or war.

Experience Level: 2D4+1

Vulnerabilities: Takes double damage from magic artifacts, weapons and spells.

Habitat: Anywhere. If any denizens of the Nightlands are sent to Earth, especially to track down a fugitive or as scouts, enforcers or an advance invasion force, Hound Masters will play a major, vital role.

Allies: Hound Masters serve the Nightlords and their avatars. Sometimes they are placed under the command of an important Doppelganger or Hollow Man or sent on a lone mission leading Hounds or lowly Doppelgangers. They typically work with and command the Hunters. Independent Hound Masters may partner up or strike a deal with all kinds of other demons, monsters and evildoers, including humans.

Enemies: The enemies of its Lord and master are its enemies. Otherwise dislikes all other supernatural beings and would prey upon them if left to their own devices.

Weapon: Darkblade Spear or two; rarely issued other weapons.

Hunters

Hunters are the flying companions of Hounds. They too are covered in a black armored exoskeleton, however their head is shaped like a vulture's, with a long, curved beak. Two bat-like wings protrude from their backs, allowing them to fly. They act as the aerial hunters, scouts and messengers of the Nightlords. Typically, there is one Hunter for every ten Hounds in a Nightlord's army. They share the Hounds' love for hunting and murdering innocent victims, and are anxious to be sent into action.

In the Nightlands, Hunter patrols of 4-16 (4D4) warriors fly over the roads linking the city-states and also around the area of their master's domain, searching for intruders, enemy armies and monsters from the Waste. The Hunters are exceedingly adept at attacking victims living in high-rise buildings or cliff dwellings. They occasionally patrol the night skies of Earth cities, giving rise to a whole slew of "monster sightings."



Alignment: Diabolic only.

Attributes: I.Q. 2D6, M.E. 3D6, M.A. 3D6, P.S. 3D6+14, P.P. 2D6+10, P.E. 3D6+6, P.B. 1D6, Spd 1D4x10 on the ground, 1D4x10+40 flying. Supernatural Strength and Endurance.

Size: 7 feet tall (2.1 m) and weighs 400 lbs (180 kg).

A.R.: 13 against normal weapons (zero against magical and supernatural attacks).

M.D.C.: 4D4x10+66 on Rifts Earth. (Has P.E. attribute number x3 for Hit Points, 180 S.D.C. and an A.R. of 13 in S.D.C. environments.)

Horror Factor: 15

P.P.E.: 1D6x10

Natural Abilities: Immune to all illusions and powers of concealment (can see through the Shroud Talent, invisibility spells, and any magical or psionic powers of disguise, illusion, or camouflage); nightvision 2000 feet (610 m) range, expert tracker and magically understands all languages at 85%. Cannot actually speak, but can make noise similar to that of an eagle or hawk.

Self-Healing: Will heal all damage taken if allowed to stand still for an entire hour (enters a regenerative trance). Otherwise recovers 4D6 M.D. per hour of activity.

Supernatural Tracking: Can smell supernatural creatures and track them (range: 100 feet/30.5 m). Base skill: 40% +5% per level of experience.

Partial Invulnerability: Takes half damage from all non-magical M.D. weapons and attacks. Impervious to ordinary weapons.

R.C.C. Skills: Track Humanoids (+20%), Track Animals (+15%), Surveillance & Tailing (+30%), Prowl (+5%), Detect Ambush (+5%), Detect Concealment (+5%), Climb (+20%), Swim, W.P. Pole Arm and W.P. Sword. Can use any weapon, including guns, but without benefit of W.P. bonuses.

Attacks per Melee: Equivalent to Hand to Hand: Assassin, with one additional attack at level one.

Damage: As per Supernatural P.S., but a beak attack only does 2D6 M.D., or by weapon. Their favorite weapons are a curved sword (3D6 M.D.) or a pole arm (5D6 M.D.).

Bonuses: +1 on initiative when on the ground, but +3 to initiative in the air, +1 to strike, parry and dodge, +2 to dodge while flying, +3 save vs magic and psionics, +5 to save vs Horror Factor, +4 on all perception rolls, immune to illusions and concealment magic and psionics.

Psionic Powers: None.

Magic Powers: None.

Average Life Span: Unknown; may live for centuries, but are often killed in combat or war.

Experience Level: 1D4+2. Almost no Hunter progresses beyond the 6th level of experience.

Vulnerabilities/Penalties: Takes double damage from artifact weapons and powers.

Allies: Hunters tend to work alongside Hounds and other minions of the Nightlords.

Enemies: The enemies of its Lord and master are its enemies. Otherwise hates Gargoyles whom they see as lowly rivals and upstarts and dislikes and distrusts most other supernatural beings, especially deceivers, tricksters and shape-changers.

Weapons: Darkblade Scimitars (3D6 M.D.) and a Pole Arm (5D6 M.D.). Rarely issued other weapons, but a few wield Darkblade Spears (4D6 M.D.).

Living Chariots

The belief that many if not most of the Nightlord minions used to be the mysterious shape-shifters known as the *Formless Ones* is reinforced by the fact that some Nightlords enjoy the services of a strange breed of creatures known as *Living Chariots*. These living beings can transform themselves into all manner of vehicles for their masters, most typically assuming the forms of an ancient-style war chariot or barge that pulls itself without need for horses, but in recent times, they have also turned into cars, stretch limos, large motorcycles and flying platforms. Living Chariots also have the ability to cross in and out of the Nightlands at will, as well as transform themselves and their passengers into Astral Beings and enter the Astral Plane, and can fly, drive or swim at astounding speeds. Living Chariots are not mindless constructs and have minds and personalities of their own, though generally of a low to average intelligence. Many of them hate and resent their masters and serve them out of fear. Others enjoy being party to the destruction of other life forms.

Only the most powerful Nightlords enjoy the services of these creatures. They are highly valued, because Living Chariots can protect their passengers from all kinds of harm, freeing the riders to use their powers in entirely aggressive ways with little concern for self-defense. While defended by the magical forces generated by their Living Chariots, Nightlords can unleash their entire might on enemy armies and cities in relative safety. Living Chariots are also considered to be symbols of status among these Ba'al demon lords. Some legends suggest these strange living vehicles were once the most powerful and learned leaders of the Formless Ones, and that the Nightlords have stripped them of most of their powers and memories and have bound them into slavery. However, most scholars scoff at these legends and believe they are enchanted devices embodied with the life essence of a living being similar to the fabled rune weapons.

One of these creatures' limitations is that they cannot act of their own free will and are unable to move without a passenger or unless their owner/master gives them a verbal or mental command. This limitation also makes escape and rebellion impossible. If the Living Chariot is stolen by a third party, or its original master is slain, the control of the previous owner is broken and the Chariot falls under the control of his new master. A couple of Nightbane and a famous Doppelganger have managed to steal Living Chariots after slaying their masters, but they are the exceptions, not the rule.

Note: Due to the fact that Living Chariots can only assume the shape of medium-sized or large vehicles, they can only accommodate 4-8 human-sized passengers at any given time. They are not appropriate as player characters.

Alignment: Considered a passive Anarchist.

Attributes: I.Q. 2D4+3, M.E. 1D6+3, M.A. 1D6, P.S. 4D6+10, P.P. 4D6+2, P.E. 4D6+6, P.B. 1D6+6, Spd maximum 100 mph (160 km) on the ground, 200 mph (320 km) flying, and 50 mph (80 km) in or on water.

Size: Varies from the size of a motorcycle to a large van.

M.D.C.: 1D6x100+200 on Rifts Earth, *plus* force field protection for passengers. (Has P.E. number x10 for Hit Points, 1D4x100+200 S.D.C. and an A.R. of 14 in S.D.C. settings.)

Horror Factor: 12 when one realizes what it is.

P.P.E.: 1D6x10 +10 per level of experience.

Average Life Span: Unknown; the creatures appear to be very long-lived, perhaps immortal.

Natural Abilities:

Shape-Shift into Vehicles: The Living Chariots can take the shape of almost any vehicle imaginable. Their most common shape is that of an ancient racing or war chariot or a ram shaped chariot or wagon, but the creatures can assume any vehicular form, with a size range from a stretch limo or full-size van to as small as a hovercycle. The shape-shifting process takes 1D4 melee rounds (15 to 60 seconds), during which the vehicle starts to mutate and reshape itself. The sight of the vehicle changing form can be disturbing to those unused to it (Horror Factor 12).

Regardless of the Living Chariot's shape, it can ride or propel itself over land of any terrain, travel on or in water (maximum depth is 400 feet/122 m), and fly (maximum altitude is 6000 feet/1828 m). However, shapes that are not aerodynamic or without wings fly at half the maximum flying speed. Likewise, vehicles not ideally suitable for travel in any environment (like a car traveling on or under water) suffer the same penalty. The shape may not be critical to its travel modes but is important in order to get maximum speed.

The vehicle looks and sounds exactly like the real thing, but does not require fuel or rest. Despite their shape, none of the other characteristics of the Living Chariot change. The M.D.C. of the creature remains the same, be it shaped like an APC or a motorcycle. Furthermore, the vehicle drives itself at a base skill proficiency of 76% +3% per level of experience, so the driver and passengers need not know how to pilot it, nor can they usurp control of the vehicle even if they wanted to. The Living Chariot responds to and follows the verbal and/or mental commands of its owner but *it* is the pilot.

Fast-Healing: Living Chariots heal damage at the astounding rate of 12 M.D.C. per melee round, and they can survive even after being reduced to 20 points below zero. Greater damage will kill it and the creature vanishes into thin air.

Defensive Shield (force field): Living Chariots can generate a force field of magical energy around themselves and their passengers. This force field protects with a M.D.C. of 100, +10 points per level of experience. The shield costs 15 P.P.E. to activate and lasts for two-minutes per level of the Chariot's experience. Also, while the force field is on, the vehicle and its *passengers* cannot be affected by toxic gases or fumes, are provided a breathable atmosphere, and are +2 to save vs spell magic, Nightbane Talents and psionic powers that may be leveled against them. When the shield is depleted and vanishes, so does the additional protection.

Link with Owner: The Living Chariot is magically and telepathically linked to its owner/master and will obey his commands. The owner may designate a temporary "driver" who the creature is told to obey (verbal commands only and nothing contrary to its master's instructions), but otherwise, the two are permanently linked until one or the other dies. The link between the vehicle and its master allows the owner to summon the vehicle and even make it move or change shape from a distance. Maximum silent communication distance is 100 yards/meters per level of experience of the chariot and its master combined. If somebody else manages to keep the Living Chariot and its mas-

ter apart and beyond the range of their telepathic link for 48 hours, the thief becomes the new owner. The old link/bond is broken and a new one is established with its new master. For this reason, most Nightlords do not allow anybody near their Living Chariots. Remember, the creature cannot act of its own free will, so it cannot take any action on its own to attempt to escape or fight. However, its master will instantly know if it is in danger or being stolen via the telepathic link and can issue a command that it try to escape or come to him. It can also indicate its present location until taken out of range. Until the 48 hours passes, the Chariot will try to fulfill, its master's last command. After that point it falls into a stasis trance until it is claimed by a new owner.

Experience Level: Average 1D4+4.

Psionic Powers: None, other than the ability to communicate telepathically with its owner.

Magic Powers: None, other than its natural abilities.

Attacks per Melee: Three attacks per round or five dodges if it is taking only evasive action. In the right shape, it can ram targets.

Damage: For a low speed ram, the Living Chariot inflicts punch damage as per its Supernatural P.S. A high speed ram does punch damage plus 1D6 M.D.C. for every 10 mph (16 km) over 30 at which the vehicle is traveling. Ramming counts as two melee attacks.

Bonuses: +1 to strike with ram, +2 to dodge, +5 to save vs Horror Factor, impervious to possession, +6 to save vs mind control and Empathic Transmission, but breaks free in half the usual duration even if it should succumb.

Vulnerabilities/Penalties: Magic spells and all Mega-Damage weapons do full damage. Magic weapons, like demon slaying swords, designed to destroy supernatural creatures, usually do double damage. The Chariot is also vulnerable to Empathic Transmission and Bio-Manipulation because it is a living being.

R.C.C. Skills: All driving and piloting skills at a base 76% plus 3% per level of experience (maximum 98%), Land Navigation (+30%), Navigation (+15%), Prowl (+10%) and Basic Math (+30%). It cannot climb or ride on walls or ceilings.

Habitat: Primarily the Nightlands. Found on Rifts Earth only if one is in the possession of a Nightlord or Night Prince.

Allies: As servants of the Nightlords, Living Chariots often carry other minions such as Hounds and Hunters. For the most part, however, only Nightlords and their Avatars have direct access to the shape-shifting vehicles.

Enemies: None per se, as it is incapable of independent action, thus, those of its master are its enemies.

Weapons: None as a result of its shape-changing powers, but conventional weapons can be mounted and tied to it.

Namtar & The Hollow Men

The Namtar are a race of tiny pseudo-insects originating in another dimension. The repulsive creatures appear to be large beetles with a slimy carapace and eight legs. Some Namtar can be found scurrying around the great palaces of the Nightlords, but more often, they ride inside one of their constructs, the *Hollow Men*.



Like some insects, the Namtar can build things out of blood, mud, and their own noxious secretions. Unlike normal insects, the Namtar use magic to give their creations a semblance of life. They build human-sized mannequins around themselves, like larva surrounded by a cocoon. Only this cocoon can walk, run, fight, and look like a human or D-Bee. Although called Hollow "Men," the Namtar can build *male* and *female* constructs. Although humanoid shapes appear to be their favorites, they can make Hollow Men resemble demonic creatures and humanoid monsters, but the Nightlords have ordered their servants to make human-looking constructs to act as their agents on Earth.

Thousands of Namtar-bearing Hollow Men can be made to walk the streets and serve as an advanced infiltration force when a Nightlord is preparing to arrive on Earth. A common ploy is to get Namtar Hollow Men constructs inside law enforcement and defense agencies in order to gauge the level of possible resistance to invasion and to undermine the group from within. They also infiltrate organizations that fight supernatural beings to undermine them (if necessary), but more importantly to direct the real anti-monster agents to find and destroy potential supernatural competitors (good guys who might try to stop a Nightlord from entering our reality).

Although these creatures tend to be less sadistic than other Nightlord Minions, the Hollow Men have no mercy or sympathy for the plight of human beings. After all, beneath their human construct lies a *demonic insect*, totally alien to human experiences. Hollow Men typically take the most efficient and direct path to accomplish their goals – if threats will do the job, fine, but if torture, murder and random violence are necessary, the Hollow Men engage in it without raising an eyebrow.

Alignment: Diabolic (50%) or Miscreant (50%).

Attributes (Namtar): I.Q. 3D6+6, M.E. 3D6, M.A. 3D6, P.S. 1D4, P.P. 3D6, P.E. 2D6, P.B. 1D6, Spd 2D4

Attributes (Hollow Men): Mental attributes are those of the bug. P.S. 3D6+2, P.P. 3D6, P.E. 3D6, P.B. 3D4, Spd 3D6+6. Strength and Endurance are Supernatural.

Size (Namtar): 1D6+6 inches (5 to 20 cm). **Hollow Man:** Varies, typically 6 feet (1.8 m).

Weight (Namtar): 1D4 lbs (0.45 to 1.8 kg). **Hollow Man:** Varies, typically 150-250 lbs (68 to 113 kg).

M.D.C. (Namtar): 2D6+20; **Hollow Man:** 2D4x10+80 on Rifts Earth. (Has P.E. +10 for Hit Points, 2D4x10+80 S.D.C. and an A.R. of 12 for the Namtar and 8 for the Hollow Man in S.D.C. environments.)

Horror Factor: 9 as a beetle-thing; 11 as the HM, and 15 when the Namtar climbs out of a Hollow Man — usually by popping through the neck or tearing off the head from the inside out.

P.P.E.: 4D6+10

Natural Abilities: The Namtar have perfect color vision, nightvision (400 feet/122 m), a good sense of smell, impervious to disease and cold, magically understand and speak all languages (89%), Prowl 40% (only in insect form), Swim 50% (in either form), and like real insects, can climb up walls and on ceilings without difficulty in both bodies.

Build Hollow Man: The Namtar mix together mud, human blood and their own secretions to create a life-like dummy. Fresh human blood *must* be added to the mixture to produce a human-looking Hollow Man, otherwise the construct will look as if it were made of plaster of paris or dry rags. This process takes 4D6 hours. Hollow Men can speak with a normal voice, walk, run and use weapons the same as a normal human (see attributes and skills). The Namtar aren't very good at manipulating facial muscles or manipulating the construct to react to emotions, so their creations tend to have a very cold and impassive attitude. Even when bullied and threatened the Namtar may be scared, but the Hollow Man cannot show it. The Namtar see through the black eyes of their creation. They know that the false eyes look eerie to other humans, so they usually wear sunglasses, mirrored shades or goggles even at night. **Note:** The Hollow Man construct is both a disguise and means of transportation that looks human (or humanoid), but their pale white or yellowish white skin is tougher than a human's and has a fabric texture similar to a burlap bag. Their eyes are dark and blank – or "dead" looking – as many have described them.

R.C.C. Skills: Select 10 skills from *any* categories and apply a +10% bonus in addition to any possible I.Q. attribute bonus. They also know 10 Secondary Skills (no bonus). Typically know a number of police and military-oriented skills and two or three Weapon Proficiencies.

Vulnerabilities/Penalties: Both the construct and the Namtar themselves take double damage from magical attacks and physical attacks from other supernatural creatures.

Attacks per Melee: Equivalent to Hand to Hand: Expert +1 additional attack for the Hollow Man. The Namtar beetle has three attacks per round but only does so when its Hollow Man body has been destroyed or it has decided to flee.

Damage: The Hollow Man has Supernatural P.S. and can use any weapons available to it, from knives and clubs to guns and magic items.

Bonuses (Namtar): +1 on initiative, +4 to dodge, and +6 to save vs Horror factor. Hollow Man, none.

Magic Powers: They have the magical-like ability to create Hollow Men and understand and speak all languages, but nothing more.

Psionic Powers: None.

Average Life Span: 500 years.

Experience Level: Average 1D4+3.

Allies: Nightlords and their minions. Occasionally associate with other powerful and evil supernatural beings.

Enemies: The enemies of their Nightlord masters are their enemies, but they also dislike most other supernatural beings who are not Nightlord Minions, distrust dragons and see most mortals as insignificant lesser beings to be used, abused and tormented.

Weapons and Equipment: Anything to pass for human and to get their job done. May wear full body armor and use any kind of weapons.

Shadow Scorpion

It is said that this gruesome creature is the result of an experiment one of the more sadistic Nightlords performed on some Doppelgangers or perhaps humans. Shadow Scorpions are a bizarre hybrid of the Giant Scorpions that prowl the Waste (described previously) and a humanoid. The end result is a six-legged monstrosity with a human head stuck between the jaws, and two sets of arms, one equipped with sharp pincers, the other more human-like and able to use weapons and tools. The humanoid arms are slung below the scorpion pincer limbs and they usually hold spears, pole arms or guns. The human face (male or female) is usually frozen in an expression of dumb terror, except when it is about to feed on the flesh of a victim, at which point its features twist into a sadistic grin.

In the Nightlands, Shadow Scorpions are primarily used by Lady Lilith, Lord Magog and a few other Ba'al in the Nightlands' equivalents of Asia and Russia. They are not commonly found among the minions of other Nightlords, except in small numbers. Lilith has used these creatures as shock troops; each Shadow Scorpion is worth two or three Hounds. On Rifts Earth they are known to exist in Russia, China and India. One or two have also been confirmed in the ruins of Detroit and Windsor. Otherwise, they are almost never seen on Earth, since their large size and inhuman appearance make them very hard to disguise or explain away and usually suggest other Nightlord Minions (or a Nightlord) are in the area.

Shadow Scorpions have human intelligence, but they have been permanently warped by their brutal transformation. According to the few psychics brave or foolish enough to make contact with the creatures, they are subject to continuous aches and pains and have the thoughts of a bloodthirsty killer. Their constant agony has been described as feeling similar to having an aching tooth or arthritic joints twenty-four hours a day. The pain only stops when the creature is following the direct orders of its designated master. The pain increases to agonizing levels if the creature does anything it was not ordered to do, including attacking others without permission. This brutal but effective conditioning process makes the Shadow Scorpions very loyal slaves, and also makes them irritated and mean.

Note: Shadow Scorpions are predatory creatures who are sadistic and insane by any human standard. They cannot be player characters.

Alignment: Miscreant (60%) or Diabolic (40%).

Attributes: I.Q. 1D6+3, M.E. 1D6+3, M.A. 1D6, P.S. 3D6+20, P.P. 3D6+6, P.E. 3D6+12, P.B. 1D4, Spd 1D6x10+10

Size: Six feet (1.8 m) tall at the shoulder, 8 feet (2.4 m) long without the tail, 16 feet (4.8 m) long counting the tail. Weighs approximately half a ton.

M.D.C.: 1D6x100+88 on Rifts Earth. (Has P.E. number x5 for Hit Points, 1D4x100 +200 S.D.C. and an A.R. of 11 in S.D.C. environments.)

Horror Factor: 16

P.P.E.: 4D6

Average Life Span: 100 years.

Natural Abilities: Nightvision 2000 feet (610 m), magical regeneration 1D4x10 M.D.C. per minute (or 2D4+2 per melee round), and can climb on walls and ceilings like a bug, but at half its normal speed.

Poisonous Stinger: The stab inflicts 3D6 plus P.S. bonus plus injects a lethal venom. A save versus lethal poison (14 or higher) is necessary or the character takes 6D6 points of additional damage and feels like his entire body is on fire (reduce speed, attacks per melee and all combat bonuses by half). A successful save means the victim takes 1D6 points of damage and feels nauseous (no penalties). **Note:** This poison *will* affect supernatural beings in the same way.

R.C.C. Skills Equivalents: Tracking (animals and humans) 69%, Land Navigation 69%, Climb 88%/78%, Prowl 35% (due to large size), and two ancient W.P.s at 3rd level proficiency regardless of actual level.

Experience Level: Not applicable.

Psionic Powers: None.

Magic Powers: None.

Attacks per Melee: Five.

Damage: Normal Arms: As per Supernatural P.S., or by weapon; commonly a Darkblade Spear (4D6 damage) or Pole Arm (5D6 damage). Pincer Arms: Supernatural P.S. +2D6 M.D. Stinger: 4D6 plus venom (see Natural Abilities).

Bonuses (in addition to attributes): +2 on initiative, +2 to strike and parry, +4 to dodge, +4 save vs magic, +1 save vs psionics, +6 save vs poison and disease, and +9 to save vs Horror Factor.

Vulnerabilities: Magic weapons inflict double damage. Cannot swim and will drown if kept underwater for more than 15 minutes.

Habitat: Indigenous to the Darklands, but known to exist on Rifts Earth, mainly in demon plagued Russia and China, possibly in India and other places where demons abound.

Allies: Shadow Scorpions are the servants of the Nightlords and typically work alongside Hounds, Great Hounds, Hound Masters, Hunters, and Warlords. They rarely join forces with demons and other evil beings.

Enemies: The enemies of their master.

Shadow Warlock

Despite its alienness and magical separation from Earth, the Nightlands have managed to influence and alter the lives of many human beings. Some were unfortunates caught in a dimensional vortex and dropped in the Nightlands, and forced to eke out a meager existence there. Others were slaves, while still

others were practitioners of magic who dared to explore this strange world of shadows and found themselves victimized by the Nightlords. A small, select group of them are the *Shadow Warlocks*, mystics who have somehow forged a magical connection with the strange forces that flow through the Nightlands and which are found among the Nightbane, the Reshapers, and, legends say, the Formless Ones who once ruled this dimension.

These men and women are said to follow the "Path of Shadows," a school of thought as much as a mystical tradition. Followers of the Path of Shadows believe that Earth and the Nightlands are but two aspects of the same reality and that to achieve perfection they must one day be united as one. To some degree, this belief sounds dangerously similar to the dogma of the Cults of Eternal Night, who also work to "unite" Earth and the Nightlands (a union that has led to Dark Day and the Nightlords' invasion in an alternate Earth dimension). However, the Shadow Warlocks are vehemently opposed to the Nightlords, whom they consider to be perverters and despoilers of the Nightlands. The true representatives of the Nightlands, the Warlocks claim, are the Nightbane and the Formless Ones!

How these mystics achieve a connection that has eluded not only all other sorcerers, but Nightbane and the Nightlords themselves, is a mystery. Some believe that the mystical process requires an innate state of mind unique to certain people, and that the connection is beyond beings as depraved as the Nightlords. In any case, only a few of these Shadow Warlocks exist, because the Nightlords make a special point of eliminating all practitioners of magic as soon as they find them. However, in recent years, more and more humans have felt the connection to the Nightlands and have followed the Path of Shadows.

Alignment: Any.

Requirements: M.E. 11 and M.A. 12 or higher in attributes, but only the *human*, *True Atlantean* or *Ogre* races can seem to become Shadow Warlocks.

O.C.C. Abilities and Bonuses:

1. Magical Senses: The Shadow Warlock's senses are sharpened and enhanced due to his continuous contact with the energies that permeate the Nightlands. As a result, the character gains nightvision with a range of 500 feet (152 m).

2. Nightbane Talents: The Shadow Warlocks are the only human beings able to learn and use Nightbane Talents. These powers are learned from the spirit of the Nightlands much in the same way as a Mystic learns or just knows his spells and psionic abilities. At level one, the character learns one Nightbane Talent. Every level after the first, the character mystically acquires one additional Nightbane Talent. Unlike Nightbane, however, Shadow Warlocks cannot purchase Talents by permanently spending P.P.E. points. The only other limitation that applies is level limitations. In other words, Talents that are only available at certain levels cannot be mystically acquired until the character reaches that level.

3. Spell Magic: In addition to Nightbane Talents, the Shadow Warlock can learn spell magic through mystical inspiration. At level one, the Warlock automatically knows Shadow Meld. At every level after the first, one additional spell from the same or lower level as the character can be selected from Spell Invocations, usually those that involve darkness, illusions and energy. Spells cannot be learned and purchased by any other

means, because these powers are not learned but come from within.

4. Mirror Walk: Shadow Warlocks are actually able to travel into the Nightlands and to Earth through a mirror, just like the Nightbane, except that it costs 6 P.P.E.

5. P.P.E.: 1D6x10 +10 plus P.E. attribute. Add 2D6 P.P.E. per level of experience.

Experience Level: Use the same table as the Nightbane & Guardians. NPCs and villains can be whatever level the G.M. deems appropriate.

O.C.C. Skills: Read/Write and Speak Native Language 98%, Basic Math (+25%), Holistic Medicine (+20%), Lore: Nightlands (+25%), Lore: two of choice (+15%), one Technical skill of choice (+10%) and Hand to Hand: Basic can be selected as an "other" skill. Hand to Hand: Expert at the cost of two "O.C.C. Related" skills, or Martial Arts (or Assassin if evil) at the cost of three.

O.C.C. Related Skills: Select 8 other skills. Plus select one additional skill at levels three, six, nine, eleven and fourteen. All new skills start at the base skill level. Selections can be made from any categories except Cowboy, Espionage and Military. Science, Technical and Wilderness skill each get a +5% bonus.

Secondary Skills: The character also gets to select five Secondary Skills at levels one. No bonuses apply.

Standard Equipment: Traveling clothes and boots, and possessions not exceeding 3D6x1000 credits in value.

Money: 1D4x1000 in credits.

Habitat: Created in the Nightlands, but known to exist on Rifts Earth, since they can travel through mirrors. However, most of the Shadow Warlocks' activities are kept to the Nightlands.

Allies: Most Shadow Warlocks oppose the Nightlords and ally themselves with Nightbane, Champions of Light, and others who hate them and oppose evil.

Enemies: The Nightlords and their minions, as well as most evil beings, especially supernatural ones.

Skimmers

By C.J. Carella & Kevin Siembieda

These bizarre beings look almost like a blob of some semi-liquid, clear, gelatinous substance. They are utterly alien monsters who can be used to temporarily animate the dead! When poured over a freshly deceased corpse, the Skinner completely spreads over the body, until it evenly covers it with an almost invisible, very thin membrane. Part of the monster is absorbed through the victim's skin so it completely permeates the body. A few minutes later, the corpse is able to move. Thankfully, the Skinner does not have access to the victim's memory, personality or skills. Skimmers are invariably evil and dedicated to the service of their master (which isn't always the Nightlords).

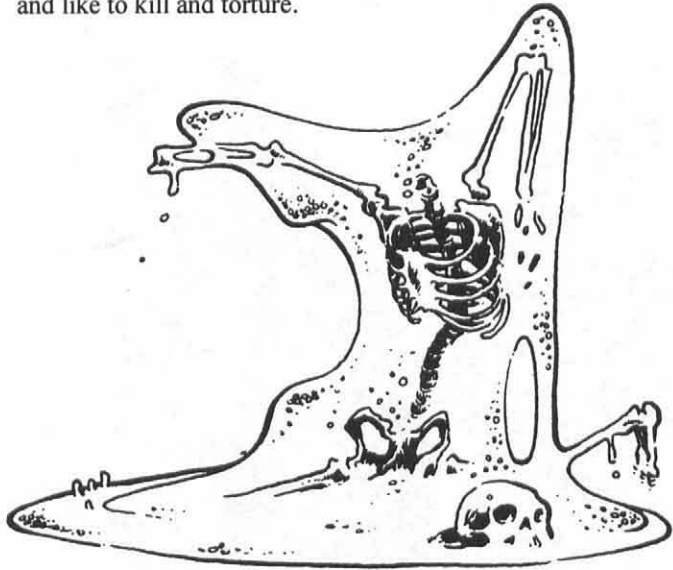
Although the membrane lets air pass through, people looking at the victim may notice a number of strange things. First, the skin of the corpse is unusually shiny (not pale, however, the Skinner magically gives it a nice, healthy color). This shine makes the body look sweaty or greasy. Also, the voice of the body acquires a nasal quality, similar to a person with a bad cold. The corpse doesn't need to eat and cannot eat anything be-

cause the Skinner cannot tolerate having its integrity broken by opening a hole in the membrane. It can drink because the membrane is permeable to water. Close scrutiny while staring into the creature's face, specially when the mouth is open, will reveal the membrane that is covering every body cavity.

A Skinner can keep a corpse activated and healthy-looking for as long as six months. After that period, decomposition starts to set in and the corpse rapidly liquefies, almost as if it had rotted in the hot sun. The creature can maintain the rotting corpse as an active body for an additional six months, but seeing a Skinner-possessed corpse requires a save against a Horror Factor of 14.

Nightlords and Night Princes sometimes use the creature to assume the identity of insignificant personnel like a guard who was killed but whose body is taken over to make it look as if he is still standing at his post. They are more often used to animate those slain in combat to use the corpses as fodder in future combat. In addition, the psychological effects of sending the corpses of fallen soldiers against their living comrades can be terrifying and send the living running in horror.

What or where these creatures come from is a mystery even to the Nightlords. Skinners apparently feed on ambient P.P.E. and/or emotions of those around them. They are attracted to all sorts of evil, powerful, supernatural beings, including demons. King Moloch is said to command over 2000, while other Nightlords (not all) have only a few hundred in their service. They are extremely aggressive when in possession of a body and like to kill and torture.



Alignment: Diabolic.

Attributes: I.Q. 2D4+3, M.E. 1D6+6, M.A. 1D4, P.S. 1D4, P.P. 1D4, P.E. 1D6, P.B. 1, Spd 1D6. When animating a corpse, use the physical attributes of the victim, but not any skills or natural abilities.

Size: Varies. In its natural state it is roughly a gallon (3.8 liters) of gelatinous muck.

Hit Points: P.E. attribute number +10. **S.D.C.:** 3D6 in its natural state, 1D4x10 when occupying a corpse. **Note:** On Rifts Earth the creature remains an S.D.C. creature although it can animate M.D.C. beings who are not supernatural or magic in nature. The animated body of an S.D.C. creature will have 6D6+6 S.D.C. while an animated Mega-Damage corpse has 6D6+12

M.D.C. Destroying the corpse sends the Skinner sliding away for cover or a new body. Damage always comes off the animated corpse first, then the Skinner after the body is depleted.

Horror Factor: 9 as gelatinous muck, 11 as a walking corpse.

P.P.E.: 6D6

Average Life Span: Unknown, believed to be hundreds of years but could be thousands; little is actually known about Skinners.

Natural Abilities: Magically understands all languages, bio-regenerates at a rate of 1D6 S.D.C. per hour, doesn't need to breathe air or apparently eat, can survive in a vacuum and sustain pressure from depths of up to one mile (1.6 km). These apply to the creature in its blob form and when animating a corpse. Plus the following special abilities:

Resistant to Damage: The Skinner, whether in its natural form or while controlling a corpse, is somewhat resistant to damage. Blunt, physical damage, including punches, kicks, baseball bats, etc., is halved. Energy and magic attacks do normal damage. Sharp, cutting attacks (knives, claws, etc.) do double damage by slicing the creatures' membrane. M.D. weapons will atomize the thing.

Reanimate the Dead: The corpse cannot be more than an hour old, and cannot be a magical or supernatural being, but can be an M.D. creature. The Skinner spreads over the body, covering it with a transparent, very thin membrane. This membrane completely blocks every body cavity, but it allows air and liquids to travel in and out, making speech possible. Within 1D4 minutes the corpse is taken over by the Skinner and can be used like a robot with the monster in control. Use the corpse's former physical attributes, but not skills, memory or natural abilities; the body is simply a shell controlled by the Skinner. If the victim was killed through a wound, the membrane seals the wound, preventing any more blood and tissue loss, but does not heal it, and anybody seeing the wound will see a hole or tear in the skin and flesh, covered by some sort of transparent substance. Of course, such wounds can be hidden under clothing and bandages.

Maintain Corpse: Skinners can keep a corpse fresh and healthy looking for six months, but afterward, the body deteriorates rapidly and is clearly an animated corpse. The rotting corpse can be maintained for another six months before it literally falls apart. When the body is gone, the Skinner will slither away.

If the animated corpse is attacked, and the membrane severely punctured, the Skinner will withdraw from the body, which will then suddenly decompose (the effects vary in level of grossness and shock value, depending on how long the Skinner had been inhabiting the body). Depleting the creature's S.D.C. means the membrane has been ruptured. **Note:** M.D.C. body armor *can* be worn over the body to protect it.

R.C.C. Skills: A rudimentary understanding of humans, Nightbane, Nightlords and most living creatures. It also can climb and swim at 80% proficiency, and has the skills Land Navigation, Prowl, Escape Artist and Palming at 50%.

Experience Level: Not applicable.

Psionic Powers: Object Read, Presence Sense and Mind Block. Considered a Minor Psychic with I.S.P. equal to the M.E. number x6.

Magic Powers: None, other than its natural abilities.

Attacks per Melee: Two in its gelatinous form, but four attacks when animating a corpse.

Damage: None in its gelatinous form, but when animating a corpse it has all the normal attributes and strength of the body it controls. It can also use weapons of all kinds without any special skill or proficiency bonuses.

Bonuses: +10 to save vs Horror Factor and impervious to disease, poison/drugs and toxic fumes/gases in its gelatinous form, but when animating a corpse it has all the previous things plus +2 on initiative and +3 to strike.

Vulnerabilities/Penalties: Slicing/cutting weapons do double damage to it.

Habitat: Known to exist in the Nightlands, but may not be indigenous to that dimension.

Allies: They are attracted to all sorts of evil, powerful, supernatural beings, including demons, dragons, immortals, Necromancers, Shifters and Witches. They love to serve the Nightlords and Princes. It is interesting to note that Skinners always accept a position as an underling and servant; they never try to lead or rule.

Enemies: None per se, except they like to scare and hurt mortals and enjoy working for other evil beings.

Weapons: As suitable for the corpse.

Body Armor: Can wear any suit of body armor and/or clothing. Nightlords sometimes provide Skinners with light to medium body armor.

Slitherers

In the wind-swept deserts of the Waste, many strange creatures have been thrown into the Nightlands, but few are stranger than the Slitherers. Nobody is sure whether Slitherers are even animals or plants, and trying to study the creatures is more dangerous than it's worth. Purplish-black in color, the most one can say about them is that they look like a bunch of tentacles attached together at a central point. There is no hint of a body, head, or sensory organs. All one can see is the tentacles. The lack of a mouth does not, however, seem to deter the creature from preying and feeding on other living things.

Although the creature's tentacles are formidable weapons, its most dangerous characteristic is its ability to teleport short distances. After spotting a band of travelers or a herd of animals, the monster's most common tactic consists of teleporting in the midst of the group, grabbing one or more victims (depending on the Slitherer's size), and then teleporting away and out of sight. After the prey has been whisked to safety, the Slitherer crushes its victims to a pulp and then absorbs the disgusting result. Just before and after a Slitherer teleports, a strange noise permeates the area, a hissing, buzzing sound that experienced Nightlands travelers recognize as a signal of impending danger and their cue to spread out and be prepared to duck and dodge (+1 thanks to the warning sound).

The main weaknesses of Slitherers are their low intelligence, slow speed (when not teleporting), and the limited range of their teleporting ability. Since they cannot teleport very far nor very often, a determined group can find the creature before it has finished killing the victim it's dragged away. Although hard to kill,

a Slitherer can be subdued by destroying over half of its tentacles, at which point it will try to flee and is not likely to bother the group again. The things are most common in the Waste regions of the Nightlands furthest away from the cities, usually in the seas of sand that correspond to Earth's oceans.

Alignment: Considered to be a Diabolic predator.

Attributes: I.Q. 1D6, M.E. 2D4, M.A. 2D4, P.S. 1D6+30, P.P. 2D4+16, P.E. 2D6+10, P.B. 1D4, Spd 2D4 on the ground (see Natural Abilities). Large Slitherers are at +5 P.S.; very Large Slitherers are +10.

Size: Tentacle lengths vary from 4-20 feet (1.2 to 6.1 m).

Weight: 200 to 2,000 pounds (90 to 900 kg).

M.D.C. by Location & Size: Number of Tentacles: 3D4 with 1D4x10 M.D.C. for each medium-sized one, 1D6x10 M.D. for large Slitherers, and 2D4x10 for very large ones. After cutting off half of the tentacles, any further damage inflicted does half damage to the tentacle and the other half is applied directly to the M.D.C. of the main body. It can only be killed by damage to its tentacles. **Main Body M.D.C.:** 1D6x10 for medium, 2D4x10 for large, 3D6x10 for very large. (Equivalent numbers, point for point, in Hit Points in S.D.C. environments.)

Horror Factor: 12

P.P.E.: 6D6+10

Natural Abilities: Radar-like senses allow it to see in total darkness and see the invisible. Heals damage and regrows tentacles at the rate of 10 M.D.C. per hour of rest.

Teleportation: Slitherers can teleport without error for short distances; maximum range is 300 feet (91 m). Each teleportation



costs the creature 5 P.P.E. points. Once P.P.E. is exhausted, the monster can no longer teleport until it has regained its energy. P.P.E. is recovered at the rate of 10 points per hour of rest.

Attacks per Melee: To determine the number of attacks, use the number of tentacles of the creature and add two. So, a four-tentacled monster has six attacks per melee, and an eight-tentacled creature would have 10 attacks, and so on.

Bonuses (in addition to attributes): +2 on initiative and a surprise attack (sudden teleport; automatically gains the initiative), +3 to strike and parry, (no bonuses to dodge), +4 to save vs magic and psionics, immune to pain and discomfort-inducing magic and psionic attacks (like the Agony spell or the Bio-Manipulation psionic power), and +10 to save vs Horror Factor.

Damage: Grapple: Does no damage but the victim is trapped unless his strength exceeds the creature's (the victim can still fight but reduce his bonuses by -3 and he loses one melee attack).

Crush/Squeeze: 2D6 M.D.

Tentacle Strike: Does punch damage as per Supernatural P.S.

Magic: None, other than its natural teleporting ability.

Psionics: None.

Average Life Span: 60 years.

Habitat: Nightlands; prefers mostly uninhabited areas. The only time it is found on Rifts Earth is if a Nightlord or Night Prince has them brought to our reality (for whatever purpose).

Allies: None per se.

Enemies: It regards most life forms as prey.

Trappers

Occasionally, travelers in the Waste come across open pits in the sand or gravel, sometimes with the bones of animals and humans at the bottom. Such pits are signs of *Trapper* activity and the travelers should be very careful. Trappers are monkey-like creatures, with long, sharp claws used for digging. They vaguely resemble Earth baboons, but their heads are completely different, with two boar-like tusks protruding from their mouth and a single, large cyclops-like central eye. They hunt live prey by digging sand traps and then attacking the victim when he sinks into the sand. The first sign that something is wrong occurs when a traveler sinks to the waist, or disappears beneath the sand altogether. The helplessly trapped victim is then attacked from all sides with tooth and claw. A human being can be torn to shreds in minutes by these monsters. The best defense against the creatures is to travel in large groups, because Trappers don't like to attack them, and a comrade can help pull somebody in a pit trap to safety.

Trappers work in groups of 2-5 hunters (roll 1D4+1). If desperate for food, a community of 3D4+6 may grow bold enough to attack an encampment or community, but even then they are likely to attack the most helpless in the group. In this case, the creatures are likely to tunnel beneath any defenses and emerge from the ground to attack and carry off as many victims as they can. Trappers are not afraid of men, but fire and firearms usually scare and keep them at bay (Trappers react as if they had an H.F. of 12, and explosives and Boom Guns have an H.F. of 17).

For all their strength and digging abilities, Trappers are *not* supernatural creatures, and their biggest worry in the Nightlands is starvation. It is also their desperate hunger that drives them to attack humanoids, for they are one of the few animals that exist in abundance in the Land of Eternal Night. They may originate from a desert environment, since they need very little water to survive, can drink salt water without ill effects and have adapted well to the arid Nightlands. In a pinch, they will feed on the fish found in sinkholes, but they are very poor fishermen and even worse swimmers. Besides, they much prefer the flesh of land animals.

There are tales about a magician who managed to "domesticate" a large family of Trappers and used them as servants and warriors. However, the creatures do not survive long in captivity, refusing to eat and lapsing into a state of melancholy until they die. It might be possible that young Trappers could be raised by humans, but nobody has successfully done so.

Alignment: Considered to be Anarchist.

Attributes: I.Q. 2D4+3, M.E. 2D6, M.A. 3D6, P.S. 3D6+8, P.P. 3D6+4, P.E. 3D6+4, P.B. 2D6, Spd 3D6. Not a supernatural creature.

Hit Points: P.E. +10. S.D.C.: 3D6+30.

Horror Factor: 8

P.P.E.: 4D6



Size: 3 to 4 feet tall (0.9 to 1.2 m) and weighs 30-60 pounds (13.5 to 27 kg).

Natural Abilities: Excellent diggers and tunnel makers, nightvision 100 feet (30.5 m), Climb 80/75%, Swim 35%, Fish 45%, Land Navigation 80%, Prowl 35%, and create sand traps (unless a Detect Ambush roll is made, the victim is sucked into the sand where he loses two hand to hand attacks and half of his combat bonuses).

Attacks per Melee: Three.

Bonuses (in addition to attributes): +1 to strike, +3 to dodge, +3 to roll with impact.

Damage: Claws: 3D6 plus P.S. bonus (do not have Supernatural Strength). Bite: 2D4 S.D.C.

Magic: None.

Psionics: None.

Average Life Span: 20 years.

Languages: May have a primitive language, but so far nobody has learned to decipher it.

Habitat: Deserts or plains. Survives but does not thrive in the Nightlands.

Allies: Only their own kind.

Enemies: Large predators like the Giant Scorpion, Lizard King and Emperor Crab prey on them, although a large band of Trappers will scare off a Lizard King.

The most infamous Nightlands Waste Creatures

In the empty territories surrounding the cities of the Nightlands, monsters that defy description prowl and hunt the unwary traveler. They tend to avoid the roads, but travelers leaving the dark pathways risk encountering these creatures. In addition to the monsters that follow, many other demonic beasts prowl the Waste. Game Masters can create their own, or use creatures from other Palladium RPG products. Though a few have already been described in the previous section, the four creatures that follow are the most famous, or notorious, monsters of the Waste. They sometimes appear on Rifts Earth when accidentally swept away by dimensional energies, summoning magic or magic gone wrong. Nightlord Minions may also deliberately herd the animals into a dimensional portal for no other purpose than to create trouble elsewhere.

Emperor Crabs

Emperor Crabs stand over six feet (1.8 m) tall, weigh a ton and resemble giant Earth Crabs with eight legs and two pincer-tipped arms. One arm has much larger pincers than the other. Four eyes mounted on retractable stalks protrude from the front of the armored creature. Its carapace is extremely hardy and resistant to damage. Most Emperor Crabs have red and white exoskeletons.

At first glance, they seem to be yet another big, dumb predator like the likes of which is not uncommon in the Nightlands, but there is more to the Emperor Crabs than meets the eye. Beneath their armored hide is an intelligent and inquiring mind.

The few Emperor Crabs who have been willing to talk to other intelligent beings claim to have been worshiped as gods by a race of tiny humanoids in another world, until some strange catastrophe scattered the creatures across the Megaverse. In the Nightlands, they were met with fear or violence from most inhabitants they encountered, and the long-lived and arrogant creatures have, for the most part, come to hate and distrust humans, Doppelgangers, the Nightlords and their minions. Forced to hunt to eat, the Emperor Crabs have resorted to killing and devouring any living creature they can find, including humans and other intelligent beings.

In a few instances, Emperor Crabs have managed to be accepted by human communities. In most cases, however, the creatures lord over humans who worship them as gods and live to serve them. These communities often engage in banditry and can be found in various regions of the Nightlands. In the king-

dom of Mu-Talan, several Emperor Crabs have become valuable citizens and work with their fellow sentient beings, but this is unusual. The most savage misanthropes become lone hunters, preying on everyone and avoiding contact with civilization.

Note: Emperor Crabs are not suited for use as player characters, but can make interesting villains and NPCs.

Alignment: Any; most are Unprincipled (15%), Anarchist (30%), Miscreant (30%), Diabolic (10%) or Aberrant (15%).

Attributes: I.Q. 3D6+4, M.E. 3D6, M.A. 3D6, P.S. 4D6+20, P.P. 3D6+2, P.E. 3D6+10, P.B. 2D4, Spd 1D4x10+10. Supernatural Strength and Endurance.

M.D.C. by Location:

Legs (8) – 70 each

Eye Stalks (4) – 25 each (small targets; require a called shot at -5 to strike).

Smaller Pincer Arm – 100

Large Pincer Arm – 180

Carapace (Main Body) – 1D4x100 +300

Horror Factor: 13

P.P.E.: 1D4x100 +200

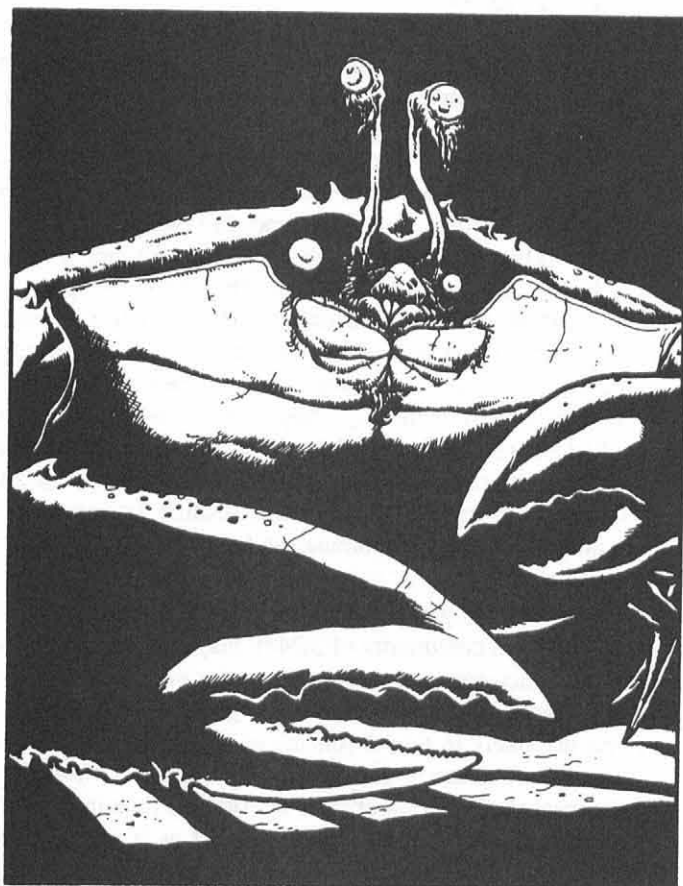
Size: 6-7 feet tall (1.8 to 2.1 m), 8-10 feet long (2.4 to 3 m) and 5-7 feet wide (1.5 to 2.1 m) not counting the pincer arms, which can extend another 4 to 7 feet (1.2 to 2.1 m).

Weight: 1-2 tons.

Natural Abilities: See the invisible, nightvision 200 feet (61 m), Climb 40/10%, Swim 80%, Land Navigation 90%, Camouflage 60%, Detect Ambush 60%, Detect Concealment 55%, regenerates 10 M.D.C. per hour, and can regrow lost limbs, including the eye stalks, in 1D4 days.

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

Bonuses (in addition to attributes): +1 to strike, parry and



dodge, +2 to save versus magic, +5 to save vs Horror Factor.

Damage: Small Pincers: As per Supernatural P.S. Large Pincers as per Supernatural P.S. +2D6 M.D. A stomp attack does 3D6 damage.

Magic: Equivalent to a sorcerer; average level of experience 1D4+4; some exceptional individuals can be as high as 10th level. Knows all spells levels 1-4, three spells each from levels 5-7 and one spell each from levels 8-10.

Psionics: None.

Average Life Span: 600 years.

Languages: Emperor Crabs know over a dozen languages at 98%, although many of them are useless in the Nightlands.

Value: The body parts of the Emperor Crabs are said to have strong magical capabilities; some organizations would pay a fortune for them.

Habitat: Originally, jungles, forests and coastlines. Now, forced to survive in the Waste.

Allies: Depends on who tickles the monsters' fancy. Potentially anyone. Note that Emperor Crabs who are worshiped actually feel some loyalty to their subjects and will usually try to defend and protect them.

Enemies: Due to their size and magical abilities, most predators do not bother these creatures. Hunters and Hounds attack Emperor Crabs on sight, however. The crabs' aggressive nature and hunting of intelligent beings has earned them many enemies among the communities in the Nightlands.

Waste Coyote

This so-called "coyote" is a common scourge of the Waste. Despite its name, the creature bears very little resemblance to either coyotes or canines. Instead it looks like a cross between a crocodile and a bear, with a long reptilian snout, furry and heavy body, and large, heavy retractable claws at the end of each foot. The Waste Coyote runs on all fours, but can stand on its rear legs and swipe at victims with its claws. They run in small packs of 4-12 adults, led by an "alpha," typically the largest and strongest creature in the pack. They communicate in yips and howls that sound a great deal like a coyote.

Waste Coyotes hunt to eat, but they seem to be able to survive very long periods (at least months, and possibly years) without eating. This leads some scientists to believe the creatures sustain their metabolism with ambient P.P.E. energy and only eat flesh to gain more body mass – i.e., to grow larger. Whatever their reasons, the Waste Coyotes will attack lone travelers and small parties, as well as any animals from mouse to elephant-sized. They are not scared of men or their guns, and have even been known to attack Nightbane, Hounds, and Hunters. They are very smart and cunning animals, who often set up ambushes with one member (usually the weakest) appearing somewhere to draw attention and gunfire while the rest of the pack attacks from one or two other directions. The only animal they typically leave alone is the *Lizard King*, as well as large groups of Hounds, Hunters and Nightbane.

Alignment: Considered to be Miscreant predator.

Attributes: I.Q. 2D4 (high animal intelligence), M.E. 2D6, M.A. 2D6, P.S. 1D6+24, P.P. 1D6+14, P.E. 1D6+20, P.B. 1D6, Spd 1D4x10

Size: 8-12 feet long (2.4 to 3.65 m) and weighs 400-800 lbs. (180 to 360 kg).

M.D.C.: 2D6x10+60 on Rifts Earth. (Has P.E. number x2 for Hit Points, 2D6x10+20 S.D.C. and an A.R. of 14 in S.D.C. settings.)

Horror Factor: 11

P.P.E.: 4D6

Natural Abilities: Good trackers by both sight and scent (78% +10% to follow blood scent), Land Navigation (75%), and heals at a rate of 2D6 M.D.C. per hour.

Attacks per Melee: Three.

Bonuses: +1 to initiative, +2 to strike, +3 to dodge, +4 to perception rolls, +4 to save vs magic and psionics. Plus attribute bonuses.

Damage: As per Supernatural P.S., but the bite does 4D6 M.D.

Magic: None.

Psionics: None.

Average Life Span: 60 years.

Habitat: Original habitat unknown. Current habitat is the deserts and mountains of the Nightlands. A pack of 2D6 may occasionally be brought to Earth via a dimensional Rift, summoning or anomaly.

Allies: None per se, though the Simvan would love to get their hands on some.

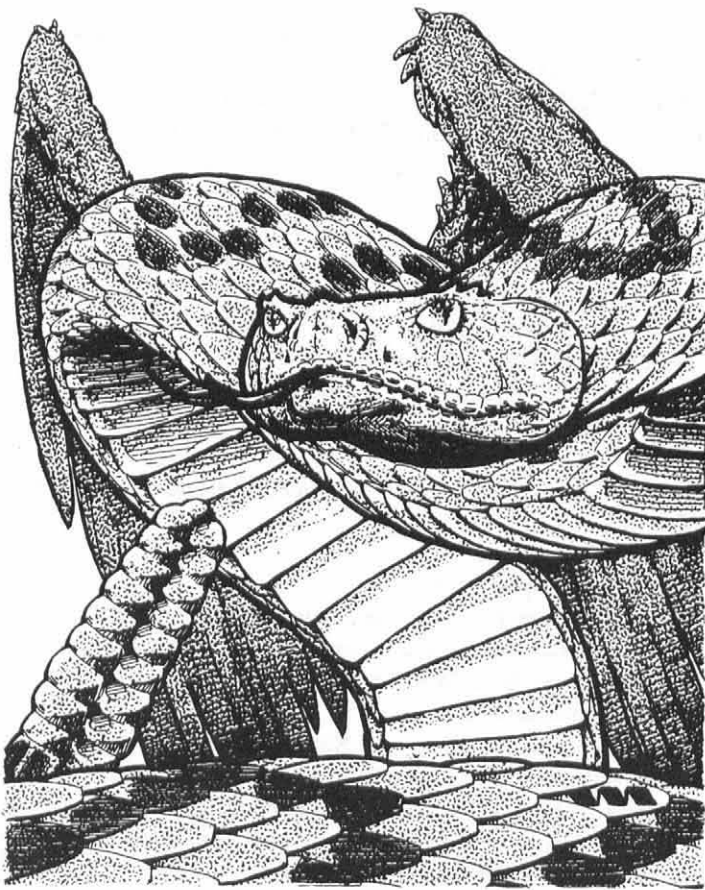
Enemies: Hunted by Hounds and Hunters (their pelts often decorate the halls of the Nightlords), humans, and other predators. They, themselves, prey on just about everything.

Snake Bird

This creature bears a striking resemblance to the extinct feathered serpents of Earth. Snake Birds are roughly the size of a rattlesnake, with a pair of feathered wings and taloned legs near its midsection. Both the snake body and the wings are brightly colored, ranging from solid blues, greens, reds and yellows to mottled, striped and spotted patterns of all those colors plus black and white. They are very powerful fliers (unlike the true feathered serpents), able to maneuver and dive like an eagle.

Amazingly, Snake Birds are sentient and able to speak in a squawking, amusing voice. They are believed to come from an alien dimension where most living creatures were capable of speech. Furthermore, these creatures are accomplished spell casters! They know a great deal about spell magic and are skilled spell casters. Snake Birds are lone hunters, hunting by themselves or (more rarely) in mated pairs. They do not need food to survive, but have strong predatory instincts, probably dating back to the time before their transformation into supernatural creatures. Some occultists have studied the Snake Birds and decided they are some sort of magical creation that combined animal parts and a human mind.

Like humans, Snake Birds can be good, evil or indifferent. Most of them distrust humans and most bipedal races, but on occasion, some have become friends and "familiars" to magicians or Nightbane. Some evil Snake Birds have become "pets" to the Nightlords, who make them use their magic to amuse themselves by torturing humans and Doppelgangers. Players looking



for a challenge might even consider using a Snake Bird as a player character! This is, of course, left to the Game Master's discretion (**Note:** Snake Birds use the Mystic's experience table).

Alignment: Any, and at least half are of good alignment.

Attributes: I.Q. 3D6+4, M.E. 3D6, M.A. 3D6, P.S. 1D6, P.P. 3D6+6, P.E. 2D6+6, P.B. 2D6+6, Spd 1D6x10+50

Size: Body: 4-5 feet (1.2 to 1.5 m) long, wingspan 7-10 feet (2.1 to 3 m), and weighs 15-20 pounds (6.8 to 9 kg).

M.D.C.: 5D6+18 on Rifts Earth, plus 1D6 M.D.C. per level of experience. (Has P.E. number +1D4 per level for Hit Points, 5D6 S.D.C. and an A.R. of 9 in S.D.C. settings.)

S.D.C.: 5D6

Horror Factor: 8

P.P.E.: P.E. x5 plus 12 per level of experience.

Natural Abilities: Flight, flying prowl and silent swooping attack 62%, sense supernatural creatures (range 100 feet/30.5 m), exceptional vision (2 miles/3.2 km), nightvision 500 feet (152 m), track by smell 50% (+10% to follow a blood scent or the scent of death and decay), regenerates damage at the rate of 1D6 M.D.C. per melee round. Also, see magical abilities.

Attacks per Melee: Three physical attacks per melee at first level or two by magic. Add one attack per melee at levels four and eight.

Bonuses (in addition to attributes): +1 on initiative, +5 to strike in the air, +5 to dodge in the air (+2 to strike and dodge on the ground), +6 to damage when swooping, +2 to save versus psionics, +2 to save vs magic and +3 to save vs Horror Factor. Does not include P.P. bonuses.

Damage: A restrained claw attack does 1D6 S.D.C., a full strength attack does 4D6 S.D.C., and a power strike does 1D4 M.D., bite inflicts 2D6 S.D.C., plus injects a lethal poison that

inflicts 3D6 points of damage direct to Hit Points on the first melee round and an additional 1D6 damage for 1D6 melees thereafter unless a save vs poison is made each melee. A successful roll means the victim takes half damage. The Snake Bird's bite is effective against Mega-Damage and supernatural beings, only it feels like a pinprick (no damage). It is the poison that inflicts the damage (effectively 3D6 M.D. +1D6 M.D. per melee for 1D6 rounds to the supernatural and creatures of magic).

Magic: Spells are gained through mystic revelation. At first level, the Snake Bird knows six spell invocations selected from spell levels 1-3. At each additional level of experience, it learns two more spells of a level equal to or below its current experience level (i.e., at second level the Snake Bird can learn two spells from level 1 or 2, at third level it can learn two more spells with selections made from levels 1-3, and so on). All other magic-related abilities work as per the Mystic O.C.C., but has no psychic abilities.

Psionics: None.

Average Life Span: 300 years.

Level of Experience: Average NPC is 1D6+1. A few Snake Birds can reach near-legendary levels of power, 12th level and up.

R.C.C. Skills: Lore: Magic (+20%), Land Navigation (+20%), Astronomy (+15%), Intelligence (+10%), Basic Math (+25%), speaks Dragonese/Elvish at 98%, and two Languages of choice (+20%). Plus select 8 Secondary Skills. Selections are limited to the categories of Espionage, Science, Technical and Wilderness; most skills tend to be in the Science or Technical category.

Habitat: Anywhere, but prefer mountains and moderate climates. Found in the Nightlands and occasionally on Rifts Earth and other dimensions.

Allies: Like-minded individuals of any species.

Enemies: Large predators, the Nightlords and their Minions, and demons in general.

Note: The Snake Bird is considered to be a lesser creature of magic.

The Lizard King

The Lizard King (an old name which amuses modern Nightbane to no end) appears to be a mutated form of the Komodo Dragon from Earth, although they must be a different species altogether. For one, the Lizard Kings are *supernatural* creatures who do not need food or drink in the normal sense. Instead, they are psychic vampires that gain nourishment from the death-agonies of living beings. The creatures can survive a long time without "food" (1D4 months) or can live indefinitely off the P.P.E. energies of a ley line or nexus point. As a result, they are most often found lurking near those places of magic in the Nightlands and occasionally on Rifts Earth.

They hunt any and all living creatures and are too ferocious (or stupid) to fear anything. Hunter patrols always make a point of slaying Lizard Kings on sight. There are some legends of a tribe of humans in the Waste that somehow managed to tame Lizard Kings and now use them as war mounts, but no proof of this has ever been found.

Alignment: Considered to be Diabolic.

Attributes: I.Q. 1D6 (animal intelligence), M.E. 2D6, M.A. 2D6, P.S. 2D6+29, P.P. 1D6+15, P.E. 2D6+17, P.B. 2D4, Spd 1D4x10. Supernatural Strength and Endurance.

Size: 12-20 feet (3.65 to 6.1 m) long, and weighs 1-1.5 tons.

M.D.C.: 4D6x10+77 on Rifts Earth. (Has 1D6x10+20 for Hit Points, 2D6x10+100 S.D.C. and an A.R. of 12 in S.D.C. environments.)

Horror Factor: 11

P.P.E.: 6D6

Natural Abilities: Feeds on P.P.E. energies (lose 1 P.P.E. point for every week spent without feeding, unless it remains within a mile of a ley line or nexus point). Heals damage at the rate of 1D4x10 M.D.C. per minute (4 melee rounds). Nightvision 1000

feet (305 m), fair day vision, and a good sense of smell; 54% to track by smell.

Attacks per Melee: Five.

Bonuses (in addition to attributes): +1 on initiative, +3 to strike, +4 to dodge, +3 to save vs magic, +3 to save vs psionics, +9 to save vs Horror Factor. Does not include attribute bonuses.

Damage: As per Supernatural P.S., but the bite does 3D6 M.D.C., and tail swipe 2D6.

Magic: None. **Psionics:** None.

Average Life Span: 40 years.

Habitat: Anywhere, though it favors areas around ley lines.

Allies: None per se.

Enemies: The minions of the Nightlords who hunt them. Preys on most any life forms.

The Nightlords™

Other than mysterious ancient writings and legends, little is known about the Nightlords, also called the *Ba'al*, *Ba'al-ze-Neck*, *the Lords of Night*, and the *Rulers of the Nightlands*. The Ba'al reign over sprawling cities in the Nightlands as tyrannical kings and queens feared by all the inhabitants of their domains. Some believe them to be demons, dark gods, Supernatural Intelligences, or worse. Others think they are products of humankind's worst traits – the embodiment of hatred, fear and greed somehow brought to life and independence in the weird realm that is the Nightlands. They are known to be immortal or at least ageless. They are a diverse group of beings, many of whom bear long-lasting enmities against each other, and the only things they have in common are their evil nature and their immense power.

The most disconcerting fact about the Nightlords is that they look like normal (even attractive) men and women. Even the Nightbane Talent to *See Truth* will not reveal any ugliness, deformities or insight beyond their loathsome, evil auras and grim exterior appearance. A few have used their powers to change their shapes into monstrous forms, but this is a conscious choice, not a manifestation of their nature. However, any outer appearance belies the true horror that dwells inside these ancient monsters. The Ba'al are psychic vampires. To them, humanity is so much *cattle* to be butchered, broken, tamed and devoured at their whim. The Nightlords hate Humankind and all its works. Their great city-states are designed to mock and twist everything humans have accomplished. Given the chance, they would invade Rifts Earth and do the same, destroy it.

Although the Nightlords have human forms and physical shape, it is not known if they can be killed or destroyed. Although it is believed that a Nightlord who is imprisoned away from sources of P.P.E. will die, imprisoning a being who can manipulate matter, energy and their own bodies is nearly impossible. Destroying their physical body may only temporarily weaken them. Only one thing is certain, the Ba'al fear the *Nightbane* and wish them all destroyed. Perhaps the *Nightbane* can physically kill these creatures. Some very rare artifacts are said to have the power to utterly destroy the Nightlords and many factions feverishly search Rifts Earth and the Nightlands in the hopes of finding such weapons.

Nobody is sure how many Nightlords exist. There is typically one to five at each major city in the Nightlands (multiple Nightlords at one city typically means one powerful tyrant and 1D4 lesser Nightlords), so there must be hundreds, or maybe even thousands. This is even accounting for the Nightlords who rule over more than one city, especially since some use dispossessed Nightlords as their delegates. The ancient legends indicate that the first Ba'al were relatively few in number, perhaps fewer than a hundred all told. Yet, they have somehow grown in numbers over the centuries. There are a few rumors that indicate that the Nightlords can reproduce in some arcane fashion; maybe sometimes their Avatars become independent, or perhaps the *Night Princes* grow in power until they become true Ba'al. The process seems to take a long time, however, because the "youngest" known Nightlord is said to have crossed over in 1,200 B.C. Most of them appear to have become Ba'al as far back as 10,000 years ago, the times when the earliest cities were built (the oldest *known* Earth city in the archeological record, Jericho, is believed to have been built sometime in 9,000 B.C.).

In most campaigns, Nightlords and even their Avatars should be seldom, if ever, encountered directly. They are the arch-villains who set things into motion and conspire behind the scenes. It is their minions, henchmen, worshipers and Night Princes who put the Nightlords' schemes and evil amusements into action. Whatever the possible outcome, it will be a long, hard road fraught with danger, treachery and subterfuge, perhaps culminating with a climactic battle with a Night Prince or even a Nightlord that needs to be sent back to their realm of mirrors and darkness . . . or utterly destroyed. After all, the Nightlords are not the only dark gods to visit or claim parts of Rifts Earth, and as most discover the hard way, it is one thing to conquer a particular land or people, it is quite another to keep it under their thumb, especially with all the heroes and champions of light who also inhabit Rifts Earth.

The Powers of the Nightlords

The Ba'al do not bother to learn magic spells. They see magic as a cheap, crude way to manipulate reality – an art beneath their contempt. Instead, the Nightlords can manipulate matter, energy and the mind at will! They are limited only by



the Potential Psychic Energy (P.P.E.) needed to effect the transformations and by their own imaginations and force of will. Through the use of their powers, they have built their great cities, created such servant races as the Hounds and Hunters, and even given life to lesser versions of themselves, the Avatars. These powers render the Nightlords nearly invulnerable against many weapons and even magic spells.

Besides their powers over physical reality, the Nightlords are linked to the thoughts and emotions of humankind. They obtain much of their power from this psychic link. The Nightlords are able to enter the dreams of sensitive humans, sending their **Astral Avatars** to disturb, frighten or sometimes recruit the occasional mortal. The Ba'al are instinctively attracted to large human gatherings, so it is no coincidence that the great cities of the Nightlands are in the same place as the ones on Earth. For millennia, the Nightlords have fed on the P.P.E. "run-off" coming from Earth into the Nightlands. Thus, the Coming of the Rifts and the loss of billions of lives rocked not only the planet Earth, but the Nightlands and its Nightlords. Rumor has it that cities in the Nightlands toppled, Doppelgangers committed suicide or went mad by the millions and the link to Earth dwindled to a shallow echo. Many a Nightlord sunk into a deep depression that lasted for over 200 years as the twilight realm of the Nightlands seemed to grow that much darker.

Ironically, the loss of human life and the tidal surge of natural ley line energy actually pushed the Nightlands farther from Earth than it had ever been before. Shutting it off from the Nightlords for more than two centuries. However, as the resilient humans gather their strength and grow in numbers, the link

to Earth has grown stronger. Places like the Coalition States and New German Republic glow like a beacon and buzz with renewed life. Once again the Nightlords stir and hunger for human sensations and dream of power. For while Rifts Earth remains a distant place, it also promises great things. If a Nightlord (and Night Prince, for that matter) could make his way to the magic rich planet, he would be more powerful than ever. A true god able to draw energy and inspiration from the concentrated areas of humans and raw power from the still seething ley lines.

It is a revelation complicated by the dim, distant path to Rift Earth, making it more difficult than ever to physically enter the human realm of existence, and even more perplexing, the presence of hundreds of rival supernatural powers. The Nightlords are not happy to see "their" Earth invaded by the Vampires of Mexico, the Splugorth of Atlantis, the Yama Kings of China, the demon hordes of Russia, Mrrlyn the Deceiver in England, and other old rivals and enemies all laying claim to parts of the planet that has, in the minds of the Ba'al, always been *their* dominion. It is a turn of events that has, only recently, driven them to develop plots to claim the Earth (or at least parts of it) for themselves.

Note: Mega-Damage structures and M.D. weapons from Rifts Earth become Hit Points and S.D.C. in the Nightlands, as do the Nightlords and Minions.

Nightlord Avatars

The Nightlords have the ability to create Avatars, semi-independent creations that share the same personality and thoughts of their creator. This may be a more powerful version of the Splittin' Image Nightbane Talent (see the **Nightbane** section) or a separate power altogether. Avatars are not as powerful as their creators, so they can be more easily destroyed. They are still very powerful, able to fight and destroy most lone Nightbane and to stand against a whole band of supernatural beings. Avatars are used as Generals, leaders, spies and representatives of the Nightlands as well as used to secretly replace world leaders on Earth. So far, that has not happened on Rifts Earth, but the plots are brewing.

There are two types of Avatar. *Physical Avatars* are solid beings made of supernatural flesh and bone. *Astral Avatars* are creatures of pure psychic energy, able to enter dreams and minds. Both are incredibly dangerous and as evil and intelligent as the Nightlord they are created from. Astral Avatars are the equivalent of the Astral Projection psionic power, but it is not linked to the Nightlord via the "silver cord" and is fully independent, able to travel in the Astral Plane, coexist with the physical plane, and contact beings in other dimensions or worlds.

When creating an Avatar, the Nightlord bestows upon it some of his own life force. This gift does not harm or diminish the Nightlord unless the Avatar is somehow killed. Destroying an Avatar is painful and severely weakens the Nightlord. When one of his Avatars is destroyed, the Nightlord loses the equivalent of all the Avatar's M.D.C./Hit Points and P.P.E. This damage is healed very slowly (one point every hour). Most Nightlords do not make more than two or three Avatars, because if they create too many, and they are all destroyed, the resulting backlash might be enough to kill the Ba'al. For that reason, most

positions of leadership are left in the hands of the Night Princes or other minions.

Nightlord R.C.C.

Nightlords are NPC villains who could easily be classified as dark gods or Demon Lords. Their power level and their thoroughly corrupt nature make them totally unfit as player characters. The attributes in parentheses are typical for Avatars. **Note:** All stats have been adjusted for Rifts Earth, where the Nightlords become Mega-Damage creatures and are at their most powerful. The Ba'al demons' unusual connection to Earth and the abundance of P.P.E. makes them a huge threat to Rifts Earth. Should the Nightlords ever gain more than a feeble foothold on Rifts Earth, the entire planet could be in jeopardy of falling to them and becoming the new Nightlands. Of course, in addition to humans and Nightbane who would oppose such an invasion, there are the other supernatural powers who hold sway over various parts of the planet. All of them will actively work to subvert and destroy the Nightlords and their minions at every turn, often using humans, D-Bees and heroes as their means to that end.

Natural Abilities of the Nightlords:

1. Supernatural Abilities: Despite their human appearance, the Nightlords are supernatural beings. They regenerate damage at an amazing rate of 2D4x10 M.D.C. at the end of every melee round. (Avatars heal 1D4x10 M.D.C. per melee round.)

On Rifts Earth, neither the Nightlords or their Avatars take any damage from ordinary S.D.C. weapons, and they suffer only half damage from all non-magical M.D. weapons and attacks (both physical and energy). Magic and magic weapons do full damage. They have incredible senses and are able to see the invisible (and through any masking, camouflage or illusionary powers), sense ley lines and nexus points (range: 1 mile/1.6 km per level of experience), and have perfect nightvision (can see in total darkness for 2000 feet/610 m). Although Nightlords can pass as normal humans, they can, at will, "unmask" their supernatural aura. This aura automatically causes mere mortals to save versus a Horror Factor of 18 as they sense the immense power and evil emanating from the creature (H.F. 14 from an Avatar).

2. Life Force Vampirism: The Nightlords are energy vampires who do not need normal food or water to survive. Instead, they depend on the life force of living things. Humans and Nightbane are the best source of sustenance; the denizens of the Nightlands are, in the words of a Nightlord, "weak and foul-tasting," enough to keep a Nightlord alive but not happy. The same sentiment holds true for D-Bees, and the more alien/inhuman the worse they taste. Nightlords prefer their "food" to be flavored by pain and terror. Therefore, their favorite form of feeding consists of torturing victims to death. The traditional way to offer a sacrifice to the Nightlords is to throw a live victim into a large bonfire! This feeding process requires a helpless victim; Nightlords cannot feed during, or from those engaged in, combat.

The feeding process takes one minute. Up to 50 Hit Points or P.P.E. can be absorbed during that minute. Human and

Nightbane Hit Points and P.P.E. replenish the Nightlords' needs on a one to one basis (i.e., one Hit Point or P.P.E. stolen from a human or Nightbane grants the Nightlord one P.P.E. point of sustenance). On the other hand, Doppelgangers, Hounds and Squires used in this manner only "produce" one P.P.E. point for every 10 Hit Points/M.D.C. or P.P.E. absorbed. The Nightlord needs to consume a minimum of 20 P.P.E. in this manner every day. If not, those 20 P.P.E. are subtracted from the monster's energy base, reducing it 20 points every day until it can be replenished. Since most Nightlords have at least 1,000 P.P.E., they could survive almost two months without feeding, but their power would diminish enormously. When their P.P.E. base is reduced to zero, they lose one P.E. attribute point per day; if P.E. is also reduced to zero, the Nightlord will crumble into dust. It is *possible* that this will not truly destroy the Nightlords and they can return to life if the energy becomes available and conditions are right.

Nightlords who fall dangerously low in power function at half their normal capacity (half attacks per melee round, half M.D.C., half bonuses, and half speed). To replenish themselves quickly, they may engage in a frenzy of torture and murder, gorging on hundreds of P.P.E. and Hit Points every day until back to full strength or an acceptable level. Most try never to fall into such a state of dereliction.

3. Matter and Energy Control: The Nightlords have powers over inanimate matter and energy that transcend normal magic and psionic powers. They are said to be able to control reality itself. This is a bit of an exaggeration. However, by using P.P.E. they can reshape, alter, melt and destroy inanimate objects at will.

They can also use rituals, willing participants, unwilling sacrifices, mass slaughter, ley lines and ley line nexus energy to produce additional P.P.E. to be harnessed and used to reshape or destroy matter. Given enough time and power, Nightlords can create or destroy entire cities!

Each use of this power counts as two melee attacks/actions, and requires line of sight (with a maximum range of one mile/1.6 km).

Note: Living beings are immune to this power. This includes "bio-mechanical" Nightbane, cyborgs and any cybernetic system attached to and/or implanted in living beings (for that matter, anything covered or contained inside living matter).

Magical weapons and artifacts are also unaffected by the Nightlord's powers.

The following abilities fall under this incredible power:

Reshape Matter: The Nightlord can mold inanimate matter (metals, stone, concrete, plastic, and any mineral or synthetic substance) at will as if it were soft clay. The cities of the Nightlords were built in this way. The shape can be anything the demon desires; i.e., he can twist a gun into a pretzel, but the matter's structure remains the same – the pretzel will still be made of metal. P.P.E. Cost: One point per 5 pounds (2.3 kg) of matter.

Melt Matter: The Nightlord causes solid matter to assume a liquid state. In the case of most metals and solid minerals, this means the matter will become incredibly hot! Any matter will suddenly heat to its "melting point." Anybody holding a metal object thus melted will take 3D6 S.D.C. burn damage (2D4x10

if body armor or a vehicle is melted on top of the character). P.P.E. Cost: One point per pound (0.45 kg) of matter, so melting a two ton car costs 4000 P.P.E. points.

Transform Matter: This aspect of the power allows the Nightlord to change lead into gold, plastic into iron, etc., and vice versa! They can transform guns into candy, and wine into nitroglycerin. P.P.E. Cost: 20 points per pound (0.45 kg) of matter transformed. The transformation is permanent, unless the fiend spends energy to change it back. Remember, living beings and organic matter cannot be affected.

Matter-Energy Meld: Nightlords can "attach" matter and energy to their own bodies, giving themselves monstrous but very powerful shapes. Every 10 P.P.E. points spent in this manner adds 20 M.D.C. to the Nightlord (usually in the form of metallic armor, rocky growths, and so on). Also, the Nightlords can surround themselves in an aura of fire, crackling electricity, or other form of energy. These energy auras provide 10 M.D.C. worth of protection for every 10 P.P.E. spent. Furthermore, the energy will burn anyone who touches or comes within 10 feet (3 m) of him. Damage is equal to one M.D. point for every 10 P.P.E. spent. The Matter-Energy Meld lasts one hour; at the end of it, the Nightlord can spend more P.P.E. to renew it.

This power can also be used to make himself invulnerable to all forms of energy attack, except *magic*, at a P.P.E. cost of 10 points per every 10 minutes.

Or the supernatural power can use energy (fire, electricity, lasers, etc.) to make himself more physically powerful and giant-sized by converting the energy into mass. Every 10 points of energy/Mega-Damage actually gives the Nightlord one additional M.D.C. point, ten pounds of mass, and six inches (0.15 m) in height. Thus, enduring a total of 100 M.D. from energy blasts or fire increases the monster's M.D.C. by 10 points, mass by 100 pounds (45 kg), and height by five feet (1.5 m). A thousand M.D. points would be 10x that amount. However, the Nightlord must expend 5 P.P.E. points for every 10 points of energy funneled into his system, so 1000 M.D.C. energy damage will cost him 500 P.P.E. points.

Disperse Energy: Nightlords can disperse energy harmlessly around themselves. Fire, heat and radiation can be rendered useless against them. It is said that a Nightlord with enough power available could dance unharmed in the corona of a star, or withstand a nuclear explosion! One hopes these are exaggerations.

P.P.E. Cost: Every 10 points expended harmlessly disperse up to 100 M.D. points of energy damage. 1000 P.P.E. points can dispel 10,000 M.D.C. points of energy damage. This effect lasts for one minute after the power is activated. **Note:** Does not affect magical and psionic energies, including Nightbane Talents.

Release Energy: This power enables the character to unleash large amounts of pure energy in the form of fire/plasma, electricity, or laser blasts. These energy *blasts* inflict 1D6 M.D.C. per every 5 P.P.E. spent. Cost: 5 P.P.E. per die of damage (i.e., a blast doing 4D6 M.D. would cost 20 P.P.E. while a blast doing 4D6x10 M.D.C. would cost 200 P.P.E.). The Nightlord is at +3 to strike with these blasts.

The powerful Ba'al can also create walls of fire, circles of fire, electrical fields, electro-magnetic fields, etc. P.P.E. Cost: 10 points per 20 foot (6.1 m) radius. Those who try passing through the energy wall or field suffer 1D4x10 M.D. Additionally, the villain can create the equivalent of the following

spells at a cost of four P.P.E. each at 10th level power: *Globe of Daylight, Blinding Flash, Lantern Light, Ignite Fire, Fuel Flame, Fire Blast, Fire Bolt, Extinguish Fire, Circle of Flame, and Energy Disruption.*

Manipulate Dimensional Energies: The Nightlords can also control dimensional energies, such as what is needed to open and close Rifts, open dimensional portals, teleport, and so on. All Nightlords have the equivalent of the spells *Close Rift, Dimensional Portal, Teleport: Superior, Fly, Float in the Air, Ley Line Time Capsule, Ley Line Time Flux, Ley Line Ghost, Swap Places and Time Slip.* P.P.E. Cost: Same as each respective spell.

Telekinesis: Basically the same as the spell, only the range, weight, duration, damage are increased x10. P.P.E. Cost: 10 points.

4. Sense Dimensional Disturbances: Nightlords are attuned to mystical energies, and can sense the presence/appearance, opening and closing of Rifts, dimensional portals/doorways, teleportation spells, dimensional anomalies, and similar magical/supernatural effects, at a range of 5 miles (8 km) per level of experience.

5. Breach the Mirrorwall: Before the Coming of the Rifts, the Ba'al were imprisoned in the Nightlands. Before that day, only their minions or Astral Avatars could visit the Earth, and the former only if they were summoned by evil magicians. The resulting effects of that event have allowed them to escape their ancient prison whenever more than one thousand Doppelgangers manage to enter Rifts Earth. This is still difficult, because a Doppelganger can only come to Earth when its human twin comes to the Nightlands. Furthermore, the human cannot be dragged to the Nightlands, but must be tricked into going of his own free will. Once 500 of a Nightlord's Doppelgangers are on Earth, he can send an Avatar or 1-4 Night Princes. When more than 1000 are in place on Earth, the Nightlord can, himself, enter our reality. However, the Doppelgangers must be his subjects and should their number drop below 1000, the Ba'al lord is torn from this reality and returned to the Nightlands. When this happens, 2000 Doppelgangers will be required for him to ever return again. This number doubles every time a Nightlord is thrown back to the Nightlands in this fashion. Returning on his own accord before the number drops below 1000 avoids this damaging effect.

Once a Nightlord has established his link to Rifts Earth via the 1000+ Doppelgangers, he can cross the Mirrorwall and travel back and forth between Earth and the Nightlands by spending 10 P.P.E., concentrating for one minute (4 melee rounds), and then stepping into a mirror. This power cannot be used in combat. Also, the Nightlord can send any number of minions to Earth by spending 5 P.P.E. per minion. This process also takes one minute (4 melees).

Alignment: Typically, Diabolic (70%), Miscreant (25%), or Aberrant (5%).

Attributes: The number in parentheses is for the Avatar. I.Q. 3D6+12, M.E. 3D6+12, M.A. 3D6+12, P.S. 3D6+30 (3D6+20), P.P. 2D6+16 (2D6+10), P.E. 3D6+12 (2D6+12), P.B. 3D6+6 (varies), Spd 1D6x10 (6D6). The mental attributes of the Avatar are the same as the Nightlord.

Size: Varies, typically within the human range.

M.D.C.: 6D6x100+660 on Rifts Earth, *double* at a ley line and

triple at a nexus! 3D6x100+150 for the Avatar; double at a ley line or nexus. (Has P.E. number times the level of experience for Hit Points, 3D6x100+500 S.D.C. and an A.R. of 17 in S.D.C. environments – 1D4x100+100 for the Avatars.) Killing a Nightlord in Rifts Earth only sends him back to the Nightlands where he'll remain at half power for one year. During that year he cannot try to return to Earth. Killing a Nightlord in the Nightlands is believed to destroy the fiend. **Note:** Mega-Damage structures and M.D. weapons from Rifts Earth become Hit Points and S.D.C. in the Nightlands, as do the Nightlords and Minions.

Horror Factor: 18 when they unmask their aura of fear and power (14 for the Avatars).

P.P.E.: 2D6x100+1000, plus 50 per level of experience (1D6x100 +20 per level of experience for Avatars).

R.C.C. Skills: All magic and monster based Lore skills and knows all languages at 98% (many will be ancient/archaic tongues). Most Nightlords also have 10-20 additional skills at +20% from any skill category due to their centuries of life experience.

Attacks per Melee: 10 on Rifts Earth (6 for an Avatar).

Damage: As per Supernatural P.S., increase by 50% on a ley line or at a nexus for both the Nightlord and his Avatar!

Bonuses (in addition to attributes): +3 on initiative, +5 on all perception rolls (a *Nightbane*® RPG stat not applicable to *Rifts*®), +1 to parry and dodge, +4 to roll/pull punch, +6 to save vs magic, +10 to save vs Horror Factor and are impervious to possession. These bonuses do not include skill or attribute bonuses. As with most supernatural beings, Nightlords are impervious to disease, poison, drugs, and normal heat and cold.

Magic Powers: Ample knowledge in the use and limits of magic, i.e., all the basics plus knows half the spell invocations from levels 1-12. However, though Nightlords used to be sorcerers, they now disdain the use of magic, preferring to rely on their powers over matter and energy described earlier rather than spells. Only those listed previously in #3 are deemed acceptable for casual use, but the Ba'al *may* consider casting other magic if the situation demands it in a crisis.

Psionic Powers: None, other than the formidable natural abilities listed previously.

Average Life Span: Unknown, presumed to be immortal.

Experience Level: Average 2D4+5. An Avatar will typically be half that level.

Vulnerabilities/Penalties: Nightlords and their Avatars take triple damage from all attacks at the hands of *Nightbane* (and Guardians), and double damage from attacks from any other *supernatural creatures*, including vampires and other undead. Dragons, other creatures of magic and magic of all kinds do their normal damage.

Allies: Each Nightlord commands a small army of *at least* 100 Hounds, 10-40 Great Hounds, 10-20 Hound Masters, 10-40 Hunters and 10-12 Hollow Men, 5-10 Ashmedai and 1-6 Night Princes; possibly others. The average Nightlord commands ten to twenty times as many troops, and the more powerful ones twenty to a hundred times above that! This does not include the city(s) of Doppelgangers and other lesser beings the Nightlord rules over, which can number from the hundreds of thousands into the millions.

Weapons and Equipment: Some Nightlords wield ancient artifacts and/or magic weapons and armor, but most of them disdain

the use of weapons unless extremely powerful, preferring to rely on their own powers.

Night Princes

Ba'al-Zebul R.C.C.

The chief lieutenants of the Nightlords are the *Night Princes*, also known as Ba'al-Zebul or Squires. They too are human-looking beings, but with incredible powers of illusion. Some ancient writings refer to both the Nightlords and their "princes" or "squires" as the Ba'al. Perhaps the Ba'al-Zebul are lesser Nightlords, or valued servants who have been "gifted" with the power to deceive and confuse humanoids.

For millennia, the Night Princes have crossed over to Earth to manipulate, abuse and control humans. They helped keep the evil *Cult of Eternal Night* alive on Earth, and fooled hundreds of mortals into secretly worshiping the Nightlords. Some of the legends about tempting demonic beings may be related to the Ba'al-Zebul's activities. Their main purpose is to fool Earthlings, since most of the Nightlords' other minions are immune to illusionary powers. Their abilities and human-like appearance make them ideal agents and infiltrators to establish themselves in key positions to help the Nightlords take over the Earth and undermine rivals and enemies. The Ba'al-Zebul are also used as war leaders, and have a higher rank than all other minions except the *Nightlords' Avatars*.

A few Ba'al-Zebul have gone renegade, usually because their power-hunger has prompted them to betray their overlords. These renegades are no less evil than the Ba'al, just less powerful. They often take control of a cult or some secret organization, or peddle their services as mercenaries or try to ingratiate themselves with rival Nightlords and supernatural powerhouses in exchange for more power. There are rumors that some Night Princes are trying to establish their own kingdoms on Rifts Earth.

"Night Squires" are typically low level Night Princes who have yet to distinguish themselves.

Natural Abilities of the Night Prince:

1. Supernatural Attributes: The Ba'al-Zebul are inhuman beings who heal damage at the supernatural rate of 1D4x10 M.D.C./Hit Points every minute, and have the following abilities: See the invisible and all illusions (including those created by another Night Prince), impervious to mind control of any kind, nightvision (range: 500 feet/152 m), sense the presence of ley lines and nexus points (range: 1 mile/1.6 km), and does not need to eat, drink or breathe air.

2. Energy Vampires: Like their masters, the Night Princes are energy vampires who need to feed on the life force of other living beings. Five Hit Points or P.P.E. a day will keep a Night Prince "fed," although they will not feel happy and truly satisfied unless they consume at least 10-20 a day. Every time the fiend misses a "meal," he or she loses one P.P.E. point per day, which can only be restored after getting an extra 5 P.P.E. or Hit Points the next time he/she feeds. When P.P.E. is reduced to zero, the Ba'al-Zebul loses one Physical Endurance (P.E.) point and crumbles to dust when P.E. is reduced to zero.



3. Illusionary Powers: The Ba'al-Zebul are masters of creating constructs of magical energy. These constructs are not real, but can be convincing enough to deceive, terrify and even harm victims. Each illusion costs different amounts of P.P.E. depending on how powerful, large or effective the illusion is. Some examples of illusions and their P.P.E. cost are given below. The Game Master can use them as guidelines to determine other illusions and P.P.E. costs. The range for these powers is 100 feet (30.5 m) plus 20 feet (6.1 m) per level of experience. The size of an illusion is equal to 10 cubic feet (0.3 cu m) per level of experience.

All these illusionary powers can be resisted and seen through with a save against magic, but only when the target/victim has a reason to suspect the illusion is not real.

Sound and minor (soundless) visual images cost only 2 P.P.E. per minute, and affect everybody in auditive or visual range.

A combination of sound and image, or an illusion of smell costs 5 P.P.E. per minute (4 melee rounds).

Image, sound and odor combined, or an illusion of touch (including temperature and texture) costs 10 P.P.E. per minute.

Full sensory illusions (combine all five senses) cost 20 P.P.E. per minute (4 melee rounds).

An entire panorama affecting an area equal to twice the normal size, and with full details, such as a forest complete with images, sounds and odors, costs 60 P.P.E. per minute (4 melee rounds).

Horror Factor of any illusion is a base of 10, +1 for every 3 additional P.P.E. points spent (this is in addition to the illusion cost). The maximum Horror Factor for any such illusion is 18. For example, a Night Prince wishing to create a demonic entity that affected all 5 senses and had a Horror Factor of 18 would have to spend a total of 44 P.P.E. per minute; 20 for the illusion proper and 24 for the +8 to Horror Factor.

Death by Illusion: Although the illusions will not normally cause damage, an extremely convincing illusion may cause a person to believe he has been killed or severely injured! As long as the character does not see through the illusion (Game Masters should do their best to ensure the *players* don't realize their characters are fighting an illusion), their character will appear to take damage as normal and the illusion is likely to even show damage to the character's armor and body (only illusions affecting all five senses will produce these effects). If the character believes he has been reduced below zero points, he will fall unconscious from traumatic shock! His condition is so severe that the character will lapse into a coma and may die unless he receives medical treatment! However, the character is +10 to save vs coma and will recover at full strength (minus any real damage he/she may have suffered). Game Masters might require a roll to save vs insanity (10 or higher; add M.E. bonuses and any bonuses to resist Horror Factor) for the character to avoid lasting mental consequences as a result of the traumatic experience.

Alignment: Diabolic or Miscreant. There are stories of a few renegades who turned away from the Nightlords and now are fighting them as well as those who have forsaken the Nightlands to build their own small kingdoms on Rifts Earth and other worlds. At the Game Master's discretion, these rumors may or may not be true.

Attributes: I.Q. 3D6+6, M.E. 3D6+6, M.A. 3D6+6, P.S. 3D6+10, P.P. 3D6+4, P.E. 2D6+18, P.B. 3D6+6, Spd 5D6

Size & Weight: Normal human.

S.D.C.: 2D4x10+120

Hit Points: P.E.x2 plus 2D6 per level of experience.

Horror Factor: 9, but can create illusions with an H.F. of up to 18.

P.P.E.: 1D4x100 plus 15 per level of experience.

R.C.C. Skills: The typical Night Prince knows all magic and monster based Lore skills (+15%), magically understands and speaks all languages at 92%, and knows an additional 10 skills from any category at +10%, and an additional 12 Secondary Skills (no bonuses apply).

Attacks per Melee: Six, but increases to 8 when at a ley line or nexus.

Damage: As per Supernatural Strength.

Bonuses (in addition to attributes): +1 to parry, +2 to dodge, +2 to roll with punch, fall or impact, +5 to pull punch, +4 to save vs magic, +3 to save vs psionics (+5 to perception rolls), +6 to save vs Horror Factor and +9 to save vs possession. As with most supernatural beings, Night Princes are impervious to disease, poison, drugs, and normal heat and cold.

Magic Powers: Natural illusion powers only. Many Night Princes pretend to cast magical spells which are, in reality, illusions. The illusion can easily replicate any spell effect.

Psionic Powers: None.

Average Life Span: Unknown; presumed to be immortal.

Experience Level: Average 1D4+4.

Vulnerabilities/Penalties: Night Princes take double damage from the attacks and Talents of the Nightbane and physical attacks from other supernatural beings. Creatures of magic and magic weapons and spells all inflict their usual damage.

Allies: Night Princes are the right hand of the Nightlords and often placed in command of Hound Masters, Hollow Men and Ashmedai. Others lead entire armies of Nightlord Minions or are placed in positions of power and authority. Even the lowliest Night Prince is likely to have a platoon of 10-20 Hounds, 2-8 Great Hounds, 1-4 Hound Masters, 2-8 Hunters and 1-4 Ashmedai, possibly others, at immediate disposal.

Enemies: The enemies of their Lord are also their enemies, as are rival demonic factions. Furthermore, there is often rivalry between Night Princes themselves when one is seeking greater power and favor than his peers. This can lead to ugly infighting and treachery.

Weapons and Equipment: Vary with missions, the situation and personal power and wealth.

Priest of Night

The Priest of Night is a human fanatic who willingly worships the Nightlords in return for magical powers. Most of these cultists are misanthropes and outcasts from society, often too ugly or unappealing (physically or spiritually) to make friends, or who somehow are unable to socialize and deal with normal life. They end up hating themselves, their place in the world, and society at large. Their rage is such that they are willing to sacrifice a degree of their humanity in order to gain the power

they think they need to get their revenge on others or prove themselves. Typically, the would-be Night Priests are contacted by the *Astral Avatar* of some Nightlord or by a Night Prince. If the candidate seems receptive to manipulation, a mystical pact is forged between the Ba'al and the human.

Soon, the cultist becomes able to use magic and gains a number of other special abilities. The once-rejected misfit suddenly becomes extremely charismatic, as well as inhumanly strong and tough; far more powerful than he ever hoped to be. Most Priests of Night are pathetically grateful to their "benefactors" and do anything that's asked of them without complaint or hesitation. Soon, the Night Priest finds himself or herself committing murder, larceny, harboring Nightlord Minions, tricking enemies and other worshipers to go to the Nightlands (to bring their Doppelgangers to Rifts Earth and, with any luck, enable "the Master" to come to Earth as well), and other crimes in the service of his or her Nightlord.



The origin of the magical powers of the Night Priests is unknown since the Ba'al themselves do not use spell magic, though they do know many spells. It is not certain what the source of this mystical energy is. Some occultists theorize that the magical powers emanate from the true master of the Nightlords, an Alien Intelligence of unimaginable power that the Ba'al worshiped back when they were mere mortal sorcerers. In any case, the Night Priests play a very important role in helping to bring their particular Nightlord to Earth by enlisting other worshipers and bringing in Doppelgangers.

Special Night Priest

Abilities & Bonuses:

1. **The Gift of Power:** The Night Priest always becomes powerful both physically and psychologically. His Mental Affinity and Physical Beauty are each increased by 8 points or raised to a minimum level of 18 (whichever is higher). His P.S. is increased by 4, and his P.P. by 2. Furthermore, by spending 2 P.P.E. per minute, the Night Priest's strength becomes Supernatural, able to inflict Mega-Damage with his bare hands. Add 30 points to S.D.C. and 3D6 to Hit Points.

2. **The Gift of Magic:** At first level, the Night Priest gains eight spells from levels 1-4. At every subsequent level of experience, the priest can select one additional spell from levels 1-5 until reaching 6th level, at which point he can learn any spell of an equal or lower level.

Base P.P.E.: 1D6x10 plus the P.E. attribute number. Gains 2D6 P.P.E. per level of experience.

Priest of Night or Night Priest R.C.C.

Note: Intended as an NPC villain, not a player character.

Attribute Requirements: None. Most are Diabolic or Miscreant in alignment, or soon become one of these alignments as they are corrupted by their masters.

O.C.C. Skills:

Native Language 98%

Basic Math (+20%)

Piloting: One Skill of Choice (+10%).

Nightlands Lore (+20%)

Dancing (+15%)

W.P. Knife

Hand to Hand: Basic, which can be raised to Hand to Hand: Expert at the cost of one "O.C.C. Related" skill, or to Martial Arts or Assassin at the cost of two.

O.C.C. Related Skills: Select ten other skills. Plus select one more skill at levels three, six, nine and twelve.

Communications: Any.

Domestic: Any.

Electrical: None.

Espionage: Any.

Mechanical: None.

Medical: First Aid only.

Military: None.

Physical: Any.

Pilot: Any.

Pilot Related: Any.

Rogue: Any.

Science: Any.

Technical: Any (+5%).

W.P.: Any.

Wilderness: Any.

Secondary Skills: The character also gets to select six Secondary Skills. These are additional areas of knowledge that do not get the benefit of the bonuses listed in parentheses.

Standard Equipment: Will own at least a car and several weapons, including a sacrificial knife. Many end up owning a nice house or mansion which they use as a base for their cult. They are typically surrounded by 3D6 normal human cultists.

Money: 4D6x1000 in credits and a home, mansion, church, underground lair or other such dwelling that is owned by the priest.

Nightlands Witch

See the section on Witchery for details.

Red Flame Demons

Demons of the Netherworld

The Ba'al are not above using trans-dimensional creatures as minions and servants. Although their slaves of choice are the creatures of the Nightlands, which include Hounds, Hunters, Night Princes, Doppelgangers and Shadow Scorpions, they also have used beings like the Hollow Men, Ashmedai, Necrophim, Morpheomoths and Skinners as their servants. To some degree, demons can be regarded as the equivalent of *supernatural mercenaries* – they serve any powerful being who meets their price or wields the power to force them into indentured service.

However, many Nightlords distrust demons, and although such creatures are not as widely hated as vampires (who are attacked and destroyed on sight), their motives and loyalty are always suspect. After all, demons as a whole, owe their existence and some degree of their loyalty to the Lords of Hades, Dyval, and other parts of the Netherworld. Thus, one never knows if one's demonic servants are loyal or actually following the orders of a devious Demon Lord.

The Demon Netherworld

The term "Netherworld" refers not to a single dimension but rather a number of worlds that straddle several dimensions and whose description and appearance seems to be similar or related to popular conceptions of Hell – places of suffering peopled by inhuman monsters. These strange worlds are said to be the abodes of the Demon Lords and the Gods of Darkness.

The most infamous worlds or dimensional planes said to be part of the Netherworld are:

Hades: This place of eternal twilight has a number of similarities to the Nightlands, including dark skies (although Hades' sky is covered in swirling clouds of gray and black), desolate rocky terrain, and forbidding mountains. Hades is even more inhospitable than the Nightlands. There is no water or food to be found, and any unfortunate character stranded in this world would soon perish. Hades is the abode of several gods of darkness, including the deity of the same name (see **Rifts® Conversion Book 2: Pantheons of the Megaverse®** and the **Palladium Fantasy RPG's Dragons & Gods**. Also the upcoming **Rifts® Dragons & Gods** supplement.)

Dyval: This dimension is said to be covered by forests that surround citadels and fortresses where these demonic lords and their minions dwell. Although at first sight this world would appear to be less forbidding than the Nightlands, it is plagued by

hordes of monsters who roam across its entire length, sparing no one. These supernatural creatures of darkness prefer not to be related to the demons of Hades and prefer to be known as Dyvals, Deevils or Devils.

The Hell of the Yama Kings: A frightening, multi-plane realm of existence that has actually invaded part of Rifts Earth in the country known as China. Also an upcoming world book.

Others also exist. The Red Flame Demons are from only one of these lesser known Hells. A land of volcanos, sulfur pits and steaming forests.

Red Flame Demons

Not all demons are lurking near *Devil's City* in the Nightlands. Most of these evil supernatural beings are careful about attracting the attention of the Ba'al. A few of them are more daring than others, and a major Demon Lord has dispatched a number of small scouting and raiding parties into the Nightlands. These raiding parties are known as *Red Flame Teams*. Their mission, to observe the Nightlords, undermine their efforts whenever possible and attack them and their minions when the opportunity avails itself. There is no open dimensional portal leading back to their dimension of origin, so even if a Red Flame Team is discovered, the Nightlords cannot follow them back to the demons' home world. These advanced scouts and hit squads are on their own.

There is a long-lasting enmity between the Red Flame Demons and Ba'al, the Red Flames having been defeated by them on virtually every occasion, including one all-out invasion of the Nightlands. Bitter and resentful, the Red Flames engage in an ongoing vendetta of terrorism, sabotage and murder.

While doing their job, the creatures also prey on anybody else they happen to find. A few human settlements have been obliterated by these fiends. If they find a band of Nightbane or humans they may attack or cause trouble if they think the odds favor them. A band of demons can be formidable foes for any group. Each Red Flame squad has from 5 to 10 demonic members (roll 1D6+4), including at least one Red Flame Demon Lord.

Described in the pages that follow are the different types of Red Flame Demons. These demons' appearance could have all manner of effects and intrigue on the Nightlords, because they are out to frustrate and hurt the Ba'al. They have recently learned about Rifts Earth and have decided to prevent the Nightlords from gaining access to it. This means the Red Flames have begun traveling to Earth to find and kill *Dopplegangers*, *Night Priests*, and *worshipers* of the Nightlords. Those in the Nightlands and on Earth may also warn humans of the Nightlords' dreams and plans to access, invade and conquer Rifts Earth. In the process, the Red Flame Demons have found Rifts Earth to be a fun and exciting domain for adventure, in and of itself, full of opportunities and portals to endless other worlds. Red Flame Demons are still comparatively rare on Rifts Earth and face the obstacle of dealing not only with Nightlord Minions, but other supernatural rivals that include the denizens of Hades and Dyval, and the Splugorth, among others. The demons of Hades and Dyval have always considered the Red Flames to be wormy rabble barely worth the trouble to acknowl-

edge. Consequently, they are not pleased to find them on Rifts Earth and dispatch them whenever they are encountered.

Note: As is true of all supernatural beings, the Red Flame Demons become Mega-Damage creatures on Rifts Earth, and are impervious to disease, poison, drugs and normal heat and cold. All stats presented in these pages are for use in *Rifts*® as Mega-Damage villains.



Asurk-Demonians

These hideous monsters are dwarf-like creatures with long fangs coming out of their mouths and numerous spines and spikes protruding from their head, back and arms. These demons are only found in remote parts of the Nightlands, hiding from the Ba'al and their minions, or in a few places on Rifts Earth, usually summoned by evil sorcerers, or serving a Demon Lord as a minor gofer, agent or bodyguard. Despite their small size, they are surprisingly strong, but the greatest danger they pose lies in their powers over magic, especially illusionary and fire magic. The creatures are believed to be some sort of Elemental beings who were corrupted and enslaved by the Lords of Hades until they broke free and joined the Red Flame Demon Hordes.

Alignment: Anarchist (15%), Miscreant (40%), Diabolic (40%) or Aberrant (5%).

Attributes: I.Q. 2D4+4, M.E. 3D4+4, M.A. 3D4, P.S. 3D6+10, P.P. 3D4+10, P.E. 3D4+10, P.B. 1D4, Spd 4D6+10 (double flying).

Size: 4 feet (1.2 m) tall and weighs 200 pounds (90 kg).

M.D.C.: 3D6x10+44 on Rifts Earth. (Has 2D4x10 for Hit Points, 3D6x10 S.D.C. and an A.R. of 10 in an S.D.C. setting.)

Horror Factor: 12

P.P.E.: 3D4x10 +P.E. attribute number.

Average Life Span: Unknown, presumably hundreds of years.

Natural Abilities: Nightvision 200 feet (61 m), see the invisible, turn invisible at will, fly, leap 30 feet (9 m) high or 60 feet (18 m) lengthwise, bio-regeneration 3D6 S.D.C./Hit Points per minute, teleport self 54% (any direction; maximum range 500 feet/152 m), dimensional teleport 38% (Hades and home dimension only).

Special: Fire Aura: They can also create an aura of flame around themselves as often as once per hour. The aura makes the Asurk-Demonian impervious to heat and fire, resistant to energy attacks (half damage) and adds 30 M.D.C. Duration: Three

minutes per level of experience. The aura as adds extra damage to punch and claw attacks (+2D6 M.D.). Strangely enough, it does not set surrounding combustibles on fire.

Experience Level: Equal to a sorcerer, level 1D4+6.

Psionic Powers: None.

Magic: Knows the following spells: See Aura, Sense Magic, Sense Evil, Concealment, Detect Concealment, Chameleon, Fuel Flames, Fire Bolt, Fire Ball, Blinding Flash, Fool's Gold, Mask of Deceit, Horrific Illusion and Apparition.

Attacks per Melee: Five physical attacks or two by magic.

Damage: As per Supernatural P.S. Claw strikes add +1D4 M.D.

Note: Attacking while it is wrapped by the Fire Aura adds +2D6 M.D. to all hand to hand damage.

Bonuses (in addition to attributes): +1 on initiative, +1 to strike and parry, +2 to dodge, +2 vs. poison and disease, and +4 to save vs Horror Factor.

Vulnerabilities/Penalties: Takes double damage from weapons made of silver, holy weapons, artifacts, magic weapons and Guardian powers. Holy water will do 3D6 points of damage per splash.

R.C.C. Skills: All Wilderness and Rogue skills, all at 52% (excluding Computer Hacking). Magically knows all languages.

Allies of Note: Fellow demons and supernatural evil.

Blood Dancers

These strange demons can weave illusions around themselves to make themselves look like attractive men or women. In reality, they are slender, sexless creatures covered in a thin reddish slime. Their eyes are big and have no pupils, and they have no mouths, noses, ears or other facial organs. Their illusionary powers can fool most creatures, except other illusionists, Night Princes (themselves masters of illusions), Nightbane using the See Truth Talent, and some creatures, like the Hounds, who are immune to all illusions.

The main goal of the Blood Dancers is to seduce and corrupt humans. Their weapons are their apparently beautiful bodies and a hypnotic dance known as the *Blood Dance*. The Blood Dancers can sap the will of the target (it can be made to affect an entire room full of people, but with diluted effects), making the process of seduction much easier. Additionally, the creature can magically lower the defenses of the victim until he or she is unable to refuse any request. While under the influence of these devilish creatures, many an unfortunate victim has ended up committing crimes, murdering innocents and doing even worse deeds.

Alignment: Diabolic (70%) or Miscreant (30%).

Attributes: I.Q. 2D6+6, M.E. 2D6+6, M.A. 2D6+16, P.S. 2D6+16, P.P. 2D6+12, P.E. 3D6+6, P.B. 1D6+20 (in illusionary form) or 1D6 in their real form, Spd 4D6.

Size: Human-sized, averaging 5 to 6 feet (1.5 to 1.8 m) in height.

M.D.C.: 4D6x10+12 on Rifts Earth. (Has 1D4x10 +2D6 per level of experience for Hit Points, 3D6x10 S.D.C. and an A.R. of 8 in S.D.C. environments.)

Horror Factor: 16 when their true form is revealed, or when transforming from human to monster.

P.P.E.: 1D6x10 plus P.E. attribute number and +12 P.P.E. per level of experience.

Average Life Span: At least centuries, if not millennia.

Natural Abilities: Nightvision 200 feet (61 m), magical regeneration 2D6 M.D.C. per minute, Supernatural P.S. and P.E. attributes.

Special: Illusionary Disguise: This magical illusion gives the Blood Dancer the appearance and charisma of an incredible beauty. It fools all the senses, giving people the impression that they are seeing or touching a beautiful human being. **Duration:** Indefinite; the disguise may be dropped when the creature becomes angry or inebriated.

Special: Magical Slime: In their real form, the Blood Dancers are covered in a thin slimy substance that is blood-red in color. When in contact with a victim, the slime rubs off on him or her, and is absorbed by the skin. The slime has the effect of making the victim more and more pliable and willing to be seduced. Among other things, it produces hallucinogenic visions and dreams about the Blood Dancers, usually of an erotic nature.

Special: Hypnotic Dance: The demon has the ability to produce a magical hypnotic effect while dancing. The hypnotic dance seduces the victim unless he or she makes a save versus ritual magic (16 or higher). Several people (an entire room or auditorium) can also be seduced, but in that case, every person present gets to save versus normal magic (12 or higher). Those unable to save find themselves entranced by the dance, very attracted towards the dancer, and unable to take their eyes off her or him (oblivious to anything being said or happening around them, -5 on initiative and -2 melee attacks for the first melee round that anything occurs. Furthermore, the bewitched charac-



ters will be most concerned about the safety of the dancer). This powerful charm magic is often the first step towards seduction. **Duration:** The hypnotic charm and infatuation lasts throughout the dance and for 3D4 minutes afterward for a mesmerized crowd. For a specific individual it lasts the entire time the Blood Dancer remains with the character or within his/her line of vision. Once out of sight, the attraction fades in 3D4 minutes.

R.C.C. Skills: Dancing 98%, Demon/Monster Lore 98%, Basic Math 98%, Seduction (+35%), Interrogation (of the gentle variety, +20%), Intelligence (+12%), Prowl (+20%), Climb (+10%), Swim (+10%) and Hand to Hand: Assassin. Plus select three skills from the Espionage or Rogue category at +10%, three Physical skills (+10% where applicable), and three W.P. skills.

Experience Level: Average 1D6+1.

Attacks per Melee: Three *plus* those gained from the Hand to Hand: Assassin combat skill per level of expertise and experience.

Damage: As per supernatural P.S. or weapon.

Bonuses (in addition to attributes): +2 on initiative, +1 to parry and dodge, +2 to roll with punch or impact, +2 to pull punch, +2 to save vs magic, +9 to save vs Horror Factor and possession. **Vulnerabilities/Penalties:** Takes double damage from weapons made of silver, holy weapons, artifacts, magic weapons and Guardian powers. Holy water has no effect.

Psionics: All Blood Dancers have the equivalent of the Mind Block Auto-Defense power but no other powers (works as a regular Mind Block, but costs no I.S.P. to activate). No I.S.P. or other psionic powers.

Magic: In addition to their natural abilities, the demons know six spells selected from spell levels 1-4. They learn no new spells as they rise in experience, however, nor can they learn or purchase spells like a human sorcerer.

Habitat: Can appear just about anywhere. Are known to exist in the Magic Zone and associate with the Federation of Magic – Lord Dunscon enlists a trio on a regular basis to change the minds of, and eliminate, opposition.

Allies: Blood Dancers often work with other demons and supernatural monsters.

Enemies: The Nightlords and their minions are mortal enemies.

Weapons and Equipment: Since they masquerade as humans, Blood Dancers can have a number of normal objects, pieces of clothing, handguns, and vehicles.

Dakini Demon Women

These creatures are identified with the demon-women said to serve a number of Goddesses of Darkness. They are primarily used as assassins, although occasionally one of these creatures wanders the land on her own as an independent agent. Like most demons, they love to terrorize and victimize humans and humanoids. Their favorite tactic is to assume the form of a beautiful woman, luring lustful males into secluded areas where they can be disposed of at leisure. When attacking, their true forms come to the fore. The true shape of the Dakini is that of a woman, but their teeth are large and sharp, and their fingers sport five inch long, blade-like nails. The body is covered in a tough hide and when they are overwhelmed by blood lust, their eyes become red, irisless orbs, and the demon can no longer communicate, only hiss and growl.

Fortunately, the creatures' minds are so alien that they cannot maintain their human masquerade for long. At the first sign of suspicion or fear, the creature will strike without warning and either flee (if facing a superior enemy) or fight to the death. Lone hunters are most likely to find towns, cities and the 'Burbs the most appealing "hunting grounds" because they are filled with potential victims and countless opportunities for fun and murder.

Alignment: Miscreant (60%), Diabolic (37%), or Aberrant (3%).

Attributes: I.Q. 2D6+2, M.E. 3D6, M.A. 2D6+4, P.S. 4D6+10, P.P. 4D6, P.E. 5D6, P.B. 3D6+10 (minimum 16), Spd 6D6

Size: Average 6 feet (1.8 m) tall and weighs 180 pounds (81 kg), though they always look slender and beautiful.

M.D.C.: 5D6x10 on Rifts Earth. (Has 2D6x10 for Hit Points, 3D6x10 S.D.C. and an A.R. of 10 in S.D.C. environments.)

Horror Factor: 14 when their true nature is revealed.

P.P.E.: 1D6x10

Average Life Span: Unknown; presumably thousands of years.

Natural Abilities: Nightvision 200 feet (61 m), see the invisible, turn invisible at will, bio-regeneration 2D6 M.D.C. per minute, regenerate severed limbs in 24 hours, resistant to fire (takes half damage from normal fire, full from magic), magically knows all languages.

Special: Retractable Claws: Magically grow from the fingertips to five inches long and do an extra +2D6 M.D. per claw strike.

Special: Shape Changer: Can look like an attractive human woman with a P.B. of 3D6+10 (never less than 16).



R.C.C. Skills: Seduction (+20%), Streetwise (+14%), Interrogation Techniques (+20%), Tailing from the Surveillance skill (+15%), Track Humanoids (+20%), Land Navigation (+10%), Wilderness Survival (+10%), Detect Ambush (+10%), Swim (+10%), Climb (+10%), Prowl (+10%), Palming (+5%), Basic Math (+15%), W.P. Knife (applies to Claws/Fingernails), W.P. Sword, plus two skills of choice from Espionage or Rogue.

Experience Level: Average 1D4+5 level.

Psionics: None.

Magic: None, other than their natural abilities.

Attacks per Melee: Five, as a rule, but those who are 8th level or higher have six.

Damage: As per Supernatural P.S., but a claw attack does an additional +2D6 M.D., the bite does 3D6 M.D.

Bonuses (in addition to attributes): +3 on initiative, +1 to strike, +2 to parry, +3 to dodge, +5 to pull punch, +2 to save vs magic, and +6 to save vs Horror Factor.

Vulnerabilities/Penalties: Takes *triple damage* from holy weapons and Native American Shaman Fetishes/weapons. Holy water does 3D6 M.D. per splash and a cross will hold them at bay like a vampire. Magic weapons do their full normal damage. Silver has no effect.

Habitat: Anywhere. Attracted to population centers where they stalk the inhabitants.

Allies: Serves the Demon Lords of the Red Flame Horde, and often works with other powerful evil beings, including dark gods, adult dragons, Necromancers, Shifters and evil sorcerers. Sometimes become the mistresses of other, more powerful demons and evil practitioners of magic.

Enemies: Loathe the Nightlords and their minions, but has no love for most rival demon factions.



Demongoyles

These creatures are winged, horned monsters that bear some resemblance to the gargoyles that decorated the Gothic buildings of Earth in the past, and the Nightlands cities of today. In fact, the monsters can stand very still for hours at a time and sometimes hide in plain sight on a building's ledge, pretending to be a simple decoration. Used as cannon fodder by Red Flame Demon Lords, these monsters are roughly the equivalent of the Nightlords' Hounds and Hunters and used as shock troops and scouts. They are neither very intelligent nor imaginative, but they follow orders to the letter and fight to the death at the command of their masters.

Currently, the largest known concentration of Demongoyles in the Nightlands is in the outskirts of the city-state of Devil's City, where small bands of these monsters sometimes prowl the streets. Hounds and Hunters will attack them on sight. On Rifts Earth, they are extremely rare, but can be occasionally found in the service of other Red Flame Demons, Greater Demons or evil and powerful sorcerers and creatures of magic. The Splugorth of Atlantis sometimes use them, too.

Note: True Gargoyles hate these "look-alike" demons and the two are constantly at each other's throats. True Gargoyles are the most aggressive of the two and try to destroy Demongoyles whenever they are encountered. This animosity goes way beyond rivalry and borders on obsessive hatred and genocide, at least on the part of the Gargoyles.

Alignment: Diabolic or Aberrant.

Attributes: I.Q. 2D6+1, M.E. 2D6, M.A. 2D6, P.S. 2D6+20, P.P. 1D6+16, P.E. 2D6+14, P.B. 1D6, Spd 1D6x10 running, or 2D6x10 flying.

Size: 5-7 feet (1.5 to 2.1 m).

Weight: 300-500 pounds (135 to 225 kg).

M.D.C.: 4D6x10+75 on Rifts Earth. (Has 1D4x10 +P.E. number and 5 points per level of experience for Hit Points, 4D6x10+30 S.D.C. and an A.R. of 10 in S.D.C. settings.)

Horror Factor: 12

P.P.E.: 5D6+P.E. attribute number.

Average Life Span: Unknown; may be extremely long-lived.

Natural Abilities: Nightvision 120 feet (36.6 m), see the invisible, turn invisible at will, fly, dimensional teleport 15% plus 5% per level of experience (but only to the Netherworld), magical regeneration 2D6 M.D.C. per minute, and magically knows all languages.

R.C.C. Skills: Basic Math (+10%), Land Navigation (+15%), Intelligence (+10%), Camouflage (+10%), Imitate Voices (that part only, +6%), Detect Ambush (+5%), Prowl (+15%), Climb (+15%), and three of choice selected from Domestic, Rogue, Technical or W.P.

Experience Level: 1D4+1 average. The most experienced are charged with leading others, average 1D6+5 level.

Psionic Powers: None.

Magic Powers: None.

Attacks per Melee: Five.

Damage: As per Supernatural P.S., but a claw strike does an extra +1D6 M.D. The bite does only 3D4 M.D.

Bonuses (in addition to attributes): +2 on initiative, +3 to strike, parry, and dodge, +3 to roll/pull punch, +2 to save vs magic, +6 to save vs Horror Factor. All these in addition to attribute bonuses. Add +1 to parry and dodge at levels four, seven and ten. Add +1 to strike at levels five and nine.

Vulnerabilities/Penalties: Takes double damage from weapons made of silver, holy weapons, artifacts, magic weapons and Guardian powers. Holy water will do 3D6 points of damage per splash.

Allies: Fellow Red Flame Demons and other, select supernatural beings.

Enemies: Nightlords and their minions and true Gargoyles. Actually, Demongoyles could care less about Gargoyles, but they are hated and attacked by them relentlessly, turning dislike into fear and loathing.

Weapons and Equipment: Does not use weapons or wear armor.



Demonlings

These tiny monsters are no bigger than human toddlers, and some are even smaller. Despite their short size, they are extremely dangerous, especially in groups. Like many demons, the monsters can change shapes, but they are limited to the forms of small children, babies, or children's dolls and toys. While thus transformed, they can torment their victims or use their shape to lure careless humans into a trap or ambush. The Lords of Hades have also been known to use these monsters as spies, scouts, or, in great numbers, as cannon fodder.

Demonlings are not common in the Nightlands, although a few are used by Lilith as servants. Some other Nightlords like their shape-changing abilities and have added them to their stable of minions. Demonlings on Rifts Earth include Nightlord Minions, independent demons who wander the world on their own, spreading misery and death, and those in the service of evil sorcerers, cults and Greater Demons.

Alignment: Diabolic!

Attributes: I.Q. 3D6+4, M.E. 3D6, M.A. 3D6+6, P.S. 3D6+10, P.P. 3D6+8, P.E. 2D6+10, P.B. 1D4 in natural form or any range between 3-22 in human/doll form, Spd 4D6 running, 2D4x10 flying.

Size: 3-4 feet (0.9 to 1.2 m) and weigh under 90 pounds (40.5 kg).

M.D.C.: 2D6x10+44 on Rifts Earth. (Has 2D4x10 for Hit Points, 1D6x10+20 S.D.C. and an A.R. of 10 in S.D.C. settings.)

Horror Factor: 11 when their true supernatural nature is revealed.

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

Average Life Span: Unknown; presumed to be centuries or millennia.

Natural Abilities: Nightvision 200 feet (61 m), see the invisible, turn invisible at will, fly, dimensional teleport 25% plus 5% per level of experience, but only to the Netherworld, magically regenerates 3D6 M.D.C. per minute, and magically knows all languages.

Special: Shape-Shifting: Demonlings can assume the form of a small human child, baby or child's toy such as a stuffed animal, doll or Teddy Bear. This ability costs no P.P.E., can be performed as often as once per minute, and can be maintained indefinitely. While in the altered form, the demon retains its strength, M.D.C., and supernatural attributes, but lacks its claws and fangs unless it intentionally keeps them to be frightening or to fight.

R.C.C. Skills: Prowl (+10%), Climbing (+10%), Swim (+5%), Palming (+20%) and Concealment (+10%).

Experience Level: Average 1D4+1.

Psionic Powers: None.

Magic Powers: None.

Attacks per Melee: Four.

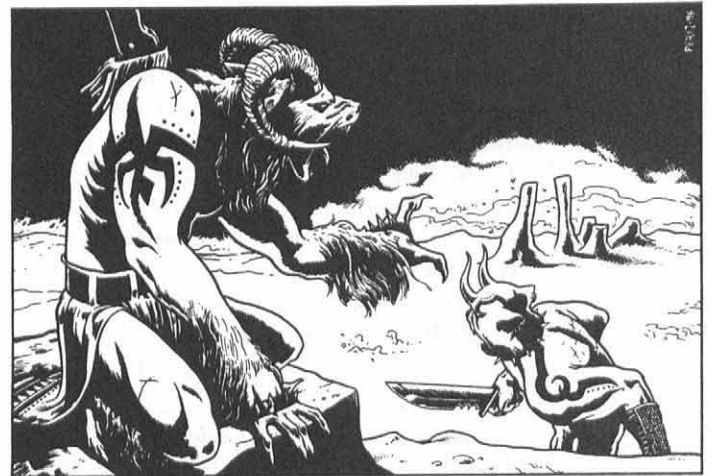
Damage: As per Supernatural P.S.; claws add 1D4 damage; bite inflicts 2D4 M.D.

Bonuses (in addition to attributes) +2 on initiative, +2 to strike, +3 to dodge, +2 to roll with punch/impact, +4 to pull punch, +2 to save vs magic, and +6 to save vs Horror Factor and possession.

Vulnerabilities/Penalties: Holy weapons and the energy attacks of the Guardians inflict double damage.

Allies: Sometimes work alongside other demons, Deevils or Nightlord Minions.

Enemies: All mortals are seen as victims waiting to be abused. Dislikes the Nightlords and their minions and are often forced to serve them against their will. On the other hand, some Demonlings willingly work for the Ba'al, figuring they'll be under the thumb of one supernatural power or another. As long as they are allowed to spy, frighten, kill and have fun, they don't care who they call "master."



Soul Trackers

Soul Trackers are humanoid demons with the head of a fierce dog or wolf, twisting horns, and a leathery, dark brown or red body, with fur growing near the wrists, ankles and back. The creatures' arms are longer than a human's and they tend to stand and move in a stooped, almost simian fashion.

These demons are excellent trackers, able to find victims through conventional tracking and, more importantly, find supernatural creatures (including Nightbane) and practitioners of magic by sensing their psychic energy levels. Soul Trackers are employed by the Lords of Hades as scouts and assassins, and are

vital as scouts, trackers, assassins and elite warriors (like human Rangers) to the Red Flame Demon Horde. Small bands of these creatures wander in the Nightlands and, since they hate the Nightlords, track down and warn Nightbane and other rivals of the Ba'al about hunting parties on their trail. They also engage in ambushing and sometimes assisting Nightbane in raids, attacks and ambushes on Nightlord Minions. A few Nightlords employ or force them into slave service to supplement their Hounds' tracking abilities. Naturally, Soul Trackers and Hounds do not get along well at all.

Alignment: Anarchist (35%), Miscreant (35%), Diabolic (25%) and Aberrant (5%).

Attributes: I.Q. 3D6+4, M.E. 3D6, M.A. 3D6, P.S. 2D6+20, P.P. 2D6+10, P.E. 3D6+10, P.B. 2D6, Spd 5D6+10

Size: 6-8 feet (1.8 to 2.4 m) tall.

M.D.C.: 3D6x10 +76. (Has 1D6x10 +P.E. number for Hit Points, 2D6x10+60 S.D.C. and an A.R. of 12 in S.D.C. environments.)

Horror Factor: 12

P.P.E.: 6D6 +P.E. attribute number.

Average Life Span: Unknown; presumed to be centuries or millennia.

Natural Abilities: Nightvision 500 feet (152 m), see the invisible, turn invisible at will, fly, dimensional teleport 67%, but only to the Netherworld, magically regenerates 4D6 M.D.C. per minute, and magically knows all languages.

Special: Sense Psychic and Magic Energy: Like a bloodhound following a familiar scent, Soul Trackers can sense the presence of psychic energy. This enables the demon to locate psychics, practitioners and creatures of magic, ongoing magic spells/rituals/runes/circles, and P.P.E. reservoirs. This includes psychics, sorcerers, dragons and other creatures of magic, Nightbane, and most types of supernatural beings. Furthermore, the Soul Tracker has a chance of recognizing a specific person's or creature's "psychic scent." This enables the demon to track down *specific* supernatural creatures and people. **Base Chance:** 30% +4% per additional level of experience. If the Soul Tracker has a bit of blood, hair, nail clippings or an article of clothing worn in the past four hours, add a +10% to the skill roll. **Range:** 100 feet (30 m) +20 feet (6 m) per level of experience. **Note:** The demon can even tell what sort of general creature it is sensing, i.e., dragon, sphinx, human sorcerer (probably a this or a that), Nightbane, Mind Melter, Burster, etc.

Special: Sense the Use of Supernatural Powers: If a psychic power, magic, Talent or supernatural ability is being used within its range, the Soul Tracker can sense it. The demon also gets a general sense of the direction, distance and power level of the ability. **Base Skill:** 60% +2% per level of experience. The creature may also recognize whoever used that power should it encounter them again. Base chance of recognition is 20% +2% per level of experience. **Sensing Range:** 600 feet (183 m) +100 feet (30.5 m) per level of experience.

Sense Ley Lines and Ley Line Energy: The Soul Tracker can detect and sense the presence of ley lines, nexus points, ley line storms, and dimensional portals. **Range:** One mile (1.6 km) per level of experience.

R.C.C. Skills: Track Animals and Humans (+20%), the Tailing part of the Surveillance skill (+15%), Land Navigation (+20%), Intelligence (+15%), Swim (+20%), Climb (+10%), Prowl

(+10%). W.P. Sword, W.P. Blunt, W.P. Archery and Targeting and two of choice from Espionage or Military (+10%) and two from Wilderness or Technical (+10%).

Experience Level: Average 2D4+1; same table as the Hounds.

Psionic: None.

Magic: None.

Attacks per Melee: Five.

Damage: As per Supernatural P.S.

Bonuses (in addition to attributes): +3 on initiative, +2 to strike, parry and dodge, +2 to roll with punch/impact, +4 to pull punch, +1 to save vs magic, +1 to save vs psionics, +6 to save vs Horror Factor and possession.

Vulnerabilities/Penalties: Takes double damage from holy weapons, artifacts, magic weapons and Nightbane Talents.

Allies: Soul Trackers typically blaze the trail in pursuit of prey for other demons and supernatural beings, particularly fellow Red Flame Demons like Demongoyles and Asurk-Demonians. May willingly associate with and serve any power.

Enemies: The Nightlords and their Minions, particularly Hounds, Great Hounds, Hound Masters and Hunters. They have little regard for humans and most D-Bees, though they can appreciate Dog Boys and other canine beings.

Red Flame Demon Lords

By C.J. Carella & Kevin Siembieda

These powerful monsters are the leaders of the hordes of the Netherworld. Some rule over small independent kingdoms in the Netherworld, but most are the loyal servants or allies of the Great Lords of that hellish dimension. These imposing monsters look like heavily muscled humanoids with large bat wings, 1D4+1 horns and long, prehensile, serpentine tails. Their eyes glow an unearthly yellow color and their leathery skin is reddish brown, the color of dried blood. The monsters can hide their shape for short periods by assuming the form of a normal human or one of the Lesser Demons common to their particular horde or pantheon (i.e., a Red Flame Demon Lord can only look like one of the Red Flame Demons). They also have powerful magical abilities, easily the match of most human sorcerers and even dragons.

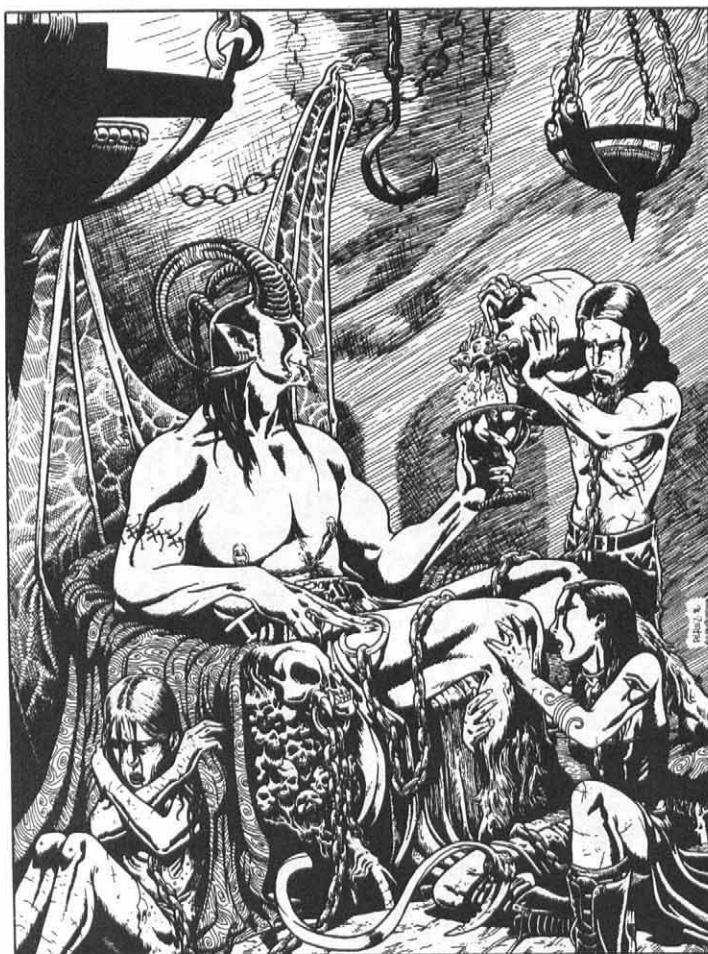
A few Demon Lords have entered into the service of the Nightlords, where they are accorded a rank similar to the Night Princes or even to an Avatar. Most Ba'al, however, can never trust a Red Flame Demon Lord and refuse to accept their services. Furthermore, King Moloch only allows his Nightlords and Princes to *use* demons of any kind as servants, slaves and submissive underlings, *never* are these creatures to be trusted, treated as an equal or ally, or given a free hand. Any Nightlord who does so (as Lilith secretly does) is considered a traitor and will be destroyed along with his/her demon allies.

Alignment: Miscreant (40%), Diabolic (40%), Aberrant (10%) or Anarchist (10%).

Attributes: I.Q. 2D6+12, M.E. 2D6+12, M.A. 2D6+12, P.S. 4D6+30, P.P. 2D6+12, P.E. 2D6+18, P.B. 2D6+12, Spd 2D4x10 running or 1D6x10+60 flying.

Size: 6-20 feet (1.8 to 6.1 m) tall; most can adjust their size at will to fit the situation.

M.D.C.: 1D6x1,000 +200 on Rifts Earth.(Has P.E. attribute number x3 +50 points per level of experience for Hit Points,



1D6x100+300 S.D.C. and an A.R. of 1D4+11 in S.D.C. settings.)

Horror Factor: 15

P.P.E.: 2D4x100 plus 20 per level of experience.

Average Life Span: Unknown, possibly immortal.

Natural Abilities: Nightvision 500 feet (152 m), see the invisible, turn invisible at will, fly, bio-regenerates 1D6x10 M.D.C. per minute (50% of the most powerful can regenerate that amount in a single melee round), impervious to normal fire, heat and cold, takes half damage from magical and M.D. fire and cold-based attacks, magically knows all languages, impervious to disease, poison, drugs and gases, don't need to breathe air or eat and drink, and rarely tire. Only needs 1D4 hours of sleep every few days.

Special: Shape-Shifting: Demon Lords can assume the form of a human or any lesser demon of its clan/horde/pantheon at

will; requires one melee round (15 seconds). He can remain in a disguised state indefinitely. While in disguise, the Demon Lord cannot fly, but all other abilities remain unchanged. About 50% can also change into an animal of some kind, often a beast that reflects the demon's own dark nature.

Special: Astral Form: Demon Lords can become Astral creatures and enter and travel through the Astral Plane at will; requires one minute of concentration. They have an Astral Navigation skill of 80% plus 2% per level of experience.

Dimensional Teleport: 50% plus 5% per level of experience, but only to the Netherworld, Nightlands, or Rifts Earth.

R.C.C. Skills: Demon and Monster Lore 98%, magically knows all languages, plus select ten skills from any skill Category. The skill bonus is +5% for most, but +15% for Espionage and Rogue skills.

Experience Level: Average is 2D4+4.

Psionic Powers: None.

Magic Powers: 70% know all spells levels 1-4 plus an additional two spells each from levels 5-8. 10% know all Fire Elemental magic, 10% know all Necromancy magic, and 10% know all illusionary spells and spells of transformation.

Attacks per Melee: Eight physical attacks or two by magic, or one magic and four physical.

Damage: As per Supernatural P.S. or weapon.

Bonuses (in addition to attributes): +4 on initiative, +2 to strike, +1 to parry and dodge, +3 to roll with punch/impact, +3 to pull punch, +2 save vs magic, impervious to poison, disease, and possession, and +8 to save vs Horror Factor.

Vulnerabilities/Penalties: Takes *triple damage* from holy weapons. Holy water does 4D6 S.D.C. per splash. Magic weapons and weapons made of silver do double damage. Magic spells and weapons inflict their usual damage.

Minions: All the lesser demon races described in this section defer to the Red Flame Demon Lords as their master. Many other *lesser* demons, Deevils and beings will also defer to them and sometimes become their minions. Likewise, evil human cultists and sorcerers may call them master.

Habitat: Native to the Netherworld, but can be found causing distress, war and suffering anywhere in the Megaverse.

Allies: Other Demon Lords, Greater Demons, dark gods, dragons and other powerful evil beings.

Enemies: Anybody who dares oppose their will. They generally view all mortal beings as their playthings, pets and slaves.

Equipment: Rarely has any use for technology or man-made weapons, but is always interested in powerful magic items and weapons.



The Nightbane®

Original Concepts and text by C.J. Carella.

Okay, as simple and straightforward as possible, Nightbane are humans who have the ability to transform into supernatural beings. This transformed inhuman self is known as the *Morphus* – and, by and large, considered to be their true self – while the human form is called their *Facade*, a sort of disguise to let them walk among the human population unseen and unknown. Actually, Nightbane are born and raised as ordinary humans. They only become *Nightbane* when the Nightlords and/or their Nightlands Minions invade the Earth. In a weird way, it is almost as if Nightbane are living, intelligent, humanoid antibodies who exist to fight and destroy the Nightlords and their Minions. Why or how such an amazing thing is possible is a total mystery and seems to defy both science and magic.

In the parallel Earth of Nightbane, where the Nightlords have masterminded Dark Day and secretly taken control of the planet, Nightbane exist by the tens of thousands, but that is a different reality with no connection to Rifts Earth.

On *Rifts Earth*, the Nightlands and its supernatural inhabitants are a dim and distant threat. Thus, there are no Nightbane known to exist. Well, not for the moment. Should the Nightlords make a push into Rifts Earth, even on a small, regional basis, such as invading Cincinnati, Ohio, or Rochester, New York, or anywhere, the presence of their Minions in ever growing numbers, and especially the appearance of a Nightlord or Prince on Earth, will cause a certain number of *Nightbane* to blossom into existence. Once “awakened” or “reborn” as a Nightbane, the individual can never return to life as a normal human and can turn into his *Morphus* at will from that day forward.

One of the ironies is that a Nightbane has minimal special powers in his human *Facade*, and *must* turn into a monster, his *Morphus*, to use the full extent of his strength, magic and supernatural powers. For example, on Rifts Earth, the Nightbane is a typical, Hit Point and S.D.C. creature in his human *Facade*, but an inhumanly strong, Mega-Damage being in his monstrous *Morphus*.

The Race of the Thousand Shapes. Unlike any known species, the Nightbane do not have a standard physical appearance. Each Nightbane has a unique *Morphus*, each of which has its own advantages and disadvantages. To determine the shape and abilities of a *Morphus*, refer to the *Creating the Nightbane* section.

The Natural Powers of the Nightbane

The following are abilities common to ALL Nightbane. None are available for use until after the first manifestation of *The Becoming*. Some of these supernatural abilities are only available to the character when in *Morphus* form. In other cases the power may be increased in *Morphus* form but is also available, in a weaker state, while in human shape.

Conversions and new text by Kevin Siembieda

1. The Becoming: Nightbane appear to be normal humans until they experience their *Becoming* transformation. From that day forward they have two identities, human and superhuman monster. After the first *Becoming*, the Nightbane has the ability to shift at will from their human *Facade* to their *Nightbane* shape, the *Morphus*.

Changing from human *Facade* to *Nightbane Morphus* takes a matter of seconds. Roll percentiles to see how long. **01-33%** Three seconds (equal to one melee action), **34-66%** Seven seconds (the equivalent of two or three melee actions), or **67-00%** 15 seconds (one full melee round). In some cases (especially when the *Morphus* is a lot larger than the *Facade*), clothes disappear, coming back only when the *Nightbane* returns to his *Facade*. In other cases, the *Nightbane* appears wearing the same clothing he had in his *Facade*, or is wearing a different set altogether. Players should decide which effect occurs with their character, subject to approval by the Game Master.

2. Supernatural Senses: The *Nightbane* have nightvision in both the *Morphus* and the *Facade*, but the range changes dramatically; 200 feet (61 m) in the *Facade*, or 500 feet (152 m) in *Morphus*. Some *Nightbane* have *Morphus* with even more powerful nightvision, and can see in total darkness for 1000 feet (305 m).

Nightbane in either form can *sense* the presence of other *Nightbane* (but not other supernatural creatures). The range of this sense is determined by the relative power of each specific character. The base range is 300 feet (91.4 m) plus 30 feet (9.1 m) per level. If the character can see his fellow *Nightbane* and he is in range, he will automatically know whether or not that person is a member of his race, regardless of the person's current form. If the *Nightbane* cannot see the person, he may still be able to sense the near presence and general direction and distance of a *Nightbane* by making a *perception roll*; this is a conscious effort.

3. Supernatural Attributes: *Nightbane* have Supernatural Strength and Endurance, and large amounts of M.D.C. (S.D.C. in other settings), but only in the *Morphus*. In addition, they can regenerate damage at the rate of 10 S.D.C./Hit Points per melee in *Facade* or 2D6+2 M.D.C. in *Morphus*! *Nightbane* are not invulnerable, however, and they can be hurt or killed by conventional S.D.C. weapons when in their *Facade* and by any type of M.D. weapon in *Morphus*.

4. Mirror Walk: While wearing their *Morphus* form, the *Nightbane* can use mirrors to crossover into and out of the *Nightlands*. To perform this ability, a mirror of any size, even a small hand mirror, will do, but the mirror must have a counterpart in the *Nightlands*. Typically, mirrors built into homes and buildings will have a counterpart in the alien dimension. Mirrors on vehicles rarely do because there are no cars in the *Nightlands*.

Once the Mirror Walk is begun, the Nightbane's body will flow like thick liquid to pour through a mirror of any size. Seeing a Nightbane pour himself into a small mirror has a Horror Factor of 12 for those not familiar with the process. The Mirror Walk costs 2 P.P.E. points and takes one melee round (15 seconds) to perform. A Nightbane can carry additional cargo or equipment (not counting clothes) of up to 100 lbs (45 kg) with him through the mirror. The character can also transport other people through the mirror but at the incredible P.P.E. cost of one point per every two pounds (0.9 kg) transported in this matter. For example, carrying a 160 pound (72 kg) person across the Mirrorwall costs the Nightbane 80 P.P.E.!

5. Immunities: Nightbane are immune to all forms of *mind control*, including vampire mind control, spells, and psionic powers. They are also immune to the vampire's slow kill bite. All other forms of attack inflict normal damage and magic or psionics can be very effective against them.

6. Morphus Powers and Bonuses: The actual appearance of the Morphus will grant the Nightbane a number of attribute bonuses and other abilities. Among them is Supernatural P.S. and P.E., the conversion of Hit Points and S.D.C. into M.D.C. (point for point), the ability to fly, a Horror Factor, and bonuses to attributes and S.D.C./M.D.C. See the *Creating the Nightbane* Section for more information.

7. Talents: Nightbane instinctively master a number of powerful abilities collectively known as *Talents*. Nightbane gain more Talents as they advance in level, or can acquire them by "burning off" P.P.E. At first level, Nightbane gain one Talent at no cost; they can select more Talents by *permanently* spending P.P.E. Select one more "free" Talent at levels 4, 7, 10, and 12.

8. Immune to Transformations: The Nightbane cannot be physically transformed by any means, including but not limited to metamorphosis potions and spells, the transformation ritual, vampire transformation, petrification, turn to mist, curses, wishes, or any form of magic or supernatural transformation, spell or enchantment.

The Nightbane R.C.C.

NPC or Optional Player Character

The following are the basic stats applicable to ALL Nightbane. Specific training and orientation are presented for variations within the R.C.C. and may add a few different nuances to each character.

Racial Limitation: Only *humans* can be Nightbane.

Attributes (Facade): Roll attributes normally (3D6). These are the attributes of the Facade, the human shape. The Facade's attributes are NOT Supernatural. Hand to hand damage is normal, modified by standard P.S. bonuses. Most Nightbane Talents can *not* be used in the Facade, but spells, if known, can be cast in either form.

Attributes (Morphus): The Morphus, or "true" form of the Nightbane, has higher than normal physical attributes. Add +10 to P.S., P.E. and Spd, and +6 to P.P. Physical Strength becomes Supernatural, which means the character can inflict Mega-Damage with his punches, kicks and bites. Furthermore, damage is tripled when fighting a Nightlord, Night Prince or Minion like the Hound, Great Hound, Hound Master, and Hunter. Also, some Nightbane characteristics may raise or lower attributes (see the *Creating the Nightbane* section).

Hit Points (Facade): Standard for humans (P.E. plus 1D6 per level of experience).

Hit Points (Morphus): P.E. x2 plus 2D6 per level of experience. Turns into M.D.C., point for point, on Rifts Earth.

S.D.C. (Facade): The base S.D.C. is higher than most human: 30 plus skill bonuses.

S.D.C. (Morphus): Add 2D6x10 S.D.C. to the Facade's S.D.C. total. Also, some Nightbane characteristics will raise this S.D.C. score. Turns into M.D.C., point for point, on Rifts Earth.

M.D.C.: On Rifts Earth, Hit Points and S.D.C. are combined and counted as M.D.C. Mega-Damage Capacity only applies to the character when in his or her inhuman Morphus.

Horror Factor: Nightbane have a base Horror Factor of 6 regardless of the Morphus appearance (none in human form). The shape of their Morphus will increase this Horror Factor, to a maximum value of 18.

P.P.E.: P.E. attribute number (use the Facade's P.E.) +3D6x10+20. Add 3D6 P.P.E. per level of experience.

Average Life Span: Unknown. Many Nightbane are known to have lived over a thousand years, with some rumored to be over 5,000 years old!

Combat & Attacks per Melee: While in the human Facade, the character is limited to human fighting skills and the number of attacks they provide.

All Nightbane in Morphus form have innate combat abilities equivalent to *Hand to Hand: Martial Arts* and get +1 attack per melee. Keep track of combat bonuses separately for *each* form.

Damage: In Facade, by weapon or normal hand to hand damage only.

In Morphus, use the Supernatural Strength table. Some Morphus also provide natural attacks such as claws, sharp teeth, etc., that inflict additional damage. On Rifts Earth the Morphus inflicts *Mega-Damage* from its Supernatural P.S., teeth and claws, magic and Talents, too.

Bonuses: Facade: +2 to save vs magic, +1 to save vs disease, +1 to save vs Horror Factor; all are in addition to attribute and skill bonuses.

Bonuses: Morphus: +1 on initiative, +2 to strike, parry and dodge, +3 to pull punch, +3 to roll with impact, +4 to save vs magic, +3 to save vs psionics, +3 to save vs disease, and +3 to save vs Horror Factor; all in addition to attribute and skill bonuses.

Magic Powers: None.

Psionic Powers: None. Nightbane lack the capability to use psionic powers. Some Talents protect against telepathic intrusions, however.

Nightbane Talents: Talents are strange supernatural abilities. At first level pick one, and pick another at levels 4, 7, 10, and 12. Upon reaching each *new* level of experience a Nightbane can *choose* to "buy" as many as *two* new Talents. However, each of these Talents costs the Nightbane some of his P.P.E. points. Points spent on Talents purchased every new level of experience are *permanently* removed from the character's P.P.E. base.

Vulnerabilities/Penalties: None per se. On Rifts Earth, the Facade can be harmed by any S.D.C./H.P. weapon or attack and an M.D. blast would atomize it. In Morphus, they're impervious to normal S.D.C. weapons and attacks, because the Morphus is a supernatural Mega-Damage creature. However, the Morphus is affected by all forms of Mega-Damage weapons and attacks.

Nightbane are also susceptible to magic and psionics.

O.C.C. & Skills: On Rifts Earth, a Nightbane can be any Adventurer or Scholar O.C.C., or a basic Grunt, Bandit, Thief or Smuggler.

Allies: Tend to gravitate toward characters of a good alignment regardless of occupation or race. Associates freely with humans, D-Bees, creatures of magic and other supernatural beings.

Enemies: Instinctively hate the Nightlords and their Minions. Distrust and loathe all evil supernatural beings, particularly demons and Deevils.

Weapons and Equipment: As per O.C.C. May use most anything, same as a human, though Nightbane avoid environmental and power armor, robot vehicles and bionics. Tend to be low or base-line tech oriented, though they gladly use any high-powered guns and magic items.

Money: As per O.C.C.

Creating the Nightbane

One of the unique characteristics of the Nightbane is that they have no set shape or qualities. There are literally thousands of variations, and it is said that no two Nightbane are exactly alike. In general, the Nightbane's Morphus (true form) will reflect some part of the character's personality. For example: a character who was fascinated with (or afraid of) snakes might turn into a were-snake creature or have scaly skin or a serpent's tongue. A shy and/or unattractive character might actually transform into an awesomely beautiful, albeit inhuman, form, or see himself as a monster and turn into a hulking beast.

Due to space limitations, only a tiny handful of **Appearance and Morphus Shape Tables** are presented here. Many more with multiple options are found in the **Nightbane® RPG** and **Nightbane® sourcebooks**, not to mention various issues of **The Rifter®**.

Note: Roll for random determination or allow the players to pick some selections and randomly roll on others, or simply hand-pick them all. Flexibility and imagination are the key. Players should get a Nightbane character they enjoy playing, but they shouldn't try to optimize their characters and turn them into ultra-powerful beings. Game Masters might decide to put a "cap" on the number of attribute and S.D.C./M.D.C. bonuses if they feel their players are just trying to stack bonuses for the sake of power. Be imaginative and have fun.

Remember, on Rifts Earth, S.D.C. bonuses convert to M.D.C., point for point, but only when in Morphus form. Claws, fangs and related damage bonuses apply only when in Morphus form and also translate into M.D., point for point. *Poisons* usually remain S.D.C. and the *Stinger* usually also inflicts only S.D.C. damage. In the alternative, the *Stinger* can do M.D. but then it doesn't have poison, instead it functions as an extra sword-like appendage. Player's choice. *Base Horror Factor* is 8 to start. Perception rolls don't apply in **Rifts®**, but may be used to sense and identify other Nightbane and Nightlords

Nightbane Appearance Tables

Random roll or select one.

01-20% Unearthly Beauty

21-40% Biomechanical

41-50% Insectoid.

51-60% Arachnid: Spiders and scorpions.

61-70% Feline

71-80% Mineral

81-90% Reptilian

91-00% Bizarre & Tortured: Stigmata

Arachnid Table

Spiders and scorpions are living symbols of alienness. Nightbane whose Morphus have arachnid elements often felt like outsiders even before their Becoming. Spider Nightbane are often good schemers who like to spin complex webs of intrigue, for good or ill. Scorpion beings tend to be vicious predators, stubborn and unwilling to compromise. Due to the natural human revulsion towards these creatures, they are among the most fearsome Nightbane forms. All arachnid characters instinctively have the base skills of Climb at 55%/65% and Prowl at 25% whenever they change into their Morphus shape.

01-20% Full Arachnid: A giant spider or scorpion. **Bonuses:** +4 to P.S., +2 to P.P., +2 to P.E., +1D4x10 to Speed (can leap 20 feet/6 m), and +3D6x10 S.D.C. +2 on initiative and +1 on perception rolls, and +6 to Horror Factor. If a spider, the Nightbane can spin and shoot webbing (range: 60 feet/18.3 m, with 4D6 S.D.C. per length/application), bites inflict 2D4 plus inject an S.D.C. poison inflicting 4D6 (2D6 if a save versus lethal poison is made). If a scorpion, pincers add one attack per melee round, do 3D6 damage, and the stinger inflicts 3D6 S.D.C. plus it injects an S.D.C. poison (same stats as spider's poison, above).

21-45% Were-Arachnid: A vaguely humanoid creature, with two legs and six arms if a spider, or two legs, two arms, two additional arms with pincers, and a tail/stinger if a scorpion. The head is an inhuman horror with four to six eyes, pincer-mouth and chitin or spider-fur instead of skin. The creature could never be confused for a normal human. **Bonuses:** +2 to P.S., +2 to P.P., +2D6 to Speed (can leap 10 feet/3 m), and 2D4x10 to S.D.C. +1 on initiative and +1 on perception rolls; add one additional attack per melee from the extra limbs. Add 1D4+2 to the Horror Factor. If it is a spider shape, can spin and shoot webbing (range: 60 feet/18.3 m, has 3D6 S.D.C. per application), and its bite inflicts 1D6 plus injects an S.D.C. poison inflicting 4D6 (2D6 if a save versus lethal poison is made). If a scorpion, pincers add 2D6 damage, and the stinger inflicts 3D6 S.D.C. plus it injects S.D.C. poison (same stats as spider's poison, above).

46-70% Humanoid-Arachnid: A "man-spider" or "man-scorpion," with a mostly humanoid shape, but with chitin or hair-covered skin, clawed hands, and either two additional spider-arms, or a scorpion's stinger. **Bonuses:** +2 to P.S., +1 to P.P., +1D6 to Speed (can leap 6 feet/1.8 m) and +1D6x10 S.D.C. Add 1D4 to Horror Factor. If a spider, add one additional attack per melee round from the extra arms; the clawed limbs inflict 3D6 in addition to hand to hand damage. If a scorpion, add one additional attack per melee round from the extra stinger

which inflicts 2D6 plus poison that does 4D6 (2D6 if a save versus lethal poison is made).

71-90% Scorpion Pincers/Spider Limbs: The character has a normal human shape — except for the hands, which are tipped by either pincers or bony, hair covered fingers ending in claws. The character's face also has a strangeness to it; the look of a predator always sizing-up its prey. **Bonuses:** +2 to P.S., +1 to P.E., +3D6 to S.D.C. The pincers inflict 3D6 in addition to normal hand to hand damage, spider-clawed hands 2D6 damage. On the down side, the Nightbane's hands cannot grasp tools and weapons properly: -5 to use them and -30% in skill proficiencies that require dexterity and sensitive touch. Add 1 to Horror Factor.

91-00% Spider/Scorpion Centauroid: A huge creature with the lower body of a spider or a scorpion, and the upper body of a humanoid-arachnid. The result is much taller and heavier than a normal human, making it difficult to fit into vehicles and enclosed spaces. Add +2 to P.S., +2 to P.P., +1 to P.E. and +3D6 to Spd (can leap 12 feet/3.6 m), and +3D6x10 to S.D.C. Add 1D6 to the Horror Factor. If a spider, the Nightbane can spin and shoot webbing and its bite inflicts 2D4 plus injects a poison the same as the giant spider. If a scorpion, pincers add 3D6 to hand to hand damage, and the stinger inflicts 3D6 S.D.C. plus it injects poison (same stats as spider's poison, above).

Biomechanical Table

Despite their artificial appearance, biomechanical characteristics are as much a part of the Nightbane's living body as "natural" skin and bones. The biomechanical components do not have any of the limitations of true cybernetic prosthetics, and heal at the same rate as the Nightbane does.

01-10% Armorgraft: Pieces of archaic body armor (helmets, breastplates, gauntlets, chain mail, segmented mail) are fused with the Nightbane's skin. Add 1D6x10 to S.D.C. and 2 to Horror Factor.

11-20% Plastic: Parts or all of the character's skin has been replaced with plastic or rubber (player can pick the colors and texture). +5D6 to S.D.C. and +1 to Horror Factor, unless the skin coverings are made up of transparent plastic, revealing internal organs, in which case the H.F. is +1D6.

21-25%: Rocket Jets: Has metallic exhaust tubes and small jet engines growing out of his back, providing limited flight: 80 mph (128 km), max. altitude 5,000 feet (1524 m) and hover capabilities. There is actually a roaring sound of engines when the jets are used so prowl is impossible even when hovering. Add 4D6 to S.D.C. and +1 to Horror Factor.

26-30% Metal Teeth and Talons: The Nightbane has metal fangs and talons instead of normal teeth and fingernails (may be retractable). The metal teeth inflict 3D6 points of damage with a bite, and the claws add 1D6 to hand to hand damage. Add 2 to Horror Factor.

31-40% Metal Endo-Skeleton: Metallic bones are mixed with living flesh in grotesque ways. There is always a place where the metal seems to rip out of the skin, usually on the hands, arms, neck, cheeks and legs. Add 1D6 to H.F., +2 to P.S., +2 to P.E., and +2D4x10 to S.D.C.

41-50% Mechanical Limbs: The arms and legs are obviously mechanical. They may be piston-driven, huge mechanisms

of iron and bronze, or micro-chip covered or chrome-plated creations of "cyberpunk" technology. These limbs do not bleed when struck, instead a sort of oil or grease may ooze out or wires, metal components and other artificial "guts" revealed. +4 to P.S., +1D4x10 to S.D.C., and (if the legs are also mechanical) +4D6 to Speed. Horror Factor is increased by 1D4.

51-60% Weapon Hand: One or both of the hands can metamorphosize, at will, into a melee weapon such as a knife, a sword, battle axe, trident, sickle, etc. The weapon does normal damage for that particular weapon type, in addition to P.S. damage bonuses, and is at no risk of breaking. **Bonuses:** +1 to strike and parry with his weapon limb and +2 to H.F.

61-70% Metal Exoskeleton: Covered in mechanical armor that can look hard and bulky with rivets and seams or smooth and chrome-like. Modern characters tend to "favor" metallic bands or a combination of metal plates and bands and resemble robots or suits of power armor. Add 3D6x10 to S.D.C., +2 to P.S., and +1 to P.E., +1D4 to H.F.

71-80% Metal Head & Camera Eyes: The character's head looks like a robot or cyborg and instead of eyes, he has two camera lenses protruding from the eye sockets. These artificial eyes raise the character's Nightvision range to 2000 feet (610 m) and provides him with telescopic sight like a pair of high-powered binoculars, and polarized filters. Even more amazing, the Nightbane can turn his eyes into movie projectors, and show moving pictures of anything he remembers (the depiction will be literally as seen by his eyes and may reflect personal prejudices, bias, and emotions)! These two-dimensional projections have no sound, but are otherwise picture-perfect. Add 1D4 to Horror Factor.

81-90% Wheels or Treads: Instead of legs, the Nightbane is a two-wheeled man-machine hybrid. The upper body looks human or half human and half cyborg, while the lower body is a machine vehicle. The vehicle part of the body can look like a motorcycle, four-wheeled vehicle or miniature tank with treads. +2D4x10 to Spd, +3 to P.S., +2 to P.E., and 3D6x10 to S.D.C. The Nightbane may find it difficult to operate indoors or in confined spaces. Add 1D4 to Horror Factor.

91-00% Gun Limbs: Has one or more guns built into his body! The grotesque result is usually a weapon barrel protruding from flesh and muscle. These guns will have normal gun stats; the biggest gun available would be a rifle type doing 6D6 damage. **Note:** This advantage actually requires a permanent P.P.E. sacrifice, equal to 1 P.P.E. per die of damage, and 2 P.P.E. if the gun is capable of firing bursts or pulse blasts. Additionally, the character has to find bullets or E-Clips for the gun! A maximum of 100 bullets can be "stored" inside the body (to do this, the Nightbane literally has to shove the bullets into his flesh, inflicting 1D6 S.D.C. to himself per 10 bullets). Add 1D4 to Horror Factor.

Feline Table

The player gets to select the features of a cat. Any feline, from prehistoric saber-tooth tigers to household tabbies can be selected. All feline characters automatically get a bonus of +2 to roll with fall or impact and instinctively get a base skill of climb at 45%, swim at 40% and prowl at 20% whenever they change into their Morphus shape.

01-10% Full Feline Form: The Nightbane becomes a giant version of a cat; any species. +6 P.S., +3 P.P., +3 P.E., +1D6x10 to Spd, +3D6x10 S.D.C., nightvision is 1000 feet (305 m), acute hearing adds +2 to initiative and perception rolls involving sound. Claws do an extra 2D6 damage, the bite inflicts 4D6 damage. Can leap 30 feet (9 m) from a standing position and 60 feet (18.3 m) with a running start! The feline cannot use any weapons, tools or vehicles. Add 1D4 to Horror Factor.

11-26% Were-Cat: A humanoid feline creature, covered in fur and with full feline-shaped head and tail. +4 to P.S., +2 to P.P. and P.E., +1D4x10 speed, +2D4x10 S.D.C. Nightvision is 1000 feet (305 m), acute hearing adds +2 to initiative and perception rolls involving sound. Claws add 2D4 damage, bite does 3D6. Can leap 20 feet (6.1 m) from a standing position and 40 feet (12.2 m) with a running start. The paws make it hard to use weapons and tools: -4 to strike with guns and -20% on skills requiring manual dexterity. +1D6 to Horror Factor.

27-42% Fur-Covered Humanoid: The Nightbane could pass for human in bad light, but his/her skin is covered with fur, the ears are feline and near the top of the head, the teeth are sharp feline fangs, has a long furry tail, and the eyes have vertical slits. Add +2 to P.S. and P.P., +3D6 to Speed, and +1D6x10 to S.D.C. Claws do an extra 1D6 damage, bites do 2D6. Nightvision is 800 feet (243.8 m), acute hearing adds +1 to initiative. +1D4 to H.F.

43-58% Cat-like: Appears to be a normal person except for the eyes, which have vertical slits, the teeth (unnaturally long and sharp), and the retractable claws in the hands and feet. Bonuses: +1 to P.P. and +1D6 to Speed. Nightvision is 800 feet (243.8 m) and acute hearing. Claws do an extra 1D6 damage; bite 2D6. +1D4 to Horror Factor.

59-69% Feline Centauroid: Has the lower body of a giant cat, and the upper body of a were-cat! Almost as big as a horse and cannot fit in most regular vehicles, elevators and even some doorways! Add +2 to P.P., +6 to P.S., +4 to P.E., +1D6x10 to Spd and 3D6x10 to S.D.C. Claws do an extra 2D6 damage and bites inflicts 3D6 points. Can leap 30 feet (9.1 m) from a standing position and 60 feet (18.3 m) with a running start. +1D6 to Horror Factor.

70-80% Cat Claws: The Nightbane gains retractable claws (add +5% to Climbing rolls) and inflicts 2D4 S.D.C. in addition to normal P.S. damage.

81-90% Cat's Head: The Nightbane has a normal humanoid body but his head is fully feline! Nightvision is 600 feet/183 m. Bite inflicts 4D6 S.D.C., +1 on initiative and +1D4 to Horror Factor.

91-00% Feline Features: A lesser form of Cat's Head (see above), in which only some of the person's features have a feline outlook. The character gains sharp teeth (bite inflicts 1D8 damage), cat's eyes with vertical slits (add +1 to perception rolls, nightvision is 500 feet/152 m), and furry pointed ears near the top of the head.

Insectoid Table

Insect-looking Nightbane have shapes and appearances ranging from the beautiful to the grotesque, but most are strange and intimidating. All insect Nightbane instinctively know how to Swim at a base proficiency of 50%, Acrobatics at 50% and

Climb at 60% (unless stated otherwise), as well as +1 to roll with fall or impact.

01-15% Giant Insect: The Nightbane becomes a giant insect at least six feet (1.8 m) in length (spiders and scorpions are not insects; ants, bees, wasp, flies, dragonflies, mosquitoes, beetles, preying mantis, butterflies, and moths are some common insect types). Most giant insect forms have at least one or two types of attacks, be it pincers and bite or claws and stingers. Many can fly (with wings that lay on the back of the body like flies or protrude like butterflies) and others can run at great speeds. Bonuses: +10 to P.S., +3 to P.P., +4 to P.E., and either +1D4x10 to running speed OR a flying speed of 2D4x10. +4D6x10 S.D.C. to hard body insects like ants and beetles, or 2D6x10 S.D.C. for soft body insects like flies and butterflies. The giant insect is +3 on initiative and +3 to all perception rolls. Add 1D6 to Horror Factor. Natural Weapons: Claws add 1D6 to damage, pincers 2D6, small insect mandibles 2D4 from bite attacks, medium 2D6 and large 3D6 damage. Stingers like those of the wasp or bee inflict 2D6 damage from the stabbing attack. The stinger does *not* fall off and the creature can sting repeatedly. The Nightbane will be unable to use tools or weapons or perform complex skills (-40% on skill performance that requires human hands and dexterity).

16-35% Were-Insect: A bipedal combination of human and insect, with two pair of clawed, spindly arms, hands and legs, vaguely humanoid shape, and insectoid head complete with antennae, pincer-like mandibles and multi-faceted eyes. Bonuses: +6 to P.S., +3 to P.P., +3 to P.E., and either +5D6 to running speed OR a flying speed of 2D4x10. +3D6x10 to S.D.C. to hard body insects like ants and beetles, or 2D4x10 S.D.C. for soft body insects like flies and butterflies. Claws add 1D6 to hand to hand damage, and extra arms add one attack/action per melee round. Mouth mandibles inflict 2D6 points of damage. +2 on initiative, +1D6 to Horror Factor, and +3 to all perception rolls.

36-55% Humanoid-Insectoid: The Nightbane's Morpheus is basically human-like, with an extra pair of arms and a number of insectoid characteristics. The head is human, except for large, round, multi-faceted eyes and antennae. The skin is covered with a chitinous exoskeleton that provides 2D6x10 to S.D.C. to hard body insects or 1D6x10 S.D.C. for soft body insects. The character may have insect wings, but otherwise has no other unusual limbs. Bonuses: +4 to P.S., +2 to P.P., +2 to P.E., and either +3D6 to running speed OR a flying speed of 1D4x10. Claws add 1D6 to hand to hand damage, and the pair of extra arms add one attack/action per melee round. The insectoid is +1 on initiative and +2 to all perception rolls. Add 1D4 to Horror Factor.

56-70% Insect Wings: The Nightbane has an otherwise-normal body, except for the insect wings protruding from his back. Bonuses: 3D6 to S.D.C. and can fly with a speed of 1D4x10+20, and +1 to dodge when flying. Add one point to Horror Factor.

71-80% Insect Head: An ordinary-looking human, except for the full insect head. Bonuses: 2D6 to S.D.C., +2 on initiative and +3 to all perception rolls. The mandibles bite for 4D6 damage. Add 1D4 to Horror Factor.

81-90% Insect Eyes: The character has multi-faceted eyes. Bonuses: Polarized vision (work like sunglasses to reduce glare), can see in the ultraviolet and infrared spectrum of light

and is +2 to all perception rolls. Unless the eyes are covered with sunglasses or mirror goggles, add +2 to Horror Factor.

91-00% Insectoid Centauroid: The Nightbane has the upper body of an insect-like humanoid with insect mandibles, eyes and antennae, and the lower body of a six-legged, giant insect; the insect body may also have wings. Bonuses: +6 to P.S., +2 to P.P., +2 to P.E., and +5D6 to running speed, plus 1D6x10 flying speed if it has wings. The insectoid is +1 on initiative and +3 to all perception rolls. Clawed hands add 1D6 to hand to hand damage. Mouth mandibles inflict 3D6 points of damage. Add 1D6 to Horror Factor.

Mineral Table

Although *rare*, some Nightbane have shapes that appear to be made from inorganic materials such as solid stone, metals or minerals; either crudely fashioned or life-like as if carefully sculpted. In other cases, the mineral aspects are only part of the body and can include large crystal formations, stone, crystal or metal spikes and/or horns, or limbs made of stone or metal.

01-20% Rough Metal Body: Looks as if made from metal or molten metal that cooled in lumps and streams like the surface of a partially melted candle. Or he may look like crude, unprocessed metal ore with a rough surface dotted with tiny crystals and discoloration. The body is roughly human shaped, but large and heavysset. Add 4D6x10 to S.D.C. and +6 to P.S. and P.E., but reduce speed by 6 points. Weight is increased by 400 lbs (180 kg). Add 1D4 to Horror Factor. Impervious to cold (no damage) but takes double damage from fire.

21-35% Metal Statue: Appears as a well-sculpted metallic humanoid. The form is not unattractive, but unsettling and inhuman. Since the Nightbane is a basically human size and shape, he can hide his appearance under clothing and a hood or hat. Add 3D6x10 to S.D.C., +3 to P.S. and P.E., but reduce speed 4 points. Weight is increased by 300 lbs (135 kg) and +1 to H.F. Impervious to cold (no damage), but takes double damage from fire.

36-50% Rough Stone Body: As above, but the Nightbane looks like he is made of roughly hewn blocks of stone. Add 3D6x10 to S.D.C., +4 to P.S. and P.E. and reduce speed by 4. Weight is increased by 300 lbs (135 kg). Add 1D4 to Horror Factor. Resistant to fire and cold (takes half damage).

51-65% Living Statue: A finely sculpted and detailed humanoid figure that looks normal except it's made of inorganic material (crystal, marble, ebony or stone). Since the Nightbane (unless other characteristics change this) has a basically humanoid size and shape, he can hide his appearance under clothing with a hood or a hat. Weight is increased by 200 pounds (90 kg). Add 2D6x10 to S.D.C., +2 to P.S. and P.E., reduce speed by 2, and +1 to the Horror Factor. Resistant to fire and cold (takes half damage).

66-75% Part Inorganic: The hands and arms or chest and head are stone, crystal or metal, rough or highly polished. In the alternative, large patches all over the body are made of crystals, stone or metal and look as if they are protruding through a thin covering of skin. Adds +2 to P.S., 4D6x2 to S.D.C. and +1 to Horror Factor.

76-85% Part Inorganic with Weapons: The Nightbane's forearms and hands turn into stone, crystal or metal with one

hand that is a sword or axe-like weapon or a hand that has long inorganic claws or knuckle spikes. Does an extra 2D6 damage and +1 to Horror Factor. In addition, the hands are resistant to cold, heat and fire (take half damage).

86-90% Horns, Spines or Spikes: The character's spine is covered in thick spines or spikes made of inorganic material, or has a crown of inorganic horns/spikes, or has 3D4 small spikes or spines all over. Adds 5D6 to S.D.C., +1 to Horror Factor and add +1D6 damage when used as a weapon in combat.

91-00% Crystalline Body: A body made of crystal. The shape is not unattractive but very inhuman and has many sharp edges, tearing through clothing after a few hours of wear and tear. Add 2D4x10 to S.D.C., +1 to Horror Factor, laser resistant (half damage), and the crystalline hands and fingers act like claws, inflicting an extra 1D6 damage on kicks and punches. However, the hands are not well articulated and have trouble holding on to things, -10% on all skills that require the use of hands.

Reptilian Table

Lizards of all kind are represented in the shapes of some Nightbane. It is possible that some of the legends of dragons may originate in reptilian-shaped Nightbane. All reptilians instinctively know how to swim at a base proficiency of 45% and climb at 35%.

01-20% Giant Reptile: The Nightbane has the shape of a giant lizard, typically over seven feet (2.1 m) tall counting the tail (to determine the length of the Morphus, add 1D6 feet (0.3 to 1.8 m) to the character's Facade's height). This giant form may be mistaken by onlookers as Komodo dragons, crocodiles and similar natural, large reptilians. The reptile can move in great bursts of speed, but maximum speed cannot be maintained for more than 3D4 minutes. Bonuses: +3 to P.S., +4 to P.E. and +3 to P.P., +3D6x10 to S.D.C. and 4D6 to Speed. Its bite inflicts 4D6 damage and claws 2D6. +3 to Horror Factor.

21-40% Were-Reptile: A bipedal mixture of man and reptile, with the reptilian features predominating. The head is fully animal-like, and the arms and legs are undeveloped but incredibly strong and tipped by sharp claws. Bonuses: +5 to P.S., +3 to P.E. and +2 to P.P., +2D6x10 to S.D.C., and 2D6 to Speed. Clawed hands and feet add 2D6 to hand to hand damage and +10% to climbing skill. The bite inflicts 3D6 damage. Add +1D4+1 to Horror Factor.

41-60% Humanoid-Reptilian: A human-shaped creature, scale-covered but able to pass for a human if covered up in heavy clothing (i.e., a trench coat or a cape) or seen from a distance or in shadow. Bonuses: +3 to P.S., +2 to P.E. and P.P., 2D4x10 to S.D.C. and 1D6 to Spd. Clawed hands and feet add 2D4 to hand to hand damage and +5% to climbing skill. The bite inflicts 2D6 damage. Add 1D4 to Horror Factor.

61-80% Reptile's Head: A human body, except for the fully reptilian head. Bonuses: 2D6 to S.D.C. Bite inflicts 4D6 damage. Add 1D4 to Horror Factor.

81-00% Reptilian Centauroid: A huge creature that has the lower body of a reptile with four legs and tail, while the upper body is a scale-covered humanoid torso with a human-like head and features. This huge creature will be hard-pressed to fit into a vehicle or small room. Bonuses: +5 to P.S., +3 to P.E. and P.P.,

+3D6x10 to S.D.C. and 4D6 to Spd. Clawed hands and feet add 2D6 to hand to hand damage and the bite inflicts 3D6 damage. Add 1D6 to Horror Factor.

Stigmata Table

Mockingly named after the “sacred wounds” said to appear on saintly people, stigmata are among the most disturbing deformities among the Nightbane. The common characteristic of all stigmata is that the Nightbane appears to be injured. The wound can be an open cut, blister, sore or a foreign object imbedded in the flesh. From time to time the wound will ooze with blood, pus, or other fluid. These wounds never heal, and are often a source of discomfort and pain to the character. Otherwise looks human. Roll 1D4 times on this table.

01-05% Bloody Ooze: Covered in a slimy blood-like liquid, making his skin slippery (add +2 to parry/dodge pins or grappling attacks). Add 1D4 to Horror Factor.

06-10% Corpse-Like: The Nightbane’s skin is grayish-green, his eyes are sunken, and he looks like a days-old corpse, complete with the odor of death and signs of decay. Reduce P.B. by 25%, add 3D6 to S.D.C. and add 1D4 to Horror Factor.

11-15% Stitches: A crisscrossing of stitches at several points in the skin, gives the appearance of a “rebuilt” corpse. Sometimes, the limbs and body may not quite match. Add 3D6 to S.D.C. and 1D4 to Horror Factor.

16-23% Nails: Metal nails, pins, spikes or screws protrude from the character’s skin. They can be localized to a few small areas on the body (around the eyes, on the forehead, hands, shoulders, torso, etc.), or they can completely cover the character (player’s choice). Add 4D6 to S.D.C. and, if covered, a body slam inflicts an extra 2D6 damage.

24-31% Razor Blades: Razor blades are unnaturally attached to the Nightbane. They may have replaced teeth or fingernails, or cover the character like a porcupine’s quills. Add 1D4+1 to H.F., +4D6 to S.D.C., and inflicts an additional 1D6 damage in combat if the fingernails have been replaced with razors, or a razor bite inflicts 2D6.

32-39% Broken Glass: Jagged pieces of glass are embedded in the character’s flesh. They can be located in small specific areas or cover the body. Same damage as #24-31 above. Add 3D6 to S.D.C. and +1D4 to Horror Factor.

40-47% Barbed Wire/Razor Wire: Part of the character’s limbs, head, neck or torso are wrapped in barbed or razor wire, causing bloody wounds that never heal. Same damage as #24-31 above. +4D6 to S.D.C. and +1D4 to Horror Factor.

48-55% Eternal Wounds: Horrible wounds that never heal. They are clearly visible and may appear to be deadly, including gaping chest wounds, gashes in the skull, cuts, gouges and other grotesqueries. The wounds cover any clothes the character wears with bloody patches in a matter of minutes, soaking through bandages and dressings. +3D6 to S.D.C. and +1D4 to H.F.

56-63% Missing Skin: Patches of skin or even the whole skin (player’s choice) are missing, revealing bare muscle and bones. Add 3D6 to S.D.C. and 1D4+1 to Horror Factor.

64-71% Leatherboy/girl: Portions (or all) of the Nightbane’s skin seem to have been replaced with shiny, pol-

ished leather, belts, body suits, and the like. S&M gear like hoods and straps are not uncommon, all grafted to the skin and flesh of the character. Metal studs, chains and other “decorations” finish the grotesque design. Add 5D6 to S.D.C. and 1D4 to Horror Factor.

72-79% Boils or Sores: Areas of the character’s body are covered in open sores or festering boils. Add 3D6 to S.D.C. and 2 points to Horror Factor.

80-85% Zippers: Zippers close horrible wounds in the character’s body. Add 3D6 to S.D.C., and +1 to Horror Factor. The Horror Factor is increased by 3 if the Nightbane opens the zipper to reveal the pulsing flesh or organs underneath!

86-90% Bones: Some (or even all) of the Nightbane’s body has been stripped of flesh and muscle to reveal bare bone. Add 5D6x10 to S.D.C. and 1D4+1 to Horror Factor.

91-96 Biomechanical: Roll on the *Biomechanical Table*, but any modifications will appear to make bloody wounds or sores where the mechanics are attached. Add 1 point to the character’s Horror Factor.

97-00 Combination of Two: Roll two times (ignore and re-roll any roll of 97% or higher) and combine the two characteristics and Horror Factor points.

Unearthly Beauty Table

Not all Morphus are horrible to behold. Some have a terrible beauty that produces fascination and awe instead of fear or loathing.

01-10% Doll-Like Appearance: The Nightbane’s body is tiny and toy-like. His or her skin becomes unnaturally smooth and featureless (no fingerprints), size is reduced by 2D6+10 inches (0.3 to 0.55 m), and body temperature is inhumanly cold. +6 to P.B. and from a distance, the character will be mistaken for a small child. If standing perfectly still, he or she might pass as a storefront mannequin. In a good light, the inhuman features of the Nightbane have a frightening aspect, providing a Horror Factor of 10.

11-30% Animal Magnetism: +8 to P.B. and M.A. Not only is his/her Morphus incredibly beautiful, it radiates charisma. This is a mixed blessing, however, for the attraction the character exerts cannot be turned off. This can lead to a number of distractions, annoyances and even hazards, as total strangers make advances towards the character or try to force their affections on him/her.

31-50% Elfin Features: The character has slender and delicate features, oversized eyes and vaguely pointed ears, reminiscent of the legends of elves and faerie. +7 to P.B. and increase height by 1D6 inches. Their unusual appearance has a Horror Factor of 6.

51-70% Physical Perfection: Perfectly delineated muscles and a shape somewhere between a gymnast and a bodybuilder. Increase P.B., P.E. and P.S. by 1D4 each and S.D.C. by 4D6. The character projects an aura of danger that intimidates those around him, giving the Nightbane a base Horror Factor of 6.

71-90% Fallen Angel: A beauty; +6 to P.B. and +3D6 to S.D.C. Fallen angels also have beautiful feathered wings on their backs which provide slow flight (Spd of 3D6+12 in the air).

91-95%: Combination of Two: Roll two times (ignore and re-roll any result of 91% or higher) and combine the two results.

96-00% Other: The Game Master and player can develop a different form of unearthly beauty. The physical attractiveness could be balanced by an inhuman or intimidating feature.

Nightbane Talents

Note: Many, not all, of the most common are presented here. Elite Talents are not.

Animate Shadow: Causes the shadow of the Nightbane's Morphus form to come to life. This shadowy creature looks like a solid ink-black version of the Nightbane, although without any distinguishing features beyond its outline. The shape follows mental commands given by its creator and can fight and follow even complex orders competently. The shadow has half the Nightbane's S.D.C./M.D.C., and does not regenerate damage. It also has its creator's skills at -20% (hand to hand skill is reduced by one level), and attacks per melee round, but not Nightbane Talents. **Limitations:** Usable in Morphus form only; not available until the third level. Only one shadow can be animated at a time. **Duration:** One minute per level of experience or until destroyed or dismissed by its creator. **Cost:** 15 P.P.E. to buy; 12 to activate.

Anti-Arcane: The Nightbane is surrounded by an aura of black light (easily confused with the Shadow Shield). While this aura is in effect, the Nightbane is utterly invulnerable to the effects of magic! Any magical spell that can be resisted by a save against magic will have *no effect* on the character. Spells that must be dodged, or have no saving throw, will work normally. **Duration:** One minute (4 melees). **Limitations:** Usable only by the Morphus. Not available until the character has reached fifth level. **Cost:** 15 P.P.E. to buy and 20 to activate it.

Darkbonds: Creates black bonds of some sort (they could be tendrils of energy, or chains, ropes, etc.) and controls them to hold captives. The bonds do no damage other than restrain the character just like real rope or chains. To break free, the opponent must roll one 20-sided die and add his P.S. bonuses, if any. The total roll must be equal to or exceed the P.S. number of the bonds (minimum 18). The P.S. of the Darkbonds is equal to 18 at the base P.P.E. cost, and one additional point can be added to the Darkbonds for every extra 2 P.P.E. spent on it. **Duration:** One minute per level of experience. **Limitations:** Usable by the Morphus form only. **Cost:** 8 P.P.E. for permanent acquisition; 6 P.P.E. to activate with a base P.S. of 18.

Darksong: The Nightbane can emit a piercing, deafening sound; it can be an inhuman howl, a mighty roar, an ultrasonic keening, or even electronic feedback, depending on the Nightbane's Morphus. Targets must make a roll to save (P.E. bonuses apply); if they roll under a 10, they are stunned for 1D4 melee rounds. The attacker can raise the number needed to save by expending additional P.P.E.: +1 point per 3 P.P.E. The Darksong can be used against an area (60 foot/18.3 m radius); in that case, everyone in the area, friend or foe, must make a save, but they are at +4 to resist. **Limitations:** Usable by the Morphus only. **Cost:** 7 P.P.E. to buy it; 5 P.P.E. are needed to activate it (+3 to raise the save number by +1).

Darkwhip: Creates tendrils of darkness that inflict *supernatural damage* with a P.S. equal to the amount of P.P.E. spent on creating them. Lasts for 4 melee rounds (one minute), after which they must be recreated. Range is 60 feet (18.3 m). The tendrils can have any shape, not limited to whips and tentacles, although those are the most common. The Darkwhip can be used to strike and also to entangle or disarm, provided those skills are known to the wielder. **Limitations:** Usable by the Morphus only. **Cost:** 8 permanent to acquire; 4 to activate (additional P.P.E. increases the amount of damage the whip inflicts with each strike).

Doorway: Creates a door of dark energy that leads to a specific location desired by the creator of it. Takes one melee round (15 seconds) of concentration. Range: To a location up to 1 mile (1.6 km) per 2 P.P.E. spent. The Nightbane must have been to the destination point at least once in his life, or he must have line of sight. **Limitations:** Usable by the Morphus only. Not available until reaching 5th level. **Cost:** 15 P.P.E. to permanently acquire it, and a minimum of 2 P.P.E. to activate (see above). This power can also open a doorway to the Nightlands or back, but this costs 40 P.P.E., plus 5 P.P.E. per mile.

Lightning Rider: The Nightbane becomes a being of pure electrical energy! Unless a great deal of P.P.E. is spent, the electrical charge is weak and does not inflict damage. However, while in electrical form, the Nightbane can travel through conductive materials at enormous speeds. When the power is activated the Nightbane disappears in a flash of electricity and "leaps" onto the nearest conductive material (metal and exposed wires work best). If no such material is around, the Nightbane appears to become a small pool of sparks, or a small crackling lightning ball that crawls around at a speed of 8.

The Nightbane can also use this Talent to travel through telephone wires and fiber optic cables, covering miles in a matter of seconds. Some Nightbane become extremely proficient in navigating through telephone exchanges. **Limitations:** Usable by the Morphus only. **Cost:** 15 P.P.E. to permanently acquire it; 10 to activate per minute (it takes one melee round of concentration to activate). The Nightbane can increase the voltage to inflict damage: 1D6 points per 5 P.P.E., per each attack; 8 points of damage will fry most electronics like radios, computers, etc. Tempest-hardened systems will survive as much as 40 points before being disabled.

Mirror Sight: This and other mirror related Talents give the archaic name of "looking glass" great new significance when dealing with the Nightbane and the Nightlords. This Talent enables the Nightbane to see the other side of a mirror, into the Nightlands, and vice versa, as if it were a window. A mirror or any highly reflective surface (glass, polished metal, a quiet body of water) must be available. The character can only see what the mirror image faces in the Nightlands, and vice versa. Some Nightlands creatures may sense they are being "looked at" and could cross over to confront or attack the "peeper." **Limitations:** Requires a mirror; can be used by both Morphus and Facade. Duration is limited to 10 minutes per level of the character's experience. **Cost:** 5 P.P.E. for permanent acquisition; 2 to activate.

Nightbringer: Absorbs light around the Nightbane, creating an area of darkness equal to 10 feet (3.0 m) in diameter per every 2 P.P.E. spent. The power also absorbs energy attacks, except Shadow Blast, Dark Whip and other darkness-based attacks

and magic. People caught in the unnatural darkness are at -6 to strike, parry and dodge, and -4 on their perception rolls (penalties are half for creatures with nightvision). Limitations: Usable by the Morphus only. Cost: 5 P.P.E. to acquire permanently; 2 minimum to activate. Each additional 2 P.P.E. increases the diameter of the darkness by 10 feet (3 m).

Reshape Facade: The Nightbane can temporarily alter the shape of his Facade, changing the features, hair color and even the size of their human form. The more extensive the change, the more P.P.E. the transformation will cost. Imitating a particular person is possible, but very difficult to get it right (20% plus I.Q. bonus, plus 3% per level of experience). Limitations: Usable by the Facade only. Not available until the 3rd level. Cost: 12 P.P.E. to acquire it permanently, 6 to activate plus 4 per additional hour the disguise is desired.

See Truth: Every time this power is activated, the Nightbane will be able to see the true nature of one person or object. In the case of Nightbane, the character will be able to see the target of true sight's Facade and Morphus forms, superimposed on one another. The alignment of the target can also be seen by the character; applicable to humans and Nightbane (in the latter case, counts as a separate use of this Talent). Furthermore, it will reveal strong magic emanations, the undead/vampires, serious illness, and strong emotions (hatred when the person is smiling and being nice, etc.); all considered aspects of the soul and/or personality of the target.

The subject saves against magic (12 or higher) to resist revealing the truth. The Nightbane can increase the difficulty of the save by expending more P.P.E.: every additional 4 P.P.E. raises the save number by +1 (maximum of 18, for 24 P.P.E.). Limitations: Range: line of sight up to 300 feet (91 m) away. Cost: 3 permanent, 2 points to activate, +4 to increase save number by one.

Shadow Blast: Fires a black energy bolt that does 1D4 points of damage for every point of P.P.E. spent in it, so 10 P.P.E. would result in a 1D4x10 bolt, and so on. Limitations: Usable by the Morphus only. The Nightbane can only spend 4 P.P.E. per level of experience. Range: 500 feet/152 m. Cost: 5 P.P.E. to permanently acquire it; one P.P.E. per every 1D4 points of damage, with limitations.

Shadow Shield: Creates a force field of dark energy around the Nightbane, providing 20 S.D.C. per 2 P.P.E. spent (P.P.E. spent cannot exceed 4 per level of experience). The Shadow Shield completely surrounds the character, protecting him from toxic gases, disease, punches, bullets, heat, fire, and similar dangers as long as it remains in force; it is the shield that takes the damage inflicted by such attacks. Duration: 30 minutes per level of experience or until all the S.D.C. of the Shadow Shield is used up. Limitations: Usable by the Morphus only; 4 P.P.E. points or 40 S.D.C. per level of experience. Cost: 7 P.P.E. to acquire it permanently; 2 P.P.E. to activate with 20 S.D.C. plus additional P.P.E. to increase the level of protection.

Sharing the Flesh: This is a strange and horrific healing spell. The Nightbane touches an injured person to magically transfer the other person's wounds, injury and pain to himself. The person being healed falls into a coma or sleep that lasts 1D4 melee rounds and then awakens completely well. The effect is often gruesome, with nasty wounds spontaneously appearing on the Nightbane as the subject is being healed. The Nightbane can

transfer as much damage as he or she can tolerate, which may be a little amount to all. This is actually a painful sacrifice on the part of the Nightbane as he/she heals as normal – fortunately these creature heal rapidly compared to humans. Limitations: Usable only while in the Morphus form and the Nightbane must perform this act of sacrifice of his own free will. Healing critically injured/comatose characters requires the Nightbane to temporarily expend 24 P.P.E. points and 100 of his M.D.C. to stabilize the injured person and heal the most serious injuries (brings the character up to 2D6 Hit Points). M.D.C. to Hit Points is a point for point transformation. However, the pain and shock to his system will put the Nightbane in a coma for 2D4x10 minutes. Cost: 2 P.P.E. to acquire it permanently; 8 to activate (see above for coma cases).

The Shroud: This powerful Talent enables a Nightbane to become invisible and noiseless to both normal vision and senses as well as electronic devices like cameras, motion detectors, heat sensors, etc. This ability can be used selectively, enabling some people to see the character while others can't. Vengeful Nightbane have been known to drive a human insane by pursuing him in plain sight, invisible to everyone else. The victim's cries for help would be useless, for nobody else can see the monster threatening him!

The power is very expensive to maintain for long periods of time (10 P.P.E. per minute). Also, the moment the Nightbane attacks anybody (he can threaten, scream or make gestures all he wants), the Talent stops working and he becomes visible for all to see. Likewise, a Nightbane actively engaged in combat or other activity, or standing in plain sight, cannot activate this Talent to disappear. First, he must get out of sight. Limitations: Usable only by the Morphus. Cost: 12 P.P.E. to acquire it permanently; 10 P.P.E. to activate.

Shadow Slide: The character becomes an insubstantial shadow, or, more accurately, like one of those mirages you can see on a paved road during a sunny day — a flickering shadow that seems to sink into the earth and fades away as if it never was. While in this two-dimensional form, the Nightbane can slither along walls or across the ground, virtually invisible and able to slide through any opening, no matter how narrow (only airtight containers will prevent the Shadow-Slider from coming through). The Nightbane's clothing and small personal effects are transformed automatically; additionally, he can carry objects at an additional P.P.E. cost (2 P.P.E. per pound/0.45 kg of weight). Limitations: Usable by the Morphus only. Cost: 8 P.P.E. to acquire it permanently; 10 points to activate and 10 per each minute it is maintained.

Soul Shield: Protects against mental attacks/probes and the See Truth Talent. The Soul Shield acts like a psychic mind block, preventing most means of magical or psionic probes from intruding into the Nightbane's mind. More importantly, while the Soul Shield is up, any spell or power that tries to control or dominate the Nightbane's mind will automatically fail.

Those who attempt to read the protected character's mind will see only a pool of utter darkness. The mind reader/psychic will find it very difficult to pry himself from that darkness (a save versus psionics is necessary; roll every melee round), and until he does, he will be unable to do anything other than stare vacantly into space. Limitations: Usable by the Morphus only. Duration: One hour. Cost: 6 P.P.E. to acquire it permanently; 4 to activate.

Splitting Image: This powerful ability enables the Nightbane to separate his Facade and Morphus forms and act normally in both of them! The Nightbane, in effect, becomes two people. The character is aware of what both sides are doing, but his consciousness must be focused on one form or the other (he can switch viewpoints at will). The form where his consciousness is focused on acts normally; the other appears to lapse into a trance-like state and is at -2 to all combat rolls, has half the normal attacks per melee round, and at -40% to perform any skills. **Limitations:** Usable only by the Morphus only. Not available until 5th level. **Duration:** One or more hours depending on the amount of P.P.E. expended. The character can merge back into one body at will. **Cost:** 15 P.P.E. to acquire it permanently; 20 to activate it for one hour and 10 P.P.E. per each additional hour (can spend the P.P.E. “up front” or as needed).

Remove Facade: This Talent affects not only Nightbane, but all other shape changing creatures and metamorphosis magic. The Nightbane can force a creature to assume its real form; in the case of Nightbane, they are *forced* to assume their Morphus form. The target can resist by making a save versus magic of 14 or higher. Any creature who is hiding its true shape through magic, shape-shifting, etc., will revert to its original form. **Limitations:** Not available until 5th level. Can be used by both the Facade and the Morphus. This power does not affect illusions or physical disguises, including the Hollow Men’s artificial constructs, or the Skinners’ control of a corpse. **Cost:** 15 permanent to acquire; 20 to activate.

Shadows of Fear: This Talent must be used in a shadowy or dark area. Throughout the area of effect, the shadows seem to move (can only be seen from the corner of one’s eye) and strange and frightening noises can be heard coming from every shadow. Some indicate the rustling sounds of small animals, while others appear to be deep growls and the shuffling steps of some large creature. While the power is on, perception rolls are at -4, as everyone in the area is distracted by the noises. Also, some people or creatures (especially normal humans) may need to save versus a Horror Factor of 12 (at the G.M.’s discretion). **Limitations:** Usable in Morphus form only. The base area affected has a 20 foot (6 m) radius; for every additional 2 P.P.E. spent, add another 10 feet (3 m) to the radius. **Cost:** 5 P.P.E. for permanent acquisition, 4 to activate plus 2 for each additional 10 feet (3 m) in radius.”

Shadow Storm: Creates a swirling cloud of dark energy filling an area equal to one yard/meter radius per 4 P.P.E. spent. The cloud can be sent forward at a Speed of 30; maximum distance away from the creator is 500 feet (152 m). The dark energies of the cloud inflict damage on anything or anybody in its path, doing 3D6 S.D.C. (or 1D6 M.D. on Rifts Earth) three times per melee round. Dodging the storm requires a 16 or higher. **Limitations:** Usable in Morphus form only. Not available until third level. **Cost:** 10 P.P.E. to acquire it permanently. 4 P.P.E. per yard/meter of radius.

Dark Magic Witchery

A combination and adaptation of elements from *Beyond the Supernatural™* and *The Palladium Fantasy Role-Playing Game®* by Kevin Siembieda.

Design Note: This section on witchcraft, its magic and methods is entirely fictional.

Historically, ancient “pagan” rituals later associated with witchcraft were often more druid-like earth magic or Wicca. Many of those ancient rituals and potions focused on healing, harvesting of crops, and prophecy. Later, with the dominance of the Judeo/Christian religions, witchcraft became known for demonic possession, union with evil forces, and black magic, all for the purpose of evil. Today, Satanism and witchcraft are often considered one and the same.

This section on *witches* is not even based on historical myth or magic. If anything it is inspired by Hollywood horror movies. Further note that nobody at Palladium Books encourages nor condones the practice of the occult nor the use of magic. This is a fictional work in a fantasy setting. Make believe. Now read on and enjoy.

What was once known as witchcraft is more prevalent in the world of Rifts than ever before. There are two key elements that make Witchery different from other forms of magic. 1. A direct link and willing allegiance to an evil supernatural being. 2. Empowerment by that evil force.

Magic, like technology and knowledge, is a tool. Potential Psychic Energy (P.P.E.) is an energy source that can be used for good or evil; to build and protect or to destroy and subjugate. Potential psychic energy is just that, energy. It is the user of that energy who applies the power for good or evil. Among the various disciplines of magic, such as Ley Line Walker, Shifter, Mystic, Warlock, Necromancer, etc, there are practitioners who use magic for good, evil and selfishness. But Witchery, as defined in the context of Rifts Earth, is *always* a malevolent and destructive force. Even the well meaning who agree to service as a Witch either are motivated by dark emotions of anger, hatred, vengeance, etc., or delude themselves into believing they can control and use the dark forces for good. They are wrong. The very act of making a “pact” with a demonic power is a plunge into evil and, with time, the individual finds himself given to selfishness, hate and wickedness.

The majority of practitioners of Witchery in Rifts Earth actually know very little about the workings of magic. Unlike the



many other areas of magic that require learning, discipline and practice, the typical Witch (about 65%) is illiterate and uneducated. This does not mean stupid, only lacking a formal education. In fact the easiness by which one becomes empowered through Witchery is a huge part of the appeal in making the pact. There are no years of study and hard work involved. Once the pact is made, the Witch is transformed, overnight, into a master of the mystic arts – or at least a magic wielding superhuman. Witchery is the quick and dirty way to easy power, or so it would seem. For it is the supernatural force that one is now allied to, that provides unnatural power, magic, a protector and counselor (the Demon Familiar), a degree of apparent knowledge and raw power that would *seem* to compensate for real, formal knowledge. While all of this does compensate to a point, the lack of personal knowledge, skill and experience makes the Witch all the more dependent on his or her master, and therefore a puppet of supernatural evil!

To become a Witch, the character must make a pact with an evil supernatural force. These supernatural beings are usually powerful gods of darkness, Demon Lords or Alien Intelligences. Most of the supernatural forces that engage in Witchery are powerful Alien Intelligences and god-like creatures of immense power. Many of them feed on human emotions like psychic vampires. Thus, they have little real concern for the Witch or the events their pawn puts into motion, but only in the turmoil that such an event creates. For these maleficent beings promote chaos, suffering, treachery and murder, all of which are the nectars they drink. Rifts Earth, being a place of magic and dimensional nexus, attracts many diabolic beings and forces of evil that come to taunt, destroy and feed on its inhabitants.

Unlike the Elementals and other beings who view life on Earth with indifference, there are forces infinitely more sinister and malicious. They are the forces of evil, selfishness and power that have plagued man since the dawn of time. Insidious, corrupting evil that threatens the fate of the human race. Creatures whose sole enjoyment is the torment and subjugation of humanoids. Inhuman monstrosities that cultivate and feed on the suffering of other creatures. Demons who find delight in tearing out a person's life with their teeth. These are the benefactors an individual accepts as "master" when they turn to Witchery, so it is little wonder that even the purest of hearts are corrupted and turned black by such beings of vile darkness.

The supernatural force sends an essence fragment into the world in search of likely servants who will become its minions. The most likely candidates are the frustrated, desperate, hate-filled and self-loathing who are seeking a means to power or revenge. The Supernatural Intelligence offers them that power, but at a terrible price.

The creature will usually offer one of the following: *The gift of power*, *gift of magic*, or *gift of union*. The gift of power and magic knowledge requires that the supernatural being or essence-self anchors itself to our world. To do this it requires a *host body*. Typically an innocuous animal, such as a cat, dog or bird will suffice, but sometimes the Witch will serve as both minion and host. These Demon Familiars counsel, assist and protect the Witch as well as offer a source of additional power.

The Gift of Power

The gift of power is an illusion in which the human recipient believes he has been magically granted superhuman abilities. In a way, he has, except the power is not drawn from some inner strength, but directly from the alien being. The creature projects a fraction of its power into its human pawn, giving him a taste of true power. It is only after the character has grown to love his power that he learns it is the demonic being that holds and gives the power. A power it can cut off with a mere thought. Suddenly, it is the Witch who is a slave to the intelligence, as long as he covets that power.

Select four abilities from the following:

- Add 1D6x10+40 to I.S.P.
- Add 2D4x10+20 to P.P.E.
- Impervious to poisons, toxins, drugs, gases and disease.
- Turned into a Mega-Damage creature with 200 M.D.C. and heals at a rate of 5D6 M.D. per 24 hours. Adds 200 M.D. if the character was already an M.D.C. being.
- +2 to save vs all types of magic and possession.
- See the invisible and sense magic; automatic.
- Increased Mental Endurance (M.E.): +3 to save vs Horror Factor, +1 to save vs psionic attacks and all forms of mind control, plus the Witch has the psionic power of Sixth Sense.
- The ability to fly at will and without limit. Speed is 1D6x10+44.
- Supernatural P.S. and raises the P.S. attribute 10 points. This means the Witch can inflict M.D. from physical attacks and rarely tires.
- Increased physical prowess; raise P.P. by 10 points.
- Bio-regeneration: restores 1D4x10 S.D.C. and 4D6 Hit Points per hour or 1D4x10 M.D.C. to Mega-Damage beings.

Note: One more power can be awarded if the Alien Intelligence (and the Game Master) decides to be generous. The fifth power can be granted immediately or as an incentive at a later time (3rd or 6th level, upon completing a particular task, etc.). Also, the character's skills increase in proficiency as the Witch increases in experience, but these powers do not.

The Gift of Magic

The character is instantly bestowed with magic powers through his or her union with the Alien Intelligence. All of the following are made available to the Witch.

- 1D6x10+10 P.P.E.
- Demon Familiar.
- An additional 140 P.P.E. is available from the Familiar who will freely give of its energy as long as the Witch is doing as it and its master (the Alien Intelligence) desires. The Familiar must be within 300 feet (91.5 m) for the Witch to be able to draw on its P.P.E.
- Select six spells from level one spell invocations, four spells from level two, two spells from level three, and one spell from level four. Once selected, the spells cannot be changed.
- Two new spells can be selected as each new level of experience is attained. Also with each new level, the range of available spells is increased by one level, thus a second level Witch can select two spells from the vast range of spells offered in levels 1-5. A third level Witch can select from levels 1-6, and so on.

- Bonuses: +1 to save vs magic, +1 to save vs Horror Factor and +1 Spell Strength at levels three, seven and thirteen.

The Gift of Union

Supposedly the *ultimate* reward in the way of power is the Gift of Union, because the Witch character willingly allows the horrid creature to share his body. The union fuses man with monster, but is *not* a classic possession, because the creature allows the human's essence to share control of the host body. The union instills a great number of changes.

First, the character's alignment immediately changes to the same evil alignment as his horrid, supernatural master, and the Witch develops a whole new perspective on the world. He or she realizes that the end always justifies the means. He feels superior to all other life forms and realizes that he was meant to be revered as a god. A new confidence washes over the character and he believes that anything is within his grasp. The character becomes ruthless, merciless, and unfeeling toward his fellow humanoids, who are now regarded as ignorant savages to be used and abused as he desires. A voice in his head assures him that this is all true. That same voice will implant suggestions, urge violence and entice acts of cruelty.

Powers and Abilities Include:

- All the magic known by the Witch's master, but at one-third its normal range of knowledge and spell strength. This means a being that casts magic at 10th level will now cast magic at equivalent of third level (one third is 3.3 levels; rounded down is *third level*). Also note that it is the splintered demonic essence inside the body that knows the magic and holds the power, not the Witch himself. Thus it is only the creature part of the unified human who controls the use of its knowledge and power. The supernatural essence may *share* the same human body, however, it is still in complete control of its mind and powers. It is a question of whether the two work as one or work against each other. Note that the creature can also cancel any and all of the following abilities if it so desires.
- The co-possessing essence also retains any psionic powers it may have, but at half their normal strength.
- Additional I.S.P.: 3D4x10.
- Additional P.P.E.: 2D6x100 are combined with the human's P.P.E.; both the creature and the human can draw on the total available amount of magic energy. Same is true of I.S.P.
- Adds one hand to hand attack per melee.
- The mortal Witch becomes a Mega-Damage creature with 2D4x100 M.D.C. (extra S.D.C. if not on Rifts Earth).
- Impervious to further possession and mind control and +4 to save vs Horror Factor, +4 to save vs illusionary magic, and +2 on initiative.
- Physical Strength: Add 6 points and is now considered to be Supernatural, which means hand to hand combat inflicts Mega-Damage.

Note: The character's skills increase in proficiency as the Witch increases in experience, but these powers do not.

The Pact

The “gifts” are powers that are provided as a result of an amicable arrangement. In most cases the supernatural being cannot really take ownership of a person’s soul, but will, in effect, encourage such evil and decadence that the character is corrupted and forever lost to the forces of light, and may well become the enemy of all that is good. In this sense, the Witch does lose his or her soul. The actual signing of a pact is a formality that serves as a questionably legal contract, and, more importantly, as a focus of concentration and surrendering of will power. Dealing with a supernatural being is not to be taken lightly and the creature will hold the pact maker to the letter of their agreement. The formal pact serves as a reminder to the pact maker of exactly what that deal was. Ultimately, the pact serves to make the character a minion of evil.

Another reason for the pact, which usually demands some cruel sacrifice or condition of servitude, is pure meanness on the part of the supernatural being. Just one more little pleasure when hurting or destroying another life form.

Pacts can only be made by Demons Lords, Dark Gods, and Supernatural Intelligences. For the pact to be official, the pact signer must sign of his own free will. Most of these supernatural fiends are surprisingly up front about the conditions, powers, and price of the pact, and will not try to trick or cheat the potential pact signer (although they may not explain certain details until the agreement is signed). Mortals who try to trick, cheat, or deceive such beings are likely to be caught in the act and possessed or tortured and killed. These creatures don’t take any nonsense, especially from some insignificant mortal.

Minor Pacts

Minor pacts may not seem all that minor, but are considered such by the supernatural intelligence. In exchange for the signing of the pact, the supernatural power will grant the character either the *gift of power* or *gift of magic*. At second level, when the Witch has proven himself, he is given a *Lesser Familiar*. This familiar is identical to the *Familiar Link* spell found in the **Rifts® RPG**.

The following are the most common types of minor pacts, but others are possible.

40 years of loyal servitude. The pact maker must agree to serve the supernatural being with complete loyalty and allegiance, be obedient, accept no other as his master (but may pretend to do so if necessary), not interfere with other minions of the same master, and to further the goals of the master whenever possible, for forty years. Under these conditions, if the master asks the Witch to betray the player group or kill a friend, the Witch must do so without question. A Witch has but one true friend, his demonic master.

After 40 years, ALL powers, abilities, and often accumulated wealth and position of power, are totally lost. The pact may be renewed, but only at the demon’s option and may require new terms and conditions.

Blood sacrifice. This typically requires the slaughter of hundreds or thousands in the name of the supernatural being. When the required number of murders has been provided, the beings grants the perpetrator his “gift.” The way of evil and reverence is expected to continue.

Blood sacrifice: First born. This pact seldom requires the actual murder of one’s child, but the child must be forsaken, given over to a demon or minion of the Supernatural Intelligence. Often the child is placed in a situation where he or she is raised in such a way that child and parent will one day clash with deadly consequences. Typically, the pact maker must have a child within three years of the pact’s signing or be stripped of all powers and possibly tortured or possessed.

Sworn to destroy a foe. This pact binds the pact maker to destroy a major foe of the supernatural being who is providing him with the “gift.” Remember, this foe is *probably* a noble king, hero, or priest of good alignment. The demon will indicate the foe to be destroyed. The foe will be at least tenth level or higher, and usually has powerful friends, followers, guards and sanctuary. The foe also often possesses great strength, skills or powers and position. Any means may be used to destroy the foe. This means the pact maker can slay the person single-handedly, dupe or enlist the aid of friends, raise an army, hire an assassin, etc., but the Witch must be the direct cause of the foe’s demise. The campaign to destroy the foe must begin within two years of the pact’s signing and can take as long as a decade to complete. Failure means slow, long torment and death.

Major Pacts

Lifelong servitude. Basically includes the same conditions as those found under 40 years of loyal servitude, except the deal is for *life*. This is especially desirable when dealing with races who have a long life expectancy. Also the pact maker may be obligated to join an established cult or to establish one.

Selling of body and soul. This pact binds the maker to a one hundred percent commitment to his supernatural master and to a life dedicated to evil. All the conditions as found under 40 years of loyal servitude apply, only the deal is more encompassing. During the course of his existence the pact maker is called upon to establish a church or cult in the name of his master, actively soliciting followers; bear or father a child or children in the name of the master, and turn them to evil; destroy any foe the master identifies (not necessarily a tenth level foe); avenge the master and his minions; oppose the forces of good, light, and order, and obey all demands made by his/her master, including suicide.

The bonus powers of major pact makers

The makers of a major pact are preferred above all others; thus pact makers of this type receive even greater powers than those who make minor pacts. The pact maker can select any of the three gifts previously described and selects one of the following. This is a one time, one item bonus ability, all effects are permanent.

1. Heal self. Instantly bio-regenerates 5D6 Hit Points or physical M.D.C. at will, but is limited to doing so four times per day (24 hour period).

2. Summon lesser demons or lesser supernatural beings. Can summon 1D4 lesser demon/supernatural beings, but is possible only through a link with a Greater Familiar. Can be attempted only once every 12 hours with a 01-40% chance of success. Five minutes (minimum) of meditation and prayer is required.

3. Command dead: Animate & control 2D6 dead, also able to turn dead (2D6). Functions like the spell magic of the same names.

4. Command rats: Summon and control 2D6 rats per level of Witch. Rats will obey all simple commands. Similar to summon animal spell.

5. Invulnerable to fire: Impervious to all types of fire; no damage.

6. Invulnerable to poison: No type of poison/toxin can hurt or affect the Witch.

7. Skill bonus: +5% on all skills.

8. Telekinesis: Same as the Super-Psionic power.

The Devil's Mark

The "devil's mark", also known as "*the mark of evil*," is a third nipple (Note: That's nipple, not breast and nipple). This nipple can be placed anywhere on the body, but is usually placed on the upper portion of the torso. This serves three purposes: 1) To identify the character as a Witch, 2) as a sign of ownership by evil forces, and 3) to feed the Familiar which suckles from the nipple, drinking of the Witch's blood (small amounts, of course). All Witches bear such a mark.

Demon Familiar

At second level the Witch who has made a *major pact* receives a Demon Familiar (also known as a Greater Familiar). The Familiar is either a magically metamorphed demon or another essence fragment that possesses an ordinary animal and turns it into a host body for its demonic essence. The animal functions similarly to a Lesser Familiar except that it possesses a human intelligence, can talk, is a Mega-Damage creature and possesses psionic and magic powers of its own.

Alignment: Any evil.

The Eight Attributes: I.Q. 10, M.E. 19, M.A. 12, P.S. 1D6+18, P.P. 1D6+12, P.E. 1D6+18, P.B. 10, Spd 6D6+10. It is cunning, devious, treacherous and possesses the physical form and abilities of a normal animal.

Horror Factor: 10

M.D.C.: 3D4x10+22

I.S.P.: 3D4x10

P.P.E.: 6D6+80

Natural Abilities:

In addition to the special and supernatural abilities that follow, the Demon Familiar possesses all the abilities of the animal it has chosen as its host body, usually a cat, dog, wolf, rat, weasel, snake, hawk or raven/crow.

1. The Greater Familiar can speak in animal form, but when outsiders are present it will not do so without instructions from the Witch. It will otherwise act like the animal it resembles.

2. Obeys only the Witch and will follow his commands and wishes completely. However, should the Witch defy the will of the "true master," the Familiar's vow of obedience is broken and it can act completely independently to betray, torment or slay the Witch.

3. The rapport between Witch and Familiar is much more developed because the Familiar is also an intelligent creature.

Thus, the communication is much the same as two humans conversing. The Familiar may also allow the Witch to see, hear, feel, taste, and smell everything it experiences, but this is at the discretion of the Familiar, not the Witch.

4. Supernatural bond: The Witch and Demon Familiar are linked, allowing the Witch to draw P.P.E. and physical strength (Hit Points and S.D.C. or M.D.C.) from the creature. Endows the Witch with an additional 20 Hit Points and 40 S.D.C. (or 60 M.D.C. if a Mega-Damage being). If the Familiar is slain, the Witch permanently loses the 20 Hit Points, plus an additional 10 Hit Points (or 30 M.D.C.).

5. If the Greater Familiar is slain, the Witch is never again to be given a Greater Familiar. However, a Lesser Familiar may be given as a replacement, but only after a period (one or two years) of time as punishment for allowing the death of a lesser devil or demon.

6. Psychic Abilities: *Roll Percentile dice to determine type and abilities:*

01-20% All Psychic Healer powers.

21-40% All Sensitive powers.

41-60% All Physical powers.

61-79% All Sensitive and Healer powers.

80-89% All Physical and Sensitive powers.

90-00% Select six Super Psionic powers.

All psi-powers are equal to a 6th level psychic; 140 I.S.P.

Magic Knowledge: Knows the same magic as the Witch, but will only perform it if so commanded, or if necessary to save the Witch or itself.

Attacks Per Melee: Three physical or psionic attacks or one magic.

Damage: As per Supernatural P.S. attribute.

Bonuses: The demon animal is +2 to save vs magic, +4 to save vs Horror Factor, +1 to strike, +1 to parry, +2 to dodge.

Size & Weight: Animal rarely larger than a dog.

Witch O.C.C.

Generally suggested as a

Non-Player Character Villain

G.M. and Player's Note: A Witch is a man or woman who draws his/her power from, and confers with, evil, supernatural forces. Witches are feared and powerful practitioners of magic renowned for their dark secrets, illicit unions, and associations with supernatural monsters. They are generally, foul, evil, vengeful beings with little regard for others. This means a player character who selects this O.C.C. will have to be evil and allied to a monstrous supernatural being. A Witch who has forsaken his/her master is *powerless* – losing all Witchery powers and the Familiar, plus is likely to be the target of a vengeful demonic lord who is likely to send a new Witch or lesser demons to extract bloody revenge. With so many supernatural beings attracted to Rifts Earth, there are a constant number of Witches in circulation. During the Dark Age, Witches dominated the landscape and were among the very first and most powerful practitioners of magic to rise out of the collapse of civilization. In recent generations, however, they have become feared, reviled, and persecuted.

No Attribute Requirements: The requirement for becoming a Witch is greatly different from the other O.C.C.s. It is simply to serve a dark lord and master faithfully to the letter of the pact. Thus, *anyone* can become a Witch despite any physical or mental deficiencies. In fact, it is often the bitter and/or angry individual who has been mocked, chastised because of physical deformity, physical or mental deficiencies, or lack of social status/position, who turns to Witchery.

Alignment Limitation: Being that the nature of Witchery is evil, all characters desiring to become a Witch must be, or change to, an evil alignment. Game Masters must be unbending on this rule, characters of the Witch O.C.C. are EVIL; Miscreant, Diabolic or Aberrant. Remember, these are not people forcing a demon to do their bidding for the good of others, or even for selfish reasons, but are characters who have willingly joined with a demonic monster as one of its faithful servants and a living extension of its vileness.

O.C.C. Skills:

Speaks two additional Languages (+10%)

Lore: Demon & Monster (+20%)

Lore: Faerie Folk (+10%)

Pilot Hover Craft (+5%)

W.P. Ancient of choice (select one).

W.P. Modern of choice (select one).

Hand to Hand: Basic, which can be changed to Hand to Hand: Expert at the cost of two "O.C.C. Related" skills, or Martial Arts or Assassin for the cost of three.

O.C.C. Related Skills: Select 10 other skills, but two must be from Wilderness or Domestic. Plus select two additional skills at level three, one at level six, one at level nine and one at level twelve.

Communications: Any.

Domestic: Any (+10%).

Electrical: Basic only.

Espionage: None.

Mechanical: None.

Medical: Any (+10%).

Military: Any.

Physical: Any, except Boxing, Wrestling, and Acrobatics.

Pilot: Any (+5%), except robots.

Pilot Related: Any.

Rogue: Any (+10%).

Science: Any (+5%).

Technical: Any (+10%).

W.P.: Any.

Wilderness: Any.

Secondary Skills: The character also gets to select four Secondary Skills from those listed. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All Secondary Skills start at the base skill percentage.

Standard Equipment: Set of clothing, hooded robe, set of traveling clothes, M.D.C. body armor (any), knapsack, backpack, 1D4 small sacks, one large sack, canteen, binoculars, tinted goggles or sunglasses, air filter and gas mask, flashlight, first-aid kit, sacrificial dagger or short sword, laser scalpel, incense, pouch of salt, and mirror. Weapons include a survival knife, energy handgun, and energy rifle. The vehicle of choice is often a fast hover vehicle.

Money: The supernatural evil has seen to it that the character has had a sudden windfall at someone else's expense (i.e., found or stolen valuables). Starts with 4D6x1000 in credits and 3D4x1000 in Black Market items.

Cybernetics: Starts with none and will avoid them, because they interfere with magic.

Nightlands Witch O.C.C.

Witches are another link from the Nightlands to Rifts Earth, for a Nightlord can be one of the supernatural forces that make a pact with a Witch, turning him or her into one of his minions. As one might suspect, part of the deal – the "pact" with a Nightlord – is the Witch must come to the Nightlands, at least briefly, to meet his/her new master and to allow his/her Doppelganger to enter the world. In this case, though the Witch knows the Doppelganger exists, the character is forbidden to harm it, even if the Doppelganger opposes the Witch. After all, the Nightlord is using both the Witch and the Doppelganger as the first couple of pieces in establishing a link to Rifts Earth.

Nightlands Witches are always found on Rifts Earth, not the Nightlands, because it is their *mission* to bring the Nightlords to Earth and transform it into the new Nightlands. In their twisted minds, the Nightlords will bring about a new age of peace and prosperity for *humankind*. Destroying all supernatural invaders (the Nightlords' rivals), casting all nonhumans to the gutter and restoring humankind to its rightful place as the masters of the planet (with the Nightlords pulling the strings and actually running the planet and ruling over all mortal beings, humans and D-Bees alike). The Nightlords promise a new Golden Age for humankind, peace on Earth and freedom from other supernatural invaders. The Nightlands Witch buys into this fairy tale hook, line and sinker. Besides, they are promised to be among the elite in the Nightlords' global network, serving in positions of authority and power. What more could a vengeful, power hungry misanthrope ask for?

Stat Notes: Basically the same as the traditional Pact Witch, only this character gets his or her powers from a Nightlord, and this master demands the evil character serve *him* and work toward *his* agenda. The desires and goals of the Witch come second after the Nightlord's.

Pact Requirement: Typically a Major Pact or 40 years of Servitude.

Demon Familiar: Typically a Waste Coyote or Snake Bird for lesser pacts, an actual demon for a Major Pact.

Gifts: Typically the option is limited to the *Gift of Union* or the *Gift of the Nightlords*. However, in both cases, the Nightlands Witch inherits the Nightlord's vulnerability to Holy Weapons and Nightbane Talents, both of which inflict triple damage! (And Nightbane will recognize this Witch as a natural enemy.)

No Attribute Requirements: Only a lust for power and a devotion to bring the Nightlords to Rifts Earth to begin a new Age of Peace on Earth (with the Nightlords in control of the planet and all lesser beings their worshipers, servants and slaves).

Alignment Limitation: Being that the nature of Witchery and the Nightlords is evil, all characters desiring to become a Nightlands Witch must be, or change to, an evil alignment.



O.C.C. Skills:

Speaks two additional Languages (+10%)

Basic Math (+10%)

Lore: Demon & Monster (+20%)

Lore: Nightlands (+10%)

Pilot Hover Craft or Hovercycle or Horsemanship: General (+5%). May be given a Gauntstead if the latter skill is known.

Escape Artist (+10%)

Imitate Voices & Impersonation (+10%)

W.P. Ancient of choice (select one).

W.P. Modern of choice (select one).

Hand to Hand: Basic, which can be changed to Hand to Hand: Expert at the cost of two "O.C.C. Related" skills, or Martial Arts or Assassin at the cost of three.

O.C.C. Related Skills: Select 10 other skills from the available Categories. Plus select two additional skills at level three and one at levels 6, 9 and 12.

Communications: Any (+5%).

Domestic: Any (+5%).

Electrical: Basic only.

Espionage: Disguise and Forgery only (+5%).

Mechanical: None.

Medical: None.

Military: None.

Physical: Any, except Acrobatics.

Pilot: Any (+5%), except robots and military vehicles.

Pilot Related: Any.

Rogue: Any (+5%).

Science: Any (+5%).

Technical: Any (+10%).

W.P.: Any.

Wilderness: Any.

Secondary Skills: The character also gets to select four Secondary Skills from those listed. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All Secondary Skills start at the base skill percentage.

Standard Equipment: Set of clothing, hooded robe, set of traveling clothes, M.D.C. body armor (any), knapsack, backpack, 1D4 small sacks, one large sack, canteen, binoculars, tinted goggles or sunglasses, air filter and gas mask, flashlight, first-aid kit, sacrificial dagger or short sword, laser scalpel, incense, and a mirror. Weapons include a survival knife, energy handgun, and energy rifle. The vehicle of choice is often a fast hover vehicle or Gauntstead.

Money: The supernatural evil has seen to it that the character has had a sudden windfall at someone else's expense (i.e., found or stolen valuables). Starts with 4D6x1000 in credits and 3D4x1000 in Black Market items.

Cybernetics: Starts with none and will avoid them, because they interfere with magic.

The Gift of the Nightlords

The Witch is instantly bestowed with magic powers through his or her union with the Nightlord. All the following are available.

- Becomes a Mega-Damage creature clad in a black armor exoskeleton similar to the Night Princes or Hounds.

2D4x10+48 M.D.C. Recovers at a rate of 3D6 M.D.C. per hour.

- 2D4x10+21 P.P.E.
- Demon Familiar.
- Doesn't need normal food or water to survive. Becomes a life force vampire like the Nightlords. Five Hit Points or P.P.E. a day will keep a Nightlands Witch "fed," although they will not feel happy and truly satisfied unless they consume at least 10-20 a day. Every time the Witch misses a "meal," he or she loses one P.P.E. point, which can only be restored after getting an extra 5 P.P.E. or Hit Points the next time he/she feeds. When P.P.E. is reduced to zero, the Witch loses one Physical Endurance (P.E.) point per day and crumbles to dust when P.E. is reduced to zero.
- Release Energy: This power enables the character to unleash pure energy in the form of fire/plasma or electrical blasts. These energy blasts unleash 1D6 M.D.C. per every 5 P.P.E. spent with a maximum of 5D6 M.D. possible (at a cost of 25 P.P.E.). Range is 1200 feet (366 m).
- Energy Resistant: M.D. energy blasts and fire only do half damage, including magical bolts of energy. Normal fire and S.D.C. energy weapons do no damage whatsoever. Explosives, bullets, arrows, punches and other impact attacks do full damage, as do non-energy forms of magic.
- Can cast the following spells at 4th level proficiency (do not increase in power even when the Witch exceeds fourth level): Globe of Daylight, Blinding Flash, Lantern Light, Ignite Fire, Fuel Flame, Fire Blast, Fire Bolt, Extinguish Fire, Circle of Flame, and Energy Disruption.
- Bonuses: +3 to save vs illusionary magic, +2 to save vs Horror Factor and +2 to save vs possession and mind control.

Note: This "gift" is only available to the Nightlands Witch, and only if he or she commits to a Major Pact.

Shifter O.C.C. Revisited

The Shifter O.C.C. is similar to the Summoner of **The Palladium Fantasy Role-Playing Game®**. Shifters are students of magic whose emphasis is mastery over the Rift, in regard to opening dimensional portals and summoning creatures from beyond the Rifts! These mages have a reputation for being irrational and evil. However, it is an undeserved reputation, for there are as many good, kind and well intentioned Shifters as there are evil ones. The difference is that Shifters obviously deal with *supernatural beings* (good, selfish and evil) that are terrifying to most people. Additionally, selfish and evil Shifters tend to be cruel and ruthless, willing to make a "deal with the devil," as they say, to get what they desire. Selfish and Evil Shifters also tend to enslave the beings they summon, have little or no regard for their well being and unleash them against fellow mortals to terrorize, rob and kill. Thus, it is the black-hearted Shifters who give the entire profession and mystic discipline a bad reputation.

Sadly, the art of Shifting *is* one of the most dangerous and corrupting of the mystic arts. For one thing, you have a mere mortal able to summon and command *supernatural beings* – Demons, Deevils, Elementals, Spirits of Light, Faerie Folk, Entities, ghosts, spirits and a host of others. It is a heady feeling to

command even lesser supernatural beings, for even the lowliest is ten times more powerful than the average human and calls upon magic and dark forces beyond the veil. To be able to bend such beings to one's will often leads to delusions of grandeur, power and exaggerated self-importance.

For another, associating and communicating with these dark and ugly souls often leads to a distorted and dark view of the world. After all, these vile creature are governed by base emotions and thrive on sorrow, pain and murder. Consequently, they encourage ruthlessness, cruelty, revenge and hatred. They are only too glad to act on the Shifter's behalf to inflict terrible vengeance, pain, destruction and death in *his* name. For though most supernatural beings, especially demonic ones, loathe being summoned and enslaved by a mere mortal, they happily capitulate by turning the tables and manipulating events to create pain and misery for other mortals. And in the process, they hope to corrupt the Shifter or do things in such a way as to cause him guilt, sorrow, pain or destruction. In fact, depending on the creature summoned, many a demon delights in effectively turning the Shifter to wickedness and, in effect, making him one of their own! Such are the innate dangers of Shifting and Summoning magicks, and why they are feared, discouraged and often persecuted.

Shifter Magic

The Shifter's focus of mystic study is understanding how ley lines and nexus points work, and how to use them for trans-dimensional travel and summoning supernatural beings. Unlike the Ley Line Walker and most students of magic, the Shifter is not so much a vessel for magic energy himself, but rather a conduit and stimulus that agitates, activates, controls and directs the energy around him. For example, he can ignite a ley line nexus point to surge and open a Rift, but he does not expend the energy from inside himself, but rather causes the energy around him to react – boil, if you will – to create a reaction. Likewise, a Shifter draws upon the P.P.E. of those *around* him, channeling it to create magical effects. This "drawing" of energy can be done by willing cooperation from henchmen or supernatural beings he has called forth from a Rift (and one of the reasons he calls upon supernatural beings), or involve blood sacrifices upon which an evil Shifter draws upon the doubled P.P.E. energy released upon the moment of death to work his magic. This use of taking and using ambient and stolen energy contributes to the sorcerer's title of "Shifter," for he *shifts* magic energy from one source to himself or another, and uses it to alter or *shift* reality. Likewise, when a dimensional portal is opened, it *shifts* reality to open a door to a conflicting or alien existence, turning or *shifting* the veil of reality to meet his needs and desires.

1. Initial magic knowledge; spells to summon and control.

The Shifter's orientation is power over the Rifts and control over the supernatural forces that come out of them. This means that the character's spell knowledge is mostly limited to this area.

The following Rift and dimensional related spells are known by the novice Shifter starting at level one: *Sense P.P.E.*, *Sense Magic*, *Turn Dead*, *Repel Animals*, *Trance*, *Chameleon*, *Concealment*, *Shadow Meld*, *Time Slip*, *Call Lightning*, *Constrain Being*, *Summon & Control Canines*, and *Summon Lesser Being*.



2. Learning new spells. All new spells must be learned, purchased, or acquired as usual. For the Shifter, this can also mean finding a mentor, or trading services or favors with a demon (or other supernatural being) in exchange for spell knowledge, and similar deals.

The nature of the Shifter's O.C.C. means that the most coveted spells are **Ley Line Magic** (*all*, and they cost half the P.P.E. when cast by a Shifter), **dimensional and environmental manipulation** (*Teleportation, D-Step, Negation, Dispel Magic Barriers, Anti-Magic Cloud, Re-Open Gateway, Astral Hole, etc.*), **summoning** (including the likes of *Animate and Control Dead* and *Create Zombie*) and **control/domination** (*Protection Circles, Calling, Charm, Domination, Agony, Blind, Forcebonds, Trance, Exorcism, Banishment, Expel Demons, Desiccate the Supernatural, etc.*). The control and the manipulation of other beings are a pivotal aspect of the Shifter's craft. Without it he is vulnerable to attack by the very beings he calls forth. Some Shifters also study illusionary magic (multiple image, apparition, etc.) to use in their manipulation and control of others. The Shifter will seldom pursue magic that does not directly relate to his preoccupation about Rifts, dimensions, summoning and the manipulation other life forms. **Note:** While it might seem logical for Shifters to get on well with Temporal Raiders and Temporal Wizards, anything could be farther from the truth. T-Raiders and Wizards see the Shifter as an amateur when it comes to the mastery of time and dimensional travel, and believe the sorcerer's reliance on supernatural beings is like juggling with nitroglycerine. Moreover, since the Temporal Raider seems, itself, to be akin to a supernatural being, the Shifter tends to see it as a creature he should be able to control somehow, and it irks him that he cannot.

3. Magic Bonuses. +7 to save versus Horror Factor. +1 to save versus magic at levels 3, 7, 10, and 13. +1 to Spell Strength (the number others must save against when the character casts a spell) at levels 4, 7, 10, and 13. +1 to save vs possession at levels 1, 3, 5, 7, 9, 11, 13 and 15.

4. P.P.E. Though not as adept at storing P.P.E. within himself as other practitioners of magic, the Shifter has a **Permanent Base P.P.E.** of 1D6x10+10 plus P.E. attribute number. Add 3D6 P.P.E. per additional level of experience. Of course, the Shifter prefers to draw P.P.E. from ley lines, nexus points, and other beings rather than his own inner energies, and needs it to work most of his spells. **Note:** The Shifter can also draw twice the usual amount of ambient P.P.E. from a ley line or nexus point (usually to open a Rift, summon the supernatural or work Ley Line Magic). Evil ones regularly engage in blood sacrifices of innocent victims, typically assisted by demonic minions who are usually sent out to "acquire and secure the victims" and later excitedly watch the deadly ceremony unfold like giddy spectators at a sporting event.

5. Dimensional Rift to home. The Shifter is so attuned to the dimensional nuances that he can always find his way home from another dimension. Better yet, he can always Dimensional Teleport *home* at the cost of a paltry 150 P.P.E. Unfortunately, his ability to Dimensional Teleport back home only applies to himself and not anybody else (a full Rift/dimensional portal is necessary to take others with him). The ability to Rift home means the Shifter is often tempted to explore new worlds by stepping through a Rift because he can almost always get back.

6. Sense Rifts. Similar to the Ley Line Walker's ability, the Shifter can feel the ripples and surge of energy whenever a Rift is within 50 miles (80 km) or when a new Rift appears. He also instantly knows the general direction the Rift is located and whether it is big or small. **Note:** This sensing ability specifically relates to dimensional portals/Rifts and not ley nexus and ley lines. The Shifter also has a keen understanding of Rifts and how they function. Only true masters of dimensional travel, like the Splugorth, True Atlanteans and Temporal Raiders, have a keener understanding and greater depth of knowledge. See the Rift Tables and descriptions presented elsewhere in this section.

7. Familiar Link. The Shifter can mentally and physically link with an animal, or a creature from a Rift/D-Bee animal (animal intelligence and not supernatural). Generally, the animal of choice is a small, inconspicuous creature like a weasel, squirrel, bat, bird, cat, dog, wolf, etc., so that it can be used for spying and reconnaissance. However, larger animals like tigers, lions, and bears can also be used. Insects and intelligent mutant animals can *not* be Familiars.

No matter how wild or mean the animal may have been, it obeys the Shifter's every command, verbal and mental, the moment after the two are linked, for the two are now one. The creature and its master are now an extension of each other. What one sees, hears, smells, tastes, and feels, so does the other. Consequently, the Familiar makes a great spy, listening to conversations and prowling into areas not easily accessible to its master.

Special endurance. Both the Shifter and the Familiar gain an additional six Hit Points as a result of the mystic connection between the two, and both man and animal are +1 to save vs poison and +1 to save vs mind control and possession. However, if the Familiar is hurt, the Shifter feels its pain as well. If the animal is killed, the Shifter permanently loses 10 Hit Points (the six from the link and four additional). There is also a 01-50% chance that the Shifter will suffer shock from the ordeal and lapse into a coma for 1D6 hours. Another Familiar can *not* be linked with for a period of one year.

Note: Though the animal understands and obeys its master, it cannot actually speak to him. For a basic list of animals see the psionics section in **Rifts®**. For a complete list of about two hundred animals, check out **Palladium Books' Monsters & Animals** sourcebook suitable for use with our fantasy game, **Rifts®**, and just about any RPG.

8. Link to the Supernatural. (Optional! This is an option that only about 15-20% of the Shifters accept, for it is akin to Witchery and usurps their coveted independence.)

Just as the Shifter can connect himself to an animal Familiar, he can also connect himself to a supernatural force. The supernatural force must be a greater being such as a Major Elemental, Demon Lord, god, or Alien Intelligence. This union is much more dangerous, for while it bestows upon the Shifter great power, it also gives a powerful alien/supernatural force a physical link to our world. A being who is almost always an evil force!

The process of a link to a supernatural being begins with communicating with it through a Rift. A small dimensional portal/Rift is created at a ley line nexus point. The Shifter then speaks to the force which responds usually via telepathy. The two strike up a deal in which the Supernatural Intelligence agrees to link with the character and bestow him great power.

Often there is a condition attached to this dangerous union, such as securing a particular device or item, or to hurt or kill somebody, usually another Shifter or Witch who is linked to a rival force or someone who is interfering with the being's plans/games. If the Shifter agrees, the supernatural force projects a portion of its psychic essence into the mage. This gives the Shifter great power, but it also gives the supernatural force a physical link to our world.

The link to a supernatural force is not quite the same as the animal Familiar link. It is similar, only in this case, *the Shifter* is the "Familiar" animal servant – the supernatural force seeing, hearing and experiencing everything the Shifter does. Most Shifters make the mistake of believing that they can control the supernatural force, even if it is evil, and use their powers for good. Unfortunately, the creature is a powerful and cunning force that often uses the Shifter and foolish mortals as its pawns in a game where humans/mortals are its playing pieces and the Earth its game board. For example: The creature may agree to link and empower the mage if he agrees to destroy a particular person, monster, artifact or place. In all likelihood, the target represents some danger, rival or obstruction to its own plans, and this is just a way to eliminate it and have some fun experiencing the human emotions and adventure of its Familiar, *the Shifter*.

The Shifter can usually communicate with the supernatural force he is linked to by opening a tiny communications Rift, a small hole at a nexus point to the dimension, and speaking into the Rift. Here the fiend can counsel and advise its foolish human pawn. Often its advice will be good, but this is only to lure the mage into a false sense of security and trust. Once it has established a relationship of trust, it can abuse that trust by giving the Shifter bad advice, false information or data twisted to meet its own ends. **Note:** These supernatural beings are *not* omnipotent, as some pretend, but make evaluations and decisions based on information which they have gathered.

The most powerful of these creatures claim to be gods, Demon Lords and Alien Intelligences and may establish a group or cult of followers. In some cases, the vile being may even pretend to be a couple different entities and create two or three very different, sometimes rival, groups of humanoid pawns. This all just part of its game to amuse itself. Note that the most powerful supernatural beings can link with a score of individuals at the same time without the others knowing it.

Perhaps worst of all, is that the link with the Shifter gives the monster a connection to our own dimension. Without this connection, the thing can not enter into our reality, but with the physical link to our planet through the Shifter (and others), it may be able to Rift to Earth, or begin to establish the means to do so. Fortunately, these greater beings usually remain in their own dimension where they are safest (the creature can only be killed if it comes into the Earth dimension or if an enemy goes into its dimension).

The abilities gained by a link with a supernatural power are as follows: Additional 1D4x10 P.P.E., +1D4x10 to S.D.C., +3 to save vs Horror Factor, +2 to save vs magic and psionic attacks, and +1 on initiative rolls. Also the Shifter is granted his choice of 1D4+5 additional magic spells selected from magic levels 6-14!

9. The role of supernatural henchmen. Arguably, the Shifter's real power is his ability to communicate with and manipulate inhuman creatures, most notably demons, Deevils, undead and other supernatural forces. The summoning mage will find it easiest if he shares a similar evil or Anarchist alignment because he and the malignant creatures he calls forth will have a better understanding of one another and share a certain moral kinship. This commonality should help them accept each other and work together.

It is second nature for a Shifter to call forth a demon or monster from a Rift and have it do his bidding. This is, again, where having a keen understanding of such creatures, how they think, what they desire, what they enjoy, their special skills, and so on, is of great importance. This knowledge lets the Shifter summon creatures that should enjoy the mission he has in mind for them, and demons are always more cooperative if the job appeals to their nature and involves duplicity, suffering, or death and destruction. These supernatural "agents" may be called upon for one-shot missions on an as needed basis, or the Shifter may develop a relationship with certain ones he *keeps* on staff – his retinue of evil, his regular minions, assistants and henchmen. The more wicked and ruthless the Shifter, the more his supernatural minions are likely to be loyal to him, especially if he allows them to vent their own dark emotions and desires and engage in evil acts. Again, this is why the most evil and maniacal Shifters are the most notorious, giving all Shifters a frightful and loathsome reputation.

Limitations: One lesser supernatural being or demon at levels 1, 3, 5, 7, 9, 11, 13, and 15. Two sub-demons or imp-like minor creatures, Poltergeists or Haunting Entities count as one lesser being, while one Greater Demon or undead counts as two lesser beings. The Shifter can summon and attempt to control more, but they have a good chance of defying his influence. When this happens the creature may do one of the following:

01-25% Return to their home dimension.

26-50% Run off into the world to do as they please.

51-75% Pretend to agree or be under the Shifter's thrall, but secretly plan to betray and harm him, or sabotage his scheme.

76-00% Attack and try to kill him on the spot.

Note: There is a chance (G.M.'s option) that the creature retains its independent will, but likes what the Shifter has in mind and agrees to go along with the plan of its own free will. In many cases, the creature does not let on to the Shifter that it is a willing participant and can quit, leave or strike out at the Shifter at any time. If the supernatural fiend enjoys the Shifter's machinations and is treated with respect or given missions it loves to do (like killing), it may stay on indefinitely. If there is a problem with this, it is that the demonic thing might refuse to leave when the Shifter tells it to, and may demand that the Shifter continue to provide it with fun and games.

The Shifter O.C.C.

Alignment: Any, but typically selfish or evil.

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

O.C.C. Skills:

Language: Speaks native tongue at 98% plus select two additional Languages (+15%).

Literacy: one language of choice (+20% and may include Dragonese/Elven).

Astronomy (+20%)
Mathematics: Basic (+20%)
Lore: Demons & Monsters (+20%)
Lore: Faerie (+15%)
Land Navigation (+10%)
Wilderness Survival (+5%)

Hand to Hand Combat must be selected as an O.C.C. Related Skill. Hand to Hand: Basic costs one skill selection, Expert counts as two, and Martial Arts or Assassin (if evil) count as three skill selections.

O.C.C. Related Skills: Select six other skills from the available categories below. Plus select two additional skills at levels 3 and 6, and one at levels 9 and 12. All new skills start at level one proficiency.

Communications: Radio: Basic, Surveillance Systems, and TV/Video only.
Cowboy: None.
Domestic: Any (+5%).
Electrical: Basic Only.
Espionage: Intelligence and Interrogation Techniques only (+5%).
Mechanical: None.
Medical: Holistic Medicine, Brewing or Paramedic only (+5%).
Military: None.
Physical: Any, except Boxing, Wrestling, and Gymnastics.
Pilot: Any, except robot, military, jets, and tanks.
Pilot Related: Any.
Rogue: Any (+2%).
Science: Any (+5%).
Technical: Any (+5%).
W.P.: Any.
Wilderness: Any.

Secondary Skills: The character also gets to select six Secondary Skills from those listed, excluding those marked "None." These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All Secondary Skills start at the base skill level.

Standard Equipment: Set of clothing, set of traveling clothes, light M.D.C. body armor (seldom wears heavy armor, because it reduces one's speed and mobility by half), knapsack, backpack, 1D4 small sacks, one large sack, pocket mirror, small silver cross, large wood cross, 2D4 cloves of garlic, six wooden stakes and a mallet (for vampires and other practical applications), salt, canteen, binoculars, tinted goggles or sunglasses, air filter and gas mask, pocket laser distancer, pocket digital disc recorder/player for recording his observations, and a hand-held computer if proficient with computer operation. Often wears hooded robes and dark clothing.

Weapons include a survival knife (1D4 S.D.C.), hand axe (2D4 S.D.C.), submachine-gun (player's choice, typically loaded with silver bullets or other special rounds), energy rifle, and several extra clips of ammunition. Also a javelin-like iron rod sharpened at on end. The rod generally measures about three feet (0.9 m) long for easy carrying and is used to dispel certain magic illusions and monsters.

The vehicle of choice is often a motorcycle, hover vehicle or horse. The vehicle is often *inexpensive* and easily replaced in case it is destroyed by a creature from a Rift or left behind to explore a Rift.

Money: The Shifter starts with 1D6x1000 in credits and 2D6x1000 in Black Market items.

Cybernetics: Starts with none and avoids them because they interfere with magic.

Rifts & Random Tables

Note: I thought it appropriate to reprint the descriptions and tables *Erick Wujcik* and I whipped up for the **Rifts® Adventure Guide**. They just seem to fit for the Shifter. For random world environments and other good stuff, check out the *Adventure Guide*.

On Rifts Earth, the state of each dimensional Rift is a lot more important than the latest weather forecast. Below are tables for figuring out the type, duration and condition of each dimensional Rift or portal.

The odds of a dimensional portal opening up and tearing a "Rift" in space and time to another world or dimension have to do with a vast number of influences, chance and the cosmic balance. Magic and ley lines can be manipulated and used to open a Rift. Other times the Rift opens at a ley line nexus or ley line triangle unbidden, a random occurrence, a hiccup in the cosmic energies that connect the Megaverse. A flux of nature on a cosmic scale just tears a hole in the fabric of reality. Thinking big, Rifts Earth has become a Megaversal Nexus point, a place in the universe where magic energy seethes with power on a scale that is seldom seen, causing its many ley lines and nexus points to warp space and time and connect other worlds, or times, and other realities to its own.

While magic can partially tame a ley line and try to control a nexus, there are still times when the energies surge with power and Rifts happen whether they are wanted or not. Times when those who have some mastery of magic *may* bridge realities more easily and open their own Rift.

A typical Rift, whether random or deliberate, usually remains open for *minutes*, but there are times, places and circumstances where a Rift may remain open for hours. A few, like the Calgary and St. Louis Rifts, are open constantly.

Odds of Dimensional Rifts Occurring

Vernal Equinox

On a Ley Line: Every hour of daylight there is a 01-20% chance that a Rift will appear. Roll on the Random Rift Table for type and duration.

At a Nexus Point: Every hour of daylight there is a 01-30% chance that a Rift will appear. Roll on the Random Rift Table for type and duration

At a Super Nexus Point: Every hour of daylight there is a 01-50% chance that a Rift will appear. Roll on the Periodic Rift Table for type and duration.

Autumnal Equinox

On a Ley Line: Every hour of the night there is a 01-20% chance that a Rift will appear. Roll on the Random Rift Table for type and duration.

At a Nexus Point: Every hour of the night there is a 01-30% chance that a Rift will appear. Roll on the Random Rift Table for type and duration

At a Super Nexus Point: Every hour of the night there is a 01-50% chance that a Rift will appear. Roll on the Periodic Rift Table for type and duration.

Summer and Winter Solstice

On a Ley Line: Every hour for twenty-four hours there is a 01-30% chance that a Rift will appear, plus, exactly at sunset there is an increased 01-50% chance that a Rift will appear. Roll on the *Random Rift Table* for type and duration.

At a Nexus Point: Every hour for twenty-four hours there is a 01-50% chance that a Rift will appear, plus, exactly at sunset there is an increased 01-85% chance that a Rift will appear. Roll on the *Random Rift Table* for type and duration. If a Rift is in existence at exactly sunset, then roll on the *Periodic Rift Table* instead of the Random Rift Table.

At a Super Nexus Point: Every hour for twenty-four hours there is a 01-70% chance that a Rift will appear. Roll on *Periodic Rift Table* for type and duration.

Lunar Eclipse

On a Ley Line: During the 90 minute period of the lunar eclipse there is a 01-15% chance that a Rift will appear. Roll on the *Random Rift Table* for type and duration.

At a Nexus Point: During the 90 minute period of the lunar eclipse there is a 01-77% chance that a Rift will appear. Roll on the Random Rift Table for type and duration.

At a Super Nexus Point: During the 90 minute period of the lunar eclipse there is a 01-95% chance that a Rift will appear. Roll on the *Random Rift Table* for type and duration. If a Rift is in existence halfway through the lunar eclipse, when the moon is completely dark, then roll on the *Periodic Rift Table* instead of the Random Rift Table.

Partial Solar Eclipse

Anywhere: During any partial solar eclipse there is a 01-21% chance that a gigantic Rift will appear in the sky, at an altitude of from 1,000 to 18,000 meters (roll 3D6 times 1,000). This is roughly equal to 3,000 to 50,000 feet. **Note:** If the Sky Rift appears, it will sap the P.P.E. of all the nearby ley lines and nexus points, preventing other Rifts from appearing. Roll on the *Random Rift Table* for type and duration.

On a Ley Line: Assuming there is no Sky Rift, there is a 01-25% chance that a Rift will appear on the ley line. Roll on the *Random Rift Table* for type and duration.

At a Nexus Point: Assuming there is no Sky Rift, there is a 01-50% chance that a Rift will appear at the nexus point. Roll on the *Random Rift Table* for type and duration.

At a Super Nexus Point: No need to roll, since a Rift will *definitely appear* from the very outset of the eclipse. Roll on the *Constant Rift Table* for the conditions of the Rift during the *few minutes* of the eclipse. At the end of the eclipse, as soon as no part of the moon covers the sun, roll on the *Periodic Rift Table* for type and duration of a second Rift that appears at that moment.

Rift Duration & Conditions

There are three kinds of Rifts. In a few special places in the world there are Rifts that are permanent, *constant* and cannot be removed. Next are Rifts that appear often enough to be *periodic*; while they aren't predictable, you can count on them appearing over and over again. Finally, there's the most common type of Rift, the *transient Rift* that appears for a few minutes, likely never to return. Transient Rifts are completely random. A magically conjured Rift might be considered a fourth type and is usually a specific place and time desired by the spell casters, but in a way is transient because it is created at the whim of the mage and is sometimes random.

Rift Duration: In the case of constant Rifts, the description indicates how long it will be before the Rift changes to another state. For temporary transient Rifts, the description indicates how long the Rift has before *disappearing*, or what the chances are that it will dissolve.

World Links: Describes the current connection that the Rift has with another world.

Dimensional Link Stability: Some Rifts hang on to their world connections for as long as they survive, while other Rifts fluctuate, constantly losing their connections, and then making links with other worlds altogether.

Rift Metamorphosis: This applies only to Constant Rifts and indicates the likelihood that the Rift, while constant/ever present, changes the type of Rift that it is, requiring a new roll on the Constant Rift table.

Constant Rift Table

While this table is suitable for the few permanent Rifts found on Earth, it will also work with this kind of "steady" Rift found on other worlds. In North America, the only *known* permanent Rifts are the Calgary Rift and Saint Louis Rift (right at the arch). The Latter is sealed off and controlled by the Coalition State of Chi-Town. The Calgary Rift is currently under the control of a growing kingdom of monsters. Another permanent Rift is suspected to exist in the ruins of Old Detroit, but has never been confirmed. Those knowledgeable in such matters believe that Old Detroit and Old Windsor are merely plagued by frequently reoccurring Periodic Rifts. Other permanent dimensional Rifts are found on Atlantis but these are controlled by the Splugorth and their Stone Master minions and contained inside their fabled giant stone pyramids. One is known to exist in Africa and another one or two are suspected to exist in China, and still others might be found elsewhere, though probably no more than a dozen or two.

01-05% Becalmed Rift. The dimensional portal seems to shrink in on itself, pulsing softly with its own power. Unlike most other states, a Becalmed Rift (also known as a Dwarf Rift) is actually a source of power, leaking P.P.E. at a rate of 1D6 points every five minutes rather than being a true doorway to another world. That having been said, while one may not open or enter this Rift, they can sometimes communicate (usually via magic or telepathy and/or empathy) with powerful creatures of magic or supernatural beings (namely Demon Lords, gods, and Alien Intelligences). It is from such Becalmed or Dwarf Rifts that diabolic creatures may reach out to mortals and make foul Witchery pacts and begin to establish ties and agents (worshippers, Witches, etc.) in our world.

Rift Metamorphosis: None. **World Links:** None. Powerful supernatural beings anywhere in the Megaverse can use it as a conduit for communication (and bestowing power through it via a Witchery pact), nothing more. Think of it as an open telephone line available for use by anybody who happens to run across it. Typically one powerful supernatural being monopolizes the open line for a while (minutes to hours to days) to make contact with mortals and either start a conflict or to begin establishing a link in that world. This is why a cult might need to meet at a particular place, at a particular time, in order to “commune” with their evil or alien god. They have to come to the Becalmed Rift. And the specific time is arranged by their “god” so that the supernatural being can make certain it can gain access to the open line at that time. As a rule, once the evil force has accomplished its small goal of getting worshipers, creating a Witch or setting the wheels in motion for turmoil or disaster (thanks to its mortal minion or pawns), it happily lets go of the open circuit, leaving it available for some other supernatural power to use. **Range:** The distance the supernatural being can reach out from beyond the Becalmed Rift to touch someone is usually only 1D4 miles (1.6 to 6.4 km), double during equinox and solstices, quadruple during eclipses of any kind.

06-20% Shrinking Rift. The Rift seems to be collapsing in on itself, taking part of the world around it with it as it slowly retreats, shrinking at a crawl, a few feet a day. The sense that it is taking away part of the world is not an illusion, since parts of the world are being sent through the Rift into alien worlds. Likewise, it is around a Shrinking Rift that one will find 2D6 Fade Towns and other dimensional aberrations, and along any connecting ley lines, Ley Line Storms occur two or three times more often than is normal.

Rift Metamorphosis: 01-25% chance of changing every 72 hours. **World Links:** There will be one primary world link, through which most of the landscape is being channeled, and where anyone who gets pulled into the Rift will be sent. Only those with magic ability will have the power to return. **Dimensional Link Stability:** There is only a 01-08% chance per 12 hours that the link will change to another world.

21-45% Pulsing Rift. This is the condition most common to permanent Rifts, where the dimensional portal seems to exhibit something like a heartbeat, slowly “pulsing” in and out every ten minutes or so. This is also the most stable situation, and Pulsing Rifts have often maintained themselves for days, weeks and even centuries.

Rift Metamorphosis: Rare; only a 1% chance of changing each sunrise. **World Links:** There will be one primary world link. **Dimensional Link Stability:** At each sunrise and sunset there is a 01-22% chance that the link will switch to a different world.

46-60% Swelling Rift. The Rift seems to be expanding, gradually eating the surrounding landscape, and moving outward at the pace of a steady walk every day, retracting at sunset. Those who don’t move out of the way will be drawn in, and sent elsewhere!

Metamorphosis: Rare, 01-03% chance. **World Links:** There will be one primary world link, and the Rift will be bringing landscape from that world into the area of the swelling, replacing the native landscape. There is only a 01-15% chance of another link. **Dimensional Link Stability:** There is only a 01-15% chance per 12 hours that the link will change to another world.

Note: Things from another world exit the Swelling Rift infrequently. Only a 01-25% chance whenever ley line energies flare (equinox, solstice, etc.). **Elsewhere:** Being sent “elsewhere” can be any of the following: 01-25% 3D6x10 miles (48 to 288 km) away in any random direction. 26-50% to the other side of the continent in any direction. 51-75% to another continent on Rifts Earth. 76-00% to the dimension/alien world the Rift is currently connected to. The G.M. is invited to add possibilities to this table.

61-85% Stable Cycling Rift. Making a noise like a low, continuous thunder, the Rift seems to be chewing up the landscape and spewing it somewhere else, into other worlds.

Rift Metamorphosis: None. **World Links:** 2D6 worlds will be connected to the Rift which it cycles throughout randomly, changing to a different one every 4D6 hours after the last time. Whichever dimensional portal is open at the time is the one that beings can enter or exit. **Dimensional Link Stability:** Every 4D6 hours after the last change.

86-93% Violent Rift. Rippling, shaking and contorting like a wild animal, the Rift moves randomly around the landscape, appearing at random locations on the ley line within a two mile (3.2 km) radius of its last location every 2D6 hours. It alternately pulls stuff in and ejects stuff out (those within 1000 feet/305 m). Those wishing to enter the Rift must wait for one of the periods in which it is drawing things in. Those who enter the violent Rift will often catch glimpses of one nightmare world after another, including random views of the place where they started, and it may be several minutes before they are finally released into their destination.

Rift Metamorphosis: 1% chance of changing every month. **World Links:** Links to at least 3D6 worlds, often twice that, with no one link dominating any other. **Dimensional Link Stability:** Once the violent Rift starts up the links will tend to stay the same.

94-96% Morphing Rift. This bizarre dimensional portal is constantly changing from one type of Rift to another, and back again.

Rift Metamorphosis: Morphing is a constant regardless of what type of Rift it momentarily becomes. That means if a Morphing Rift becomes a Becalmed Rift for a short while, it will explode back to something else (one of these other types) at any given time. **World Links:** Endless, changing with each new metamorphosis. **Dimensional Link Stability:** Every link imaginable is possible at some point or another.

97-100% Raging Rift. The dimensional portal will seem to be blazing, exploding with energy, and swelling across the landscape in a blossom of energy and towering 4D4x10 feet (12.2 to 48.8 m) into the air, a mile (1.6 m) or more into the sky during surges of power (equinox, solstices, etc.), becoming a two-way portal to whatever world it is currently linked to (i.e. people from Rifts Earth can go there, and beings from there can come to Rifts Earth by stepping into the portal). Beings on both sides of the divide can see a glimpse of what awaits them on the other of the portal.

Rift Metamorphosis: None. It rages on and on. **World Links:** Endless! Constantly changing to dozens of different worlds, although there will be 1D4x10 that it cycles through most regularly. **Dimensional Link Stability:** Every link imaginable is possible at some point or another, with the Rift acting like a mad

channel surfer, shifting worlds every 4D6 minutes. Note: This is the type of Rift locked away in St. Louis by the Coalition States.

Periodic Rift Table

While not as powerful or as persistent as the permanent kind, periodic Rifts tend to stick around longer than their random counterparts and appear at the same location at regular intervals when ley line energies surge. Periodic Rifts are much more common than “permanent” or “constant” Rifts, and can appear wherever a ley line, nexus or stone pyramid is located; typically the latter two.

01-15% Diminishing Rift. The Rift starts to lose power and force as soon as it appears. Immediately roll on the Random Rift Table.

16-30% Weak Rift. This is a dream state for practitioners of magic, since the Rift is vulnerable and easy to manipulate. With just 100 P.P.E. it's possible to open the Rift as a gateway to the world of the mage's choosing, and keep it there for just 20 P.P.E. per minute. This gateway can be the size of a man, giant, or big enough to shift an army. Duration: There is a 01-05% chance that the Rift will dissolve every 10 minutes. The maximum life of this Rift is one hour. World Links: As it is created, the Rift will have a link to one world. Those who seize control of it can change that link easily. Dimensional Link Stability: There is only a 01-04% chance per hour that the link will change to another world on its own.

31-60% Throbbing Rift. Every minute the whole Rift will seem to ‘throb’ with a massive influx of energy, and then relax again. Each of these beats will signify that all the world links have changed, and that the dimensional portal is now linking to an entirely different set of worlds. Duration: 3D6 minutes, but every minute there is a 01-10% chance that the Rift will start to destroy itself and suddenly vanish 30 seconds later in a silent burst of light and sparks. World Links: 2D6 different worlds. Dimensional Link Stability: Every minute or two the portal changes to a group of different worlds.

61-70% Time Rift. Rather than open a portal to just a different world, this Rift in space and time leads to a different period of time. Duration: 2D6 minutes. World Links: 1D6 different worlds in addition to Rifts Earth, which means one could be sent back into the past or to the future of Earth or some alien world (may be a parallel Earth or some alien place during the dinosaur age, caveman era, medieval era, modern times or the future). Dimensional Link Stability: Every 1D4 minutes the portal changes to a different world and/or a different time.

71-80% Ley Line Trapped Rift. For some unknown reason, the dimensional portal of this Rift does not open to other worlds, but to other ley line *nexus points* around the world. This means the Rift can be made to open to any place on Rifts Earth where there is a ley line nexus. To get the portal to open at the desired location, the user of the Rift must think of the place (01-50% likelihood of success, +25% if he has actually been there before). A moment later it appears displayed in the Rift opening and one simply steps through it. Duration: 2D6 minutes or until it is used as a portal. The act of using it as a portal seems to short-circuit the Rift, causing it to disappear within 1D6x10 seconds after the first person steps through it. World Links: Only locales at ley line nexus points on Rifts Earth. Dimensional Link Stability: Not applicable.

81-90% Blind Rift. This is typically a medium-sized dimensional portal about 50-100 feet (15.2 to 30.5 m) tall. Most dimensional portals enable the user/viewer to peer through the rippling wall of energy to see what is on the other side. However, the magical energies of the “Blind Rift” are such that one can NOT see where it opens to and those using it must do so blindly, for it could lead to almost anywhere on Earth or worlds beyond. Duration: 3D6 minutes before it vanishes. World Links: In addition to the primary world link there is a 01-33% chance of another 2D6 links. Dimensional Link Stability: Every three minutes, the Rift has a 01-40% chance of shifting to a different world.

91-94% Cascading Rift. Like an infection that rages out of control, this dimensional gateway extends itself along the strongest available ley line, and then stretches and grows along that ley line until its time runs out. The Rift portal moves along the ley line like a devouring whirlwind at a Spd of 15, consuming everything in its path (sending them to some alien world or different part of Rifts Earth or even a different period of time). Duration: Every five minutes there is a 01-33% chance the Rift will run out of steam and self-destruct. If it manages to survive for an hour, it will last another 1D4 hours before vanishing. World Links: 1D6. Dimensional Link Stability: There is a 01-15% chance that all the links will change to different worlds; roll every five minutes.

95-98% Alien Controlled Rift. Some other-worldly force has control of the Rift and forces it into becoming a huge gateway. Rippling, shaking and wobbling, the dimensional portal functions as a *one-way portal* with things able to come out of it only from the alien side to enter into our world. Duration: Since it will cost the controller of the Rift at least 100 P.P.E. every minute, it depends on the resources and desires of whoever is using it; typically 3-12 minutes. World Links: Just a link to the world of whoever has the Rift under their control. Dimensional Link Stability: Under control and unchanging. To switch worlds, whoever is in control of the portal must close it and create a new one.

99-100% Supernatural Rift. A very rare phenomenon, where a periodic Rift is only linked to *supernatural realms*, like those of the various gods, spirit realms, demonic hells, Elemental Planes, the domain of Alien Intelligences and similar dimensions where only supernatural beings exist. Duration: 2D6 minutes before it vanishes. World Links: There is a primary link and a 01-45% chance of 1D4 links to other supernatural realms. Dimensional Link Stability: There is a 01-25% chance that the portal will change to a different supernatural realm every four minutes.

Random Rift Table

Caused by natural phenomena, or brought about through mystical means (spells, ritual sacrifice, etc.), these are the most ephemeral of Rifts, rarely lasting more than a few minutes.

01-18% Dying Rift. Sickly from the very first, the Rift seems insubstantial and very weak. It starts to fade as soon as it's created, pulling back on itself and retreating. Very difficult to use as a gateway since it is so weak, and because it fades out so quickly. Duration: 2D4x10 seconds. World Links: One that will stay the same until the Rift dies.

19-30% Shrunken Rift. Unlike the usual towering wall, this dimensional portal will appear only slightly taller than most humans, and will be confined to a fairly small area. While it persists, it will be stable, with at least one strong inter-world connection. Duration: 1D4 minutes. World Links: One link to another world. Dimensional Link Stability: Every minute there is a 01-20% chance that the link will shift to another world.

31-50% Pulsating Rift. The most stable of the random Rifts, it pulses with energy every few seconds (much like a human heartbeat). Duration: 2D4+1 minutes. World Links: In addition to the primary world link there is a 01-33% chance of another 1D6 links. Dimensional Link Stability: Each minute, each link has a 01-14% chance of shifting to a different world.

51-60% Swelling Rift. As soon as it comes into existence this dimensional portal seems to start swelling, growing and expanding. However, it gets no stronger as it expands outwards, and instead just gets more and more faded and weak. Eventually, as if it just spread itself too thin, it will pop like a soap bubble. Anything, or anyone lying in its path before it dissolves will be sucked up into another world. Duration: 1D4 minutes of expansion. World Links: There will be just one primary world link. Dimensional Link Stability: There is only a 01-08% chance that the link will change every minute.

61-70% Misting Rift. The dimensional portal opens to reveal nothing but white mist and clouds. You guessed it, the Rift opens to the Astral Plane. Any characters who send their *Astral Self* into the realm of mist and clouds can flawlessly find their way back through the portal as long as it is open. If it should close before they return, the characters must follow their mystical umbilical cord as usual. One can also enter the Astral Plane with their physical body by walking through the portal. However, once the Rift closes, those in physical form can not find their way back to the physical plane unless they can find or create another Rift to home. Moreover, even if the character can Astral Project, it does him no good, because the silver cord leads back to the physical body which is inside the Astral Plane. Likewise, anyone whose physical body is inside the Astral Plane can NOT see into the physical world, for they are now an inhabitant of the Astral realm. Duration: 4D4 minutes. World Links: There will be just one primary world link. Dimensional Link Stability: Stable, it does not switch to other dimensions.

71-80% Consuming Rift. The most turbulent Rift, with energy churning around inside, making a high-pitched shrieking noise that gets continuously higher and louder until it extinguishes itself. Duration: 01-33% chance of blowing apart every 30 seconds. Once the Rift goes away, it will be at least two days (48 hours) before any P.P.E. can be harvested from the area. World Links: There are a huge number of links to many different worlds (at least 2D6x10), and virtually anything or any creature is likely to emerge. However, each creature that emerges has a 75% chance of being sucked right back in. Dimensional Link Stability: None of the links get switched off, or switched to another world. However, every minute that the Rift survives means that another 2D6 worlds will also be linked it.

81-90% Transparent Rift. Unlike some manifestations, this Rift is calm and clear enough that observers can easily see through it into another world. It's also known that the denizens of the other world, if they are in the right place, can look through from the other side into our world. Beings from either

side of the portal can step through the portal at any time. Duration: 1D6+1 minutes. World Links: A link to just one world. Dimensional Link Stability: Every minute there is a 01-25% chance that the Rift will shift to a different world.

91-100% Exploding Rift. The moment the Rift appears it will be obvious that 'she's gonna' blow! The massive energy of the Rift seems to be completely out of control, snaking and writhing in all directions, with chunks of landscape, objects and creatures being exchanged with their counterparts in other worlds continuously. It will be obvious that it can not last (Ley Line Walkers and Shifters will be able to judge how many seconds it will be around), but while it exists it will explosively expand outward, at a Spd of 30, overtaking and swallowing anyone in the way. Duration: 4D6 seconds. World Links: 1D4 worlds will be linked. Dimensional Link Stability: No changes in the few seconds of this Rift's existence.



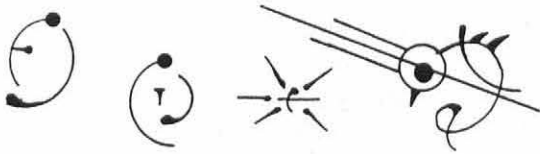
The Diabolist & Summoner

General conversions – Palladium Fantasy RPG®

The **Diabolist** is a practitioner of magic who utilizes wards and symbols, and to a lesser degree, circles, to create his magic. A **Summoner** is similar to the **Rifts®** Shifter, and is a sorcerer who utilizes ritual and circle magic to gain knowledge, influence others and summon supernatural creatures to serve him as master.

What follows are just some *rudimentary guidelines* for adapting these two magic O.C.C.s found in **The Palladium Fantasy Role-Playing Game®**. For a complete understanding of these O.C.C.s and complete magic descriptions, one will need to refer to the Fantasy RPG. Besides, both are virtually unknown on Rifts Earth.

These two mystic arts are “alien” magicks. *Neither* one is common to Rifts Earth and they are known only by practitioners of magic from other worlds, specifically the Palladium World where they are believed to have originated. As such, Diabolist and Summoner Circle Magic are alien disciplines unknown to the world of **Rifts®**. The symbols, language and meanings have been created and developed on an alien world over thousands of years, to an Earthling they mean nothing. There are no schools, guilds, nor any notable individuals that hold the secrets of these two D-Bee mystic arts. Only the occasional dimensional visitor wields the secrets of circles and symbols, and they aren't sharing their secrets. Perhaps, with time, the secrets of these two areas of magic will become known, but for now they are unknown areas of magic.



Diabolist Conversions

Wards, symbols and circle magic are more powerful on Rifts Earth than in the Palladium World. Like all forms of magic, the abundance of mystic energy that seethes through the ley lines enhances the magic. But the focus and intensity of the rituals involved in making wards and circles makes them even more powerful than spell magic. The duration and area of affect is generally doubled, and the damage is either doubled or becomes Mega-Damage.

O.C.C. Bonuses: +10% to recognize magic items, +2 to save vs Horror Factor, and +1 to save vs ward magic. Physical S.D.C. is +20.

P.P.E.: 2D6x10+P.E. and 2D6 additional P.P.E. per level of experience.

Ward conversions for Rifts Earth

Agony: Inflicts 2D8 or 2D6 S.D.C. per level of the Diabolist or can be adjusted to inflict 1D4 M.D. to Mega-Damage creatures, per level of the Diabolist. Costs 30 P.P.E.

Burning Pain: Inflicts 2D6 S.D.C. per level of the Diabolist or can be adjusted to inflict one M.D. point of damage per level. Costs 20 P.P.E.

Blind: Duration is doubled (lasts 2D4 hours per level). Costs 10 P.P.E.

Charm: Duration is doubled or protection from makes the person +8 to save vs charm and impervious to vampire mind control. Costs 10 P.P.E.

Cold: Inflicts double damage, or protection from makes the person totally impervious. Costs 20 P.P.E.

Confusion: Duration and damage are doubled. Costs 20 P.P.E.

Dark: Damage and duration by infliction is doubled, or protection from doubles a person's nightvision and is able to see in magic or other unnatural darkness. Costs 10 P.P.E.

Death: Inflicts 4D6 S.D.C. damage per level of the Diabolist or can be adjusted to inflict 2D6 M.D. per level of experience. Costs 30 P.P.E.

Despair: Duration and damage/penalties are doubled. Costs 10 P.P.E.

Evil: Duration is doubled and saving throw is -1. Costs 10 P.P.E.

Energy: Blast inflicts 1D6 M.D. per level of Diabolist (double damage if on a ley line), or protection from makes the person impervious to M.D. energy attacks. Costs 20 P.P.E.

Fear: Duration and damage is doubled, 88% chance of fleeing, or protection from makes the person +8 to save vs all fear (magic & H.F.). Costs 15 P.P.E.

Fire: Blast inflicts 1D6 M.D. per level of Diabolist (double damage if on a ley line), or protection from makes the person impervious to M.D. fire/plasma. Costs 20 P.P.E.

Good: Duration is doubled and saving throw is -1. Costs 10 P.P.E.

Hate: Duration and damage/bonuses are doubled, 80% chance of attack or betrayal, or protection from makes the person +4 to save vs mood/mind altering magic. Costs 30 P.P.E.

Invisible: Duration is doubled, or protection from makes the invisible -2 to strike, etc. Costs 20 P.P.E.

Knowledge: Duration is doubled and +10% on all skills, 98% to recognize enchantment. Costs 30 P.P.E.

Light: Intensity and duration are doubled. Costs 10 P.P.E.

Magic: Double duration and bonuses. Costs 20 P.P.E.

Mystic Drain: Double duration and area affected. Costs 40 P.P.E.

Sleep: Double duration, or protection from makes the person impervious to magic sleep, including Faerie sleep. Costs 20 P.P.E.

Undead: Double duration, repels even Master Vampires. Costs 15 P.P.E.

Colors: Triple duration. Costs 10 P.P.E.

Power: Triples the damage, duration and range. Costs 60 P.P.E.

Duration: Quadruples duration of a ward. Costs 100 P.P.E.

Permanence: Costs 200 P.P.E.

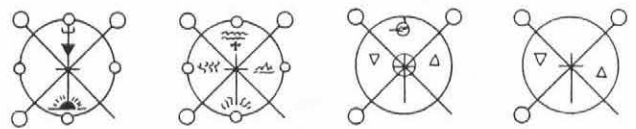
Summoner Conversions

The Palladium Summoner is the infamous "mad mage" who dares to call on supernatural monsters and Elemental forces and try to control and command them. He is also the mage who dares to open dimensional Rifts and explore other worlds. Most have a basic knowledge of magic symbology, recognize wards, and are masters of Circle Magic, a rare art even in the Palladium World.

General Conversion Note: The duration and area of effect of magic circles and their bonuses are generally doubled, and the damage is either doubled or becomes Mega-Damage.

O.C.C. Bonuses: +10% to recognize enchantment, +4 to save vs Horror Factor, and +1 to save vs circle magic. Physical S.D.C. is +25.

P.P.E.: 3D6x10+P.E. and 10 additional P.P.E. per level of experience.



Protection Circles of Note

Unless otherwise noted, 70 P.P.E. is required to activate a protection circle.

Protection from Angels: Double saving throw to +6 and will hold at bay Spirits of Light, Wing Tips, and Ki-Lin. Furthermore, the Lyn-Srial, while not held at bay, fight at half their usual bonuses when inside this circle.

Protection from Demons: Double saving throw to +6 and will hold at bay Banshees, Boschala, Dybbuk, Demon Spiders, Gargoyles, Ghouls, Hell Hounds, and the lesser minions of Hades.

Protection from Devils: Double saving throw to +6 and will hold at bay Dar'ota, Malignous, Deevils, Devilkins, and Fiends.

Protection from Evil: Includes Golems, Gremlins, Sowki, Goqua and Mindolar.

Protection from Faerie Folk: Requires 70 P.P.E.

Protection from Ghosts, Spirits & Entities: Unchanged and requires 70 P.P.E.

Protection from True Elementals: Requires 100 P.P.E.

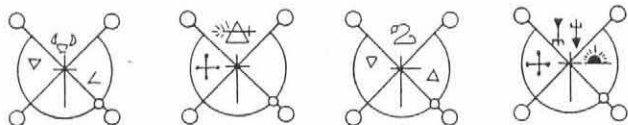
Protection from Elemental Forces: Requires 120 P.P.E.

Protection from Ghosts/Spirits: Includes all Entities, Nymphs, and the fragmented essence of Alien Intelligences.

Protection from Magic (Simple): Those within the circle are +2 to save vs all magic attacks from spells, Elemental Magic, Witchcraft, Necromancy, Circles, Wards and rituals. Only +1 to save vs magic from gods, Demon Lords, or Alien Intelligences. Requires 50 P.P.E.

Protection from Magic (Superior): Those within the circle are +6 to save vs all magic attacks from spells, Elemental Magic, Witchcraft, Necromancy, Circles, Wards and rituals. Only +3 to save vs magic from gods, Demon Lords, or Alien Intelligences. Requires 100 P.P.E.

Protection from Undead: Includes vampires and all creatures ranked among the "undead." Negates their mind control, calling powers, or other psionic abilities as well as holds them at bay (can't come within 50 feet/15.2 of the circle). Also keeps zombies, mummies, animated dead, Ghouls and Dybbuk possessed corpses at bay.



Summoning Circles of Note

Unless otherwise noted, 150 P.P.E. is required to activate a summoning circle.

Summon Angels: Includes spirits of light and wing tips.

Summon Lesser Demon or Deevil: Requires 100 P.P.E.

Summon Ghosts & Entities: Requires 100 P.P.E.

Summon Greater Demons: Requires 250 P.P.E.

Summon True Elementals: Requires only 100 P.P.E.

Summon Elemental Force: Refers to storms, etc. Requires 150 P.P.E.

Summon Ghosts/Spirits: Includes all Entities. Only 100 P.P.E.

Summon Serpents: Includes the Worms of Taut, Serpent of the Wind (dragon) and Kukulcan (dragon), as well as normal types of snakes. Does not work on snake-like D-Bees. Requires only 50 P.P.E to summon ordinary snakes, 100 P.P.E. for the Worms of Taut, but 200 to summon the dragons.

Summon Undead: Summons any variety of vampire or Vampire Intelligence. There is always a 1-20% chance of inadvertently summoning a fragmented essence of a Vampire Intelligence whether it is desired or not. Only requires 100 P.P.E.

Power Circles of Note

Unless otherwise noted, 400 P.P.E. is required to activate a power circle.

Command: Duration, area of effect and range are tripled.

Death: Inflicts 2D4 S.D.C. damage per level of the Diabolist or can be adjusted to inflict 2D4 M.D. to Mega-Damage creatures per level of experience.

Dimensional Rift: Unchanged, but worth noting. Requires 700 P.P.E.

Domination: Double duration, area of effect, and range.

Force: Double duration and is a Mega-Damage force field that renews itself every melee; 200 M.D.C., as well as its other magic properties. +6 to save vs Dispel Magic Barrier. Still vulnerable to psionic attack and magic mind control.

Healing: Double all healing properties and bonuses, and can restore physical M.D.C. equal to Hit Points.

Pain: No change.

Power: Bonuses are unchanged, but double bio-regeneration and the number of animated dead or animals that can be controlled. Spell magic has its usual effects and damage appropriate to the Rifts world. Requires 800 P.P.E.

Power Leech: Triple range/area of effect. Also can be used to reduce the available P.P.E. from a ley line or nexus by half! Requires 800 P.P.E.

Power Matrix: Unchanged.

Wonder: Powers are unchanged, but area of effect is tripled to 120 feet/36.6 m.

Teleport: Range is doubled to 3200 miles (5120 km).

The Necromancer O.C.C.

The Necromancer and his dark arts are covered extensively in *Rifts® World Book 18: Mystic Russia*. The character is mentioned here as a side note. Witches, Shifters and Necromancers are among the most feared and shunned practitioners of magic, mainly because they are regarded as unnatural and associate with demonic and evil forces. While that is not exactly true about the Necromancer, most good folk see the magical manipulation of the dead as an evil, gruesome and unwholesome dark magic. Many assume that evil, supernatural powers must be at work because they also think of ghosts, ghouls and vampires in the same context. But the idea of handling, using and living with animated corpses is repugnant and seems wrong all by itself.

Ironically, the impressive role Necromancers played in the Coalition's war on Tolkeen has given them the greatest respect and positive notoriety they have enjoyed in North America in over a hundred years, at least among the magic communities and enemies of the CS. Their heroics and cunning use of the fallen have shown exactly how Necromancy can be put to "good" use and help save lives. Still, Necromancers are generally viewed with suspicion, fear and revulsion.

Possession

There are a variety of greater supernatural beings that can possess people or animals. These are always malignant, evil forces which crave to hurt or toy with humans. The foul creatures are actually able to transfer all or part of their evil life essence into another living being and *completely* dominate it. The possessing force is so strong that it can suppress the victim's own consciousness and control the body like a diabolical puppet master. Do not confuse this from of possession with the psionic power to temporarily mentally possess others.

The Act of Possession

A supernatural being is only capable of possessing another living creature when it is in energy form or a psychic energy extension of itself is made (essence fragment). Monsters with the ability to possess can try to do so as often as twice per day (24 hour period).

A *possession attempt* is an instantaneous battle of wills. Like all combat in the Palladium system, a 20-sided die is rolled by the possessing entity. This is the attack strike of the attacker. The defender, who is the intended victim, gets to roll for a mental block or parry. Again, a 20-sided die is rolled. The high roll wins, the low roll loses, defenders always win ties. Many characters will have a bonus to save vs possession, giving them an edge in defending against the mental onslaught. If the defender's roll (plus bonuses to save vs possession) is lower than the attacker's roll, the character has failed to defend against the possession attack and is immediately possessed.

A **successful possession** means the creature has inhabited the body of the person (or animal) and completely dominates that body. The essence and intellect of the original person are completely submerged, dormant, as if asleep, and will have no memory of what the possessing creature is doing with his/her body. The foul thing can commit murder or worse, and the person is totally oblivious to what is happening. A favorite ploy of many Alien Intelligences and Possessing Entities is to play schizophrenia with the person. This is done as much to unnerve and torment friends and associates as the possessed person as anything else. What the creature does is let the person seemingly have control of his/her body and then, at the right moment, seize control and do something completely out of character (usually insulting, violent or depraved). Then let the person back into control to suffer the consequences of something he has no recollection of committing, even if there are a dozen witnesses. Unlike the victim of the possession, the creature is completely aware of everything that person experiences.

Conditions and Restrictions for Possession

1. The possessing force must be an energy being or produce a psychic energy essence fragment as an extension of itself (*see Alien Intelligences*).

2. The creature can never possess somebody in the same dimension in which its physical body exists; except for Vampire Intelligences. This specifically refers to supernatural or Alien Intelligences who can split into two or more separate essence fragments. The energy-self can be sent to another dimension where it can possess a person or an animal, but if the physical

body should enter into our dimension the possessing force would be immediately extracted to join its physical self. With both the physical and energy portions of the thing in the same dimension, it can no longer possess anybody.

While this may sound like good news for the person who is now free of possession, it is really bad news, because the physical being is infinitely more powerful.

3. Entities cannot, and Alien Intelligences usually do not, possess more than one living creature at a time within the immediate area. Note that the willing transformation from human to vampire is an entirely unique form of a possession-like process, but is more like a disease-based infection that causes a metamorphosis than a splintered essence possession.

4. The possessing being can relinquish its hold over the person to let the individual seem to regain control without actually surrendering the host body. During these quiet moments, the being simply sits back and observes. It can reassert its control instantly, whenever it desires to do so.

5. The possessing force can willingly leave the host body whenever it pleases, departing effortlessly and without inflicting damage. However, the being must find a new host body within 24 hours or it will be inexorably drawn back to its own dimension.

6. The act of possession is instant and completely unknown/invisible to everyone except the intended victim.

7. If the evil force fails its attempt to possess, it only gets a second try. It may choose to try again on the same person or look to another target. A second failed attempt within a 24 hour period may cause shock and hurl the being back into its own dimension. It can only attempt a possession two times per 24 hours.

Two consecutive failures to possess will have the following results. Roll percentile dice.

1-50% The being is instantly returned to its own dimension.

51-00% The being is shaken, but can exist without a host body for another 24 hours. At the end of that period the creature must try again. Repeat this cycle until the being makes a successful possession or is returned to its own world.

8. A living body without its life essence/soul can be dominated by the alien force immediately. So can coma victims.

9. The possessing force can use all of its own powers, skills and knowledge, but not those of the possessed victim.

10. The battle of wills and saving against possession occurs only once, at the very moment of the attack. After an individual is possessed, he remains so until the possessing force leaves or is removed. Only under unusual circumstances does a possessed individual get to attempt another save while under the control of the possessing force.

11. Possession should not be confused with magic enchantments like Domination, Trance, Compulsion, nor psychic mind control or Hypnotic Suggestion. The difference is that an alien life-force has actually *inhabited* the person's body and taken complete control.

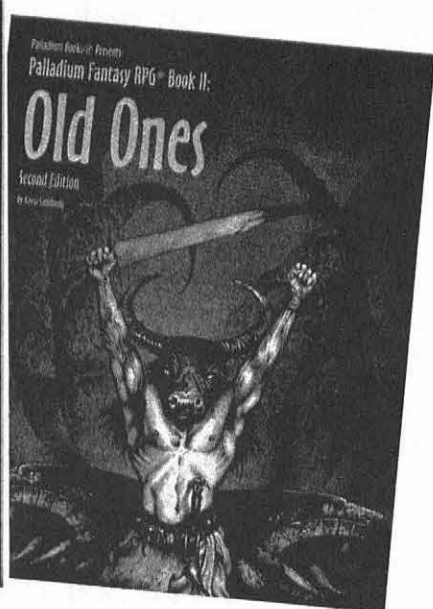
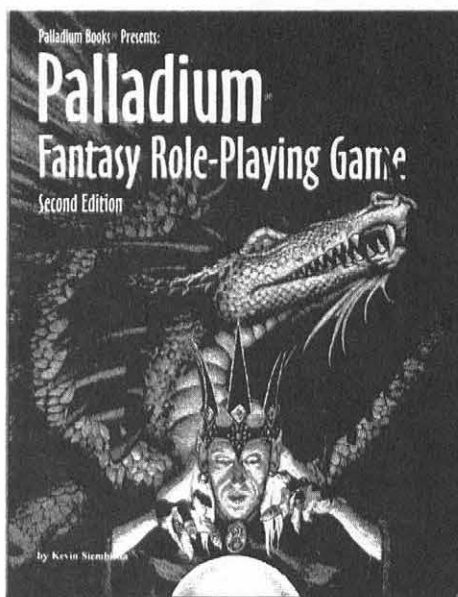
12. Although the Entity or Intelligence is aware of everything the person experiences while under its control, it does not know what that person is thinking or feeling, nor does it gain the victim's past memories or skills.

13. Victims of possession are rarely willing hosts, but if the person willingly allows himself to be possessed, there is no battle of wills and the act of possession is an automatic success.

14. The experience of being possessed is a terrible one. Although the victim rarely remembers any of the things the creature may have done, the experience is traumatic. Roll on the Phobia Insanity Table if possessed for more than a month. Roll on the Obsession Table and the Phobia Table if possessed for over six months. Roll on the Random Insanity Table if possessed for over one year.

Getting rid of a possessing force is extremely difficult. Magically, only Exorcism has any chance of success. Banishment, Control or Summon Beings, and all the rest, are ineffective. Of course, one can always try to talk the damned thing out, but that seldom works. Psychic powers can be used to attack the entity itself, but will definitely provoke the creature to violence. A psychic healer can also use his form of Exorcism against a possessing force. The incapacitation of the host body through drugs or magic for long durations (1D6 months) may also entice the entity to leave in search of a more fun body. Killing the host body will always set the possessing force free, but doesn't do much good for the victim.

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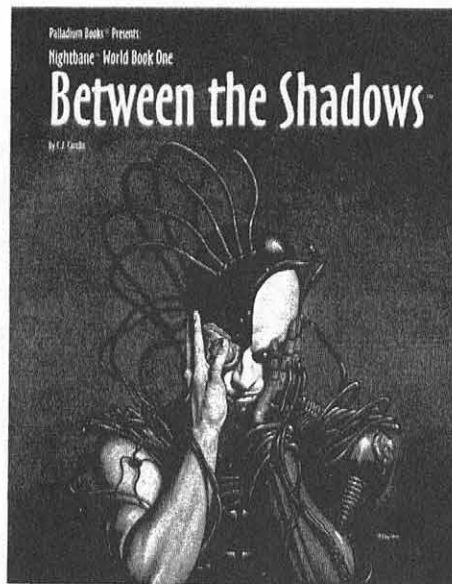
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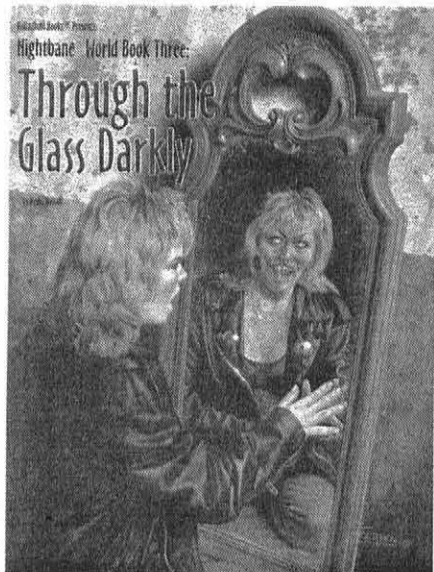
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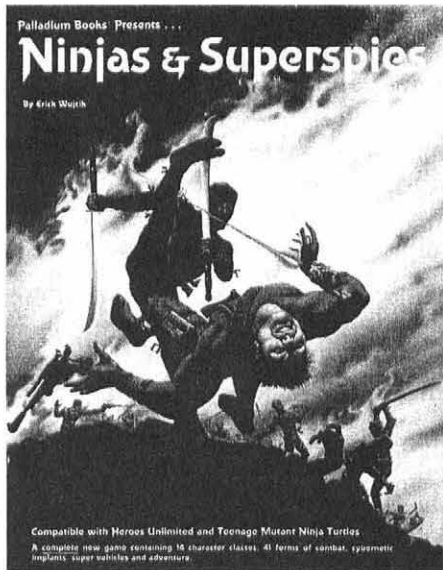
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