

PALLADIUM BOOKS® PRESENTS:

RIFTS® CHINA I™

RIFTS® WORLD BOOK 24: THE YAMA KINGS



BY KEVIN SIEMBIEDA & ERICK WUJCIK

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Violence and the Supernatural

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

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Dedication

To my own sweet Kate, of course, but also to our very special child, Sara, without whom I never would have discovered the reality of China, in Nanjing, Kunming, Shanghai, and most recently Hong Kong. Without those journeys I would not have had the pleasure of contributing to this book.

– Erick Wujcik, *the 4,711th Year since the Ascension of the Yellow Emperor* (2004)

Dedicated to Wayne Smith who meant well and ultimately got the China books off the drawing board and into production, and to Erick Wujcik whose help and encouragement were invaluable.

– Kevin Siembieda, 2004



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World Book 24:

Rifts® China One

The Yama Kings

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– *Kevin Siembieda, 2004*

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Mythology & High Fantasy

Rifts China is very much a land under siege by trans-dimensional forces and the supernatural. Its forests, lakes and land transformed by the occupying demon hordes and Yama Kings.

As heavily inhabited by demons as Russia is, demons, ghosts and dragons absolutely dominate China as an occupying invasion force. The Yama Kings have literally brought Hell on Earth and vie to make China their own. Each of the rival Yama camps struggles to dominate the others and bring order to the lands of the living and the dead. Demons, ghosts and spirits rule over the living, and both the human and inhuman serve in the armies of the Yama Kings. Skirmishes are frequent, but outright war is no longer common, as each King tries to win out over the others through subtle persuasions, cunning and treachery.

Dragon held territories represent lands not yet under the sway of one King or another, but even they are infested with ghosts, demons and dark sorcery. The sacred mountains and places of magic also serve as sanctuaries and havens safe from the thronging evil and madness of the lowlands. Meanwhile, the hands of the Celestial Court are tied as the Yama Kings have worked magic to shut them out and blind them to events transpiring in Mother China. Still, these forces of light have influence in the mist-shrouded lands of China through heroes and champions who fight in their name.

The chaos of *Rifts China* is legendary, and word of its demon hordes has traveled around the globe so that even the denizens of Chi-Town and Lazlo know it is a land best avoided. That is why only the bravest or craziest outsiders dare visit China, and few of them are ever seen again to tell the tale.

World Book 24: *Rifts® China One* sets the stage by presenting an overview of the country, the demon hordes that populate it and the Yama Kings and other powers who rule its many Provinces. China's long history offers an unbelievable multitude of gods, demons and monsters, from the ancients and elders to those of Buddhism and Taoism. Of the creatures Erick and I have selected, many descriptions are firmly entrenched in Chinese mythology and present a reasonably accurate representation of the mythical creatures. Others, like the Yama Kings, are greatly extrapolated and fictionalized to fit the *Rifts Earth* milieu and our own creative machinations. All, we hope, have a distinct Asian flavor and help make for a different and exciting gaming experience as adventurers travel from one *Province of Hell* to another. In addition, though these demons, ghosts and monsters may originate from and dominate China, some are also found causing trouble in parts of Russia and Southeast Asia, and, from time to time, can be found elsewhere in the world and the Megaverse.

World Book 25: *Rifts® China Two* is the companion tome that presents the other half of the story in China: The heroes and good guys fighting to save lives, liberate the enslaved and stop the Yama Kings and other evil forces from conquering China. It will also include a variety of new and different magicks, Oriental mysticism and powers, martial arts, heroes, and new O.C.C.s like the Chinese Demon-Queller, Immortals, Chi Masters, Soothsayers, Fighting Monks, Heroes, Avatars and others. It

will be jam-packed with never before seen material that should make the mouths of players and Game Masters alike water with excitement.

Meanwhile, ***Rifts® Japan*** is back in print to help create a larger, richer picture of this part of the world, and it may be time for me to think about writing ***Japan Two: The Oni***, as well as ***Rifts® Dragons & Gods*** and ***Australia Two***. Of course, Russia being one of China's neighbors makes the two *Rifts Russia* World Books, ***Warlords of Russia*** and ***Mystic Russia***, valuable to China campaigns that might include characters from Russia or have demons and trouble spill out of China and into Russia.

Don't forget that the 352 page ***Rifts® Book of Magic*** collects all the spells and magic from the first 23 *Rifts® World Books* and four Sourcebooks, just as the ***Rifts® Game Master Guide*** collects the weapons, vehicles and technology, as well as skills, psionics, experience tables, maps and other vital reference information.

We hope to have unleashed many new avenues of adventure, new villains, new characters and new ideas with the ***Rifts® China*** books, and hope you'll enjoy the journey presented before you.

Technical Note on China, Language & History

First of all, while I've read dozens of books on China, its culture, history, myths and monsters as research – and hundreds of them have been read by Erick Wujcik who has studied the myths, history and culture of China for decades – neither one of us pretends to be an expert on the subject. While we have tried to create a compelling atmosphere that *feels* like China and *touches* on some authentic myths, beliefs, practices and cultural aspects, we have *NOT* tried to be historically or extremely culturally accurate. That means the names of certain gods, demons, monsters and even the Yama Kings, as well as various places, may be different from the original Chinese source material. Some may be mistakes on our part, but the vast majority are deliberate choices.

Please remember that the ***Rifts® China*** books are works of *fiction*, extrapolations *inspired* by the real world. But this is a science fiction-fantasy *game*, not the real world.

As a result, we've taken real world names, places, historical figures, myths and monsters and twisted them into our own crazy, fictional creations. Stuff that fits in the distorted and alien realm that is ***Rifts®***.

This especially extends to language. Yes, we know that the Chinese government has been trying to create one, universally recognized, national language for decades now. Consequently, the older languages and spellings, including Wade-Giles, have been changed to *Pinyin* – hence Peking is now called "Beijing."

However, to most Westerners, and particularly to *Americans*, the old Wade-Giles spellings and pronunciations are what we think of when we think "China and the Chinese language." Right or wrong, we, as game designers, have chosen to use whatever spelling of names we found to be more exotic and/or evocative of China, whether it was *Pinyin*, Wade-Giles or something else entirely. (For example, many gods and creatures have two, three or more names by which they are known, and we took what we liked.) It also means we've mixed and combined

the various linguistic styles in a way that might annoy native Chinese. In addition, some of the fictional names were pieced together with the help of a Chinese to English Dictionary and *may* seem awkward, unusual, and even funny or just plain *wrong* to people actually from China.

We mean no disrespect, and hope our mashing of the Chinese language and creative interpretations of Chinese mythology does *not* offend anybody. The two authors of this book share a great respect and love for China, its people, history and its mythology. If Erick could swing it, he'd live in China. And both of us are just blown away by the amazing stories, ideas and artistry depicting incredible heroes, magic, gods, demons and adventures that are nothing like what we know in the West. It's that imagination, sense of wonder and exotic storytelling that we hope we have captured and turned into a fun world of adventure for a predominantly Western audience.

Please, everyone, read, enjoy and unleash your own imaginations. We hope you'll be as inspired by our fictional work as much as we have been inspired by the root myths and history.

– Kevin Siembieda, 2004



Rifts China

A Land of Mist & Monsters

As the Rifts began to surge across the rest of the world, wreaking havoc and destruction around the globe, something different was happening in China. Storms rolled over China's battered coastal cities, leaving immense banks of fog that seemed to create a perimeter around the entire Mainland. While the coastal cities were hammered by the seething oceans, no one knew what was going on within this wall of mist, impenetrable to all, event the strongest of magicks.

To the outside world, the Mist is an increasingly dense bank of fog that goes on for miles, and covers the Chinese Mainland. It has remained since the early days of the Great Cataclysm to consume and shield China from the eyes of the world at-large. No sensors or scanners can penetrate the Mist, and aircraft lose all sense of direction and time, often vanishing, never to return,

and presumed to have crashed somewhere in the interior, or find themselves lost in one of the eleven Hells. In addition, radio communications cannot make it in or out of the Land of Mist and Monsters. Nor can psychics see more than a glimpse of what waits within – glimpses that are the many faces of many different Hells and those trapped within them. Nor can psionic means of communication, like Telepathy, pierce the veil of Mist or offer any insight as to who or what is hidden in its shadowy embrace. Thus, the word has spread that China is a land of demons and monsters where humankind is enslaved and tortured, but few know this for certain, nor do they know anything else about the country.

Horune Pirates, monsters themselves (see **Rifts® Under-seas**), trade with the coastal communities that fall just outside the Mist. There, they hear tales about all manner of madness, magic and monsters that they carry to the outside world. The Horune confirm that Mainland China is infested with every manner of ghost and demon, and that the Yama Kings have established Provinces of Hell on Earth. Thus, beyond the Mist, they say, are all sorts of unspeakable horrors waiting for would-be travelers.

Though they have never found them themselves, the Horune claim there are safe passages through the savage wilderness and the eleven Provinces of Hell. Passages and trails that lead to safe places and villages free of demonic rule. Some, in fact, are said to be veritable paradises or places of serenity and enlightenment. Such routes are known only to select dragons, heroes, and monks, and are closely guarded secrets. Even those led along such trails are said to be at a loss to find them again without a native guide familiar with the trails. Horune Pirates also claim that a remnant of the Red Army, calling itself the *Geofront*, has managed to survive three centuries of chaos. If the Horune can be trusted, the Geofront is an ultra-secret, techno-society hidden somewhere within the very bowels of the mainland. They know this because they have traded with the denizens of these throwbacks at a small, secret outpost near the coast, and have heard tales of their battles against the legions of the Yama Kings.

Though they seldom admit it, some Horune clans have made deals with a few of the Yama Kings or their demonic agents, and trade goods, weapons and technology from the outside world in exchange for jade, magic items, exotic animals and slaves.

According to the Horune, after crossing over from the Mist to "The Middle Kingdom" (Mainland China), travelers are free of the fog, though the Mist is still there, obscuring China from the outside world (and the Celestial Court). One travels for about a mile (1.6 km) in what seems to be a dense fog before it *seems* to lift and one can see clearly again. The skies open up, and the sun shines to reveal clear blue skies as if there was no mist at all. To the people living in the Middle Kingdom, the world is as it has always been, with the passage of day into night and the coming and going of the seasons.

What, exactly, visitors find stretched out before them depends on which land of the Yama Kings they have entered, for all of the Ten Yama Hells have been brought into our reality, and each has been established as a Province in China. Furthermore, the landscape of Rifts China is ever-changing. Depending on which King has the upper hand in the ongoing rivalry, the landscape of his conquered land – his Province of Hell on Earth –

transforms into a corresponding area in the Hell ruled by that god-like King. Geographically, the compass readings all read normal, but what was there last month may not be there the following week.

The Mist exists for one sinister purpose, however, to obscure China from the prying eyes of the *Celestial Court* and other deities bound to Light. During the upheaval that was the Great Cataclysm and the Coming of the Rifts, the Yama Kings seized an opportunity to break the shackles of their bureaucracy and escape the control of their Heavenly Watchers. To prevent intervention from the Celestial Court, a powerful spell was cast. This spell created the *Spirit Wall* that is “the Mist.” This wall, essentially, prevents the Celestial Court and other Gods of Light (as well as everyone else) from seeing anything happening in Rifts China as well as prevents the deities from entering the Mist itself. Thus, they are helpless to do anything in China, or so the theory goes. However, though blinded and impeded by the Mist, the Celestial Court is far from helpless. They can see through the eyes of the heroes they imbue with power, and can visit the Mainland through avatars sent from heaven to the world of men.

Within the Mist are creatures that appear to resemble the angry and wicked ghosts and demons from stories told by venerable grandfather to grandson. In some places, *Hell* has come to Earth, transforming the landscape and creating even greater confusion. One of the great lakes in the south has turned to blood, another, in the north, has turned to ice, areas of forests are turned to stone, and people who were supposed to be dead return as ghosts or the damned (neither ghost nor living). In addition, people, it seemed, could not die as they had in the past. With each new death, the deceased awoke to find themselves being skinned alive, enslaved or enlisted in the army of one of the Yama Kings. This was Hell in the most literal sense.

In the early years, as the remaining resistance to the forces of Hell fell and sides were chosen, the demon Kings turned on each other. To this day the Yama Kings vie for the souls of humanity to build their armies and conquer all of China. You see, to beings such as this, souls are little more than a valuable resource to be used, bartered and exchanged for favors and power. So it has been since the age of the Yama Kings fell over China like an iron veil. Chaos has reigned now for 300 years. Though the Yama Kings each claim to offer salvation and order, each Province of Hell is anything but. Decadence, theft, rape, murder, cruelty, wanton pillaging and petty vengeance are commonplace. Those responsible for heinous crimes and acts of treachery are often made to suffer by the very demons who whispered in the mortal’s ear to commit them in the first place.

To the Yama Kings, people are, as they have always been, just their stock in trade; numbers entered into accounting systems, and mere statistics. The living and the dead represent their future and a means to total conquest, if only they can win them (or trick them) to join the ranks of their specific kingdoms. Thus, a campaign of recruitment and strategic repositioning is in constant motion.

Despite the presence of the Yama Kings and the forces of yin and darkness, there are places of magic and sacred sanctuaries that remain free of Hell’s influence. Places that even Dark Gods and demon hordes fear to tread. *Wudan Mountain* and *Northern Heng Shan* are but two such places. This, of course, makes the demonic forces, Yama Kings and evil beings both curious and

fearful at the same time, and it is no secret that a new breed of heroes are being born in these sanctuaries. Warriors with abilities so fantastic that they harken back to the days of ancient China. Warriors who bring justice, freedom and thoughts of insurrection against evil wherever they go. Then there are the *Dragonlands*. Not all are benevolent, but even the worst offer independence and freedom from the Yama Kings and protection from the wandering specters and demons.

Recent rumors report that a large force is amassing and spreading outward from central China’s Xi’an region. Whoever is leading these forces is nothing less than a military genius. In a short time, the forces of this mysterious “general” have taken all of the area for 300 miles (480 km) around Xi’an. The army is rumored to be peopled with soldiers who wear impenetrable armor and resemble red juggernauts. Some claim that the First Emperor has returned to lead his army of Terra-Cotta Warriors and any who would follow him, to force the Yama Kings back to their rightful place in Hell, and once again unify all of China under one Emperor. Indeed, some reports claim that the forces from Xi’an are the Terra-Cotta Warriors brought to life, and that they are forcibly conscripting and transmuting men into Terra-Cotta soldiers as they go along. So far, no one knows if any of these stories are true or false. What is true is that this army is spreading, and some of the forces in opposition to the Yama Kings want to ally themselves to the Xi’an Army. Others are understandably cautious. The army of Xi’an has yet to show itself as a force for good or evil, though some of the reports suggest the latter. This is very troubling to the forces of *Yang* – goodness and light – as well as the Yama Kings who now face a threat of an unknown quantity.

Strangely, all these events seem to be swirling around the ancient capital, around the *Forbidden City*, but none of the seekers of power have taken the vacant Imperial Throne. Year by year the Forbidden City grows, already having attained a size and grandeur beyond that of any former age.

The Coastline

Strangely enough, the coastal lands of China are not covered by the Mist. Local legend has it that the coastline was, ironically, covered by a natural fog and therefore missed when the magical Mist was put in place. Thus, the mainland is rimmed with 1-6 miles (1.6 to 9.6 km) of coastal lands that are not part of the demon infested mainland. Though they are spared Hell on Earth, they are frequently troubled by demons, monsters and evil beings from within the Land of Mist, but nothing on the scale of the Middle Kingdom.

The coastline is dotted with fishing villages as well as the occasional trading post and pirate camp populated by D-Bees, but for the most part, there are NO humans other than castaways and the occasional pirate. (Roughly 10% of the coastal population is human, 30% Horune, and 60% miscellaneous D-Bees.) Despite China’s reputation for being a nation of demons, there are few of them along the coast. Only a little farther inland do visitors start to experience the phenomenon known simply as “The Mist” or the Hells contained within it.



The Eleven Hells of the Yama Kings

By Erick Wujcik, with additional text & ideas Kevin Siembieda

When they first appeared, each (save one) wore exactly the guise that one would expect of a Yama King. Each appeared as a skeleton made of black bones clad in elaborate ceremonial garb.

The Coming of the Rifts released Hells on Earth. Not just one Hell, but Hells around the world. Gaping dimensional Rifts offered refuge, or just an accidental transfer, to thousands of other worlds and other realms of reality. Among them, hellish places where the supernatural and demonic reign. No surprise, really, that many of the “D-Bees” (dimensional beings) and horrors coming to Rifts Earth started off in their own world’s version of Hell. After all, if you’re already condemned to the worst place you can imagine, and a backdoor opens, why not take a chance? Why not make a change? Why not try to escape the suffering and start a new life on an alien world?

In the case of China, the dimensional Rifts provided an opening for ten gargantuan Hells, each one consisting of millions of tortured souls, each with hundreds of thousands of demonic torturers, and each with an organized bureaucracy based on a king, a court of ministers (Demon Lords), and a ‘mandate of heaven,’ a set of rules governing how souls should be processed and how each Hell was to be arranged. All this, based on the *Ten Yama Kings* (known in Chinese as the *Difu Shiwang*). In the three hundred years since their release, after countless wars, betrayals, assassinations and alliances, while each Yama King attempted to assert dominance, eleven (11) Hells have come to dominate the landscape of China. Here is a brief overview:

Henan Province: The 1st Kingdom of Hell. No longer governed by a Yama King, but seemingly liberated by the Fighting Monks of the Shaolin Temple, in combination with some of the Taoist Immortals of the Taishi Mountain Range. **Chin Kuang**, once the 1st Yama King, seems to have disappeared.

Hanbing Province: The 2nd Kingdom of Hell. Largest and coldest of the Chinese Hells, it is ruled by **Chu Chiang**, the most conservative, and some would say the most timid of the Yama Kings, who has withdrawn behind the Iron Walls of his capital, and left power in the hands of his Demon Lords.

Zhejiang Province: The 3rd Kingdom of Hell. Ruled by a cruel and corrupt usurper, **Qin Kuai**, it seems that the 3rd Yama King, **Song Ti**, is either dead or somehow bound away from sight. Those who have taken his place seem completely unrestrained in punishing and torturing any who fall under their power.

Fujian Province: The 4th Kingdom of Hell. *Wu Kuan*, the 4th of the Yama Kings, called “The Judge,” is engaging in an interesting experiment; turning his lands into the ultimate police state, where there is a law for everything, where whatever is allowed is mandatory, and everything else is forbidden.

Guangdong Province: The 5th Kingdom of Hell. An entirely new kind of Hell is being created here, one all too familiar to modern people, a hell of unrestrained industry, brimming with factories and laboratories, where the air, earth and water are all turning to poison, all according to the wishes of **Yen Lo**, the Yama King most interested in *technology*.

Shandong Province: The 6th Kingdom of Hell. 100 years ago, the 6th Yama King was utterly betrayed, stabbed in the back by his most trusted allies as he, **Pien Cheng**, was about to unify all of Rifts China. Since then, he has returned, but not in a form that any of his enemies can recognize. Instead, he seems completely human, and hides himself as one of the millions involved in a socialist experiment.

Hubei Province: The 7th Kingdom of Hell. *Tai Shan Chun* is no Yama King, but a Demon Lord who has managed to seize a Throne. His Kingdom is filled with demons, more than any other, and he makes no secret of his long term ambition; to replace all the Yama Kings.

Chuanxi Province: The 8th Kingdom of Hell. The insanity that has invaded *Ping Teng*’s mind is reflected in the madness of this fully realized Hell on Earth, where the cruelties of demons and D-Bees are in full swing. Includes the *Ghost City*, Fengdu, where the Yama Kings first materialized in Rifts China.

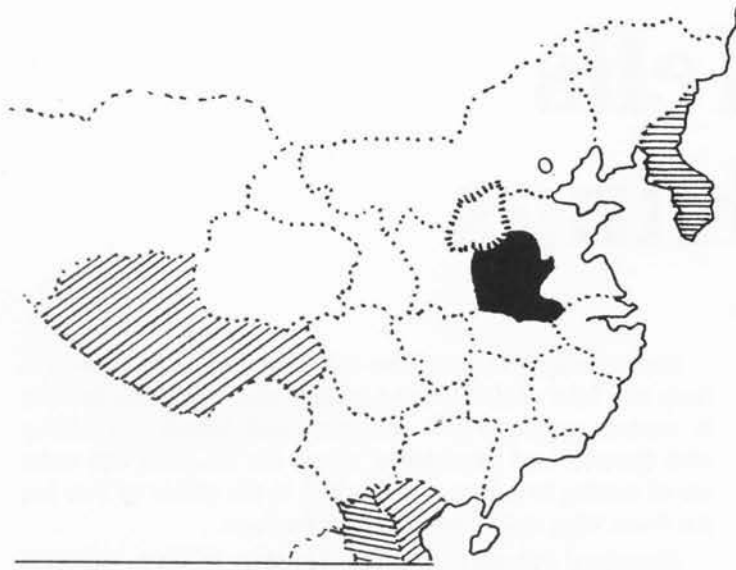
Guangxi Province: The 9th Kingdom of Hell. A bizarre landscape, dotted with re-creations of the various traditional tortures and torments, all administered by *Tu Shis*, the Yama King currently most intent on becoming the Emperor of Rifts Earth.

Sichuan Province: The 10th Kingdom of Hell. A land of anarchy and chaos, where it seems that *Chuan Lun*, the 10th Yama King, has been forever absent, and where no law or tradition keeps the Demon Lords from using armies of the dead and damned in pointless battles over nothing.

Shanxi Province: The 11th Hell of the Terra-Cotta Warriors. While not one of the Yama King Hells, Shanxi inflicts an equal amount of torment on its inhabitants, especially any of the humans unfortunate enough to fall under the dominion of the re-born **Emperor Huang Di**, in command of the invincible Terra-Cotta Warriors.

Henan Province The First Kingdom of Hell Once the Kingdom of Chin Kuang, King of the First Hell

Ruler: Huan Shih, Celestial Master of Mount Song. Henan, once the Kingdom of Chin Kuang, the 1st of the Yama Kings, seems to be rising from a centuries-old period of chaos and



mayhem. The Celestial Master of Mount Song, *Huan Shih*, a Taoist Immortal, is acknowledged as the spiritual leader of Henan, although he has relatively little political or military power. Although Master Huan lacks any armed forces, the Monks of the Shaolin Temple have responded to any major outbreak of disorder, and have squashed attempts at creating a new kingdom in the *Walled City of Kaifeng*.

Geography: Around 69,500 square miles (180,000 sq. km), it is mostly defined by its borders with Zhejiang, Shandong (east) and Hubei (south) Provinces, as well as the *New Wall of China* being built by the Terra-Cotta Warriors of the north. There is no official border to the west, save that people are unwilling to live beyond the range of their Shaolin protectors, which is roughly where the Yellow River turns to the north, about 94 miles (150 km) west of the Shaolin Temple. The flood plains of the Yellow River, as from time immemorial, provides fertile land and a good living for those willing to risk the lawlessness.

Prominent Places of Henan: 1. Mount Song and the Taishi Mountain Range. 2. Shaolin Temple of the Martial Arts. 3. The Walled City of Kaifeng. 4. Longmen Cave Complex. 5. Zhengzhou City Ruins (Ts'in Kwang Wang).

Population: 1.6 million humans, mostly farmers and tradespeople scattered among over 1,000 walled towns and villages (perhaps 5% trained in magic). Most of the original 4 million dead and damned have left Henan, either to other Hells, or to be reborn, but at least 200,000 remain, mostly in hiding. At least 240,000 D-Bees live in Henan, either living with humans, or congregating in their own walled communities. Over the last fifty years nearly all of Chin Kuang's demon underlings have left Henan, mostly moving to enter into the service of the remaining Yama Kings (with at least 40% ending up in Hubei), but there are still at least 25,000 at large and uncontrolled, sometimes in groups as large as 300. This makes the province a large wilderness dotted with peaceful villages and the occasional city, but wandering bands of demonic raiders and marauders, as well as ghosts and goblins, still plague the region.

Living Conditions/Lifestyle/Technology: Over the last 60 years the living conditions for the local people have climbed to the point where most are well-fed, well-educated, and optimistic about the future. While they are fearful of their powerful neighbors, the long period of peace and security under the protection

of the combined forces of the Shaolin Monks and Taoist Immortals has allowed the local people to make a comfortable living, as well as to start a variety of new workshops and small factories devoted to the production of high-tech devices. The tech isn't at the pre-Rifts level, but electronics, bionics and robotics are all within range.

Taishi Mountain Range

Of the 72 peaks in this highland area, the most famous is *Songshen (Mount Song)*, the central mountain of the *Five Sacred Mountains of the Taoists*, as well as being the site of the most famous of all martial art temples, the *Shaolin Monastery*. Other famous mountains in the Taishi Range include Fuqiu Peak and Zijin Peak, each home to Fairies and dragons, dozens of other creatures of magic, and a smattering of Taoist Hermits. Even those with little psionic training will be struck by the awesome amount of positive energy that flows through these gorgeous mountain peaks, cliffs, forests and rock formations. Hidden among the lush valleys are at least six of the most powerful Taoist Hermits in all of Rifts China. There are at least two known Nexus Points, one marked with the construction of *The Heavenly Enlightenment Viewing Pavilion*, and the other with *The Middle Heaven Pavilion*, both broad structures designed to allow for hundreds to stand comfortably and observe the beautiful scenery, or the glorious skies, day or night.

Other notable structures currently in use include the *Fire God Temple*, the *Dragon King Temple* and the *Ancient Gods Pavilion*. Each has a community of at least one hundred worshipers, and each is said to have statues that exhibit miraculous powers associated with godly beings.

Huan Shih, Celestial Master of Mount Song: Taoist Immortal

It seems that Huan Shih had been living as a poor hermit, living in either caves, huts, or out in the open, since at least two hundred years before the Coming of the Rifts. He would probably be camped out there still, content to huddle around in a few rags, meditate for hours on end, and subsist mostly on weak tea, if he hadn't been hunted down by a group of the other enlightened ones, including the three other Taoist Immortals, as well as Long Fau, an ancient dragon. When they appeared at his hovel he didn't ask questions, and he didn't object, he just gave a huge sigh, looked around, and said, "Well, all this peace and quiet, it was nice while it lasted."

From the first day of his becoming the 'Celestial Master,' Huan Shih has performed countless miracles, and proved himself the equal of any who stand against him. Before the disappearance of Chin Kuang, the 1st Yama King, Huan Shih was summoned to the *Hell Court* at least three times. Each time he was attacked (although never by the Yama King personally), and each time he destroyed at least a couple of Demon Lords, and was able to depart, politely, without ever having seen the need to raise his voice.

His style of leadership is unusual, to say the least. He will ask to see someone, or just show up on their doorstep. Somehow, without Huan Shih ever asking, and certainly without issuing any orders, the person in question, whether it be the powerful Abbot of the Shaolin Monastery, or a poor rice farmer, will find themselves volunteering to help out in some way.

Alignment: Scrupulous.

Attributes: I.Q. 27, M.E. 25, M.A. 25, P.S. 17, P.P. 19, P.E. 15, P.B. 13, Spd. 12

M.D.C.: 316 (in an S.D.C. environment he has Hit Points: 156, S.D.C.: 182).

Height: 5 feet (1.5 m). **Weight:** 100 pounds (45 kg).

Age: 1,658 years.

P.P.E.: 290

Level of Experience: 20th level Taoist Immortal, 11th level Mystic Martial Artist.

Disposition: Cheerful and upbeat, with a mild sense of humor, Huan Shih has shouldered the burden of leadership with grace and style, making it clear that he will gladly step aside and return to his mountain hut the very instant that he can be replaced as 'Celestial Master.' Completely and utterly fearless, no god, dragon or any other being will stir him to anything more than amusement or curiosity.

Appearance: A slight, average looking Asian man, he wears simple clothing and does nothing to control his shock of Einstein-like white hair.

Combat: Hand to Hand: Martial Arts and Boxing.

Attacks per Melee: Eight hand to hand.

Bonuses (all): +9 on initiative, +7 to strike, +12 to parry, +6 to dodge, +13 to roll with punch/fall/impact, +8 to pull punch, +9 vs psionics/insanity, +7 to save vs magic, +10 to save vs poison, +34% vs coma/death, and 70% to charm/impress.

Skills of Note: Speak, read & write Mandarin (native), speak, read & write American 90%, Tea Appreciation 93%, Lore: Chinese Classical Studies 88%, Lore: Chinese Mythology 97%, Temple Lore: Begging 63%, Temple Lore: Fasting 87%, Temple Lore: Feng Shui/Geomancy 90%, Temple Lore: Meditation 98%, Wilderness Survival 98%, Climbing 90/80%, Swimming, and Ancient (Chi) Weapon Proficiency: Bamboo Staff.

Magic: None.

Psionic Powers: Unknown.

Martial Art Powers: Xian Tai Chi Chuan at 12th level, and Pao Chih at 10th level.

Refinements of Immortality: 2nd Time Refined: Unity of Chi, 3rd Time Refined: Eye Contact Divination, 4th Time Refined: Funereal Cloud of Living Chi, 5th Time Refined: Yellow Animus of the Element of Earth, 6th Time Refined: Control Undead/Living Dead, 7th Time Refined: Sovereignty over Demons of the Yama Kings, 8th Time Refined: Immortal Child (Flight, Levitation, Chi Spectral Form), 9th Time Refined: Power of Ubiquity (81 Copies).

Artifacts of Note: 1. **Seal of the Celestial Master:** Stamping the seal on a piece of ordinary paper will imprint the Cloud Character for the Celestial Master; any Lesser Chinese Demon will have to save vs Horror Factor 13 (Greater Demons 11, Demon Lords 8), to avoid prostrating themselves in submission. Stamping the seal on a piece of metal (armor, weapon, whatever) will emboss the metal with the Yin Character for the Celestial Master; any Chinese Demon will be at -2 to strike or parry when dealing with such an item. The seal itself, a solid block of iron, is a magical weapon that can be thrown or tossed, and which will brand

the victim with the Yang Character for the Celestial Master; any Chinese Demon will be obliged to obey one command issued on behalf of the Celestial Master in order to dispel the character imprinted upon it. Those who choose not to are *branded* with a bright red character that will take 4D6 days to fade away.

2. Gourd of Wind & Water: When opened, any one of the following can be released, once per day: *The Calling of a Powerful Wind* (30-70 mph/48 to 112 km) from any desired direction, and which lasts 3D6 minutes, *Rain*, in a downpour that will last 2D6 minutes, or a *single Black Thunder Cloud*, which will release lightning and thunder onto a designated area for up to 2D4 minutes (each bolt does 2D4x10 M.D., has a maximum range of 3000 feet/914 m, and counts as four extra attacks per melee round; the thunder can be heard up to 3 miles/4.8 km away).

3. Allies, Servants & Creatures: Tieh Ku Sheh, Tieh Ku Kuan, Tien Ku Yu & Tien Ku Xi: These are four animated *iron statues*, each eight feet (2.4 m) tall, and each is animated with the spirit of a great warrior of the distant past.

Approx. Attributes for each: I.Q. 14, M.E. 15, M.A. 15, P.S. 27, P.P. 22, P.E. 25, P.B. 5, Spd. 20. **M.D.C.:** 120. **Mega-Damage:** 4D6 M.D. Punch, 1D6x10 from a power punch (but counts as two melee attacks), 5D6 M.D. Kick, 2D6 M.D. Stomp. **Magic:** Each is permanently marked on the chest with a massive *Seal of the Celestial Master*, which shocks and stuns any Chinese demon, undead or ghost the animated statue touches and which fails to save (12 or higher for all except Greater Demons H.F. 9 and Lords who are impervious). In addition, it can unleash a powerful Chi blast, doing 3D6 times the Chi Environment to M.D.C. creatures, six times per day, but no more often than once every third melee round. **Vulnerability:** Dragon's fire breath does double damage.

Note: Master Fu Qiu: An 11th level Taoist Immortal who serves as Huan Shih's right-hand man and advisor. If Huan Shih is missing from the area, Fu Qiu will always be available. When not replacing Huan Shih, Fu Qiu makes his home at the Zixu Temple, where he is teacher to around twenty high level students of Taoism.

At least eighteen other eminent Taoist Immortals, Enlightened Scholars and Priests, usually reside in the area.

Shaolin Temple

At the base of Mount Song, is the most famous martial arts center in all of China (some would say the entire world), the *Shaolin Temple*. The Temple's history extends back nearly 2,000 years (coincidentally, the year 109 PA is equivalent to 2395 AD, and the founding of the Shaolin Temple was recorded in 495 AD). It seems that though the temple itself was flooded during the Rifts cataclysm, at least some of the Shaolin Monks of the time were able to rescue a substantial number of local people, and form a sanctuary up on *Mount Song*. Since then the Monks and other Martial Artists have been continuously learning and teaching their craft, all the while modifying it for the changing circumstances. While the Temple was occasionally evacuated since then (particularly when the 1st Yama King sent a huge force of his demons to arrest one of the first Abbots), it

has been in continuous operation for the last one hundred years, and functions as a defender of the people in the region, as well as a school of the *Mystic Martial Arts*.



Wu Je Nao, Abbot of the Shaolin Temple

Wu Je Nao makes no secret about being a Dragon, but she has been exclusively in human form for at least the last sixty years, dedicating every moment of her life to either administering the Shaolin Temple (including overseeing the missions of those Monks who go out to protect the people of Henan Province), or studying the most esoteric of the martial arts. She claims that she had been asleep for hundreds of years prior to the Coming of the Rifts, nestled down in a comfortable dragon line under one of the mountains. Supposedly, she and the Celestial Master had known each other well in centuries past.

Regardless of her past, she now dedicates her life to continuous study. As a teacher she is feared for finding the weaknesses of her students and ruthlessly exploiting them.

Race: White Dragon (Bai Long).

Alignment: Principled.

Attributes: I.Q. 28, M.E. 30, M.A. 31, P.S. 42 (Supernatural), P.P. 25, P.E. 28, P.B. 27, Spd. 80 running (56 mph/89.6 km) or 220 flying (150 mph/240 km).

M.D.C.: 5,600

Human Height: 5 feet, 4 inches (1.65 m). **Human Weight:** 165 pounds (74 kg).

Age: 2,199

P.P.E.: 2,400

Level of Experience: 13th level White Dragon, 22nd level Mystic Martial Artist.

Disposition: Dead serious about just about everything, Wu Je Nao isn't one to appreciate a joke or making fun. Everything about the Shaolin Temple is in perfect order, and she works very hard to make sure it stays that way. While she understands that lesser beings require rest, relaxation, or a break from constant training, she sees no need for any comforts for herself.

Human Appearance: While stunningly attractive to Western eyes, her features are considered too sharp for the Chinese (who prefer a round face, and very soft features). Her body is trim and compact with powerfully muscled arms and legs, hands and feet, but with distinctively female curves. Her hair, which she always wears loose, is a mass of gleaming black, and her eyes, while black, seem to reflect every light.

Dragon Appearance: A curling, sweeping, twisting serpent of a dragon, over 280 feet (85.3 m) long, with a head the size of a large shrine. She is covered in gleaming white scales, brilliant in the sun, and glowing softly at night. Her eyes have a mirrored surface, and each of her four hundred spiked tendrils is completely animated.

Combat: Expert in *all* Martial Arts equal to a 10th level warrior.

Attacks per Melee: 13 physical attacks (one of the most powerful combatants on the planet).

Bonuses (all): +11 on initiative, +11 to strike, +13 to parry, +9 to dodge, +11 to roll with punch/fall/impact, +11 to pull punch, +8 to save vs psionics/insanity, +9 to save vs magic, +11 to save vs poison. Restrained punch: 2D6x10 S.D.C., full strength punch or tail swipe: 6D6+15 M.D., power punch: 2D6x10+40 M.D. (counts as two attacks) and bite attack: 1D6x10 M.D.

Skills of Note: Speak, read & write Mandarin (native), speak, read & write American 45%, speak Dragonese/Elven 98%, Basic and Advanced Math 88%, Tea Appreciation 98%, Lore: Chinese Classical Studies 67%, Lore: Chinese Mythology 98%, Lore: Western 88%, Temple Lore: Meditation 92%, Wilderness Survival 98%, Climbing 90%/80%, Swimming, Ancient (Chi) Weapon Proficiency: all, and Ancient Weapon Proficiency: all.

Special Abilities: Nightvision 1000 feet (305 m; can see in total darkness), see the invisible, turn invisible at will, prehensile tail, bio-regenerate 2D4x10 M.D. per minute, resistant to fire and cold (does half damage, including M.D. magic fire and plasma), teleport self (92%), dimensional teleport (98%), metamorphosis at will (no duration limit), and create Shadow Dragons (4).

Psionic Powers: All Healing, Physical and Sensitive, but rarely used.

Magic: No spell casting abilities.

Martial Art Powers: Ba Gua Kungfu at 9th level, Bok Pai Kungfu at 7th level, Xian Pu Kung Kungfu at 10th level, Gui Long Kungfu at 22nd level (the highest of anyone, anywhere), Hsien Hsia Kungfu at 6th level, Mien-Ch'uan Kungfu at 7th level, Pao Chih at 10th level, She Shen Kungfu at 10th level, Xian Tai Chi Chuan at 10th level, and Tong Lun Kungfu at 7th level.

Allies, Servants & Creatures: Currently there are no less than 24 Mystic Martial Artists who have attained at least 12th

level in one of the Martial Art Powers, 300 Mystic Martial Artists who are at least 6th level, and 2,400 students ranging from 1st to 5th level (1D4+1).

Walled City of Kaifeng

Anyone approaching in a conventional way (on foot, or riding a normal horse or other animal) will receive at least one warning, usually when they are 15-30 minutes away from the gates of Kaifeng. Typically the warning will be delivered by a child (actually, a spirit of one of the Immortal Taoists of Taishi), telling them that "... you might watch out, since you are heading toward the city of Kaifeng. It's a very bad place, and you shouldn't trust anyone you see that's near the wall."

Where once the great stone wall of Kaifeng, constructed with the magic and the demons of Chin Kuang, the 1st Yama King, was meant as a defense against other Yama Kings, it has now been altered to contain the remnants of Chin Kuang's Hell. Inside there are still 16 dungeons of torment, still tens of thousands of (perhaps as many as 40,000) dead or damned, as well as hundreds of demons. The dead inside are all insane, and will plead for someone to continue their torments, or will offer to inflict tortures on anyone who ventures inside.

Inside the wall there is a complete city, with dozens of broad boulevards, complete with temples, parks, markets and eighteen palatial residences, as well as hundreds of twisting alleyways and back streets. At one time it was home to both the living and the dead, as well as to the entire court of the 1st Yama King, but now it is mostly deserted except for wandering demons, wicked goblins and ghosts. The most dangerous areas are those that are in *constant darkness* – easy to spot during the day, but hard to pick out at night. There are four different dungeons where *living machines* are still ready to peel the skin from the damned. The first just takes off skin from fingers, toes and genitals, the second works only on the face, neatly trimming eyelids, noses, lips and the tongue, the third works on the larger areas of the body, and the final device is meant to peel away all the remaining flesh, after which, the damned will be delivered to a series of pools, each more painful and more destructive, and each 'cared for' by different demons.

All of the 1st Yama King's court, including all the Demon Lords, are long gone, but those demons, goblins and ghosts (and some D-Bees) who remain will attempt to pass themselves off as powerful officials of Hell, and try to cut deals with anyone, like the player characters, who might be bought with treasure (if the creature truly has any) or tempted by promises or other means, and who can help them get past the Kaifeng Wall.

Longmen Cave Complex

This whole area, to the west of the Taishi Mountains, seems submerged in "bad vibes." Those who know Geomancy, or those who are sensitive to the flow of the dragon lines, will feel like they are entering a very bad place, and the feeling gets worse and worse as one approaches the caves.

This vast area, with thousands of caves and tunnels, was created by the 1st Yama King as the place of torment for those monks who had died without completing their prayers. Everywhere underground there are cramped cells, most in total dark-

ness, designed to be as uncomfortable as infernal forces could devise. Over a million monks suffered and prayed, some walled in their cells, others chained, still others simply the targets of constant abuse from the various infernals.

While the whole place was supposed to be emptied, there were thousands of damned monks who, crazed with guilt over their unsaid prayers, hid themselves and stayed. And since then, the ghosts of more and more dead monks have come, drawn to their fate, and feeling the *need* of this place of torment.

Of course, the numbers of hapless damned have also drawn numbers of demons and other monsters, eager to feed on their misery. Those who venture into the caves constantly feel as if they are being followed, and observed, and that feeling is totally correct.

While adventurers usually have little reason to enter the Longmen Caves, every so often it might be a good place to unearth some obscure piece of information. After all, the monks are often quite learned and, being damned, they sometimes know ancient secrets, the arcane or forbidden knowledge. The trick is getting the monks, who are lost to despair and sorrow, to speak of such things. And even when they do, the ghosts seldom reveal the whole truth or entire secret, leaving surprise and disappointment for those who follow their words wholeheartedly.

Zhengzhou Terrace of the Wicked

Rising out of the ruins is a huge structure, something on the order of thirty stories tall, with massive steps carved around the outer walls. Every two stories there is a landing, the size of a tiny village, with rooms cut into the wall, complete with doors and windows, and suitable for use as a handful of homes, stores and a large inn.

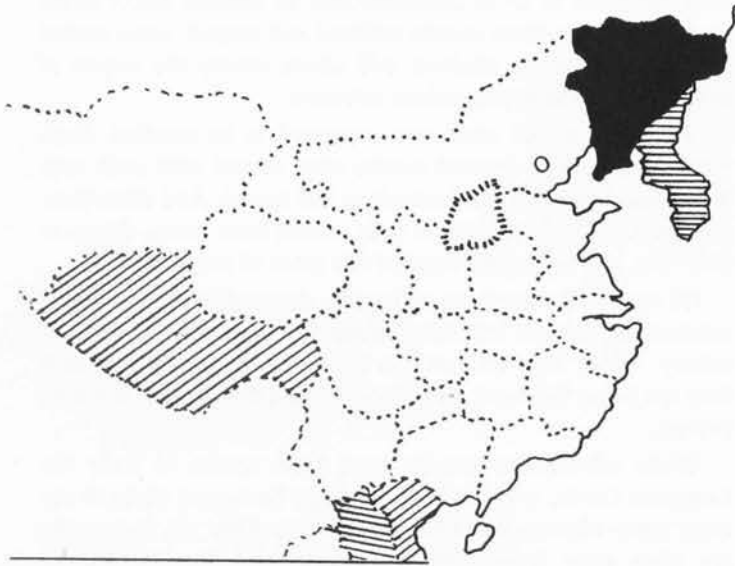
It is rumored to have been the 1st Yama King's structure for the "Mirror of the Wicked." It seems that the recently dead would have to wait their turn with the others, gradually ascending the steps. At the top they would look into the mirror, where the images of all their wrongs would be revealed. Based on what was seen, the dead would be judged, and then either sent on for punishment, or sent onward to the Heaven of the Jade Emperor. Along the way various demons would sell the dead food, beverages, clothing and other goods, taking in exchange the money that had been burned by the ancestors of the dead.

While the mirror seems to be gone, it is rumored that the images are still visible, and that those who climb to the top are still able to get a glimpse of the wrongs that they are committing in life.

Hanbing Province The 2nd Kingdom of Hell

Ruler: Chu Chiang, 2nd of the Yama Kings.

Geography: At least 193,000 square miles (500,000 sq. km), mostly wild and subject to the arbitrary control of various Demon Lords. There are no well defined borders, especially since Chu Chiang Wang has gradually retreated behind the red-hot iron walls of Harbin, and seems less and less interested in governing his vast territory. The border to the southeast, with



the Hermit Kingdom of Korea, while once marked by a demilitarized zone of roads and blasted cliffs, is now more of a linguistic border; those on the Hanbing side speak Chinese, while those on the other side are fluent in Korean. Where there were once borders with Mongolia (west) or Russia (north), there is now nothing but screaming, wind-swept wilderness where unaffiliated ghosts, goblins, demons and spirits roam. Some say there are also independent villages of humans as well as Were-Beasts scattered throughout the wilderness away from Chu Chiang's demon hordes and places of greatest influence. The area occupied by the Hanbing Province was three different provinces in pre-Rifts China; Heilongjiang (north), Jilin (middle), and parts of Liaoning (south).

Prominent Places: 1. Iron-Walled Harbin, Throne of the 2nd Yama King. 2. Jingbo Lake of Mirrored Ice (35 sq. miles/90 sq. km + Diaoshuilou Waterfall). 3. The Hunting Fields of Wudalianchi (volcanic springs & lakes). 4. Qianhua Mountain Range.

Population: Among the living, there are barely 450,000 humans, half occupying walled and fortified villages, and the rest living as best as they can in Harbin or other places of damnation controlled by the 2nd Yama King. Most of the 350,000 D-Bees in the province are comfortable living in the wilderness, or among their own kind in fortified communities, or just wandering around as nomadic tribes and clans enjoying the cold climate.

Most of the Hanbing Province's 22 million inhabitants consist of the dead and damned, all held in thrall by various factions of Chu Chiang's ministers and councilors.

Living Conditions/Lifestyle/Technology: To say that things are *Medieval* would be insulting to the Middle Ages. Most of the people outside of the iron-walled city of Harbin barely scrape out a living, while those unfortunate enough to live inside Harbin, or in one of the other demon-run areas, are constantly threatened with death or damnation, and are completely at the mercy of their most uncompassionate overlords. Technology of any kind is highly suspect, and both humans and D-Bees take precautions to keep their electronic toys well hidden.

Oroqen Nomadic People: With the help of their Shamans, who seem extremely adept at keeping their wandering bands

from being detected by ordinary or mystical means, these native peoples have returned to their ancestral ways, traveling with tame reindeer, constantly on the move with their deerskin tents. Perhaps 20,000 Oroqen, perhaps more, are taking advantage of the wild forests.

The Sleeping Yama King Chu Chiang, 2nd of the Yama Kings

The City of Harbin, Throne of the 2nd Yama King (a.k.a. The Iron City). From a distance, especially at night, the city of Harbin is a frightening sight. Enormous iron walls, reaching like jagged nails up to 3200 feet (975.3 m) high, are embossed with distorted, screaming faces, each seeming to twist and contort in the rippling air currents. Air currents that are never still, since the iron walls themselves are always heated to a degree that they glow a deep, luminous red.

There is just one gateway to the city, and the sixteen enormous horned demon guards care very little about who comes and goes. No, they only care about one thing, that whoever enters or leaves Harbin must spend as much time as possible squeezing through a too-tight tunnel, red-hot on all sides. Each of the demons is immune to the heat of the wall, and they will casually touch it, and encourage others to do the same (the high point of their day is when some mortal, believing their lies, "see, I can touch it, it's not really hot at all," reaches out and touches the wall). The head demons also have the ability to command the structure and shape of the wall, so they can close off the entrance altogether. Or, what they do most commonly, narrow the tunnel around anyone passing through, attempting to inflict as many burns as possible. (**Note:** Touching the wall does one point of Mega-Damage.)

Once inside the walls, the layout of Harbin is clearly visible. Most of the place is taken up with two or three story stone and brick buildings, as densely packed as any Chinese city, but there are also six larger structures, each a towering palace with a walled courtyard, each home to one of Harbin's *Demon Lords*. A seventh building, the largest of any of them, and nearly the height of the surrounding wall, is the *Palace of the 2nd Yama King*, itself bordered by another iron wall, this one even hotter than the other (1D6 M.D. per touch), the metal glowing white at all times.

Often known as the "Sleeping Yama King," **Chu Chiang** seems completely disinterested in the affairs of his realm, which has fallen into an appalling state of chaos and disorder. It has been years since he has ventured outside the white-hot walls of his palace, and he has fallen into the habit of punishing anyone who brings him news of anything disturbing. As a result, those who wait on him are unfailingly optimistic, and tell him nothing but good things, about how his realm is expanding, how the other Yama Kings are all failing, how his Lords and Ministers carry out his every command to perfection, and how his kingdom is in an ideal state of order and discipline.

Of course, the reality is completely the opposite. Aside from the simple neglect of demonic duties, power struggles among the court minions have reached the point of open warfare. If things continue as they are, it's only a matter of time before some coalition of Demon Lords attempt to displace the King.

On the other hand, Chu Chiang may be more clever than he appears. Having retreated to the frozen north, there's not a lot of benefit in any attempt at rebellion, and as much as his underlings may plot and scheme with each other, none of them have actually tried making a deal with any of the other Yama Kings. So perhaps this appearance of total neglect is just a long-term strategy.

Alignment: Aberrant evil.

Attributes: I.Q. 16, M.A. 11, M.E. 12, P.S. 45 (Supernatural), P.P. 19, P.E. 27, P.B. 20, Spd. 31.

M.D.C.: 10,500.

Horror Factor: 18

Size: Typically six feet (1.8 m) tall and around 300 pounds (135 kg) when dealing with humans, but as a god he can enlarge or diminish himself according to his whim (maximum 100 feet/30.5 m tall).

Age: 13,000 years, but he has only been a Yama King for * around two thousand years.

P.P.E.: 11,000.

I.S.P.: 800.

Level of Experience: 15th level Chi Mage, 9th level Necromancer and 9th level Mystic Martial Artist.

Disposition: Cranky, spoiled and childlike in his petulance and sloth. He is perpetually tired, perpetually annoyed, and frequently vengeful. He will spend days on end with the dead, and particularly likes the recently dead (hence, his Demon Lords try to make sure that he has a least two or three hundred sacrifices every week). The constant brown-nosing has had an impact, and he really believes himself to be superior to any being, certainly to any other Yama King, absolutely any lesser immortal, and he has even convinced himself that the Jade Emperor has come to fear him.

Appearance: Of all the Yama Kings, he has stuck most closely to their traditional appearance. He always appears as a blackened skeleton, his bones having a metallic look. When he appears in a fleshy form (something he does when he first introduces himself to new torture victims), he will seem to be a rather jolly looking Chinese man, with thick black hair and oversized eyes.

Natural Abilities: Nightvision 400 feet (122 m), See the Invisible, Dimensional Teleport 95%, Impervious to all S.D.C. Weapons, as well as man-made energy or explosive based M.D. weapons, disease, poison, fire or cold. Resistant to man-made M.D. hand to hand weapons, M.D. magic and psionics (all do half damage). Bio-regenerates 8D6 M.D.C. per melee round, double on ley lines and at places of magic that radiate negative energy. In places filled with positive energy/chi, regeneration is just 2D6 M.D.C. per melee round. Does not need rest, sleep, food or beverage, but will whine continuously about missing such things.

Manipulate Dragon Lines: The capacity to either slow down, or speed up, the flow of energy through any nearby dragon lines (ley lines), to make them seem dormant, or heighten the energy flow to a level equal to that of an Autumnal or Vernal Equinox. He can also divert the lines towards or away from himself, not by changing the shape or direction of the line, just the length, up to 9 miles (14.4 km). For details on ley lines, see the *Rifts RPG*, page 162-163.

Summon & Command Demons: All those demons he can name, of any kind, must obey his every command to the best of their ability, and will come instantly when summoned by name. Those demons who are unknown to him can resist being summoned (save vs magical summoning requiring a roll of 15 or higher). Those he cannot name can attempt to resist being commanded by him as well (must roll higher than the Yama King's Horror Factor) but, if in his presence, are highly likely to voluntarily obey.

Metamorphosis: Can transform himself, instantly, into *any* form, even that of a dragon, gaining all the natural abilities of that form, and losing none of his own abilities.

Metamorphosis as Individual: He can attempt to take the exact appearance of someone he has seen. If he attempts to take the form of a demon, undead or infernal in his service, he can do it flawlessly. However, attempting to take the shape of other individuals is more a matter of chance; anyone he meets who knows the original (knows pretty well, not just a passing acquaintance) is likely to see through the disguise.

Torturous Breath (special): Expelled from the nose, this invisible gas interferes with the lungs' ability to function, so those affected start gasping for breath, and eventually become completely oxygen deprived and pass out within two melee rounds (30 seconds). **Range:** Up to 300 feet (91.5 m) away. **Radius of Effect:** Covers a 40 foot (12.2 m) radius. Everyone caught in the gaseous mist finds that each breath they take is painful, yet they will find themselves wanting to breathe more and more deeply. **Duration of Unconsciousness:** 2D6+6 minutes.

Skills of Note: Magically understands and speaks all languages, and can read Chinese (all), Basic Math 98%, Art 96%, Calligraphy 94%, Dance 90%, Gardening 94%, Go 90%, Imitate Voices & Impersonation 80%/60%, Tea Appreciation 98%, Lore: Chinese Classical Studies 90%, Lore: Chinese Mythology 98%, Feng Shui/Geomancy 98%, Lore: Temple Meditation 98%, Wilderness Survival 98%, Climbing 90/80%, Swimming 98%, Ancient (Chi) Weapon Proficiency: Bamboo Staff.

Vulnerabilities: As with all Yama Kings, Chu Chiang received his power under a specific *Mandate of the Jade Emperor*, and most of his powers and strengths are received from the specific details of the Mandate.

1. **Point of Correction.** If, by speech, or by displaying the written characters, a person can point out something from King Chu Chiang's written Mandate that he *may* be violating, then that individual immediately becomes *invulnerable* to any direct attack from the Yama King, *and* King Chu Chiang may not order any of his infernal or undead underlings to harm the individual in any way (it is possible, however, for the Yama King to ask a living mortal to act against the person). Since Chu Chiang is pretty much violating his whole Mandate, this should just be a matter of 1) discovering some exact words or characters of his Mandate, and 2) getting access to King Chu Chiang.

2. **Accusation of Neglect.** Again, this involves getting the exact text of the Yama King's Mandate. However, this is a little trickier, since the character attempting to make the accusation must specify *exactly* what Chu Chiang has done wrong, complete with names, dates, times, and so forth.



However, once the *Accusation of Neglect* has been delivered successfully, the character who made the Accusation will be endowed with the ability to command King Chu Chiang as if the individual had been appointed as an overseer from the Jade Emperor! Again, while the King cannot take a direct hand against the "overseer," he can appeal to a mortal to dispatch (kill or capture, haul away and imprison) the individual and go back to doing his own business.

3. **Dissolution of Godhood.** Since this will require 1) the complete text of the Yama King's Mandate of the Jade Emperor and 2) a direct link with an official of the Jade Emperor's Court, this isn't exactly easy. However, if it can be accomplished, and if the Yama King can be shown to be in violation of his Mandate (again, with exact names, dates, etc.), in at least three distinctly different parts of the Mandate, then King Chu Chiang will stand to lose all his deific abilities (reduce M.D.C. by half, P.P.E. and I.S.P. to zero, no Supernatural P.S., no special abilities, etc.), and be taken directly into custody by officials of the Jade Emperor.

Combat: King Chu Chiang will never enter into direct combat with someone he sees as an *inferior* (which, in his case, is everybody), unless he is cornered and actually taking damage. Otherwise there are minions and henchmen to do his fighting for him.

Attacks per Melee: Eight. Each use of magic counts as two melee attacks.

Bonuses (all): +6 on initiative, +8 to strike, +3 to parry, +3 to dodge, +3 to roll with punch/fall/impact, +6 to pull punch, +11 to save vs psionics/insanity, +11 to save vs magic, and 70% to charm/impress.

Magic: Master of all Wizard Invocations, including the Spells of Legend: Blight of Ages (600), Doppelganger: Superior (1000), Sanctuary (1500), and Warrior Horde (1100), as well as all Necromancy spells and Temporal Magic. See the **Rifts® Book of Magic** for descriptions of all magic.

Demonic Curses: All.

Psionic Powers: Mind Block Auto-Defense, Object Read (6), Mask P.P.E. (4), Read Dimensional Portal (6), See Aura (6), Sense Time (2), Telepathy (4) and *all* Super Psionics. Considered a Master Psychic with 800 I.S.P.

Martial Art Powers: Ba Gua Kungfu at 9th level, Hsien Hsia Kungfu at 7th level, She Shen Kungfu at 7th level, and Hien-Hsueh Kungfu at 9th level.

Artifacts & Creatures of Note:

Bing Chi Chui: The Ice Spider: This creature doesn't seem all that powerful, especially since it's just a white version of an ordinary house spider, and rather tiny (it would need to take a few steps to walk across a coin). Left on its own, it merely spins silvery webs, catches bugs, and avoids larger creatures. In order to use the Ice Spider's power, King Chu Chiang must first prepare a map and, using calligraphy, inscribe a special symbol for north, east, south and west on the map. When the Ice Spider is placed on the prepared map, its true power is revealed; namely that it can permanently change the climate in any designated place on the map. For example, Jingbo, the Mirror Lake of Ice, is permanently frozen because of the powers of the Ice Spider. While the Ice Spider can be squished easily enough (it only has one Hit Point), it will always regenerate with the rise of the next moon, unless it is slain by ice or cold or its dead body melted to nothing in a vat of boiling silver.

Allies & Servants: Every single one of the 2nd Yama King's servants and creatures has been subverted, or plots against him. The following are the most powerful of his *inner circle*; those who live inside the Palace of the 2nd Yama King.

Hua Han. Chamberlain of the King, Hua Han has been spinning a web of deceit for decades, offering each and every one of the Demon Lords whatever they might want, and promising each of them the vacant throne when King Chu Chiang is finally deposed. Of course, he secretly wants the throne himself, and is willing to betray any and all of them to get it.

Suan Tao. Courtesan Demon, and one who is perpetually enraged at the way Chu Chiang ignores her. It is in her Mandate from the Jade Emperor that she is to be consort to the 2nd Yama King, but Chu Chiang has not seen her for fifty years. Cruel, bored and highly intelligent, she would welcome a relationship with any stranger who comes within the Walls of Harbin.

Wang Bai. Court Artisan to the 2nd Yama King, Wang Bai is the only being who Chu Chiang ever really wants to see. That's because Wang Bai is constantly making little *presents* for the 2nd Yama King, and each present is a clever new device designed to inflict pain and suffering on the next batch of recently dead. Wang Bai's own secret desire is to create a "toy" devious enough, and powerful enough, to trap Chu Chiang forever in an inescapable pain machine. Those who take him up on friendly invitations to visit his workshop usually end up as test subjects, never to return.

Other Demon Lords of Harbin: There are sixteen other, small palaces inside the red-hot walls of the Iron City, each one the residence of a Demon Lord in the service of the King. Here are the most powerful of those Demon Lords, with descriptions of their various dungeons.

1. Lord Jing Bo. Most powerful of King Chu Chiang's Demon Lords, he is almost never found in the City of Harbin. Jing Bo much prefers to live in his wilderness palace, along *Jingbo Lake of Mirrored Ice*, where he can oversee his armies of demons, many of them specially altered for the extreme cold and ice, and directly observe the suffering of those condemned to remain frozen in the ice.

2. Shou Xing: The Beast Demon. Beneath Shou Xing's Palace, inside the Walls of Harbin, is the dungeon known as *The Butchery*, which is home to those of the dead guilty of crimes of passion. Most of his staff of demons appear as monstrous animals; exactly the kind of animals that are subject to butchery out in the real world, including Pig-Demons, Ox-Demons, Goat-Demons and Horse-Demons. Each victim remains conscious through the entire cycle of butchery, from waiting for days in fetid holding pens through the slaughtering and blood-draining, to the slicing of their bodies into different cuts of meat, and finally through the dinner where they are consumed by all the ravenous demons.

3. Bai Meng. This is another of the dungeons inside Harbin, but it consists of nothing more than a series of barren underground chambers, known as the *Realm of the Famished*, a place where those who were miserly in life can experience the eternal torment of hunger. Five Hundred Preta Ghosts are also held prisoner and forced to serve the Lord of Bai Meng, a 9th level Yaksha known as the *Lonely One* and said to have earned her position (and punishment) through treachery. Though the Lonely One never leaves the dungeons, it is common knowledge that she despises the 2nd Yama King and longs to see him dead.

4. Fei Tieh. A winged Demon Lord who commands hundreds of other winged demons (including the Falcon Demons and Gargoyles, among others). His job is to hang bodies on the red-hot walls of Harbin. Victims are "turned" several times each day, so that various parts of their bodies will come in contact with the burning iron – for the dead being punished this way burn and suffer horribly without end.

5. Bai Yu. This is another of the Demon Lords who prefers to stay away from his palace in Harbin. Instead, he is usually at the *Hunting Fields of Wudalianchi*, where he can enjoy the constant hunting of the dead, along with his multitude of tracking demons. Wudalianchi, while always cold and covered in snow, is also a place of active volcanic springs. What makes the hunt so "sporting" (from Bai Yu's point of view) is that the landscape is continuously changing, so often the dead (or mortals who intrude upon his sanctuary or dare to threaten him) will run right into their own torture, whether it be a pool of boiling water, or a pit down to bubbling lava.

6. Gou Gou. A demon in the shape of a dog, and one who lusts to punish the 2nd Yama King for inflicting the form upon him. He runs with a pack of dozens of other dog-like demons through the grounds and rooms of his palace in Harbin, constantly sniffing out, hunting down, and tearing the dead to pieces.

7. Tu Mao. Dedicated to punishing those who were incompetent as doctors in life, Tu Mao has a palace in Harbin that is filled with various medical instruments, clinics, surgical facilities and hospital rooms. Every imaginable treatment is inflicted upon the sufferers, and they are generally tortured into suggesting their next "course of treatment." Mortals who visit the palace uninvited may expect to suffer a similar fate.

Mount Qian

The only true *sanctuary* in Hanbing Province is in the ancient Taoist Sanctuary called Mount Qian. It is actually a range of mountains that includes the famous Mount Qian, Jicui Mountain, Thousand Lotus Mountain, and dozens of other peaks. Scattered throughout there are now several temples, including Wuliang Temple and Five Dragon Temple, and at least two monasteries where heroes and the innocent can find safe haven from the many demons, ghosts and monsters that dominate and wander the region. **Note:** There are at least a dozen other Taoists scattered among the temples, plus over one hundred Mystic Martial Artists, as well as quite a few other human and D-Bee heroes in the mountains.

Xian Ya (Immortal Raven)

A D-Bee from a world where all her people were winged, Xian Ya was another of the innumerable involuntary immigrants from another world sucked through when the world was wracked with Rifts. Being able to fly, she escaped one calamity after another, but was filled with despair at the unbelievable cruelty shown to her by the natives of Earth. Eventually she ended up in these remote mountains where she lived on her own for twenty years, enduring the worst of the post-Rifts winter.

The thing she missed most in this new world was the lack of music, and so she found herself coming more and more often to *Wuliang Temple*, where strong voices, and clear bells maintained a beautiful chant for hours and hours. It was the chanting that convinced her to try approaching humans again, and this time she was fortunate to meet one of the enlightened ones.

Since then she went on to learn a full range of temple skills, as well as martial arts, and many of the secrets of the Taoists. When her mentor died, after a run-in with the Demon Lord Bai Yu, she became the spiritual leader of the Wuliang Temple.

Alignment: Principled.

Attributes: I.Q. 31, M.E. 17, M.A. 14, P.S. 20, P.P. 27, P.E. 30, P.B. 22, Spd. 22.

Hit Points: 212, S.D.C.: 68.

M.D.C.: Can survive 3 M.D. without armor, but may use protective magic or wear M.D. armor into combat.

Height: 8 feet (2.4 m), with a 16 foot (4.9 m) wingspan.

Weight: 1900 pounds (855 kg).

Age: 483

P.P.E.: 400

Level of Experience: 10th level Cyber-Doc/Cyber-Engineer (although this is something she hasn't used in a very long time), 5th level Taoist Initiate, 8th level Mystic Martial Artist.

Disposition: Thoughtful, careful, and considerate of others. Even with her extensive Taoist training she still doesn't feel comfortable acting on instinct, or jumping to conclusions.

Appearance: Otherworldly and angelic, Xian Ya is clearly a creature from another world, with golden plumage, long, lean legs and arms ending in talons, and a powerful torso. Huge, beautiful wings, with yellow, orange and gold feathers. Her eyes are huge and golden, and most of her face and head is quite beautiful. The really jarring thing about her looks is the eight small tentacles that are just inside her mouth; it's pretty shocking to see her eat, especially when she tears into a small piece of meat.

Combat: Hand to Hand: Martial Arts.

Attacks per Melee: Seven.

Bonuses (all): +7 on initiative, +5 to strike, +4 to parry, +4 to dodge (+10 to dodge while in flight), +6 to roll with punch/fall/impact, +2 to pull punch, +8 to save vs psionics/insanity, +3 to save vs magic, +2 to save vs poison, +4% vs coma/death, and 30% to charm/impress.

Skills of Note: Speak, read & write Mandarin 76%, speak, read & write American 43%, Lore: Chinese Classical Studies 58%, Lore: Chinese Mythology 67%, Lore: Temple Meditation 38%, Wilderness Survival 58% and Boxing. Although her training is completely alien, she can attempt most electronics, mechanics, or cybernetic repairs at 88%.

Magic: Spell knowledge is limited to Armor Bizarre (15), Armor of Ithan (10), Aura of Power (4), Befuddle (6), Blinding Flash (1), Call Lightning (15), Chromatic Protection (10), Cleanse (6), Deflect (10), Dessicate the Supernatural (50), Extinguish Fire (4), Globe of Daylight (2), Lantern Light (1), Magic Shield (6), Mystic Fulcrum (5), Manipulate Objects (2+), Mend the Broken (10+), See the Invisible (4), Sense Evil (2), and Turn Dead (6).

Psionic Powers: Full range of Healing Psionics. I.S.P.: 138.

Martial Art Powers: Mien-Ch'uan Kungfu at 8th level.



Zhejiang Province

The 3rd Kingdom of Hell

Ruler: Viceroy Qin Kuai, usurper of the 3rd Yama King, Song Ti.

Geography: 38,610 square miles (100,000 sq. km), almost entirely under the direct control of the *Demon Lords*. Sur-

rounded on three sides by the 4th, 6th and 7th Yama Kings, with Henan Province to the north. Zhejiang Province has pretty tight borders, and is one of the smallest Yama Kingdoms.

Prominent Places: 1. Hangzhou, Throne of Viceroy Qin Kuai. 2. Mausoleum of the four statues. 3. The Hanging Forest. 4. Xi'Nan Jiang: Land of the Blind. 5. Wen Zhou: City of the Flayers.

Population: More than 2 million living humans, living near or with the 13 million dead and damned (including all varieties of ghosts and goblins). About half the living are in the urban areas, with the rest scattered among the 300 or so large walled towns responsible for producing the Kingdom's food supply. Only 10,000 or so D-Bees hang on to life here.

Living Conditions/Lifestyle/Technology: As near a replica of the year 3,948 (equivalent to 1241 AD) as Viceroy Qin Kuai can enforce. Any advancement in technology is brutally suppressed, even so much as trying out a new way of thrashing rice. Heavy taxation means starvation is always close at hand, and hardly any comforts are available for the human population.

Hangzhou City,

Throne of the Usurper of the 3rd Yama King

Although it was pretty much annihilated after being struck by Rift induced Pacific tidal waves, a few of the relics of Hangzhou, the ancient capital of the Southern Song Dynasty (1132-1276 AD), were discovered when the 3rd Yama King came to the place, and he was determined to resurrect the city's ancient beauty.

Over a period of fifty years or so, a graceful city was constructed, with palaces, temples, pagodas and halls each situated so as to overlook the beautiful Xi Hu (West Lake), Red Carp Pond or the Dragon Well. Rebuilt structures included the Temple of Inspired Seclusion and the Hall of the Four Heavenly Guardians.

Then it was that Song Ti Wang, the most studious, the most loyal, and the most artistic of all the Yama Kings, was betrayed, overthrown and divested of his godhood, and the agent of his destruction was his most valued, closest advisor, *Viceroy Qin Kuai*, who then ascended the Throne of the 3rd Yama King.

King Qin Kuai, the Usurper

Usurper of the 3rd Yama King

The original King of this Hell was *Song Ti Wang*, who was the perfect model of a loyal and Confucianist Yama King. It was his job to punish the disloyal and the disobedient. However, Song Ti Wang is no longer anywhere to be found on Rifts Earth. Instead, *Qin Kuai* has taken the Throne of the 3rd Yama Kingdom.

The betrayal was hastened with the discovery of yet another ruined structure from old Hangzhou, and Qin Kuai was on hand during the actual excavation. It turned out to be the *Mausoleum of General Yue Fei*, one of the most famous of China's military heroes. Yue Fei was famous not just for his victories on the field of battle, but also as one of the inventors of *Kungfu* martial arts. He was also famous for having been falsely drawn from the field of battle, and then falsely accused, and falsely executed, by

a traitorous Imperial Minister. A high court official known as *Qin Kuai*.

Yes, the very same Qin Kuai, high official to the 3rd Yama King, who was overseeing the excavation. The very same Qin Kuai who, before his death, and his condemnation to punishment by the 3rd Yama King, had been the traitor who had *killed* General Yue Fei.

All very interesting, and Qin Kuai was certainly amused by the strange coincidence.

It wasn't until a few minutes later that life changed for Qin Kuai.

You see, not only was the noble statue of General Yue Fei still in the rubble, but also the statue of Qin Kuai, himself. A statue of Qin Kuai kneeling, cringing, and bent over. A statue meant to be shown humbled in front of the statue of General Yue Fei.

When the undead Qin Kuai reached out to touch his iron image, he was even more shocked.

He had been spat upon. Someone . . . No, many, many someones had spat upon Qin Kuai's statue for generations after his death. Now, standing face to face with the defiled statue, it was as if he could feel every gob of spit, every insult, every bit of humiliation from centuries of people spitting on him. (**Writer's Note:** Just in case you think we're making this up, there really is a statue of Qin Kuai at the Mausoleum to General Yue Fei, and the guidebooks warn visitors about the amount of spit that perpetually covers the statue of the hated traitor. In fact, when I read an English translation of a biography of Yue Fei, the translator admitted that, as a nine-year-old boy, he both spit and urinated on Qin Kuai's statue.)

It was intolerable! Qin Kuai's outrage was unlimited. Somehow the psychic connection between himself and his debased statue came to life, and the result was the animating of the statue, a process that turned it into a unique kind of golem. A golem that proceeded to destroy all the workers who were witness to its excavation.

At that bloody moment, Qin Kuai decided that he could no longer stomach being an underling. He would either rule or be destroyed. The thought of hundreds of years of spit, of hundreds of years of losing face . . . How he was laughed at and ridiculed by all the other demons, by all the other dead . . . He couldn't stand it.

Within three hours Qin Kuai had retrieved the 3rd Yama King's Mandate from the Jade Emperor, wrote out the specific charges against Song Ti, and then assembled the magic he would need to pierce the Mist to the Celestial Court. Not long after, Song Ti was gone. And "King" Qin Kuai was on the throne of the 3rd Yama Hell.

Alignment: Diabolic evil.

Attributes: I.Q. 18, M.A. 17, M.E. 17, P.S. 18 (Supernatural), P.P. 12, P.E. 11, P.B. 8, Spd. 8.

M.D.C.: 79; has become a minor Supernatural being since his death and promotion to being an assistant to the ex-Yama King. May also wear M.D.C. armor (magical or conventional; typically providing 100-200 M.D.C.) or use magical protection or inhabit his living statue.

Horror Factor: 9 in human form (resulting from his reputation for cruelty and intolerance for insults). H.F. 12 in Corpse Form.

Size: 5 feet, 4 inches (1.6 m) and around 165 pounds (74.2 kg).

Gender: Male.

Age: 1,232 (as a damned soul in the 3rd Yama King Hell).

P.P.E.: 106

Level of Experience: 7th level Chi Mage.

Disposition: Manipulative, questioning, suspicious and grasping. The Usurper King suspects everyone of treachery, but believes he can frustrate it by seeming to be one step ahead of the potential traitors. So far, that seems to be working, but the Demon Lords could easily oust him.

Appearance: Ordinary, rather pudgy, Asian male, with a large bald spot. If it weren't for his expression of suspicion, he might not be so ugly. Never seen without elaborate and very formal robes of state, complete with shoes and hat.

Natural Abilities: Nightvision 40 feet (12 m), can appear during the day or night, but usually avoids being in direct sunlight.

Metamorphosis to Rotting Corpse: Can effortlessly transform into a rotting corpse, with the flesh eaten through, and with bones clearly visible. While a rotting corpse, he can choose to release the *Stench of Putrifaction*, causing all who fail to save vs poison (16 or higher) to retch and back off in a search for fresh air (those affected and who stay in the radius of effect lose two melee attacks per round, and are -2 on all combat bonuses). Radius of Effect: A 20 foot (6.1 m) area around himself. While changing into the dead body is easy and instantaneous, changing back to human form takes up 2D6 melee rounds of concentration and effort.

Regeneration: Since he is already dead, if Qin Kuai's body is destroyed, it will automatically be regenerated within 48 hours. Otherwise, damage is restored at a rate of one M.D.C. per melee round.

Skills of Note: Speaks, reads and writes Chinese 98%, Archaeology 75%, Basic & Advanced Math 90%, Calligraphy 98%, Law 75%, Military Etiquette 80%, Forgery 65%, Intelligence 60%, Interrogation Techniques 75%, Radio: Basic 90%, Research 85%, Surveillance Systems 75%, Swimming 95%, Tea Appreciation 90%, Lore: Chinese Classical Studies 90%, Lore: Chinese Mythology 88%, Lore: Feng Shui/Geomancy 68%, and Bureaucracy & Administrative Organization 98%.

Vulnerabilities: In spite of his exalted position, Qin Kuai is as vulnerable to physical attack as any of the other dead or damned. His position has *NOT* been gained through the *Mandate of the Jade Emperor*, so he has none of the godlike powers usually associated with the job.

Attacks per Melee: Two physical attacks or three non-combat actions.

Bonuses (all): +1 on initiative, +4 vs psionics/insanity, +3 to save vs magic and +1 to save vs psionic attacks and possession.

Magic: None, except by reading scrolls written in Chinese or via a magic item.

Demonic Curses: None.

Psionic Powers: None.

Artifacts & Creatures of Note:

Royal Seal of the 3rd Yama King: This massive piece of Jade is used for putting the official *Cloud Character* on any docu-

ment, thereby adding to the official documentation of the kingdom, and enforcing yet another law or stricture on the behavior of all who dwell there. Qin Kuai uses the Royal Seal for virtually every order and instruction, especially since it allows him to command from Lesser and Greater Demons to Demon Lords whose powers are far greater than his own.

Ledger of Heavenly Correctness: This massive book, a gift from one of the Enlightened Scholars of the Heaven of the Jade Emperor, given to Song Ti before his fall from grace, and Qin Kuai's appointment as a Yama King, contains 1800 pages of specific instructions regarding protocol and proper behavior between superior and inferior. Since it is indisputably the written word of the Heavenly Court, it possesses great power among the denizens of the Hells. Even Demon Lords are unable to resist commands or corrections based on quotations from the Ledger (and Qin Kuai is very good at finding quotations that fit his needs, no matter how out of context they might be). As for lesser infernals, including demons, goblins, the undead, ghosts, the dead and the damned, hearing even a short passage is enough to inflict 2D6 M.D. It is also possible to write characters from the Ledger on the skins of the damned (usually from a phrase of at least four characters), so the writing is *branded* into their flesh, and causes continual suffering for up to a year.

3rd Yama King's Mandate of the Jade Emperor: Since Song Ti, the true 3rd Yama King, is now gone, Qin Kuai has named himself King, and there is nothing to keep him from using the Jade Emperor's Mandate as another weapon to control his reluctant underlings. As long as Qin Kuai is physically holding the Mandate, no infernal of the 3rd Yama King dares to touch or attack him. Whenever he sees things not to his liking, the Usurper King can read from the Mandate, thereby forcing even the most powerful Demon Lord of the 3rd Hell to do his bidding. Finally, he can use the characters from the Mandate as a barrier, writing the characters on doors, doorways, walls or windows, as a sure way to prevent *any* of the Demon Lords, lesser infernals, ghosts, goblins, and the dead or damned from passing through.

Living Statue of King Qin Kuai: The bond between King Qin Kuai and his statue is different than those of his other family members (see Allies which follows). Since Qin Kuai first came in physical contact with the iron statue he has found himself ripped into two bodies. One is that of his puny undead flesh, a second body is that of a doppelganger made of mystical iron, and is alive with power and malice. The two share the same thoughts and work as one, all of Qin Kuai's rage and humiliation expressed in brutal acts of gross physical torture and petty vengeance. Furthermore, if Qin Kuai is attacked, the living statue knows it and magically teleports to his side to defend him. Like the others, the Yama King can physically merge with the statue, but since both function as one already, this is done only to protect him. **Note:** The merging gives the Living Statue two extra attacks per melee round and +2 to all bonuses. If the statue is destroyed, Qin Kuai is spit out, but it reforms in 48 hours.

Attributes: Same as Qin Kuai with the following exceptions: P.S. 40 (Supernatural), P.P. 20, P.E. 30, P.B. 4, Spd. 20.

M.D.C.: 890

Horror Factor: 15

Size: 8 feet (2.4 m) and 1000 pounds (450 kg).

Appearance: A huge metal version of Qin Kuai (male), constantly seeming to *sweat* a stale-looking mucus, unclothed and crudely shaped.

Natural Ability (Special!): Instantly recognizes anyone who spat upon him, as well as their descendants (and considering the vast numbers who took the time to humiliate the statue, this means any individual of pure Chinese descent has a 01-66% likelihood of being descended from one or more spitters; those of half-Chinese descent will have a 33% chance), and anyone so identified is in for a world of hurt. Likewise, anybody who dares to defy, challenge, insult or humiliate King Qin Kuai in the here and now are equally despised and harshly punished for their insolence. Impervious to S.D.C. weapons and M.D. fire, but cold and M.D. weapons do normal damage. Bio-regenerates 4D6 M.D.C. per melee round, double on ley lines and at places of magic that radiate negative energy.

Attacks per Melee: Eight physical (10 when inhabited by Qin Kuai).

Bonuses: +4 on initiative, +6 to strike, +4 to parry and dodge, +2 to pull punch, +2 to save vs psionics and insanity, +8 to save vs magic, impervious to poison, disease and exhaustion.

Damage: Punch or kick does 5D6 M.D., power punch 1D6x10 M.D. (but counts as two melee attacks) and stomp does 2D4 M.D. Qin Kuai prefers to seize hold of his victims, and to savagely tear their joints and then break their bones, gradually mangling them into helplessness and pain. **Note:** The same whether possessed by the 3rd Yama King or not.

Allies & Family:

As it turned out, Qin Kuai's statue was not the only target for abuse from the multitudes who came to pay their respects at the Mausoleum to Yue Fei. Iron statues in a submission position were also created for Qin Kuai's wife, Lady Wang, and for his two underlings, a pair of brothers named Feng Xiao and Feng Zhong. He has retrieved the three of them from their various torments in the Hells of the Yama Kings, and reunited each with their spat-upon statue. The three now form the only council that King Qin Kuai can trust, and each can control the living, golem-like statue made in their image. The statue can be mentally and verbally commanded by the person in its image like a robot, but furthermore, the individual can physically inhabit the statue and operate it as if it were their own body. **Note:** Each Golem has the attributes of the person who it is made to resemble, with a bonus of +15 to P.S. (which is Supernatural) and Spd.

Lady Wang. This cruel, mean-hearted woman is even more shamed by the loss of face from the spitting than her husband. She has a grandiose plan to reshape all of the Hells of the Yama Kings so that those who offended her and her family, as well as their descendants, will suffer an appropriate fate for all eternity. While she isn't exactly sure what that fate should be (but she's enjoying exploring the possibilities), she is absolutely sure that her husband, King Qin Kuai, should definitely seize control of *all* the Hells of Rifts China, declare himself Emperor (and her as Empress), and then do



some massive reorganization. When Qin Kuai points out, quite correctly, that he has neither the power nor the resources to attack the other Yama Kings, Lady Wang treats him with even more contempt than usual. *Lady Wang Quick Stats: Alignment: Diabolic. Attributes: I.Q. 15, M.A. 10, M.E. 9, P.S. 9, P.P. 11, P.E. 12, P.B. 10, Spd. 8. Hit Points: 41, S.D.C.: 10, Skills of Note: Courtly skills including speaks, reads and writes Chinese, Basic Math, Calligraphy, Dance, Floral Arrangement, Poetry, Lore: Religion, all at 80%. Cooking at 50%.*

Living Statue of Lady Wang: Unlike the other three, Lady Wang gets no particular pleasure out of inhabiting this massive iron body. Whenever possible she keeps it near her side as a bodyguard (but a bodyguard that should be neither seen nor smelled). *M.D.C.: 540. Horror Factor: 12. Size: 6 feet (1.8 m) and 600 pounds (270 kg). Gender: Female. Appearance: A large metal version of Lady Wang, constantly 'sweating' a stale-looking mucus, unclothed and crudely shaped. Natural Ability (Special): Instantly recognizes those who spat upon her, or their descendants. Impervious to S.D.C. weapons and M.D. fire, but cold and other M.D. weapons do normal damage. The statue bio-regenerates 3D6 M.D.C. per melee round, double on ley lines and at places of magic that radiate negative energy. Attacks per Melee: Six. Bonuses: +6 on initiative, +2 to strike, +4 to parry and dodge,*

+4 vs psionics and insanity, +4 to save vs magic, and impervious to possession while inside the statue. Punch or kick does 3D6 M.D., power punch 6D6 M.D. (but counts as two melee attacks) and stomp does 1D4 M.D. **Note:** M.D.C., number of attacks and bonuses are half (round down) when the statue is animated but not inhabited by the actual person.

Feng Xiao. Just as venal as Qin Kuai, but many times more cowardly. Feng Xiao is always coming up with nasty plans, usually involving planting false rumors, or out and out lies, so as to justify any number of evil acts. He is always playing yes man to Qin Kuai, and pours on the praise and admiration lavishly. Whenever he is sickened of it, he takes it out on Feng Zhong, his younger brother, who he blames for every little thing that might go wrong. *Feng Xiao Quick Stats: Alignment: Miscreant. Attributes: I.Q. 15, M.A. 13, M.E. 12, P.S. 14, P.P. 10, P.E. 10, P.B. 9, Spd. 11. Hit Points: 38, S.D.C.: 20, Skills of Note: Courtly skills the same as Lady Wang, but at 70%.*

Living Statue of Feng Xiao: As with Qin Kuai's Iron Statue, this one is also used as an instrument of rage and vengeance that Feng Xiao loves to inhabit because it makes him powerful. *M.D.C.: 640, Horror Factor: 14, Size: 8 feet (2.4 m) and 900 pounds (405 kg). Appearance: A large metal version of Feng Xiao, constantly 'sweating' a stale-looking mucus, unclothed and crudely shaped. Natural Ability (Special): Instantly recognizes those who spat upon him, as well as their descendants. Impervious to S.D.C. weapons and M.D. fire, but cold and M.D. weapons do normal damage. The statue bio-regenerates 3D6 M.D.C. per melee round, double on ley lines and at places of magic that radiate negative energy. Attacks per Melee: Six. Bonuses: +5 on initiative, +4 to strike, +4 to parry and dodge, +2 to disarm, +2 to pull punch, +4 vs psionic attacks and insanity, +4 to save vs magic, and is impervious to possession while inside the statue. Punch or kick does 3D6 M.D., power punch 6D6 M.D. (but counts as two melee attacks) and stomp does 1D6 M.D. **Note:** M.D.C., number of attacks and bonuses are half (round down) when the statue is animated but not inhabited by the actual person.*

Feng Zhong. Beat upon, abused, and generally mistreated in life, Feng Zhong has continued his misery into the after-life. Everyone, from his brother, to his Lord Qin Kuai, and to the various demons and Demon Lords, all of whom take time out of their busy schedules to yell at Feng Zhong. This has made him neurotic and submissive to his brother, Lady Wang, Qin Kuai and Greater Demons and Lords, but a vicious bully to those weaker than he (sadistic and mean). Of them all, Feng most loves being inside the iron statue, and practically lives inside its iron skin. This familiarity has given him greater power over the body when he's inside it, not that he dares to use it against his brother or superiors. *Feng Zhong Quick Stats: Alignment: Miscreant. Attributes: I.Q. 17, M.A. 9, M.E. 8, P.S. 12, P.P. 11, P.E. 9, P.B. 9, Spd. 14. Hit Points: 38, S.D.C.: 20, Skills of Note: Courtly skills the same as Lady Wang, but at 55%.*

Living Statue of Feng Zhong: Although the statue is meant to represent Feng Zhong, some ancient sculptor simply made it a slightly altered version of his brother's. Feng Zhong doesn't feel quite the shame of the others. *M.D.C.:*

640, **Horror Factor:** 14, **Size:** 8 feet (2.4 m) and 900 pounds (405 kg). **Appearance:** A large metal version of Feng Zhong (though the resemblance is poor), constantly 'sweating' a stale-looking mucus, unclothed and crudely shaped. **Natural Ability (Special):** Instantly recognizes those who spat upon him, as well as their descendants. Impervious to S.D.C. weapons and M.D. fire, but cold and M.D. weapons do normal damage. Bio-regenerates 3D6 M.D.C. per melee round, double on ley lines and at places of magic that radiate negative energy. **Attacks per Melee:** Seven. **Bonuses:** +6 on initiative, +4 to strike, +2 to parry and dodge, +2 to pull punch, +4 vs psionic attacks and insanity, +2 to save vs magic, and is impervious to possession while inside the statue. Punch or kick does 3D6+6 M.D., power punch 6D6+10 M.D. (but counts as two melee attacks) and stomp does 1D6 M.D. **Note:** M.D.C., number of attacks and bonuses are half (round down) when the statue is animated but not inhabited by the actual person.

Other Demon Lords of Hangzhou

Thirteen Demon Lords still keep various dungeons and places of torment in the City of Hangzhou. None of them are quite ready for open rebellion, but it will only be a matter of time before the Usurper King shows a fatal weakness and they bring him down. Here are the most powerful, each of whom would gladly take the Throne of the 3rd Yama King for themselves.

1. Seng Ka, Demoness. Once Song Ti's Consort, and the highest of his Council of Demon Lords. She remains in her beautiful Pagoda, quietly seething with anger at the usurper, but not yet willing to move against him. In her dungeon, she and her army of *Wasp Demons* tend to her special category of the damned; those who sold or stole plots or other family burial grounds, and who now suffer endlessly for it.

Also on the grounds of Seng Ka's estate is the legendary *Hu Pao Spring* (Tiger Running Spring), said to have some of the sweetest, most magically potent water in all of Rifts China. Contained within the spring are two mysterious Yin Creatures (mystical creatures made out of Negative Chi Energy), who Seng Ka is careful not to disturb in any way. Aside from its mystic properties, it is said to be the best water for making tea, adding at least +20% to any attempt at pleasing those who truly appreciate fine tea and +20% to the success of making healing or magical and non-magical brews and potions.

2. Nuan He, Demon Lord. Responsible for the torture of those who, when alive, were guilty of unfilial behavior (in other words, people who were disrespectful or abusive of their parents; the greatest sin imaginable). Nuan He controls a huge area of the city, where over 2 million dead are constantly subjected to mutilation of various kinds, all carefully controlled by demons of punishment, but also record-keeping demons who carefully note down each individual's torment. Nuan He is particularly careful with his record keeping, and he demands that the dead themselves must, at least once a month, review their own records, and countersign the appropriate documents. Those who come to him unable to read and write Chinese characters are sent to a special school where demons of education speedily and efficiently correct such ignorance (this is not a place where you would want to fail a quiz).

3. Hsuan Ma, Demon Lord. Over his *Palace of the Forgers*, Hsuan Ma has erected a huge sign displaying the four characters that translate as "Evil-Doing in Life; Harsh Punishment in Death" – a not-very-subtle jab at the Usurper King, since this was the former Yama King's favorite expression. While outwardly polite and submissive, Hsuan Ma has been collecting powerful demons and is clearly forming them into a formidable private army.

4. Favored Lesser Infernals. Among the hordes of demons at his disposal, King Qin Kuai seems to favor and use the Ch'uan the Earth Hound, Fox Faeries, Headless Ones, Ox-Head Demons, Pig Demons, Kinnaras, and the Red Child the most. He also favors the Kou Ching who destroy champions of light, though he seldom commands them directly.

Demon Lords of Greater Zhejiang Province

There are no heroes or champions to protect the people from the constant abuse from wandering demons, ghosts and goblins, or orders from the rulers in Hangzhou. As a result, many of the walled villages try to make some kind of arrangement with a nearby Demon Lord for protection in exchange for goods and services (and information). The three most likely are the following.

Lon Mong, Demon Lord of the Hanging Forest. This immense wilderness serves as a torture chamber for those dead and damned who have been sentenced to long-term hanging, either for lying, for betrayal, for slander, or for disobedience that caused death, suffering or destruction. Those being punished dangle from the branches of trees by the thousands, like over-ripe fruit. Kuei, Preta and Shen Mo ghosts also inhabit these woods.

Lord Lon Mong is a horse fancier, with a variety of breeding herds and stables. He expects most of his 12,000 demons to be expert riders. Not surprisingly, his favorite demonic henchmen are the Horse Demons (Ma Tou; 50%), Ox-Head Demon (25%), and Monkey-Wolf (10%), as well as the Long-Armed Giants (5%; hidden among the trees), though he is also served by others (10%).

Shu Mo, Demon Lord of Xi'Nan Jiang: Land of the Blind. Shu Mo is the first Lord of the *Book Demons*, all of whom are also known as Shu Mo (they have no individual names, but each has a unique character branded on their forehead). These are some of the most highly educated of all demons. (**Note: Book Demon Quick Stats.** Considered a *Lesser Demon* of uncommon intelligence and cunning. **Skills:** Magically speaks, reads and writes all languages at 95%, Basic and Advanced Math at 90%, knows all Lore, the Law, History, Mythology, Research, Calligraphy, Cryptology, and Writing skills at 85%, Holistic Medicine and Animal Husbandry at 80%, Intelligence and Find Contraband at 75%, Operate Computers and Radio: Basic at 70%, and four Science or Mechanical skills of choice at 60%. **Average Alignment:** Aberrant. **Attributes** are all 3D6 with a bonus of +8 to I.Q., M.E., and P.S. which is Supernatural. **Average M.D.C.** is 2D6x10+26. **Horror Factor:** 10, but 15 to those who have abused books. **Attacks per Melee Round:** Five. **Abilities:** Nightvision 100 feet/30.5 m and bio-regenerates 1D6 M.D.C. per melee round. No special powers

other than able to sense book burners, censors and those who hate or fear books. No magic or psionics. **Vulnerabilities:** Loves books, covets books, hoards books and cares about books more than anything else in the world; punishing defilers of books is a close second. This means they are distracted by books, are likely to save a book before a living being, and can be bribed by books, especially rare ones, and driven wild or blackmailed by the threat of destroying books, especially rare ones. **Appearance:** Ugly, deformed humanoids with yellow or green hair, blue skin and slits for eyes.) **Other Demonic Minions:** Includes Shadow Goblins, Fox Faeries, Goat Demons, Shen Wu Warriors (Greater) and Yakshas (Greater), but they are few in number (perhaps a hundred of each) compared to the Book Demons.

The dead and damned of this land are those who, in life, mistreated the written word in some way or other. The Book Demons take each abusive action inflicted upon a written work personally, and take delight in reading from the books that have been despoiled, violated, destroyed or disrespected by those villains consigned to their care. Book burners and censors, of course, are treated with the greatest severity, but even those who were late returning a library book, or who scribbled on a book cover, will likewise face pretty harsh treatment. The first punishment, that comes before anything else, is blinding. Anyone who ventures into Xi'Nan Jiang, unless they have some pretty convincing proof of an official mission, should show tremendous respect for the written word and treat books with great care, or they will be immediately bound, and then ceremonially blinded.

Yuan Shai, Demon Lord of Wen Zhou: City of the Flayers. He has established his own walled city to his own tastes, and recently has rejected any communication from Viceroy (King) Qin Kuai. Within Wen Zhou there are at least a dozen different dungeons, each specializing in a different kind of torture at the hands of a different type of demon, but all the dead and damned are those who, in life, were guilty of escaping from slavery, or from imprisonment, or any other form of *legal* confinement. Yuan Shai employs a wide range of demons, as well as promoting many of the dead to positions of authority. Ghosts and monsters are also found in this place.

Fujian Province

The 4th Kingdom of Hell

Ruler: Judge Wu Kuan, 4th of the Yama Kings.

Geography: 108,108 square miles (280,000 sq. km), all under the rigid and unbending control of Judge Wu Kuan Wang and his exquisitely efficient bureaucracy of overlords and demon paper pushers. Every city, village and house, right down to the ownership of every pig and chicken, is tightly monitored and controlled. Laws are not just meant to be obeyed, they are to be worshiped. Wu Kuan's province includes both the places known on pre-Rifts Earth as *Fujian* (coastal) and *Jiangxi* (inland).

Prominent Places: 1. Lushan, Throne of the 4th Yama King. 2. Yong An, The Lake of Foul Blood. 3. The Four Fabulous Taoist Mountain Peaks: Mount Longhu, Mount Gezaio, Mount Lu, and Mount Wuyi.

Population: With 9 million living humans, Fujian would already be considered one of the most densely populated places anywhere on Rifts Earth, but they must share the land with over 37 million dead and damned. Vast hordes of demons, many of them living relatively ordinary lives, are said to number at least another 500,000, and then there are close to 200,000 D-Bees. All are welcome as long as they obey the laws – all the laws. While it seems like a heavy population, it's worth noting that even this huge multitude is less than a third of the numbers who lived here before the Coming of the Rifts.

Living Conditions/Lifestyle/Technology: Every attempt is made to provide appropriate technology, as well as sufficient food, medical care and all comforts, to every citizen of Fujian. Adaptation is slow, however, as there must be official permission given before anyone can implement a new or different way of doing things.

City of Lushan

Throne of the 4th Yama King

Set among rolling hills and beautiful lakes, Lushan has grown into a graceful capital, with every building set and constructed according to the principles of Feng Shui (Geomancy). There are no slums, no crowded alleyways, nothing but elegant buildings, pagodas and beautiful palaces.

Wu Kuan, 4th of the Yama Kings

Wu Kuan is the Yama King most in accord with the teachings of Confucius, and he thinks of himself more as a judge (Cai Pan), than a king (Wang). His energy is boundless, and he thinks of absolutely nothing but improving and perfecting his reign, and of making Fujian the most perfect of kingdoms. It is not that he lacks ambition, rather he believes that if he performs his duties flawlessly, it will only be a matter of time before he is selected as Emperor.

He regularly sends out emissaries to the other Yama Kings, inviting them, or their representatives, to be his guests, and he has even offered to lend aid and assistance with their various problems. However, he has gained a reputation as one who will



trap any others in the iron grip of a written agreement, so none of the other Yama Kings will have anything to do with him.

Alignment: Aberrant evil; in fact, he is almost perfectly Aberrant.

Attributes: I.Q. 27, M.A. 20, M.E. 29, P.S. 32 (Supernatural), P.P. 24, P.E. 30, P.B. 26, Spd. 21.

M.D.C.: 11,000

Horror Factor: 17

Size: Normally he is 5 feet, 10 inches (1.78 m) and around 175 pounds (78.7 kg), but as a god he can enlarge or diminish himself according to his whim.

Age: 9,600 years; he has been a Yama King for 1,450 years.

P.P.E.: 6,100

I.S.P.: 1,200

Level of Experience: 25th level Enlightened Scholar, 10th level Necromancer and 11th level Mystic Martial Artist.

Disposition: Cool, collected, and perfectly reasonable. He is also unfailingly polite, and believes that his behavior must be perfect in every regard, so he will listen attentively to any who address him, and never disagree directly with any opinion (although his orders will make it clear that he expects things to be done in his own way, without exception and without variance).

Appearance: While he appears in the blackened skeleton form of a Yama King on special ceremonial occasions (such as when he condemns someone, or assigns a punishment), at all other times he appears to be a handsome Asian man, with thick black hair, a ramrod straight posture, and pleasing features. He dresses in silk robes, or in his formal robes of state.

Natural Abilities: Nightvision 2000 feet (610 m), see the invisible, dimensional teleport 90%, and automatically senses and evaluates any dragon lines (ley lines) within a hundred miles (160 km). Impervious to all S.D.C. weapons as well as disease, poison, fire and cold! Resistant to man-made M.D. weapons, M.D. magic and psionics (all of which do half damage). Bio-regenerates 6D6 M.D.C. per melee round, double on ley lines and at places of magic that radiate negative energy. In places filled with positive energy/chi, regeneration is just 2D6 M.D.C. per melee round. Needs neither rest, sleep, food or beverage, but will keep in mind that others around him may have those needs and he enjoys the "comfort and flavor" of quality food and drink.

Summon & Command Demons: All those demons he can name, of any kind, must obey his every command to the best of their ability, and will come instantly when summoned. Those demons who are unknown to him can resist being summoned (save vs magical summoning requiring a roll of 15 or higher). Those he cannot name can attempt to resist being commanded by him as well (must roll higher than the Yama King's Horror Factor) but, if in his presence, are highly likely to voluntarily obey.

Metamorphosis: Can transform himself, instantly, into any form, even that of a dragon, gaining all the natural abilities of that form, and losing none of his own abilities.

Metamorphosis as Individual: He can attempt to take the exact appearance of someone he has seen or knows well. If he attempts to take the form of a demon, undead or infernal

in his service, he can do it flawlessly. However, attempting to take the shape of other individuals is more a matter of chance; anyone he meets who knows the original (knows pretty well, not just a passing acquaintance) will be able to see through the disguise with ease.

Temporal Freeze (special): Wu Kuan can, at will, completely stop time, anywhere, or everywhere, within his domain. While frozen, only Wu Kuan can move, or even be aware of the passing of time. To those who have been affected, it may seem that Wu Kuan has suddenly teleported himself to another place, and they may notice that the sun or stars have also jumped ahead in their courses, but the temporal freeze will be otherwise imperceptible to the victims. Wu Kuan uses this ability very sparingly, usually only when he is struggling to control his temper, to gain a few minutes to control himself and maintain his air of omniscient calm. However, he is also perfectly capable of using the ability to save himself from any and all attacks. **Note:** The duration of the time stoppage is a maximum of 60 minutes, but is seldom more than a few minutes. Wu Kuan may perform this feat six times per 24 hours.

Skills of Note: Magically understands and speaks all languages, and can read Chinese (all), Russian, Korean and Japanese at 98%, and has the skills, Art, Astronomy, Astrology, Basic Math, Calligraphy, Dance, Escape Artist, History: China, Law, Lore Religion, Research, Tea Appreciation, Basic, Lore: Chinese Classical Studies, Lore: Chinese Mythology, Lore: Feng Shui/Geomancy all at 98%, and Computer Operation, Go, Interrogation Techniques, Poetry, Radio: Basic, Streetwise, Seduction, and Writing at 75%. He also knows all Ancient (Chi) Weapon Proficiencies at 8th level proficiency.

Vulnerabilities: 1. As with all Yama Kings, Wu Kuan received his power under a specific *Mandate of the Jade Emperor*. Unlike any of the other Yama Kings, Wu Kuan obeys his Mandate with perfection, and has absolutely nothing to fear from those who would try to use it against him. His only vulnerability would involve a direct confrontation with the powers of the Jade Emperor.

2. Weapons made from the Millennium Tree inflict x5 their normal damage.

Attacks per Melee: Six physical; each magic spell counts as two melee attacks.

Bonuses (all): +2 on initiative, +5 to strike, +4 to parry and dodge, +2 to roll with punch/fall/impact, +2 to pull punch, +7 vs psionics and insanity, +10 to save vs magic, impervious to possession, 60% to evoke trust or intimidation, and 80% to charm/impress.

Magic: Master of all spell Invocations Levels 1-10, and all Necromancy magic.

Demonic Curses: All.

Psionic Powers: All Sensitive abilities, Mind Bleeder powers, the Super Psionic Powers of Mind Block Auto-Defense, Group Mind Block, Group Trance, Mind Wipe, Psychic Omni-Sight, Telemechanics and perhaps some unknown powers. I.S.P.: 1200.

Martial Art Powers: Ba Gua Kungfu at 11th level, Pao Chih at 11th level, and Tong Lun Kungfu at 9th level.

Artifact of Note: Nine Treasure & Cloud Radiance Throne:

Carved of a single massive block of magical white jade, and covered with powerful Cloud Characters, Wu Kuan's throne is one of the greatest artifacts of Rifts China, and the object that creates the most envy among the other Yama Kings. Anyone seated in the chair has the ability to look down as if from the heavens, to move the vista as the mind wills, and then to focus down on anything that is happening anywhere on Rifts Earth. While Wu Kuan uses the Cloud Radiance Throne strictly for business (that is, keeping an eye on the progress of his laws and instructions in his own Yama Kingdom), he could be spying on any place, or anyone on all of Rifts Earth.

Servants & Underlings: There is not a scrap of corruption, sloth or disobedience among all the tens of thousands of demons under Wu Kuan's control, anywhere in Fujian Province. All know that Wu Kuan keeps everything in order, double-checks all that is to be done, and efficiently arranges for the replacement of any who are incapable of doing his bidding. Each part of his Hell, each dungeon, each Walled Town, and even each mortal is tracked and monitored to the point where there is universal fear, as well as universal obedience.

Yong An: The Lake of Foul Blood

About one tenth of all Fujian Province is taken up with this enormous lake of blood, as well as the surrounding swamps, beaches and streams. Only a relatively small part of the lake is occupied by the dead and damned, as well as the demons who tend to their on-going tortures. The rest of the place is an odd kind of refuge, where monsters and strange creatures have formed an odd new ecology based on the hot, foul blood of the massive lake. While ordinary fish can't survive in Yong An, there are a range of aquatic beasts who seem to have adapted very well, along with strange plants that grow both in and alongside the water. Strange scaled creatures, some as large as elephants, move in herds, taking nourishment from the lake blood, and are themselves prey to alien and monstrous wild predators found nowhere else on Earth. Humans may travel through this area and on the lake using conventional boats, but must be careful of the predators and demons who live in the region.

The Walled Village of Fujian

To a visitor each town will seem well ordered and very prosperous. Children and the elderly are healthy and well cared for, and there is never a feeling of hunger or want of any of the common comforts. However, there is also the sense that everyone, at every time, must behave with absolute correctness. That the demons seen among the population, each dressed in ornate robes, will report any violation of the rules, and any behavior that is even remotely suspicious. Secretly, the people will speak of being desperate to leave, but there seems no way to escape.

Visitors from the outside world (other parts of China and other countries and worlds entirely) are welcome as long as they obey the letter of the laws, don't cause trouble and don't humiliate or challenge the laws or their demonic enforcers. Troublemakers will find themselves neutralized, captured, tried, judged and punished according to their crimes.

The Cloud Tapestry Mountain Peaks of Fujian

(Mount Longhu, Mount Gezao,
Mount Lu, and Mount Wuyi)

Wu Kuan has made it clear that these Taoist regions are outside of his rule, and beyond his control, since the affairs of the wilderness hermits are outside of his *Heaven-Sent Mandate*. That's good in one way, in that the 4th Yama King doesn't interfere in the affairs of the Immortal Taoists, people, dragons and other mythical creatures of Fujian. On the other hand, it means that all the renegade elements of Fujian, including a wide variety of monsters, evil D-Bees, and masterless demons, have all fled into these mountains.

Aside from the four principle Taoist Peaks (each of which has at least one powerful Immortal Taoist in residence) there are also at least three hundred lesser peaks, over sixty grottoes (situated on dragon lines, and home to many mythical creatures), and quite a few temples.



Orthodox Oneness Temple

Set halfway along the jagged pathway that leads to the peak of Longhu, this Temple is home to one of the oldest of the Immortal Taoists, *Xian Tan (Immortal Cinnabar)*, who is said to have refined herself for over 800 years of meditation as a hermit on the same mountain, remaining invisible and unseen through the entire 20th and 21st centuries.

Two Yin Tigers, *Shao Huan* and *Shao Tuan*, are her constant guardians and companions. Although Yin Tigers are not known for humility, the degree of enlightenment of these two is such that they will even appear as mangy-looking house cats, mewing and yowling at her ankles.

Another of the tasks of Xian Tan is to discover and assist whatever champions and heroes may seek her out. To this end she has assembled a collection of mystical artifacts, each of which will be *loaned* out for special missions.

Mystical Artifacts of Note:

The Peach-Wood Stick for Beating Ghosts. This modest stick is attuned against the Chi of the undead, including ghosts, the dead, vampires, the damned, or anyone else who is between lives. Merely having it on one's person means that the character is able to inflict full damage on these beings, and will be able to grab on to otherwise intangible spirits. Used as a weapon, it does no S.D.C. or M.D.C. damage, but an undead victim feels pain the equivalent of 6D6 points of damage, and will have to

save vs Horror Factor to avoid freezing in terror with each strike from the stick.

Female and Male Swords for Slaying Demons with the Three Virtuous Ways. This is a pair of swords that, in order to be activated, must be wielded, side by side, by two warriors. The female/Yin blade, which is of a dark green color, must be held by the *female warrior*, and the male/Yang blade, a brighter golden metal, must be held by the *male warrior*. **Damage:** When used properly, the blades each inflict 3D6+12 M.D. on demons, the undead, and evil supernatural beings such as spirits and gods.

Da Ling Sheng (Soul Bells). A collection of five small bells made out of ancient black bronze, each embossed with a different Cloud Character, are strung together as part of a necklace of jade prayer beads. When the bells are set to reverberating (something that's a little tricky, the character wielding the bells has to roll a 14 or better on twenty-sided to succeed, but can add their P.P. bonus), they set up a ringing tone that is pleasing to mortals and natural beings, but extremely disruptive to partial souls, especially the dead, the damned, any kind of ghosts and goblins, and any creature of chaos. These beings can't stand to be within earshot (3000 feet/914 m) and will flee. If forced to stay, the creatures bleed from the ears, and wail in agony until they collapse into unconsciousness, usually within 1D6 melee rounds. Until unconsciousness the suffering is so great they can do nothing except wail or, if the opportunity is there, flee.

The Refining Elixir Well of Mount Gezao

This black mountain reverberates violently with mystical energy at all times, especially since it's the junction of four different dragon lines (ley lines). While it occasionally is a source of great reserves of P.P.E., the irregular nature of the lines means it is also dangerous for spell casting, with a 01-33% chance of any magic going terribly wrong. It attracts some of the more chaotic mystic creatures, but it also contains the *Refining Elixir Well*. The enchanted water from the well is pure, but pilgrims usually go here only to attempt purification of severely damaged magical or mystical artifacts. It is said that lowering a cursed object into the well, and keeping it immersed in the dark water for 24 hours, will disrupt or dispel any evil or negative influences. The same is true for mortal people suffering from a curse, only they must remain submerged with only the tip of their nose/face above the surface and the living being must endure bone chilling cold. Every hour the cursed person must roll to save vs magical cold. Only a 12 is needed to save, but the character is -1 to do so for every two hours in the water. After twelve hours, the individual's limbs feel numb and frozen with cold, and he will be certain death is about to claim him; roll under the character's M.E. attribute number reduced by half (i.e., an M.E. of 15 is 7) to keep his resolve, otherwise the character will flee the icy waters, surprised to find himself alive, well and warm. Less than 5% who make the attempt can last the full 24 hours.

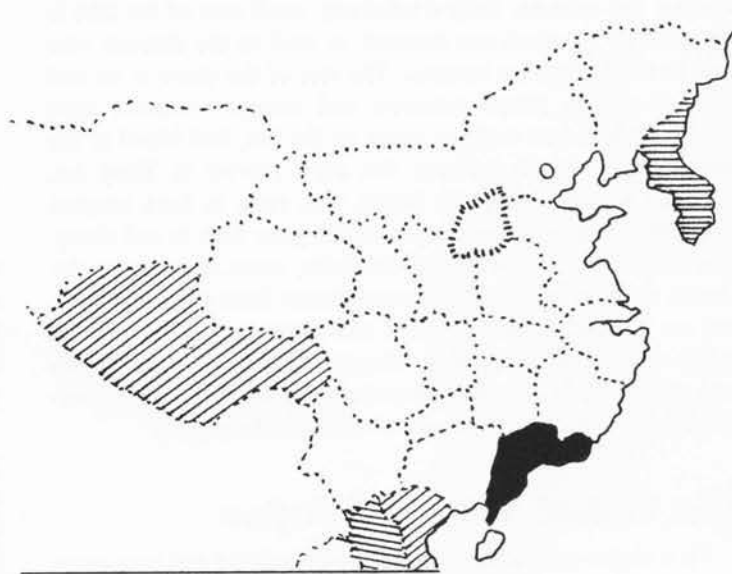
Other Powers of the Refining Elixir Well: Those who drink from the well find it cures minor stomach ailments. Those who drink directly from the well during a full moon purge themselves of internal poison and toxins and feel vibrant and healthy, and drunks are instantly made sober. And lastly, if those who know not of the well's magical powers drink from it, and sleep

nearby (within 1000 feet/305 m), they will awaken with clear and creative thoughts. All skills are performed at +10% for the next 1D6 days and if the person was searching for an idea, solution to a problem or insight, he will find it upon waking. **Note:** Taking the water away in a container causes it to lose whatever magical properties it may have when drunken directly from the well. The water of Gezao does, however, remain cool and fresh for up to six months.

Li Lung. There is one Taoist Immortal on Gezao, a rather crooked human (his entire left side is severely deformed) named *Li Lung*. He keeps to himself, and is likely only to appear if someone is under attack from one of the more dangerous creatures. On the other hand, he'll also interfere if he becomes aware of anyone hunting or killing the creatures of Gezao, since he feels the mountain should be a sanctuary for even the animals and more horrible monsters.

The Apricot Forest of Mount Lu

It is said that a famous Taoist, Dong Feng, who was gifted in medicine, would give treatment freely to the poor. When offered payment, he would simply ask that they plant an apricot tree nearby. By the time of his death there were several thousand trees. Now, hundreds of years later, the apricots have formed an enormous forest, filled with positive chi. Fairies and other mystical creatures, especially nature and good beings, are very fond of this place.



Guangdong Province The 5th Kingdom of Hell

Ruler: Yen Lo, 5th of the Yama Kings, whose rulership is more like that of an innovative industrialist than a king.

Geography: Just short of 77,220 square miles (200,000 sq. km), with an expansion to the southwest of the borders of the old Guangdong. Very little is wild, and the whole place is covered with farms, industry and mining sites, as well as crisscrossed by railroad tracks, concrete roads, pipelines, and communication cables. Virtually the entire province has been

turned into a zone for heavy industry, but where everything useful or edible is also being produced, including rice, potatoes, corn, wheat, sugar cane, soybeans, and other foodstuff, as well as minerals like wolfram, tin, molybdenum, copper, lead and zinc.

Prominent Places: 1. Guangzhou, Throne of the 5th Yama King. 2. Wang Hsiang Tai, where the damned could see the misfortunes that follow their relatives after they have gone. 3. Jiao Huan's Wailing Hell. 4. Yen Hsiang Tai's Heartless Hell. 5. Place of the Little Spirits. 6. Cong Hua Hot Springs. 7. Dinghushan Mountain Range.

Population: 2.3 million living humans, nearly 96% of whom are Cantonese speaking. Unlike in any other Yama Hell, the living are considered responsible for ruling and controlling the 11.6 million dead and damned, mostly released from their traditional torments so they can become useful members of Yen Lo's "industrial revolution." D-Bees of all kinds are also welcomed, though there aren't more than 250,000 who have taken up residence in the province. In addition, there are over 300,000 demons, 75% of whom have been released from direct imperial service and who are now expected to make a living in Guangdong's booming economy.

Language Note: Nearly all the inhabitants of Rifts China are fluent in the main dialect of Chinese, called "Mandarin" or "Putonghua," and only the very old speak any of the dozens of dialects anymore. Guangdong is the exception, where the Chinese dialect known as *Cantonese* is by far the dominant language. Cantonese speakers are pretty good at understanding Mandarin (typically 75% comprehension), however, Mandarin speakers attempting to listen in on Cantonese find it completely baffling.

Living Conditions/Lifestyle/Technology: Even the most remote village is equipped with electricity and optical cable communications, including *YenNet*, the new hyper-speed computer network. Plumbing, high-quality construction materials, and good transportation mean that just about everyone in Guangdong lives very comfortably.

Guangdong Military: Where most of the Yama Kingdoms have extensive armies of demons, who occasionally use other secondary troops (for example: a 25,000 demon army might bring to the field 100,000 to 200,000 dead and damned, or live humans, to use as cannon fodder), Guangdong is different. Here Yen Lo has formed a modern army, not just of humans, but of humans, D-Bees, Goblins, Were-Beasts, nature spirits, and demons, as well as the dead and damned. Currently this professional army has around 2,000 officers, 40,000 technicians (this is a modern army, with plenty of mechanized units), and around 85,000 trained soldiers, including at least 17,000 RPA (Robot Powered Armor) specialists and some 5,000 pilots. A major military function is border control, and nearly 95% of all visitors are stopped and questioned by the military (on the other hand, they keep almost no one out).

Guangzhou

Bustling City & Throne of the 5th Yama King

Definitely the most developed, modern, populated and commercial urban center in Rifts China. Except for the *Qingping Market*, a few ancient temples, and a couple of small neighbor-

hoods, it has all been rebuilt in the last 25 years, complete with subway trains, hovercraft ferries along the Pearl River, massive skyscrapers, and roads wide enough for massive vehicle traffic.

Yen Lo, 5th of the Yama Kings

Yen Lo was always an innovator, an experimenter, and above all, an inventor, and now that he's had a chance to check out the rest of Rifts Earth, he's completely fallen in love with the freedom to come up with outrageous new technology.

While he's yet to completely sweep aside all the traditional dungeons and trappings of Hell, that hasn't stopped King Yen Lo from turning Guangdong Province into another kind of Hell altogether. A Hell of round-the-clock labor, belching factories, unrestrained pollution and the noise and bustle of a full-scale industrial revolution.

It's not that he's become a nice guy or anything. One night, when he was reading up about computers, he suddenly had an inspiration. Since the two characters for "computer" were *Dian* (electricity, but really the depiction of a lightning bolt), and *Nao* (brain, but the ideogram is a skull with the brains inside), he suddenly wanted to make his own version of a computer. All he needed was a massive amount of electricity – check – and a lot of brains. On the way to his laboratory he gathered up a few of the dead ("you, come with me, and you . . . and you look like you have a pretty good sized skull, you come along as well."), and then proceeded to go to work beheading them, and wiring them up together.

Although he has a beautiful palace in the city, he is almost never there, preferring to spend his time at any of his dozen or so research complexes. Although King Yen Lo is not using Techno-Wizardry (it's indigenous to North America), he is experimenting with all manner of conventional and magic based machines.

Alignment: Anarchist.

Attributes: I.Q. 27, M.A. 17, M.E. 23, P.S. 31 (Supernatural), P.P. 26, P.E. 29, P.B. 13, Spd. 22.

M.D.C.: 6,250

Horror Factor: 11

Size: Normally he is 6 feet (1.8 m) tall and around 300 pounds (135 kg), but as a god he can enlarge or diminish himself according to his whim, up to 200 feet (61 m) tall.

Age: 13,000 years, but he has only been a Yama King for around two thousand years.

P.P.E.: 5,800

I.S.P.: 500

Level of Experience: 13th level Scholar, 12th level Scientist (equivalent to the *Rogue Scientist O.C.C.*), 8th level Ley Line Walker, and 7th level Necromancer.

Disposition: Cheerful, enthusiastic, and easily given to obsessions. Once he gets distracted by a new idea, especially if it involves building a new device, he'll ignore everything else, sometimes for days, weeks or months on end.

Appearance: Yen Lo has completely given up on his traditional Yama King appearance. Even more surprising, he has also given up on appearing completely Chinese! These days he looks like a tall, lean male human, with thick, impossible-

to-control red hair, startling green eyes, and very pale, almost white, skin, but with the eyes, nose and other facial features of a Han Chinese.

Natural Abilities: Nightvision 1000 feet (305 m), see the invisible, and dimensional teleport 90%. Impervious to all S.D.C. weapons as well as disease, poison, fire and cold. Resistant to man-made M.D. weapons (all of which do half damage), but M.D. magic and psionics do full damage. Bio-regenerates 1D4x10 M.D.C. per melee round, double on ley lines and at places of magic that radiate negative energy. In places filled with positive energy/chi, regeneration is just 2D6 M.D.C. per melee round. Needs neither rest, sleep, food or beverage, but will keep in mind that others around him may have those needs and he enjoys the "flavor" of high quality food and drink.

Summon & Command Demons: All those demons he can name, of any kind, must obey his every command to the best of their ability, and will come instantly when summoned. Those demons who are unknown to him can resist being summoned (save vs magical summoning requiring a roll of 15 or higher). Those he cannot name can attempt to resist being commanded by him as well (must roll higher than the Yama King's Horror Factor) but, if in his presence, are highly likely to voluntarily obey.

Skills of Note: Magically understands and speaks all languages, and can read Chinese, Calligraphy 95%, Basic & Advanced Mathematics 98%, Computer Hacking 60%, Computer Operation 98%, Computer Programming 90%, Computer Repair 80%, Dance 90%, Play Musical Instrument: Flute 90%, Electrical Engineer 95%, Electrical Generation 95%, Field Armorer 75%, Jury-Rig 80%, Law 95%, Temple Lore: Feng Shui/Geomancy 98%, Lore: Demons & Monsters 98%, Mechanical Engineer 95%, Automotive Mechanics 90%, Mining 70%, Radio: Basic 98%, Radio: Scramblers 95%, Surveillance Systems 90%, TV/Video 90%, Tea Appreciation 98%, Lore: Chinese Classical Studies 90%, Robot Mechanics 90%, Lore: Chinese Mythology 98%, Weapons Engineer 90%, and Writing 75%.

Vulnerabilities: Although Yen Lo received his power under a specific *Mandate of the Jade Emperor*, he has performed the appropriate "Ritual of Reversion" and no longer considers himself under the Mandate. Only takes full damage from magic or psionic attacks, and half damage from most man-made M.D. weapons. Strange and alien devices and technology draw his attention and may serve to distract Yen Lo. Likewise, he sometimes becomes obsessed with the acquisition of certain items and knowledge. Both may be used to manipulate and entice this Yama King, or draw his attention away from more pressing matters.

Combat: Yen Lo views combat as an opportunity to test the various weapons, machines and extensions he has created for his various forces. It's highly unlikely that he would ever enter combat personally, unless he were completely cornered and unable to escape or talk his way out.

Attacks per Melee: Eight. Each use of magic counts as two melee attacks.

Bonuses (all): +5 on initiative, +8 to strike, +6 to parry, +6 to dodge, +3 to roll with punch/fall/impact, +4 to pull punch, +5

vs psionics and insanity, +9 to save vs magic, poison, and Horror Factor, and impervious to possession.

Magic: Master of all spell Invocations, excluding all Spells of Legend but Hivemind, plus all Necromancy magic.

Demonic Curses: All.

Psionic Powers: Mind Block Auto-Defense, Object Read (6), Mask P.P.E. (4), See Aura (6), Sense Time (2), Telepathy (4), and all Super Psionics. A Master Psychic. I.S.P.: 500.

Martial Art Powers: None.

Artifacts & Creatures of Note:

Tu Feng (Black Bees). Each the size of a human fist, these glittering black bumblebees act in total harmony and coordination, as if there is but one mind among their hundreds of different bodies.

Attributes: I.Q. 5, M.A. 4, M.E. 8, P.S. 4 (Supernatural), P.P. 17, P.E. 5, P.B. 9, Spd. 88 (flight; 60 mph/96 km). **M.D.C.:** 7+1D6 each, **Horror Factor:** 9 for one, 12 for a dozen, 14 for a swarm of 100 or less, 16 for a large swarm numbering in the hundreds. **Gender:** Female Neuter, **Appearance:** Large, beautiful bees, with black bristly hairs, black shimmering skin, translucent black-hued wings, and black faceted eyes. **Natural Ability (Special):** The low I.Q. and nature of the bees only makes them suitable as messengers and attack animals, not scouts or spies. **Messenger:** Can (magically) remember, repeat and deliver messages of up to 500 words long, verbatim. **Gatherer:** Each has a pair of pouches, like natural bees, and each can gather any loose substances (from spilled salt, to loose bullets), and carry up to 2 kilos (4 pounds). Impervious to S.D.C. weapons, fire and cold, but M.D. weapons, magic and psionics do normal damage. Bio-regenerates 1 M.D.C. per melee round, double on ley lines and at places of magic that radiate negative energy. Destroyed when all M.D.C. is negated. **Attacks per Melee:** Either two by bite (1D4 M.D. each), or one by stinger (1D8 + Paralyzing Poison). **Bonuses (all):** +5 to strike and parry, +10 to dodge, +4 to save vs psionic attacks, +5 vs mind control, and +2 to save vs magic. On command, the Tu Feng turn into tiny, black stone beads, readily arranging themselves along a string or wire. Yen Lo usually loops a string of the Tu Feng beads around his neck (300 beads total), and carries an extra string or two in his pockets (40 + 4D10 beads each). To his favorites, or if sending someone on a particularly important mission, he may give as little as a single Tu Feng (to allow for quick messages back and forth) or a whole string (40+4D10), empowered to obey that person's commands.

Never-Dying Servants. Shortly after Yen Lo first emerged in Rifts China, he started a series of experiments investigating nuclear power. After gathering together some of the most brilliant of the scientists who survived the Rifts, he gave them the chance to take apart an unexploded nuclear fusion device. Unfortunately, in the aftermath of the ensuing nuclear accident, he found that some of his favorite scientists seemed to be irrevocably dead. It was a terrible setback, and Yen Lo was determined never to be deprived of such brilliant minds again. His solution, rather than making the experiments more safe, was to offer a *Soul Deal* to those whose services he valued. The idea was that those who died would, in the natural course of events, be delivered to one of the Yama

Kings for judgement. The Soul Deal between Yen Lo and his scientists, and then later with his top administrators, military officers and industrialists, meant that those individuals would return to Yen Lo as part of his host of dead and damned. All they had to do was pledge their undying allegiance to him in life.



Those who have gone through death and *returned* are among his Never-Dying Servants. Although human-looking, they always appear unkempt and more barbaric/savage than the average person, with blank, white eyes, and a great deal of white in their hair. The person returns with all the attributes he had in life, minus penalties and plus bonuses.

Bonuses (apply only to those who have died and come back): +1D6 to P.S. (P.S. becomes Supernatural), +1D4 to P.E., combined Hit Points and S.D.C. in life become M.D.C. +6D6+6 bonus points, bio-regenerates 1D6 M.D.C. per minute, +1 attack per melee round, +2 to save vs magic, +4 to save vs Horror Factor, +4 to save vs possession, impervious to disease and resistant to cold and poison (half damage). Undead life span: 500 years, unless slain prematurely.

Penalties (apply only to those who have died and come back): -2 to I.Q., -1D6 to M.A. and -1D4 to M.E. Can only "return" from death four times before lost to that Yama King.

Save vs Undeath: Roll a twenty-sided die. 11-20 means no odd vulnerability/weakness, a roll of 01-10 means the character is more dead than alive and pick or randomly roll 1D6 to determine one of the following vulnerabilities: **1.** Blinded by sunlight and reduce M.D.C., P.S., and bonuses by half when exposed to sunlight. **2.** Confused by mazes. The

character gets lost in winding streets, alleys and mazes, and will avoid them whenever possible. On the other hand, likes to follow Ley Lines. **3.** Vulnerability to positive Chi: Can't bio-regenerate at positive/beautiful places and positive Chi energy does double damage. **4.** Vulnerable to flowing water, including rain (takes 2D6 M.D. damage per melee round of exposure to rain, or 1D6 to 2D6 M.D. per blast of water depending on the amount; burns like acid). **5.** Develops hunger for human blood and/or flesh, and must feed regularly (at least once every 72 hours). **6.** Unable to touch silver, and weapons made of or coated with silver inflict double their S.D.C. damage as M.D.C. (i.e., a silver dagger that does 1D6 S.D.C. inflicts 2D6 M.D. to the Undead).

Note: While all the other Yama Kings were told (or figured out) how the Never-Dying Servants worked, only *Pien Cheng Wang*, the 6th Yama King, *Tai Shan Chun*, Demon Regent of the 7th Yama Kingdom, and *Tu Shis*, the 9th Yama King, have arranged for any significant numbers of Never-Dying Servants, and each implements them in their own way.

Guangzhou's Qingping Market

This vast market is known for its complete freedom, and round-the-clock bargains. The market is open day and night and there is absolutely nothing that can't be bought or sold, including human lives, or human souls. The place is enormous, and the maps sold by the local beggars are unreliable. Hiring a guide, while expensive, is the only reliable way to find something without wasting hours wandering around (but be prepared to be taken to the most expensive places first, since they are most likely to give a kickback to the guide).

No matter which way one comes in, the outermost part of the market is always the **Open Market**, where poor farmers and peddlers (an aged man or woman could be selling their last heirloom . . . or they could be the parent of a thief . . . or demons in disguise) squat on a straw mat or blanket, leaving just enough room for two or three pedestrians to squeeze between them, their only shelter in case of rain being an umbrella or a piece of canvas. Here you'll find every conceivable herb or spice, vegetable or fruit, thousands of varieties of tea, dozens of kinds of rice and grain, plus more than a few varieties of semi-toxic mushrooms.

It takes fifteen minutes or so to get into the next circle, the **Bazaar**, which is a shanty town of tents and scaffolding, packed to the gills with buyers and sellers. Here, every manner of cheap household item, cooking utensils, basic tools and adventuring gear (rope, blankets, etc.), costume jewelry, bolts of cheap fabric, clothing, toys, and knickknacks, along with hundreds of different kinds of snack foods, are sold, usually accompanied by fast-paced, high volume bargaining. ("Six cash each! Six cash each! You! You with the friendly face. I'll make it four. Four cash! Such a bargain! Too much? What? Okay, three cash each. Three. No? Two? One? The price I sell to my own mother! One is not low enough? You would steal my children's dinner? Okay, okay, three of them for two cash? Close? Final offer, final offer! Four for one cash! Yes? Sold!")

The area immediately outside of the Qingping Market Wall, but inside the Bazaar, is known as **The Take-Away Zoo**, since any creature, living or dead, mortal or immortal, common, rare,

endangered or mythical, is potentially on the *menu*. When it comes to animal food and products, it is possible to find almost any kind of meat recently slaughtered, chilled or frozen, salted, dried or smoked. Still, the natives prefer their meat fresh, which means still alive (for hundreds of years locals have only considered meat or fish “fresh” if they could see it alive just before the meal). So tanks containing fish, squid, cuttlefish, starfish, shrimp, juvenile sea serpents and sea serpent eggs are abundant. Stalls with cows, yaks, horses, goats and sheep are common too, as well as specially-bred cats & dogs, but pigs are the most common of all. *Poultry dealers* have dozens of kinds of chickens, ducks and geese, as well as smaller (wrens & parakeets), more exotic (ibises & peacocks) and larger (eagles & emus) birds. Any good *snake-seller* will have no less than one hundred varieties in stacks of wire-mesh cages, ranging from garter snakes to giant cobras and pythons, as well as frogs, salamanders, lizards and turtles. Then there are *insect dealers* who offer edible crickets, worms, beetles, wasps & bees, butterflies & moths, as well as scorpions and tarantulas. Only serious buyers will be admitted to the shops handling tigers and leopards, bears and wolves, pandas and pangolins (scaled anteaters), or any other wild or exotic animal. Visitors, especially D-Bees and Westerners, should bear in mind that there is no law against the eating of humans or any intelligent life form, and that there are a fair number of gourmet eaters in Guangdong who would like to try just about anything “just this once.” (“Your friend, yes, the small, strange looking one with the pointed ears. He looks like he has a tasty liver. Is it true? Are you willing to sell?”)

When you think you have experienced the most crowded place on Rifts Earth, you reach one of the two hundred gates that take you *inside* the walls of the **Inner Market**. Here, pushing through unbelievably narrow alleyways (a large character could reach out and touch both walls at the same time), there are thousands upon thousands of tiny shops, where the noise level increases exponentially, and where the bargaining moves on to far greater sums, and far more serious arguments. A doorway could lead to a shop, or it could lead to a stairway. If the stairway goes down, chances are there will be a huge *underground mall*, usually dedicated to one kind of commodity from bolts of high quality fabric, clothing, cosmetics or drugs, to electronics, weapons, armor and even vehicles. The *Jade Mall*, which goes down and down, eight levels, is one of the most popular and has over 10,000 stalls (the 1st basement is mostly tourist junk, 2nd and 3rd are jewelry pieces, and deeper than that things get more expensive and valuable, with the magical stuff all the way down in the 8th basement). Or it may lead down to the *Mall of the Coin Collectors*, the *Mall of Surgical Tools* (with 600 shops selling everything from the most ancient to the most modern medical appliances), the *Rare Spice Mall*, and the *Mall of E-Clips*, to name just a few. If the stairway leads *up*, it's likely that it will lead to crowded *restaurants*, each with a different cuisine, each catering to a different taste, on each level, sometimes going up twenty floors.

At nightfall, about 90% of the stores close, with the owner and their family and helpers eating and sleeping inside, until opening again at dawn. The remaining 10% stay open all night, and only shut down either in the morning or the afternoon. If a midnight customer has a particularly exotic request, and seems willing to pay a premium price, it's pretty certain that one of the

overnight shopkeepers will know exactly who to wake up, in exchange for a small commission. That means player characters should be able to buy just about *anything*, just about *any time*.

Shamian, City of the Future

Separated from the rest of the city by just a narrow canal, the island of Shamian has been renamed the *City of the Future*. Basically it's an ongoing experiment and exhibition set up by Yen Lo as a way of showing off whatever his current vision of the future might be. At least once a year, and sometimes as often as once a month, the whole island is wiped clean, and another City of the Future is constructed, complete with residences, power sources, entertainment, transportation, factories, shops and so forth. Each time it is rebuilt, the old citizens are allowed to return to their homes, and a lottery is held to choose the next set of “futurists.” Sometimes that works out well, and the lucky 10,000 find themselves in a technological paradise. Other times Yen Lo might have a vision of a particular kind of Universal Cyborg, or believe that all the futurists should have cerebral implants into a city computer, or even decide to modify the residents with DNA patches from D-Bees or alien creatures. Therefore it's no surprise that poor people can make up to 20,000 cash by trading “lucky” lottery tickets with their richer neighbors.

Bright Filial Piety Temple

One of the only places in Guangzhou where tradition and ancient graces are preserved. This sprawling temple complex, with 24 beautiful buildings scattered around a walled park, is home to several Taoist Immortals, and is a haven of peace amid the rest of the city's madness.

Wang Hsiang Tai Village

About ten minutes away by car, along the main road heading north out of Guangzhou, there is a tiny village that seems completely unchanged by time. All the buildings, including the small temple, seem ancient and unchanged by the modernization going on in the rest of the Province. That's because this is a left-over from the 5th Yama King's Hell, the place where the dead and damned were taken to view the misfortunes of their still-living relatives. The idea of the torment is that it would be obvious how mistakes made in life were continuously being visited upon the hapless descendants of the damned.

While the village still has the old magic, so that it's still possible to see the world of the living through the doorways, windows and mirrors of Wang Hsiang Tai, the dead and damned are no longer allowed inside. Instead the village is hidden behind high walls, and protected by a military garrison. Inside are scientists, governmental bureaucrats and engineers, all of whom are used to turn this mystic resource into an intelligence gathering facility. King Yen Lo, when he visits, uses his time to watch how various technological processes are used in factories all across Rifts Earth, carefully gathering the secrets behind Northern Gun, Triax and other leading industrial powers. Only the factories of Atlantis, Lazlo and other places guarded by magic or unknown to the 5th Yama King (Mindwerks and Archie 3 are

two examples) are beyond his vision. At all other times, his intelligence forces continue gathering information on military activities, scientific discoveries, and anything else that might have implications on national security.

Other Demon Lords of Guangdong

Having discovered that Yen Lo has turned his back on his divine Mandate, at least four Demon Lords secretly plot and scheme to depose him and take over his throne. However, they are well aware of the superhuman brilliance (and luck) of the 5th Yama King, and how such a revolt may take a hundred years or more of planning to succeed. Especially since Yen Lo just keeps coming up with ever-more devastating weapons and technology, and especially since the Army of Guangdong is already far stronger than any demon army that could be fielded, and is constantly being upgraded with ever more innovative and lethal weaponry.

To avoid being found out, the rebellious Demon Lords are trying to fit in with all the others, and are behaving in the same ways as those who are genuinely loyal. In other words, they are gradually emptying their private Hells, and becoming more involved with the modern Province. Still, scattered across the landscape are the remnants of their various Lands of Torture and supernatural minions, henchmen and monstrous allies.

1. Jiao Huan's Wailing Hell. Set aside for murderers, this is the only one of the Hells that is still expanding and taking new souls. Yen Lo, the 5th Yama King, is willing to overlook most of the crimes of the dead and the damned. (After all, what does he care if, a thousand years ago, someone forgot to tend their great-grandmother's grave, or cheated on an examination?) However, he draws the line when it comes to murderers. Not just because it is a serious crime, but also because he doesn't want any killings taking place in his new utopia. Therefore, the Demon Overlord Jiao Huan continues to expand the Wailing Hell, and is bringing in many of the Tormentor Demons from other parts of the Province to oversee the ever-growing population, each of whom must be inflicted with a long list of torments, including acting as victim for whatever murders and killings they inflicted in life.

2. Yen Hsiang Tai's Heartless Hell. Until a few decades ago the place was one of the more popular places for demons, since the dead and damned are all sex offenders of various kinds, and were to experience all kinds of perverse and demented torments. However, it's nearly empty now, and most of the thousands of arcane machines stand empty and unused, with only a few dozen demons remaining behind to make sure that all the equipment stays in working order.

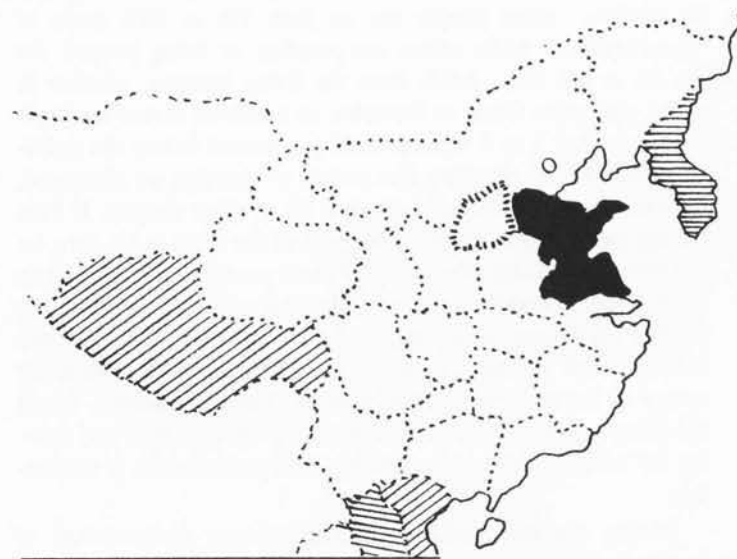
3. The Yin-Yang River of the Plague Gods. Much of what goes on here has become a state secret, but there are rumors that Yen Lo has set up a number of laboratories dedicated to investigating biological warfare, and that some of the Plague Gods, once his favorites, are now imprisoned and the subject of grotesque experiments.

4. Place of the Little Spirits. At least six powerful Demon Lords, all formerly in charge of tormenting atheists and agnostics, have been assigned to stay in this place and keep the "Little Spirits," mischievous little demons, from escaping and running amok in the rest of the Province. This includes Fox and Monkey Spirits, among others.

5. Cong Hua Hot Springs. Dian Gui, Yen Lo's Demon Overlord in charge of energy production, has turned this pastoral place into a Hell of open lava pits and seething tectonic activity, using demon-bound generators to produce various kinds of power, including electricity and heat, for the whole Province. Easy to locate, since massive power lines from all over Guangdong converge on Cong Hua.

Dinghushan Taoist Mountain Range

King Yen Lo may be kind to the living humans of Guangdong, but he has been merciless to the Taoist Immortals. Dozens of holy peaks, including Mount Luo, Mount Fu, Pearl Mouth Mountain, San Bao Peak, Erbao Peak, Fairy Hill, Hutou Mountain, Baizhang Peak, and Feitian Peak, which included such August sanctuaries as the Leaping Dragon Nunnery, the Grotto Heaven of Vermillion Brightness, the Temple of Great Emptiness, the eastern Temple of the Nine Heavens and the Well of Longevity, are either in ruins or are used as military outposts by Guangdong's Army. It is likely that Taoist Hermits, dragons and other mythical entities are still in hiding, but the rest of the Taoist Immortals have decided that they need to pick their battles, and attempting to take back Dinghushan will have to wait for another time, perhaps decades in the future. A few dozen Immortals and heroes are rumored to be held captive at the various locations, where they are tormented by the demons in charge.



Shandong Province The 6th Kingdom of Hell

**Land of Perpetual Revolution:
People's Commission for Salvation**

Ruler: Pien Cheng, 6th of the Yama Kings, known as Chairman Cheng, Supreme Leader of the People's Perpetual Revolution

Geography: Roughly 77,220 square miles (200,000 sq. km), centered in Shandong, but sprawling, with no walls or defined borders, over southern Hebei, a big chunk of northern Anhui, and parts of Jiangsu down to Suzhou and Nanjing.



Prominent Places: 1. Shijiazhuang, Politburo of the 2nd Yama King. 2. The Great Filth. 3. Land of the Locusts. 4. The Eastern Marchmount of Mount Tai.

Population: Considering the massive numbers of people trying to get in, and balanced with the equally massive numbers trying to get out, it's hard to know any exact totals. Suffice to say that around 5 million living humans are continually participating in the ongoing hell that is Pien Cheng's experiment with *People's Socialism*. After around 80 years of the "Perpetual Revolution," some people are on their 9th or 10th cycle of "re-education," while others are purging, or being purged, for the 4th or 5th time. Aside from the living humans, whether in cities, collective farms or factories, or scattered across the landscape, another 3 or 4 million dead or damned follow the political wind silently, working like mules, or chanting on command, but mainly just suffering through it all in quiet despair. If Pien Cheng's goal was to increase the pain of the souls in his care, he has succeeded brilliantly; many of them yearn for the days when all they had to endure were mere physical torments. While a few D-Bees participate in the ongoing madness, there were few here to begin with and most others have left the area, or have taken refuge in the mountains controlled by Taoist Immortals. Amid the chaos are around 180,000 demons of various ranks and powers for whom escape is impossible, and participation is mandatory.

Living Conditions/Lifestyle/Technology: Collectivism at its finest. Virtually everyone (except those fortunate enough to be a member of the "cadre," the decision-making committee) lives in vast dormitories, eats in communal dining halls, and participates in whatever tasks are daily assigned by the latest political leadership. Only on rare occasions does anything actually work, and most every day consists of excessive noise, unbelievably bad food, pointless physical labor and, worst of all, interminable meetings consisting of endless lectures and bouts of self-criticism. Heading up the torment are the *Red Guard* or "Hong Wei," who are charged with rooting out traitors and purifying the minds of the people, always referring to the *Little Red Book of Chairman Cheng* for directions. More often than not these Hong Wei are young people – children as young as nine or ten, or teenagers as old as sixteen or seventeen – and each of the

Hong Wei will themselves be "outed" when they get too old, or when their dedication wanes, or simply when another wave of young children gets sick of the status quo and decides to take over.

Pien Cheng 6th of the Yama Kings

Pien Cheng, once the mightiest of the Yama Kings, thinks of himself as reborn. Over one hundred years ago he assembled his allies, equipped his demon troops with a host of mystical weapons, created an army of over three million of the dead and damned, and set out to become the new Emperor, the new leader of the Yama Kingdoms, the new Son of Heaven in Rifts China.

What happened was what had happened three times before: Pien Cheng found himself completely betrayed, stabbed in the back, devastated and destroyed. His great forces broken, his demons routed, his walled cities and towns toppled, and his entire Yama Kingdom sacked. And his body, his immortal godlike body of blackened bones, was destroyed, completely annihilated by the powers of at least four other Yama Kings, as well as a combination of epic weapons and powers. By the end of the battle, Pien Cheng was less than dust.

Yet, in the way of a god, Pien Cheng found a way back to existence. Floating through the spirits of those who believed in him, given faint hope by the incense burned in his name, by the small sacrifices made to him, he found his way back to Rifts China, and back to the point where his *Heavenly Mandate* gave him strength, and where certain of his demons could heed his whispered commands. It wasn't much of a life, but it was a life, and it was an opportunity to begin again.

In the ordinary way of things, Pien Cheng would have found a demon's body, or the body of some magic creature, and used it as a framework for his resurrection, for the reforming of his body as a Yama King. He didn't do it. Strangely, his experiences on Rifts Earth had opened his immortal mind to new possibilities, to other ways of doing things. After all, he thought he had found the perfect time, and assembled the perfect army, and had perfect control of his allies, and none of it was true. So he looked around, and sought another option.

What other rulers had there been in the history of the Middle Kingdom? The Middle Kingdom of this world, the Middle Kingdom of Earth? In searching the history he found that the most powerful figure in all China's history was not an emperor. No, the most powerful figure was someone who had formed an army, who had fought China's invaders, and who had restructured the country according to a strange new set of beliefs. He was not an Emperor, but a Chairman. The Chairman of a political movement. More, the Chairman of an ideological movement. The more Pien Cheng looked at the history of the Chairman, the more he was intrigued.

After all, as the Chairman has pointed out, it's difficult to kill an idea. So Pien Cheng decided to become an idea. He took no permanent physical form. Instead he visited different bodies, and found that human bodies suited his ideas best. That in a human body he could express his thoughts, argue, debate, and eventually, inspire.

After all, what did the living humans of Shandong have to lose? Their lands had been turned into a Hell, and with the downfall of the 6th Yama King things just got worse. Why not listen to a new idea? Why not discuss the possibility of ejecting the invaders, of reclaiming the land, of reading the Little Red Book? Why not form committees? Why not join a People's Army? Why not bring back the Revolution? Why not? Why not?

So it came to pass that Pien Cheng moved from human to human. Inspiring, uplifting, and enlightening. He spoke of Chairman Cheng, and how Chairman Cheng was one of them, was yet another of the faceless masses, but Chairman Cheng could be anywhere, anytime. Chairman Cheng must remain anonymous, unseen, so the enemies of the people will not know where to strike. Village by village, town by town, the word spread, the red banner waved, and the people found hope, hope renewed.

By the time the People's Army rose up against the invaders, against the occupying forces of the other Yama Kings, they were an impressive force. To their surprise the "people" were no longer just the living. Pien Cheng's demons, commanded by their old king, instantly joined the Revolution. Then the dead and damned joined in. Suddenly there was a relentless movement of Revolution, no stopping the new ideology, and no stopping the faceless Chairman Cheng.

In the eighty years since that first success, the Revolution continues. Enthusiastic young volunteers take the Little Red Books everywhere in Rifts China, willing to be slaughtered and martyred in the name of Chairman Cheng and for the greater good of the people.

Note: Whatever human body the 6th Yama King possesses, becomes completely taken over and endowed with the stats and abilities below.

Alignment: Miscreant evil.

Attributes (the body he possesses has these attributes): I.Q. 26, M.A. 22, M.E. 31, P.S. 27 (Supernatural), P.P. 23, P.E. 17, P.B. 18, Spd. 80 (roughly 55 mph/88 km).

M.D.C.: 250 (added to whatever mortal body that is possessed; 6,700 in his old god-like form, 1850 in his current spirit form).

Horror/Awe Factor: 12

Size: Irrelevant, since he no longer has any physical body of his own; human-sized.

Gender: Always male.

Age: 47,000 years, but he has only been a Yama King for 1,460 years.

P.P.E.: 5,600

I.S.P.: 390

Level of Experience: 15th level Chi Mage, 11th level Necromancer and 9th level Mystic Martial Artist.

Disposition: Pien Cheng has become rather subdued since his transformation to spirit form. He is no longer arrogant, and actually displays humility. No longer cocky and self-confident, he is cautious and open to questions. In his dealings with humans, when he speaks through a living human body, he comes across as self-assured and authoritative, but he never speaks as Chairman Cheng, only as someone who has heard Chairman Cheng speak. In spirit form, when he ad-

resses demons, mystical creatures or the dead and damned, he speaks in a very matter-of-fact way, with no emotion save a little good cheer, as if there were a slight smile in his voice.

Appearance: No longer interested in bodies, he only appears in spirit form or inside the body of a human. As a spirit, when he is not deliberately invisible, he seems to be just the outline of an ordinary Chinese person, usually dressed as a member of the Red Guard, with typical pants, shirt-jacket and hat.

Natural Abilities: Nightvision 1000 feet (305 m), see the invisible, and dimensional teleport 80%. Impervious to all S.D.C. weapons as well as disease, poison, fire and cold. Resistant to man-made M.D. weapons, M.D. magic and psionics (all of which do half damage). Bio-regenerates 5D6 M.D.C. per melee round in any form, double on ley lines and at places of magic that radiate negative energy. In places filled with positive energy/chi, regeneration is just 2D6 M.D.C. per melee round. Needs neither rest, sleep, food or beverage in spirit form. In human form, he can subsist on a fraction of what normal humans need, but enjoys the "comfort and flavor" that good food and drink provides as well as appreciates the kindness when people offer him home cooked food.

Possess Living Human: Pien Cheng does this with great delicacy, trying not to do any damage to the host body, and quietly lulling the host personality to sleep during the time of occupation. The individual remembers nothing about being possessed.

Summon & Command Demons: All those demons he can name, of any kind, must obey his every command to the best of their ability, and will come instantly when summoned. Those demons who are unknown to him can resist being summoned (save vs magical summoning requiring a roll of 15 or higher). Those he cannot name can attempt to resist being commanded by him as well (must roll higher than the Yama King's Horror Factor) but, if in his spirit presence, are highly likely to voluntarily obey.

Spirit Wrack (special): A purely psychic attack. Victims must save vs psionics or suffer the not-so-gentle attacks of Pien Cheng on whatever they believe, even to the point of making them doubt their goals, own history, and even their own name. In the alternative, the attack can be used to destroy 4D10 (or 1D4x10) points of the victim's I.S.P. every melee round.

Skills of Note: Magically understands and speaks all languages, and can read Chinese, Anthropology 95%, Calligraphy 95%, Tea Appreciation 98%, Law (human) 98%, Temple Lore: Sociology 85%, Lore: Chinese Classical Studies 90%, Lore: Chinese Mythology 98%, Lore: Feng Shui/Geomancy 98%, Temple Lore: Meditation 98%, Lore (others): All at 98%, Streetwise 90%, Land Navigation 85%, Wilderness Survival 90%, Climbing 90/80%, Escape Artist 60%, Prowl 55%, Swimming 90% (all can be performed by whomever he possesses).

Vulnerabilities: Although Pien Cheng should still be subject to his specific **Mandate of the Jade Emperor**, his lack of a material form makes it unnecessary to fear even a Point of Correction. Instead he has another set of vulnerabilities, due to his lack of a body.

1. Psionic Vulnerability. Although he is as powerful a

psionic as any that exist on Rifts Earth, there is always the possibility that his mind could be overcome by a collective of other great psionics.

2. Magical Vulnerability. Being mostly in a spirit form, and also being very well known, it's always possible that someone could construct a Circle of Summoning just for Pien Cheng. Once caught, he could, theoretically, be destroyed. Yet it would take a tremendous amount of power, as well as the mystic permission of the Heavenly Court of the Jade Emperor, to accomplish Pien Cheng's true death.

Combat: As with other Yama Kings, he is extremely resistant to personally engaging in combat, since it is so far below his station. Damage is as per Supernatural P.S. (3D6 M.D.).

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

Bonuses (all): +10 on initiative, +5 to strike (non-physical), +4 to parry, dodge and pull punch, +4 to roll with impact, +8 vs psionics and insanity, impervious to possession and mind control, +4 to save vs magic, +8 to save vs illusions and Horror Factor.

Magic: Master of all spell Invocations, except Spells of Legend, and all Necromancy magic.

Demonic Curses: All.

Psionic Powers: Knows all Healing, Physical, Sensitive and Super Psionic abilities. Considered a Master Psychic who can perform up to three psionic abilities at a time. I.S.P.: 390.

Martial Art Powers: None.

Allies & Servants: With the continuing purges and cycles of "re-education" he has made sure that there is no one among his forces who is any better than anyone else. Even Demon Lords have had to go through the cycles of self-criticism and humiliation, swallowing the outrage and desire to smash by the hundreds, by the thousands, the puny humans responsible for their debasement.

Never-Dying Servants. Having learned from Yen Lo the trick of the Soul Deal, Pien Cheng decided that this was the best way to assure that there would be no escape from his Perpetual Revolution. Whenever a Comrade became truly devoted, they would be encouraged to pledge themselves to the Revolution, "In Perpetuity." This, of course, means that most of the living humans cannot use suicide as a way to escape the misery of their lives. Like the other dead and damned, those who have gone through death and returned will never again be eligible for membership in the Cadres, but will come back again and again as cogs in Chairman Cheng's great machine. Unlike the 5th Yama King's Never-Dead, those of Chairman Cheng always come back looking younger and more idealistic (reduce penalties by half), although their souls get progressively more weary. (See page 30, under Yen Lo, for complete details on the Never-Dying Servants.)

Note: While all the other Yama Kings were told (or figured out) how the Never-Dying Servants worked, only Pien Cheng Wang, the 6th Yama King, Tai Shan Chun, Demon Regent of the 7th Yama Kingdom, and Tu Shis, the 9th Yama King, have arranged for any significant numbers of Never-Dying, and each implements them in their own way.

City of Shijiazhuang

Urban Politburo of Chairman Cheng

There is just one city in all of Shandong Province, and it is Shijiazhuang, mostly just referred to as "The Politburo." Every building is a huge, crumbling gray tower, either forty years old and ready to fall apart, or newly built and ready to fall apart. There are thousands of these buildings, all identical, each decorated with massive written characters, copied from the Little Red Book of Chairman Cheng ("Those who do not attack the enemy are our enemy!" "Only an enemy would say the Revolution is complete; the Revolution can never be complete as long as enemies exist!" "Whoever eats too much takes food from the People's Army. Whoever eats enough takes food from the People's Army. Whoever goes hungry feeds the People's Army!" "Sleep is the enemy of the People!" "All views that underestimate the enemy are wrong!" "You learn more as a student than as a teacher!"). Everyone, from living humans, to D-Bees, to the dead and damned, to lowly demons, to Demon Lords, everyone wears the same outfit of dark green pants, green shirt jacket, green shoulder back, brown shoes, and green floppy hat with a bright red star. Anyone found outside Shijiazhuang should either be on assignment to the People's Army, or be assigned to a work crew (farming, for example). **Note:** Goblins, Faerie Folk and mischievous nature spirits often make fun of the uniforms and seriousness of these people.

Any other structures, especially private houses, temples and places of commerce, are quickly destroyed. Even the ruin of the Revolutionary Martyrs' Mausoleum, once an inspiration for Pien Cheng, has been completely demolished, since its ideals might conflict with those of the Perpetual Revolution.

Other Demon Lands of Shandong

Other than the following two Hells, there is nothing much left of the old Yama Kingdom of Shandong. Most of the place is either used for agriculture, or is completely barren. Even wild animals and Goblins are reluctant to come to this place.

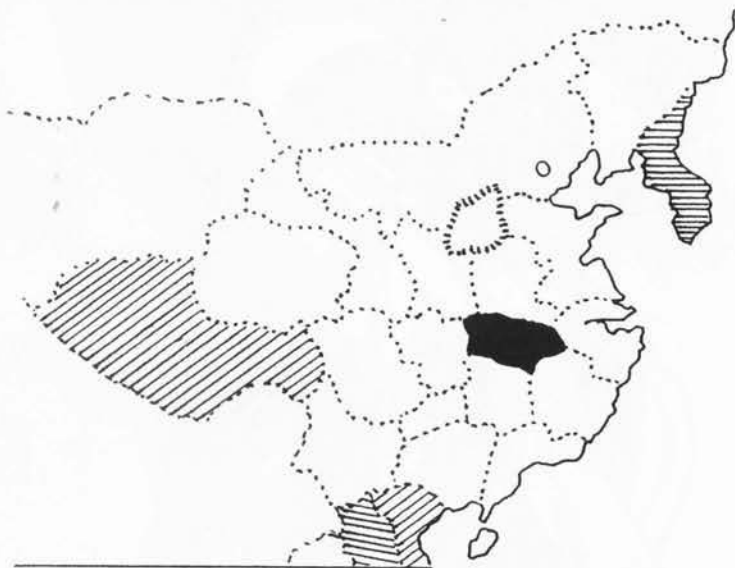
1. The Great Filth. In spite of numerous attempts to drain this swamp, or to fill it in, the Great Filth remains, a reminder that not everything can, or will be, changed by the Perpetual Revolution. It was once a torture ground for blasphemers, the sacrilegious, and those who complained about heaven, earth, wind, rain, heat or cold, therefore offending the gods of those things. It is now swept clean of all demons and seems utterly empty except for the occasional Ch'iang Shih (vampire), Shen Mo and Vapour (the latter two being types of demonic ghosts).

2. Pa'en Mo, Demon Overlord of the Land of the Locusts. This is the one and only Demon Lord who stays in Shandong, openly defying Pien Cheng. He has split his physical body among millions of locusts, and when it pleases him to do so, he goes out and ruins various crops. It's only a matter of time before Pien Cheng finds him, binds him, and brings him back for another cycle of re-education.

The Eastern Marchmount of Mount Tai

One of the most sacred places of the Immortal Taoists, it is located in the middle of Shandong province and includes Mount

Tai ("Grand Mountain"), the most revered of the five sacred mountains of Rifts China, and the location of the *Queen Mother Pond* and the *Collected Jade Nunnery*, as well as the nearby *Temple of Primordial Lady of the Emerald Cloud* (on Daguean Peak). The Perpetual Revolution occupied the sacred lands for over twenty years, each day lecturing the Taoist Immortals, including the Divine Lady Tzu-Ku Shen. Ultimately, when it became clear that none of the Taoists were particularly swayed, and that some of the Comrades were being seduced by the words of the Taoists, Chairman Cheng decided to retreat, and leave the Taoists to their wilderness in peace.



Hubei Province

The 7th Kingdom of Hell

Ruler: Tai Shan Chun, Demon Regent of the 7th Yama Kingdom.

Geography: 67,180 square miles (174,000 sq. km), just a little smaller than the borders of the old Pre-Rifts Hubei Province. Of all the Yama Kingdoms it is the most changed, the most filled with regions of Hell, with more terrains nothing whatsoever like the natural Earth. Armies of demons guard and patrol every border, day and night, to be sure that there are no unauthorized escapes, and no enemies slipping in unseen.

Prominent Places: 1. Walled City of Wuchang (formerly Wuhan), Throne of the 7th Yama King. 2. T'ashanwan, the Lake of Boiling Oil. 3. Renao Diyu, the Noisy Hell of Evisceration. 4. Demonia (Roujiang). 5. Wudangshan Mountains.

Population: With only around 300,000 living humans, Tai Shan Chun controls the smallest human population of any Yama Kingdom. On the other hand, there are over 6 million dead and damned, and he has welcomed demonic deserters and rebels from all the other Yama Kingdoms, swelling the number of demons to well over four million, such that his Kingdom has become known as the *Land of Demons*. Completing the census are 175,000 D-Bees, mostly those who welcome the opportunity to "pass" as demons.

Living Conditions/Lifestyle/Technology: Outside of the capital of Wuchang, life for living humans is primitive, hazardous, very unpleasant, and with starvation threatening the whole

living population every year. Every Walled Town sees fewer living humans every year, partly from the depredations of demons and other hostile beings, but mostly from a steady exodus of those fleeing to other places.

Walled City of Wuchang

The greater city of Wuchang is split into three distinct parts, cut into east and west by the Yangzi River, with the western shore divided north and south by the Han River as it flows toward the Yangzi.

South of the Han River, and west of the Yangzi, is the living human settlement of Hanyang, the smallest of the city's three districts, and the one with the least in the way of military defenses. Home to around 50,000 living humans, and about half that many dead or damned slaves, this is the main human commercial district for all of Hubei, a dense maze of solid rock and cement buildings, which turns into a frenzied market from dawn to dusk, but then closes up completely before the sun sets, with each family and business locking themselves in for the night behind fortified doors, walls and armored windows. This is a place accustomed to terror, and those seeking any kind of nightlife, even so much as a beer or a meal, have no choice but to go elsewhere.

Also west of the Yangzi, but north of the Han, is the D-Bee district of Hankou. Entirely different in character, Hankou has become one of the largest D-Bee communities in Rifts China, with over 100,000 alien people, a few thousand living humans, 25,000 dead or damned, and around 16,000 free demons. In total contrast to Hanyang, the streets of Hankou, whether the wide boulevards or the narrow alleys, are lit and lively and filled with activity day and night. This is definitely the fun side of Wuchang, where street-side restaurants, taverns, nightclubs, brothels and drug dens never close. Undefended by walls, fortifications or guard posts, Hankou seems to shout to the world, "we've got nothing to fear; attack us if you dare!" That may seem a bit cocky, but considering the masses of heavily armed D-Bees, not to mention the number of Mega-Damage creatures in residence, it might not be too exaggerated.

East of the Yangzi River is Wuchang proper, and the center of government for all of Hubei. This is also the only Demon-centered city in all of Rifts China, with nearly 200,000 demons, no less than 350 Demon Lords, and over 600,000 dead or damned. The walled portion of Wuchang, which encloses the *Palace of the Demon Regent*, as well as the Hubei government office buildings, the military armory, and the estates of the Demon Overlords, has a natural moat in the Yangzi to the west, and with Sha Lake to the north, Shai Lake to the south, and Donghu Lake to the east. An impressive structure, supposedly constructed on the advice of a Taoist Immortal, with the assistance of at least three ancient dragons, it looks like an enormous cube of dark green jade (breaching even a small section would require breaking through 4,000 M.D.C.!), with huge Gatehouses set to the northeast, southeast, northwest and southwest.

Finally, to the north of Sha Lake, nearly 1.3 miles (2 km) north of the Wall of Wuchang, are the tenements of nearly one million dead and damned.

Tai Shan Chun, Demon Regent of the 7th Yama Kingdom

While not officially the 7th Yama King, Tai Shan Chun received a *Special Mandate of the Jade Emperor* before coming through to Rifts China. Whether he had previously deposed his predecessor, or whether he was merely appointed as a temporary stand-in is unknown (it is not unknown for Chinese Deities to take vacations or arrange for extended absences, either for a few weeks or to attend an important party, or to go off on a mission or quest that might take hundreds of years). Either way, Tai Shan Chun, Demon Overlord, once second in command of the realm, having risen over the course of thousands of years from the ranks of the lowest of Demon Clerks, is now known as the *Demon Regent* and is one of the most powerful, aggressive and ambitious leaders in Rifts China.

One way he's been exercising his ambition has been by inviting Demon Lords and demons from all over Rifts China to join him. Each time a Yama King fell (1st, 6th and 10th), he sent envoys to the surviving demons, offering them places on his Demon Council, and he has never turned away those demons who deserted from some of the other Yama Kings. At this point he has an Inner Chamber of 14 Demon Overlords, a House of Demon Lords numbering over 500, and a total force of demons in excess of four million.

He hasn't neglected picking up other allies along the way, including a renegade sect of Taoist Immortals, an entire kingdom of Gargoyles, and numerous other powerful creatures.

Alignment: Aberrant evil.

Attributes: I.Q. 30, M.A. 22, M.E. 26, P.S. 42 (Supernatural), P.P. 20, P.E. 25, P.B. 17, Spd. 22.

M.D.C.: 4,700

Horror Factor: 16

Size: 25 feet (7.6 m) tall and weighs three tons, but can magically reduce his size at will, and will generally appear at about one third his usual size (8 feet/2.4 m tall).

Gender: Male.

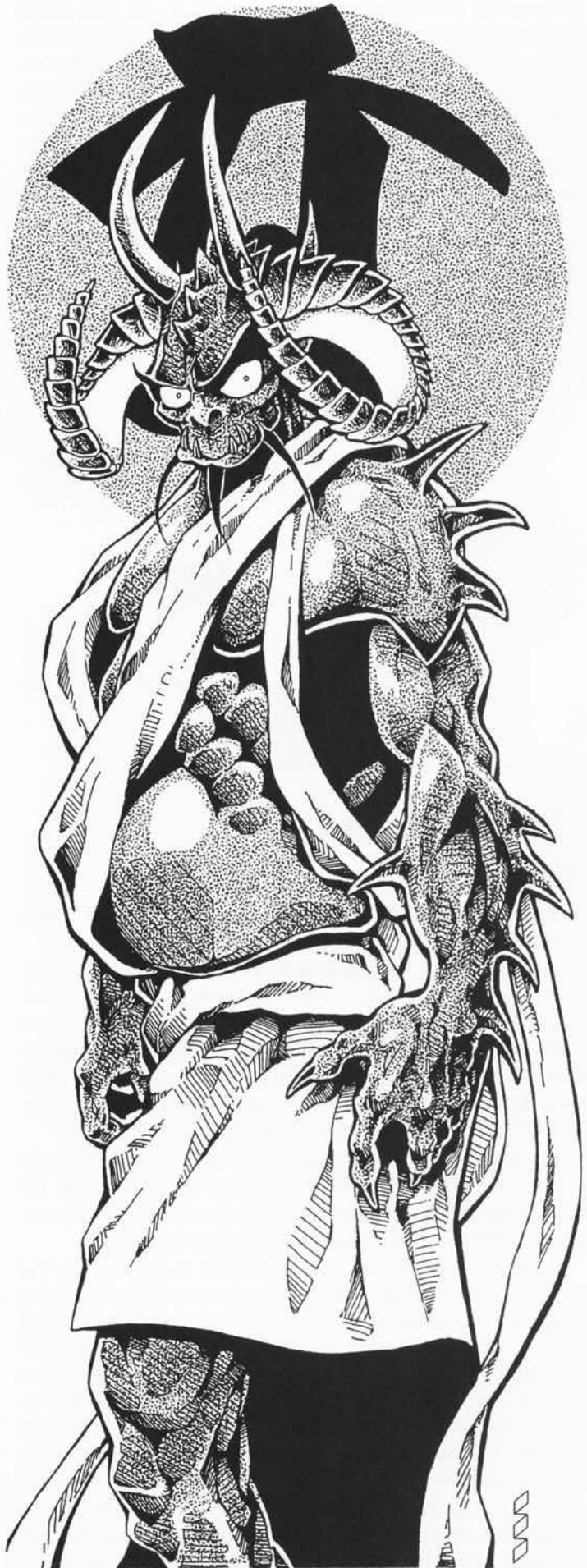
Age: 87,600 years; he has been a Yama King for just 359 years.

P.P.E.: 1,300

Level of Experience: 23rd level Demon Overlord, 9th level Enlightened Scholar.

Disposition: Aggressive, strong and tightly wound. Tai Shan Chun comes off as brilliant and lightning quick, seemingly always a step or two ahead of anyone, anticipating most things, and reacting very quickly to changes in circumstances. Unlike so many other demons, he understands the need for others, and he treats them well when they are efficient and productive. He also believes in immediate and brutal punishment for those who do not fulfil their promises.

Appearance: He usually appears in a unique form, one that combines the blackened skeleton form of a Yama King, but in which the bones are clearly those of a Horned Demon Overlord, always clothed in the finery that one would expect from a Yama King. When not on the Throne, or otherwise on display to his underlings, he is most comfortable in the scales, spines and horns of a Demon Lord.



Natural Abilities: Keen vision, Nightvision 3000 feet (914 m), sees clearly in magical darkness, can see the invisible, does not breathe air and can survive indefinitely in a vacuum. Dimensional teleport 80%, impervious to S.D.C. weapons except those made of silver or bone (they inflict M.D. equal to their usual S.D.C.), impervious to disease, possession, and normal cold and heat (M.D. ones do full damage). Resistant to poison (half damage and half duration) and bio-regenerates 1D4x10 M.D.C. per melee round, double on ley lines and at places of magic that radiate negative energy. Heals only 2 M.D.C. per melee round in places filled with positive energy/chi.

Summon & Command Demons: All those demons he can name, of any kind, must obey his every command to the best of their ability, and will come instantly when summoned. Those demons who are unknown to him can resist being summoned (save vs magical summoning requiring a roll of 15 or higher). Those he cannot name can attempt to resist being commanded by him as well (must roll higher than the Yama King's Horror Factor) but, if in his presence, are highly likely to voluntarily obey.

Metamorphosis: Can transform himself, instantly, into most forms, gaining all the natural abilities of animal forms, and losing none of his own abilities (i.e.: if he transforms into an eagle, he will be able to fly like an eagle). On the other hand, a metamorphosis into a mystical creature, like a dragon, does not necessarily give him the creature's abilities.

Change Size at Will (special): Change size at will from as small as one foot (0.3 m) to as large as 25 feet (7.6 m).

Skills of Note: Magically understands and speaks all languages, and can read Chinese, Calligraphy 98%, Detect Ambush 85%, Detect Concealment 80%, Interrogation Techniques 90%, Tea Appreciation 98%, Lore: Chinese Classical Studies 98%, Lore: Chinese Mythology 98%, Temple Lore: Feng Shui/Geomancy 98%, other Lores (all) at 70%, Basic Math 98%, Advanced Math 90%, Dance 90%, Dowsing 90%, Gemology 90%, History: China 90%, Military Etiquette 95%, Navigation 95%, Recognize Weapon Quality 95%, Seduction 65%, Streetwise 75%, and all Ancient (Chi) Weapon Proficiencies.

Vulnerabilities: Tai Shan Chun received a special supplement to his predecessor's *Mandate of the Jade Emperor*. As it turns out, he is far less restricted than the other Yama Kings, since it specifies that he is a Demon Overlord, and *not* a Yama King, and therefore is expected only to carry out the *Mandate to the best of his ability!* For Tai Shan Chun this is like the best "Get Out of Jail Free card" ever! Virtually everything in the *Mandate* takes on more of the air of a *suggestion*, so he has a considerable degree of freedom, and he has little to fear from those who might use the *Mandate* against him. On the other hand, Tai Shan Chun has no special immunity to Magic or Psionics, and when he fails to save, he'll suffer full damage.

Attacks per Melee: 10 physical attacks, or three magical.

Damage: Head butts, punches and kicks do damage as per Supernatural P.S.; typically 1D6x10 S.D.C. on a restrained punch, 5D6 M.D. from a full strength punch or kick, 1D6x10 on a power punch (counts as two attacks), and Tai Shan Chun is an expert Demon Wrestler with moves to entangle, pin and

crush/squeeze (6D6 M.D. per squeeze). Or he can attack using magic, psionics or a weapon, typically a giant-sized sword. Prefers to rely on his natural abilities and magic. **Note:** Where other Yama Kings will avoid combat as 'beneath their dignity,' Tai Shan Chun really enjoys a good fight, and his attempts at keeping out of a battle will be half-hearted.

Bonuses (in addition to likely attribute bonuses): +6 on initiative, +6 to strike, +7 to parry, +2 to dodge, +4 to disarm, +8 to entangle, +1 to save vs all types of magic, +7 to save vs Horror Factor, +4 to save vs mind control, and impervious to illusions and possession. See attributes for additional bonuses.

Magic: All spell invocations levels 7-15, plus the Spells of Legend: Doppelganger Superior (1000), Metropolis (1600), and Sanctuary (1500). See the **Rifts® Book of Magic** for descriptions of all magicks.

Demonic Curses: All.

Psionics: All Physical and Super Psionics, plus Telepathy (4). Considered a Master Psychic. I.S.P.: 160.

Martial Art Powers: None.

Artifacts & Creatures of Note:

Wind-Fire Pagoda: Situated in the innermost courtyard of the Demon Regent's palace there sits an eight-story pagoda. It seems odd, partly because it is sitting in a courtyard that is far too small for such a grand structure, built with eight levels, each tall enough for a Demon Lord to stand comfortably. As it happens, the Wind-Fire Pagoda is very much a magical artifact, capable of levitation, as well as flight (Spd. 110/75 mph/120 km). Carrying as many as 100 demons, complete with their weapons, the Wind-Fire Pagoda can be an enormously powerful military machine. Rumors persist that Tai Shan Chun is negotiating with the 5th Yama Kingdom for specially built M.D. weaponry, designed to make the Wind-Fire Pagoda into a flying fortress.

Never-Dying Servants. See page 30, under Yen Lo, for complete details on the Never-Dying Servants.

Other Notable Allies of Tai Shan Chun

The following three leaders all reside within the Walls of Wuchang, but most of their people can be found across the river in Hankou. While these three are the most powerful of Tai Shan Chun's non-demon allies, he has also met with representatives of many other D-Bee forces, including the *Horune Pirates*, the *Staphra* and the *Were-Dragons* (see **Rifts® World Book 21: Spynn Dimensional Market™**), as well as nature spirits, ancient (evil) gods and Were-People.

1. Chi Chou Lu, Taoist Immortal of the Shang Zheng Ye Sect. Not all Taoist Immortals have the same philosophy, nor are they of one mind when it comes to the fate of Rifts China and the Yama Kingdoms. Chou Lu has decided that his fate is intertwined with that of the Demon Regent, and he has brought his disciples and students to serve him. **Alignment:** Unprincipled. **Attributes:** I.Q. 24, M.E. 19, M.A. 15, P.S. 21, P.P. 23, P.E. 19, P.B. 16, Spd. 17, **Hit Points:** 144, **S.D.C.:** 65, **Height:** 5 feet, 5 inches (1.6 m), **Weight:** 145 pounds (65.2 kg), **P.P.E.:** 240, **Level of Experience:** 9th level Taoist Immortal, 6th level Mystic Martial Artist, 4th level Enlightened Scholar.

2. Ast-Oth, Gargoyle Mage of the Z'grath Clan. Gargoyles and Gargoyle Lords have been gathering in Hubei Province for at least forty years, with several thousand settling in the ruins of old Xiangfan. While no formal agreement has been reached, it seems that Ast-Oth is attempting to set himself up as the official representative of the Gargoyles of Rifts China. Alignment: Anarchist. Attributes: I.Q. 17, M.E. 21, M.A. 14, P.S. 31, P.P. 27, P.E. 26, P.B. 6, Spd. 17 (Running), 90 (Flying), M.D.C.: 400, Height: 18 feet (5.5 m), P.P.E.: 300 (see *Rifts® World Book 5: Triax & the NGR* for more details on the Gargoyles).

3. Zhua Zhao, Clan Lord of the Hei Ch'ih Chu. Claims to be the hereditary leader of all China's Hei Ch'ih Chu, the *Black Fang Giants*, a race of enormous humanoids covered with pale white natural armor, with prominent black teeth, said to have been killed by a group of champions back in the legendary rule of the Yao Patriarch (2255-2357 B.C.). At least 600 of the monsters are currently hanging out in Hankou, most of whom seem to have developed a taste for the local black heroin. Alignment: Diabolic. Attributes: I.Q. 12, M.E. 11, M.A. 12, P.S. 42, P.P. 15, P.E. 27, P.B. 3, Spd. 9, M.D.C.: 265, Height: 34 feet (10.3 m), Weight: 2,800 pounds (1260 kg), P.P.E.: 180.

Other Hells & Demon Lords of Hubei Province

There are no less than forty different demonic Hells in Hubei, each specializing in the torment of a particular kind of dead or damned, ranging from the arsonists' **Hell of the Glowing Copper Pillars**, to the vulture-infested **Sword Mountain** where cannibals or purveyors of human flesh are sliced and consumed. Most of the others specialize in those who violated the Laws of Honesty in some way or another, including liars, cheaters (crushed by mules and other beasts), and various kinds of betrayal. Each contains no less than 50,000 dead or damned, and at least 7,000 demons. Among the most powerful Demon Lords are the following three:

1. Shang Chengdao, Demon Lord of T'ashanwan, the Lake of Boiling Oil. This is the strange realm of those who have violated the dead in some way, including dishonest undertakers, grave robbers, as well as those who forged or destroyed legal wills. Once Hong Lake, it has become the center of a strange ecology of plants with sharp metallic leaves, and a variety of *metal* animals and monsters.

2. Fang Changyu, Demon Lady of the Renao Diyu, the Noisy Hell of Evisceration. A large forest, covering a lot of northern Hubei Province, is the special place of torment for those who, in life, sold, abused, or neglected children. Aside from the standard demons, who keep track of the paperwork, there are two kinds of demonic animals who hunt, eviscerate, and eat the bodies of the dead and damned. The first are the **Shih Lang, Jackal Wolves**, each weighing over 250 pounds (112.5 kg). They run in packs of 30 or 40, and are known for exceptional cruelty toward their victims, chewing off small body parts one at a time and playing cat and mouse games. Alignment: Aberrant. Attributes: I.Q. 12, M.E. 13, M.A. 14, P.S. 24 (Supernatural), P.P. 21, P.E. 22, P.B. 9, Spd. 58 (40 mph/64 km), M.D.C.: 1D6x10+44, Height: Four feet (1.2 m) at the shoulders, P.P.E.: 2D6x10+12. Magic: All level 1-3 Air Elemental magic.

Their rivals, the **Feng Shih, Demon Boars**, are far larger (up to 1,750 pounds/787.5 kg), but travel in smaller groups of just

8-12. They are known for their terrifying calls, harmonizing group songs and combat grunts (Horror Factor: 13, from sound alone). Alignment: Diabolic. Attributes: I.Q. 8, M.E. 10, M.A. 8, P.S. 32 (Supernatural), P.P. 15, P.E. 24, P.B. 3, Spd. 58 (40 mph/64 km), M.D.C.: 1D6x10+66, Height: Four feet (1.2 m) at the shoulders, P.P.E.: 2D6x10. Magic: All level 1-2 Earth Elemental magic.

3. Guo Yi, Demon Lord of Demoniac (Roujiang). Surrounded by pure white walls, the beautiful gardens of this place might seem like a godlike garden. However, the goals of this place are not sanity, but rather the restoration of sadism and madness. Demons who seem to be going "soft," or who are showing signs of meditating, enlightenment, or other weaknesses, are sent here for the "cure." While there are several treatments, including severe physical torture, poisonous elixirs, and talk therapy, the most popular course of treatment involves introducing a **Erh Shu, Ear Rat**, through the ear, and into the demon's diseased brain. Of course, care must be taken to prevent the demon patients from ripping open their own skulls (it seems that being the host for an Erh Shu is more than a little disturbing), but after six or seven weeks most of those who have endured an Ear Rat (or two, in problem patients) return to behaving like conventional demons, ready to go back to their old jobs and positions.



Wudangshan Mountains

With 72 peaks, 36 cliffs and 24 valleys, all magnificent, this is considered the jewel of the Taoist sacred sites of Rifts China. **Chi Chou Lu**, a Taoist Immortal, and one of the *Demon Regent's* most trusted advisors, has recommended that the area be made off limits to demonkind, a policy also supported by Wuchang's dragon. As a result, the Taoists of Wudangshan remain undisturbed, but cut off from the rest of the world.

It is reputed that the area is host to at least a dozen of the Immortal Phoenix, as well as a valley containing a grove of rare *iron trees*. However, the most dramatic sight is found on Tianzhu Hill, inside the *Jindian Temple*, where the six foot (1.8 m) high gold *Statue of the Great Perfect Warrior Emperor* is found. It is said that the statue came to life during the time of the Rifts, and certainly the posture and expression of the current statue's pose are quite different from what can be seen on photographs and postcards dating from earlier years. The Taoist Priests who tend the temple are convinced that the spirit of the statue *is* alive, but simply motionless because of its deep meditation. Those who are sensitive to such things say that at least 50,000 P.P.E. are somehow bound up in the statue, the base on which it stands and/or the temple itself. Exactly what the statue is capable of doing, and whose side it is on, are unknown.



Chuanxi Province

The 8th Kingdom of Hell

Ruler: Ping Teng, 8th of the Yama Kings.

Geography: A bit more than 77,220 square miles (200,000 sq. km), Chuanxi consists of the eastern piece of the former Sichuan Province (once one of the largest in China), centered mostly on the Chuanxi plain. The borders have become pretty much imaginary, with the demons assigned to the security of the kingdom having mostly abandoned their duty and either settled in one of the lands of torment, or deserted altogether. The latter wander China and surrounding countries as demonic bandits or mercenaries for hire.

Prominent Places: 1. Chongqing, Throne of the 8th Yama King (16 City Dungeons). 2. Fengdu, the Ghost City; Temple of the Yama Kings. 3. Ding Shou, the Plain of Nails. 4. Ti Wang, the Vale of the Mute. 5. Menguo, the Latrine Pit Swamp.

Living Conditions/Lifestyle/Technology: It seems that, in the absence of any reliable rule of law, people are mostly concerned with taking care of themselves. Some Walled Towns are doing well, and prospering, while others have tremendous problems. Technology is pretty basic, but people are willing to buy anything that might make their lives easier.

Chongqing

Throne of the 8th Yama King

At the tip of the "horn" of Chongqing, just below the point where the Jialing River pounds into the Yangzi River, Ping Teng has built his great tower. It is no palace, but a thirty-story fortress, complete with gatehouse, killing fields, guard walls patrolled by demons at all hours, and narrow, circular stairways. Almost nothing about the tower is meant to provide comfort or ease, but it looks awfully imposing, jutting straight up from where two mighty rivers crash together.

The rest of the town is broken up into different armed camps, with each group having its own walled city, and its own private army. The living humans are closest to the north, along the Jialing River, while twelve different walled D-Bee communities hug the bank of the Yangzi, down to the south. Between these

walled communities are the seventeen *dungeons* of the Demon Lords, each with no less than 5,000 demons, and each with no less than 100,000 dead or damned, each tormented or tortured in some different way.

This is a place of naked hostility, where it seems every community has a grudge against all the others, and where even paying customers are treated with suspicion (something that's almost unique in Rifts China, where a first-time customer is usually an honored guest, a third-time customer is treated with generosity and honesty, and where anyone who is an eight-time customer is effectively one of the family). Nearly everyone, here and elsewhere, speaks of Chongqing as a place of "Very Bad Chi," and believes that evil spirits infest the entire city. (These include Fox Spirits, Fox Faeries, and a host of Goblins and ghosts.)

Outsiders, while viewed with suspicion, are also seen as pawns to be used against the other (rival) communities and other enemies. Thus, visitors, human or otherwise, must be careful not to get embroiled in political intrigue, campaigns of revenge or infighting among the Demon Lords and wannabe powers of Chongqing.

Ping Teng, 8th of the Yama Kings

Clearly Ping Teng is insane, that's obvious in the first minute of meeting him. So insane that it's hard to understand how he managed to hold on to power, and how he keeps his Demon Lords, or the other Yama Kings, from deposing him and seizing his Throne.

Probably the only reason he is still on the Throne is the fear of his various Demon Lords, all of whom are convinced that they'll be ousted if Ping Teng is ever overturned. So, rather than work towards his removal, they conspire to keep him on the Throne, all the while building their own, private power base, and stealing everything they can reach from everywhere in the 8th Yama Kingdom.

Alignment: Aberrant evil.

Attributes: I.Q. 9 (normally it would be much higher, but his insanity has made him pretty demented), M.A. 4, M.E. 8, P.S. 55 (Supernatural, fueled by his paranoia and shifting but powerful emotions), P.P. 17, P.E. 27, P.B. 10, Spd. 11.

M.D.C.: 8,500

Horror Factor: 18 (as a lunatic, he's even creepier than the other Yama Kings).

Size: Variable, but usually around 12 feet (3.6 m) tall.

Gender: Male.

Age: 13,000 years, but he has only been a Yama King for around two thousand years.

P.P.E.: 3,700

I.S.P.: 180

Effective Level of Experience: 6th level Necromancer. Whatever abilities he once held have been lost to madness, and he is unable to focus on anything more than Necromancy and his natural abilities.

Disposition: Erratic in the extreme, so that it seems like his brain is just slamming from one side of his head to the other, and along the way completely forgetting the last topic of conversation. He's also paranoid, believing that *everyone* is out



to get him, or plotting to trick or use him in some way. He is also obsessive about his immediate environment. ("Was that door opened? It's closed now, but it looks like someone opened it. Someone opened it, but they didn't close it all the way. Do you see? The only way to close it, to close it right, is to close it eight times. Unless there has been an enemy in the room, in which case it needs to be closed twenty-eight times. Unless there has been a rat in the room, in which case it needs to be closed thirty-one times. Okay. Okay. I'm opening the door . . . yes, it feels like it was opened before. So I'll close it again. Open. Close. Open. Close. OpenCloseOpen CloseOpenCloseCloseCloseClose. That's eight. Good. Keep it closed. Except it was open before, so it's really nine. Nine. Nine. 9th Yama King. Was he here? No? Yes? Wait, I should start over. Yes. Start over . . .")

Appearance: He usually appears as a blackened skeleton, but his clothing is often disheveled, askew, or missing altogether. Often he involuntarily changes in odd ways, either his bones swelling or shriveling, or his skull inflating or deflating in a horrible, deformed way. These things are beyond his notice, and there is a good chance he won't believe anyone who points them out, or he'll wonder why they are lying and trying to confuse or trick him. ("Yes, they must be one of his enemies. What to do next? Kill them? Torture them to reveal the identity of their master? Keep an eye on them? Use them as pawns? Hmm . . . what indeed?")

Natural Abilities: Nightvision 1000 feet (305 m), see the invisible, dimensional teleport 75% (it was once at 98%), impervious to all S.D.C. weapons, disease, poison, fire or cold. Resistant to man-made M.D. weapons, magic and psionics (all do half damage and penalties/effects last half as long). Bio-regenerates 1D6x10 M.D.C. per melee round, double on ley lines and at places of magic that radiate negative energy. In places filled with positive energy/chi, regeneration is just 1D6 M.D.C. per melee round. Has no need for rest, sleep, food or beverage, but has recently grown fond of strong incense, and the scent and taste of peach blossoms and peaches used in every conceivable way as food and drink. (Prior to that he had developed a taste for human blood, a thirst for which thousands paid with their lives.)

Summon & Command Demons: All those demons he can name, of any kind, must obey his every command to the best of their ability, and will come instantly when summoned. Those demons who are unknown to him can resist being summoned (save vs magical summoning requiring a roll of 15 or higher). Those he cannot name can attempt to resist being commanded by him as well (must roll higher than the Yama King's Horror Factor) but, if in his presence, are highly likely to voluntarily obey.

Metamorphosis: Can transform himself, instantly, into any form, even that of a dragon, gaining all the natural abilities of that form, and losing none of his own abilities. The guise of an aged scholar, or wizened priest or sorcerer are his current favorites.

Skills of Note: Magically understands and speaks all languages, and can read Chinese (all) at 98%. Note that all other skills have been terribly reduced by his insanities. Art 60%, Calligraphy 15%, Dance 80%, Prowl 57%, Sing (something he is fond of doing lately when he's in a relaxed mood, much to

the agony of those around him) 15%, Tea Appreciation 28%, Lore: Chinese Classical Studies 30%, Lore: Chinese Mythology 48%, Temple Lore: Feng Shui/Geomancy 28%, Temple Lore: Meditation 9%, Land Navigation 29%, and Wilderness Survival 58%.

Vulnerabilities: As with all Yama Kings, Ping Teng received his power under a specific *Mandate of the Jade Emperor*, and most of his powers and strengths are received from the specific details of the Mandate. Since he is so clearly violating the Mandate, there are demons around him all the time to ensure that he is never alone, and that anyone who attempts so much as a Point of Correction is immediately silenced.

1. **Point of Correction.** As with the other Yama Kings.
2. **Accusation of Neglect.** As with the other Yama Kings.
3. **Dissolution of Godhood.** As with the other Yama Kings.

Combat: He is so erratic, it's impossible to say whether or not he might personally enter into combat. However, those around him, who stay very close, are unlikely to risk him entering into a fight, and there are many who will fight for him to keep their own positions of power.

Attacks per Melee: Five physical; each spell attack counts as two attacks.

Bonuses (all; adjusted to reflect insanity): +1 on initiative, +4 to strike, +2 to parry and dodge, +1 to roll with punch/fall/impact, +2 to pull punch, +2 vs psionic attacks, +10 to save vs magic, 20% to charm/impress, and impervious to Horror Factor, mind control and possession.

Magic: All Necromancy spells only; all others have been forgotten.

Demonic Curses: All, but he will have to save vs insanity (15 or higher) to perform any of them. Failure means he inflicts the curse on himself, and it will take him at least an hour to dispel it.

Psionic Powers: Currently he only has Empathic Transmission (6) and Mind Block Auto-Defense.

Martial Art Powers: Currently none.

Artifacts: Xian Jung Long Ku: The Immortal Dragon Bone. Attached to a chain around his neck, but rarely out of his left hand, Ping Teng is constantly fiddling with the broken rib bone of a dragon. It is clearly a bone, but it appears to be made out of a glittering gem-like substance. Exactly what the bone might have to do with Ping Teng's madness is unknown, but he never lets it out of his sight, and will panic if he awakens without the bone in his hand (always forgetting that the thing is chained to his neck).

Allies & Servants: He has no true friends or truly loyal servants. All those who attend him are doing so out of fear, or greed, or an attempt to manipulate the insane Yama King to their own benefit. In fact, those who hold any level of power like things the way they are, and as an act of self-preservation, most of them are more than willing to kill whoever threatens to *cure* Ping Teng which would change the status quo.

Zu Daozheng is the Chamberlain of the 8th Yama King, making him the most powerful Demon Lord in the Province, for he has the greatest influence on the King, and has absolute control over who may see King Ping Teng. He rarely appears to Ping Teng, choosing only to show up when the King

is upset, and when he can immediately fix the problem (proving he is invaluable to the King) or when he can twist the solution in his favor. Chamberlain Zu Daozheng makes sure that none of the other servants, or even Demon Lords, get too close, or gain any real power.

Fengdu, the Ghost City,

Temple of the Yama Kings

Once a part of the ancient Zhou Dynasty, Fengdu has a history that goes back more than 2,300 years. Far from being wiped out by the Rifts, Fengdu instantly expanded, and seemed to swell . . . and then suddenly, the Yama Kings appeared! Yes, this is the place where they all came to Rifts Earth. All ten Yama Kings, all the millions and millions of dead and damned, and all the millions of demons and Demon Lords.

While there might be other explanations, the fact remains that this was the only place in all the Pre-Rifts world where there was a complete "Temple of the Yama Kings," where all ten were represented with statues, and where all ten were frequently worshiped with prayers, and incense, and the burning of joss papers, and the ringing of the bells of the dead.

Now it is considered a holy place by many different people. Each of the Yama Kings sends out inspectors at least once every five years, just to make sure that their temples are well maintained and well attended. Taoist Priests and other holy people consider Fengdu a sacred place, and are likewise willing to see that it is protected and maintained.

Less well known is the *Dragon Palace of Huilong Cave*. This twisted set of caverns winds its way into the depths of Mingshan Mountain, and is supposed to be the home to at least a dozen different immortal dragons. The locals never venture more than a few steps into the darkness, but daily services are held at the modest temple that marks the entrance to the cave.

The Walled Town in the valley below the temple compound is very prosperous, always open for business for the steady stream of pilgrims and visitors, and perfectly willing to sell souvenirs, food, lodging, supplies and items of worship (incense and joss paper for burning, candles, prayer books, etc.), as well as religious artifacts (shrines, statues, framed calligraphy, prayer beads, etc.), are all available with the names and images of the ten Yama Kings, as well as several dozen other gods and well known Demon Lords and Dragon Kings).

Other Hells & Demon Lords of Chuanxi Province

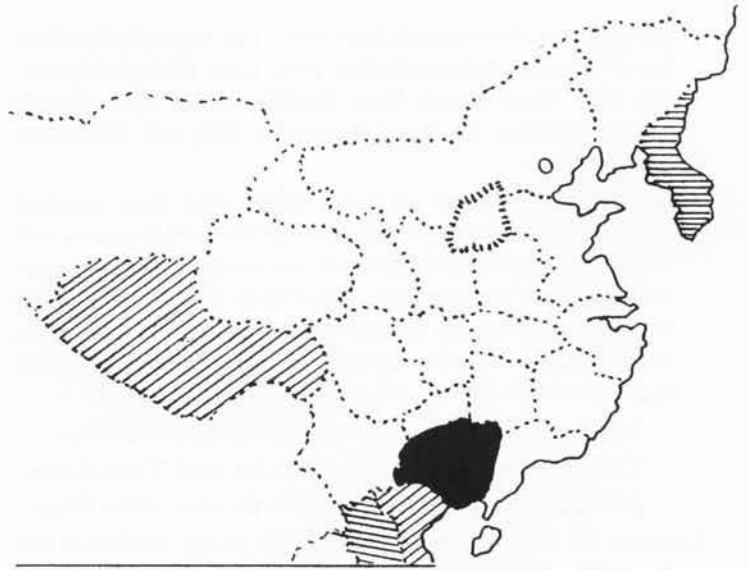
Most of the Demon Lords of Chuanxi are at constant war with each other, the victors treating the various dead and damned as loot and carrying them off to their own Hell, regardless of the sins they committed in life. For the demons of Chuanxi, the dead and damned have become a sort of status symbol, so having the largest, most populated dungeons shows that you are the most powerful. The following are three who have clearly won out over weaker contenders and they are spreading their particular torments over vast areas within the Province. Anyone who wanders into one of these Hells is likely to be treated as just another damned soul, no matter how much they might protest.

1. Jinxu Ji, Demon Lord of Ding Shou, the *Plain of Nails*.

The punishment here is really quite simple. Demons hunt down whoever they can find, and each demon is allowed to pound one nail into the skull of each victim. Because of the mystic nature of this place, the nails are only fatal if the damage exceeds the combined S.D.C. and Hit Points (or M.D.C.) of the victim. Ordinarily, each nail does just 1D4 damage (either S.D.C. or M.D.C., depending on the individual). However, if the victim was a lot of trouble, either causing the demon to spend a lot of time in the hunt, or actually managing to injure or hurt a demon, then the hammering can do 1D6, 2D6 or even 3D6 damage. Victims can heal from the damage in the normal amount of time, or through medical or mystical intervention, so some of the damned of this place walk around with dozens, or even hundreds of nails embedded in their skulls. Since the punishment is supposed to be inflicted on anyone who *ever* hurt or disrespected their parents, it's the rare victim who can claim to be innocent – the demons of the place can easily point out any number of times that characters have hurt their parents (“Innocent? What about the time your mother bought you candy, but you complained because you wanted some other kind? What about the time you lied to your father about studying, and then got a lower grade on the arithmetic test? What about that time you walked out of the house and slammed the door on your parents? Be grateful! If I were a strict demon you'd get three nails pounded in your skull today, and not just one!”).

2. Sun Sun Tsu, Demon Lady of the Ti Wang Diyu, the *Vale of the Mute*. Masses of demons roam the area, searching for anyone who still has a tongue. Since the only things these demons are allowed to eat are the tongues of the dead, damned or guilty, they are almost always starving, and always on the hunt. “Guilty,” in this place, applies to anyone who ever yelled at a brother or sister, so the only ones who can talk their way out of punishment are those who are only children. Fight, run or surrender, it makes no difference. These demons are simply hungry, and they remove the tongues as quickly, efficiently and *deeply* (more meat that way) as possible, just inflicting 1D8 damage (S.D.C. or M.D.C.) in the process.

3. Che Geng, Demon Lord of the Menguo Diyu, the *Latrine Pit Swamp*. This place is pretty much what you'd expect, and the swamp is filled with exactly what you'd expect. As for the demons, their job is to, 1) make sure you get thrown into the Latrine Pit Swamp, and 2) make sure you never escape. It's really pretty simple. This is a punishment for those who have not properly given thanks to all their multitudinous ancestors. Which means, unless a character knows the history of each and every one of their ancestors, from their grandparents, back at least 20 generations, and has managed to burn joss or pray or somehow acknowledge every single one, by name, then they are guilty. Guilty enough to spend at least the next few decades wallowing around in the Latrine Pit Swamp (and you can just imagine what a character is expected to eat or drink in that place). Fortunately, the smell is pretty obvious from a very long way away, so most characters, unless they stupidly head toward the stink, should be able to avoid this particular Hell.



Guangxi Province

The 9th Kingdom of Hell

Ruler: Tu Shis, 9th of the Yama Kings.

Geography: 96,525 square miles (250,000 sq. km) set among beautiful hills, gorges, dramatic river valleys and scenic mountains.

Prominent Places: 1. Nanning, Throne of the 9th Yama King. 2. Accidental City.

Population: 3 million living humans, along with around 7 million dead and damned. There are 300,000 or more human-like D-Bees, and at least 200,000 demons.

Living Conditions/Lifestyle/Technology: Technology is valued, but in short supply. The vast majority of the people live in villages scattered around Guangxi. While traditional Chinese Walled Towns and Villages can be found to the east and northeast, the people of the rest of Guangxi prefer to live in communities more suited to the terrain, in open villages with, at most, 2,000 people in scattered individual houses. Rather than relying on a wall, the people of the south and west will destroy all but one or two of the pathways or roads into their homelands (usually either a river valley or mountain gorge), and then set up guards on the remaining access ways.

Nanning

Throne of the 9th Yama King

Nanning is built around a sharp curve in the Yong River, which starts from the southwest, flows northeast, then turns down, and ends up flowing to the southeast. Most of the city is built along the northern, outer bank, and various ferry boats provide easy transportation to and from it. There is a population of nearly a million, in equal parts living humans, the dead and damned, and demons, all mixed together in a bustling city that's designed more for trade and commerce than for anything else.

Meanwhile, Tu Shis' palace/fortress is built along the southern bank of this curve, so it is centrally located, and has a strategic view of everywhere in the surrounding city. While walled and heavily fortified, Tu Shis lives in great comfort amid beauti-

ful gardens, with palaces, pagodas and tea houses available for his court and his guests.

Tu Shis, 9th of the Yama Kings

Of all the Yama Kings, Tu Shis seems most intent on becoming the Emperor of not just Rifts China, but of all the Earth. He also seems to have figured out that this business about tormenting the dead and damned is probably obsolete, and that maintaining all the various Hells and torments is just a pointless waste of time. After all, why tie up hundreds of thousands of demons, as well as millions of animated dead, just play-acting their way through some imagined justice? Since coming through to Rifts Earth, it just doesn't seem to make any sense.

So, with few exceptions, Tu Shis has, as an efficiency expert might put it, "reallocated his resources." The demons are now warriors, and those that have the brains or talent are being taught about either technology, or magic, or whatever will make them more effective killers. As for the dead and damned, those that have had a spark of independence (around 7% are capable of taking up "normal" life without just falling into a coma, or staring at a wall) have been released, while the others are being put to work, either on one of Tu Shis' personal projects, or leased out to contractors who use them for agriculture, manufacturing or construction.

Tu Shis is also taking the long view. Having seen other Yama Kings betrayed when they attempted to become Emperor too quickly, he's decided that he can bide his time. While he waits he intends to make his Yama Kingdom prosperous, explore the possibilities of Rifts Earth technology (but not, he thinks, in the crazy way that Yen Lo, the 5th Yama King, is going about it), and also explore whatever lost magic might be remaining in Rifts China and elsewhere (after all, the Taoist Immortals seem to remember a time when magic was quite powerful here, and there's a good chance that other mystical creatures and artifacts remain to be discovered).

Alignment: Aberrant evil.

Attributes: I.Q. 18, M.A. 21, M.E. 30, P.S. 31 (Supernatural), P.P. 29, P.E. 30, P.B. 22, Spd. 21.

M.D.C.: 9,800

Horror Factor: 15

Size: Changes according to where he is, as well as the occasion. When out to impress, he's usually at least 20 feet (6.1 m) tall, but he stands around 6 feet (1.8 m) or a little more when he's trying to have a conversation with visitors, especially living humans.

Gender: Male.

Age: 5,600 years, and a Yama King for 900 years.

P.P.E.: 5,500

I.S.P.: 300

Level of Experience: 20th level Chi Mage, 10th level Necromancer and 10th level Mystic Martial Artist.

Disposition: Attentive and quite alert, he tends to listen before speaking. When he does speak he is usually quite eloquent and very clear about what he wants and needs, and his questions display great insight into the character of those he is questioning. While he gets bored with others easily, he takes pains to cover it up, always arranging, with a secret signal,

for one of his demonic attendants to interrupt with "urgent business."

Appearance: On official occasions he sticks to the traditional appearance of the blackened skeleton garbed in ornate robes and sashes of embroidered silk. However, more and more, he spends his time in a human form, appearing to be a black-skinned person with Asian eyes, nose and hair. If threatened, he instantly takes the form of a demon, complete with a massive rack of horns, natural armor with protruding points, a third eye in the center of his forehead, and an extra set of arms.

Natural Abilities: Nightvision 1000 feet (305 m), see the invisible, and dimensional teleport 90%. Impervious to all S.D.C. weapons, disease, poison, fire or cold. Resistant to man-made M.D. weapons, magic and psionics (all do half damage). Bio-regenerates 8D6 M.D.C. per melee round, double on ley lines and at places of magic that radiate negative energy. In places filled with positive energy/chi regeneration is just 1D6 M.D.C. per melee round. Has no need for rest, sleep, food or beverage, but may partake in them to be polite.

Manipulate Dragon Lines: Tu Shis has the capacity to either slow down, or speed up, the flow of energy through any nearby dragon lines (ley lines), such that he can make them seem dormant, or heighten the energy flow to that of an Autumnal or Vernal Equinox. He can also divert the lines towards or away from himself, not by changing the shape or direction of the line, just the length, up to 9 miles (14.4 km). For details on ley lines, see the *Rifts® RPG*, pages 162-163.

Summon & Command Demons: All those demons he can name, of any kind, must obey his every command to the best of their ability, and will come instantly when summoned. Those demons who are unknown to him can resist being summoned (save vs magical summoning requiring a roll of 15 or higher). Those he cannot name can attempt to resist being commanded by him as well (must roll higher than the Yama King's Horror Factor) but, if in his presence, are highly likely to voluntarily obey.

Metamorphosis: Can transform himself, instantly, into any form, even that of a dragon, gaining all the natural abilities of that form, and losing none of his own abilities.

Skills of Note: Magically understands and speaks all languages, and can read Chinese (all) at 98%, Calligraphy 90%, Tea Appreciation 98%, Lore: Chinese Classical Studies 95%, Lore: Chinese Mythology 98%, Temple Lore: Feng Shui/Geomancy 98%, and all ancient W.P.s, plus W.P. Energy Pistol, W.P. Energy Rifle and W.P. Heavy Energy at 10th level.

Vulnerabilities: As with all Yama Kings, Tu Shis has received his power under a specific *Mandate of the Jade Emperor*, and most of his powers and strengths are received from the specific details of the Mandate. Since he is well aware of the fact that he has discarded much of the provisions of the Mandate, he considers himself to be quite vulnerable in this area. While there isn't a whole lot he can do about preventing any of the three consequences, he has worked up one unique defense (see #2 below) and is quick to strike down those who may be out to get him – often through a third party.

1. Point of Correction. As with other Yama Kings.

2. Accusation of Neglect, or 3. Dissolution of Godhood. Either of these work as they would with other Yama Kings.



However, Tu Shis has created an interesting document, just in anticipation of someone attempting to perform either an Accusation, or a Dissolution. It's called the *Petition of Grievances to the Heavenly Court of the Jade Emperor*, and the thing itself, made with powerful Cloud Characters, is powerful enough to bring most proceedings to a dead stop. What happens next is that Tu Shis will formally recognize his accuser as an "Agent of the Jade Emperor," and demand that his *Petition* explain all the seeming irregularities in his performance of his *Mandate*. It's not a perfect defense, but it is guaranteed to buy Tu Shis at least some time for discussion, at which point he'll either try to talk the accuser into abandoning their efforts, or point out that the primary duty of any accuser is to immediately deliver the *Petition* to the Jade Emperor.

Combat: As with other Yama Kings, Tu Shis views any battle, warfare, or conflict, as something that should be carried out by his underlings.

Attacks per Melee: Ten. Each use of magic counts as two melee attacks.

Bonuses (all): +8 on initiative, +12 to strike, +11 to parry, +8 to dodge, +4 to roll with punch/fall/impact, +10 to pull punch, +12 to save vs psionics/insanity, +12 to save vs magic, impervious to Horror Factor and possession, and 80% to charm/impress.

Magic: Master of all spell Invocations, including the Spells of Legend, as well as all Necromancy magic.

Demonic Curses: All.

Psionic Powers: Mind Block Auto-Defense. All Super Psionics. Considered a Master Psychic.

Martial Art Powers: Ba Gua Kungfu at 10th level, Hsien Hsia Kungfu at 10th level, and Tien-Hsueh Kungfu at 8th level. I.S.P.: 300.

Artifacts & Creatures of Note:

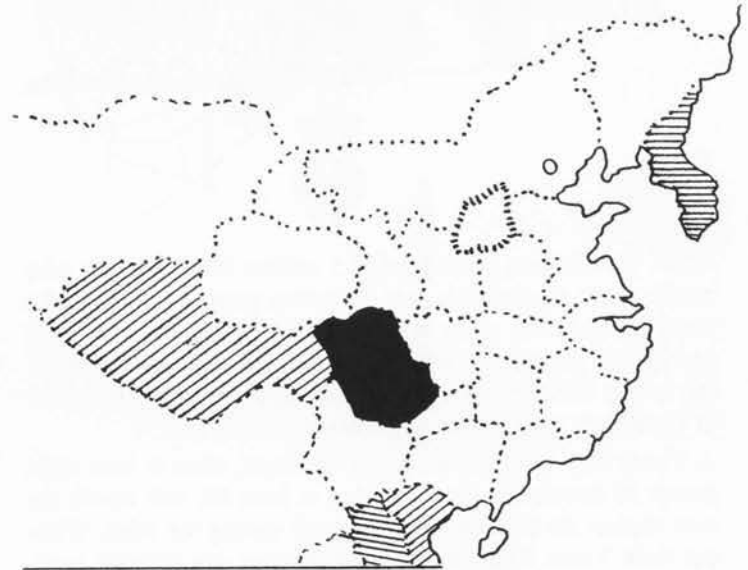
Chu O: The Mythical Crimson Moth. This is one of the major creatures of Chinese Mythology, and by displaying it publicly, Tu Shis is letting the world know that he is a power to be reckoned with. When shown, to a visitor, or when exhibited in the garden, this seems to be an oversized moth, not much larger than a outstretched hand, but with brilliant, beautiful coloration. Those educated in Chinese myth (roll percentile on Lore: Chinese Mythology) will realize that this is the creature responsible for one of the only times the Jade Emperor has been defeated. When it reverts to normal size, it is larger than an elephant, becomes immune to all conventional (S.D.C. and M.D.) weapons (affected only by magic and magic weapons, and psionics), is +10 to save vs magic, has 18,000 M.D.C., and has the ability to become an invulnerable mount. It is also indestructible – reducing its M.D.C. to zero renders it unconscious for 2D6 hours, reducing M.D.C. 1000 points below zero turns it into a beautiful rainbow that lasts for 1D4 hours before fading way – and immortal, such that it will always be reborn 24 hours after the (extremely unlikely) event of being destroyed. As Tu Shis

knows full well, powerful creatures don't come any greater than the Chu O, and he is perfectly willing to use it to intimidate, impress or negotiate. How it is that he keeps the moth unconscious is a mystery and may involve magical secrets or an ancient artifact.

Hu Fen Pao: The White Lead Leopards. Inherited from an even more ancient Hell than that of the Yama Kings, the nine *White Lead Leopards* are the last of an ancient order of assassins. Unlike most other infernal servitors, these creatures do not blindly obey, but see their relationship with Tu Shis (or with any other Yama King) as more of a *contract*. When the faults or sins of the accused are presented, and if the White Lead Leopard (usually only one is contracted at a time) believes that it is his or her righteous duty, then the contract will be honored. However, the White Lead Leopards reserve the right to turn down any assignment, and they also have certain ancient obligations that they will occasionally ask for permission to fulfill. All nine live in the *City of Accidental Death*, one of the most ancient of the Hells, and the one Hell that Tu Shis has left undisturbed and intact. **Alignment:** Aberrant. **Attributes:** I.Q. 1D6+12, M.A. 2D6+12, M.E. 2D6+12, P.S. 2D6+20 (Supernatural), P.P. 2D6+16, P.E. 2D6+12, P.B. 2D6+12, Spd. 2D6+24. **M.D.C.:** 1D6x10+180, **Horror Factor:** 14, **Size:** 2,000 pounds (900 kg) in metal form, or 400 pounds (180 kg) in flesh form. **Gender:** 5 are male, 4 are female. **Appearance:** A human body with a leopard head or that of a giant leopard. In either case, each Hu Fen Pao seems to be made of a dull white metal with a surface marked with dark spots of corrosion. When in human form they will seem pale white, marked with dull splotches. **Natural Abilities (Special):** Instantly recognize those they are contracted to find, tireless running speed of 45 mph (79 km), can leap 30 feet (9.1 m) high or lengthwise (double with a running start), track by sight 80%, track by smell 50% (+20% to follow blood trail), Prowl 60%, nightvision 300 feet (91.5 m), see the invisible, knows and speaks all languages, but illiterate in all. **Psionics:** Master Psionic with all Physical, Sensitive and Super Psionic abilities (3D6x10 +23 I.S.P.), 7th level Chinese Chi Mage. **Attacks per Melee:** Nine physical, Leopard form bite does 5D6 damage, and each claw attack does 4D6 damage – damage is S.D.C. or M.D.C. depending on the nature of the opponent (inflicting M.D. to rip apart M.D.C. armor and then S.D.C./Hit Points to slay the mortal inside). **Bonuses (not including attribute bonuses):** +3 on initiative, +4 to strike, +2 to parry and dodge, +5 to pull punch, +2 to save vs psionics/insanity, +4 to save vs magic, +8 to save vs Horror Factor, and +7 to save vs possession, illusions and mind control.

Never-Dying Servants. Having learned from Yen Lo the trick of the Soul Deal, Tu Shis has been using the trick as a recruitment device. There are signs all over Guangxi Province offering *Divine Immortality* in exchange for signing up with Tu Shis' military. "Afraid of death? Fear no longer. Once you enter into the service of Tu Shis Wang, the 9th Yama King, you are guaranteed life forever! Disease, old age, even violence and murder will mean nothing, since each time your body expires you will be bought back, fresh, new, alive! Plus, top pay, medical and dental benefits, and a generous vacation/retirement plan. Don't delay! To take advantage of this limited offer, proceed immediately to the Palace of the

9th Yama King, on the south shore of the Yong River, in Nanning. Act now!" **Note:** All other aspects are the same as usual; see Yen Lo, page 30, for complete details.



Sichuan Province

Remnants of the 10th Kingdom of Hell

Ruler: None! In the absence of Chuan Lun, the 10th Yama King, there is general anarchy, with hundreds of different humans, including Warlords, Taoists and other Immortals, D-Bees, demons, ancient gods and dragons, making attempts at seizing power.

Geography: Perhaps 77,220 square miles (200,000 sq. km), mostly mountains, high grasslands and mysterious valleys. Unfortunately, there are also unnatural regions of pure Hell where the natural laws no longer apply, and where various monsters, spirits, Goblins and alien beings reign.

Prominent Places: 1. Chengdu, Former Throne of the 10th Yama King. 2. Terrace of Oblivion (Lady Meng). 3. The Qingcheng Mountains of the West.

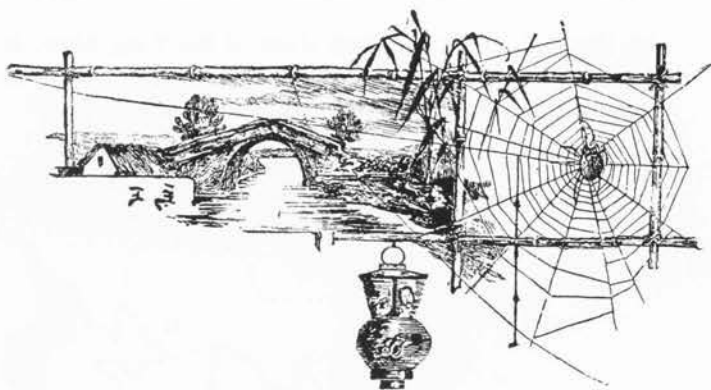
Population: Less than 200,000 living humans, many from non-Chinese ethnic groups. Scattered Lands of Torments are still host to around 1 million dead and damned, and still controlled by over 130,000 demons, with more than 400,000 D-Bees and aliens moving in from all over Rifts China.

Living Conditions/Lifestyle/Technology: Varies, but most live a pretty primitive lifestyle, relying on the land. There are a few Walled Towns, but many of the ethnic people live up in the mountains, depending on herds of cattle, sheep or goats.

Chengdu

Former Throne of the 10th Yama King

Up until just 150 years ago, long after the coming of the Rifts, Chengdu was the brightest city in all of Rifts China. Back then, when Chuan Lun, the 10th Yama King, was considered the rightful heir to the Imperial Throne, and when the Yama Kings were still hailed by many as the saviors of China's human popu-



lation, the city was home to over 5 million living humans who rebuilt much of what was lost, including great industries and a beautiful city. Now all is in ruin, and the palace of Chuan Lun, perhaps the greatest of the Yama Kings, still stands, its remaining towers climbing above the jungle, and is the only thing left of Chengdu's brief chance at greatness.

Those who visit now are in grave danger, since at least eight groups of demons, each numbering at least 60, still search for new victims for the dungeons scattered among the ruins. Without their Yama King, no dead or damned are brought back. Some simply want new victims to torture (the specialty of Chengdu's demons was inflicting torment for those who, in life, had committed small errors in filing, writing, or arithmetic), but the ones who are really dangerous are those who hunger for the flesh of the dead and damned. In addition to demons and various monsters, the Ch'iang Shih (Chinese Vampire), the ghosts known as the Preta and Shen Mo, and Mountain, One-Horned and Shadow Goblins inhabit Chengdu, the Goblins roaming the ruins as individuals and small gangs (1D6+3).

Terrace of Oblivion

About three hours walk to the north, into the mountains that overlook Chengdu, there is a forested plateau containing a small, elegant house, and a flat platform of glossy red stone. This is the Terrace of Oblivion. Since accompanying the Yama Kings to Rifts China, Lady Meng has made this place her home, and she doesn't intend to leave, no matter how much property values go down.

Meng P'o Niang Niang,

Lady Meng of the Terrace of Oblivion

The Venerable Old Lady, Goddess Meng, presides over the Terrace of Oblivion. As she did during her life in the Han Dynasty, Goddess Meng collects herbs and waters from all over the local forests and jungles to prepare the *Five-Flavored Tea of Forgetfulness* (also known as the "Brew of Oblivion"), a drink that is meant to clear away all memories of former lives, as well as the horrors of extended torments in the Hells of the Yama Kings, all in preparation for the souls of the dead or damned to be reborn. (Note: Any mortal who drinks the brew is purged of painful recollections, trauma, insanity, disease, and physical infirmity and deformity, but also loses all sense of identity and connection to the past, including ancestors and beliefs. Adults remember only the 1D4+2 skills most important to them, personally, and forget all else, friends, family, goals, occupation,

etc., and must make a *new life* for themselves. Except for the handful of retained skills [frozen at whatever level they were at before drinking the brew], the old occupation and all of its knowledge, skills and expertise is lost, and regardless of age, the reborn character must select a new life path as if he/she were a teenager just starting out in life as an adult. This includes a completely new O.C.C. starting at level one, and even the alignment is malleable, allowing evil characters to become good, or good characters to choose evil [pick any]. The effects of the Brew of Oblivion are permanent and irrevocable! Will the character follow his old path or something entirely different? Will he rejoin old friends or find new ones?)

She recognizes clearly that things have changed, and that she is no longer in an afterlife, but in a real world of living beings (even if there are a lot of dead and damned in Rifts China). So in addition to brewing up her standard fare (she likes to have a stock on hand at all times; and it does have a rather limited shelf life), she has taken to creating a variety of curative and life-enhancing elixirs, as well as a few effective mouse and rat poisons (she just can't abide the scurrying things living in her house). **Note:** G.M.s, use this carefully, but have fun.

Alignment: Principled.

Attributes: I.Q. 23, M.A. 22, M.E. 19, P.S. 23 (Supernatural), P.P. 24, P.E. 22, P.B. 14, Spd. 15.

M.D.C.: 1,750.

Horror/Awe Factor: 10

Size: A tiny woman, just slightly over 4 feet (1.2 m) tall, and less than 75 pounds (33.7 kg).

Gender: Female.

Age: 2,850 years.

P.P.E.: 8,800 – I.S.P.: 400

Level of Experience: 30th level Chinese Alchemist (believed to be the most powerful in existence).

Disposition: Good natured and with a ready smile for anyone, as well as unlimited compassion for the troubles of others. Lady Meng will remind most characters of their favorite grandmother, or some other person who treated them with great kindness. Absolutely fearless, and she gets even more cheerful when it looks like she's about to be physically attacked (she just loves tossing around big, nasty attackers; it's one of her favorite things!).

Appearance: Lady Meng, or "Niang Niang" to her friends, appears exactly as she did in life, as a cheery little old lady, in conservative robes of embroidered silk, with classically Chinese features, long black hair (she dyes it, one of her little vanities, so there isn't a hint of white or grey), with crinkling wrinkles indicating that her expression is usually that of a broad smile. On the other hand, she seems pretty spry, but a couple thousand years of Xian Tai Chi has kept her pretty limber.

Natural Abilities: Nightvision 400 feet (122 m), see the invisible, dimensional teleport 70%. Impervious to all S.D.C. weapons, disease, poison, fire or cold. Resistant to Mega-Damage fire and cold (half damage), but magic, psionics and M.D. weapons all do full damage. Bio-regenerates 6D6 M.D.C. per melee round, double on ley lines and at places of magic that radiate positive energy. Has no need for rest,

sleep, food or beverage, but enjoys “human comforts” and is happy to eat, drink and sleep well whenever possible.

Command Demons: Lady Meng has power over *all* demons, even Demon Lords and Demon Overlords, and none can resist her direct command. On the other hand, she doesn't have the power to summon demons, and any demon who knows she's anywhere in the neighborhood usually stays away or flees in blind terror. All who appear in front of her are highly likely to voluntarily obey, and those few who resist must roll a 17 or higher to save, even powerful demons who are otherwise impervious to H.F.

Skills of Note: Magically understands and speaks all languages, can read Chinese and knows all Medical, Science and Lore skills at 98%. Also knows Calligraphy, Tea Appreciation, History: China, Research, Dowsing, Identify Plants & Fruits, Preserve Food, and Land Navigation at 90%.

Vulnerabilities: Lady Meng receives her power under a specific *Mandate of the Jade Emperor*. However, since the performance of her duties depends on the Yama Kings delivering her clients, she has committed no errors, and is not vulnerable to any of the consequences of failure.

Combat: She enjoys practicing her Tai Chi on those rude enough to attack her, but she really isn't interested in combat otherwise.

Attacks per Melee: Ten. Each use of magic counts as two melee attacks.

Bonuses (all): +7 on initiative, +10 to strike, +12 to parry, +14 to dodge, +9 to roll with punch/fall/impact, +7 to pull punch, +10 to save vs psionics/insanity, +12 to save vs magic, and 64% to charm/impress.

Magic: Mistress of all spell invocations, including Barrier of Thoth, Crimson Wall of Lictalon, Doppelganger, Ley Line Resurrection, Metropolis and Sanctuary.

Psionic Powers: All Healing, Physical and Sensitive psychic abilities, plus Hydrokinesis, Mind Block Auto-Defense, and Psychosomatic Disease. Considered a Master Psychic. I.S.P.: 400.

Martial Art Powers: Xian Tai Chi Chuan at 18th level.

The Qingcheng Mountains of the West

The Qingcheng Mountains are always covered with pure white snow, clearly visible from the lands around Chengdu. Called by Taoists the “Nine-Room Grotto Heaven of Precious Immortality,” they cradle lush forests, which are luxuriously green all year round, as well as grottos and valleys, fresh springs, rushing streams, and mountain pools, all among the most beautiful places of all Rifts China, called “the most peaceful mountain under heaven.”

Under the Peak of Patriarch Peng is the **Temple of Eternal Tao**, one of the most sacred of all Taoist shrines, and never home to fewer than four Taoist Immortals, and where it is said that true Celestial Masters will, if their internal elixir is ready, open their third eye. Also nearby is the ancient tree, said to have been planted in person by Celestial Master Zhang of the Eastern Han Dynasty, now known as **Jo Mu, The World Tree**. It is clearly a supernatural and divine tree, with blossoms that glow at night, and perpetual leaves colored with the bright red of autumn.



Shanxi Province

The 11th Hell of the Terra-Cotta Warriors

Ruler: Emperor Huang Di.

Geography: 46,875 square miles (120,000 sq. km), enclosed by an enormous “Great Wall” being continuously improved and enlarged by the never-sleeping Terra-Cotta Warriors. Includes most of the old Shanxi Province, as well as the northern portion of the old Shaanxi Province.

Prominent Places: 1. The Walled City of Xi'an, Throne of Emperor Huang Di. 2. The Great Wall of Shanxi.

Population: 1.75 million living humans, all slaves, servants or servitors to Huang Di. Other than the Terra-Cotta Warriors, who number about 800,000, there seems to be no other dead or damned. D-Bees are forbidden, and there are probably less than 4,000 in the whole Province. The only demons or infernals are the thirty or so who have official positions in the Imperial Court.

Living Conditions/Lifestyle/Technology: Hard, brutal and short, since Emperor Huang Di is effectively working everyone beyond the limits of human endurance. Those who disobey are killed. Worse, those who are simply exhausted are killed.

Huang Di

Emperor of the 11th Hell of Rifts China

Although not one of the Yama Kings, the reborn *First Emperor of China, Huang Di*, is doing a standup job at turning yet another section of Rifts China, namely Shanxi Province, into a new Hell on Earth. There's not much doubt that he actually is the First Emperor (who died at the age of 48 in 210 BC), since he has managed to equal his old record of brutality, sadism and inhuman efficiency. Those trapped in his care are treated as slaves, with no hope of anything in their future beyond a quick death the minute they fall behind in usefulness.

Emperor Huang Di's appearance in Rifts China is something of a mystery. He didn't really make an impact until nearly seventy years after the initial appearance of the Rifts, which would be many, many years after the Yama Kings had established their



Hells. The best theory is that Huang Di actually came through with the Yama Kings, and that he was one of the damned, under the control, however indirectly, of one of the Yama Kings. If so, in addition to simply escaping, he must have found some mystic way of regaining the missing piece of his soul, since he clearly is no longer any sort of subservient specter of the undead, and can no longer be commanded by either the Yama Kings, nor any of the Demon Lords.

Alignment: Aberrant evil.

Attributes: I.Q. 20, M.A. 19, M.E. 17, P.S. 25, P.P. 19, P.E. 17, P.B. 10, Spd. 13.

Hit Points: 86, and **S.D.C.:** 105; can survive two M.D. points of damage. Uses conventional or magic armor for additional protection.

Horror Factor: None; an average-looking Asian man.

Size: 5 feet, 5 inches (1.65 m) and under 150 lbs (67.5 kg).

Age: Unknown.

P.P.E.: 22

Level of Experience: Unknown, but at least 9th.

Disposition: Dictatorial and effusive, with more than a little arrogance. Emperor Huang Di seems charismatic at first meeting, but the charm wears off quickly.

Appearance: Just an ordinary Asian-looking guy, with typical Chinese eyes, nose, mouth and skin tone. He prefers dressing casually, in loose-fitting silk pants and jacket, usually in black, with the decoration of a gold dragon on the back.

Natural Abilities: None, other than attributes (above) and the fact that he seems to be able to avoid aging. He is as vulnerable as any other normal human, and takes the usual time to heal.

Skills of Note: Fluent and literate in Chinese and most Chinese dialects 98%. Calligraphy 95%, Tea Appreciation 98%, Lore: Chinese Classical Studies 90%, Lore: Chinese Mythology 98%, Temple Lore: Feng Shui/Geomancy 98%, Temple Lore: Meditation 98%, Land Navigation 90%, Wilderness Survival 90%, Climbing 90/80%, Swimming 90%, all Military skills at 90% (excludes space, trap and ship combat skills), as well as most Ancient Chinese W.P.s.

Vulnerabilities: The most obvious is that he is mortal and engaged against demonic and godly rivals. His cruelty and obsession to rule all of China also sometimes works against him. Unlike the Yama Kings, Emperor Huang Di is not under any orders or provisions detailed under a specific document. The hell of labor, hatred, envy and despair that is Shanxi Province is all of his own making.

Combat: Well aware of his own mortality, Huang Di avoids combat at all costs, readily slipping behind his bodyguards or any other handy exit. He also wears protective armor.

Attacks per Melee: Five.

Bonuses (all): +3 on initiative, +2 to strike, +3 to parry, +2 to dodge, +2 to roll with punch/fall/impact, +4 to save vs psionics/insanity, +6 to save vs magic, +2 to save vs magic and poison, +5 to save vs Horror Factor, and 90% to charm/impress.

Magic: None; he commands others to do magic for him.

Psionic Powers: None; he commands others to perform psionics for him.

Demonic Curses: None.

Magic and Technology: The Emperor utilizes both magic and technology (as two separate resources and weaponry) in his army and defenses. Thus, he covets both high-tech weapons and machines as well as magic items and ancient artifacts.

Creatures & Followers of Note:

Terra-Cotta Warriors. Currently numbering in the hundreds of thousands (or perhaps more!), these inhuman magical creations are probably one of the most destructive, dangerous military forces in Rifts China. Rumor has it they were created with a strange combination of ancient magic and technology, but more likely than not, they are the product of ancient rune magic/Bio-Wizardry similar to what the Splugorth of Atlantis use. The Terra-Cotta Warriors continue to exhibit strange and bizarre powers, and it is thought that Huang Di's minions are continuing to alter and improve their capacities.

Chi Magic Technicians. It seems that Huang Di found a way to locate, and then rescue, at least a dozen of the dead and damned who, in life, had been the brilliant inventors responsible for the creation of the Terra-Cotta Warriors and a host of other innovations (for example, though Terra-Cotta Warriors are ancient, and weren't discovered until the late 20th Century, their weapons were still sharp due to a process every bit as effective as modern day chrome!).

Enemies of Huang Di:

Gong Gong, a gigantic demon who towers over 60 feet (18.3 m) in height, seems to be the sworn enemy of Emperor Huang Di. For the last twenty years, Gong Gong has attacked the Great Wall of Shanxi, only retreating after taking thousands of points of Mega-Damage. He and his snake-like servant, Xiang Yao, have disappeared somewhere into Rifts China, but it is certain that Gong Gong must still be working on a way to destroy his old nemesis.

Immortal Taoists. Over 2,000 years ago, Huang Di was responsible for the burning of most of the Taoist Library. He has not been forgotten, nor forgiven, and every Taoist Sect is on record calling for the destruction of Huang Di and his perverse kingdom.

The Great Wall of Shanxi

As one of the originators of the Great Wall of China, it's no surprise that Emperor Huang Di would construct another great fortification. On the other hand, the size and structure of this new wall has astounded everyone.

It seemed that it had been finished over 75 years ago, when it completely encircled the Province of Shanxi. At that time its measurements were very similar to the ancient wall, with the parapet around 15 feet (4.5 m) wide, and 25 feet (7.6 m) tall. Certainly impressive, and combined with the defense of the Terra-Cotta Warriors, a pretty good deterrent against attack, as well as sufficient security to assure none of his human slaves would be able to escape.

However, it quickly became clear that Huang Di wasn't finished. No, he planned to make the wall even more formidable. Since then, the work has continued, with human slaves working from dawn to dusk, while his never-sleeping Terra-Cotta Warriors work around the clock. First the Great Wall of Shanxi was doubled in both thickness and height, and then doubled again.

The next step was to build the railroad tracks. Yes, that's right, railroad tracks. Tracks that ran all the way around the Province, all along the top of the wall.

At this stage of construction the Great Wall of Shanxi is over 150 feet (45.7 m) tall, and 150 feet (45.7 m) wide at the base. Completely hidden in the structure, around 50 feet (15.2 m) off the ground, is an *enclosed railway*, one that is sealed and protected behind at least 15 feet (4.6 m) of hardened M.D.C. rock. Near the very top there are turrets and gun ports, as well as gigantic artillery platforms.

No doubt the Great Wall of Shanxi is the biggest defensive structure ever built. Why it was built, and what it is that Huang Di plans to do with it, are completely unknown.

Terra-Cotta Warriors of the 11th Hell of Rifts China

Each Terra-Cotta Warrior is formed from the soul of one of Huang Di's fanatical soldiers, together with a body formed out of P.P.E. enhanced clay. As long as the P.P.E. continues to flow, each Terra-Cotta Warrior remains an invincible fighter. Not invulnerable, but close to it, and each can be easily duplicated or repaired. While the exact numbers are unknown, it is clear that the Emperor Huang Di controls at least 100,000 Terra-Cotta Warriors, and perhaps two or three times that number.

Notes on Ancient Chinese Military Engineering. Collectively any group of one hundred or more Terra-Cotta Warriors will have all the knowledge and techniques necessary to act as *field engineers*. This includes mapping and surveying, as well as judging the terrain for a potential battle or fortification, and being able to design and build roads, bridges, fortifying walls, trenches or encampments. They are also skilled in demolition, so they can tear down buildings, forests, walls, bridges and other structures. In addition, they can construct large war machines, including ballista (huge crossbows), catapults and siege engines, including both battering rams and mobile towers with attack platforms. Any group of one thousand or more will also have the ability to set up a forge for producing whatever hand-to-hand weapons the army might need, including swords, spears, crossbows and bolts, etc.

Terra-Cotta Warriors – Never-Dying Elemental Troops

Race: Artificial hosts to the spirits of the dead.

Alignments: Any, though being a working part of a highly disciplined army means most are either Principled (01-10%), Unprincipled (11-20%), Anarchist (21-50%), Miscreant (51-65%), or Aberrant (66-100%), with almost no Scrupulous or Diabolic. Each is totally dedicated to the Emperor, and unable to serve any other leader or master. However, most Terra-Cotta Warriors have at least a measure of loyalty to their comrades in arms.

Attributes: I.Q. 2D6+5, M.A. 2D6+4, M.E. 2D6+3, P.S. 1D6+19 (Supernatural), P.P. 2D6+6, P.E. 2D6+10, P.B. 2D6+4, Spd. 1D6+4 (for all that they seem perfectly fluid and smooth, the Terra-Cotta Warriors are slower than normal creatures).

M.D.C. (Terra-Cotta Body): Same as P.P.E. (when ambient P.P.E. is not available, M.D.C. turns into S.D.C.). **Note:** There is enough ambient P.P.E. most everywhere on Rifts Earth to power any Terra-Cotta Warriors. On other worlds and in other time periods, however, they are likely to be S.D.C. with a Natural A.R. of 12).

M.D.C. (Terra-Cotta Armor): Helmet: 30, Main Body: 50, Arms: 14 each, Legs: 20 each (when P.P.E. is not available, this all turns into S.D.C. as above). Mobility Penalty: -10% to climb, prowl, etc. Note that this is a very *heavy* set of armor; at least 200 pounds (90 kg), and anyone wearing it in

water will *sink* like a stone, and in deep mud will be hopelessly mired.

Horror Factor: 9

Size: 5-6 feet (1.5 to 1.8 m) tall and weighs 200-300 pounds (90 to 120 kg).

Gender: 98% are male, but there are a few (2%) female Terra-Cotta Warriors.

Average Life Span: Presumed to be immortal.

P.P.E.: 2D6+15. **P.P.E. Recovery (special):** Terra-Cotta Warriors recover P.P.E. naturally, effortlessly, but they do so rather slowly, and they must be near a dragon line (ley line), nexus point, or someplace where there is a flow of natural (P.P.E.) energy. The *most* a Terra-Cotta Warrior can recover is 1 P.P.E. per hour.

Natural Abilities: Good vision, and impervious to natural fire or cold, S.D.C. weapons, disease, and poison/toxins. They don't need breathable air, nor food or water. Takes only half damage from magical attacks and M.D. weapons, but suffers full damage from M.D. explosions.

P.P.E. Terra-Cotta Regeneration (special): Terra-Cotta Warriors can regenerate 1 point of body M.D.C. per every point of P.P.E. expended (no limit on the amount of regeneration in a single melee round, only on the character's P.P.E.). They do *not* bio-regenerate. All healing to the body must be done consciously and deliberately, and will not happen naturally. **Note:** Terra-Cotta Warriors hold their P.P.E. in their spirit selves, not in their physical bodies.

Mold Terra-Cotta Armor (special): Each Terra-Cotta Warrior can form their own replacement armor, putting their personal P.P.E. into the raw clay, and then *firing* it magically. Creating spare sets is no problem, so long as the character has sufficient P.P.E. The armor is just S.D.C., unless worn by a Terra-Cotta Warrior. Since each point of M.D.C. placed in armor costs the Terra-Cotta Warrior one point of P.P.E., they'll usually only make a replacement piece every couple of days. It is possible for one Terra-Cotta Warrior to make armor for another Terra-Cotta Warrior, but it has to be specially made to fit (each Warrior is *unique*, though similar).

Mold Terra-Cotta Clone Warrior (special): Terra-Cotta Warriors each have the ability to shape duplicates of themselves. This can only be done 1) when there is access to sufficient wet clay, and 2) when the Terra-Cotta Warrior is at *full* P.P.E. The act of creation takes half of the Terra-Cotta Warrior's P.P.E., and the resultant body starts out at half of its full M.D.C. (usually the character will "top it off" a day or two later, after they've recovered P.P.E.). Most Terra-Cotta Warriors travel with at least 1-4 clones, and *always* have one or two spares tucked away in a safe place.

Inhabit Multiple Terra-Cotta Warrior Bodies (special): When one or more Terra-Cotta Warrior Clones has been created, the "spirit mind" can *slave* together as many as 10 clone bodies so that the duplicates will walk, run, or fight in perfect unison. At any point the undead spirit of the Terra-Cotta Warrior can jump from body to body to specifically control that "unit," but they'll usually inhabit the body that is least damaged and most intact.

Killing a Terra-Cotta Warrior: Reducing the warrior's M.D.C. (body and armor) to zero before it can "jump" into a clone body shocks the "spirit mind" that dominated the clay creation and renders it, in effect, unconscious for 1D6 weeks (invisible and in a limbo dimension). Upon returning to the physical world, it may immediately inhabit any clone it has created, or spend 2D6 days constructing a new body out of clay.

Equivalent Level/Skills: The level and skills of *all* the Terra-Cotta Warriors are based on how they had advanced before their death, and before becoming an undead spirit. As Terra-Cotta Warriors they do *not* advance in level, but it is possible for them to learn new skills (albeit very, very slowly). Levels and skills are linked to the character's previous position in Huang Di's armies (roll percentile dice for random determination):

01-80% Terra-Cotta Warrior. 5th to 7th level Soldier, with just 1D8 Secondary Skills (things like Cooking and Wilderness Survival), but highly trained in combat with Hand to Hand: Expert, Climbing (+10%), Military Etiquette (+20%), W.P. Crossbow, W.P. Sword, and W.P. Spear.

81-90% Terra-Cotta Engineering Specialist. Pretty much the same as a Warrior (5th to 7th level Soldier, etc.), but with extra skills in wood (Carpentry +15%) and stone construction (Masonry & Whittling & Sculpting +20%), Basic Math (+10%), Basic Mechanics (+20%), Field Armorer (+10%), General Repair & Maintenance (+15%), Military Fortification (+10%), and the ability to make and repair the hand to hand weapons needed for the army (special at 90%).

91-95% Terra-Cotta Scout. 8th to 10th level Military Scout, same as Warrior plus the following additional special skills: Detect Ambush 88%, Detect Concealment 55%, Land Navigation 78%, Prowl 60%, Tracking (Humanoids) 77%, and Wilderness Survival 84%.

96-99% Terra-Cotta Officer. 10th to 12th level Military Officer, with a full range of training (including the skills of *both* the Engineering Specialist and the Scout), plus skill in both Horsemanship: General, and War Chariot (special at 90%). Officers will be at least six feet (1.8 m) tall and get an extra 1D8 P.P.E. (which also adds to Body M.D.C.)

100% Terra-Cotta General. 13th to 15th level Military Officer, who is personally known and trusted by Emperor Huang Di. Other than his height (he is at least six inches taller than any other Terra-Cotta Warrior), he has the same skills as the Terra-Cotta Officer. However, Generals also have the ability to "possess" any other Terra-Cotta Warrior body, leaving their own clay body vacant, and moving into any Terra-Cotta Warrior body within 3000 feet (914.4 m); line of sight required.

Vulnerabilities: 1. **P.P.E. Activation:** In order to function, each Terra-Cotta Warrior must have at least a couple of P.P.E. points. Going down to one P.P.E. means the body becomes slow and unable to move. At zero P.P.E., the body becomes a stiff piece of terra-cotta clay – like a statue, with no M.D.C., no movement, no conscious thoughts (as if asleep), and completely vulnerable to attack (no defense).

2. **Magic:** Those spells and magical abilities that disrupt P.P.E. are completely devastating to Terra-Cotta Warriors. Once knocked down to zero P.P.E. the undead spirit is trapped/contained in that body until it recovers at least two P.P.E. points; otherwise pretty much helpless (see #1, above).

3. **Psionics:** All Terra-Cotta Warriors are vulnerable to psionics, which either do normal damage, or that influence the mind and emotions. Mind controlling Terra-Cotta Warriors is fairly easy, but the control is never permanent, and the undead spirit, if detached from the Terra-Cotta Warrior body, will always remember exactly *who* it is and what it is supposed to be doing.

Attacks per Melee: Four physical attacks (+2 for Officers and Generals).

Damage: Punches and kicks as per Supernatural P.S.; typically 2D6 S.D.C. on a restrained punch, 1D6 or 2D6 M.D. from a full strength punch or kick, 2D6 M.D. on a power punch (counts as two attacks), or by weapon (1D6 M.D. by cross-bow bolts, 2D6 M.D. for most swords and 3D6 M.D. for spears and pole arms. S.D.C. weapons of these four types turn into M.D. when wielded by a Terra-Cotta Warrior, but only these weapon types).

Bonuses (in addition to likely attribute bonuses): +2 to strike, +3 to parry, +1 to dodge, +2 to disarm, +1 to pull punch, +1 to roll with impact, +1 to save vs all forms of magic, +3 to save vs Horror Factor and +3 to save vs possession (none against a TC General).

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

Habitat: Native only to the 11th Hell of Rifts China, but sometimes found on missions outside that realm. Presumably created by Emperor Huang Di or one of his mages centuries ago.

Tiny Terra-Cotta Warriors

Also known as the “Miniature Army”

Like their full-sized counterparts, these toy-sized figurines of living armor are difficult to kill, quite clever, vindictive in battle, and totally subservient to their Emperor. They are very skilled at sneaking underground, slipping into enemy encampments and fortifications, and otherwise causing an amazing amount of trouble.

Unlike the undead spirits of the full-sized Terra-Cotta Warriors, those who have been made into “minis” were all trouble-makers of one kind or another in life. Too useful to be discarded altogether, Emperor Huang Di decided to permanently humiliate them for their various crimes and misbehavior (usually petty theft, disobedience and/or public drunkenness) by making them toy-sized.

They are usually dispatched in small groups of four to fourteen (2D6+2), but it is possible for many more of them to appear, up to several hundred, especially during battles with full-sized Terra-Cotta Warriors. Their favorite tactics involve either fire, explosions, or both, and they love the idea of destroying enemy supply dumps, armories, and storerooms.

Miniature Terra-Cotta Warrior – Mischievous Infiltrator & Saboteur

Race: Artificial bodies used as hosts for certain spirits of the dead.

Alignments: Nearly always Anarchist (30%), Miscreant (60%), or Diabolic (10%). Mostly obedient, but they definitely get a kick out of destruction, the more wide-scale the better, and especially if it involves fire and/or explosions.

Attributes: I.Q. 1D6+9, M.A. 2D6+1, M.E. 2D6+2, P.S. 2D6+3 (Supernatural), P.P. 2D6+6, P.E. 2D6+3, P.B. 3D6, Spd. 2D6+2.

M.D.C. (Terra-Cotta Body): Half their P.P.E. (when ambient P.P.E. is not available, M.D.C. turns into S.D.C.).

Horror Factor: None; they’re actually kind of cute.

Size: Four to eighteen inches (10-45 cm), but typically 10 inches (25 cm). **Weight:** 8-16 pounds (3.6 to 7.2 kg).

Gender: Male (95%) or Female (5%).

Average Life Span: Presumed to be immortal.

P.P.E.: 2D6+12. **P.P.E. Recovery (special):** Same as the large Terra-Cotta Warriors. The *most* a Terra-Cotta Miniature Warrior can recover is 1 P.P.E. per hour.

Natural Abilities: Good vision, Nightvision 200 feet (61 m), and impervious to natural fire, cold, S.D.C. weapons, disease, and poison. Takes only half damage from magical attacks or M.D. weapons, but suffers full damage from explosions.

P.P.E. Terra-Cotta Regeneration (special): Same as the large Terra-Cotta Warriors. **Note:** Terra-Cotta Warriors hold their P.P.E. in their spirit selves, not in their physical bodies.

Mold Tiny Terra-Cotta Clone Warrior (special): Again, just like the larger Terra-Cotta Warriors.

Equivalent Level/Skills: Not quite as advanced, or as skilled, as the larger Terra-Cotta Warriors (they were the ‘bad kids’ in class), they are all 4th to 6th level Soldiers, with the following additional skills: Detect Ambush 55%, Detect Concealment 45%, Land Navigation 40%, Prowl 80%, and Tracking 50%.

Explosive/Demolitions Note: The Tiny Terra-Cotta Warriors have absolutely *no skills* in modern demolitions, explosives or grenades. However, these little guys just love this stuff! They won’t be able to resist attempts at setting off any kind of pyrotechnics, blowing up things or otherwise messing around with anything that detonates. Count on them having big penalties for setting timers, putting explosives in the correct locations, or otherwise performing correctly, but assume that they’ll just keep trying, no matter how many times they blow themselves to smithereens.

Vulnerabilities: 1. **Size:** Being so small, they aren’t all that much of a threat in hand to hand combat. Even though they are M.D.C. beings, they can still be picked up, held down, trapped or otherwise confined (for example, it’s possible for a child to trap one under an ordinary pillow).

2. **P.P.E. Activation:** In order to function, each Terra-Cotta Warrior must have at least a couple of P.P.E. Going down to one P.P.E. means the body becomes slow and unable to move. At zero P.P.E., the body becomes a stiff piece of terra-cotta clay, with no M.D.C., and completely vulnerable.

3. **Magic:** Those spells and magical abilities that disrupt P.P.E. are completely devastating to Terra-Cotta Warriors. Once knocked down to zero P.P.E. the undead spirit is trapped/contained in that body until it recovers at least two P.P.E. points; otherwise pretty much helpless (see #1, above).

4. **Psionics:** Even more than other Terra-Cotta Warriors, minis are particularly vulnerable to various kinds of mind control, especially Hypnotic Suggestion and Mind Bleeder powers. When the undead spirit is detached from the Tiny Terra-Cotta Warrior body, they will always be freed from the psionics and will remember exactly what happened.

Attacks per Melee: Four.

Damage: Punches and kicks as per Supernatural P.S.; typically 1D4 S.D.C. on a restrained punch, 1D6 M.D. from a full strength punch or kick, 2D4 on a power punch (counts as two attacks). May use handheld weapons but the miniature versions only do 1D4 damage. Their most effective weapons are repeating crossbows (6 bolts per melee round), that do 1D6 M.D. per bolt, and which contain a total of 24 bolts.

Magic: None.

Psionics: None. Vulnerable to several kinds of controlling psionics...

Habitat: Only found in the 11th Hell of Rifts China and on missions for that realm of Hell.



Demonic Curses

By Kevin Siembieda

A number of demons and ghosts have the power to curse an opponent or victim as part of their method of attack. Unless stated otherwise, a Chinese demon or ghost can only curse the same person once, a curse can only be cast once per month (the ability returning to the creature with the first full moon), and the act of casting a curse uses up half the creature's total P.P.E. (if it has already spent more than half its P.P.E. from casting magic, the being may *threaten* and swear but cannot actually cast an effective curse). Furthermore, the demon or ghost is physically weakened after casting a curse (reduce M.D.C., Spd and its number of attacks per melee by half) and remains diminished until the next night, which is why the curse is typically used as a parting shot or in extreme anger. It is important to note that even evil beings don't usually throw around curses with casual disregard. Most curse the living only when a particular individual has made the creature extremely mad or when it seeks lasting and painful retribution. That having been said, demons and ghosts do sometimes curse an individual out of pure malice or to take out their anger on the first poor soul who happens to cross their path because a hero or priest foiled their plan earlier that evening.

Who does the Curse Hurt? Chinese curses often have a longer reach and can be much more sinister than the typically straightforward curses known to the Western World. In some cases, the cursed person doesn't suffer himself, but it is those around him or his property, family or heirs who suffer. In this case, the curse cuts more deeply because it is hurting the accursed individual indirectly by targeting and hurting his heir (in some cases, a child yet to be born) or sibling, family, friends, livestock, possessions/property or reputation.

In most cases, a curse is meant as a punishment and/or a lesson, so Chinese curses tend to sting on a personal and human level, such as striking at one's loved ones. In addition, many Chinese myths and stories *require* the cursed to get *uncursed*, so the curses described in the pages that follow are often designed to encourage (in a few cases, force) the afflicted character to do something to remove it before innocent people suffer and perhaps even die.

Saving Throw. Unless stated otherwise, the intended victim must roll a 16 or higher to save vs a demonic or ghostly curse. Bonuses to save vs magic are applicable, but at *half* their usual

number. Curses are only effective on *mortals* and the *mortal world* (i.e., crops, animals, belongings, reputation, etc.). Dragons, other creatures of magic, and supernatural beings cannot be cursed.

Removing the Curse: Most of the curses last a set period of time and then stop on their own. However, that period of time is usually many weeks or months and can be disastrous in its results unless it is stopped as soon as possible. Thus, many victims of curses find themselves scrambling to rid themselves of the affliction as soon as possible.

Monks, Soothsayers, priests, certain dragons and Celestial Avatars may be able to remove a curse through magic or via positive energy. The *Remove Curse spell* also has a chance of success, though with a penalty of -25%.

The *demon, ghost or spirit* that placed the curse can also be removed, provided one can convince the foul being to do so. That's much more difficult than one might think, because many supernatural beings are impervious to the weapons of man and regenerate damage rapidly, or rise from apparent destruction the very next night, so they cannot be easily threatened to comply. Furthermore, most evil spirits despise the living and won't do anything to help or make life easier for them. Even a demon or ghost who agrees to repeal a curse if it is given something it wants, may renege on its promise – though 90% will honor their promise. Most Chinese demons, ghosts and monsters, including Anarchist, Miscreant and Diabolic alignments, will live up to their promises and agreements, so if the adventurer provides what the evil being asked of him, it will remove the curse or do whatever it had promised. However, bargains and deals are never easy when dealing with supernatural evil, and the monsters are likely to send heroes on a fool's errand, i.e., a quest with many obstacles, or which creates new problems or (seems to) require bloodletting and other foul deeds in order to accomplish the task. Demons and ghosts will usually promise to remove a curse if the person is willing to do it a "favor" or to "extract revenge" in its name. However, the enemies of evil beings are usually kings, heroes, priests, and other good people who have tricked or beaten the foul creature in the past. Trickery can also be used to get a demon or ghost to remove a curse, if one is clever enough to pull it off and smart enough to know never to rub a ghost or demon's nose in its mistake, loss or misfortune. To do so is to invite the monster's eternal hatred and lust for retribution. Greedy and wicked, many a ghost or demon can be *bribed* with gems and gold, rare or valuable magic, or something that is important to mortals (or a specific mortal like a hero, king or priest), but that may mean putting an item that could help people in the hands of a fiend who will never allow it to be used for good.

Curse Descriptions

Curse of the Ancestors
Curse of Animal Disease
Curse of Bad Luck/Misfortune
Curse of Barrenness
Curse of Delirium
Curse of Drought
Curse of Feebleness
Curse of Fever
Curse of Fleas
Curse of the Forefather
Curse of Headaches (debilitating)
Curse of Heritage (Children)
Curse of Hunger
Curse of an Interesting Life
Curse of Lameness
Curse of a Minor Disorder
Curse of Numbness
Curse of Pestilence/Locusts
Curse of the Plague
Curse of the Pox
Curse of Rags
Curse of Stomach Sickness
Curse of Wasting
Curse of Wicked Haunting

Curse of the Ancestors

The victim of this curse is haunted by the ghosts of 1D4 disapproving ancestors. The ghost(s) appears to criticize and complain every time the character makes a blunder or does something wrong. It also appears without warning to offer advice, which may be good or bad, moral or corrupt, depending on the ghost and the character it haunts. The ghost is typically an alignment and of a mind opposite to the character it haunts. It may also play poltergeist-like pranks on the cursed individual and regularly interrupt the person's sleep with noise or nagging.

Penalties: Distracted and annoyed when the Ghost of an Ancestor is present, inflicting -2 on initiative, -1 attack per melee round, and -10% on skill performance. This is in addition to the obvious annoyance and trouble the ghost is likely to cause with its crummy advice and constant nagging.

Duration of Curse: 4D6 weeks. The ghost lingers 1D6x10 minutes per visitation, which can be once or twice a day to a dozen times depending on the ghost and the person it is haunting. Victims who show extreme irritation by each visit and/or argue with the spirit are likely to be bothered much more often than those who try to ignore the ghost, as are those who (pretend or genuinely) welcome the ghost's comments and advice.

Curse of Animal Disease

Animals (riding and work animals, livestock, pets, game animals, etc.) become ill and start wasting away. 1D6x10+30% of

them will die within 1D6+20 days and their withered, diseased flesh makes them unsuitable for eating. The curse typically affects *one type* of animal, such as all the fowl (chickens, ducks, etc.), or all the horses (may include donkeys and mules), or cows and oxen, or dogs, or pigs, and so forth. In the case of animals like dogs and cats, there may be an additional problem that manifests in a few days or weeks. For example, without dogs around a farm (or village), one or more foxes or other predators may raid the hen-house, frighten cattle, and cause other trouble and damage; without cats, swarms of mice or rats may appear to eat and contaminate grain stores or spread disease, and so on.

The curse is limited to one specific farm or area of land (never larger than one square mile/1.6 kilometers) owned by the curse victim. If the accursed doesn't own any land or animals, the curse will affect a relative or friend's property, or the area/village where the curse victim was born, or presently lives, frequents regularly or from which he purchases food and supplies or rents animals.

Penalties: The animals are weak, ill, and unable to work or play; reduce their Spd, P.S. and P.E. by 75%. The sickness also makes it unhealthy for humans to eat the ill animals, causing vomiting and fever same as the *Curse of Stomach Sickness* if eaten, but the illness and its penalties only last for 1D4+2 days.

Duration of Curse: 3D6 weeks, by which time the animals are likely to have perished.

Special Way to Lift the Curse: Most rural people know that if the curse cannot be lifted by any other means, killing the victim of the curse (and ultimately the one who has brought them suffering) as a *human sacrifice* to the evil force responsible will immediately stop the sickness and the animals will regain their full health in 2D4 days. Even villagers of a good alignment will consider this remedy if they are desperate, especially if the cursed character is doing nothing or little to fix the problem himself, or is outright evil. Vengeful ghosts and demons love this solution and may even plant the idea that it is a viable option.

Curse of Bad Luck/Misfortune

Constant misfortune and trouble plagues the accursed, from a broken shoelace, to a horse or animal going lame, to the character losing some or all of his money, to not realizing when he's being cheated, to losing at cards and gambling, to injury and sickness that almost always leads to complications, and so on. In a group, it is the character cursed with Misfortune who is most likely to be singled out for a brawl, theft, interrogation, a beating, torture, slavery, etc.

Penalties: The accursed has *NO* bonuses to save versus anything (unmodified dice rolls only), making the character very vulnerable to attacks from magic, psionics, possession, poison and disease. Also reduce the character's bonuses to parry, dodge, and pull punch by half.

Duration of Curse: 4D6 weeks.

Curse of Barrenness

If cast upon animals, all the animals owned by the person who is cursed, including livestock he may own part interest in as a partner, become infertile for the duration of the curse. No

eggs, no milk from cows and goats, no birth of new animals, fetuses miscarry and animals ready to give birth within 1D4 weeks see their young stillborn.

If cast upon a man, he becomes impotent, infertile and suffers from low self-esteem. It is worse for a woman, because she cannot conceive, and if already with child (under 24 weeks), the fetus dies (miscarries) within 1D6 days. If the fetus is older than 24 weeks, the woman suffers from horrible back and stomach pains for 2D6+20 days before the child is delivered weeks early, dead. The sense of loss is terrible.

Penalties: Beside the obvious, reduce M.A. and M.E. by half, P.E. and P.B. by 10%, and adjust any attribute bonuses accordingly. Skill performance is also -10%.

Duration of Curse: 5D6 weeks.

Note: This curse may be more appropriate as a plot device in which a Non-Player Character (perhaps an important lord or noble) hires the player characters to rid him or his wife of this curse, requiring the group to find the demon or ghost responsible and get it to lift the curse one way or the other.

Curse of Delirium

The victim's mind is fried with fever, making the character delirious and confused.

Penalties: All combat bonuses of the accursed are reduced to zero, the number of attacks are reduced by half, Spd is reduced by half, and all skills are performed at only 30%. Worse, the character is out of his head, meaning he doesn't always remember the people he knows, often mistaking them as strangers or people from his past. He relives the past and forgets what is going on in the present and thinks he's living in a different place or period (typically the past, but sometimes the future or a fantasy world). Furthermore, he will think the one who cursed him is his best friend, mistakes ghosts for the living, and is often oblivious to danger around him.

Duration of Curse: 1D6 weeks.

Curse of Drought

This curse causes the rain to skip the victim's land/crops, causing 2D4x10% of the crops, fruit and vegetation to wither and die from lack of water. Brush fires and dust storms may also result from the ultra-dry and hot conditions. Though all of the victim's land holdings are not destroyed, damage always starts with the most valuable. In addition, underground wells and streams (temporarily) run dry, making water a desperately needed resource. Note: If the cursed character doesn't own any land himself, the curse will fall upon his family or hometown, or current place of habitation, but people *will* suffer. Good characters will want to remove the curse as quickly as possible so innocent people and animals don't suffer. Selfish and evil characters may not care, unless the people affected demand they do something . . . or else.

Penalties: None to the individual himself, the ramifications to his holdings, family, workers and neighbors, however, may be devastating. All will know he is cursed and ultimately responsible for their troubles (the demon or ghost will make sure of that) and this could cause damage to his reputation, cause people to shun him and worse (see Special Way to Lift the Curse).

Duration of Curse: 4D6 weeks, but even a four week drought is enough to destroy or damage one entire season of crops (stunted size, poor quality and half the usual amount).

Special Way to Lift the Curse: It is common knowledge that if the curse cannot be lifted by any other means, killing the victim of the curse (the one who has brought them suffering) as a *human sacrifice* to the evil force responsible immediately stops the drought and brings rain. Even villagers of a good alignment will consider this remedy if they are desperate, especially if the cursed character is doing nothing or little to fix the problem himself. Diabolic and vengeful ghosts and demons love this solution.

Curse of Feebleness

The accursed becomes very weak and easily tired. Fatigues twice as quickly as usual, and is physically spent after modest exertion.

Penalties: Reduce P.S., P.P., P.E., and Spd attributes by half (also reduce attribute bonuses accordingly). Reduce S.D.C. by half, and attacks per melee round are -1. Skill performance takes twice as long as it should and the character needs to rest often.

Duration of Curse: 2D6 weeks – an eternity for a warrior, adventurer or someone who relies on hard labor for survival (i.e. farmer, woodcutter, soldier, and most ancient occupations).

Curse of Fever

The victim of this curse falls ill with fever.

Penalties: -3 on initiative, -2 to strike, parry, dodge or disarm, finds it difficult to think clearly (-20% on skill performance), and feels weak and sluggish, wants to sleep. When the fevered character falls asleep it is a deep slumber and he doesn't hear even loud noises around him, only shaking the character wakes him up. Must drink water or fluids (including soups and teas) to avoid dehydration. Fever and dehydration doubles the penalties and reduces P.P.E., I.S.P., P.S. and Spd by half.

Duration of Curse: 2D6 weeks.

Curse of Fleas

The cursed individual is suddenly infested with fleas, lice or other tiny, biting insects associated with uncleanliness. The origin of the infestation being a curse, even baths, shaving one's hair and normal medical treatments are ineffective at getting rid of them.

Penalties: Reduce M.A. by half and P.B. by 10% because the character is constantly scratching, and the tiny insects can be seen crawling and hopping on the victim's body, which is gross. In addition, the victim of the curse is -1 on initiative and -1 to strike, parry, and dodge, as well as -5% on the performance of skills due to the distraction and irritation of the bugs.

Duration of Curse: 4D6 weeks.

Curse of the Forefather

Out of nowhere, the cursed victim is harassed and faces potential punishment for some sin/crime/shame committed by one

of his forefathers. This may be his father, grandfather, or go back several generations. Someone (perhaps the ghost or demon who made the curse, or an unrelated third party) finds and reveals that the character is descended from the notorious _____, fill in the blank, but it is nothing good. Ultimately, this “legacy of shame” tarnishes the character’s own reputation, raising the question of whether or not the character can be trusted, believed, or welcomed. The sin of the forefather revives long-forgotten animosity and/or rivalry among others (the inhabitants of the village, family, clan or organization done wrong) and they seek revenge or satisfaction from the current character. This means not only may the character be shunned as “bad seed,” but there is likely to be a number of people who want to make the current descendant (i.e., the curse victim) *pay* for the sins of his ancestor or insist he *right* the terrible wrong of the past in the present. This may mean a quest to right the wrong, a favor to help smooth things over, or a series of tests to prove he is not a villain or a traitor, or to make amends. The damage to the character’s reputation and his need to “repair” it *may* last for years or even the rest of his life, long after the curse has ended, but the most severe consequences occur during the duration of the curse. On the other hand, righting the wrong could give the character a reputation as a heroic champion or noble leader, or other good rep.

Penalties: The character is haunted by the past and must deal with resentment, hatred, anger, and retribution from others. He may even have to conceal his true identity, but no other penalties per se.

Duration of Curse: 6D6 weeks.

Curse of Headaches

The curse victim suffers from frequent, daily headaches. The pain is relentless and the more days the Curse of Headaches continues, the more desperate for relief the sufferer becomes. These are pounding, migraine headaches that make concentration difficult, turn the stomach and make sleep impossible. The longer they persist the worse the penalties become.

Penalties the First Week: -1 to strike, parry, and dodge, and -5% on all skills.

Penalties the Second to Fourth Week: Reduce all combat bonuses by half (including initiative), -1 attack per melee, reduce S.D.C. by half, and -15% on all skills.

Penalties the Fifth Week and Onward: It’s bad now, real bad. The headaches never go away, they just vary in their severity (dull ache to throbbing agony). The accursed feels sick, weak and dizzy almost all the time. His appetite is minimal because eating upsets his stomach. Sudden movement makes the head pound and vision blur, as do bright lights, and doing anything strenuous is a challenge to his will power. Reduce all combat bonuses to zero (including initiative), saving throws by half, and attacks per melee to only two. S.D.C. is zero and Hit Points are reduced by 1D4x10%. Performing any skill takes three times as long as normal and is done at -40%. At this point, concentration and spell casting is difficult and the character is always the last to strike or take action. Only one spell may be cast per melee round.

Duration of Curse: 3D6 weeks.

Curse of Heritage (Children)

The curse falls not on the individual but on one of his children, typically the first born or the youngest. If the character is infertile or likely never to have a child for any number of reasons, the curse falls upon a younger sibling, cousin, nephew, grandchild, stepchild, etc., but always someone loved by the victim of the curse.

Penalties: Psychic and magic aura readings and all forms of fortune telling from tea leaves and tarot cards to clairvoyance all indicate this character is doomed to tragedy and early death unless the curse is lifted. Furthermore, those around him are likely to suffer along with him, especially those who are closest to him. Meanwhile, the cursed youngster suffers the Curse of Bad Luck/Misfortune at half the usual penalties.

Duration of Curse: Until the curse is lifted or the individual who caused the curse can make good with the one who cursed him.

Note: Killing the one responsible for the curse usually makes the curse permanent, but the cursed youngster is also able to confront the evil one responsible for the curse and try to kill it (removing the curse) or make a deal for it to remove the curse.

Curse of Hunger

The victim’s belly becomes bloated as if he is starving, but all food tastes like paste, all drinks like spoiled milk and no amount of food sates the victim’s hunger – the stomach always feels empty and the character has no appetite.

Penalties: Constant stomach ache and feels weak. Reduce P.E. and Spd attributes by 20%, S.D.C. by half and -1 from attacks per melee round.

Also roll percentile dice: 01-50% means the character becomes overweight by 2D4x10 pounds (9 to 18 kg; reduce P.B. by 10%) or 51-00% means the character becomes very thin and underweight by 2D4x10 pounds (9 to 18 kg; reduce P.B. and P.S. by 20%; adjust attribute bonuses accordingly).

Duration of Curse: 4D6 weeks. (1D6x10 weeks when cursed by a Preta.)

Curse of an Interesting Life

This means people, good and bad, tend to notice and target this character for one thing or another, making for “an interesting life.” Some of this can be *good* (winning the admiration and favor of a King or hero) and some of it *bad* (the admiration and favor of the King also wins the cursed character the resentment and hatred or envy of one or more of the King’s kinsmen, advisors, and/or rivals, who then seek to tarnish the character’s reputation, belittle him, ruin his relationship with the king, or eliminate him entirely, or some other equally nasty or petty act of jealousy or revenge). Likewise, a thief looking for someone to victimize is likely to target the cursed character, a domesticated animal is likely to refuse to cooperate or run away from the cursed character or bite him, or he is targeted by thieves or a con artist because he won a valuable prize or was celebrated for a heroic deed, and so on. Another possibility is a ruthless creditor demands the curse victim pay for debts (perhaps old, perhaps new and surprising) incurred by his brother, father or other fam-

ily member or close friend. If he refuses, the family member or friend will be enslaved, or his home/farm taken and family turned out or they'll be enslaved, or killed. Other events that are annoying, shocking, funny, frustrating and troublesome continually plague this character. This also means one can expect the worst of most everything – if the character catches the common cold, pneumonia is sure to set in. If the character gets a small cut, it becomes infected. If the character gets sick, or suffers from some magical or poisonous effect, he will usually suffer for the full duration of the malady, but at *half* the usual penalties (it's that "interesting" good luck, bad luck seesaw thing). And if there is a one in a hundred chance of something happening or going wrong, it happens to the character.

Penalties: As the situation dictates; see above.

Duration of Curse: 6D6 weeks.

Curse of Lameness

If cast upon the victim's riding animal, the poor creature goes lame within 1D6 minutes, as do any replacement riding animals or any animal(s) pulling a wagon or carriage the accursed may ride in. Travel on foot is the character's only recourse.

The character, himself, is also afflicted by a sharp, stabbing pain in his feet and/or legs whenever he puts pressure on it, even to stand up or walk a few paces. This curse drives soldiers and warriors up a wall.

Penalties: This reduces the victim's Spd attribute by half, S.D.C. by half, Hit Points by 10%, and the accursed is -2 to strike and pull punches, -3 to parry and disarm, and -6 to dodge, entangle and roll with impact. P.S. and damage bonuses are also reduced by half because the accursed can't put his full weight behind his punches/strikes.

Duration of Curse: 5D6 weeks.

Curse of a Minor Disorder

This curse is meant to humiliate and mock its victim and can only be cast upon one individual at a time.

Penalties: As per the affliction.

- Headaches – Mild headaches come and go. Skill performance is -5% when a headache is on and the character tends to be a bit absent-minded. A typical headache lasts 1D4x10 minutes.

- Hiccups or speech impediment – slows and impairs speech, reduces the number of spells that can be cast to one per melee round, and may subject the victim to ridicule, mocking imitation and jeers.

- Indigestion – gas, upset stomach and mild nausea that makes the character flatulent. Every time he eats anything, even something as small as a cookie, or drinks anything other than water, he will start to fart, unleashing a noxious fume announced by a loud or long noise. He is also -1 to strike, parry and dodge for the duration of the curse. Creatures tracking the character by scent are +20% to do so and the curse victim's Prowl skill is -10% (-25% if he's eaten in the last hour).

- Muscle Stiffness – stiff, achy joints and muscles make the character's movement awkward, and joints make a loud popping sound when they are first used. Penalties: -1 on initiative, -1 to strike, parry and dodge, and reduce Spd by 10%.

- Nausea – speeds greater than 40 mph (64 km), sudden movement, the motion of a ship, the sight of disgusting food, blood, gore, or anything disgusting, all turn the victim's stomach. He must stop and do nothing for one melee round (15 seconds) or vomit. The act of vomiting makes the character lose initiative and all attacks/actions for that melee round, plus he is unable to defend himself well if he should fall under attack, -2 to parry, dodge and roll with impact.

- Sneezing or coughing – episodes when the character sneezes or coughs intermittently for 2D6 minutes, triggered by stress, allergies and strong odors. During such times the character is -1 to initiative, parry and dodge, and -20 to prowl (or hide).

Duration of Curse: 2D6 weeks.

Curse of Numbness

An important part of the body goes numb and remains that way for the duration of the curse.

Penalties: Numb fingers and arms make its victim -30% on all skills that require the use of the hands, plus the character cannot hold or grip tightly (a rival P.S. of 9 or greater can pull an item out of the accursed's hands), the character is -1 to strike, -3 to parry and disarm, and cannot pull his punches.

Numb feet and/or legs reduce speed by 40%, leaping, Acrobatics and Gymnastics skills are impossible, other skills involving the feet and legs (Swimming, Prowl, etc.) take twice as long and are -40%, and the character is -3 to dodge and roll with impact.

Numb face/mouth makes the eyes and mouth droop (-2 on P.B.) and slurs one's speech, making all communications and vocal skills -30%, and practitioners of magic can only cast one spell per melee round. Also reduce M.A. by 2 points.

Any can make a deadly impairment for an adventurer or hero.

Duration of Curse: 3D6 weeks.

Curse of Pestilence/Locusts

When cast on prepared food, the entire meal (regardless of the number of servings) it becomes instantly rotten and infested with maggots and other worms and larvae.

When cast upon an individual, the curse afflicts land that he owns, co-owns or is somehow affiliated with. One hundred acres per level of the creature unleashing the curse becomes infested with locusts, beetles and other vegetation devouring insects that threaten to consume every plant in their path. The insect swarm devours 6D6 acres of the crops, fruit and vegetation every day until the curse is done or is stopped. Though all of the victim's land holdings may not be destroyed, damage always starts with the most valuable. **Note:** If the cursed character doesn't own any land himself, the curse will fall upon his family's holdings. If there is none, the pestilence attacks his hometown or current place of habitation/residence. Good characters will want to remove the curse as quickly as possible so innocent people and animals don't suffer. Selfish and evil characters may not care, unless the people affected demand they do something, or else.

Penalties: None to the individual himself, the ramifications to his holdings, family, and neighbors, however, may be devastating. Everyone affected knows he is cursed and ultimately responsible for their troubles (the ghost or demon will make sure of that), and this could cause damage to his reputation, cause people to shun or fear him, and worse (see Special Way to Lift the Curse).

Duration of Curse: 1D4 weeks, but even one week of locusts or pestilence is enough to destroy or damage one entire season of crops (making even partially damaged crop plants unable to produce or leaving damaged goods that have no salable value, i.e., a partially eaten ear of corn or apple with a couple of worm holes).

Special Way to Lift the Curse: Most rural people know that if the curse cannot be lifted by any other means, killing the victim of the curse (the one who has brought them suffering) as a *human sacrifice* to the evil force responsible immediately stops the pestilence and leaves what crops remain untouched by the insect swarm. However, in this case, the accursed must be eaten alive or at least killed by a predatory animal (lion, tiger, bear, etc.). Even villagers of a good alignment may consider this remedy if they are desperate, especially if the cursed character is evil and doing nothing or little to fix the problem himself. Diabolic and vengeful ghosts and demons love this solution.

Curse of the Plague

Typhus or the Bubonic plague. The victim suffers from a cough and high fever, accompanied by red blotches that appear on the face, chest, and abdomen. In the case of the Bubonic plague, the blotches ulcerate to become open wounds.

This curse may be directed against a lone individual who has angered the supernatural being, but more typically is leveled against one of his closest loved ones (typically a bride, fiancé, spouse, parent, sibling, favorite child or best friend), or against the community from which he heralds (i.e., place of birth) or current place of residence. In the latter case, the curse affects 2D6 people per day for each level of the monster who made the curse; a new batch getting sick every day. Thus, a fourth level demon or ghost will cause 2D6 people to fall ill for four days in a row.

Penalties: -1 on initiative, -1 to strike, parry, dodge and disarm, -5% to perform skills, -1 to attack and -2 points from Spd attribute for every day of illness. The cough, fever and weakness worsens every day for *seven days*, at which point the individual is too sick to feed or care for himself, and collapses into a fevered and tortured slumber. Every day after that there is a 01-20% chance the individual will *die!* Roll for each day. A roll of 01-20 means the character falls into a coma – roll to save vs coma and death. Medical treatment or psionic or magical healing gives the character a +20% chance to save vs coma and death, surviving the coma for that day, but roll again for the next and the next. About 50-60% of those afflicted will die before the curse passes.

Duration of Curse: 1D4+1 weeks.

Note: Thankfully this curse is reserved for the most powerful and/or vile of demons and ghosts.

Special Way to Lift the Curse: It is common knowledge that if the curse cannot be lifted by any other means, killing the victim of the curse (the one who has brought them suffering) as a *human sacrifice* to the evil force responsible immediately stops the disease, and the ill recover completely within 48 hours. Even villagers of a good alignment may consider this remedy if they are desperate, especially if the cursed character is doing nothing or little to fix the problem himself. Diabolic and vengeful ghosts and demons love this solution.

Curse of the Pox

The curse may be directed against the individual being cursed but is usually leveled against the nearest community, even if he has only spent a single night there or is just passing through. In the latter case, the curse affects 2D6 adults for each level of the monster who made the curse (see Penalties for children).

Itchy red blotches appear on the body, particularly the face, arms, chest, and abdomen. It is accompanied by a low-grade fever, tiredness and loss of appetite.

Penalties: The blotchy rash lasts for the duration of the curse with the following results on adults: -1 on initiative, -2 to strike, parry and dodge, skills are performed at -10% and reduce attacks/melee actions by half.

After the first seven days, the sickness reaches its zenith and the ill suffer 1D6 damage direct to Hit Points every day for the next 1D6+2 days. This curse is seldom fatal to adults, but it mainly attacks children! For every one adult who gets sick, 1D6 children also get the pox, and they are not likely to survive a severe loss of Hit Points. **Note:** The typical child under 12 has 2D6+4 Hit Points. Teens 13 and older have 2D6+10 Hit Points. Lost Hit Points can only be restored by psionic or magical means.

By day 15 the worst has passed (no more Hit Point damage) but the penalties and any injury linger until the curse comes to the end. Fatalities in the first 15 days are likely.

Duration of Curse: 1D4+1 weeks.

Note: Killing the accursed individual does nothing to alleviate this curse. To remove it, one must either reverse the negative energy (chi), put the ghost to rest or slay the demon responsible, or convince the creature responsible for the curse to remove it. Of course, an appeal to, or deal with, a god or elemental being (good or evil) might also be used to lift the curse (many gods have such powers).

Curse of Rags

The curse of rags causes any clothing and *armor* worn/carried by the accursed to tear, tatter and break easily, rapidly becoming nothing more than rags within a one week period of being acquired. Normal, S.D.C. armor and clothing lose 10 S.D.C. per day, while magical and M.D.C. armor lose 10% of their M.D.C. per week. When the S.D.C. or M.D.C. of armor or clothing is exhausted, it is totally useless.

Penalties: In addition to the obvious, the character's armor and clothing always look dirty and shabbier than they may really be, affecting the person's overall appearance (reduce M.A. and P.B. by 20%).

Duration of Curse: 4D6 weeks.

Curse of Stomach Sickness

Frequent, debilitating waves of nausea and cramping accompanied by vertigo. Symptoms occur when under stress (including combat situations), heavy exertion, after eating and from not eating regularly. Symptoms (and penalties) last for 4D6 minutes per each occurrence.

Penalties: Always feels nauseous which reduces speed by half and attacks/actions per melee round by one, and the character has no initiative (last to take action). Becomes dizzy under stressful situations and speeds greater than 40 mph (64 km), and sudden movement, the motion of a boat, the sight of disgusting food, blood, gore, or anything disgusting, all turn the victim's stomach and he must stop and do nothing for one melee round (15 seconds) or vomit. The act of vomiting makes the character lose all attacks/actions for that melee round and he is -4 to parry and dodge. An additional -2 to strike, parry, and dodge when dizzy.

Duration of Curse: 3D6 weeks.

Curse of Wasting

Within a matter of one week, the character's skin turns pale or grey, dark circles form around his yellow tinted eyes and the character loses 10 pounds (4.5 kg). All in all, he takes on the appearance of a vampire or a walking corpse.

Penalties: Reduce M.A. and P.B. by half and most people who see the character will find him frightening or worrisome

because he seems seriously sick or not human. (Vampires and ghosts recognize this curse and play along.) In addition, reduce the character's normal S.D.C. amount by 10% and Hit Points by one point every week of the curse. Neither can be recovered until after the curse passes or the curse is lifted. **Note:** Hit Points never fall below 10.

Duration of Curse: 3D6 weeks.

Curse of Wicked Haunting

The victim of this curse is followed and troubled by a Preta, a Fox Spirit, or a Haunting Entity that strikes out at him and those around him at random times every day, as well as plays pranks on him and causes other kinds of trouble or disturbances. The evil spirit also constantly disturbs the curse victim's sleep (he's lucky to get more than four hours of sleep a night, and none of it uninterrupted), it hides (does not steal) his shoes, weapons, money, etc., opens up wrapped food and packages so they get ruined or an animal can get into it, makes a ghostly appearance and noise at the most inopportune times and scares people away or attracts attention to the accursed, makes animals whine and howl, and offers advice when it's not wanted, criticizes and mocks the character, encourages the character to do evil, and a zillion similar things. The spirit is out to torment the victim of the curse even if the character is of the same alignment and does things the evil spirit can relate to and appreciate.

Penalties: In addition to the obvious, the character is distracted, nervous and probably suffering from a lack of sleep, and is -1 to strike, parry, and dodge, -5% on skill performance.

Duration of Curse: 6D6 weeks.

Chinese Ghosts & Demons

By Kevin Siembieda

Chinese mythology is filled with and wondrous gods, spirits and animals, most of which will be the subject of a third Rifts China book. The focus of this book are the strange demons, ghosts, spirits, goblins, and monsters of Chinese mythology. Beings that go about working evil and hardship upon humans for the sake of wickedness. They like to cause suffering, mischief and death, or *Yao-hsieh* – “evil or demoniacal happenings.” (Note: “Yao” is an adjective that refers to “weird” or “supernatural” happening, and the name, or part of the name, of any monster that is believed to be a force of supernatural evil; i.e., “a Yao must be responsible for this tragedy.” “Hsiung” means “bad luck” and is often the caused by “Yao-hsieh.”)

Some of the most interesting, well known, unique and fun to play against in an RPG setting are presented in the pages that follow. Many hunt and act independent of the Yama Kings, or any god, while others are effectively the Yama's minions. Even independent demons and spirits *may* be enlisted, tricked, or

forced to serve one or more of the Yama Kings, ancient gods or other supernatural powers. Malicious and evil creatures, ghosts and demons may also associate with other wicked beings or turn to the Yama Kings and other powerful beings to sell and trade goods, people and information.

Ghosts & Goblins

The *willow tree* is often associated with vampires, ghosts and evil spirits. The Ch'iang Shih, Ghosts, Goblins, Ghouls and various demons often make their camp, lair or resting place under the branches of a willow (the only wood that cannot harm a Ch'iang Shih Chinese vampire). *Marshlands*, *mist* and *strange lights* are also associated with vampires and evil spirits, and such places are considered dangerous, filled with negative energy and haunted by demonic visitors.

Ghosts

Ch'iang Shih – Chinese Vampire

Kuei – Demonic Ghost

Preta – Hungry Ghost

Shen Mo – Wicked Ghost/Disease Demon

Vapours – North Spirits

Goblins

Fox Spirit

Ghost Goblin

Mountain Goblin

One-Horned Goblin

Shadow Goblin

Tall Man Goblin

Ch'iang Shih

The Chinese Vampire

Though not truly a ghost, we felt the undead belong in this section. The undead of China are different than the Vampires of Europe and Mexico. The Chinese vampire is a demonic entity known as the Ch'iang Shih – a malevolent and animalistic energy being that appears as whirling specks of luminous matter. It is capable of inhabiting the body of the deceased so that it may walk among men. So powerful is this entity that it can link itself to a skeleton or even a skull and make it come alive, whole and intact, with muscle, sinew and skin. This is why proper burial is so important. Leaving a skeleton or corpse unburied, a skull neglected, or a grave uncovered is to invite Vampires, Ghouls and other dark forces to lurk within them. Though a Ch'iang Shih can take possession of a skeleton (and restore it), they seem to prefer to inhabit the bodies of people who have recently died, selecting the most healthy, handsome and beautiful to become a vessel for their evilness and murder.

To keep the body from decaying, the demon must feed upon the flesh of the dead or, preferably, the *blood of living people*. The flesh of the dead keeps the vampire alive, but malnourished, giving its body a sickly pallor, sunken eyes and the general appearance of being a corpse or zombie. Drinking the blood of the living, however, makes the Ch'iang Shih appear completely human in every way. To keep its human disguise intact, the vampire must feed on blood every 48 hours or its healthy-looking body begins to decay. Once the process of decay begins, it can be stopped, but not reversed, so a Ch'iang Shih that begins to decay and then feeds, will stop the process up to that point, but not get back to looking perfect. Consequently, most Chinese vampires are diligent about feeding every night, in case they are forced to miss a meal due to the intervention of a hero or pure happenstance. Most try to avoid risking any deterioration of their body.

Though a Ch'iang Shih may look completely human, and usually an attractive one, there is an aggressive, animal ferocity about the individual that hints at its darker, predatory nature. However, it is when the undead creature must feed, or when it becomes angry or engages in combat that the fiend's true nature is clearly revealed. In order to use the full range of its demonic

powers, the Ch'iang Shih must assume its true demonic appearance. Though an energy being before becoming linked to our physical world, once the vampire takes possession of a physical body, it is trapped inside that vessel until it is destroyed by physical means. In its human guise, the creature's abilities are reduced by half and it cannot fly or use its breath attacks, but all its vampire powers are available when it takes on its *demonic physical form*. The Ch'iang Shih's demonic vampire form is that of a human (gender based on the corpse it has possessed), with sunken eye sockets, glaring red or orange eyes that flash with lightning when angry, long sharp claws, pointed teeth, a pair of fangs, swarthy/dark complexion and body hair that is green or white.

To feed, most Ch'iang Shih first kill their victims, then use their claws to tear the head from the body, draining all the blood (seldom leaving more than a few splatters at the crime scene), and taking the head with them so they may eat the eyes and nibble on the brain as a snack, like candy. Some keep the heads and skulls of their victims as macabre souvenirs or trophies, but most discard them when they are done with them.

When not killing and feeding, Ch'iang Shih like to rob, frighten, harass, and bully the living. Any human who dares to challenge or confront/fight the belligerent vampire becomes a target for its wrath. Ch'iang Shih are murderous creatures of Yin (the night) and negative Chi. As such, they engage in malicious acts for their own amusement and like to cause fear, death and suffering, as well as watch the suffering of mortals. They cannot tolerate Yang (sunlight) and wait until dark to hunt and kill. Some folks believe the undead also carry disease and pestilence with them, but that is not true.

Abilities of the Ch'iang Shih Vampire

- 1. Night-stalkers that rise from the grave.** The Ch'iang Shih can only come out at night, and sleeps during the day in a coffin, though it does not need to have the soil of its homeland lining the bottom. The coffin is usually kept in a secret place outdoors, such as a cave, trench, hole, shallow grave, beneath a tangle of vines or brush, underneath the branches of a willow tree, under a large rock or log or bridge, and similar places. They can also be found in a deserted building, desecrated temple, crypt or an underground lair (the Chinese don't generally have basements in their homes). The *willow tree* is often associated with vampires and evil spirits and is the only wood that cannot harm a Ch'iang Shih. The Ch'iang Shih, ghouls and other demons often make their camp, lair or resting place under the branches of a willow. *Marsh-lights*, *mist* and places filled with *negative energy* are also associated with vampires and evil spirits.
- 2. Vampires rise from the dead.** Unless the body is burned, a seemingly slain Ch'iang Shih (M.D. reduced to zero or below) will return to life the very next sunset, even if its head or limbs have been removed, or its body seemingly vaporized. The vampire rises with its whole body intact and at full strength, hungry for revenge and blood at the start of the next nightfall.
- 3. A lust for blood.** Though a Ch'iang Shih may survive on the flesh of the dead, they lust – hunger and crave – for the blood of *the living*. Thus, humans (and D-Bee mortals) are their primary food source. Every two nights a Chinese Vampire goes



without blood, the creature decays a little bit more. When it becomes a bloated corpse, the Ch'iang Shih is expelled from the body and the vampire entity is sent back to its dimensional place of origin.

4. **Fangs, pointed teeth and a killing bite.** The Ch'iang Shih can attack using its teeth or claws. However, unlike the undead created by a Vampire Intelligence, the Ch'iang Shih can *NOT* control its victim's mind or turn mortals into its slaves or create a fellow vampire via a "Slow Kill Bite." That is not a power the Chinese Vampire shares with its Western counterpart.
5. **Metamorphosis.** Human Form: As noted earlier, a Ch'iang Shih can link with a corpse, skeleton or skull, and regenerate a completely human looking body as if it were alive. However, in this completely human disguise, the vampire's physical attributes are at *half* and it can *NOT* use any of its vampire powers (fly, turn to mist, breath attacks, etc., but can metamorph into its vampire, bird, shadow or mist forms).

Vampire Form: To wield its full Supernatural Strength and demonic powers, it must assume the appearance of its true demonic nature, with the pointed teeth, claws, and green or white hair as described earlier.

Bird Form: To fly, the Ch'iang Shih must take the form of a very large black or grey bird. Only experienced vampires who have walked the Earth as an undead for 50 years or longer can perform this metamorphosis and fly. Maximum speed is 60 mph (96 km). Maximum altitude is 600 feet (183 m) above the ground, but can fly up the sides of mountains or down from a high peak. The bird has a wicked beak and large claws, enabling it to attack as usual (same damage and bonuses as the vampire shape), but reduce the number of attacks per melee round by one.

Black Mist or Shadow: The Ch'iang Shih can also turn into a black vapor or shadowy form that moves on its own. In both instances, the vampire is impervious to all physical attacks, but it cannot attack the living or use any of its vampire powers (except metamorphosis). Consequently, the black mist or moving shadow is typically assumed when the vampire wants to make good an escape, to enter its coffin through a crack or small hole, or to enter a place by oozing under a door, through a crack or keyhole, and so forth. The Spd attribute is half in either form and remember that the vampire must take on a solid form to attack. **Note:** +10% on prowl ability (although silent, the mist or shadow is very large and obvious) as a mist or shadow.

6. **Summon lesser animals/vermin:** The Ch'iang Shih can summon flies, mosquitoes, cockroaches, mice and rats, though only one type at a time and usually in swarms.

Rodents: The vampire can summon up to 100 rats or mice per every 20 years of life on Earth. The horde of rodents has a Horror Factor of 10 and can bite, inflicting one S.D.C./H.P. point of damage on unprotected victims as they swarm under and around people. Duration of control: 10 minutes per every 10 years the vampire has existed on Rifts Earth. Rodent Damage: Roll 1D6+1 per melee round for rodent damage. They also make a surprising amount of noise and create quite a distraction. Penalties from a rodent swarm: Victims plagued by the vermin lose one melee attack, are -4 on initiative, -2 to strike, -2 to parry, dodge, disarm or pull punch, -2

to entangle, -4 to roll with punch, fall or impact and -20% to perform a skill.

Insects: Five hundred flies, mosquitoes, or cockroaches can be summoned per 20 years of the vampire's existence on Earth. Flying insects create an annoying buzzing cloud (Horror Factor 8) that inflicts no damage, but impairs normal vision and hearing, and interferes with motion detectors and radar. Horror Factor: 8.

Roaches are disgusting insects associated with filth and tickle when they crawl against bare flesh, crunch when stepped on, and crawl on everything and everybody in their path. Like the flies, roaches create a distraction (i.e., all eyes and thoughts on avoiding the swarm) and impair the vision of the people and vehicles they cover when crawling over them. Horror Factor: 10.

Duration of control of insect swarm: 20 minutes per level of experience. Penalties from an insect swarm: Victims plagued by the bugs lose one melee attack, are -4 on initiative, -1 to strike, -2 to parry and dodge, -2 to disarm or pull punch, -2 to entangle and -2 to roll with punch, fall or impact.

- 7. Fly (special):** Only Ch'iang Shih who are 50 years old or greater can fly. They do so by leaping up, catching the wind and turning into a huge, black or grey bird (easily the size of an eagle) with a large, sharp beak and claws. Maximum speed is 60 mph (96 km). Maximum altitude is 600 feet (183 m) above the ground; can fly up the sides of mountains or down from a high peak.
- 8. Pu-ching chih ch'i ("abnormal breaths") – Breath Attacks (special):** In each case, the intended victim must make a saving throw or hold his breath for at least 30 seconds to escape the effects of the toxic breath attack. However, holding one's breath uses up two melee attacks for that round.

Sleep Breath: Actually, this breath attack places its victim in a trance-like stupor. The one(s) affected cannot attack or think, nor be truly aware of what's happening around him, but can be made to sit up, stand, and walk puppet-like at the vampire's command. Those targeted by this attack must roll a 16 or higher to save vs magic or hold their breath to avoid falling victim to it. Duration of the enchantment is one minute for every 10 years of life the Ch'iang Shih has enjoyed. A breath attack counts as one of the vampire's melee attacks.

Icy Breath: Used to keep humans and animals at bay, the breath feels like an icy wind and lasts for one melee round (counts as two of the vampire's melee attacks). Affects a 10 foot (3 m) radius creating a Horror Factor of 15 and compelling those who fail to save vs H.F. to flee, as well as doing 1D6 points of physical damage (H.P./S.D.C. to mortals, M.D. to Mega-Damage creatures). Targets must roll a 16 or higher to save vs magic or hold their breath to avoid this attack. Counts as two of the vampire's melee attacks.

Death Breath: Requires the vampire to permanently expend 20% of its (original/starting) life force (physical M.D.C.). Thus, this attack is typically done only when the Ch'iang Shih is extremely angry or vengeful. Intended victims need to roll a 16 or higher to save. Those who fail are instantly placed in a coma and will die without medical atten-

tion. No bonuses apply to the save vs coma and death roll regardless of P.E. attribute or special O.C.C. bonuses. **Note:** The vampire never physically attacks a character struck down by its Breath of Death attack, leaving them for dead where they fall. This attack cannot be performed if the vampire has 20% or less of its original physical M.D.C., so severely injured Ch'iang Shih, or those who have used this attack four times in the past, cannot use this attack.

- 9. Mega-Damage being:** Typically has 2D4x10+33 physical M.D.C.
- 10. Bio-regenerates damage** at a rate of 3D6 M.D. per hour; completely restored by the next nightfall even if it was decapitated or blown to pieces or seemingly vaporized! The only way to destroy the Ch'iang Shih is to burn its body while it sleeps.
- 11. Supernatural aura.** The undead have a very unique and distinctive aura. Any psychic who has seen a vampire's aura will recognize other undead by their auras. Likewise, those who can sense negative and positive Chi will recognize the negative aura of the vampire.
- 12. No shadow.** The negative energy of this monster prevents the Ch'iang Shih from having a shadow (even though it can turn into one, it does not have a shadow in physical form, a fact that is hard to notice outdoors or when being threatened by one). **Note:** The Chinese Vampire *does* have a reflection, and can be filmed and photographed, though its image is distorted and blurred.
- 13. Nightvision.** Can see in total darkness up to 1600 feet away (488 m).
- 14. Prowl 50%.** The prowling ability stated here applies to the vampire in humanoid and bird form, +10% in mist or shadow form.
- 15. Does not breathe.** Vampires do not breathe and can survive in a vacuum or in a toxic gas cloud with no detriment to their other senses or powers. However, the Ch'iang Shih is repulsed and held at bay by strong smells (see Vulnerabilities).
- 16. Vampires do not radiate heat.** They are cool to the touch and invisible to modern day heat sensors.
- 17. Impervious to knockout/stun Attacks.** The special knockout and stun attacks provided by some forms of hand to hand combat do not affect vampires. Martial arts throws, flips and holds (locks) are still effective in knocking the monster off balance or holding him in place, but cause no pain or damage. Also impervious to cold, disease, poison, drugs and alcohol.
- 18. Impervious to psionics** that affect/hurt the living body and +6 to save vs all forms of mind control or mental manipulation, including Empathic Transmission and Hypnotic Suggestion. Also impervious to possession, cold and drowning.
- 19. Impervious to normal S.D.C. & M.D. weapons.** Normal weapons, including most M.D. weapons, are harmless against the Ch'iang Shih vampire; no damage. See Vulnerabilities for what harms this creature and how to kill it..
- 20. Can eat food for a taste sensation or to trick humans, but do not eat for sustenance.** Nor do vampires have the desire to eat. Likewise, a vampire can consume an unlimited amount of alcohol without the slightest degree of intoxication. Poisoned and spoiled food have no effect either. Acci-

dental consumption of garlic or wolfbay causes immediate vomiting and 1D4 M.D. per bite.

Note: Most Ch'iang Shih are not very intelligent or savvy about human society, customs, laws or traditions. Moreover, they tend to be direct, savage and ruthless in their dealings with mortals. Humans and other mortal D-Bees are regarded as little more than prey and playthings by the vampire.

Ch'iang Shih bleed profusely when stabbed or cut, even when sleeping during the day.

Vulnerabilities

1. **Sunlight** is the symbol of life and joy (positive, Yang energy) and renders the Ch'iang Shih inert, as if dead, falling over from the first rays of sunlight. If left where the body fell, or if buried or placed somewhere, the creature rises at sunset to kill again and work more of its evil.

Daytime is when the Ch'iang Shih sleeps. During this period it sleeps so soundly that it appears to be dead, except for its preserved condition, and cannot be awakened even if moved, beaten or burnt. Chinese vampires are active only at night and sleep during the daylight hours even if hidden away underground or where it is dark around the clock. **Note:** The *Globe of Daylight* spell will send most Ch'iang Shih running out of its radius of effect, and those under two years old may run away and stay away (01-65% likelihood). Otherwise, the vampire will retreat but remains lurking in the shadows waiting for an opportunity to strike when the globe is gone. A vampire who dares to remain in the area of influence of a *Globe of Daylight* will see his number of attacks, bonuses and all physical attributes drop by half for the first minute (4 melee rounds of exposure) before the vampire falls into a coma as he would in normal daylight. However, as soon as the spell duration ends, the vampire will rise up.

2. **Wood.** In this case, a blunt weapon made of wood to beat the Ch'iang Shih is an effective weapon. Stabbing and cutting weapons do no damage, even if made of wood. On the other hand, an ordinary wooden broom, rake, axe handle, club/cudgel, baseball bat or chair does 2D6 M.D.! Only the wood of the willow tree does *not* hurt the Ch'iang Shih.

3. **Electricity** does double damage and **lightning** does triple damage, sometimes consuming the vampire in a single flash. Ch'iang Shih can be slain by lightning (but not electricity), reducing the body to ash and automatically sending the entity form back to its home dimension where it must remain for 1D6x100 years.

4. **Mega-Damage fire** inflicts normal damage, and even ordinary (S.D.C.) fire burns and destroys a sleeping vampire during the day, even if the body appears fresh and rosy. **Note:** Depending on the vampire's state of mind when he lays down to rest, the body may look fresh and natural (the creature was pleased and content when dawn came), a shriveled corpse (injured and weakened) or the monstrous appearance of the vampire with claws and fangs (laid down angry, or is geared for combat or revenge when he next awakens).

5. **Magic spells and magic and blessed weapons** also do their normal damage. Magic weapons, magic spells, wards, circles and rituals, as well as attacks from creatures of magic (Faeries, dragons, etc.), inflict normal damage to the vam-

pire. Magic can be extremely useful in hurting, containing, and battering a vampire into a coma, but cannot usually kill them.

6. **The helpless victim.** Most Ch'iang Shih will not attack someone who pretends to be sleeping, who is in a drunken stupor, unconscious, or unaware of their presence. Why this is, nobody knows, but as long as the individual doesn't move or moves very slowly and quietly without acknowledging the vampire's presence, the monster ignores him.

7. **The sound of bells.** The non-stop ringing of bells will prevent the vampire from entering the room or area (church, temple, cave, room, etc.) where the bells are being rung. Requires at least two bells of any size to be rung without pause. A pause of more than six seconds between chimes renders the sound of bells ineffective and the vampire may enter. Only bells that ring in steady intervals keeps the Ch'iang Shih at bay. Furthermore, the vampire cannot attack the bell ringer in any way.

8. **Garlic, strong incense and any strong odor** capable of overpowering and masking the smells of death and decay are said to attract positive Chi and good spirits, which in turn keep vampires at bay. Vampires will not come within range of the sweet smell and often grow frustrated and bored after a short while, causing them to leave and look for easy prey away from the odor and positive energy.

9. **No minions.** Though long-lived Ch'iang Shih sometime learns to solicit henchmen or join forces with other demons and evil beings, the majority (90%) are lone predators who do not enlist slaves, servants or protectors, nor do they operate with other supernatural beings. The only exception is the undead who are made to serve the Yama King, *Chin Kuang Wang, Ruler of the First Hell and Lord of the Mirror of the Wicked*. Some gods and Demon Lords can also command and/or banish the undead.

10. **Protection by Holy Symbol.** Any holy symbol that represents a God of Light, including the cross, and even the shadow of the cross (the "T" shape) causes the undead to recoil in fear and pain. The exact nature of these powerful symbols is not known, but its influence is world renowned. A cross, or other holy symbol, held firmly in hand can be used to force a vampire away. Wearing it around the neck protects one from the vampire's bite.

The shadow or the physical touch of a holy symbol will inflict such pain that the vampire must roll versus Horror Factor 18. A failed roll means the fiend is temporarily racked with pain and is immobilized (cannot move/attack) for one full melee round (15 seconds). During that time, the monster will actually appear to smolder and burn. A small shadow cast by the holy symbol inflicts 1D6 M.D. A large shadow that covers half or more of the body will inflict 6D6 M.D. per melee round of exposure. Unfortunately, the vampire's regenerative powers prevent any permanent damage or death.

Note: Reducing the vampire's physical M.D.C. 20 points below zero effectively renders it inert/comatose and seemingly dead, but only burning the body will release the possessing vampire entity and send it back to its hellish home dimension. Otherwise, the Ch'iang Shih is completely restored and hungry for blood and revenge the next nightfall. The Ch'iang Shih is *not* hurt by running water.

Ch'iang Shih – Chinese Vampire Stats

Race: Supernatural Entity.

Age in Current Body: Most are new to the Earth. Roll percentile for random determination or pick one: 01-25% 1D6 months (reduce I.Q. by 30%). 26-60% 1D6 years. 61-80% 6D6 years. 81-90% 1D6x10+20 years (increase I.Q. by +3, and M.D.C. by 6D6 points). 91-00% 3D6x10+30 years (increase I.Q., M.A. and M.E. +5, P.S. by 1D6, and M.D.C. by 6D6+30 points).

Alignment: Always evil, 01-50% Diabolic, 51-90% Miscreant, 91-00% Aberrant.

Attributes: I.Q. 1D4+5 (average human intelligence, but brutish and sadistic), M.E. 1D6+6, M.A. 1D6+2, Supernatural P.S. 2D6+20, P.P. 2D6+12, P.E. 1D6+12, P.B. 1D6+12, Spd. 4D6+12 running. **Note:** All physical attributes are *half* when the vampire assumes a completely human form. Only elder Ch'iang Shih who have lived as a vampire on Earth for 50 years or longer have higher mental attributes.

M.D.C.: 2D4x10+33 (adjust accordingly for elder vampires; see Age, above).

Horror Factor: 12

Size: Human; average 5-6 feet (1.5 to 1.8 m) tall and 100-200 pounds (45 to 90 kg); typically lean. Less than 10% are obese.

Average Life Span: See Age, above. Theoretically, the Ch'iang Shih can survive for centuries unchanged. As an Entity, it is presumably immortal.

P.P.E.: 1D6x10+11

Natural Abilities: See the previous pages.

Equivalent Skills: Magically understands and speaks all languages at 90%, but only elders, 50 years or greater, can read, plus Track 55%, Land Navigation 88%, Climb 98%/88%, Concealment or Palming 50% (pick one), Pick Pockets or Pick Locks 50% (pick one), Streetwise or Seduction 40% (pick one), Prowl 50%, and three Domestic skills of choice at 50%. Skills do not improve with experience.

Vulnerabilities: See above.

Equivalent Level of Experience: 1D4

Attacks per Melee: Five (+1 attack for elders over 50 years old, and +2 for elders over 100 years old).

Damage: Bite 1D6+2 M.D., head-butt, punch or kick M.D. as per Supernatural P.S., claw strike does P.S. damage +2D6 M.D. extra, or by weapon. Though a Ch'iang Shih *may* use a weapon if one is handy, most prefer to rely on their claws, teeth and natural abilities. Only elders who have lived on Earth as a vampire for 50 years or longer *may* own one or two favorite weapons, usually magic ones, and are +1 to strike (and parry if appropriate) with it.

R.C.C. Bonuses (in addition to likely attribute bonuses): +2 on initiative, +3 to strike in hand to hand combat, +1 to parry, +2 to dodge, +1 to disarm, +2 to pull punch, +2 to roll with impact or fall, +6 to save vs Horror Factor, +2 to save vs mind control, and +3 to save vs possession.

Magic: None.

Demonic Curses: None.

Psionics: None.

Enemies: All mortals are seen as prey and playthings to molest, hurt and kill. Dragons are generally regarded as enemies and they dislike greater demons, lords and gods who try to command and control them. Western vampires created by the Alien Vampire Intelligence are considered to be hated rivals to be destroyed and driven from China.

Allies: None. Ch'iang Shih are dedicated loners who even shun their own kind and regard fellow undead as rivals and troublemakers.

Habitat: Found throughout China, especially in and around the Ten Hells brought to Earth by the Yama Kings, but also in dragon territories. Least common in mountains, sacred places and along Dragon Tracks (ley lines). May also be found, in smaller numbers, in Russia, Mongolia, Southeast Asia and India. More common in urban environments than wilderness areas. Once in a while, Ch'iang Shih who can fly or stow away on water or air craft can be found in Japan, Australia and other parts of the world.

Kuei – Demonic Ghosts

Kuei ch'i means "ghostly influence," and a Kuei is a demonic ghost that does evil for evil's sake. It is always Diabolic alignment and constantly causing trouble. The Kuei is something of a cousin to the Haunting Entity in that it too senses and seeks out the psychic imprint of those who have died. However, while the Haunting Entity is attracted to sorrow and strong emotions, the Kuei is attracted to wickedness and evil, assuming the personality of a cruel and tortured soul to become a vile, ghostly version of them. This means the Kuei almost always appears where the body of the deceased is laid to rest. This may be a marked grave or a secret place (perhaps where the body was hidden or disposed of by the enemies who slew him). The grave is important because the Kuei never wanders more than 2-8 miles (3.2 to 12.8 km) away from the Earthly remains. This means finding and digging up the remains and performing a proper burial ritual on them, or burning them to ash, will dispel the Kuei who has assumed that individual's evil identity (forcing the entity to its home dimension).

It is interesting to note that the Kuei only has power over those who are afraid of it. In turn, the mortal who is unafraid has power over the demonic ghost and can compel it (or them if there are more than one working in concert) to stand or kneel before him and answer questions about itself and things it knows or has seen both in life and in death. Likewise, the Kuei respect courage, patience, tenacity and strength of will, but only after strenuously testing these virtues for a long period (every day for 2-4 weeks), at which point the evil ghost salutes the mortal who has survived its challenges and leaves him alone without further trouble.

Malevolent spirits of Yin, they are the embodiment of anger, hate and wickedness who enjoy striking out at the living. Kuei acts of mischief include blowing out candles, opening doors to let in a cold wind, slamming doors shut, overturning chairs, making pounding or stomping noises, and making threats, all designed to frighten mortals. Not just to frighten, but terrorize to the point that those who witness them are likely to run away at top speed or faint dead away.



The typical demonic appearance is a black face, or entire body with black skin or other unnatural color such as yellow, red, or green. The mouth is filled with jagged teeth or fangs, blood oozes from the eyes, and the hair is white or blue in color. Typically the ghost has a stern, sour or fierce look on his face to show his ire or discontent. The Kuei can also make its face appear as a demonic skeleton or make itself look as the living person appeared at the moment of his or her death. For example, if the victim was hanged (or committed suicide by hanging), a hangman's noose may dangle from the ghost's broken or strangled neck, the eyes bulging. If the person was shot, half of the ghost's face may be blown away or blood streaming from bullet holes. If decapitated, the head can be removed and carried under its arm, or if killed in a fire, the flesh appears blistered and even bubbling, and so on. Otherwise, the Kuei appears as the person did in life. **Note:** Kuei are usually loners, the exception being when several people were executed or died on the same location. Even then, Kuei who were strangers in life remain strangers in death, going about their own business apart from others, though they may haunt the same general area. However, people who knew each other in life (comrades, friends, family members, or members of a gang, military company, lived it the same village, or supported the same cause, etc.) may associate as a group in death. Likewise, a master and his servants, a bride and her bride's maids, and similar associations may be continued in death with one Kuei as the master/leader and the others acting as his/her servants or henchmen as they did in life. And remember, the Kuei are *mimicking* the life of the deceased with the personality, perception, habits, loyalties, biases, and evil ways that individual exhibited in life.

The Curse of the Kuei: The Kuei can frighten, threaten, and even attack and do physical injury, but cannot finish the job – meaning they cannot kill. It is part of their curse as a specter. However, they can create such a panic or try to manipulate the situation in such a way that those who are terrified hurt themselves or those around them. Victims who flee may run, stumble, fall and otherwise hurt themselves (impaled on a branch or spear, fall into a ravine, run into a trap, fall out a window or into the river, etc.). In turn, the terrorized individual might say or do something that hurts others. This may be an accident – bumps or pushes someone out of blind panic, accidentally knocks over a lantern and starts a fire, causes animals to stampede, uses magic or weapons recklessly, etc. – other times it is deliberate. For the Kuei can use its frightening presence to intimidate and get people to do terrible things to others to save themselves from the demonic ghost.

Kuei – Chinese Demonic Ghost

Race: Supernatural Entity.

Age: The moment of the person's death, and never changes.

Alignment: Always Diabolic evil.

Attributes: Roughly the same mental attributes and memories as the deceased. Physical attributes don't really apply, nor do the skills one had in life. Spd. as a ghost is 1D6+10.

M.D.C.: 6D6+22. Losing all its M.D.C. in combat only makes the ghost disappear for that evening.

Horror Factor: 10 as just a human-looking ghost without trying to be scary. Also see Radiate Horror Factor under Natural Abilities.

Size: Human; average 5-6 feet (1.5 to 1.8 m) tall and 100-200 pounds (45 to 90 kg); typically lean. Less than 10% are obese.

Average Life Span: A Kuei can walk the Earth for days, months, years or centuries as a specific person until he or she is put to rest (see vulnerabilities). The Entity itself, is presumably immortal.

P.P.E.: 6D6+40

Natural Abilities: Nightvision 1000 feet (305 m). Hovers a few inches above the ground, moving silently (66% Prowl) unless the ghost desires to make sound, in which case footsteps are heard, floorboards creak as if there was body mass and weight, the rustle of gowns and fabric are heard, and so on.

Impervious to possession and mind control (but can fall victim to illusions).

Impervious to most physical attacks and manmade weapons (except those made of iron or steel), fire, cold, energy, disease, and physical aspects of psionics because they are demonic spirits, not creatures of flesh and blood. Magic can be used to communicate with a ghost as well as to contain, hurt and chase them away. A Kuei will flee (unless fiercely angry) when its M.D.C. is reduced to one third, but even if all its M.D.C. is depleted to zero or lower, all that happens is the specter vanishes only to return the next night.

Note: The only way to destroy a Kuei is to find the remains of the deceased person whose identity it has assumed, bless them, and give them a proper burial or burn them to ash.

Creatures of Yin and darkness, the Kuei can only manifest at night or during fog, storms and periods of darkness (eclipse, darkness caused by an approaching storm, etc.). They cannot come out during the day.

Radiate Horror Factor to Terrorize and Create Panic (special): Not just to frighten, but to terrorize to the point that those who are threatened by the demonic ghost are likely to flee or faint. Acts of terror that don't involve the actual appearance of the Kuei have a *Horror Factor 11* – but when the Kuei makes a frightening appearance along with the scare tactics, the *H.F. is 15*. In the latter case, characters who fail to make their saving throw vs Horror Factor either flee (01-50%) and don't stop running until they reach other people or have put 1D6x1000 feet (305 to 1829 m) between them and the demonic ghost (if the ghost pursues them they'll keep running until it stops and the above distance is established). Or, faint/pass out from fright (51-00%), and remain unconscious for 2D6 minutes. If the Kuei is still present when the victim recovers, the character automatically faints again, this time for twice as long. After this, the Horror Factor works like usual (no more fainting) until the next time the two meet (repeat the process). Everyone who sees the Kuei and is within a 60 foot (18.3 m) radius of the specter must roll to save vs Horror Factor. Those who save stand their ground and keep their wits about them, those who fail react as above. **Note:** When angry or just being its evil self, this is the kind of H.F. the Kuei radiates. To Manipulate Others (below), the demonic ghost must deliberately intend to do so and focus on that effort to achieve that outcome.

Radiate Horror Factor to Manipulate Others Through Fear (special): Rather than terrorize to the point of causing its victim(s) to flee or faint, the Kuei can use terror to get his victims to do something terrible, such as cause injury or murder, or to steal, destroy or hide something of value, or to reveal a secret or betray a confidence through intimidation, threats and trickery. Roll to save vs Horror Factor as usual. A roll of 15 or less means the victim is in absolute fear of his life and believes the ghost can and will slay him unless he does as it tells him. Evil and Anarchist characters are quick to accept any deal that will save their own throats, including theft, betrayal, violence and murder. Good characters, on the other hand, get bonuses to resist the ghost's threat (as detailed below), even though they believe they will be killed by the Kuei for refusing it. To resist intimidation to do evil, roll to save vs Horror Factor again, only with the bonuses below applied to the save. Failure to save means the good character does something he will regret (theft, betrayal, revealing a secret, violence, and similar), but he will not kill a loved one, friend, hero, holy person or a child.

Unprincipled characters are +3 to save. *Scrupulous* characters are +6 to save. *Principled* characters are +9 to save. Add an additional +2 to save if the character is, himself, a hero, monk/priest, or servant of the Celestial Court.

Cause Nightmares (special): Vivid and distressing dreams about a dead person or death in general may be inflicted by a Kuei. The nightmare vision is usually terrifying and warns the character to leave, turn back, give up a quest and similar things, *or die*. The dream is usually filled with images of monsters, the dead (or the Kuei), destruction, suffering and dying. To save vs this nightmare, the character rolls to save vs psionic attack (the same number they need to save vs psionics is what they need here). A successful save means no memory of the nightmare. The Kuei can only try this once per night per individual, and it only works on mortals.

Failing to save means the character wakes up in a cold-sweat, afraid to continue on his current path. Those who do continue (which is most), do so uneasiness and with the following penalties: Reduce all bonuses by -2, skill performance is -10%, and the victim is -3 to save from any future attacks or frights from the Kuei.

Equivalent Skills: The dead carry over their loves and hatreds into the next life and the Kuei harbors them all. It also possesses all the memories of the deceased, so it may hold the answer to something that happened in the past if the living person the ghost is impersonating participated in it. Skills, however, don't usually come into to play because the demonic ghost's purpose is to cause fear, suffering and death, not anything helpful or productive. Thus, the Kuei will speak and understand whatever languages that the deceased knew in life, it will know the area around its burial/resting place like the back of its hand, and otherwise acts as the deceased did in life. So thieves steal, bullies intimidate and batter, scoundrels lie and cheat, murderers kill, and so on. Skills do not improve with experience.

Vulnerabilities & Limitations: 1. Cannot use their magic or powers of fear and Horror Factor on those who don't fear them and may run off in frustration or in search of easier prey.

2. Weapons (and tools such as the scythe, sickle, and shovel) made of S.D.C. iron or steel inflict their S.D.C. equivalent as Mega-Damage to the Kuei.

3. Susceptible to most forms of magic and are -3 to save vs illusion.

4. Cannot come out in the day time.

5. The Kuei never wanders more than 2-8 miles (3.2 to 12.8 km) away from the Earthly remains.

6. The Ghost is destroyed if its physical remains are found a burned or given a proper burial, forcing the entity to its home dimension.

Equivalent Level of Experience: Same as the individual was in life.

Attacks per Melee: Four regardless of experience.

Damage: Through terror and the manipulation of others, or by magic. Physical attacks such as a punch or strangling attack are frightening but only inflict 1D4 S.D.C. damage per strike and can never inflict more damage than half of the victim's Hit Points or S.D.C.

R.C.C. Bonuses (in addition to likely attribute bonuses): +1 to strike in hand to hand combat, +2 to dodge, +2 to pull punch, +6 to save vs Horror Factor, and impervious possession.

Magic: Calling (8), Curse of Minor Disorders (10), Extinguish Fire (4), Fear (5), Heavy Breathing (5), Lantern Light (1), Manipulate Objects (2+), Mask of Deceit (15; used to trick the living), See the Invisible (4), Shatter (5), Sickness (50), Orb of Cold (6), and Wave of Frost (6).

Demonic Curses: None.

Psionics: None.

Enemies: All living mortals are viewed with envy, but those who are lucky, attractive, heroic, respected and loved are hated most of all.

Allies: None, though the Kuei may associate with other demonic ghosts and must obey any of the Yama Kings. Powerful dark gods, Demon Lords, Shifters and evil sorcerers may be able to force the Kuei to serve them, but the spirit won't like it. **Note:** Kuei may also *choose* to help or counsel Necromancers and Witches, and sometimes other wicked people and villains if it means hurting an enemy or innocent people. Kuei may also pretend to council or help a hero, but it will always be a trick to get the champion to do something wrong or do something that hurts others.

Habitat: Found throughout China, Mongolia, Japan, and Russia. May also be found throughout Eastern Europe, India, and Asia though they are much less common in those places.

Preta – Hungry Ghost

A malicious spirit that appears as an ugly child, with a bloated belly from starvation, spindly legs and arms, large round eyes and a tiny mouth too small to eat with. The only sound it can make is a whistling noise, because its mouth is too tiny and the throat too constricted for it to speak as humans do. The Preta glides and hover a few inches to a few feet above the ground and makes no sound from its movement except the rustle of the wind as it passes. They covet and steal food and drink even

though they can't eat it, and smash or ruin prepared food, overturn set tables, spill drinks and throw or smash food in anger and out of envy. Likewise, they are known to ruin, sabotage and destroy crops out of malice and spite. They appear only at night and offerings of food and drink will calm their anger and keep them from working their evil.



Preta are restless spirits who cannot find their place in the world of the living where they are condemned to exist, nor in the realm of spirits from which they are turned away. Thus, the Preta wander the world of mortals, forever outsiders feared by the living and shunned by the supernatural. Alone and frustrated, the Preta's anger gnaws at its insides and makes the creature loathe all things that are kind, beautiful and happy. In fact, they hate all living things including demons, monsters and gods as well as fellow ghosts and creatures of magic. Thus, when the opportunity presents itself, a Preta will strike out at a man or child, beast or dragon, and demon or spirit, taking glee in whatever suffering or trouble it has wrought. Of course, this only ostracizes them further from their own kind, who regard Preta as violent lunatics bent on inflicting pain and misery on all things. If one should ever see demons or ghosts beating or chasing away a monstrous child, one can be certain it is a Preta that they are driving away.

Like the Kuei, the Preta takes on the personality of a deceased human, but its choices are mortals who have committed suicide, drowned, died at sea, and those whose bodies are lost or hidden (and have not had a proper burial), as well as those who have died in shame/without honor. However, the vile nature of the Preta is such that the personality and memories of the once human persona only serve to torture it.

Roadside gifts of food and drink (though they can't actually consume them) usually placate the wandering ghosts and keep them from lingering and causing sickness and death. Similarly, a Preta who demands the human sacrifice of a child or maiden will leave the village or area without further incident after the sacrifice is made. Refusal brings curses, drought and trouble. Preta hate children and families, so they delight in hurting and destroying families of the living. This may also involve breaking families apart, pitting siblings against each other, encouraging acts of betrayal, killing one or both parents to leave orphans, and similar heinous acts. As stated, the Preta is as wicked and vile as they come.

Preta – Demonic Ghost

Race: Supernatural Entity.

Alignment: Always Diabolic evil.

Attributes: I.Q. 1D4+2, M.A. 1D4+2, M.E. 1D4+4, P.S. 1D6+6, P.P. 1D6+4, P.E. not applicable, P.B. 1D4, Spd. 1D6+6.

M.D.C.: 6D6+21 M.D.C., but eliminating all M.D.C. only makes the ghost disappear for that evening.

Horror Factor: 12; a monstrous, starving child with a bloated belly, thin throat, tiny mouth, and ugly features.

Size: 3-4 feet (0.9 to 1.2 m) tall with bloated belly. As a ghost, it has no measurable weight.

Average Life Span: Presumably immortal.

P.P.E.: 6D6+44

Natural Abilities: Nightvision 1000 feet (305 m). Hovers a few inches to a yard/meter above the ground, moving silently (66% Prowl) unless the ghost desires to make sounds, in which case footsteps are heard, floorboards creak as if there was body mass and weight, the rustle of gowns and fabric is heard, and so on.

Impervious to possession and illusions, but +3 to save vs mind control and psionics.

Impervious to all physical weapons and attacks, fire, cold, energy, disease, and physical aspects of psionics because they are demonic spirits, not creatures of flesh and blood. Magic can be used to communicate with a Hungry Ghost as well as to contain, hurt and chase them away, however, killing them by magic is only temporary and the Preta will rise again in the light of the fourth moon, though they will not seek revenge against the one(s) responsible for their recent death (of sorts) unless they happen to cross paths.

Unlike the Kuei, the Hungry Ghost will fight until all but a single M.D.C. point is left, before fleeing. Humbled and shamed by its defeat, the Preta usually runs off to find new victims at a different location where its shame is not known. If its M.D.C. is depleted to zero or lower, all that happens is the Hungry Ghost vanishes only to return with the fourth moon of the next month. Only death by the peach pit or peach wood sends it into limbo for 200 years. **Note:** See Vulnerabilities for instruction on how to kill a Preta.

Limited Possession (special): Preta can enter and possess and take complete control of an ordinary person (not heroes, royalty, priests, monks or Mega-Damage beings) for a brief time (1D6+6 minutes). The possession is usually done to deliver an eerie warning, demand or threat, because the Preta cannot otherwise speak in its natural spectral form.

It may also possess someone for dramatic effect in an attempt to evoke fear or confusion, but it cannot make the victim of possession do anything he or she may be strongly opposed to, nor to kill a loved one. However, if the individual was sad and considering suicide, the Preta can make the person kill himself. Likewise, an angry person can be made to destroy property, beat and harm the target of his ire, and do other damaging things.

Possession to Cause Illness: A Preta, like the Shen Mo and Fox Spirit, can possess a mortal with the intent to infect the body with disease. Pick one of the disease-based curses and use its symptoms, penalties and outcome. The sick individual retains his faculties, memory and willpower, and may seek conventional treatment, magic or psionic cures, but nothing works and the disease remains as long as the Preta remains inside him. The moment the Hungry Ghost exits the body, the disease stops and the person recovers completely within 12 hours. A Preta must be exorcized to remove it and cure its victim, but once exorcized it cannot possess that person again for one year, though it may attack using any of its other powers or magic. Any one of the following diseases can be inflicted (see Demonic Curses for damage, symptoms and penalties): Delirium, Fever, Headaches, Hunger, Curse of a Minor Disorder, Numbness, and Stomach Sickness.

To possess an individual, the Wicked Spirit must engage in a battle of wills. Roll 1D20, the high roll two out of three times wins; only bonuses to save vs possession apply. If the possession is successful, the Ghost inhabits his body and makes him very sick. The victim remains ill (and the Preta hidden) until the ghost is forced from the body. A *Psychic Diagnosis* will indicate the presence of a Preta, but an exorcism is necessary to force it out. Otherwise the spirit must be coaxed or tricked out. If the mortal wins the battle of wills,

that Preta can never try to possess him again, but can attack with its other powers.

Unbearable Stench of Blood (special): The Preta can generate a stench that smells like rotting blood. Everyone within a 50 foot (15.2 m) radius of the horrid thing must roll to save vs nonlethal poison/toxin (16 or higher) or gag and vomit (losing three melee attacks and initiative). As long as they remain within 50 feet (15.2 m) of the Hungry Ghost, they feel nauseous and suffer the following penalties: -2 on initiative, -20% to perform skills, -20% on Spd and characters with enhanced or superior sense of smell have all other bonuses reduced by half and they cannot use any of their smelling/scent abilities. Double the range of effect if the Stench is used as a Whirling Cloud.

Metamorphosis: Whistling, Whirling Cloud (special): The Preta can turn into a whirling cloud of blackness. In this form, the ghost appears more menacing (+2 to Horror Factor when it makes its appearance this way or turns into the black whirlwind before one's eyes; roll for H.F. again when the ghost turns into a Whirling Cloud). In this form the Hungry Ghost's Spd is increased by ten-fold (x10) and it can fly, attaining a height of 100 feet (30.5 m), can fly along walls or the side of mountains that are even higher, and can squeeze through small holes, cracks and keyholes.

Equivalent Skills: Land Navigation 90%, Identify Plants & Fruits 90%, Cook 90% and one Lore of choice 90%. Skills do not improve with experience.

Vulnerabilities: 1. Those who do not fear them or who have genuine pity for them are +2 to save vs any disease or magic attack leveled at them by the Preta.

2. Susceptible to most forms of magic and psionics as well as magic weapons.

3. Susceptible to exorcism, and the attacks of a Demon Queller can banish or slay the ghost (the latter sending it to limbo for 200 years before returning to Earth to wander and hurt).

4. Cannot come out in the daytime, only at night.

5. Peach Trees. Cannot hide under a peach tree nor step over peach twigs. Any weapon fashioned from the wood of a peach tree (typically a switch, a cudgel, mallet or similar blunt weapon) does the equivalent of its S.D.C. as M.D. when used on a Preta (damage is usually one point, 1D4 or 1D6 points). Likewise, those taking shelter under a peach tree cannot be attacked by a Preta even from a distance. Holding a Preta down and shoving peach pits into its eyes will blind it (requiring someone other than itself to pluck them out to enable it to see again). Forcing a peach pit into its tiny mouth and narrow throat will cause the Preta to choke, wheeze, suffocate (takes 1D4 minutes) and *die*, turning into a pile of dry peach leaves which are blown away by the next strong wind.

Equivalent Level of Experience: 1D4

Attacks per Melee: Three regardless of experience.

Damage: As per Supernatural P.S. (typically 2D6 M.D.), disease or magic.

R.C.C. Bonuses (in addition to likely attribute bonuses): +1 to strike in hand to hand combat, +2 to dodge, +2 to pull punch, +6 to save vs Horror Factor, and impervious to possession.

Magic: Preta are wicked, diseased and putrid creatures and their magic reflects that. **Spoiling Magic** (see **Rifts® Book of Magic**, pages 218-220, or **Rifts® World Book 18: Mystic Russia** for spell descriptions): Curdle Milk (3), Cursed Bread (10), Dry Mother's Milk (13), Sense Poison (3), Spoil & Taint Food (15), Spoil Eggs (6), Spoil Water (3), and Spoil Wine (6). Plus, **Wizard Invocations:** Aura of Death (12), Cloak of Darkness (6), Death Trance (1), Fear (5), Repel Animals (7), Sickness (50), Spoil Water & Food (30), Turn Dead (6), and Wave of Frost (6).

Demonic Curses: Limited to Delirium, Fever, Fleas, Hunger, Minor Disorders, and Stomach Sickness.

Psionics: Minor Psychic, 1D4x10+18 I.S.P. Powers are limited to Psychic Diagnosis (4), Suppress Fear (8), and Sense Magic (3).

Enemies: All living mortals are viewed with envy, but absolutely despises families, loving siblings, children, pregnant women, priests, monks, heroes and Demon Quellers.

Allies: None, although the Preta may associate with other demons and demonic ghosts, and must obey any of the Yama Kings. Powerful dark gods, Demon Lords, Shifters and evil sorcerers may be able to force the Preta to serve them, but the spirit won't like it. **Note:** Preta may also *choose* to help or counsel Necromancers, Witches, gluttons and wicked people who enslave and starve other humans and D-Bees or are out to destroy or steal crops and other food sources.

Habitat: Found throughout China, Southeast Asia, Japan, and Russia. Occasionally found in Mongolia, Europe, India, and Africa, though they are much less common in those places. Enjoys places of sorrow and death like graveyards, battlefields, abandoned buildings and spooky looking forests and places. Since the Hungry Ghost is always on the move, never staying at any one place for more than 1D4 weeks, they are most often encountered along roads, paths, stairs, at crossroads and shabby inns.

Shen Mo – Wicked Ghost

Also known as the *Disease Demon*

Shen Mo are malicious demons who appear as skeletons in all but their facial features, which are hideous and repulsive. They wander the earth to trouble humans, demanding offerings of food or alcohol, or rich silks, gems or magic items, or the sacrifice of an animal. Sometimes the demand is clearly petty and pointless other than the fact that the Shen Mo is being a bully. If its demand is denied (or when ordered to do so by a master it serves) the Wicked Ghost causes sickness, plague, famine or pestilence, and can enter into a mortal's body to cause sickness, insanity and death. This has earned them the nickname, "Disease Demon."

Shen Mo like to inflict sickness and suffering but lack initiative and imagination so they often serve an evil, powerful being who gives them the direction they need. Thus the demonic ghost may associate with or serve Witches, Shifters, Necromancers, any evil sorcerer who is 7th level or higher, Greater Demons, the Yama Kings, and dark gods. Shen Mo function as guards and protectors of sanctuaries and special places or treasure, as



well as avengers and extortionists/intimidators sent forth to quell rebellion or to blackmail mortals into compliance of with their master's will. They love to hurt, kill and enslave humans, though always for a superior being, never themselves. Lone Wicked Ghosts never enslave a populace but enjoy hurting people, especially good folk, priests, monks and heroes.

Shen Mo – Chinese Demonic Ghost

Race: Supernatural Entity.

Alignment: Always Diabolic evil.

Attributes: I.Q. 1D4+3, M.A. 1D4, M.E. 1D6+6, P.S. 1D6+20 (Supernatural), P.P. 1D6+16, P.E. not applicable, P.B. 1D4, Spd. 1D6+16.

M.D.C.: 6D6+66. Losing all its M.D.C. in combat makes the Shen Mo fall into a pile of bones, and its hideous head turns into an ordinary skull that appears to be screaming.

Horror Factor: 15 as a demonic skeleton, 10 as a black vapor.

Size: 6-7 feet (1.8 to 2.1 m) tall and 200 pounds (90 kg).

Average Life Span: Believed to be immortal.

P.P.E.: 6D6x2+60

Natural Abilities: Nightvision 1000 feet (305 m) and see the invisible. Hovers a few inches above the ground, moving silently (55% Prowl) unless the ghost desires to make sounds, in which case footsteps are heard, floorboards creak as if there was body mass and weight, the rustle of gowns and fabric is heard, and so on.

Impervious to possession and mind control (but can fall victim to illusions and other psionic powers).

Impervious to most physical attacks and manmade weapons (except those made of iron or steel), fire, cold, energy, disease, and physical aspects of psionics because it is a demonic spirit, not a creature of flesh and blood. Magic can be used to communicate with the Wicked Ghost as well as to contain, hurt and chase them away. A Shen Mo flees, unless fiercely angry or commanded to fight to the bitter end by its master, when its M.D.C. is reduced to 20% remaining, but even if all its M.D.C. is depleted to zero or lower, all that happens is the specter collapses into a pile of bones only to return the next night. **Note:** The only way to destroy a Shen Mo is to drive an iron spike through its skull, give the skull a proper burial (requires a priest or monk), and burn the rest of the bones.

Metamorphosis: Black Vapor (special): The Wicked Ghost can turn into a black mist or vapor to slip through a crack, keyhole, under a door, and so on, at its normal speed, or to ride the wind (speed and direction is the same as the wind). As a vapor it is impervious to all physical attacks, but it cannot attack the living or use any of its powers (except metamorphosis). **Note:** +10% on Prowl ability. Although silent, the vaporous mist is very large and noticeable. Forming back into its physical form uses up one of its melee attacks.

Breath Disease (special): A breath attack leveled at one individual opponent which counts as one of its melee attacks. As usual, the intended victim can roll to attempt a save vs nonlethal poison (16 or higher to save) or hold his breath for 30 seconds (uses up two of the defender's melee attacks/actions) to escape becoming diseased. If infected, the disease manifests at maximum level (full penalties and damage) within two melee rounds (30 seconds) and can be any *one* of the Demonic Curse diseases listed here: Fever, Headaches, Minor Disorder, Numbness, Pox or Stomach Sickness. Thankfully, the illness runs its course in 1D4+1 days, assuming the afflicted character survives. Once an opponent is diseased, he cannot be infected with additional, different diseases and fights at a diminished capacity. **Note:** This attack can only be tried once per person, per night and only one disease can be afflicted at a time.

Summon Biting Skulls (special): 10 (per level of experience) animated, biting skulls can be summoned and made to appear out of thin air. All can be directed by the Shen Mo to attack an enemy or to form a circle or line of protection, attacking any who come within range, or divided by twos to attack as many as five enemies. **Horror Factor:** 10. **M.D.C.:** Each skull has 24 points. When M.D.C. is reduced to zero that skull vanishes. **Attacks per Melee Round:** Three per each skull. **Bite Damage (per skull):** 2D6 S.D.C. damage to mortal beings, and Mega-Damage to M.D.C. creatures or mortals protected by M.D. covering whether the protection is body armor, force field or magic. **Movement:** The skulls move either by rolling across the ground at a maximum Spd of 13 or by moving their jaws in a biting or spring action at a maximum Spd of 6. **Bonuses:** None. **Abilities:** Only biting attacks, cannot speak or perform skills or magic. **Limitation:** Skull summoning can only be done once per night. The act of summoning uses up one of the ghost's attacks for that melee round.

Summon Headless Skeletons (special): 10 (per level of experience) animated, skeletons can be summoned and made to appear out of thin air. All can be directed by the Shen Mo to attack an enemy or to form a circle or line of protection, attacking any who come within range, or they can be divided, by twos, to attack as many as five enemies. **Horror Factor:** 12. **M.D.C.:** Each skeleton has 50 points. When M.D.C. is reduced to zero the skeleton vanishes. **Attacks per Melee Round:** Three per each skeleton. **Damage (per skeleton):** Punches and kicks; 1D6+2 S.D.C. damage to mortal beings, and 1D6+2 Mega-Damage to M.D.C. creatures or mortals protected by M.D. covering whether the protection is body armor, force field or magic. Each skeleton is armed with a sickle sword that does 2D6+2 S.D.C. or M.D.C. (depending on its opponent). **Movement:** The skeletons move as if they can see and have a Spd of 13. **Bonuses:** +1 to strike and parry. **Abilities:** Only combat and simple tasks like "get him," "hold the door closed," "kill," and similar. Cannot speak or perform skills or magic. **Limitation:** Skeleton summoning can only be done once per night and the act of summoning uses up one of the ghost's attacks for that melee round.

Summon Sickle Weapon (special): The Wicked Ghost can make a scythe-like pole arm or sickle-sword appear out of nowhere like magic, but the summoning uses up two of its attacks for that round. The large weapon does 3D6 M.D. to Mega-Damage creatures or 3D6 S.D.C. to mortal beings; the small one does 2D4 M.D. or 2D4 S.D.C. The large weapon provides a +2 bonus to parry and +1 to disarm, the small weapon is +1 to parry, can be thrown up to 200 feet (61 m) and magically returns to the Shen Mo upon command, but its return counts as one of the ghost's melee attacks.

Possession to Cause Illness: Lastly, the Shen Mo can possess a mortal with the intent to infect the body with disease; pick one of the disease-based curses and use its symptoms, penalties and outcome. The sick individual retains his faculties, memory and willpower, and may seek conventional treatment, magic or psionic cures, but nothing works and the disease remains as long as the Shen Mo remains inside him. The second the Disease Demon exits the body the disease stops and the person recovers completely within 12 hours. The Shen Mo must be exorcized to cure its victim, but once exorcized it cannot possess that person again, though it may attack using any of its other powers or magic. Any one of the following diseases can be inflicted (see Demonic Curses for damage, symptoms and penalties): Delirium, Feebleness, Fever, Headaches, Curse of a Minor Disorder, Numbness, Plague, Pox, Stomach Sickness or Wasting.

To possess an individual, the Shen Mo must engage in a battle of wills. Roll 1D20, the high roll two out of three times wins; only bonuses to save vs possession apply. If the possession is successful, the Ghost inhabits the body and makes the victim very sick. The individual will die unless the Wicked Ghost is forced from the body. A *Psychic Diagnosis* will indicate the presence of a Shen Mo, but an exorcism is necessary to force it out. Otherwise the spirit must be coaxed or tricked out. If the mortal wins the battle of wills, that Shen Mo can not try to possess him again for one generation (20 years), but can attack with its other powers.

Equivalent Skills: Land Navigation 80%, Prowl 55%, and two Lore of choice. Skills do not improve with experience.

Vulnerabilities & Limitations: 1. Cannot use its disease power or curses on Demon Quellers or in the light of day. The Shen Mo comes out only at night and sleeps in the soil under the shade of a willow tree during the day or in a graveyard or marsh/swamp (burrows down 3-6 feet/0.9 to 1.8 m).

2. Weapons (and tools such as the scythe, sickle, and shovel) made of S.D.C. iron or steel inflict their S.D.C. equivalent as Mega-Damage to the Wicked Ghost.

3. Susceptible to most forms of magic and are -3 to save vs illusion.

4. The Wicked Ghost is destroyed only if its M.D.C. is reduced to zero or less, causing it to fall into a pile of bones, but then an iron spike must be driven through the skull, the skull must be given a proper burial by a priest and the rest of its bones must be burned before the next sunset. Otherwise, it returns to life, whole and vengeful, with the next sunset.

Equivalent Level of Experience: 1D6

Attacks per Melee: Four regardless of experience.

Damage: As per Supernatural P.S. (typically 2D6 M.D.), disease, weapon or magic.

R.C.C. Bonuses (in addition to likely attribute bonuses): +1 to strike in hand to hand combat, +2 to parry, +3 to pull punch, impervious to Horror Factor and possession.

Magic: Aura of Death (12), Death Trance (1), Death Word (70), Fear (5), Mind Shatter (130), Minor Curse (35), Repel Animals (7), Sickness (50), Spoil Water & Food (30), Swords to Snakes (50) and Turn Dead (6).

Demonic Curses: Animal Disease, Barrenness, Delirium, Drought, Feebleness, Fever, Headaches, Lameness, Numbness, Plague, Pox, and Wasting.

Psionics: None.

Enemies: All living mortals are viewed with envy and hatred, but those who are attractive, healthy (the sick and lame are left alive to suffer), priests, heroic, respected and loved by many are hated most of all.

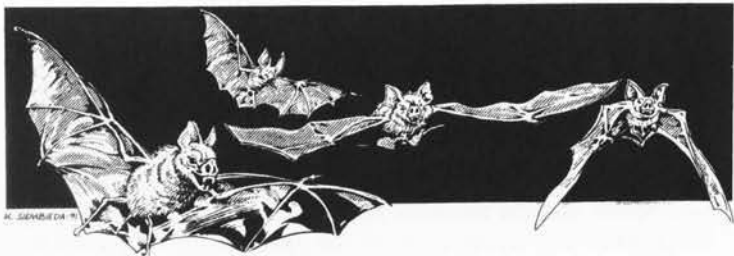
Allies: May function as a lone, wandering spirit or work with other beings. May work with or serve Witches, Shifters, Necromancers, any evil sorcerer who is 7th level or higher, Greater Demons, the Yama Kings, and dark gods.

Habitat: Found throughout China and Mongolia. Are sometimes found in Southeast Asia and Japan, but are uncommon in those places.

Vapours

Also known as North Spirits and Goblin Lights

Among the elder beings that have haunted China since the beginning are malevolent spirits of ice and earth that take the form of animals like slow moving, large bats, dogs, tigers, monkeys and apes made of a thick vapor of frost or ice crystals. In the alternative, the creature can appear simply as a vapor, the size of a large pillow with an animal tail and claws. It is said they represent the anger of animals slain unjustly (i.e., not for food or self-preservation) seeking revenge on men, while others



claim they are the restless spirits of aggressive predators on the hunt. Whatever they are, they prey upon mortals (humans and D-Bees), attacking with their claws or a chilling touch. Vapours kill but never eat their victims.

Despite their frightening, animal-spectral appearance, they are easily destroyed by those who know how to combat them. Additionally, they never attack those who hide from them (even if they notice an individual who isn't hiding very well), are sleeping (or pretending to sleep) or those who play dead. Many a hunter and adventurer knows this, enabling them to easily side-step a conflict with an angry Vapour. However, those caught by surprise or who foolishly face the creature or run from it are in for a tough time. Vapours inflict grievous amounts of damage with a few attacks, and they attack anyone they encounter, targeting people who are obviously hunters or warriors first. The only mortals they give a pass to are Monks and Demon Quellers, because both can dispatch them in a heartbeat.

Vapours – Predatory Spirits

Race: Considered a murderous nature spirit or lesser demon.

Alignment: Considered Anarchist (75%) or Miscreant (25%) alignments.

Attributes: I.Q. 1D4+4 but has the cunning of a predatory animal, M.A. 1D6, M.E. 1D6, P.S. 1D6+16 (Supernatural), P.P. 1D6+6, P.E. not applicable, P.B. 1D6+4, Spd. 2D6+40 in vapor form, x10 as Goblin Lights.

M.D.C.: 3D6+10 points as a Vapour, one S.D.C. as Goblin Lights.

Horror Factor: 10 (13 when an individual faces four or more) in Vapour form.

Size: About the size of a large wolf or tiger. Weight: 40 pounds (18 kg) as a vapor made of ice and mist, weightless as Goblin Lights.

Gender: None.

Average Life Span: Presumably immortal.

P.P.E.: M.E. attribute number x10.

Natural Abilities: Nightvision 2000 feet (610 m), see the invisible, and track by sight (80%). Impervious to most S.D.C. weapons except weapons made from animal bones, teeth and claws (these weapons do their normal S.D.C. damage as M.D. to the Vapour). Impervious to disease, cold and fire (even magical and Mega-Damage ones), and bio-regenerates 1D6 M.D. per melee round. Vapours usually appear at night, but can also appear during the day when it is snowing, during storms and in fogs. **Note:** Growl and act like whatever animal form they assume. Cannot speak or read, nor do they care about humans or human society.

Mega-Damage weapons, energy blasts, explosives and magic attacks only inflict 10% of their normal damage (round down).

Turn into Goblin Lights at will (special): The creature's natural form is a globe of light the size of a grapefruit. They come down from the mountains as Goblin Lights and return to the mountains the same way when their Vapour form is destroyed. They may also become Goblin Lights to go from one place to another quickly and sometimes perform scouting, especially of a village or wilderness camp, as spheres of light.

Bonuses and Abilities as Goblin Lights: Spd. 2D6+40x10, moves silently (Prowl of 80%), hover and fly, leaving no tracks, and +7 to dodge. Must turn into a physical Vapour to attack. If the Goblin Light is struck by a solid S.D.C. or M.D. object (not fists), or it accidentally bangs into something, it bursts into a cloud of sparks and vanishes. When this happens, the spirit cannot return to the physical plane to hunt again for 1D6 years, and spends that time as light shimmering on the snow capped mountains.

Transformation into Vapour (special): To attack physical beings the spirit must assume its vapor form made of frost and ice crystals, usually in the shape of a large bat, dog, wolf, tiger, monkey or ape or as a vaporous cloud with a tail and a pair of arms and claws. Whichever form it takes, the Vapour hovers a foot (0.3 m) above the ground, leaves no tracks and has no scent or heat signature. People found dead in the wilderness, apparently killed by a wild animal that has left no tracks, are assumed to have been slain by a Vapour. (**Note:** This is dangerous because the Vapours, who usually travel in packs, often linger near their kill for 1D6 days, lying in wait for other humans who may be attracted to the grim scene.)

Chilling Touch: The Vapour may attack with claws (5D6 M.D. per strike; includes Supernatural P.S. damage) or with its Chilling Touch. The Touch counts as four of the murderous spirit's melee attacks but is devastating. First, it does 3D6 damage direct to Hit Points (3D6 M.D. to Mega-Damage creatures). Second, it causes its victim's skin to turn gray and shrivel. Third, the victim feels cold to the bone and loses initiative and half his attacks per round for the next two melees.

Equivalent Skills: Track Humans 80%, Prowl 80% (day or night), and Land Navigation 80%.

Vulnerabilities: 1. Vulnerable to weapons made of animal bone, teeth or claws (do the S.D.C. equivalent damage as M.D.).

2. Magic and holy weapons do full damage.

3. The light of day turns the Vapour into a Goblin Light which will vanish if struck by a physical S.D.C. or M.D.C. object (rock, club, Vibro-Blade, gun butt, robot, etc.).

4. Hates Hunters, but fears and avoids *Demon Quellers* and *Monks* because the Vapour claw strike does half its normal damage against them, they are impervious to its Chilling Touch, and they can destroy the creature with their punches and kicks as well as with a weapon (S.D.C. punches and kicks do their damage as M.D. when leveled against a Vapour).

Note: If the Vapour is destroyed (M.D.C. reduced to zero or less) it turns into a Goblin Light and automatically flies away, but it can return the next night as a Vapour to extract revenge or hunt other humans. If struck by any solid object (even a snowball) the globe of light vanishes in a shower of

sparks and the spirit cannot return to Earth as a Vapour for 1D6 years.

Equivalent Level of Experience: Not applicable.

Attacks per Melee: Five regardless of experience.

Damage: 5D6 with a claw strike or by Chilling Touch.

R.C.C. Bonuses (in addition to likely attribute bonuses): +1 on initiative, +3 to strike, +1 to parry, +3 to dodge (+7 as a Goblin Light), +1 to pull punch, impervious to Horror Factor and +2 to save vs all forms of magic.

Magic: None.

Demonic Curses: None.

Psionics: None.

Enemies: Mortals (humans and D-Bees) in general, hunters and warriors specifically, and anyone who stands up to it. Monks and Demon Quellers are natural enemies to be avoided.

Allies: Only other Vapours. Usually travels in packs of 1D4+2 individuals. Will obey Elder Gods linked to nature or the Elements.

Habitat: Found throughout China. Occasionally a lone Vapour, pair or trio are encountered in Mongolia and Russia. Found elsewhere only if they are summoned to the location by forces beyond their control (i.e., Shifter, Summoner, or god).

Goblins

Creatures of Mischief & Trouble

In China, Goblins are *ugly spirits* or *lesser demons* usually linked to the earth, nature and darkness. They are, in effect, evil “shen” (spirits) who take a strange or ugly physical form and create trouble for humans. They are *not* ghosts of the dead, though they may associate with ghosts, demons and other evil beings.

Fox Spirit

The *Hu Yao Kuai* or “Fox Spirits” might be thought of as impish nature spirits or playful, (but dangerous and cruel) handsome goblins. Cunning, but cowardly, greedy and thieving, Fox Spirits find it easier (and fun) to take things from others. Thus, they cheat, rob, frighten and trick people to get what they want rather than work for it. Fox Spirits may travel and work alone or gather in groups or packs of 2-8. Many regularly pose as humans to trick, mislead and waylay travelers and adventurers. Bold and confident, they even dare to trick, cheat and rob priests, monks, adventurers, heroes, demons and Celestial Avatars. The only people they avoid out of fear are Demon Quellers, Hunters, and owners of medium to large-sized dogs, especially hunting dogs.

Fox Spirits are known to take over houses and temples for themselves, visit taverns and places of low moral standing, and associate with thieves, assassins, and lowlifes. Rambunctious, noisy (footsteps sound like the pattering of a dog’s feet even when in human guise), and self-absorbed, Foxes steal food and drink as well as coins, magic items and valuables of all kinds. Spiteful and lazy, they leave a mess wherever they go, leave

their garbage everywhere, break things and, when annoyed or angry, vandalize and cause mischief. Once settled someplace they like, they are hard to get rid of, and will push people around and even throw people out of their own homes. People who don’t know better may call a priest and work an exorcism to rid themselves of Fox Spirits, but exorcism don’t work on Fox Spirits and the intrusion of a priest and the accompanying commotion only serves to annoy the mischievous spirits and incite them to retaliate. They always make a terrible mess of the place they live in, leaving wrappers, paper, bones, and garbage everywhere. They have no respect for the rights or possessions of others and do as they please until someone stronger or smarter comes around to chase them away, trick them into leaving or slay them. Most Fox Spirits know when they’ve pushed things too far, however, and usually make good an escape before they can be killed. Notorious cowards, they are also quick to hide or vacate at the first sign of serious trouble (i.e., someone who knows how to deal with creatures such as they).

Fox Spirit – Mischievous Spirit

Note: Not to be confused with the *Fox Faerie*.

Race: An impish nature spirit or lesser demon.



Alignment: Anarchist (75%) or Miscreant (25%) alignments.

Tend to be rude, arrogant, cocky and overconfident. Tricks include boldface lies, deceptions, and pretenses; often cruel.

Attributes: I.Q. 1D6+10, M.A. 1D6+12, M.E. 1D6+14, P.S. 1D6+8, P.P. 1D6+11, P.E. 1D6+12, P.B. 1D6+18, Spd. 2D6+30.

M.D.C.: 1D6x10+48 points.

Horror Factor: 9 when invisible and probably mistaken for a ghost.

Size: A large fox, 2-3 feet (0.6 to 0.9 m) tall at the shoulders, human-size (and usually very attractive) in human form. Weight: 40 pounds (18 kg) as a fox, 100-160 (45 to 72 kg) as a human.

Gender: Male (50%) or Female (50%).

Average Life Span: 1000 years.

P.P.E.: P.E. attribute number x10.

Natural Abilities: Nightvision 1000 feet (305 m), see the invisible, impervious to most S.D.C. weapons except weapons made of peach wood (typically clubs and switches that do only 1D4 or 1D6 damage) or those made of iron or steel (does M.D. equal to the usual S.D.C. amount), impervious to disease and spoiled food, resistant to poison, cold and fire (all do half damage, even M.D. ones), and bio-regenerates 2D6 M.D. per melee round. Fox Spirits can appear during the day or night, but are most active at night.

Turn Invisible at Will (special): No time limitation and they can attack at will while remaining invisible (basically the same as the Invisibility: Simple spell). **Note:** This spirit's natural state is to be invisible, but though invisible, they are flesh and blood creatures vulnerable to weapons and magic. They also shed, and leave fox hair on the floor and on furniture, which can give their presence away to those who are observant. The Fox must desire to be visible to be seen (see the two metamorphosis abilities, below).

Metamorphosis: Human (special): Can change, at will, for an unlimited duration, into an attractive human of any age, usually with red, copper or white hair.

Metamorphosis: Fox (special): May turn into a fox at will, for an unlimited duration. The advantages of this form are a smaller size (+1 to dodge), animal appearance, and +10% to the Prowl and Track skills, plus increase Spd attribute by 20%.

Possession to Cause Illness: To possess an individual the Fox Spirit must engage in a battle of wills. Roll 1D20, the high roll two out of three times wins; only bonuses to save vs possession apply. If the possession is successful, the Fox Spirit cannot control the person, but inhabits the body and makes the possessed individual very sick; usually a high *Fever* or *Delirium* (same symptoms, damage and penalties as the curses).

A *Psychic Diagnosis* will indicate the presence of a Fox Spirit and a *Psychic Purification* will force it out (exorcisms don't work), otherwise the spirit must be coaxed or tricked out. Striking the body of the possessed person with a stick from a peach tree has a chance of getting rid of an evil Fox. A peach-tree switch does one point of damage to the victim with each strike and does not hurt the Fox Spirit, but after

1D6+5 strikes there is a 01-33% chance the Fox will flee, unable to watch the beating and somehow feeling threatened. Monks and beings who can project positive chi into another person can also force the Fox Spirit out of his victim (who recovers completely in 4D6+24 hours). During the delirium the victim is weak and burning with fever. Reduce P.S., P.P., and Spd. by half, all bonuses by half, skill performance by half and attacks per melee to a total of one per round. **Note:** Typically only *evil* and extremely vengeful Fox Spirits try to kill through sickness via possession.

Summon & Control Mice: Fox Spirits can summon 200 mice per every level of experience. The horde of mice has a Horror Factor of 10 and can bite, inflicting one S.D.C./H.P. point of damage on unprotected victims as they swarm under and around people. **Duration of Control:** 10 minutes per every level of experience. **Rodent Damage:** Roll 2D6+1 per melee round for rodent damage. They also creates a surprising amount of noise and create quite a distraction. **Penalties from a Rodent Swarm:** Victims plagued by the vermin lose one melee attack, are -4 on initiative, -2 to strike, -2 to parry, dodge, disarm or pull punch, -2 to entangle, -4 to roll with punch, fall or impact and -20% to perform a skill.

Equivalent Skills: Magically understands and speaks all languages but cannot read any. Dance 90%, Prowl in darkness 80% (50% in daylight), Swim 90%, Climb 80%/70%, Land Navigation 90%, Track Humans 60%, Track Animals 75%, Gambling or Seduction 70%, Pick Pockets or Palming 80%, Pick Locks or Concealment 80%, and one Lore skill of choice at 80%. Skills do not improve with experience.

Vulnerabilities: Beside overconfidence, greed and laziness . . .

1. Vulnerable to M.D. weapons, magic and psionics (all do normal damage), but quickly regenerates.

2. S.D.C. weapons made of iron or steel inflict the S.D.C. damage as M.D.

3. Cannot resist the raw meat of fowl of most any kind (chicken, duck, pheasant, magpie, etc.).

4. Fear of dogs: Medium to large canines have a Horror Factor of 15 for the Fox Spirit (reduce all of the Fox's bonuses by half when dealing with them). Even the bark of a dog gives the spirit a fright. A failed roll to save means the Fox will leave the area where the dog is located. Furthermore, being faced or challenged by a dog, which sees the Fox Spirit as a natural enemy, forces the Fox disguised via metamorphosis or magic to assume its natural (but visible) form as a fox. Dogs are avoided at all costs.

5. Fear Hunters and Demon Quellers (H.F. 12), whom they also tend to avoid and never try to trick, rob or mistreat in any way, unless the Fox is feeling especially cocky or foolish.

Level of Experience: 1D6+1

Attacks per Melee: Four regardless of experience.

Damage: As per Supernatural P.S.; typically 1D6 S.D.C. on a restrained punch, 4D6 S.D.C. on a full strength punch, 1D4 M.D. on a power punch (counts as two melee attacks), bite does 1D6 M.D. or by magic. Never uses any kind of weapon; relies on its natural abilities.

R.C.C. Bonuses (in addition to likely attribute bonuses): +2 on initiative, +1 to parry, +3 to dodge, +1 to pull punch, +4

to save vs Horror Factor (except against dogs, Hunters and Demon Quellers), +2 to save vs all forms of magic and impervious to possession.

Magic: The Fox Spirit can cast the following spells: Armor of Ithan (10), Blind (6), Breathe Without Air (5), Chameleon (6), Charismatic Aura (10), Cure Illness (15), Escape (8), Fool's Gold (10), Levitation (5), Luck Curse (40), Magic Pigeon (20), Mask of Deceit (15), Sense Magic (4), Sickness (50) and Transferal (50).

Demonic Curses: Animal Disease, Bad Luck/Misfortune, Barrenness, Forefather, An Interesting Life, Lameness, Minor Disorder, and Rags.

Psionics: Considered a Major Psychic with the powers of Alter Aura (2), Commune with Spirits (6), Deaden Senses (4), Death Trance (1), Mask I.S.P. & Psionics (7), Telepathy (4), and Mind Block (4). I.S.P.: M.E. attribute number x2.

Enemies: Mortals (humans and D-Bees) are generally considered to be their playthings and meal tickets to be deceived and tricked into making the spirits' life easier. They dislike ghosts and ugly demons and monsters, and don't serve or work with anyone unless there is some benefit in it for them.

Allies: Fox Spirits find each other's company rewarding and often travel in packs of 2D4 brethren Foxes. They may also associate with were-beasts, nature spirits and thieves. Otherwise Fox Spirits only associate with people when that association serves their own purpose or offers some tangible and desirable reward (from food and drink to a nice place to live, to money or magic items, to revenge or great fun). Any help or advice *volunteered* by a Fox Spirit, however, is a trick, ultimately self-serving (even if it's only for their own entertainment), or entirely unreliable. Though Fox Spirits are tricky and cunning, they are too lazy to put in a lot of effort or a long term commitment to anything, and prefer to improvise as they go along. They want everything to come to them quick and easy.

Habitat: Fox Spirits have plagued the people of China for thousands of years and are found throughout the country everywhere. Foxes enjoy people and may live in lightly or densely populated areas among humans and D-Bees. Sometimes found in Mongolia, Russia, Japan, India, Southeast Asia, and elsewhere in the world, though they are much, much less common in those places and are usually encountered as a lone traveling spirit or in pairs or threes.

Goat Goblin

A sort of goblin or ground demon that takes the form of a demonic goat with black horns, pointed teeth and flashing red eyes to feed on corpses. In Goblin form it has a human body, the face of a monkey, sharp pointed teeth, the horns and tail of a goat, the ears of a goat and cloven feet.

This is a brutish creature who cares little about the affairs of men, spirits or gods, and seeks only to gorge itself on the remains of the dead, eating flesh and bone. Goat Goblins have foul temperaments and bully those weaker than they, frighten and chase domesticated animals, open gates and barn doors and make holes in fences to allow animals to run away just for the chaotic fun of it. In fact, they seem to dislike animals and throw

kittens down wells, kick puppies, bite the heads off chickens, use eggs to throw at people and property and other acts of cruelty (like stealing and destroying food and water). They also engage in brawls with humans and like to mock and humiliate people. However, they hate being humiliated or teased themselves and will fly into a rage when it happens.

Goat Goblin – Mischievous Ghoul & Ruffian

Race: Lesser demon.

Alignments: Anarchist (15%), Miscreant (65%), Diabolic (15%) or Aberrant (5%).

Attributes: I.Q. 1D6+2, M.A. 1D6+1, M.E. 1D6+3, P.S. 1D6+24 (Supernatural), P.P. 1D6+3, P.E. 1D6+13, P.B. 1D6, Spd. 2D6+30.

M.D.C.: 4D6x2 +P.E. attribute number at night, half that in daylight.

Horror Factor: 10

Size: Five feet (1.5 m) tall in Goblin form, three feet (0.9 m) tall in goat form (a bit larger than the genuine animal). Weight: 120 pounds (54 kg), all muscle.

Gender: Male (50%) or Female (50%).

Average Life Span: Unknown, at least 1000 years, may be immortal.

P.P.E.: 2D4x10 plus the P.E. attribute number.

Natural Abilities: Nightvision 1000 feet (305 m), see the invisible, do not breathe air, dig and burrow underground to get at graves and corpses (one quarter their running Spd), leap 10 feet (3 m) high or lengthwise, have good running speed, can eat spoiled, diseased and poisoned meat, grind bone and eat spoiled food (garbage) of any kind (all of which are their favorite edibles). Impervious to most S.D.C. weapons except those made of iron (which do their S.D.C. damage as M.D. to all Chinese Goblins), impervious to disease, rotten food, spoiled drinks, poison, and cold. Resistant to fire (no damage from S.D.C. fire, half damage from M.D. fire), and bio-regenerates 1D6 M.D. per melee round, double when under the shade of a graveyard.

Goat Goblins can appear during the day or night, but usually avoid the daylight hours because the light of day reduces their M.D.C., Spd, P.P.E. and combat bonuses by half.

Stench Breath (special): The Goat Goblin can breathe out a terrible stench that smells like rotting bodies and death. Ev-



everyone within a 20 foot (6.1 m) radius of the goat must roll to save vs nonlethal poison/toxin (16 or higher) or gag and vomit, losing three melee attacks and initiative. As long as they remain within 20 feet (6.1 m) of the Goat Goblin, they feel nauseous and suffer the following penalties: -2 on initiative, -20% to perform skills, -20% on Spd and characters with enhanced or superior sense of smell have all other bonuses reduced by half and they cannot use any of their scent abilities. **Note:** The intended victim must make a saving throw or hold his breath for at least 30 seconds to escape the effects of a toxic breath attack. However, holding one's breath counts as two melee attacks/actions.

Manifest a Terrifying Visage: The Goat Goblin can appear as any number of frightening things: A skeletal monster with horns, pug nose, pointed teeth, fangs and blood dripping from the eyes or mouth or without eyes at all, or an ugly hag with a black face, large pointed yellow teeth, hair on her nose and chin, green skin and yellow eyes. Increase the Goat Goblin's Horror Factor by 3 points. Characters who fail to save are mesmerized by the creature, compelled to stare into the face of the monster, doing nothing else and devoid of thought or will of action as long as the creature sways or moves its head, but does not attack. This cannot be maintained for more than 15 minutes and the moment the Goat Goblin is ready to attack, its victim automatically has the initiative and is +2 to parry and +4 to dodge the Goblin's attack for that initial melee round. In the alternative, the Goat Goblin can stop the mesmerism and back away without any sign of aggression, and keeps its victim in a daze for one more melee round, allowing it to make an exit before the dazed individual can snap out of it and respond.

Metamorphosis: Goat (special): Can turn into a goat at any time, day or night, and usually does so to eat corpses. +10 to Spd attribute, +1 to dodge in Goat form, can Swim and Prowl at 55% and use a rear leg kick attack that does power punch damage but only counts as one melee attack, and a ram attack with horns that does 2D6 M.D. and has a 01-66% likelihood of knocking down opponents up to 10 feet (3 m) tall. Victims of a ram attack lose initiative, two melee actions/attacks and get knocked on their bottoms (which the Goat Goblin finds funny).

Equivalent Skills: Magically understands and speaks all languages but cannot read any, Climb 85%/75%, Land Navigation 90%, Skin Animals 90%, and one Domestic and one Lore skill of choice at 70%. Skills do not improve with experience.

Vulnerabilities: Besides being mean, belligerent and quick to fight . . .

1. M.D.C., Spd, P.P.E. and combat bonuses are half and combat bonuses are reduced by half in the light of day. A Globe of Daylight spell has the same effect but takes one minute to take effect, more than enough time for the Goat Goblin to leave the area or find some shade to hide in.

2. Vulnerable to S.D.C. weapons made of iron or steel which inflict the S.D.C. damage as M.D.

3. Vulnerable to magic and psionics (all do normal damage), as well as magic weapons.

Equivalent Level of Experience: 1D4

Attacks per Melee: Five regardless of experience.

Damage: As per Supernatural P.S.; typically 5D6 S.D.C. on a restrained punch, 3D6 M.D. from a full strength punch or kick, 6D6 on a power punch (counts as two attacks except in Goat form), and a bite does 1D6 S.D.C., or by magic. Relies on its natural abilities and never uses hand-held weapons.

R.C.C. Bonuses (in addition to likely attribute bonuses): +1 to strike and parry, +4 to pull punch, impervious to Horror Factor, +1 to save vs all forms of magic and is impervious to possession.

Magic: Death Trance (1), Manipulate Object (2+), Magic Shield (6), Mystic Fulcrum (5), Shatter (5), Throwing Stones (5), and Barrage (15).

Demonic Curses: None.

Psionics: None.

Enemies: Mortals (humans and D-Bees) are generally considered to be their playthings and competitors to be used, abused, deceived and tricked into making the Goat Goblin's life fun and easier. The remains of the dead, animals and humanoids, are their main food, but they also eat garbage, both of which attract the Goat Goblins to human villages.

Dislike Fox Spirits because the Foxes are always playing pranks on them and make them feel stupid (which they are compared to Fox Spirits).

Allies: May operate alone, in pairs, with other Goblins or in the service of a greater power, including evil sorcerers, Witches, Shifters, wicked dragons, Greater Demons, the Yama Kings, and dark gods. Function as henchmen, strong-arm enforcers and living garbage disposals.

Habitat: Found throughout China and Southeast Asia. Sometimes found in Japan, Mongolia, Russia and India, usually as a lone traveler or a pair.

Shadow Goblin

**Also known as Goblin of Darkness
& Ghost Goblin**

Appear as a black skinned Goblin, four feet tall (1.2 m), thin, with the ears of a pig, the face of a human and the tail of a goat. Wears silken pants, a belt and likes bracelets and arm bands; shirt and other clothing optional. It can merge into shadows and generate darkness.

Shadow Goblins are daring, unscrupulous ruffians who brawl, gamble, lie, cheat, rob and drink heavily, often in the guise of a hairy human with green eyes, a dark complexion and dark brown hair. They are voyeurs who like to watch humanity from the shadows and up close disguised as humans. Notorious party animals who are loud and bawdy, eat like pigs, drink like a fish and like to steal food, cakes, candy and alcohol. They delight in the dark side of humanity and enjoy watching (and whenever possible, participating in) gluttony, depravity, brawling, mocking others, teasing animals and children, torture and cruelty. They also like to visit prisoners to tease, taunt and mock them from the darkness and out of range of their grasp. Though Shadow Goblins like to fight, are quick to anger and instigate brawls, they never throw the first punch.

Whenever it becomes clear they are outmatched or about to lose, the Shadow Goblin flees or feigns unconsciousness or death.

It is important to note that the Shadow Goblin tries never to actually surrender or admit defeat. Instead they say things like, "Okay, I quit," or "Stop, stop," or "Wait," or create a distraction to slip away – "Oh my god, what's that?!" or "Fire, fire!" and so on. Or pretend to be knocked out or dead. To actually surrender ("I surrender," "I give up," or "You win," or "You are my better.") gives his opponent *power over* him, and when that happens the Shadow Goblin must do whatever its "master/vanquisher" or "better" asks of it for one hour. This means its master could ask it questions that the Goblin must answer truthfully, it must follow any reasonable order (other than suicide) and leave if so demanded. "Now leave here and do not return," requires that particular Shadow Goblin to leave and stay away for 100 years. If "do not return" or "never return" isn't part of the demand (or a specific time period; 20 years, 50 years, etc.) it may return within five years. However, it can tell other Goblins and evil beings about people and places it has known and they may go there to investigate or cause trouble. **Note:** Remember, this is a demonic being, so while it is required to do what its better decrees, it will accomplish the tasks given it with its usual duplicitous, violent and wicked methods, stealing, cheating, robbing, threatening, strong-arming, etc., as well as watching out for itself along the way, stealing valuables and booze, etc.

Shadow Goblin – Mischievous Ruffian & Brawler

Race: An impish, roughneck of a lesser demon.

Alignments: Anarchist (15%), Miscreant (65%), Diabolic (15%) or Aberrant (5%). Boisterous braggarts and bullies who are cocky, arrogant, lewd, rude, crude, loud and hot tempered. Always ready to roughhouse, brawl and fight. Always cheat at cards and games of chance and use any dirty trick in the book to get an edge or win at anything.

Attributes: I.Q. 1D6+5, M.A. 1D6+5, M.E. 1D6+3, P.S. 1D6+19 (Supernatural), P.P. 1D6+15, P.E. 1D6+13, P.B. 1D6+5, Spd. 1D6+21.

M.D.C.: P.E. attribute x4 at night, half that in daylight and daytime.

Horror Factor: 10 when invisible in darkness and possibly mistaken for a ghost.

Size: Four feet (1.2 m) tall in its natural form, five to five and a half feet (1.5 to 1.7 m) in human disguise. Weight: 90 pounds (40.5 kg) as a Goblin, 140 (63 kg) as a human.

Gender: Male (70%) or Female (30%).

Average Life Span: Unknown, at least 1000 years, may be immortal.

P.P.E.: 2D4x10 plus the P.E. attribute number.

Natural Abilities: Nightvision 3000 feet (914 m), see the invisible, impervious to most S.D.C. weapons except those made of iron (which do their S.D.C. damage as M.D. to all Chinese Goblins), impervious to disease, rotten food, spoiled drinks, poison, and cold. Resistant to fire (no damage from S.D.C. fire, half damage from M.D. fire), and bio-regenerates 1D6 M.D. per melee round, double when under the shade of a willow tree.

Shadow Goblins can appear during the day or night, but usually avoid the daylight hours because the light of day reveals their true nature (i.e., can't do or maintain metamorphosis) and they can only hide/be invisible in deep shadows and darkness. Most are active only at night. There must be something very valuable and desirable or important to get one out in the daytime.

Invisible in Darkness (special): Unless the Shadow Goblin is in human form or out in the daylight, its natural state of being is invisible when in darkness. This means a Shadow Goblin darting along a lantern lit street will become visible in the light but automatically disappear in the darkness or in shadows. No time limitation and they can attack at will while remaining invisible. In complete darkness they are totally invisible and can attack with impunity; opponents are -5 to strike, parry, dodge, disarm or entangle an invisible foe. However, heat and motion detectors do work on the Shadow Goblin, and characters with them do not suffer the penalties for combating an invisible foe. Characters with enhanced hearing are only -2 on their combat rolls.

Metamorphosis: Human (special): Can change, at will, into a short human (5-5.6 feet/1.5 to 1.7 m), with a dark complexion, green eyes, hairy arms and body, and a mane of shaggy, unkempt, shoulder-length hair (dark). This disguise can be maintained all night long and in artificial light, but the light of day forces a metamorphosis into its true, Goblin form.

The magic spell, Globe of Daylight, has a similar affect, but it takes one minute (4 melee rounds) of exposure to do so and the Shadow Goblin is not effected if it steps into a shadow (stays human and is not transformed by the light), or if it excuses itself ("Um, sorry, think I'm going to be sick") or quietly slips out of the range of the daylight.

Equivalent Skills: Magically understands and speaks all languages but cannot read any. Dance 75%, Prowl in darkness 90% (45% in daylight), Climb 85%/75%, Land Navigation 75%, Streetwise 55%, Gambling 75%, Cardsharp 70%, Pick Pockets 70%, Pick Locks 75%, Palming or Concealment 70%, and one Domestic and one Lore skill of choice at 70%. Skills do not improve with experience.

Vulnerabilities: Besides being loud and overtly aggressive, violent, and greedy . . .

1. Their true, inhuman appearance and nature is revealed in the light of day and M.D.C. and combat bonuses are reduced by half.

2. Surrender or admitting defeat gives his opponent power over the Goblin; see the opening description for details.

3. Vulnerable to S.D.C. weapons made of iron. Weapons made of iron or steel inflict the S.D.C. damage as M.D. Also vulnerable to magic and psionics (all do normal damage), as well as magic weapons.

5. Reducing the Goblin's M.D.C. to 30 points below zero kills it.

Equivalent Level of Experience: 1D6

Attacks per Melee: Five regardless of experience.

Damage: Punches and kicks as per Supernatural P.S.; typically 4D6 S.D.C. on a restrained punch (which is what it uses when pretending to be human), 2D6 M.D. from a full

strength punch or kick, 4D6 on a power punch (counts as two attacks), a bite does 3D6 S.D.C., or by magic. May use hand-held weapons but doesn't have any special bonuses to use them (no W.P. skill).

R.C.C. Bonuses (in addition to likely attribute bonuses): +2 to strike and parry, +1 to dodge, +4 to pull punch, +4 to save vs Horror Factor, +1 to save vs all forms of magic and is impervious to possession.

Magic: Blinding Flash (1; good for getaways), Befuddle (6), Chameleon (6), Cloak of Darkness (6), Death Trance (1; good for faking death to make a getaway), Escape (8), See in Magic Darkness (32; one quarter the usual cost), Sense Magic (4), and Shadow Meld (10).

Demonic Curses: None.

Psionics: None.

Enemies: Mortals (humans and D-Bees) are generally considered to be their playthings and competitors to be used, abused, deceived and tricked into making the Shadow Goblin's life fun and easier.

Allies: May operate alone, in pairs or in the service of a greater power. Shadow Goblins frequently serve evil sorcerers, Witches, Shifters, wicked dragons, Greater Demons, the Yama Kings, and dark gods, and play the role of thief, spy, guard and henchman.

Habitat: Found throughout China, Mongolia, and Southeast Asia. Sometimes found in Japan, Russia and India, usually as a lone traveler or a pair.

Mountain Goblin

Also known as the "Monkey Goblin"

The Mountain Goblin is a lesser, demonic being who likes to frighten people, start brawls, cause confusion and be chased. This creature has the dried-up, withered face of a dead monkey, with dark eyes that sparkle in the moonlight, a long green beard, the thin body of a small, furry human with a bit of a pot belly, the feet and hands of a monkey, and the tail of a horse. From a distance the Mountain Goblin may even be mistaken for a monkey, because its body is covered in short, black or dark brown fur and they never wear clothes. At a height of three to three and a half feet (0.9 to 1.1 m) and with its preposterous combination of body components, the Mountain Goblin cuts a rather humorous looking figure, but there is nothing funny about these mean, thieving creatures. Mountain Goblins are self-absorbed little cretins who have no regard for humans, their laws or their property.

Like a meanspirited monkey, Mountain Goblins watch and mimic the worst of human behavior and often intrude on humans to steal food, alcohol and colorful caps and scarves. For some reason, these Goblins love red and other brightly colored caps and scarves, but especially *red*. Scarves may be worn around the neck or tied around the waist, and caps are worn proudly as if they were the crown jewels. Their love for such items compels the Mountain Goblin to steal them and anybody who tries to take away or get the colorful cap or scarf back will find themselves locked in a ruthless battle as if the item were a great treasure the Goblin refuses to relinquish. Nothing else

means more to the weird Monkey Goblin than his stupid hat/cap or scarf. Not treasure, not magic, and maybe not even its own life, as they have been known to fight to the death to keep a new red cap. Selfish and never satisfied, the Mountain Goblin is always on the lookout for a newer, nicer cap or scarf to steal, often snatching the garment from the head or neck of an unsuspecting traveler. The demon's mischievous nature also compels it to taunt the person it has just robbed, waving the cap or scarf in the air or putting it on and doing a little dance, staying just an arm's reach away as if inviting someone to try and get it. In fact, Mountain Goblins love tormenting people this way and will steal items humans find valuable and wave them in their face to get people to chase them, cackling and making cat-calls the entire time. If two or more are present, they'll play "monkey in the middle," with the human being "the monkey," and tossing the item from one Mountain Goblin to the other until the mortal or the little demons get tired or bored with the "game." At that point, the Mountain Goblin will either drop the item and scurry out of sight, or put it someplace obvious but difficult to get at, like hanging it on a high tree branch or from a rooftop, or in a tiger's cage, and so on.

Mountain Goblins always move in a jumping or dancing motion, usually accompanied by its brittle, cackling laugh that sounds like bamboo crackling in a campfire. The laugh may seem as if the Goblin is amused by its own hilarious (and taunting or cruel) antics or as if it is privy to a joke only it has heard. Something of a jokester, the Mountain Goblin's idea of fun and humor is the same as the schoolyard bully who takes the lunch money of smaller children and pushes them into a mud puddle



or tosses their books up in a tree – it is always tinged with humiliation or cruelty. When it can't think of something more imaginative (and Monkey Goblins are simple-minded louts who never seem to get tired of the same foul pranks), the Goblin will throw dung (animal droppings or its own), drop rocks or dead mice into drinks, pelt passersby with rotten fruit or vegetables, knock over drinks, break porcelain, smash glass, sit on or dance in someone's meal, trip people, and similar Three-Stooges-like shenanigans. All tactics calculated to make people mad and start fights. Again, it's the commotion and chase that the Mountain Goblin is looking for and relishes, not that they mind mixing it up in a fistfight. Of course, in a fight, the little brute punches, kicks, bites and uses every dirty trick in the book, and then runs away before it can get a sound licking itself.

Meanspirited clowns and bullies, Mountain Goblins are always looking for a crowd (including an adventuring group). Consequently, they visit and hang around taverns, schoolyards, school dormitories, fraternity houses, dance halls, gambling places and main streets as well as crash parties, weddings, festivals, dances and other celebrations to spoil the fun. Wanderers themselves (and regularly driven from villages), Mountain Goblins may also be encountered along well-traveled paths and crossroads, but only at night.

All that having been said, Mountain Goblins are dull-witted creatures who are easily fooled, tricked, confused and frustrated, so clever characters may be able to send them on wild goose chases and fool's errands, trick them into revealing what they know, cheat them out of real valuables or capture them by getting the Monkey Goblins drunk (um, they can consume 2-3 times as much alcohol as a large, burly human, however, before falling drunk).

Mountain Goblin – Mischievous Thief & Bully

Race: An impish, roughneck of a lesser demon.

Alignments: Anarchist (30%), Miscreant (60%), or Diabolic (10%). Schoolyard bullies and cruel pranksters who love creating chaos and games of chase, hide and seek and monkey in the middle, with it dishing out the “fun.”

Attributes: I.Q. 1D4+3, M.A. 1D6+3, M.E. 1D6+1, P.S. 1D6+18 (Supernatural), P.P. 1D6+17, P.E. 1D6+13, P.B. 1D4+1, Spd. 1D6+41 (around 30-32 mph/48-51 km).

M.D.C.: P.E. attribute x3 at night, half that in the daytime.

Horror Factor: 8

Size: Three to three feet, six inches (0.9 to 1.1 m) tall. Weight: 60 pounds (27 kg).

Gender: Male (70%) or Female (30%).

Average Life Span: Unknown, may be immortal.

P.P.E.: P.E. attribute number x3.

Natural Abilities: Magically understands all languages, but can not read or write, and speaks using one to four simple words at a time, in a guttural voice. Nightvision 1000 feet (305 m), see the invisible, impervious to most S.D.C. weapons except those made of iron (which do their S.D.C. damage as M.D. to all Chinese Goblins), impervious to disease, rotten food, spoiled drinks, poison, and cold. Resistant to fire (no damage from S.D.C. fire, half damage from M.D. fire). Resistant to Mega-Damage weapons (M.D. weapons, energy blasts, explosives, and magic do half damage). Bio-regenerates 1D4

M.D. per melee round, double when under the shade of a willow tree or on a ley line.

Strange Metamorphosis (special). The Mountain Goblin can turn itself into a *lump of flesh* (gross; H.F. 12), making the weird creature immune to all manner of physical attacks, and even magic attacks do only one third their normal damage. As a lump of flesh the Goblin has no attacks and can't speak or take any kind of action, but it is aware of what's going on around it, and if an opportunity for escape opens up, it will turn back into its natural form and make a run for it. Mountain Goblins use this transformation to hide, protect themselves and to create an opening for an escape. **Note:** Mountain Goblins turn into an impervious lump of flesh when their M.D.C. is reduced to 8 points as an act of self-preservation. Reducing the creature's M.D.C. to zero or less sends it into the *Dimension of Night* where it must spend 2D6 years searching for a way back to the realm of men. Only Mountain Goblins who have pledged themselves to a Yama King cycle back through the Wheel of Transmigration within 48 hours.

Vanishes at First Light (special): At the first light of day, whether the demon is in the form of a humanoid or a lump of flesh, the creature vanishes, punctuated by a loud *crash*, as if a large stone or tree branch had just crashed through the roof. All that remains will be the creature's cap, hat and/or scarf, which will have been stolen from some other human. The creature is not dead, but automatically teleported to its daytime lair. Mountain Goblins are creatures of the night who cannot exist in the light of day. During the day the creature slumbers under the roots of a willow or other ugly or diseased tree, inside a hole in a tree, under a log or a rock, or in the branches of dead or dying trees, as well as at the bottom of mountain ravines and in caves.

The magic spell, *Globe of Daylight*, has a similar effect, but it takes one minute (4 melee rounds) of exposure to make a Monkey Goblin vanish, during which time the creature tries to do as much damage as possible before finding a dark hiding place from the *Globe of Daylight* to avoid getting teleported miles away. In most cases, the demon does not return even if the night is young.

Equivalent Skills: Magically understands and speaks all languages but cannot read any. Dance 80%, Prowl in darkness 80% (40% in daylight), Climb 85%/75%, Acrobatics 80%, Land Navigation 70%, Pick Locks 70%, Palming or Concealment 70%, and one Domestic and one Lore skill of choice at 70%. Skills do not improve with experience.

Vulnerabilities: Besides being loud and overtly aggressive, violent, and greedy . . .

1. Can only come out at night. Vanishes in the light of day, including *Globe of Daylight* spell.

2. M.D.C. weapons and magic do half damage.

3. Vulnerable to S.D.C. weapons made of iron or steel and such weapons inflict the S.D.C. damage as M.D.

4. Vulnerable to psionics (normal damage) that influence the mind and emotions, physical psionic attacks are harmless.

5. Reducing the Goblin's M.D.C. to 30 points below zero kills it.

Equivalent Level of Experience: 1D4

Attacks per Melee: Four regardless of experience.

Damage: Punches and kicks as per Supernatural P.S.; typically 4D6 S.D.C. on a restrained punch, 2D6 M.D. from a full strength punch or kick, 4D6 on a power punch (counts as two attacks), a bite does 2D6 S.D.C., or by magic. May use handheld weapons but doesn't have any special bonuses to use them (no W.P. skill).

R.C.C. Bonuses (in addition to likely attribute bonuses): +2 on initiative, +3 to dodge, +4 to pull punch, +6 to save vs Horror Factor, +1 to save vs all forms of magic, and is impervious to possession.

Magic: Lantern Light (1), Concealment (6), Detect Concealment (6), Energy Bolt (5), and Shatter (5).

Demonic Curses: None.

Psionics: None.

Enemies: Mortals (humans and D-Bees) are generally considered to be their playthings and competitors to be used, abused, deceived and tricked for the Goblin's amusement.

Allies: May operate alone, but Mountain Goblins frequently gather in pairs or groups of 3-6 other Goblins. They may also serve a greater power, including Witches, Shifters, evil sorcerers, other Lesser Demons, Greater Demons, and the Yama Kings, but they make terrible henchmen because Monkey Goblins are so willful and childish. Best used to create a distraction or to steal something that's not too important, or to tease and harass prisoners and slaves.

Habitat: Found throughout China, Mongolia, and Southeast Asia. Sometimes found in Japan, Russia and India, usually as a lone traveler or a pair.

One-Horned Mountain Goblin

As its name suggests, this Goblin has a single horn growing from the center of its head. The horn appears like that of a rhino, the face is that of a man, but with the ears of a pig, the short-fur covered body of a monkey, the tail of a horse, the hands of dog and the feet of a monkey.

The One-Horned Goblin is a mischievous prankster spirit that likes to chase away horses, tease domesticated animals, pluck chickens (while they are still alive), and steal food, candy, and drinks. They also genuinely enjoy dancing, jumping around, playing, wrestling and being chased (usually because they stole something), and honestly appreciate being included in festivities. Being included in a festival usually gets them to behave without incident unless they are provoked. A selfish prankster rather than an overtly evil being, the One-Horned Goblin sometimes comes to the aid of lost travelers and people in trouble, including those bothered by other Goblins, Ghosts or demons! Especially if the person in trouble has left offerings of food and milk or has, in the past, included the One-Horned Goblin in parties and celebrations. Likewise, One-Horned Goblins will sometimes help an adopted family or homestead by chasing away ghosts and goblins and warning the mortal inhabitants of approaching strangers and danger. Though it can be helpful, this is a mischievous earth spirit, and as such, has more in common

with demons than humans. Consequently, the Goblin never does anything out of the pure kindness of its heart and will *expect* some kind of tangible reward (a sign of respect and thanks) for its service. That reward can be a skin of wine, a bottle of alcohol, candy, fresh fruit, baked bread, cheese, other types of food, to an exciting story or letting the creature keep company with those it helped (though the latter can lead to other problems). One-Horned Goblins *never* want gems, jewelry, weapons, magic items or other valuables unless they serve a master who desires such things. Failure to give the creature any reward infuriates the Goblin, who is almost certain to retaliate by causing trouble for the ingrates. "Trouble" can come in the form of vandalism, theft and pranks to more deadly ramifications like guiding a poisonous snake or spider into the bedroll of a slumbering character, leading wild animals into camp or the characters' rivals or enemies, and even ghosts, demons or monsters. Thus, it is always best to repay even the slightest kindness with some bit of food or favor. The only problem is a One-Horned Goblin who feels greatly appreciated and respected may not want to leave, and the creature will ultimately cause more trouble antagonizing opponents than it is are worth.

One-Horned Goblins are usually encountered in the wilderness, at a farm or along deserted roads and forest trails. Legend has it that they are earth spirits who live under large rocks and boulders up in the mountains and in mountain valleys. They can come out during the day or night, but tend to be night creatures.



One-Horned Mountain Goblin – Prankster & Vagabond

Race: An impish, roughneck of a lesser demon.

Alignments: Anarchist (75%), Miscreant (15%), Diabolic (5%) or Aberrant (5%). Playful pranksters who behave like spoiled children.

Attributes: I.Q. 1D6+3, M.A. 1D6+4, M.E. 1D6+2, P.S. 1D6+16 (Supernatural), P.P. 1D6+16, P.E. 1D6+12, P.B. 1D6+6, Spd. 1D6+16 (x3 in stag-animal form, x2 in deer form).

M.D.C.: P.E. attribute x3 at night (+24 in animal form); half in the daytime.

Horror Factor: 8

Size: Four feet (1.2 m) tall in its natural form, five to five and a half feet (1.5 to 1.7 m) in stag form. Weight: 80 pounds (36 kg) as a Goblin, 200 (90 kg) as a stag.

Gender: Male (60%) or Female (40%).

Average Life Span: Unknown, at least 1000 years, may be immortal.

P.P.E.: 2D4x10 plus the P.E. attribute number.

Natural Abilities: Nightvision 1000 feet (305 m), see the invisible, impervious to most S.D.C. weapons except those made of iron (which do their S.D.C. damage as M.D. to all Chinese 'Goblins), impervious to disease, rotten food, spoiled drinks, poison, and cold. Resistant to fire (no damage from S.D.C. fire, half damage from M.D. fire), and bio-regenerates 1D6 M.D. per melee round, double when under the shade of a large boulder.

Metamorphosis: Deer/Stag (special): One-Horned Goblins can turn into a deer or stag at will. This shape is very comfortable for them and it can be maintained indefinitely, day and night, if so desired. However, the One-Horned ones usually prefer their natural Goblin appearance when dealing with humanoids. As a stag, the creature's running speed is tripled (double for deer) and it inflicts an extra 1D6 M.D. from kicks and antler attacks. Only the male Goblins can turn into the stag, and the Goblin can speak and cast magic in animal form. Only trusted allies and honorable heroes, monks and priests are allowed to ride on its back.

Ride Deer/Stag (special): One-Horned Goblins can ride deer and stags with the animal obeying them as if it were a domesticated horse. Average speed of the animal is 50 (35 mph/56 km; 10% faster for the stag) and the animal can leap four feet (1.2 m) high and 8 feet (2.4 m) across (50% greater for the stag). Average Hit Points: 2D6+40 (+10 for the stag), S.D.C.: 3D6 (+10 for the stag). Never sacrifices or kills the animal if it can be avoided, and seldom lets mortals ride along.

Equivalent Skills: Magically understands and speaks all languages but cannot read any. Dance 75%, Prowl 60%, Climb 65%/55%, Swim 80%, Land Navigation 95%, Identify Plants & Fruits 90%, Preserve Food 80%, Brewing 70%, Dowsing 60%, Gardening 60%, and one Domestic or two Lore skills of choice at 70%. Skills do not improve with experience.

Vulnerabilities: In addition to being attracted to humanoids . . .

1. One-Horned Mountain Goblins can appear during the day or night, but they are much less powerful in the daytime than night – physical M.D.C., P.P.E., skill abilities and physical attributes (P.S., P.P., P.E., P.B. and Spd) are all reduced by half during the *daytime* even if they are tucked away in a nice dark cave or dungeon. Furthermore, they can't metamorph in the daytime so whatever form they had assumed at daybreak is the shape they are stuck with till night-fall.

2. The One-Horned Goblin has the "hands of a dog" – i.e. paws, which means skills requiring manual dexterity, including opening doors, requires the use of its prehensile "monkey feet." -2 to strike using handheld tools, weapons and guns with its feet, -6 with its dog paws for hands.

3. Vulnerable to S.D.C. weapons made of iron. Weapons made of iron or steel inflict the S.D.C. damage as M.D.

4. Vulnerable to magic and psionics (all do normal damage), as well as magic weapons.

5. Reducing the Goblin's M.D.C. to 30 points below zero puts the One-Horn in a death-like coma, but it will rise again with the next full moon unless its horn is chopped off and ground to dust, at which point the body also turns to dust and blows away.

Equivalent Level of Experience: 1D6

Attacks per Melee: Four regardless of experience.

Damage: Punches and kicks as per Supernatural P.S.; typically 3D6 or 4D6 S.D.C. on a restrained punch, 1D6 or 2D6 M.D. from a full strength punch or kick, 2D6 or 4D6 on a power punch (counts as two attacks), or by magic. +1D6 M.D. from kicks in deer or stag form. Seldom uses handheld weapons and doesn't have any special bonuses to use them (no W.P. skill).

R.C.C. Bonuses (in addition to likely attribute bonuses): +1 on initiative, +2 to dodge (+4 in animal form), +1 to pull punch, +4 to save vs Horror Factor, +1 to save vs all forms of magic and is impervious to possession.

Magic: Earth Elemental spells as follows: Dirt to Sand (6), Dust Storm (5), Hopping Stones (6), Identify Minerals (3), Mend Stone (15), Mystic Fulcrum (3), Shatter (3), Throwing Stones (4), and Wither Plants (10).

Demonic Curses: None.

Psionics: None.

Enemies: Anybody who gives them grief or doesn't show them respect are fools and ingrates to be punished. Mortals (humans and D-Bees) are generally regarded as a meal ticket – a means to get food, drink and treats. Other Goblins are seen as troublesome kin and rivals, while the more powerful ghosts and demons are regarded as dangerous for all lesser life forms (humans and Goblins included).

Allies: Though they cheat, squabble, and fight among their fellow Goblins, all Goblins are considered troublesome kin and potential allies. However, One-Horned Goblins tend to avoid even their own kind and go about their business as lone travelers, in pairs or small groups of 3-6 fellow One-Horns. They may serve selfish or evil sorcerers, demons, Witches, the Yama Kings, and dark gods, but not often. When they do, they play the role of messenger, escort, or woodland scout.

Habitat: Found throughout China. Sometimes found in Mongolia, Japan, and Russia, usually as a lone traveler or a pair.

Tall Man Goblin

The largest and meanest of the Chinese Goblins is the wicked Tall Man. He comes out only at night and during storms anytime of the day or night to reap death and sorrow. The creature appears to be a tall, thin man (6-7 feet/1.8 to 2.1 m) often riding

a (stolen) horse. Its only purpose is to *kill* for fun or out of cruelty. The Tall Man Goblin feeds on humans, killing them and devouring them, bones and all. Though this monstrous highwayman may attack any travelers or adventurers along the road or near villages, it prefers to eat children, teenagers and young maidens. This taste for the young and innocent may bring it to raid a farm or outpost, or even enter the outskirts of a village. Some say the Tall Man Goblin draws strength from storms, which makes the fiend more gluttonous, murderous and brave than other nights. Additionally, the Tall Man can come out in the daytime only during wicked storms.

The Tall Man Goblin always hunts alone and calls no man, master. Only powerful Shifters and greater supernatural beings may enslave a Tall Man and make him do their bidding, but the vile Goblin will desert them the first chance he gets, and has no loyalty for them.

Its natural appearance is that of a tall, thin man with dark complexion, gaunt face, sunken eyes round like a rat's, straggly white hair, boney fingers and eyes that flash in the moonlight. A long red tongue flicks and stretches outside the mouth and past pointed, yellow teeth like a shark's, and a black vapor is exhaled from the mouth and nostrils. Typically wears riding garments and may wear partial or full armor, usually taken from one of his victims. Favorite weapons are the sword and spear, though the Tall Man can kill with his bare hands just as easily.



Tall Man Goblin – Killer & Demonic Horseman

Race: Fiendish lesser demon.

Alignments: Miscreant (70%), Diabolic (25%) or Aberrant (5%). Sadistic killer who tortures and kills for pleasure as well as sustenance.

Attributes: I.Q. 1D6+8, M.A. 1D6, M.E. 1D6+10, P.S. 1D6+20 (Supernatural), P.P. 1D6+16, P.E. 1D6+16, P.B. 1D6+1, Spd. 1D6+16.

M.D.C.: 6D6x3+16 (+60 during storms).

Horror Factor: 13 when one sees his true form or realizes what it is they are up against.

Size: 6-7 feet (1.8 to 2.1 m) tall in its natural form and weighs 150 lbs (67.5 kg).

Gender: Always male (100%).

Average Life Span: Unknown, at least 1000 years, may be immortal.

P.P.E.: 3D4x10 plus 48.

Natural Abilities: Nightvision 3000 feet (914 m), see the invisible, impervious to most S.D.C. weapons except those made of iron (which do their S.D.C. damage as M.D. to all Chinese Goblins), impervious to disease, rotten food, spoiled drinks, poison, cold, electricity and lightning. Bio-regenerates 2D6 M.D. per melee round, double during storms.

Metamorphosis: Human (special): The Tall Man can make himself appear to be completely human with a P.B. of 1D6+8, but the flash of lightning (and the light of day) reveals its true monstrous nature.

Metamorphosis: Specific Person (special): The evil being can take the form of any male person it has met since dusk, copying him exactly, including voice and mannerisms (cannot take the female form). Again, the creature's true form is revealed by flashes of lightning and the light of day (including in the light of the Globe of Daylight spell).

Metamorphosis: Butterfly (special): This is a last ditch transformation used to avoid an attack or to make an escape, for once the butterfly metamorphosis is used, the Tall Man Goblin must abandon his current prey or battle and retreat into the night, unable to return to that immediate location for 30 days. Flying speed as a butterfly is 20 mph (32 km), +5 to dodge, and disappears in the dark or wilderness within one melee round (15 seconds).

Tongue Strike (special): Tall Man Goblins have an impossibly long, prehensile tongue that can extend five feet (1.5 m), tapering to a point at the tip. Its is released to strike like a spear, shooting out and stabbing the monster's prey or an opponent (counts as one melee attack). This attack can be parried and dodged, but opponents are -2 to parry and dodge it. The tongue can also be used to slash at an opponent and strike those to the sides of the demonic Goblin.

The Strength of the Willow (special): When under the willow tree, the Tall Man Goblin recovers lost M.D.C. at double the usual rate, and during a storm completely regenerates (all M.D.C. and any lost body parts) and is ready for revenge within 45 minutes.

Equivalent Skills: Magically understands and speaks all languages but cannot read any. Horsemanship: Knight 80%, Horsemanship: Exotic Animals 70%, Recognize Weapon

Quality 80%, Climb 80%/70%, Land Navigation 80%, Track Humanoids 80%, Roadwise 80%, Basic Math 80%, W.P. Sword, W.P. Spear, and one Lore skill of choice at 70%. Skills do not improve with experience.

Vulnerabilities: Besides being loud and overtly aggressive, violent, and greedy . . .

1. Electricity and lightning reveals the creature's true, inhuman appearance and demonic nature, but does nothing to diminish its powers and abilities.

2. The light of day causes the Tall Man's flesh to wither, reduces M.D.C., P.P.E. and Spd by half and blinds the demon (-10 to strike, parry, dodge and all combat moves).

The magic spell, Globe of Daylight, reveals the Tall Man's horrid appearance and demonic nature, and imposes a combat penalty of -2 on all his fighting moves, but nothing more.

3. Vulnerable to S.D.C. weapons made of iron. Weapons made of iron or steel inflict the S.D.C. damage as M.D.

4. Vulnerable to magic and psionics (all do normal damage), as well as magic weapons.

5. To kill a Tall Man Goblin all M.D.C. must be reduced to zero, its head cut off with one of its own weapons, the body given a proper burial (needs a priest) and the head tossed into moving water (stream, river, lake), after the body is buried, where it dissolves into nothing. All this must be done before the next nightfall or the creature will reappear with the next storm.

Equivalent Level of Experience: 1D6+1

Attacks per Melee: Six regardless of experience.

Damage: Punches and kicks as per Supernatural P.S.; typically 4D6 S.D.C. on a restrained punch (which is what it uses when pretending to be human), 2D6 M.D. from a full strength punch or kick, 4D6 on a power punch (counts as two attacks), a bite does 2D6 M.D., or by weapon or magic. Favors swords and spears and any such S.D.C. weapon the Tall Man wields turns into a Mega-Damage weapon (S.D.C. damage becomes M.D. +1D6 M.D.) as long as it remains in his hands. May use guns and other handheld weapons but without any special bonuses to use them (no W.P. skill) and prefers to rely on its natural abilities and magic.

R.C.C. Bonuses (in addition to likely attribute bonuses): +2 on initiative, +1 to strike and parry, +3 to pull punch, +1 to save vs all forms of magic and is impervious to Horror Factor and possession.

Magic: Earth Elemental spells as follows: Animate Plants (10), Dust Storm (5), Earth Rumble (10), Hopping Stones (6), Identify Minerals (3), Mend Stone (15), Metal to Clay (40), Mystic Fulcrum (3), Repel Animals (10), Rust (15), Shatter (3), Track (6), Travel Through Walls (20), Wall of Thorns (15), and Wither Plants (10).

Demonic Curses: None.

Psionics: None.

Enemies: All mortals (humans and D-Bees) are prey to be slaughtered and eaten. Playing cat and mouse games with them as well as terrorizing and torturing mortals are just the prelude to a fun kill. Slaying several opponents is also fun. Has no use for other Goblins, demons or spirits, all of whom the Tall Man sees as rivals and annoyances.

Allies: Tall Man Goblins are lone hunters who loathe being forced into the service of greater beings and serve only long enough to win their freedom.

Habitat: Found throughout China and Mongolia. Occasionally encountered in Russia, Southeast Asia and Japan.

Demons

Lesser Demons

Ch'uan Ti, Earth Hound

Falcon Demon

Fox Faerie

Headless One

Long-Armed Giant

Ma T-ou, the Horse

Monkey-Wolf

Ox-Head Demon

Pig Demon

Were-Beasts

Yang Ching, the Goat Demon

Greater Demons

Asuras (see Mo-lo)

Kinnaras (or Chin-na-lo)

Kou Ching the Dog

Mahoragas the Serpent

Monkey Spirit

Naga

Red Child

Shen Wu, Wise Warrior

White Monkey

Yaksha, the Tiger

Ying Hsuan Shang (or Demon Eye)

Demon Lords

Mo-lo, He Who Kills (or Mara)

Shih-Ju Shen (or Look-Flesh Demon)

Ch'uan Ti, Earth Hound

Ch'uan Ti, the Earth Hound, has the face of a monkey, the eyes and body of a man, the ears of a bat, the tusks of a wild boar, the teeth of an ape, the tongue of a frog, a pair of jagged horns that rise up from the eyebrows, the tail of an alligator and the legs of a dog that stands upright. White or yellow hair grows behind the ears and down the jaw like shaggy sideburns, and forms into a beard that is pointed on both sides of the chin. The demon's skin is hard and rough like tree bark, and cool to the touch like stone.

The Earth Hound is a natural hunter who lives to give chase, hunt and capture or slay its prey. Though an adequate warrior and spy, the Ch'uan Ti feels truly alive only when tracking and hunting. As a result, they make outstanding wilderness scouts, reconnaissance operatives, and hunters whether their prey be animal, monster, demon or man. Living up to its name, the Earth "Hound" seems more animal than human, relying on predatory instinct and cunning rather than learned skills. Their primal nature is obvious from their grunts and growls and economy of words spoken in a deep guttural voice ("You come," "we go," "many enemies wait by river," "surrender or die," and so on). Barrel-chested and thickly muscled, the Ch'uan Ti is much more agile and fast than their form might suggest, moving with the grace and power of a tiger on the attack. While it is true the Ch'uan Ti delights in the hunt, the demon never kills for fun or pleasure, but only for food and at the command of its master.

Everything about the Ch'uan Ti speaks to its nature as both a hunter and a creature of the earth/soil, from the demon's hodgepodge of animal characteristics and predatory instincts, to its Earth Elemental magic powers. Fugitives with an Earth Hound on their tail are likely to find it impossible to shake their demonic pursuer, especially in the wilderness. It is said the only way to escape a Ch'uan Ti pursuer is to kill it. However, the demon's animal ferocity, drive and Earth powers often overcome its prey unless the demon can be caught off guard or in a hidden trap or ambush. It is interesting to note that a Ch'uan Ti rarely bothers with mortals (humans or D-Bees) unless commanded to do so by someone it regards as its lord and master.



This means if a character finds himself being pursued by an Earth Hound, it is because someone wants him dead, and even if the demon is slain, its master may send more of them or other minions to find and capture or kill the individual. They may even be already in pursuit and not far behind the Ch'uan Ti.

Ch'uan Ti – Scout, Tracker, Hunter & Lap Dog of Greater Beings

Race: A lesser demon.

Alignments: Anarchist (45%), Miscreant (20%), Diabolic (15%) and Aberrant (20%). Aggressive predators who love the thrill of the chase, the joy of the hunt and the success of the kill or capture of its prey.

Attributes: I.Q. 1D6+6, M.A. 1D6, M.E. 1D6+8, P.S. 1D6+20 (Supernatural), P.P. 1D6+18, P.E. 1D6+16, P.B. 1D6, Spd. 2D6+40 (30-36 mph/48 to 57.6 km).

M.D.C.: 2D6x10 +90 and an additional 20 M.D.C. per level of experience.

Horror/Awe Factor: 13

Size: 6-7 feet (1.8 to 2.1 m) tall and weighs 200-300 pounds (90 to 135 kg); may seem a bit shorter because the creature often crouches and stands hunched over.

Gender: Impossible to tell, all look to be male.

Average Life Span: Unknown, presumed to be immortal.

P.P.E.: 1D6x10+60 plus P.E. attribute number.

Natural Abilities: Nightvision 600 feet (183 m), see the invisible, can fight/run/hunt for 18 hours straight without fatigue, can climb steep inclines or the sides of buildings and other rough surfaces at 60% +2% per level of experience at normal running speed. Impervious to most S.D.C. weapons except those made of silver (which do their S.D.C. damage as M.D.), impervious to disease and fire/heat (including M.D. fire) unless first rendered inert (see Vulnerabilities), lightning and electricity do half damage, and it bio-regenerates 3D6 M.D.C. per melee round, double on ley lines and at places of magic that radiate negative energy. Cannot heal at places filled with positive energy/chi. Its powers of regeneration are so great that it will completely reform at the next nightfall even if it was blasted to pieces. The Earth Hound functions equally well at day or night, and only needs about four hours of sleep every 24 hours to function at top efficiency.

Prehensile Tongue (special): The demon scout can unleash a prehensile tongue that shoots out like that of a frog or toad a distance of four feet (1.2 m). The tongue is used to snatch food, objects, weapons, and even entangle or grapple with an opponent (+2 to disarm and entangle with tongue). The tongue can also wield weapons, though at half the character's usual combat bonuses for ancient weapons and is -6 to strike using guns, and even perform simple skills, though they take twice as long to execute and are done at half the usual skill proficiency.

Alter Scent (special): The Ch'uan Ti can change its body chemistry to disguise its scent to trick and confuse its prey. The altered scent prevents the demon from being recognized by its scent when the wind changes or by animals and beings with a keen sense of smell. It also prevents dogs and others capable of tracking by scent from following it or from realiz-

ing the Earth Hound is on their trail or lurking nearby. The types of scents are limited as follows:

Disguise Scents: Orchid blossoms, pine, and maple, or the animal scents of fox (which may be mistaken for a Fox Spirit or Fox Faerie), hound/dog, tiger, stag/deer, horse and rabbit.

Scents to Attract/Lure Others To It: May include any of the Disguise Scents depending on who or what the demon is trying to attract, but can tweak the animal scents to smell like a female in heat, as well as create the sweet smell of meat/flesh that has just started to decay (attracts insects, scavengers, vultures, ghouls and curious humans, among others), peaches, and ginger.

Scents of Danger or Foreboding: Death, animal musk, durian (a foul smelling, pungent fruit), burning wood, molten rock and sulfur. These scents are meant to instill dread and fear in the prey to get them to bolt from cover or a safe haven, make a foolish mistake or frighten them into surrendering.

Equivalent Skills: Magically understands and speaks all languages, but can't read a word. Basic Math 80%, Blend 60%, Camouflage 75%, Climb 98%/92%, Horsemanship: Exotic Animals (including the Monkey-Wolf) 70%/60%, Intelligence 75%, Land Navigation 95%, Lore: Faerie 80%, Lore: Cattle & Animals 90%, Prowl 70%, W.P. Blunt, W.P. Spear, and four Wilderness skills of choice at 75%. Skills do not improve with experience. **Note:** Can throw a spear and stones twice the usual distance.

Vulnerabilities: Besides its low intellect and animalistic nature . . .

1. S.D.C. weapons made of *Silver* inflict their S.D.C. damage as M.D., so a silver plated sword that normally does 2D6 S.D.C. inflicts 2D6 M.D. to the Earth Hound.

2. Water. The Ch'uan Ti cannot swim, sinks like a rock, and will drown in 1D4+4 minutes when completely submerged underwater. Drowning is a bit of a misrepresentation, since the demon actually becomes inert, turning as hard and grey as stone, but is really in a coma-like state. Removing it from water allows it to dry out and the monster awakens the second night it has been on dry land (or boat). Getting blasted by water bothers but does not hurt the creature; water magic does normal damage.

3. Most Mega-Damage weapons, magic and psionics do normal damage. Electricity does half. Impervious to heat and disease.

4. To kill a Ch'uan Ti it must be rendered inert either by submersion in water or by reducing its M.D.C. to 50 points below zero, which turns it into a stone statue. Once rendered inert the Earth Demon can be taken and *melted down* as if it were lead, otherwise it will rise again (in the latter case the next night). If shattered into a million pieces the Earth Hound reforms the next night.

Equivalent Level of Experience: 1D6+1

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

Damage: Punches, kicks and head butts as per Supernatural P.S.; typically 4D6 S.D.C. on a restrained punch, 2D6 M.D. from a full strength punch or kick, 4D6 on a power punch (counts as two attacks), a bite/gore with tusks inflicts 2D6

M.D., or by weapon or magic. Favors clubs and spears (for stabbing and throwing) as well as throwing rocks and boulders. May use guns and other hand-held weapons, but without benefit of bonuses (no W.P.) and prefers to rely on its predatory instincts, natural abilities, the weapons noted, and formidable magic.

R.C.C. Bonuses (in addition to likely attribute bonuses): +2 on initiative, +1 to strike and parry, +2 to automatic dodge (meaning the act of dodging does not use up a melee attack, but a 1D20 is still rolled, plus bonuses, to determine if the dodge was successful), +1 to disarm and entangle, +3 to pull punch, +2 to roll with impact, +1 to save vs all forms of magic, and +3 to save vs Horror Factor and possession.

Magic: Spell Invocations: Fireblast (8), Fire Bolt (7), Fire Ball (10), Power Weapon (35), Sheltering Force (20), Spoil (30), and Tame Beast (35; half the usual P.P.E.).

Earth Elemental Magic: Animate Plants (10), Chameleon (5), Chasm (25), Create Wood (5+), Crumble Stone (10), Dust Storm (5), Earth Rumble (10), Mystic Fulcrum (3), Repel Animals (10), Rock to Mud (6), River of Lava (25; half the usual P.P.E.), Rot Wood (4), Suspended Animation (80), Throwing Stones (4), and Travel Through Walls (20).

Demonic Curses: None.

Psionics: None.

Enemies: Mortal beings, humans, D-Bees, and animals are viewed as prey and playthings, but the Ch'uan Ti has no animosity for them, just as the hunter does not hate or think much about the deer or rabbit he hunts. However, the Ch'uan Ti hates to be made a fool and takes a lasting dislike for beings who make it look foolish or incompetent (i.e., lose face). Ch'uan Ti only hunt mortals for food, sport/challenge (that's where the "plaything" aspect comes in) or if commanded to do so by a being it accepts as its master.

Allies: The Earth Hound is a simple hunter with no aspiration for power, wealth or glory, thus it quietly accepts being forced into servitude by more powerful demons and gods, good and evil. Sometimes the Ch'uan Ti's service is one or two specific jobs/hunts before it is let go to do as it pleases. Other times the demon is forced into years, even centuries of servitude. Earth Hunters don't mind such long periods of service as long as they have ample opportunities to hunt and romp through the wilderness. Some even find servitude preferable because it gives them more opportunity to hunt and explore new places than they would have if left on their own.

Habitat: Found throughout China and Southeast Asia, particularly in the forests and mountains. Occasionally encountered in Mongolia, Russia, Japan and India.

Falcon Demon

The Falcon Demon is a common sight in the skies of China and found in the forests and slopes of the mountains. They have the strong bodies of warriors with muscular arms and limbs. The human head is bald, the pointed ears large with tufts of hair growing up and out from behind them, the nose is the beak of a falcon, and the mouth wide. The wings of a falcon rise from the back to provide flight and though the legs are human, and it has the feet and talons of a hawk. The high flying demon prefers



weapons that have a good reach and can be thrown, making spears, pole arms, large swords, axes and daggers their favorites.

Falcon Demons make good warriors and messengers, and fly great distances without tiring. Social creatures, they gather in large groups, work well with others and submit to beings who are wiser or more powerful than they. Consequently, they make good soldiers in any demon army and their legions are used by several of the Yama Kings, dark gods and other superhuman powers. The Falcon Demons enjoy combat and seldom hesitate to join a battle. Most like to think of themselves as the instruments of Demon Lords, Dragon Kings and gods, and cheerfully serve to enforce the will of their master upon others. Falcon Demons feel comfortable and strong going along with the crowd and/or following the orders of a powerful leader. Very few are freethinkers, and those who are usually get thrown out of demon society as aberrant deviants or are destroyed. Outcast Falcon Demons have been known to join forces with other powerful beings and even humans.

Falcon Demon – Warrior & Messenger

Race: A lesser demon.

Alignments: Anarchist (30%), Miscreant (30%), Diabolic (30%) and Aberrant (10%). Aggressive, confident, obedient and resourceful. Methodical in their execution of their master's instructions. Ruthless in combat.

Attributes: I.Q. 1D6+8, M.A. 1D6+10, M.E. 1D6+8, P.S. 1D6+24 (Supernatural), P.P. 1D6+18, P.E. 1D6+16, P.B. 1D6+8, Spd. 1D6+16 on the ground, but 110 in the air (75 mph/120 km).

M.D.C.: Main Body: 1D6x10+60. Wings: 3D6+40 each.

Horror/Awe Factor: 14

Size: 6-7 feet (1.8 to 2.1 m) tall and weighs 120-160 pounds (54 to 72 kg).

Gender: 70% are male.

Average Life Span: Presumed to be immortal.

P.P.E.: 1D4x10+45

Natural Abilities: Hawk-like vision able to see a target the size of a rabbit up to two miles (3.2 km) away. Nightvision 1000 feet (305 m), see the invisible, excellent balance, leap 20 feet (6.1 m) high and 100 feet (30.5 m) lengthwise, can climb steep inclines or the sides of buildings and other rough surfaces at 92% at full running speed. Impervious to most S.D.C. weapons except those made of ivory or other types of bone (which do their S.D.C. damage as M.D.), impervious to disease and resistant to cold (half damage). Bio-regenerates 1D6 M.D. per melee round, double on ley lines and at places of magic that radiate negative energy. The demon cannot heal at places filled with positive energy/chi, but functions equally well at day or night, and only needs about five hours of sleep every 24 hours.

Winged Flight (special): The great wings of the Falcon Demon enable it to fly at speeds of 75 mph (120 km) and dive at twice that speed. As winged assailants, they can strike with pinpoint accuracy, stop on a dime, hover and attack with weapons, fists or taloned feet. The demon can glide silently at half speed equal to a Prowl of 66% and can perch on narrow ledges, branches and the sides of mountain slopes and buildings, holding on with their talons and using their excel-

lent sense of balance. Flight is impossible when a wing is destroyed (M.D.C. of the wing reduced to zero), but it will completely regrow and is capable of flight after 48 hours of being grounded.

Metamorphosis: Firefly (special): The Falcon Demon can turn into the luminous, soft-shell beetle commonly known as the “firefly” which, according to Chinese legends, represents yin (darkness) and disease. This transformation is possible only at night and it is only in this form that the demon can use its curses. Sunlight turns the demon into its true human-sized form and takes away its power to bring disease and pestilence. **Note:** As a firefly, flying speed is reduced to a meager 10 mph (16 km), but the demon is +7 to Dodge and +10% to Prowl.

Equivalent Skills: Magically understands and speaks all languages, but can’t read a word. Acrobatics 95%, Basic Math 90%, Climb 95%/90%, Falconry 80%, Identify Plants & Fruit 80%, Land Navigation 90%, Recognize Weapon Quality 75%, W.P. Pole Arm or Spear, one W.P. of choice, may include Archery, and two Wilderness skills of choice at 60%. Skills do not improve with experience.

Vulnerabilities:

1. S.D.C. weapons made of *ivory or bone* inflict their S.D.C. damage as M.D., so a bone dagger that normally does 1D6 S.D.C. inflicts 1D6 M.D. to the Falcon Demon.

2. Sunlight reveals its true nature and prevents it from metamorphosis and casting a curse.

A Globe of Daylight spell will do the same, but takes one minute to take effect, more than enough time for the Falcon Demon to fly out of its range or to find shadowy cover where it is safe.

3. Burning incense drives them away (can’t come within 100 yards/meters).

4. Magic, psionics and Mega-Damage weapons all inflict normal damage.

5. A Falcon Demon is killed when its M.D.C. is reduced to 30 points below zero, otherwise its incredible bio-regenerative powers will restore the demon in a matter of minutes.

Equivalent Level of Experience: 1D4

Attacks per Melee: Six physical attacks regardless of experience. The use of a magic spell counts as three melee attacks.

Damage: Punches and kicks as per Supernatural P.S.; typically 4D6 S.D.C. on a restrained punch, 3D6 M.D. from a full strength punch or kick, 6D6 on a power punch (counts as two attacks), a claw strike with talons does 4D6 M.D., and a bite does 1D6 M.D., or by weapon or magic. Favors large, M.D. pole arms that inflict 4D6 M.D. May use guns but without benefit of bonuses (no W.P.) and prefers to rely on its natural abilities and magic.

R.C.C. Bonuses (in addition to likely attribute bonuses): +2 on initiative, +2 to strike, +3 to parry, +4 to Dodge, +2 to disarm, +3 to pull punch, +4 to roll with impact, +1 to save vs all forms of magic, +3 to save vs illusions, +4 to save vs Horror Factor and +1 to save vs possession.

Magic: Armor of Ithan (10), Blinding Flash (1), Breathe Without Air (5), Call Lightning (15), Cloud of Smoke (2), Distant Voice (10), Electric Arc (8), Featherlight (10), Lantern Light (1), Light Target (6), Lightning Arc (30), and Magic Pigeon (20).

Demonic Curses: Curse of Pestilence/Locusts and Curse of Animal Disease, which may be cast upon an individual or a specific parcel of land. The curses are typically used to attack or hurt humans by destroying crops or livestock.

Psionics: None.

Enemies: Generally dislikes mortals (humans and D-Bees) and believes they are meant to be subjugated and enslaved. It hates great heroes and warriors most of all and will often seek them out to destroy them.

Allies: The Falcon Demon respects power and cunning, and gladly serves greater beings like the Yama Kings, Demon Lords, dark gods, and evil dragons.

Habitat: Found throughout China and to a lesser degree, the forests and mountains of Russia, Japan and India.

Fox Faerie

The Fox Faerie is a demon who takes human form to seduce or trick mortals in order to steal/feed on the life essence of their victims. The human form is always incredibly beautiful and alluring, but the demon is somehow attractive and strangely seductive even in its natural half human, half animal form. The creature’s true form is a beautiful human body covered with fox fur, the head of a fox and a long, fluffy fox tail. Fox Faeries are predominately female, but there are also male versions of this demon. They are skilled pretenders who play the roles of seductress and helpless maiden in distress equally well. These devilish monsters know exactly what buttons to push to attract, entice and conquer their human prey through seduction, and always have an ulterior motive for any liaison with a mortal. Typically that motive is to gain information or steal an object of magic or great value before murdering the poor lust-struck fool they are manipulating.

The Fox Faerie has a few ways to hurt and kill its victims, and enjoys torture and other sadistic pleasures, but its favorite method of murder is to suck its victim’s life away with a deadly kiss. Victims wither away like an old, dried corpse.

The *Fox Faerie* is sometimes confused with the Fox “Spirit,” but as nasty as the Fox Spirit can be, an encounter with a Fox “Faerie” is almost always deadly.

Fox Faerie – Demonic Assassin & Murderer

Race: Not a Faerie at all, but a lesser demon.

Alignment: Miscreant (40%), Diabolic (45%) and Aberrant (15%). A sadistic devil that enjoys tormenting, embarrassing, torturing and killing mortals. The seduction part of the attack is just part of the game, the kill is the fun part. Merciless and ruthless.

Attributes: I.Q. 1D6+9, M.A. 1D6+20, M.E. 1D6+10, P.S. 1D6+18 (Supernatural), P.P. 1D6+12, P.E. 1D6+10, P.B. 1D6+22, Spd. 1D6+30 (around 22 mph/35 km).

M.D.C.: 2D6x10 +P.E. attribute number and +2D6 per level of experience.

Horror/Awe Factor: 13

Size: 5-6 feet (1.5 to 1.8 m) tall and weighs 90-130 pounds (40.5 to 58.5 kg).

Gender: 80% are female.

Average Life Span: Presumably immortal.

P.P.E.: 1D6x10 plus 60.

Natural Abilities: Nightvision 1000 feet (305 m), see the invisible, leap 10 feet (3 m) high and 20 feet (6.1 m) across. Impervious to most S.D.C. weapons except those made of bamboo (which do double their S.D.C. damage as M.D.; even a switch does 1D6), impervious to disease and raw or spoiled meat, and bio-regenerates 2D6 M.D. per melee round, double on ley lines and at places of magic that radiate negative energy. The demon cannot heal at places filled with positive energy/chi. The Fox Faerie may come out in the daytime but is greatly diminished (see Vulnerabilities) and is a nocturnal creature who usually sleeps from noon till nightfall.

Note: All abilities may be used in both human and demonic fox form.

Metamorphosis: Human (special): The demon can change, at will, for an unlimited duration, into a knock-out attractive human of any adult age with black, brown, red, or white hair. P.B. is never less than 23.

Dynamic Attraction (special): Fox Faeries release a cocktail of pheromones that creates a light, intoxicating perfume and even the demon's breath is sweet and as fresh as a springtime breeze. This alone affects people attracted to that particular sex (within a 15 foot/4.6 m radius) to feel stimulated and quite tantalized by the luscious individual. The powerful attraction causes its victims to keep their eyes on the Fox Faerie and distracts them from what's going on around them. Individuals under the attraction influence are likely to approach the Fox Faerie or be romantically excited and open to any of her overtures should she approach them.

Penalties: -10% to perform skills, -2 to save vs Hypnotic Suggestion or any form of mind control from the Fox Faerie, and -2 on initiative and all combat bonuses for the first melee round of any fighting that might break out. **Saving Throw:** 16 or higher to save. **Note:** Mega-Damage nonhumans and supernatural beings are +2 to save, plus any bonuses to save vs mind control would apply.

Euphoric Embrace (special): The loving embrace of the Fox Faerie is even more intoxicating and debilitating. The moment the wicked but lovely demon wraps her (or his) arms around an attracted individual that person must roll to save vs *Euphoric Oblivion*.

The *saving throw* is 16, but the character is -2 to save if he (or she) was already intoxicated by the demon via Dynamic Attraction. **Penalties from Euphoric Embrace:** Time seems to stand still and the victim is oblivious to anything but the Fox Faerie. Once enthralled, all the victim is aware of is the gorgeous person wrapped around him. A bloodbath could break out around him, bombs exploding and the building burning down around his ears and he would not know it. As long as the demon keeps at least one arm wrapped around her victim, the enchantment remains in place and the victim is lost to rapture. If the demon is in a murderous mood or has been hired to assassinate the victim, a *Kiss of Death* is likely to be the next move.

On the other hand, the Fox Faerie may simply rob the euphoric character blind, moving her hands across his body to rifle through pockets, unsnap weapon and ammo belts, remove wallets and identification papers, take weapons and magic items, and remove anything on the individual's body. As long as the demon keeps one arm touching and moving across the victim's body in a romantic, non-threatening man-



ner, the Fox Faerie can do almost anything she wants without the victim realizing it. The demonic seducer doesn't even need the Rogue skill of Pick Pockets because her victim is oblivious to her nefarious actions, making subtly unnecessary. Of course, those nearby *may* plainly see and realize what's going on, but unless they physically pull the victim out of the demon's clutches, the treachery continues unabated.

Furthermore, the victim remains in the euphoric trance for 1D4 melee rounds after the Fox Faerie releases him, leaving the individual standing like a love struck puppy still oblivious to anything happening around him, unable to take any action, nor realize where the demon has gone. Only being roughly jostled or attacked snaps the character out of his happy delirium and back to reality. The victim can then react to his situation, though he is -2 on initiative for one melee round as his mind races to catch up with current events.

Note: While this power would make the Fox Faerie a wonderful thief or spy, the demon is evil through and through and loves to kill (it's her most favorite thing to do). Consequently, the demonic seducer doesn't want to steal or spy but kill, kill, *kill!* Thus, while the creature may steal without murdering every one of her victims (a large body count will only stir up trouble and draw heroes or priests to investigate), the Fox Faerie frequently kills them "for fun" even if murder was not necessary or requested. Remember, this is a sadistic, natural born killer who takes great enjoyment in killing. If the demon plans to leave a particular area, the bloodletting can be horrific, since she no longer needs to conceal her identity or presence.

Kiss of Death (special): Each kiss on the lips drains the Fox Faerie's victim of 3D6 Hit Points, sucking the very life essence out of his body; S.D.C. is completely bypassed by this attack, and damage is done direct to Hit Points. Each kiss counts as one of the demon's melee attacks, and the victim turns grey and his skin begins to wither as life is drawn out of him.

The typical victim is completely unaware of the damage or that he (or she) may be *dying*, because the Euphoric Embrace is usually established first and the character is deliriously happy even as his life is being taken. However, the Kiss of Death can be done on those not enthralled, but requires the Fox Faerie to grab the intended victim, hold his head and plant a kiss on his lips. In this case, each hostile and unwanted kiss attack uses up two of the demon's melee attacks and the victim takes only 2D6 points of damage. More importantly, this is the only action the Fox Faerie can take. She cannot parry, dodge or defend against any attacks leveled at her from her victim nor from anyone else who might strike at her. Breaking the demon's clutches is difficult because her P.S. is Supernatural and the combined P.S. to break free is double the Fox Faerie's P.S. (i.e., if the demon has a Supernatural P.S. of 21, her victim and/or others trying to pull her off need a combined ordinary P.S. of 42 to succeed).

Note: The Fox Faerie usually kisses with the intent to kill, feeding on the life energy of her victims – every two Hit Points drained gives the demon one *extra* M.D.C. point or restores one M.D.C. lost in earlier combat. Extra M.D.C. lasts for two hours and then fades away at a rate of 2D6 per 15

minutes (or 8D6 per hour). Maximum stolen M.D.C. can go as high as triple the demon's usual amount.

The Fox Faerie may use the kiss to weaken her victim, stopping short of killing him at any point. The life and death connection via the kiss enables the Fox Faerie to tell exactly how many Hit Points have been taken and how many remain. Victims who lose 70% or more before being released look drawn and sickly, feel weak and see their number of attacks, Spd, P.S. and all combat bonuses reduced by half! The penalties last for 1D6x10+20 minutes or until the victim has his Hit Points restored above half (via magic or psionic healing, or rest and medical attention).

Equivalent Skills: Magically understands and speaks all languages, but cannot read. Basic Math 80%, Climb 60%/50%, Concealment 80%, Dance 90%, Sing or Poetry 80%, Intelligence 70%, Land Navigation 75%, Palming 80%, Seduction 80%, Streetwise 70%, Skin & Prepare (human or) Animal Hides 75%, Swim 75%, and three Domestic or Technical skills of choice at 60%. Skills do not improve with experience.

Vulnerabilities: Besides being supremely (over) confident, sadistic and vengeful . . .

1. S.D.C. weapons made of *bamboo* inflict *double* their S.D.C. damage as M.D., so a bamboo staff that normally does 2D4 S.D.C. inflicts 4D4 M.D. to the Fox Faerie.

2. The Fox Faerie can appear in human or demon form in the daytime, but the demon is nocturnal by nature and the light of day reduces M.D.C. by half, reduces all physical attribute by 20% and turns Supernatural P.S. into ordinary, human level, P.S.

3. Vulnerable to most types of magic and psionics, all of which do normal damage; as do magical and M.D. weapons.

4. Vulnerable to poison and magic potions and drinks. Loves alcohol too, and can be gotten drunk (reduce combat bonuses by half and number of melee attacks are -2).

5. To kill a Fox Faerie, the creature's M.D.C. must be reduced to 20 points below zero, otherwise its incredible bio-regenerative powers will restore the demon in a matter of minutes. However, even then the killer will reappear with the next red or orange moon, fully restored and looking for vengeance unless her tail is cut off and burned. The Fox Faerie always resumes its natural fox form when slain.

Equivalent Level of Experience: 1D6+1

Attacks per Melee: Six physical attacks regardless of experience or two by magic.

Damage: Punches and kicks as per Supernatural P.S.; typically 3D6 S.D.C. on a restrained punch, 2D6 M.D. from a full strength punch or kick, 4D6 on a power punch (counts as two attacks), a bite does 1D4 M.D., or by weapon or magic. May use a knife, guns or any type of weapon, but without benefit of bonuses (no W.P.) and prefers to rely on its natural abilities and magic. Usually doesn't bother with weapons unless the demon thinks it might be fun or the weapon is magical.

R.C.C. Bonuses (in addition to likely attribute bonuses): +1 on initiative, +2 to strike, +5 to pull punch, +3 to roll with impact, +1 to save vs all forms of magic, +3 to save vs illusions, and +3 to save vs Horror Factor and possession.

Magic: Limited to the following: Agony (20), Calling (8), Chameleon (6), Charm (12), Charismatic Aura (10), Cleanse (6), Concealment (6), Detect Concealment (6), Invisibility: Simple (6), and Lantern Light (1).

Demonic Curses: None.

Psionics: I.S.P. is M.E. attribute number x2. Abilities are limited to Deaden Pain (4), Healing Touch (6), Hypnotic Suggestion (6), Mind Block (4), Psychic Diagnosis (4), Psychic Surgery (14), and Suppress Fear (8). Considered a Major Psychic.

Enemies: Humans and all mortals (D-Bees, etc.) are regarded as playthings to be used, abused and discarded (usually dead). Fox Faeries have no regard for life, art or beauty and like to kill, disfigure and destroy other beautiful people and things. Also likes to seduce and ruin the reputation of heroes or slay them. Dislikes Fox "Spirits" because they believe the spirits are weak inferiors and hate being confused with them.

Allies: Fox Faeries often ally themselves with other evil beings and enjoy the company of blackguards and clever monsters, particularly evil dragons. A human ally must be extremely powerful and clever for a Fox Faerie to call him "master," but they enjoy having love struck humans as their slobbering underlings. Human henchmen should be subservient, willing to die for their mistress, and happily perform the most disgusting and degrading chores. This demon is impressed by power and often found in the service of the Yama Kings, greater demons and other dark forces.

Habitat: Found throughout China and Southeast Asia. Occasionally encountered in Mongolia, Russia, and Japan.

Headless One

The Headless Ones have a hairy human body with no neck or head. There are a pair of large eyes, twice the size of normal, one in each breast, and a large, wide mouth constantly in the shape of a menacing smile where the navel should be. The demon wears only a loincloth and uses simple weapons and tools made of bones or stone and wood.

Ironically, this hideous demon possesses great powers of healing, but Headless Ones are wicked monsters who like to corrupt and torment people by offering them magical healing at a terrible price. Simple healing costs the equivalent of any one of the following: 6-12 bottles of fine alcohol, ten full meals, information or a small favor. Greater feats of healing, resurrection or restoration are provided only in exchange for offerings of food equal to a banquet for 100 people, or a terrible favor that usually involves destruction of property, robbery, blackmail, ruination of a reputation, torture or murder. As a rule, when murder is the required payment, the Headless One demands the victim's head be brought back to it as proof of the killing, and after the monster is satisfied, it devours the head in a single bite.

Headless One – Healer & Tormentor

Race: A lesser demon.

Alignments: Miscreant (40%), Diabolic (40%) and Aberrant (20%). Cruel and sadistic, abusive and mean. Likes to make people squirm.

Attributes: I.Q. 1D6+10, M.A. 1D6+10, M.E. 1D6+10, P.S. 1D6+19 (Supernatural), P.P. 1D6+12, P.E. 1D6+24, P.B. 1D4, Spd. 1D6+10.

M.D.C.: 2D4x10 +P.E. attribute number.

Horror Factor: 15

Size: 5-6 feet (1.5 to 1.8 m) tall and weighs 180-200 pounds (81 to 90 kg).

Gender: Always male.

Average Life Span: Presumed to be immortal.

P.P.E.: 4D6x10+66

Natural Abilities: Keen vision, Nightvision 400 feet (122 m), see the invisible, impervious to S.D.C. weapons, disease, poison and cold. Resistant to man-made M.D. weapons and explosives (half damage). Bio-regenerates 1D4x10 M.D. per melee round, double on ley lines and at places of magic that radiate negative energy, and usually lives in a swamp. The demon cannot heal at places filled with positive energy/chi. A creature of darkness, the Headless One is vulnerable in the light of day, but can appear day or night. Typically comes out at night or during fog or storms.

Metamorphosis: Green Mist (special): The Headless One can turn into a pale green mist at will (counts as one melee action/attack) to slip through a crack, keyhole, under a door, or to make a dramatic appearance or a timely escape. The mist moves at *half* its normal speed or can ride the wind at the speed and direction of the wind. As a mist the demon is impervious to all physical attacks, but it cannot attack the living or use any of its powers, except metamorphosis. **Note:** +10% on Prowl ability. Although silent, the vaporous mist is very large and noticeable. Forming back into its physical form uses up one of the demon's melee attacks.



Breathe Forth Disease (special): A breath attack leveled at one individual opponent and which counts as one of the demon's melee attacks. As usual, the intended victim can roll to attempt a save vs nonlethal poison (16 or higher to save) or hold his breath for 30 seconds (uses up two of the defender's melee attacks/actions) to escape becoming diseased. If infected, the disease manifests at maximum level (full penalties and damage) within two melee rounds (30 seconds) and can be any *one* of the Demonic Curse diseases listed here: *Fever, Headaches, Minor Disorder, Pox* or *Stomach Sickness*. Thankfully, the illness runs its course in 1D4+1 days, assuming the afflicted character survives. Once an opponent is diseased, he cannot be infected with additional, different diseases and fights at a diminished capacity. **Note:** This attack can only be tried once per person, per night and only one disease can be afflicted at a time.

Breathe Forth Wind (special): A Headless One can unleash a gust of wind equal to the *Wind Rush* spell at 5th level strength.

Breathe Forth Life (special): The demon takes a deep breath and exhales, blowing its fetid breath into the deceased, causing the body to glow with a dim green light and wounds to instantly heal. The breath appears as a visible pale green vapor and is easily watched. A moment after the entire vapor enters the dead body (via the mouth or nostrils), the Headless One takes another deep breath to withdraw the vapor back into its own body. A moment later, color returns to the deceased and the body shudders and gasps as it returns to life. All wounds, injury, and sickness are gone and the deceased is returned to the living.

The price of consorting with an evil being to restore life is different than magic Resurrection or Breath of Life. First, the Headless One shares in the character's life and knows all his memories and experiences – loves, hates, triumphs, losses, hopes and fears (but not skills, spell knowledge, etc.). In short, the demon now knows the character as well as he knows himself.

Second, the resurrected character permanently loses 10% of his P.P.E. which now permanently belongs to the Headless One. This is how a lesser demon can wield so much magical power.

Third, the character returns to life one level below where he was at the moment of death, so a 5th level hero would return at the beginning of 4th level experience. Adjust skills and bonuses accordingly.

Fourth, touched by evil, the restored individual is not quite the same. The character's alignment is reduced by one degree, so a Principled character becomes Scrupulous, a Scrupulous character Unprincipled, an Unprincipled character Anarchist, Anarchist becomes Miscreant, Miscreant becomes Diabolic, and Aberrant becomes Anarchist or Miscreant. The alignment change can only be reversed if the character himself is aware of the difference and he seeks to change and become a better, kinder person through self-awareness reflected through his actions and deeds. It is a process that takes at least a year, probably 1D4+1 years, and 60% embrace their new alignment and outlook on the world. Twenty percent slip another alignment level or two over the years as the individual's outlook becomes dark and pessimistic.

Note: The requirement for a Headless One to restore life is having the *body*, i.e., the torso/trunk, even if it is missing limbs or its head, or has shriveled up from decay. As long as there is flesh on the bones (even if mummified), and the character was mortal, the Headless One can restore him. Skeletons, partial remains and supernatural beings are beyond this monster's capability to resurrect.

Equivalent Skills: Magically understands and speaks all languages, but can't read a word. Basic Math 90%, Brewing 90%, Biology 90%, Chemistry 80%, Holistic Medicine 70%, Lore: D-Bees 60%, Prowl 50%, Animal Husbandry 60%, Land Navigation 70%, Identify Plants & Fruit 80%, and two Technical or Science skills of choice at 60%. Skills do not improve with experience.

Vulnerabilities: Its pleasure in tormenting and twisting the lives of those it helps earns the demon its share of enemies.

1. Sunlight reduces the creature's M.D.C., P.P.E. and attacks per round by half, as well as prevents metamorphosis or casting a curse.

A Globe of Daylight spell will do the same, but takes one minute to take effect, more than enough time for the Headless One to move out of its range or to find a shadow or place of darkness where it is safe.

2. Magic, psionics and magic weapons all inflict normal damage. Other Mega-Damage weapons do only half damage.

3. The smell of orchids keeps the Headless One away (can't come within 100 yards/meters). Likewise, the demon cannot step over a line or circle of orchid petals and can't use its wind breath to blow them away. Nor can the demon harm anyone with its disease breath, magic or curses if they wear an orchid in their hair or on their clothing (the orchid must be visible, not tucked in a pouch or pocket, although the latter provides a +1 to save vs the demon's attacks).

4. Reducing the demon's M.D.C. to zero or below turns it to vapor and makes it vanish, but the fiend will return with the next fog, mist or storm. The only way to kill it is to reduce the demon's M.D.C. to 10 or less and shove orchid petals into its mouth (at least a dozen). Orchids are like poison to Headless Ones, and those subjected to them in this manner immediately choke, turn brown and fall over dead. Of course, this is a powerful being and forcing anything into its mouth is a difficult task.

Equivalent Level of Experience: 1D4

Attacks per Melee: Four physical attacks regardless of experience. The use of a magic spell counts as two melee attacks.

Damage: Punches and kicks as per Supernatural P.S.; typically 3D6 S.D.C. on a restrained punch, 2D6 M.D. from a full strength punch or kick, 4D6 on a power punch (counts as two attacks), and a bite does 4D6 M.D., or by magic. Never uses a weapon, preferring to rely on its natural abilities and magic.

R.C.C. Bonuses (in addition to likely attribute bonuses): +1 to strike and parry, +3 to dodge or turn to mist before being struck, +8 to save vs Horror Factor and +3 to save vs possession. See P.E. attribute for an impressive bonus to save vs magic.

Magic: Healing: Cure Illness (15), Cure Minor Disorders (10), Exorcism (30), Heal Wounds (10), Greater Healing (30), Lifeblast (15), Negate Poison (5), Purge Other (100), Purge

Self (70), Restore Life (275), Restore Limb (80), Restoration (750), Stone to Flesh (30), and Sustain (12).

Harmful & Others: Armorbane (100), Breathe Without Air (5), Distant Voice (10), Commune with Spirits (25), Impervious to Fire (5), Impervious to Poison (5), Life Drain (25), Mental Blast (15), and Reflection (7).

Demonic Curses: Barrenness and Feebleness.

Psionics: None.

Enemies: Sees humans as cannon fodder, playthings and a means to an end, but doesn't have an affinity to anyone, human or demonic. Tend to keep to themselves.

Allies: May help or advise anyone to get food (a glutton), things its wants or to cause trouble for its own amusement. Headless Ones may also be forced into service by powerful beings like the Yama Kings, Demon Lords, Greater Demons, dark gods, and evil dragons. If attracted to anyone, it would be demons, gods and mortals associated with death or disease, including mid- to high-level Necromancers and death cultists.

Habitat: Found throughout China and to a lesser degree, Russia, Japan and India.

Long-Armed Giants

The Long-Armed demons are tall, thin, hairless humanoids of pale complexion. They stand 30 feet (9.1 m) tall, their long, skinny arms hanging down to the ground, the skin draped over bone and a little muscle tissue, making the giants appear as if they were emaciated from starvation. The legs are also long and thin, though not outrageously disproportionate like the arms. The human face is long, thin and gaunt, etched with a calm, placid expression that never seems to change. The Long-Armed Giants don't use weapons and wear only a loincloth or simple peasant clothing. When standing still their pale complexion and hairless bodies make them appear to be statues carved from pillars of white jade or alabaster, and their skin is as hard and cold as stone. They would glide through the forest in absolute silence if their joints didn't snap and pop like firecrackers with every motion of their hands, arms, legs, neck and back. Thus, the sound of firecrackers in the wilderness should alert humans to look around them and take cover, for a Long-Arm is either reaching for them through the trees or coming their way. The stoic demons seldom seem to have much to say, at least to humans, slaying them without a word or reason by crushing them in their grasp, snapping them in two, tearing their limbs off like a nasty child plucking the wings or legs from a bug, or biting them in half. When they do speak, it is usually to issue a warning, threat, or to make a demand, their voice like wind rushing through tall reeds. Mortals are wise to comply with any demand or request made of them, for the giant could have just as easily eaten them, and an appreciative Long-Arm – though it will never actually say thank you (always keeping their deadpan expression) – will present each participant with some tangible reward such as a valuable bit of information, a shortcut or safe passage through the forest, food or basic supplies (probably from others it has slain).

Long-Arms are only found in the forests where they sleep standing up and are often mistaken for trees, especially at night.



Many people believe they are elder nature spirits whose job is, or perhaps was, defense of the forest. The demon often appears during times of crisis such as forest fires, floods, storms and destruction at the hands of humans and other destroyers of the forest. Long-Arms help other natural spirits, Faerie Folk, Were-Beasts, and ordinary animals, by pointing out, or creating, a path to safety. By contrast, Long-Arms seem to hate humans, prey on them and other mortal humanoids (D-Bess) rather than animals, and are known to free animals caught in traps, placed in cages, being mistreated or under attack by humans. Others insist Long-Arms simply prefer the taste of humans to animals and that they are nothing more than malevolent forest spirits who hate humans. The weapons, armor and packs carried by those they slay are typically tossed into a swamp, bog, deep hole, cave or cavern without the demon giving them more than a glance. However, though the weird creature has little use for the items, it does consider the loot its possessions and will slay anyone who tries to take it. When the need arises (like a reward for humans who have helped it in some way), the Long-Arm will rummage through the piles of gear to see if it has something appropriate.

Long-Armed Giant – Forest Spirit & Guardian

Race: A lesser demon.

Alignments: Anarchist (35%), Miscreant (50%), Diabolic (10%) and Aberrant (5%). Quietly menacing. Always calm even in a crisis.

Attributes: I.Q. 1D6+7, M.A. 1D6+3, M.E. 1D6+7, P.S. 1D6+34 (Supernatural), P.P. 1D6+17, P.E. 1D6+17, P.B. 1D6+1, Spd. 1D6+17 (long strides).

M.D.C.: Main Body: 2D6x10+70, Arms (2): 1D6x10+35 each, Hands: 1D4x10+17.

Horror Factor: 12

Size: 30 feet (9.1 m) tall and weighs 4000-6000 pounds (1800 to 2700 kg). The arms have a 30 foot (9.1 m) reach and the hand with its long, gnarled fingers can pick up and lift something the size and weight of a mid-sized car.

Gender: 70% are male.

Average Life Span: Presumed to be immortal.

P.P.E.: 1D4x10+45

Natural Abilities: Hawk-like vision able to see a target the size of a rabbit up to two miles (3.2 km) away. Nightvision 1000 feet (305 m), see the invisible, excellent balance, floats on water and can climb steep inclines or the sides of buildings and other rough surfaces at half its normal Spd. Impervious to all S.D.C. weapons except those made from the bone or antler of the stag/deer (which do their S.D.C. damage as M.D.), impervious to disease, poison, electricity/lightning and cold, and suffers only half damage from Mega-Damage weapons. Bio-regenerates 1D6 M.D. per melee round, double on ley lines and at places of magic that radiate negative energy. Evil characters cannot heal at places filled with positive energy/chi. The demon can show itself day or night without adverse effect.

Metamorphosis: Tree (special): During the day, the Long-Arm can turn into a hundred foot (30.5 m) tall tree, at will, to hide from humans and other enemies. It is completely aware of everything that goes on around it within 300 yards/meters,

and enjoys letting birds, animals and Faerie Folk roost in its branches. M.D.C. remains the same and people using conventional S.D.C. tools to cut the tree down will ruin their axe and saw blades. The Long-Arm can also speak in tree form, its voice sounding like wind rattling through the branches and scaring most ordinary folk out of their wits; Horror Factor 12 and usually mistaken for a ghost. No attacks of any kind are possible in tree form. **Note:** It cannot take the form of a tree at night.

Metamorphosis: Giant White Stag (special): The demon can turn into a giant white stag with eyes blue like the sky. The stag is 7 feet (2.1 m) tall at the shoulders and 12 feet (3.6 m) long, adorned with a rack of nine point antlers as sharp as any spear or sword. In this form the Long-Arm gets two additional attacks per melee round, it is +1 to strike, +2 to parry, +2 to dodge, Spd is tripled and it can leap 20 feet (6.1 m) high and 60 feet (18.3 m) across. Bite damage is half in stag form, but the stag gets to gore with its antlers. Each gore strike does 6D6 M.D. as does a kick with the rear legs. The metamorphosis can be performed day or night.

Numbing Cold Breath (special): The giant can unleash a wind of bone chilling cold that lasts for one minute (4 melee rounds, but counts as only two of the demon's melee attacks). Affects a 20 foot (6.1 m) radius up to 100 feet (30.5 m) away, causing people vulnerable to cold to lose initiative and one melee attack, as they shiver and pull their cloaks or jackets tight around them. Most monks, priests and learned adventurers will recognize the icy wind is unnatural and something evil waits for them up ahead. Most should know it is a warning to turn back and circle around, bypassing this area entirely. Those who press forward do so at their own peril.

Rain Tears (special): Making a Long-Arm demon cry, by any means, will cause it to rain for 1D4 hours. Once started, even the demon cannot stop the rain. Storms that last more than two hours cause flooding, mud slides and flash floods. Area affected is 1D6 miles (1.6 to 9.6 km) per level of the demon. **Note:** Making a Long-Arm cry is a difficult task.

Equivalent Skills: Magically understands and speaks all languages, but can't read a word. Basic Math 90%, Blend 60%, Climb 90%/80%, Dowsing 90%, Holistic Medicine 55%, Identify Plants & Fruit 90%, Land Navigation 98%, Lore: Demons & Monsters 60% (90% when it applies to nature-based ones), Lore: Faerie 75%, Preserve Food 90%, Track Animals 80%, Track Humanoids 70%, and two Wilderness skills of choice at 60%. Skills do not improve with experience.

Vulnerabilities:

1. S.D.C. weapons made from the *bone* or *antlers* of the stag/deer inflict their S.D.C. damage as M.D., so a stag bone dagger that normally does 1D6 S.D.C. inflicts 1D6 M.D. to the demon.

2. Fire. S.D.C. fire, such as a burning torch or molotov cocktail, does 4D6 M.D. and M.D. fire, including flamethrowers, plasma energy and magic flame, does double damage. Smoke blinds the giant (-10 to strike, parry and dodge). Fire has an H.F. of 9, but a forest fire has an H.F. of 16.

3. Magic and psionics inflict normal damage, but most man-made Mega-Damage weapons do half damage.

4. A Long-Armed Giant is killed when its M.D.C. is reduced to 30 points below zero, otherwise its incredible bio-regenerative powers will restore the demon in a matter of minutes. When this happens the giant rolls up into a ball and turns into rotten wood. However, inside the core of the wood is an acorn-like seed, and the giant will be reborn with all its memories and abilities at the end of springtime unless the seed is dug out and burned to ash.

Equivalent Level of Experience: 1D6

Attacks per Melee: Four physical attacks regardless of experience. Casting a magic spell counts as three melee attacks.

Damage: Cannot kick, but a stomp does 6D6 M.D., a restrained punch or swat does 5D6 S.D.C., finger flick does 2D4 M.D., a full strength punch does 5D6 M.D., a power punch does 1D6x10 M.D. (counts as two attacks), a crush attack does 4D6 M.D. with every squeeze of the hand (each squeeze counts as one melee attack), and a bite attack does 5D6 M.D. (2D6 in stag form), but the opponent must be brought up to its mouth. To get out of the demon's death grip, the victim probably needs help from others and a combined ordinary P.S. of 75 or a Supernatural P.S. equal to or greater than the demon's. Never uses weapons or magic items itself. **Note:** Also see Metamorphosis: Stag for extra attacks, gore strike and extra combat bonuses.

R.C.C. Bonuses (in addition to likely attribute bonuses): +1 to strike, +1 to dodge, +2 to disarm, +3 to pull punch, +1 to roll with impact, +6 to save vs Horror Factor and +5 to save vs possession.

Magic: Breathe Without Air (5), Call Lightning (15), Chameleon (6), Cleanse (6), Create Water (15), Create Wood (10+), Distant Voice (10), Energy Bolt (5), Heavy Breathing (5), Illusory Forest (45+), Influence the Beast (12), Lantern Light (1), Manipulate Objects (2+), Orb of Cold (6), Repel Animals (7), Wall of Wind (40), Wave of Frost (6), and Wind Rush (20).

Demonic Curses: Drought only. The curse may be cast upon an individual or a specific parcel of land.

Psionics: None.

Enemies: Generally dislikes and feeds on mortals (humans and D-Bees), eating 2D6 every week, though it can go up to six weeks without eating at all. Hates Fire Elementals and other supernatural beings who draw their power from the element of fire. Indifferent toward most other creatures of magic and supernatural beings. Long-Arms don't care about politics, conquest or power, only about preserving the forest.

Allies: Both good and evil Faerie Folk know and like and help the Long-Arms who regularly protect and help them. Fox Spirits and One-Horned Goblins may also befriend or come to the aid of the Long-Arms and vice versa. Long-Arms may travel alone or with 1D4 other Long-Armed Giants or 1D4+1 tiny allies like the ones noted previously. Though the demons care nothing about war or ruling over others, they may be forced into the service of powerful beings who do, like the Yama Kings, Demon Lords, Greater Demons, dark gods, and evil dragons.

Habitat: Found throughout the forests of China, and once in a while, in the forests of Russia and Japan.



Ma T-ou, the Horse

Ma T-ou are demon warriors with a human body and a horse's head. They may use a variety of ancient weapons and don't need armor, though they might wear some for dramatic effect. Ma T-ou possess great strength and speed, never tire and don't mind hard work or running to and fro. Social creatures, they work well in large groups and submit to those who are wiser and more powerful than they. This makes them strong, reliable soldiers – to a point. Unlike the Falcon Demons who are often their comrades in arms, the Ma T-ou will not sacrifice its life foolishly and if it thinks it is being used for cannon fodder or in a suicide attack, the Horse Demon will refuse or desert. These intelligent and strong-willed beings will not sacrifice themselves unless they believe in the cause they are fighting for and have reason to expect their sacrifice will win the day or make a difference. Likewise, they will not tolerate a cruel master and will plot against him, rebel, or flee at the first opportunity.

When a Ma T-ou willingly fights for a purpose or cause it believes in, even if it is something as base as revenge or power, the mighty Horse fights like a whirlwind, and may battle to the death, especially if their leader or king fights at their side. Under the right leadership, Horse Demons can be very loyal. Like the

Falcon Demon, the Horse may be gathered into hordes to form an army of foot soldiers and infantrymen. Such armies are deployed by a few of the Yama Kings, as well as dark gods, some dragons and other superhuman powers. The Ma T-ou enjoy challenges, contests and combat, but are not bloodthirsty zealots like the Falcon Demons nor are they looking for someone to give them purpose or direction. Outcast Ma T-ou Demons have been known to join forces with other powerful beings and even humans.

The fighting style of the Horse Demon is speed and power, hitting quickly and with great force or strength of numbers, and striking to incapacitate, cripple or divide the enemy forces to weaken them before finishing them off. The Ma T-ou's favorite weapon is the knife and other blade weapons. They are good strategists and make good Sergeants and Lieutenants.

Ma T-ou, the Horse – Warrior & Worker

Race: A lesser demon.

Alignments: Anarchist (10%), Miscreant (30%), Diabolic (10%) and Aberrant (50%). Focused, aggressive, confident, bold, resourceful and devastating in combat. Aberrant demons have a strange code of honor, mercy and loyalty.

Attributes: I.Q. 1D6+9, M.A. 1D6+12, M.E. 1D6+10, P.S. 1D6+29 (Supernatural), P.P. 1D6+20, P.E. 1D6+20, P.B. 1D6+5, Spd. 1D6+49 (35 mph/56 km).

M.D.C.: 1D6x10+50

Horror Factor: 12

Size: 6-7 feet (1.8 to 2.1 m) tall and weighs 120-160 pounds (54 to 72 kg).

Gender: 70% are male.

Average Life Span: Presumed to be immortal.

P.P.E.: 1D6x10+45

Natural Abilities: Keen vision able to see a target the size of a rabbit up to two miles (3.2 km) away. Nightvision 1000 feet (305 m), see the invisible, excellent balance, and leap 15 feet (4.6 m) high and 30 feet (9.1 m) across. Impervious to S.D.C. weapons except those made of silver (which do their S.D.C. damage as M.D.), impervious to disease and resistant to heat and fire (half damage). Bio-regenerates 2D6 M.D. per melee round, double on ley lines and at places of magic that radiate negative energy. The demon cannot heal at places filled with positive energy/chi. The Demon Horse functions equally well at day or night, and only needs about four hours of sleep or rest every 24 hours.

Metamorphosis: White Steed (special): The demon can turn into a large, white (four-legged) horse with eyes that burn with fire. The steed is 6 feet (1.8 m) tall at the shoulders and 9 feet (2.7 m) long. In this form the Ma T-ou can breathe fire (3D6 M.D., 100 foot/30.5 m range, each fire breath counting as one melee attack), is impervious to M.D. fire, +1 attack per melee round, +3 to dodge, Spd is doubled, and it can leap 30 feet (9.1 m) high and 90 feet (27.4 m) across. The metamorphosis can be performed day or night.

Weapon Master: Small Blades (special): The Ma T-ou can use any small blade weapon such as knives, scalpel, throwing spikes, meat cleaver and short sword, as if he is a trained expert with it; +3 to strike, +2 to parry, +3 to strike when thrown. May use other types of weapons, including guns, but

without benefit of W.P. bonuses. The Demon Horse is one of the few demons who will consider using modern weapons.

Equivalent Skills: Magically understands and speaks all languages, but can't read a word. Basic Math 70%, Climb 70%/60%, Identify Plants & Fruit 80%, Land Navigation 90%, Lore: Cattle & Animals 70%, Recognize Weapon Quality 70%, Rope Works 70%, Whittling & Sculpting 50%, and two Espionage or Wilderness skills of choice at 50%. Skills do not improve with experience.

Vulnerabilities:

1. S.D.C. weapons made of *silver* inflict their S.D.C. damage as M.D.
2. Magic, psionics and Mega-Damage weapons all inflict normal damage.
3. Cold and ice based magic does 50% more damage.
4. A Ma T-ou is killed when its M.D.C. is reduced to 30 points below zero, otherwise its incredible bio-regenerative powers will restore the demon in a matter of minutes.

Equivalent Level of Experience: 1D4

Attacks per Melee: Five physical attacks regardless of experience. The use of a magic spell counts as two melee attacks.

Damage: Punches and kicks as per Supernatural P.S.; typically 4D6 S.D.C. on a restrained punch, 3D6 M.D. from a full strength punch or kick, 6D6 on a power punch (counts as two attacks), a claw strike with talons does 4D6 M.D., and a bite does 1D6 M.D., or by weapon or magic. Favors large, M.D. pole arms that inflict 4D6 M.D. May use guns but without benefit of bonuses (no W.P.) and prefers to rely on its natural abilities and magic.

R.C.C. Bonuses (in addition to likely attribute bonuses): +2 on initiative, +2 to strike, +3 to parry, +4 to dodge, +2 to disarm, +3 to pull punch, +4 to roll with impact, +1 to save vs all forms of magic, +3 to save vs illusion, +4 to save vs Horror Factor and +1 to save vs possession.

Magic: Ballistic Fire (25), Deflect (10), Distant Voice (10), Featherlight (10), Fists of Fury (10+), Lightblade (20), Magic Shield (6), Ricochet Strike (12), Spinning Blades (20), Targeted Deflection (15), Thunder Clap (4), Light Target (6), and Watchguard (10).

Demonic Curses: None.

Psionics: Alter Aura (2), Death Trance (1), Mask P.P.E. (4) and Mind Block (4). I.S.P.: M.E. attribute number +12. Considered a Minor Psychic.

Enemies: Generally dislike mortals (humans and D-Bees) and believe they are meant to be subjugated and enslaved. See heroes and great warriors as a challenge and rivals.

Allies: The Falcon Demon, Goat Demon, Ox-Head and Monkey-Wolf are the demon's most common allies. The Ma T-ou respects strength, power and combat skills, but honor and loyalty most of all and will show even a human warrior respect if he has earned it on the battlefield. The demon gladly serves greater beings like the Yama Kings, Demon Lords, dark gods, powerful sorcerers and evil dragons when they believe in their master and his cause.

Habitat: Found throughout China and to a lesser degree, Russia, Mongolia, and India.

Monkey-Wolf

The Monkey-Wolf is a strange lesser demon smarter than most, but usually treated like an animal or second-rate underling. The demon has the body and legs of a wolf with the head and tail of a monkey. Its hair is golden, its speed and ferocity greater than the wolf and its intelligence on par with man. The Monkey-Wolf is ridden as a steed by other demons up to 15 feet (4.6 m) tall, only this steed is able to speak to its rider, point out dangers, sniff out enemies, offer suggestions, follow complex commands and join the battle with tooth and claw.

Monkey-Wolves are pack animals who work well in groups, especially small squads and platoons. They respect power and willingly submit to beings more powerful, clever and ruthless than they. This makes them the willing minions of Greater Demons, dragons, gods and powerful practitioners of magic, typically serving as scouts, hunters and monstrous riding animals. Tens of thousands of Monkey-Wolves are counted among the minions of several Yama Kings as well as other players in the conquest of Rifts China.

Monkey-Wolf – Minion, Hunter & Riding Animal

Race: A lesser demon.

Alignments: Unprincipled (2%), Anarchist (10%), Miscreant (10%), and Aberrant (78%). This strange demon is surprisingly cool, calm, and collected even under fire. The Aberrant



generates 2D6 M.D. per melee round, double on ley lines and at places of magic that radiate negative energy. Evil and Anarchist demons cannot heal at places filled with positive energy/chi. This demon can come out during the day or night but is, by nature, a nocturnal hunter.

Metamorphosis: Human (special): Can change, at will, into an attractive human adult with blonde or golden hair and sparkling green eyes, but only at night and only for one hour.

Metamorphosis: Wolf (special): Can change, at will, into a normal-looking and -sized wolf with grey fur, but only at night. Strangely enough, most Monkey-Wolves don't care to take this form and do so only for spying and infiltrating, and sometimes to make good an escape.

Prehensile Tail (special): The tail can be used to hold and carry items, wield weapons (though at half the usual combat bonuses for ancient weapons and is -4 to strike using guns), and even perform skills, though they take twice as long to execute and are done at half the usual skill proficiency.

Run with the Wind (special): The Monkey-Wolf can run in the air at its normal Spd at a maximum height of 20 feet (6.1 m). If it catches a wind and runs in the same direction, the demon can run in the air faster and higher than usual – 10% faster on a mild breeze, 30% on a stiff wind up to 20 mph (32 km) and 50% faster on winds gusting to 21 mph (33.6 km) or greater. Maximum height is 2000 feet (610 m). Running *against* winds greater than 20 mph (32 km) reduces its normal speed by half and maximum height to 200 feet (61 m).

Equivalent Skills: Magically understands and speaks all languages, but cannot read any. Basic Math 90%, Climb 80%/20%, Detect Ambush 80%, Intelligence 80%, Land Navigation 90%, Prowl 70%, Seduction 55%, Streetwise 60%, Swim 75%, Track (people as per skill) 70%, Trap/Mine Detection 60%, three Wilderness skills of choice and three Science or Technical skills of choice at 70%. Skills do not improve with experience.

Vulnerabilities:

1. S.D.C. weapons made of *bone* (including teeth) inflict their S.D.C. damage as M.D., so a bone sword that normally does 2D6 S.D.C. inflicts 2D6 M.D. to the Monkey-Wolf.
2. Vulnerable to most Mega-Damage weapons and attacks, magic and psionics, all of which do normal damage.
3. Tend to be followers and not leaders, which means they often call fools, madmen and power hungry conquerors their lord and master, serving them to their death.
4. To kill a Monkey-Wolf the creature's M.D.C. must be reduced 20 or more points below zero. Otherwise the creature's incredible bio-regenerative powers will restore the demon in a matter of minutes.

Equivalent Level of Experience: 1D4+3

Attacks per Melee: Five physical attacks regardless of experience.

Damage: Punches, claw strikes and kicks as per Supernatural P.S.; typically 4D6 S.D.C. on a restrained punch, 3D6 M.D. from a full strength punch, kick, or body block, 1D4x10 M.D. on a power punch (counts as two attacks), tail strike does only 1D6 M.D., and a bite does 3D6 M.D. Relies on its natural abilities and the leadership of others.

R.C.C. Bonuses (in addition to likely attribute bonuses): +2 on initiative, +1 to strike and parry, +2 to automatic dodge (meaning the act of dodging does not use up a melee attack, but a D20 must still be rolled, plus bonuses, to determine if the dodge was successful), +4 to pull punch, +2 to disarm, +2 to save vs possession, and +6 to save vs Horror Factor. See physical attribute bonuses for additional combat bonuses.

Magic: None.

Demonic Curses: None.

Psionics: I.S.P. is M.E. attribute number x3. Abilities are limited to Detect Psionics (6), Deaden Senses (4), Death Trance (1), Mind Block (4), Read Dimensional Portal (6), Sense Evil (2), Sense Magic (3), and Sixth Sense (2). Considered a Major Psychic.

Enemies: A natural predator and a demon, champions of light and mortals are its natural enemies, and it has no respect for puny creatures that can't protect themselves, which includes humans, in general. However, the demon respects power, great fighting skill, ruthlessness and combat cunning (i.e., clever strategies and tactics in armed combat) to such a degree that these (surprisingly) honorable creatures may deal with humans and enemies they respect, and even loyally serve great heroes, warrior monks, dragons and avatars of the gods.

Allies: Those it respects or fears, which may include a great hero or avatar of a god. However, most serve other demonic beings, particularly Greater Demons, Demon Lords and dark gods, including the Yama Kings. Despite their intellect and ability, Monkey-Wolves are not particularly imaginative or motivated and look to higher powers for direction and purpose. This makes them excellent, obedient soldiers and riding animals. **Note:** Many are the legends of heroes, warriors, demons and gods who ride on the back of a giant wolf or monster like the Monkey-Wolf.

Monkey-Wolves out on their own typically gather in pairs or small packs of 3-8 of their own kind, but may associate or join forces with any evil beings as they chose. In the wild they are hunters who prey on mortals, large animals and fools of any nature who annoy them. When hungry, anyone is fair game. When their stomach is full, the Monkey-Wolf may approach, talk to and deal with anyone without threats or violence, even mortals. Unlike so many other demons, Monkey-Wolves only kill for food, when angry and when commanded to do so by their lord and master (and even in the latter case, the honorable Monkey-Wolf may defy a dishonorable or insane master if the one they are to kill is highly respected and honorable himself).

Habitat: Found throughout China and serve many of the Yama Kings. May also be encountered in the wilds of Mongolia and Russia, and occasionally in other parts of Asia, India, and Africa.

Note: Enjoys the taste of blood and raw meat, preferably humanoid.



Ox-Head Demon

The Ox-Head demon has the body of a barrel-chested, muscular human, a short, thick neck and the head of an ox. The Ox-Head may be used as a warrior, but is more commonly used for heavy labor, mining, hauling and guarding. The demon is rather dull-witted and looks toward smarter demons and greater beings to give it orders and purpose. Thus, they make willing workers, servants and soldiers. However, the Ox-Head is a hot head who gets frustrated and lashes out when it feels stupid, embarrassed or confused, consequently it is best to keep work simple and instructions even simpler. Of course the Ox-Head likes to think it is as good or better than any other lesser demon and that it is smarter than people give them credit for (they aren't), and makes up for any shortcomings in the brains department with brute strength, unstoppable determination and unparalleled endurance. A bully and a lout, the Ox-Head will accept any challenge involving feats of strength and combat, enjoys drinking, gorging itself on food, brawling, and roughhousing, but it loves being put in charge of slaves and captives the big ox can push around and belittle like others do to them.

The Ox-Head is the classic "bull in a china shop" – a musclebound brute lacking in finesse, culture or diplomacy. They are loud, crude, sloppy, stupid, bossy, pushy, and say whatever they want, and beat up anybody who doesn't like it. Like most bullies, they often have fun at the expense of others, but hate it when the shoe is on the other foot and fly into a rage when others laugh at them, pounding those responsible for the insult into unconsciousness (or at least trying to). When in a rage, the Ox-Head will attack anyone, including beings much more powerful than they, and rail against superior numbers.

Not the sharpest knife in the drawer, the Ox-Head is easily duped, tricked, cheated and manipulated. However, the person responsible had better be a fast talker or prepared to kill the lumbering hulk when they meet again, because the Ox-Head will kill him if the trick made a fool of him or got the demon in trouble with his superiors.

Ox-Head Demon – Worker & Warrior

Race: A lesser demon.

Alignments: Anarchist (10%), Miscreant (30%), Diabolic (20%) and Aberrant (40%). A belligerent tough guy and bully with a short temper and a hatred of being belittled that drives the demon into a bloodthirsty rage. The brute is too dumb to use dirty tricks, but is ruthless in combat, sparing an opponent only so he can belittle, punish and beat him again later – has no such self-control when in a murderous rage.

Attributes: I.Q. 1D6+1, M.A. 1D6+1, M.E. 1D6, P.S. 2D4+39 (Supernatural), P.P. 1D6+10, P.E. 1D6+24, P.B. 1D6+2, Spd. 1D6+40 (approx. 30 mph/48 km).

M.D.C.: 4D6x10 +P.E. attribute number.

Horror Factor: 12

Size: 6 feet (1.8 m) tall and 300-400 pounds (135 to 180 kg) of muscle.

Gender: Male only.

Average Life Span: Presumed to be immortal.

P.P.E.: 6D6 +P.E. attribute number.

Natural Abilities: Sharp vision, polarized sight (can't be blinded by glare or bright light), and Nightvision 100 feet (30.5 m). Impervious to S.D.C. weapons except those made of silver (which do their S.D.C. damage as M.D.), impervious to disease and resistant to cold (half damage). Bio-regenerates 2D6 M.D. per melee round, triple on ley lines and at places of magic that radiate negative energy. The demon cannot heal at places filled with positive energy/chi. The Ox-Head is a "day demon" that functions best in the daytime and sleeps from 1:00 a.m. till about 5:00 a.m.

Metamorphosis: Black Bull (special): The demon can turn into a large, black (four-legged) bull with glowing green eyes that crackle with energy. The bull is 6 feet (1.8 m) tall at the shoulders and 9 feet (2.7 m) long. In this form, the Ox-Head can fire energy bolts from the eyes (2D6 M.D., 1000 foot/305 m range; each bolt counting as one melee attack), is impervious to M.D. electricity, +1 attack per melee round, +1 to strike, Spd is doubled, and it can leap 10 feet (3 m) high and 20 feet (6.1 m) across. In addition, the bull can charge an opponent to butt and gore using the horns. Counts as two of the Ox-Head's melee attacks but inflicts 2D4x10+10 M.D., knock opponents up to 30 feet (9.1 m) tall off their feet, causing them to lose initiative and three melee attacks, plus there is a 01-60% chance they dropped whatever they were holding. The metamorphosis can be performed day or night.

Heightened Sense of Hearing (special): The Ox-Head has superior hearing which is what gives the brute the high initiative bonus, plus in total darkness or when blinded, penalties are half (-5) because the demon's acute hearing, fast reflexes and mounting rage from the frustration of being incapacitated help to compensate.

Fantastic Endurance (special): The Ox-Head's physical endurance goes even beyond the supernatural level, enabling the beast to lift and carry weight 100x his P.S., and the monster never tires. The Ox-Head can work or fight nonstop for 72 hours (three days) straight without sleep or rest, though reduce all physical attributes by 10% for each subsequent day without rest. If able to rest or sleep for two hours a day, the demon can keep going at maximum efficiency indefinitely!

Equivalent Skills: Magically understands and speaks all languages, but can't read a word. Animal Husbandry 80%, Branding 70%, Climb 60%/50%, General Repair & Maintenance 70%, Herding Cattle 80%, Land Navigation 50%, Lore: Cattle & Animals 80%, Masonry 70%, Mining 60%, and Rope Works 60%. Skills do not improve with experience.

Vulnerabilities: In addition to the demon's low I.Q., gullibility, temper and frustration level . . .

1. S.D.C. weapons made of *silver* inflict their S.D.C. damage as M.D.
2. Being Shackled. The Ox-Head loses power if shackled, chained or hooked to a yoke. Reduce all physical attributes and attacks per melee by half, reduce bonuses by two-thirds, and cannot do a metamorphosis.
3. Fire-based magic does 50% more damage.
4. Magic, psionics and Mega-Damage weapons all inflict normal damage.
5. An Ox-Head is slain when its M.D.C. is reduced to 60 points below zero, otherwise its incredible bio-regenerative powers will restore the demon in a matter of minutes.

Equivalent Level of Experience: 1D4

Attacks per Melee: Five physical attacks regardless of experience. The use of a magic spell counts as two melee attacks.

Damage: Head butts, punches and kicks as per Supernatural P.S.; typically 1D6x10 S.D.C. on a restrained punch, 6D6 M.D. from a full strength punch or kick, 2D4x10 on a power punch (counts as two attacks), a claw strike with talons does 4D6 M.D., and a bite does 1D6 M.D., or by weapon or magic. Rarely uses any weapon unless it is magical, and prefers to rely on its brute strength, natural abilities and magic.

R.C.C. Bonuses (in addition to likely attribute bonuses): +3 on initiative, +3 to strike, +3 to parry, +4 to dodge, +2 to disarm, +3 to pull punch, +4 to roll with impact, +1 to save vs all forms of magic, +3 to save vs illusion, +4 to save vs Horror Factor and +1 to save vs possession.

Magic: Calling (8), Distant Voice (10), Influence the Beast (12), Magic Shield (6), Mend the Broken (10+), Mystic Fulcrum (5), Repel Animals (7), Summon & Control Animals (125; only animals used for labor such as the ox, cow, mule, donkey, horse, etc.) and Tame Beast (6).

Demonic Curses: None.

Psionics: None.

Enemies: Generally dislikes mortals (humans and D-Bees) and believes they are meant to be beaten, enslaved and tormented, and has made it their mission to destroy Demon Quellers. Ox-Heads don't respect anyone, mortal or demon, and regard great warriors and heroes as braggarts who need to be taken down a few pegs. They like challenging warriors in the misguided belief that it will earn them the respect of

other warrior demons and get them out of hard labor and into combat more often. The big oxes are envious of the highly respected Falcon Demons and like to put them down and brawl with them, but they despise the Fox Spirit, Monkey Spirit, the Fox Faerie and other clever tricksters who enjoy tricking and embarrassing them.

Allies: Ma T-ou and Pig Demon are the most common cohorts and allies because they are seen as brethren spirits. Ox-Heads understand power and fear beings who are smarter and more powerful than they, submitting to their will and following their direction, but the Ox demons are seldom truly loyal to their masters. That means the Ox-Heads will ignore orders they don't like if they think they can get away without getting caught and punished for it, steal food and little things, and molest, batter and bully other minions, servants and slaves of the master even if told to leave them alone. The demons gladly serve greater beings like the Yama Kings, Demon Lords, dark gods, powerful sorcerers and evil dragons when they are allowed to fight or lord over slaves and prisoners.

Habitat: Found throughout China and to a lesser degree, Russia, India and Southeast Asia.

Pig Demon

Half man, half pig, the demon has the head and bristly skin of a pig, and a fat human body. They are strong and have moments of cunning equal to the Fox Spirit, but Pig Demons are the embodiment of sloth and ignorance, and never live up to their true potential. At least that's how most greater demons and other beings view this character. As a result, Pig Demons are second-class citizens among China's Demons, and are universally regarded as lazy underachievers, good for little else than slave labor, lowly servants or grunts in an army. The easygoing Pig Demons don't mind the characterization, and like being underestimated. You see, Pig Demons are ignorant but *not* stupid, there's a difference. They *choose* not to use their intellect or try to prove how strong or capable they are because then they'd be in the line of fire or expected to do hard work, and who wants that when one can cheat the system and skim off the top?

In some ways, Pig Demons are truly brilliant, because they have learned how to milk the bureaucracy of the Chinese Hells to get the maximum reward with a minimum of effort. Sure they get the crummy jobs of farm work, cleaning up garbage, hauling cargo, being gofers, and other grunt work, but nobody expects more from them. Furthermore, because every demon and dark god thinks of them as dumb as bricks, few watch what they say, do, or reveal in front of the Pigs, just as one doesn't worry about what they say in front of a pet dog or workhorse. This very much works to the Pig Demons' advantage, because they eavesdrop on everyone and keep an eye peeled for everything. They use their information to their own benefit, trading in secrets for tangible rewards of food, valuables, less work, etc. They also steal food, drinks and valuables no one will miss, and know the routines and schedules of their masters and foremen so they can take a nap, play games, and goof around when no one is looking. And it doesn't stop there. Pig Demons will have cased their master's home/lair/hideout and holdings the first week they fall into his service, and will seek out every hiding place, secret



room, safe and secret there is to find throughout their tenure as a “lowly servant” or “dumbbell laborer.” This means when their master’s day in the sun comes to an end, and he is ruined or has to flee from his enemies, the Pig Demons will have looted half the place and disappeared before their master knows it.

A clever and conniving lesser demon in swine’s clothing, Pig Demons have not only maintained this charade for thousands of years, but have convinced people they really are incompetent bumbler incapable of any of the tricks, con games, guile and antics they are constantly pulling off. The Pigs get away with it all because, **a)** nobody believes they have the mental capacity to pull off any crimes that require intelligence or skill, and **b)** Pig Demons *all* see each other as brothers and sisters and always work to cover each other’s backs. When the finger of suspicion is pointed at one of their own, another Pig Demon will frame someone else like an Ox-Head, Goat, Horse, or stinking human, and is so brazen as to give eyewitness testimony to the fictional crime. Unknown to anyone but their own kind, Pig Demons are masters of improvisation, able to pick up on what one says and work with it seamlessly to support each other’s lies and fictions. (“A moment ago,” says an angry Shifter, “you just said you didn’t see anyone take anything from the house.” “Um, yes sir, that’s true,” grunts a Pig Demon taking his cue from a Brother Pig. “Sure enough, I didn’t see nobody take nothing. All I saw was Lo Ying [the Pig Demon under suspicion] sleeping in the

barn when he shoulda been working. I mean, take ol’ Chin-fu [a Horse Demon], nobody around to tell him to do anything and there he is guarding the backdoor of the house. Don’t know how anyone coulda took nothing when Chin-fu was looking around. He musta heard a noise inside too, ‘cuz I seen him go inside but everything musta been alright, ‘cuz he comes out a little while later and went about his regular work. But, um . . . no, I didn’t see nothing unusual or anyone steal nothing.”)

The Pig Demons are just so good at *playing innocent and dumb* that people take their word for whatever they say, because they can’t believe the Pigs are capable of having done it themselves, and so the great charade continues. Take the example in parentheses, suspicion is smoothly shifted from a Brother Pig to loyal Chin-fu who was doing whatever he was supposed to be doing. The second Pig Demon picked that individual because he happened to know Chin-fu didn’t have an alibi, and if he should have one, then maybe, just maybe . . . “Oh my word, it musta been some *other* Horse Demon, and it musta been him who took your magic item, Master! Oh, how could I have been so stupid? Beat me, Master. Beat me for being so dumb.” And both Pigs get off with a stern reprimand or a beating, but they are alive and one has a valuable stolen object the other can now claim a piece of as his reward, or can expect some other item of value or favor in return for his help. And a Pig Demon will almost always try to help another Pig, figuring that Pig will then owe him a favor, and it’s always good to have two or three . . . *hundred* people owe you a favor. That’s just how it goes with the wily Pigs.

Pig Demon – Worker & Henchman

Race: A lesser demon.

Alignments: Anarchist (15%), Miscreant (60%), Diabolic (20%) and Aberrant (5%). Willful, self-serving, conniving, cheating scoundrels always looking for the easy way out, even if their efforts to make the easy score are more work than it would be to go the honest or hard-working route. Slow but deliberate in most everything they do. Plays the fool but notices and at least tries to capitalize on everything. Pigs live under a cloud of half-truths, rumor, innuendo, and pure fantasy when it comes down to what’s really going on around them – they aren’t interested in the truth because most truths aren’t interesting. Only loyal to and trusting of other Pigs.

Attributes: I.Q. 1D6+7, M.A. 1D6+10, M.E. 1D6+10, P.S. 1D6+24 (Supernatural), P.P. 1D6+12, P.E. 1D6+18, P.B. 1D6, Spd. 1D6+9.

M.D.C.: 2D4x10 +P.E. attribute number.

Horror Factor: 10

Size: 5-6 feet (1.5 to 1.8 m) tall and weighs 250-400 pounds (112.5 to 180 kg).

Gender: 60% are male.

Average Life Span: Presumed to be immortal.

P.P.E.: 1D6x10 +34

Natural Abilities: Good vision, Nightvision 300 feet (91 m), see the invisible, and impervious to S.D.C. weapons, disease, spoiled food and poison. Bio-regenerates 1D6 M.D. per melee round, double on ley lines and at places of magic that radiate negative energy. Evil characters cannot heal at places

filled with positive energy/chi. The Pig Demon functions equally well at day or night, and only needs about five hours of sleep every 24 hours.

Metamorphosis: Pig (special): The demon can turn into a large, white, four-legged pig with glowing yellow eyes. The pig is 4 feet (1.2 m) tall at the shoulders, 8 feet (2.4 m) long, and has double the Spd attribute.

In this from the Pig Demon can belch a vapor of stench that smells like a combination of rotten eggs, fish and sulfur. The character struck by the noxious wave of stench feels overcome by nausea and must roll a 15 or higher to stop himself from retching. A failed roll means the eyes water and the stomach turns, causing the victim to vomit (loses two melee actions and initiative for that round and is -1 on all combat bonuses for the next melee round). Each belch attack counts as one of the demon's melee actions/attacks.

Heightened Sense of Smell (special): The Pig Demon can identify food (cooked or raw) by smell at 80% +2% per level of experience, and track by smell alone at 50% +2% per level of experience (+10% to follow a very strong scent).

Weapon Master: Peasant Tools (special): Pigs only use peasant tools as weapons (broomsticks, rakes, hoes, shovels, sickles, pitchforks, axe handles, mallets, hammers, frying pans, etc.) even when better weapons are available. Since they work like peasants they've learned to master the weapons of peasants. +2 to strike, +3 to parry, +4 to disarm, +1 to strike when thrown. Applies to blunt objects and common farm tools. Never uses guns, but may be tempted to use an ancient weapon that is magical, particularly a staff, hammer/mace or axe.

Contacts & Connections (special): Pig Demons always have more going on than anyone realizes and have a number of contacts among thieves, smugglers, fences, thugs, Goblins, Fox Spirits, Monkey Spirits, vagabonds, humans, crooks and other lowlifes and misfits. Those they don't know personally, they know about. Limited to in and around their current living place.

Equivalent Skills: Magically understands and speaks all languages, but can't read a word. Animal Husbandry 50%, Art 50%, Basic Math 70%, Dance 60%, Find Contraband 60%, Gambling 60%, Gardening 65%, Gemology 50%, Land Navigation 40%, Prospecting 45%, Streetwise 44%, Swim 60%, and two Rogue and two Domestic skills of choice at 60%. Skills do not improve with experience.

Vulnerabilities: Besides their reputation for being lazy gluttons...

1. **Rumormonger:** One of the bad habits that illustrates the Pig Demon's *ignorance* is that the creatures live on rumors and make assumptions rather than get their facts straight, learn the truth, or be accurate. On one hand, that means they know all the popular rumors and gossip about their boss, his chief henchmen, associates and schemes (along with 100 others). On the other hand, only 1D4x10% of the rumors and stories they tell have any grain of truth to them. The rest are overblown exaggerations (the more dramatic and outrageous the better), lies taken as truth and pure fiction (again, the wilder the better). Pig Demons are rumormongers of the worst magnitude. They simply find rumors more interesting than the truth, and one doesn't have to worry about little de-

tails like the truth. The problem is, whatever a Pig Demon might claim to know and is willing to share (for the price of food, drink, a valuable or other piece of juicy gossip) is extremely unreliable. **Note:** The spell, Words of Truth will reveal the Pig is telling the truth even when he is repeating an unfounded rumor, because the demon chooses to *believe* every word.

2. **Fire:** Mega-Damage fire, including magic and plasma weapons, does double damage. S.D.C. fire is harmless.

3. **Stories:** Pig Demons are suckers for juicy gossip, rumors and exciting stories and are allured by them to the point that they may lose track of time, forget what they're supposed to be doing, and become distracted (opponents are +20% to prowl/sneak past them, etc.).

4. **Never fights to the death** and is usually willing to compromise, surrender or flee if things start to look poorly for the demon or when its M.D.C. has been reduced below 40%.

5. **Magic, psionics and Mega-Damage weapons** all inflict normal damage.

6. **A Pig Demon is killed** when its M.D.C. is reduced to 20 points below zero, otherwise its incredible bio-regenerative powers will restore the demon in a matter of minutes.

Equivalent Level of Experience: 1D4

Attacks per Melee: Four physical attacks regardless of experience. The use of a magic spell counts as two melee attacks.

Damage: Punches and kicks as per Supernatural P.S.; typically 4D6 S.D.C. on a restrained punch, 3D6 M.D. from a full strength punch or kick, 6D6 M.D. on a power punch (counts as two attacks), a claw strike with talons does 4D6 M.D., and a bite does 1D6 M.D., or by weapon or magic.

R.C.C. Bonuses (in addition to likely attribute bonuses): +2 to strike, +3 to parry, +1 to dodge, +2 to disarm, +1 to pull punch, +1 to roll with impact, +1 to save vs all forms of magic, +3 to save vs Horror Factor and +2 to save vs possession.

Magic: Escape (8), Featherlight (10), Lantern Light (1), Mystic Alarm (5), Mask of Deceit (15), Watchguard (10) and a total of two spells of choice selected from Invocations Levels 1-3.

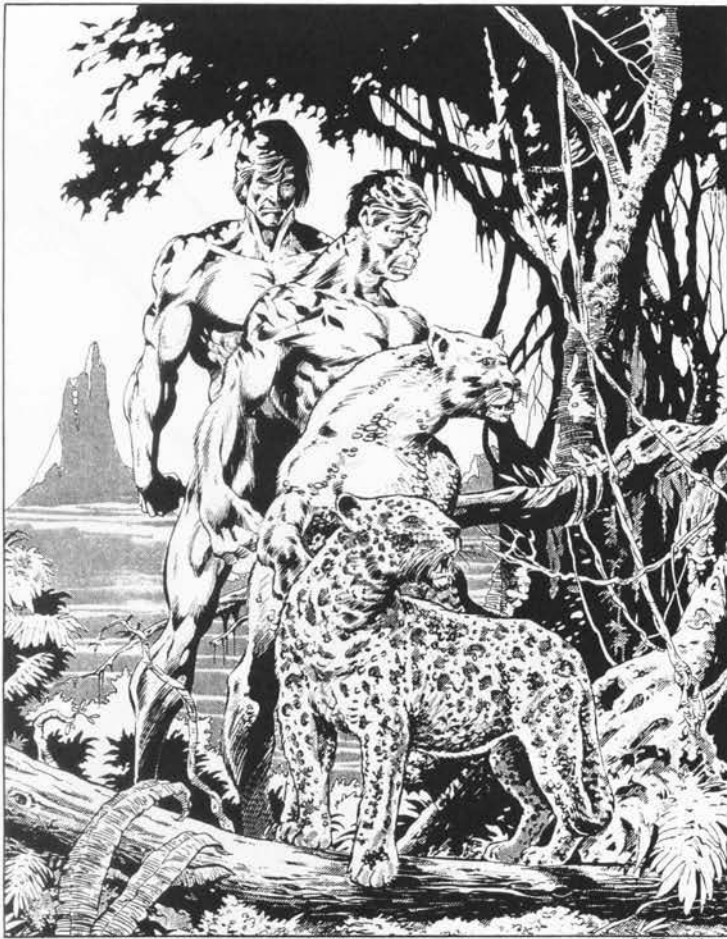
Demonic Curses: None.

Psionics: Limited to Mind Block (4), Remote Viewing (10), and Total Recall (2). Considered a Minor Psychic. I.S.P.: 4D6 +M.E. attribute number.

Enemies: Pig Demons see most people, whether mortal or superhuman, as marks to be tricked, used and cheated. They honestly don't hate anyone, though they will gladly bully, beat and torture people weaker or more vulnerable than they, and ultimately care only about themselves.

Allies: Pig Demons may serve greater powers, including humans, D-Bees, Shifters, and greater demons, as well as the Yama Kings, dragons and dark gods. They also pretend to like and relate to other lowly demons like the Goat, Horse, Ox and others, but don't really care about them at all. The only true allies of the Pigs are other Pig Demons. Everyone else is either management or outsiders, both of which are there for Pigs to take advantage of and trick. Find most cheats and scoundrels to be kindred spirits.

Habitat: Found throughout China and to a much lesser degree, Southeast Asia and India.



Were-Beasts

A variety of Were-Beasts have been recorded throughout the history of China. Most people believe they are nature spirits that appeared around the same time as the elder gods, or may represent several races of shape-changing people that predate human civilizations. The latter theory is held because Were-Beasts don't consort with other demons, don't answer to Demon Lords or dark gods, and though superhuman, they seem to mate, raise families, and live lives very similar to humans. Whichever they may be, there is no denying that Were-Beasts are superhuman Mega-Damage beings who often eat humans as well as animals (and lesser demons?). Were-Beasts are also known to eat livestock, pets and riding animals, frighten travelers, trick people and cause problems for humans.

The Chinese Were-Beasts live in the wilderness away from *human* communities. Though they are sometimes within close proximity to one another, Were-People are always secretive and try to hide their existence from humans. Most tribes or villages of Were-Beasts follow the old ways and live a primitive life as hunters who are close to nature. Though they live a primitive lifestyle, Were-Beasts are not savages or barbarians and have their own tribal culture and society. They are also aware of, and curious about, humans and sometimes slip into villages at night and visit during the day, pretending to be human to look around, trade goods and even date the opposite sex. Some have even been known to fall in love with a human and make a secret life among them. Such a secret is hard to keep, however, and many,

even the good and loving Were-Beasts, meet a terrible end when they live among humans for any length of time.

Chinese Were-People fear and distrust humans, but don't hate them outright, nor do they seek to destroy or enslave them. Many of the confrontations between humans and Were-People result from a clash of cultures or a misunderstanding. Fearful of Were-Beasts, humans often attack with the intent to kill whenever they think they have encountered one, while many are the tales of attractive strangers who help people only to reveal, later, that they were really a Were-Beast. That's not to say that the majority of Were-Beasts are good or peaceful. Many are highwaymen, bandits, raiders and murderers who prey upon humans and other people. Most of these attacks take place in the wilderness, along deserted roads or under the cover of a storm. Rogue and evil Were-Beasts often choose to prey upon humans and D-Bees, or upon the cattle and other livestock of humans, killing anyone who happens to discover them.

Were-Beasts common to China and most of India and Southeast Asia are listed in alphabetical order. See **Rifts® Dark Conversions**, pages 99-105, for complete **Rifts®** stats and details.

Were-Panther/Leopard

Were-Snake (typically a giant cobra or boa constrictor)

Were-Tiger

Were-Wolf (Were-Dogs too, basically the same as the Were-Wolf).

In an adventure context, Were-Beasts can be used by the Game Master as another monster or villain, or as the starting point for complete adventures in and of themselves. All kinds of stories can be spun from Were-Beasts.

Many Were-Beast villages are located inside territory claimed by the Yama Kings, but remain independent and free of the Yama's rule. Human refugees and fugitives looking for a safe place to hide, resupply or pitch camp for a night or two *may* find a village of Were-People a good place to do so. They can also pick up on local rumors and gossip about the Yama Kings, their minions and other notable figures in the region. Were-Beasts with no love for the Yama Kings might even hide, protect or help those who oppose the Yama Kings or their minions, and could even become a lasting ally. On the other hand, some villages may rebuff or kill humans and strangers for fear their presence will bring the wrath of the Yama Kings upon them. Others may harbor a lasting hatred for humans and want nothing to do with them or actively hunt and kill them for food and pleasure. In the latter case, the Were-Beasts are one more obstacle as well as a foe that stands in the way of the player characters' goals.

Were-People also inhabit some of the free zones and wilderness areas not under the reign of the Yama Kings or other powers. In some cases they may be very much the same as above, in others, a tribe of Were-People may have finally joined forces with humans and live among them in the same village. A clan or tribe of Were-Beasts might offer humans protection in much the same way as the Dragonlands, requiring the villagers to worship and/or accept them as their rulers. Additionally, Were-Beasts may travel a long way hunting or exploring, so the player group may encounter one or two at a time, even a lost Were-Beast or

an escaped prisoner from a demon prison or representing some other danger.

Ultimately, whether the Were-Beast is a friend or foe will depend on the circumstances and the Game Master. If the Game Master approves of it, player characters might be allowed to play Were-Beasts, especially if the China campaign involves characters who are Heroes of the Celestial Court as presented in **Rifts® China Two**.

Design Note: Have fun and consider all the myriad possibilities. Some of the Goblins, Spirits, demons and monsters have been presented in such a way that one could play them as a player character, as well as being used in the traditional role of Non-Player Character villain or NPC encounter. They are also colorful enough that a Game Master can weave one or more adventures around these strange creatures. Remember, China is worse than Hell on Earth, it's *eight Hells on Earth* plus other rival fiefdoms ruled by superhuman madmen, conquerors, and monsters. Arguably, there is no place on Earth that is more chaotic, unpredictable and dangerous than Rifts China. Play that aspect to the hilt.

Yang Ching, the Goat Demon

The Yang Ching are sinister beings with the head of a goat with a white face, a stern countenance, long black beard, and a pair of long goat horns. They also have the legs and feet of a goat but stand and walk like a man. They are warriors and laborers who serve Demon Lords and dark forces. Most wear some type of partial body armor (1D6x10+12 M.D.) and are quick to violence.

Not only do Goat Demons relish combat, they promote war and violence. The temper of the Yang Ching is short and its memory long, never forgetting a defeat or humiliation, or by whose hands it was delivered. The Goat dreams of the day their paths may cross again and how they will make that individual pay for the past. Yang Ching can hold a grudge for an eternity and their vengeance is always terrible. Ruthless and canny combatants, the Goat Demons show mercy only when they have a more horrible punishment in mind, or if their master has decreed they take prisoners. Yang Ching believe everything can be resolved through violence and intimidation, and respect is earned through fear and brutality. No command is too horrible for the Goat Demon to execute and these killing machines are willing participants in wholesale slaughter and all manner of atrocities. This makes these bloodthirsty demons one of the most favored warriors among the demonic Lords of China, and even the Falcon Demons and Fox Faeries respect and fear them.

Yang Ching, the Goat – Demon of Fury, War & Vengeance

Race: A lesser demon.

Alignments: Miscreant (20%), Diabolic (30%) and Aberrant (50%). Aggressive, ruthless, merciless, vengeful, and obedient to powerful demonic masters who know how to sate their lust for blood and battle.



Attributes: I.Q. 1D6+8, M.A. 1D6+12, M.E. 1D6+12, P.S. 1D6+24 (Supernatural), P.P. 1D6+18, P.E. 1D6+16, P.B. 1D6+8, Spd. 1D6+30 (approx. 20 mph/32 km).

M.D.C.: P.E. attribute number x10.

Horror/Awe Factor: 13

Size: 7 feet (2.1 m) tall and weigh 300 pounds (135 kg).

Gender: Male.

Average Life Span: Presumed to be immortal.

P.P.E.: P.E. attribute x5.

Natural Abilities: Sharp vision, Nightvision 1000 feet (305 m), see the invisible, leap 20 feet (6.1 m) high and 50 feet (15.2 m) lengthwise, can climb steep inclines and travel along narrow mountain passages at full running speed at 95% proficiency. Impervious to most S.D.C. weapons except those made of silver (which do their S.D.C. damage as M.D.), impervious to disease and resistant to heat and cold (half damage). Bio-regenerates 2D6 M.D. per melee round, double on ley lines and at places of magic that radiate negative energy. Evil characters cannot heal at places filled with positive energy/chi. The Goat Demon functions equally well at day or night, and only needs about five hours of sleep every 24 hours.

Weapon Master (special): They may use any ancient style handheld weapon (club, dagger, sword, staff, pole arm, etc.) and are +2 to strike and +1 to parry when using it (in addition to the demon's other combat bonuses), but their favorite weapon is the *long spear* with which they are +3 to strike, +2 to parry, +2 to disarm and +4 to strike when thrown. The Goat Demon may also use modern weapons and guns but without benefit of W.P. bonuses; straight rolls only.

Turns Invisible in Fog or Mist (special): The Goat Demon automatically turns invisible in fog. Opponents are -6 to strike, parry and dodge. Many an army has been massacred by Yang Ching who swarm upon them unseen in a morning mist or rolling fog.

Equivalent Skills: Magically understands and speaks all languages, but can't read a word. Basic Math 80%, Climb 90%/80%, Find Contraband 60%, Land Navigation 90%, Lore: Demons & Monsters 80%, Lore Psychics & Psionics 70%, Military Etiquette 90%, Recognize Weapon Quality 90%, and two Espionage or Military skills of choice at 50%. Skills do not improve with experience.

Vulnerabilities:

1. S.D.C. weapons made of *silver* inflict their S.D.C. damage as M.D., so a silver coated sword that normally does 2D6 S.D.C. inflicts 2D6 M.D. to the demon.
2. Rune weapons and magic weapons made of wood do double damage.
3. A Yang Ching is killed when its M.D.C. is reduced to 30 points below zero, otherwise its incredible bio-regenerative powers will restore the demon in a matter of minutes.

Equivalent Level of Experience: 1D6

Attacks per Melee: Six physical attacks regardless of experience. The use of a magic spell counts as three melee attacks.

Damage: Head butts, punches and kicks as per Supernatural P.S.; typically 4D6 S.D.C. on a restrained punch, 3D6 M.D. from a full strength punch or kick, 6D6 M.D. on a power

punch (counts as two attacks), 1D6x10 on a power kick (counts as two attacks and loses initiative), 4D6 M.D. with running ram with head and horns, 4D6 M.D. goring with horns, or by weapon or magic. Favors large, M.D. spears that inflict 3D6 M.D. May use guns but without benefit of bonuses (no W.P.) and prefers to rely on its natural abilities and magic.

R.C.C. Bonuses (in addition to likely attribute bonuses): +3 on initiative, +3 to strike, +2 to parry, +1 to dodge, +3 to disarm, +4 to pull punch, +2 to roll with impact, +1 to save vs all forms of magic, +6 to save vs Horror Factor and +3 to save vs possession.

Magic: Armor of Ithan (10), Barrage (15), Blinding Flash (1), Breathe Without Air (5), Call Lightning (15), Crushing Fist (12), Deflect (10), Energy Bolt (5), Fire Bolt (7), Frequency Jamming (15), Frostblade (15), Heal Self (20), Lantern Light (1), Light Target (6), Magic Shield (6), Mystic Alarm (5), Power Bolt (20), and Power Weapon (35).

Demonic Curses: Curse of Rags. **Psionics:** None.

Enemies: Generally dislike mortals (humans and D-Bees) and believe they are meant to be subjugated and enslaved. Yang Ching regard great heroes, warriors, fighting monks, and Demon Quellers with the respect they deserve, but also seek them out to test their mettle against them.

Allies: The Goat Demon respects power and ruthlessness in combat and gladly serves greater beings like the Yama Kings, Demon Lords, dark gods, and evil dragons.

Habitat: Found throughout China and to a lesser degree, the forests and mountains of Russia, Mongolia, and Japan.

The Dead & the Damned of the Yama Hells

The deceased condemned to Hell are very limited in their capabilities. Their purpose in Hell is to suffer for the sins they committed in life. When suffering, the dead and damned seem normal, have all of their faculties and memories, and may converse or plead (mostly plead or complain) about their current miserable state of being. However, when removed from their punishment (which may include hard labor, slavery, etc.) most fall into a vegetative state, their minds blank and their willpower devoid of energy or self-identity. Thus, they can't really be rescued from Hell except through unusual circumstance (usually involving magic, heroes and/or divine intervention). That having been said, most can be put to work as *part* of their punishment, but work is usually manual labor in the areas of agriculture, manufacturing or construction/building.

Note: Only around 7% of the dead and the damned are capable of taking up "normal" life without falling into a coma or staring at a wall. This minority may become underlings, henchmen, and supervisors of the dead, but remain dead and are usually forced to serve a Greater Demon or Demon Lord. The dead and damned usually have the same attributes, memories, skills and dispositions they had in life, and most are Hit Point and S.D.C. beings. Less than 1% see H.P. and S.D.C. combined and turned into M.D.C., and those are special cases and typically border on becoming demons themselves.

Greater Demons



Kinnaras (or Chin-na-lo)

The favored appearance of the Kinnaras is that of a human body, with a hideous, deformed head and four small eyes (two on the side and two in the middle of the forehead). However, Kinnaras are creatures of duality with two distinct physical forms, one is the *deformed killer*, the other is that of the *divine musical artist* with the body of a human and the head of a horse with horns. The latter is usually assumed to appease the gods or the demon's master, who seek the musical artist aspect of the Kinnaras for festivals, celebrations and quiet moments of reflection. The musician is not a skilled fighter, just as the killer is not a musician, forcing the Kinnaras to take one form or the other depending on which of its dual sides is required.

The killer/assassin who preys upon humans and eats them seems to be the preferred or favored form, and the Kinnaras is happy to avenge, hunt and kill in the name of its master, or for sheer fun. However, they are not as mindless or predatory as that may sound. Kinnaras are clever and imaginative monsters with a good head for strategy, tactics, and spying as well as cooking, singing and music. They enjoy the intrigue of espionage almost as much as the thrill of the hunt and the adrenaline rush of murder, and make excellent assassins and surveillance operatives. In addition, the Kinnaras are fairly adept at leading lesser demons and beings, making good squad and platoon leaders as well as lone agents. The Kinnaras are used by the more powerful greater demons, Demon Lords and powerful mages and other beings to lead squads of other demons and monsters. Thus, it is not surprising to find a Kinnaras as the head guard or leader of an elite team or other group. Furthermore, Kinnaras

don't have a problem *leading* human henchmen, pawns or worshippers either, as long as the humans are under their charge (and under their heel).

It is interesting to note that while Kinnaras get along well with other demons and work well in groups, especially if they are first or second in command, they don't get along well with each other unless it involves music or cooking. Consequently, one seldom finds two or more Kinnaras on the same team out in the field, but often encounters them together as musicians and cooks. The duality of the Kinnaras is a strange thing. On one hand they are cold-blooded murderers who usually eat their human victims, bones and all, or carry the dead body away with them to cook up later as a meal. Their killing and evil deeds are always performed in the demonic body with the deformed head. On the other hand, the Kinnaras are excellent cooks and magnificent musicians and singers able to perform songs and music that touch the soul and move the spirit. So skilled are they as performing artists that gods and demons alike seek the music of the Kinnaras, and it is so moving that no intelligent being can ignore their music or attack while they are playing. Whenever engaged in these acts of culture and art, the Kinnaras take the divine form of a human body with a horse head adored with a pair of horns. This form is so handsome and the music or song so deeply moving that the demon has an awe factor of 12 +5 when performing.

Kinnaras – Assassin & Leader

Alignments: Diabolic (10%), Miscreant (15%) and Aberrant (75%). Calculating, cold-blooded killers who enjoy hunting, torturing, and killing other intelligent beings, especially humans. At the same time, the murderers love music, art and song.

Attributes: I.Q. 1D6+12, M.A. 1D6+10, M.E. 1D6+12, P.S. 1D6+24 (Supernatural), P.P. 1D6+16, P.E. 1D6+16, P.B. 1D6 (deformed) or 1D6+16 (divine), Spd. 1D6+12.

M.D.C.: P.E. attribute number x10 plus 1D4x10 per level of experience.

Horror/Awe Factor: 15 as a deformed, monstrous assassin, 12 (+5 to awe if doing music) in the divine form of the horned horsehead musician.

Size: Man-sized: 6-7 feet (1.8 to 2.1 m) and 200 pounds (90 kg) when a deformed killer, or 9-12 feet (2.7 to 3.6 m) tall and 600 pounds (270 kg) when divine.

Gender: Always male.

Average Life Span: Presumed to be immortal.

P.P.E.: P.E. attribute number x10 plus 1D6x10 per level of experience.

Natural Abilities (applicable to both body forms): Impervious to S.D.C. weapons (except those made of bone), disease, poison and fire, but M.D. weapons, magic and psionics all do full damage. Bio-regenerates 3D6 M.D.C. per melee round, double on ley lines and at places of magic that radiate negative energy, and usually lives in a swamp/marshland, jungle or cave. The demon cannot heal at places filled with positive energy/chi. The Kinnaras can function day or night, but is by nature a nocturnal predator. The light of day reduces the number of attacks and combat bonuses by -2. Requires only 3 hours of rest or sleep per 24 hours and can go a week without sleeping without penalty.

Enhanced Vision (special): Perfect vision, 180 degrees of peripheral vision, double the range for Nightvision, sees infrared and ultraviolet light, sees the invisible, and polarizing filters shield the eyes to prevent blindness from glare and bright lights.

Special Abilities of the Deformed Killer's Form:

Body Throws No Shadow: The Kinnaras has no fear of casting a shadow that might be seen and alert his victim to his presence.

Turn Bone into M.D. Weapons (special): The demonic assassin can turn ordinary bone (often using the bones of other victims) into a Mega-Damage weapon. As long as the Kinnaras holds the bone it is an indestructible tool that delivers M.D. to the demon's opponents. The femur (hip bone) is typically used, unmodified, as a *heavy cudgel* that inflicts 2D6+2 M.D. + Supernatural P.S. damage and are +2 to strike, +3 to parry and +4 to disarm. Small bones used as a *small club* or *hammer* do 2D4 M.D. and is +2 to strike, +2 to parry and +1 to disarm. Smaller bones are typically carved and sharpened for use as *daggers* (2D4 M.D., +2 to strike, +1 to parry and +2 to disarm), and small bones, long slivers of bone, and teeth are used as *throwing spikes*, needles or like an ice pick (1D4 M.D., +1 to strike in hand to hand combat, +2 to strike when thrown). Can use any bone items as *Paired Weapons*. Typically carries a pair of large bone cudgels, a pair of small clubs and 1D4+2 knives on him at all times.

Spit Bone Fragments (special): The demonic killer can spit bone fragments like bullets to destroy opponents at a distance, but prefers to kill at close range using its own hands or bone weapon. Damage: The demon can spit bone chips the size of small daggers that do S.D.C. damage or M.D.: 1D6 for a single blade, 2D6 for two spit in rapid succession; both count as one melee attack. Range: 1000 feet (305 m) maximum.

Skills of the Assassin-Spy (special): The following skills can only be performed when in the shape of the deformed monster. Horsemanship: Exotic Animals 80%, Intelligence 90%, Interrogation Techniques 80%, Concealment 70%, Pick Locks 70%, Prowl 80%, Streetwise 70%, Surveillance Systems (limited to Tailing) 90%, and Tracking (humanoids) 90%.

Metamorphosis: Divine Form (special): See the description that follows. The metamorphosis counts as two melee actions/attacks.

Special Abilities of the Divine Horsehead Form:

Musical Skills (special): Can magically play *any* type of musical instrument even if it is the first time the demon has ever seen it. Skill level is 98% for common musical instruments and 85% for instruments with which it is not familiar. Kinnaras also sing like angels with a skill of 90% +1% per level of experience. These skills make the demons the musicians of the gods and many other beings.

Enchanting Music (special): The singing and/or music played by the Horseheaded Kinnaras is so literally "enchanting," that no intelligent being can ignore the music or attack while they are playing. Instead, all combatants pause as time seems to stand still. All who hear the music become lost in it. When the music ends, those who were bent on fighting or

killing will have lost their anger or bloodlust, and can think about their intent to do violence in a calm and reasonable manner. This moment of reflection *may* make the character reconsider his plan to do violence and to seek a more peaceful resolution to the problem. If such an alternative is not possible, the character may return to his original plan. The touching music simply cools the tempers of all who hear it, and gives the listeners a chance to reflect on their plans. It may or may not have any lasting impact on what happens next.

Cooking Skills (special): Brewing, Cooking, Identify Plants & Fruits, and Preserve Food, all at 98%. These skills make the demons the chefs of the gods, demons and other powerful beings.

Increase Size & Vocal Volume at Will (special): The Kinnaras can increase its size up to 20 feet (6.1 m) tall, adjusting size to match that of the being it serves or to appear more impressive. The larger size also enables the creature to sing louder – at 10 feet (3 m) its voice booms twice as loud as a human opera singer, at 15 feet (4.6 m) three times as loud and at 20 feet (6.1 m) five times as loud.

Metamorphosis: Beautiful Horse (special): In divine form, the Kinnaras can metamorph, at will, into a large black or white stallion that is sleek, powerful and beautiful to behold. The animal can appear at (roughly) normal size for a horse or twice as large. The one it serves or calls "master" may ride upon the demon's back, and may include greater demons, demon lords, the avatars of the gods or any master who has vanquished but spared the demon's life. In horse form increase running speed x10 and the Kinnaras Horse can run atop water and on the wind (maximum height in the air is 300 feet/91.5 m). Note: Horse Penalties: Reduce the number of attacks and combat bonuses by half in the divine form.

Metamorphosis: Deformed Killer (special): See the description above. The metamorphosis use up two melee actions/attacks.

Equivalent Skills (applies to both body forms): Magically understands and speaks all languages, and can read Chinese and one language of choice at 90%. Art 80%, Basic Math 90%, Calligraphy 90%, Dowsing 60%, Go 90%, History: China 80%, Land Navigation 70%, Lore: Demons & Monsters 70%, Lore: Religion 70%, Poetry 90%, Swim 90%, Whittling & Sculpture 75% (used for carving bone weapons), and two Domestic or Technical skills of choice at 65%. Skills do not improve with experience.

Vulnerabilities: In addition to the strange duality, there are the following.

1. Must metamorph into the deformed body of the killer to fight effectively, otherwise all attacks and bonuses are half that of the deformed assassin.

2. S.D.C. weapons made of *bone* inflict their S.D.C. damage as M.D. x2 when used on a Kinnaras in either body form. Yes, that means the demon's own bone weapons may be used against it.

3. Sunlight and daytime reduces the demon's number of attacks, combat bonuses, M.D.C., P.P.E. and I.S.P. by half as per body form.

A Globe of Daylight spell will do the same, but takes one minute for the penalties to go into effect, more than enough time for the demon to move out of its range or to find shadow cover where it is safe.

4. Kinnaras in either body form are attracted to art, especially music, song and dance, and may be lured to investigate and listen to or watch it, and are distracted (-1 on initiative and all combat bonuses) when lovely music can be heard in the background.

5. Magic, psionics and Mega-Damage weapons all inflict normal damage.

6. A Kinnaras is killed when its M.D.C. is reduced to 30 points below zero, otherwise its incredible bio-regenerative powers will restore the demon in a matter of minutes.

Equivalent Level of Experience: 1D6

Attacks per Melee: Deformed Killer: Seven physical attacks regardless of experience. The use of a magic spell counts as two melee attacks. Divine Artist: Three physical attacks or one by magic.

Damage: Head butts, punches and kicks do damage as per Supernatural P.S.; typically 5D6 S.D.C. on a restrained punch, 3D6 M.D. from a full strength punch or kick, 6D6 on a power punch (counts as two attacks), a bite does 2D6 M.D. and a claw attack does 4D6 M.D. (all Kinnaras have long fingernails sharp as razors). In the alternative, the assassin can use one of its natural attacks, magic or its swords. May use other weapons as it deems desirable. Blade weapons all provide a W.P. bonus of +2 to strike and parry, and +1 to strike when thrown. Modern weapons can also be used but without benefit of W.P. bonuses. Tends to rely on its own abilities and bone weapons.

R.C.C. Bonuses (in addition to likely attribute bonuses): +4 to strike, +3 to parry, +1 to dodge, +3 to disarm, +4 to pull punch, +2 to save vs all types of magic attacks, +10 to save vs Horror Factor and +6 to save vs possession. See attributes for additional bonuses.

Magic: Limited, but powerful. Aura of Death (12), Befuddle (6), Call Lightning (15), Chameleon (6), Cloak of Darkness (6), Deathword (70), Death Trance (1), Dessicate the Supernatural (50), Energy Bolt (5), Extinguish Fire (4; great for putting out candles and lanterns), Fire Ball (10), Frostblade (15), Havoc (70), Mental Shock (30), See in Magic Darkness (125), Sickness (50), and Spoil (30). **Note:** That this natural born killer possesses at least one combat spell that should be effective against most any opponent.

Demonic Curses: Heritage and Wasting.

Psionics: Alter Aura (2), Bio-Manipulation (10), Deaden Senses (4), Ectoplasm (6+), Levitation (varies), Mind Block (4), Sense Time (2), and Sixth Sense (2). Considered a Major Psychic. I.S.P.: M.E. attribute number x4.

Enemies: Humans, in general, are regarded as prey and playthings, otherwise, anyone who gets in the Kinnaras' way, or whom the demon's master tells it to kill (the more the better). Dislikes prankster spirits, including the Fox Spirit and Monkey Spirit, and sees the Fox Faerie as a rival.

Allies: Respects and admires beauty, the arts (particularly music), fighting skill and power. Often leads lesser demons and monsters, works with other greater demons and defers to the

Kou Ching and Demon Lords. The Kou Ching and Shen Wu are respected (practically worshiped) above all others. Most Kinnaras are good soldiers, loyal to their masters.

Habitat: May be found throughout China and Korea, and sometimes found in Russia and Japan, but may be sent anywhere on Earth or in the Megaverse by their master when on a mission of murderous revenge or tactical assassination.

Kou Ching the Dog Spirit

Kou Ching the Dog Spirit is a powerful Greater Demon that borders on the level of a Demon Lord. The great demon warrior has the body of a human, a dog's head with a long snout and large hanging ears, and shines with a strange light. Kou Ching is armed with two swords that can burst into magical flame to inflict greater damage and to unleash magical fires. Furthermore, the Dog Spirit, himself, can spit forth a large red pearl like a cannon ball.

Kou Ching has a singular mission: to locate, challenge and kill the most powerful heroes, champions and avatars of the Celestial Court as well as other warriors and heroes of the Gods of Light. Thus, the mighty, demonic warrior wanders the land, riding upon a warhorse, seeking Champions of Light to battle and slay.

Kou Ching are Aberrant in alignment and live by a twisted code of honor. That means they never break a promise or their word of honor, and may let a worthy opponent live, or offer to kill him quickly and painlessly out of respect. That having been said, the Dog Spirit challenges Champions of Light to one on one duels to the death without provocation (the heroes' very existence is provocation enough). The demons fight without quarter, show no mercy and are relentless in their quest to destroy the heroes of Light. The Dog Spirit's sense of honor and fair play usually prevents the demon from challenging young heroes lacking in the experience to have a real chance at defeating it – "there's no honor or challenge in a wolf eating a pup." However, if attacked first, especially if the "pup" should manage to draw first blood, all bets are off and a battle to the death ensues. The Kou Ching is also willing to battle three or more "pups" feeling that the fight is a bit more even, and has been known to cut down entire squads and even platoons of warriors who mistakenly believed they could best the demon through strength of numbers. In the alternative, the Kou Ching may summon a lesser demon or two to deal with "pups" rather than engage a young warrior personally. Along the same lines, the Kou Ching only wants to fight the one he has come to battle, not any other monks, warriors or heroes who might stand in his way. If others bar the demon's path to his opponent, the Kou Ching tries to appeal to the hero's sense of honor, and have him tell the others to stand down and serve as witnesses to a fair fight. However, there are instances when the others refuse because the hero is vital in righting an injustice or destroying a terrible evil. If no compromise can be found, the Kou Ching is likely to propose that *he* join the group and help them accomplish their vital mission. When they have succeeded, the demon and the hero can finally face each other in one-on-one combat to the death. Any hero (if not his comrades) with an ounce of nobility, honor or sense of fair play will most certainly accept such a generous

compromise, making for an interesting adventure. When this happens (and this is a classic story device in many Chinese myths), the Kou Ching and the hero may come to like and respect each other, which ultimately leads to a final, tragic duel where two friends, or at least respected comrades, battle each other until one is killed. There is no further compromise.

Though the Kou Ching may make gestures of fair play, the demon is a despicable monster bent on destroying heroes, crippling the forces of good and breeding injustice. The Dog Spirit

devours the heart of lesser warriors as an insult to them and their ancestors. Ripping the hearts out of the chest and eating it denies the deceased an honorable burial, and shows everyone who attends the funeral that the Dog Spirit saw him as nothing more than a meal. Worst of all, the Kou Ching is attracted to the innocence and promise of youth, and enjoys eating children (under the age of 12) as a sweet, succulent delicacy. Children who go missing are often feared to have become the victim of a wandering Kou Ching.



The Kou Ching are said to number fewer than 3000, and when slain return to the world to live as a feral wolf – a man-killer – for two years before turning back into Kou Ching. Once restored to humanoid form, the Dog Spirit remembers past lives and past triumphs and defeats as dreams. This means the Kou Ching may recognize an old enemy, and know who won their last battle and how, but with the distance of a character in a dream.

Kou Ching – Destroyer of Champions & Heroes

Alignments: Aberrant (100%). Calculating, cold-blooded killers driven to hunt and slay great heroes, warriors, dragons, avatars of the gods, demigods and, sometimes, even gods of Light. A consummate professional warrior and a sort of demonic bounty-hunter.

Attributes: I.Q. 1D6+12, M.A. 1D6+14, M.E. 1D6+16, P.S. 1D6+30 (Supernatural), P.P. 1D6+16, P.E. 1D6+20, P.B. 1D6+18, Spd. 1D6+30 (about 22 mph/35 km).

M.D.C.: P.E. attribute number x100 plus 5D6x10 per level of experience.

Horror Factor: 16

Size: Man-sized: 6-7 feet (1.8 to 2.1 m) and 200 pounds (90 kg), or Divine: 15-20 feet (4.6 to 6.1 m) tall and 2000 pounds (900 kg). Size varies according to whom the Dog Spirit is fighting.

Gender: Always male.

Average Life Span: Presumed to be immortal, though slaying the demon will send it into limbo for a year and then return it to the world as a feral, man-eating wolf for two years. If killed in wolf form, the process is repeated. Only after surviving as a wolf for two years and a day, does the Kou Ching return to its demonic form and renew its mission as hero slayer. The slain return at third level experience and must learn to live all over again.

P.P.E.: P.E. attribute number x10 plus 1D6x10 per level of experience.

Natural Abilities: Keen vision, Nightvision 400 feet (122 m), see the invisible, dimensional teleport 50% +5% per level of experience, and is impervious to S.D.C. weapons (except silver), disease, poison and fire. Resistant to man-made M.D. weapons and explosives (half damage), but magic and psionics do full damage and the demon is susceptible to alcohol and can get drunk. Bio-regenerates 4D6 M.D.C. per melee round, double on ley lines and at places of magic that radiate negative energy, and usually lives in a swamp/marshland, jungle or cave. The demon cannot heal at places filled with positive energy/chi. The Kou Ching can function day or night, requiring only 2 hours of rest or sleep per 24 hours and can go a week without sleeping at all without penalty. Since it usually seeks mortal champions, the Dog Spirit is out during the day.

Summon Lesser Demons: The Kou Ching usually summons one or more (3 maximum) lesser demons to serve him as retainers, to guard his warhorse, or to battle opponents the demonic warrior believes are inferior to him. 01-74% +2% per level of experience to successfully summon minions. Any Lesser Demon or Goblin (excluding Fox Spirits) may be called into service, and they obey his every command to the

best of their ability. A summoning can be attempted once per 24 hours but the demons may remain in the Dog Spirit's service until they are dismissed (which is usually after they have served their purpose and seldom more than 2-6 hours) or slain.

Metamorphosis: Hunting Dog (special): The Kou Ching can metamorph, at will, into a huge hunting dog, typically a massive hound. In this form, triple running speed and the demonic warrior can track by scent alone at 86% proficiency (+10% when following a blood scent). The form of the hound is taken to track, do reconnaissance, hunt animals for sport, or to spy upon men without them realizing it. The metamorphosis can be maintained indefinitely, but the Kou Ching uses the low animal form only for short periods and much prefers the humanoid form to be recognized for who and what they really are.

Metamorphosis: Pearl (special): The Dog Spirit can turn into a large pearl that is completely indestructible. The demon is aware of what is going on around him (15 foot/4.6 m radius), but no attacks are possible in this form, not even psionics. The only thing the Kou Ching can do is heal, though at half the usual rate. Submerging the pearl in wine or any alcohol stops even the healing process and blocks the demon's senses (can't hear, see, smell, etc., while immersed). Can survive underwater or in a vacuum indefinitely as a pearl, but must wait for rescue from another. This metamorphosis may be used for the obvious purpose of recovering M.D.C., though that is never done when fighting a worthy or honorable opponent (never!), or to gain entry to someplace, either as a (seemingly) valuable gift or by having a henchman or pawn take the pearl to the desired location, toss it over a wall, etc.

Spit Cannon Ball (special): The demonic warrior can spit forth a large red pearl like a cannon ball to destroy his opponents. **Mega-Damage:** 2D6, 4D6, or 6D6 M.D., whichever is desired. **Range:** 3000 feet (914 m) maximum. **Note:** Each cannon ball counts as one of the demon's melee attacks/actions.

Smoke Breath (special): A cloud of smoke can be expelled with a deep breath. **Range:** Up to 200 feet (61 m) away. **Radius of Effect:** Covers a 40 foot (12.2 m) radius. All those caught in the cloud cannot see what's going on outside of it, cough and are -4 to strike, parry and dodge. Smoke is typically used to keep bothersome spectators at bay or out of the field of combat or from seeing what the demon is doing; sometimes to cover an escape (the Kou Ching has no interest in fighting ordinary soldiers or peasants). Breathing out smoke counts as two melee attacks.

Magic Fire Swords (special): All Kou Ching carry a matched pair of swords. Some believe the weapons are actually a living part of the demon or a manifestation of the monster's negative Chi, because one or both can be made to appear, in hand, at will (counts as one melee attack/action), or to burst into flame (counts as one melee attack/action per each sword). **Mega-Damage:** 5D6 M.D. per each sword strike, but increase damage to 1D6x10 M.D. when they are turned into flaming swords. Creatures vulnerable to fire may take even greater damage. Each sword can also unleash a bolt of fire with a range of 2000 feet (610 m) and does 3D6 M.D.

per blast. Each blast counts as one of the demon's melee attacks. Twin blasts can be fired simultaneously (double damage) but count as two attacks. Bonuses with Swords (in addition to other combat and attribute bonuses): +1 on initiative, +2 to strike, +3 to parry, +3 to disarm, +5 to pull punch/strike (to inflict any amount of damage, below the maximum, desired; usually done when toying with an opponent or trying to embarrass him). Return When Thrown: Each sword can be thrown up to 1000 feet (305 m). After a target is struck or the weapon hits the ground, it vanishes to reappear in the Kou Ching's hand, and all in the blink of an eye (counts as one melee attack). Magic of the Swords: Each enchanted blade can cast each of the following spells *once* per 24 hours (as per Fire Elemental Magic; draws on its own P.P.E. supply): Extinguish Fire (8), Fire Whip (30; sword becomes the whip), Heal Burns (15), Globe of Daylight (2), Plasma Bolt (60), See Through Smoke (12), and Wall of Flame (15). Duration is equal to the level of the demon. Note: If the Kou Ching is destroyed or turned into a pearl, the weapons vanish.

Change Size at Will (special): The Kou Ching can change its size from 6 feet (1.8 m) up to 20 feet (6.1 m) tall, adjusting size to match, or come close to, that of his opponents (usually a head shorter to make his opponent feel bigger and stronger when they are not).

Equivalent Skills: Magically understands and speaks all languages, and can read Chinese, Hindu/Indian and one language of choice at 90%. Art 80%, Basic Math 98%, Calligraphy 90%, Dowsing 60%, Go 90%, History: China 80%, Lore: D-Bees 70%, Lore: Magic 70%, Prowl 50%, Land Navigation 90%, and two Domestic or Technical skills of choice at 70%. Skills do not improve with experience.

Vulnerabilities: In addition to the Dog Spirit's obsession to fight and kill heroes and the champions of the gods, there are the following.

1. Water reduces the demon's M.D.C., P.P.E., Spd attribute, combat bonuses and attacks per round by *half*. This includes being in water that is as little as knee deep or being caught in the rain (anything more than a drizzle or light mist).

2. Holy weapons, demon slaying weapons and those blessed by a god of Light inflict double damage. A vial of holy water burns like acid and does 1D6 M.D.

3. S.D.C. weapons made of silver inflict their damage as equivalent M.D., so a silver spear that normally does 2D6 S.D.C. damage does 2D6 M.D. to the Kou Ching. Furthermore, damage inflicted by silver weapons costs twice as much to be healed (i.e., to heal 9 M.D. requires 18 M.D.C. bio-regeneration points).

4. Magic, psionics and magic weapons all inflict normal damage. Other Mega-Damage weapons do only *half* damage.

5. Reducing the demon's M.D.C. to zero or 30 points below zero turns it into a large pearl. The Kou Ching will remain in this form for 24 hours before reappearing completely healed and at full power.

Reducing the M.D.C. to -31 or more points below zero destroys the Dog Spirit in a puff of black smoke. The creature cannot return to the world for one year (it is lost in limbo) and when it does return, it is as a mortal feral wolf that is a

man-eater. The wolf is larger than usual and hunts alone, feeding on humans as its primary prey. (The wolf has 1D6x10+16 Hit Points and 1D6x10 S.D.C., four attacks per melee round, is +3 to strike, +1 to parry, +4 to dodge and does 4D6 damage per bite.)

Equivalent Level of Experience: 1D6+3

Attacks per Melee: Nine physical attacks regardless of experience. The use of a magic spell counts as three melee attacks.

Damage: Head butts, punches and kicks do damage as per Supernatural P.S.; typically 5D6 S.D.C. on a restrained punch, 4D6 M.D. from a full strength punch or kick, 1D4x10 on a power punch (counts as two attacks), and the bite does 6D6 M.D. In the alternative the Dog Spirit can use one of its natural attacks, magic or its swords. May use other weapons as it deems desirable. Blade weapons all provide a W.P. bonus of +2 to strike and parry, and +1 to strike when thrown. Modern weapons can also be used but without benefit of W.P. bonuses. Tends to rely on its own abilities and those of the twin fire swords.

R.C.C. Bonuses (in addition to likely attribute bonuses): +3 to strike and parry, +1 to dodge, +3 to disarm, +4 to pull punch, +2 to save vs all types of magic attacks, +10 to save vs Horror Factor and +6 to save vs possession. See attributes for additional bonuses.

Magic: Limited, but powerful. Anti-Magic Cloud (140), Ballistic Fire (25), Dessicate the Supernatural (50), Dispel Magic Barrier (20), Electric Arc (8), Enchant Weapon (400+), Fire Ball (10), Fire Blossom (20), Fire Gout (20), Lightning Arc (30), Mask of Deceit (15), Meteor (75), Negate Magic (30), Phantom Mount (45), See in Magic Darkness (125), Swords to Snakes (50), Teleport (600), Transferal (50), and Words of Truth (15).

Demonic Curses: None.

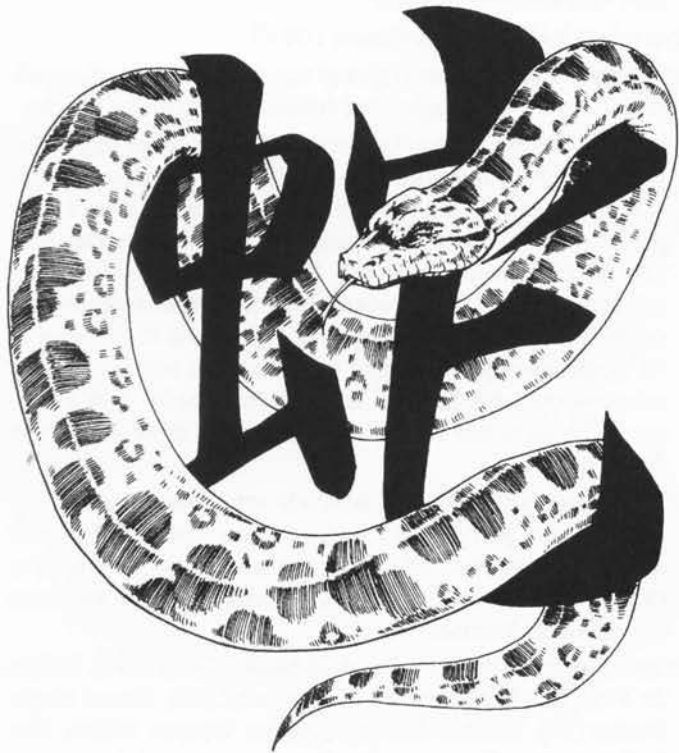
Psionics: Mind Block Auto-Defense (special), Object Read (6), Mask P.P.E. (4), See Aura (6), Sense Time (2), and Telepathy (4). Considered a Major Psychic. I.S.P.: M.E. attribute number x3.

Enemies: All Champions of Light, avatars of the gods and those who fight on behalf of the Celestial Court, or any Gods of Light, goodness and justice. This may include humans and D-Bees who have risen above their humanity to become heroes of renown or even superhumans that battle evil. Otherwise, finds humans rather amusing and has nothing against humanity. In fact, the Kou Ching find humans to be quite delicious, especially the young, and feed on humans as their favorite prey. *Dragons* and *True Atlanteans*, among others who tend to stand on the side of Light, have had frequent clashes with the Kou Ching. According to some legends, it is the Kou Ching who are responsible for nearly wiping out the *Chiang-Ku dragons*.

Allies: Ultimately the Kou Ching's quest to find and destroy Champions of Light works to the benefit of dark gods, Demon Lords, the Yama Kings and the forces of darkness, but the Dog Spirit rarely allies itself to any specific god, king or nation. May turn to a fellow evil being for information and help finding a particular hero, but seldom joins forces with other evil beings for any other purpose.

Habitat: May be found anywhere in the world and across the

Megaverse, though most numerous in China (several hundred) and Southeast Asia (a few dozen). It is believed that no more than three thousand can exist at any given time.



Mahoragas

Also known as “the Serpent”

Mahoragas are demons shaped like giant boa constrictors with intelligent, human eyes. They are creatures of earth, water and eternity, which means they can see glimpses of the future. Mortals and supernatural beings may approach the Mahoragas with offerings of food to request insight to some problem, to locate a lost loved one, or to see their future. A Serpent may comply without any demand placed upon the individual when what it sees amuses it, or sets into motion a great conflict or upsets the current balance of power – in short, anything that creates strife and consternation for the individual and should have long-reaching impact on other people or entire nations. The cruel and sadistic demon likes to inflict pain and suffering so it delights in telling people terrible things when one sees it. Otherwise, a Mahoragas requires the person seeking its advice to share with it a dark secret or to do it a favor, or provide it with a delicacy of food or drink. Much like the Headless Ones, a favor for the Serpent always causes suffering for someone, or furthers one of its own secret agendas, which is always to promote suffering, chaos and change. A Mahoragas may *choose* to be reasonably friendly, helpful and plain speaking or deliberately condescending, rude, obtuse, and/or cryptic. Which approach it chooses often depends on the level of respect and courtesy the creature is shown by the one seeking its advice, as well as the vision it sees about the individual’s future. Characters who annoy or insult a Mahoragas can expect no cooperation whatsoever, or at a very great cost, and may be put in their place or tortured via the creature’s magic, psionics or subtle manipulations.

The Mahoragas love to use the emotions, desires and needs of others to manipulate them into serving their own cause, and that cause is usually chaos and ruination. The Serpent is a creature of chaos that doesn’t ever truly serve anyone but itself. As a creature of chaos, it thrives on bringing about tumultuous change by whatever means is available to it. Thus, there are times when the Mahoragas may seem to walk with angels, but ultimately its mission is destroying someone’s power base and bringing about devastating change. A Serpent is pleased when it can bring down a king or inspire the overthrow of a tyrant. It will promote freedom or tyranny, encourage exploration or isolationism, or fan the fires of patriotism, zealotry, fear, ignorance and hate to give birth to chaos and change. And that means the demon will turn against its own demonic brethren and the forces of evil, for when good or evil gets too powerful – too dominant – the Mahoragas believe it is time to tip the scales to create unrest, revolution, war and chaos. That makes the Serpent the enemy of order and life.

Not all Mahoragas patiently wait for beings to come to them. About 15% seek out mortals and become actively involved in the affairs of men and gods, usually as duplicitous advisors behind the throne. Some go so far as to seize an entire community or kingdom to rule as their own, while others establish death cults and secret societies. At least half of all snake cults and one-third of all death cults in China and India have been started (and often led in secret) by a Mahoragas. The Serpents know how to use and inspire mortals with consummate skill to achieve what they want – change that tears down, destroys, humiliates and causes strife.

Ninety percent of all Mahoragas are intensely jealous of true dragons and do whatever they can to hurt and destroy them. Serpents constantly work to undermine the dragons’ holdings, power base, reputation and goals, if for no other reason than to take what they want away from them. This and their devotion to chaos has made the Mahoragas despised by dragons and disliked by demons and dark gods, because the Serpent can *never* be trusted, and one never knows when it may turn on you.

Mahoragas – Demon Oracle

Race: A Greater Demon.

Alignments: Miscreant (40%), Diabolic (50%) and Aberrant (10%). Cruel, sadistic, and manipulative. Likes to send people on hopeless quests and fool’s errands.

Attributes: I.Q. 1D6+20, M.A. 1D6+20, M.E. 1D6+18, P.S. 1D6+19 (Supernatural), P.P. 1D6+14, P.E. 1D6+19, P.B. 1D6+4, Spd. 1D6+10.

M.D.C.: 1D4x100 +4D6 per level of experience.

Horror Factor: 14

Size: 15-20 feet (4.6 to 6.1 m) tall though the Serpent may look smaller when coiled. Weighs 1000-2000 pounds (450 to 900 kg).

Gender: 50/50.

Average Life Span: Presumed to be immortal.

P.P.E.: 2D4x10+90

Natural Abilities: Keen vision, Nightvision 400 feet (122 m), see the invisible, dimensional teleport 30% +5% per level of experience, impervious to S.D.C. weapons, disease, poison and cold. Resistant to man-made M.D. weapons and explo-

sives (half damage). Bio-regenerates 2D6 M.D.C. per melee round, double on ley lines and at places of magic that radiate negative energy, and usually lives in a swamp/marshland, jungle or cave. The demon cannot heal at places filled with positive energy/chi. A creature of darkness, the Mahoragas is vulnerable in the light of day, but can appear day or night.

Metamorphosis: Snake (special): The Mahoragas can turn into a large, but normal looking boa or cobra. In this form the creature can squeeze through small openings and narrow cracks, slither through the bars of a prison or under a gate, as well as Swim 95%, Prowl 75%, and Climb 95%/90%. Speed is unchanged. Forming back into its physical form as a giant boa counts as one of the demon's melee attacks. Can speak and use psionics in snake form but cannot cast spells.

As a boa it is +5 to entangle, can pin the limbs, making it impossible for its victim to use his hands or feet (needs an ordinary P.S. that's triple the P.S. of the snake or a Supernatural P.S. that is at least 10 points greater to break free or pull the snake off), and it can constrict to crush or choke its victim. Each constriction counts as one of its melee attacks and does 5D6 S.D.C./H.P. damage or 2D6 M.D.

As a cobra the Serpent is +1 on initiative, +1 attack per melee round, +2 to strike, +1 to dodge and the bite does an extra +1D6 M.D.

Equivalent Skills: Magically understands and speaks all languages, and can read Chinese, Hindu/Indian and one language of choice at 95%. Anthropology 80%, Basic Math 98%, Calligraphy 90%, Dowsing 90%, Find Contraband 65%, Gemology 75%, Holistic Medicine 70%, History: China 80%, Lore: Demons & Monsters 80%, Lore: Magic 60%, Lore: Psychics & Psionics 80%, Prowl 45%, Land Navigation 65%, Seduction 80%, and two Technical or Science skills of choice at 50%. Skills do not improve with experience.

Vulnerabilities: Its snake appearance frightens and puts off a lot of people, or the Mahoragas would have even greater influence on humanity, but humans fear and distrust snakes.

1. Magic, psionics and magic weapons all inflict normal damage. Most non-magical Mega-Damage weapons do only half damage.

2. Dragon and serpent slaying magic weapons do double damage, as do weapons and wands from the Millennium Tree.

3. The bite and breath attacks of true dragons do double damage to the Mahoragas, and no dragons with any experience like or trust the Serpent.

4. *The mongoose!* The mongoose is a small to medium-sized mammal that Westerners find reminiscent of a large ferret. The mongoose is famous for their "snake killing" ability, including cobras and boa constrictors. The very appearance of the animal sends chills down the Serpent's spine – Horror Factor 15 – and Mahoragas who fail to save are likely (01-60% chance) to turn tail and flee before the mongoose can launch an attack. The fear is so great that even a magical illusion or a character using metamorphosis magic to turn into one will have the same effect. However, an illusion and a metamorphed individual do not inflict the Mega-Damage that the real animal can do to a Mahoragas.

A real mongoose does 5D6 M.D. from a claw attack and 1D6x10 M.D. with its bite, and the Serpent can't bio-regenerate lost M.D. from a mongoose's bite until it is out of the creature's *aura of influence* (100 yards/meters). Thus, as long as the genuine creature stays within close range, the Mahoragas can't recover from the damage, and that's how the mongoose fights. Additionally, all of the Mahoragas' physical attacks directed at the mongoose are reduced to 10% the normal damage and M.D. become S.D.C. against the brave critter. Moreover, the mongoose is impervious to the Serpent's psionic attacks and the demon is too frantic and busy dodging its attacks to cast a spell. The mongoose sees the Mahoragas as its natural enemy and fights to the death.

5. Reducing the demon's M.D.C. to zero or -10 below turns it into a dozen tiny green worms that begin to burrow into the ground. They are gone within one melee round (15 seconds) and will reform into a Mahoragas within 10 minutes at full M.D.C. However, any spent P.P.E. and I.S.P. remain gone, because all of its efforts have gone into reforming and healing.

To truly kill the Serpent one must reduce M.D.C. more than -10 below zero, chop off its head, hang it in a tree and bury the body.

Equivalent Level of Experience: 1D6+1

Attacks per Melee: Four physical attacks regardless of experience. The use of a magic spell counts as two melee attacks.

Damage: Head butts and tail slashes do damage as per Supernatural P.S.; typically 3D6 S.D.C. on a restrained punch, 2D6 M.D. from a full strength punch or kick, 4D6 on a power punch (counts as two attacks), but the bite does 3D6 M.D., or the demon can attack using magic. Never uses a weapon, preferring to rely on its natural abilities and magic.

R.C.C. Bonuses (in addition to likely attribute bonuses): +1 to strike and parry, +3 to automatic dodge (the act of dodging does not use up a melee attack, but a 1D20 must still be rolled to determine if the dodge was successful), +2 to save vs all types of magic, +8 to save vs Horror Factor and +6 to save vs possession. See P.E. attribute for an impressive bonus to save vs magic.

Magic: Agony (20), Astral Projection (10), Calling (8), Charm (12), Commune with Spirits (25), Compulsion (20), Domination (10), Eyes of Thoth (8), Forcebonds (25), Instill Knowledge (15), Locate (30), Oracle (30), Mute (50), Second Sight (20), See Aura (6), See Wards (20), Swords to Snakes (50), Transferal (50), and Words of Truth (15).

Demonic Curses: None.

Psionics: Alter Aura (2), Clairvoyance (4), Detect Psionics (6), Group Trance (15), Hypnotic Suggestion (6), Mind Block Auto-Defense, Object Read (6), Mask I.S.P. & Psionics (7), Mask P.P.E. (4), Mentally Possess Others (30), Presence Sense (4), Psychic Body Field (30), Psychic Diagnosis (4), Psychic Omni-Sight (15), Psychosomatic Disease (30), See Aura (6), Sense Dimensional Anomaly (4), Sense Time (2), Telemechanics (10), and Telepathy (4). Considered a Master Psychic. I.S.P.: M.E. attribute number x10.

Enemies: Sees humans as cannon fodder, playthings and a means to an end, but doesn't have an affinity to anyone, human or demonic. Tend to keep to themselves.

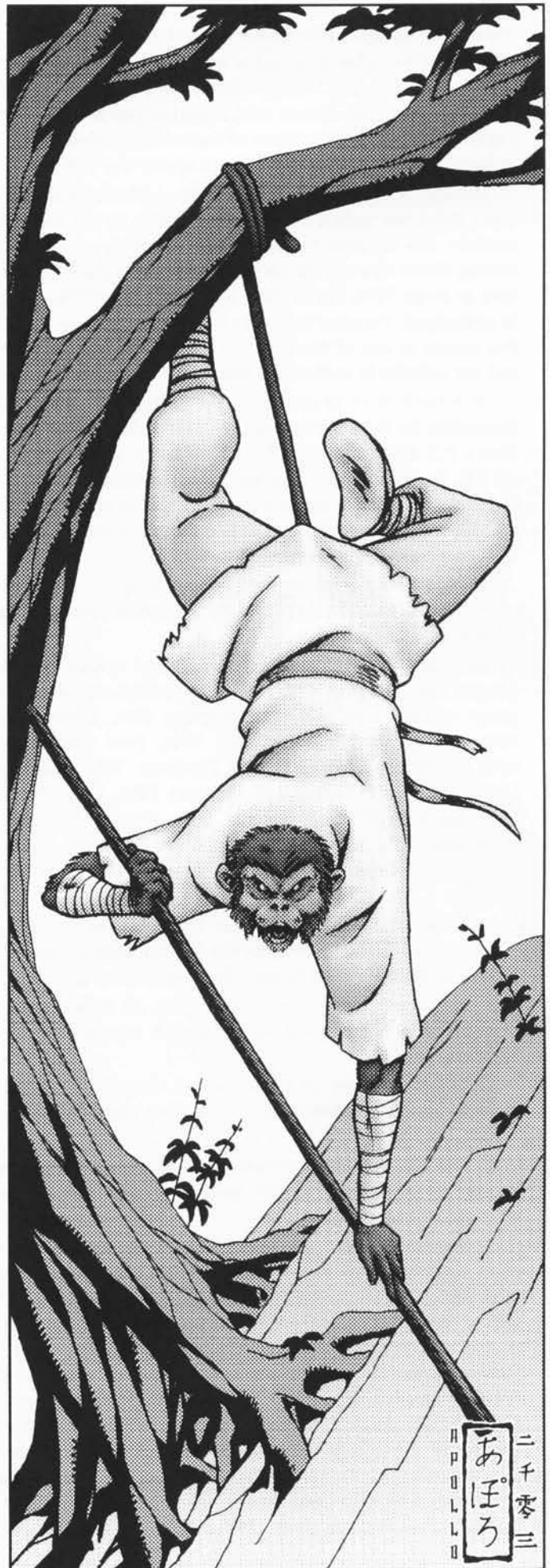
Allies: Their own kind and sometimes other demons and gods of war and chaos. The Mahoragas' only alliance is with chaos, and they quietly work to destroy the plans of mortals and the supernatural alike, always seeking to shatter order, peace, and enlightenment. This makes them the enemies of the Yama Kings, because if the Mahoragas have any say in the matter, they will never allow one King to rule all of China and bring order to the world. Never.

The Serpent may be forced to serve a powerful being like the Yama Kings, Demon Lords, Greater Demons, dark gods, and dragons, but being in league with a Mahoragas is like going to bed with a viper, sooner or later you're going to get bitten. Mahoragas are famous for helping heroes and traitors destroy the one that imprisons or forces it to serve against its will.

Habitat: Found throughout China, India and Southeast Asia, seldom found anywhere else. Rumor has it one or two live in the African Congo, and another rumor suggests that at least one of the leaders of Tolkeen had allied himself with a Mahoragas. Could the presence of such a creature have contributed to the fall of Tolkeen?

Monkey Spirit

The mischievous Monkey Spirit can be a hero, villain or aggravating prankster who has fun at the expense of others. It is the role of prankster, thief and smart aleck that comes most naturally to this supernatural being, but Monkey is a complex creature who has many shades to his personality. On one hand, all Monkey Spirits are bold, inquisitive, adventurous and nearly fearless. While these may sound like good traits – and they can be – they can also be bad if taken to extremes, and Monkey Spirits are prone to extremes. They seem bold and fearless because they are so cocksure of themselves that they often underestimate the danger at hand or believe, whether true or not, that they can figure a way out of any dilemma. While it is true that Monkey Spirits are all very clever, cunning, and resourceful (able to think fast on their feet), their lack of humility and their own deep abiding faith in themselves often blinds them to their own shortcomings or the full extent of the danger they face. Consequently, Monkey Spirits frequently underestimate an opponent or the seriousness of a situation and find themselves in trouble way over their heads. Likewise, while an adventurous spirit and sense of curiosity can be a good thing, the curiosity of a Monkey Spirit knows no bounds. Monkey Spirits often stick their noses into matters that are none of their affair, and get themselves embroiled in plots, schemes and intrigue that are dangerous, wrong and evil before they realize what they are doing. The old saying about “leaping before one looks” describes Monkey Spirits perfectly, and lands them (and those around them) in hot water all the time. They love challenges, mind games and battles of wills, and are very good at strategies and tactics, but the overconfident Monkey Spirits always think they'll win and seldom have a contingency plan. The Monkey never seems to learn from his mistakes either, figuring whatever trouble he happens to get himself into, he can get out of through sweet talk, charm or finagling (or outright lies, cheating or bluffing). However, while that *is* often true for the resourceful



Monkey Spirit, it may not be the case for the poor souls who foolishly trust the furry imp and join him on one of his ill-conceived adventures. And as noted, there are many times the quick thinking Monkey gets himself into trouble that he did *not* see coming and can *not* easily escape. Of course, that's when the Monkey Spirit turns to a "friend" or some gullible person to trick or manipulate for his own benefit. And that brings us to the other hand – the not so nice side of this seemingly fun-loving and affable supernatural being.

Monkey Spirits can be incredibly self-serving, mischievous and manipulative, to the point of being cruel and evil. The worst of the lot care only about themselves and the rewards they'll reap, using or misleading innocent pawns and heroes alike into danger or their own doom to get what the Monkey Spirit wants, and with nary a regret for the loss or suffering the pawns may endure. Even the nicest Monkey Spirits with the best intentions suffer from these traits, and have a habit of looking out for themselves first. They also struggle with greed, selfishness, and are tempted to use, trick, and manipulate others, whether friend or foe, to get what they or their (current) buddies want. Additionally, all Monkey Spirits see themselves as swashbuckling adventurers free from the moral restraints of human society – i.e., they are above the laws, ethics, business practices, responsibility for their actions, duty to family, and all the other trappings of human civilization. Most Monkey Spirits live as they please. Laws are to be broken, rules to be bent, and life to be enjoyed . . . sometimes at the expense of others. Monkey Spirits are known to say and do things that make fun of, or humiliate others, or mock laws and beliefs, but they never engage in pointless torture, physical abuse or wanton carnage. They regard such behavior as evil and barbaric.

Freedom and personal expression are cherished by Monkey Spirits above all other things, which brings us to why these impish animal spirits (some would say "demons") frequently help humans. For one thing, their curiosity lures them into the affairs of mortals that they should have nothing to do with, and their sense of reckless adventure entices them to dive right in. The fact that they think they can beat anybody at any game makes the Monkey Spirits the champions of the underdog, but more than anything, Monkey Spirits hate injustice that takes away freedom. Consequently, they love nothing more than to help the downtrodden, to topple despot rulers, to thwart would-be conquerors, to free those wrongly imprisoned, or help those wrongly accused, as well as battle evil and inspire people to challenge authority. Slavers or anyone who keeps and abuses slaves are hated the most. Of course, Monkey Spirits value their own freedom above all else and cannot stand to be imprisoned or tied down by rope or responsibility for long.

Though many people consider Monkey Spirits to be demons – or at best, spirits of nature and chaos – most Monkeys see themselves as dashing creatures who don't usually consort with demonic beings. Most avoid contact with demons, goblins, ghosts and dark gods unless it is to manipulate them or their minions for their own reward, revenge or amusement, or to free humans from their bondage.

Though called a "spirit," all Monkey Spirits appear as flesh and blood beings that are human-sized monkeys, 5-6 feet (1.5 to 1.8 m) tall, with a monkey's face, hands, prehensile feet, fur, and long, curling, prehensile tail. Despite its animal appearance,

the creature is intelligent, clever and frighteningly human-like, right down to perfect human speech and wearing human clothing. Monkey Spirits appreciate the finer things in life, including silks and jewelry, but seldom show off by dressing in rich clothing or gems. Instead, they typically wear peasant clothes or the garments of travelers: Shirt, pants, and cloth or straw shoes (going barefoot only to climb and when it is beneficial to have one's prehensile feet handy), and a colorful silk sash tied around the waist and/or forehead. Some are partial to cloaks, capes and caps or wide-brimmed hats. Their favorite color for hats and capes is red and orange, and the Spirit's favorite weapons are keen intellect, clever tongue, magic, a wooden staff and a knife (often one or both of the weapons are magical).

Monkey Spirit – Impish Adventurer, Prankster & Con-Artist

Race: A greater supernatural being/demon.

Alignments: Any, but most are Unprincipled (30%), Anarchist (45%) Miscreant (10%), and Aberrant (5%). Self-indulgent, free spirits with a knack for finding and creating trouble for themselves and those who associate with them even for a short while. Excess, gluttony, greed, envy, nosiness, rumor-mongering and obsession are common Monkey Spirit vices. The vengeance of an angry Monkey Spirit can be horrible and far-reaching. Smart people find a way to make peace with a Monkey Spirit they have angered or wronged.

Attributes: I.Q. 1D6+16, M.A. 1D6+17, M.E. 1D6+15, P.S. 1D6+17 (Supernatural), P.P. 1D6+16, P.E. 1D6+15, P.B. 1D6+9, Spd. 1D6+15 (double swinging through trees).

M.D.C.: 3D6x10 +P.E. attribute number and +2D6+20 per level of experience.

Horror/Awe Factor: 11

Size: 5-6 feet (1.5 to 1.8 m) tall and weighs 90-130 pounds (40.5 to 58.5 kg); seems a bit shorter because the creature often crouches and stands hunched over.

Gender: 50/50.

Average Life Span: Unknown, at least 1000 years, may be immortal.

P.P.E.: 1D6x10 plus 40 (more if a practicing spell caster).

Natural Abilities: Nightvision 600 feet (183 m), see the invisible, dimensional teleport 25% +5% per level of experience, double Spd when climbing and swinging through *trees*, leap 10 feet (3 m) high and 20 feet (6.1 m) across, and can climb steep inclines or the sides of buildings and other rough surfaces at 70% +2% per level of experience at normal running speed. Impervious to most S.D.C. weapons except those made of iron, the wood of a peach tree or ice (which do their S.D.C. damage as M.D.), impervious to disease, and bio-regenerates 2D6 M.D.C. per melee round, double on ley lines and at places of magic that radiate positive energy. Good characters cannot heal at places filled with negative energy/chi. The Monkey Spirit functions equally well at day or night, and only needs about five hours of sleep every 24 hours.

Prehensile Tail (special): The tail can be used to hold and carry items, wield weapons (though at half the character's usual combat bonuses for ancient weapons and is -4 to strike

using guns), and even perform skills though they take twice as long to execute and are done at half the usual skill proficiency.

Equivalent Skills: Magically understands and speaks all languages, and may even be able to read one or two (see Technical skills). Acrobatics 90%, Calligraphy 75% (but only if it can read), Climb 98%/90%, Dance 80%, Escape Artist 75%, Gambling 75%, Land Navigation 75%, Swim 50%, W.P. Knife or Staff, three Rogue skills of choice at 75%, and 1D4+1 Technical skills of choice at 70%. Skills do not improve with experience.

Vulnerabilities: Besides being overconfident and having a love for intrigue and trouble . . .

1. S.D.C. weapons made of *iron, peach wood* or *ice* inflict their S.D.C. damage as M.D., so an iron dagger or icicle that normally does 1D6 S.D.C. inflicts 1D6 M.D. to the Monkey Spirit. Ice magic spells and magic weapons made of ice do 50% more damage. Ironically, though vulnerable to weapons made from the wood of a peach tree, the creatures love peaches and will stuff themselves on the fruit whenever they get the chance.

2. Peaches. Monkey Spirits love peaches, peach jellies and jams, peach pies, peach wine and all edible peach products, and will beg, borrow and steal to get them. Peaches can be used effectively to bribe, coax information and secrets out of the creature or to get it to provide help (requires a dozen or more peaches, or 3-6 peach pies or bottles of jam, or wine, etc.).

3. Vulnerable to most types of magic and psionics, all of which do normal damage; as do magic weapons.

4. To kill a Monkey Spirit, the creature's M.D.C. must be reduced to 50 points below zero, otherwise its incredible bio-regenerative powers will restore the creature in a matter of minutes. Placing a peach pit in its mouth prevents magical Resurrection or Restoration.

Equivalent Level of Experience: 1D6+1

Attacks per Melee: Five physical attacks regardless of experience, or two by magic.

Damage: Punches and kicks as per Supernatural P.S.; typically 3D6 S.D.C. on a restrained punch, 1D6 M.D. from a full strength punch or kick, 2D6 M.D. on a power punch (counts as two attacks), a bite does 1D4 M.D., or by weapon or magic. Favors knives and staves. May use guns and other hand-held weapons but without benefit of bonuses (no W.P.) and prefers to rely on its smarts, cunning, natural abilities and magic.

R.C.C. Bonuses (in addition to likely attribute bonuses): +2 on initiative, +1 to strike and parry, +2 to automatic dodge (meaning the act of dodging does not use up a melee attack, but a D20 must still be rolled to strike, plus bonuses, to determine if the dodge was successful), +3 to pull punch, +3 to roll with impact, +1 to save vs all forms of magic, +3 to save vs illusions, and +3 to save vs Horror Factor and possession.

Magic: Only half of all Monkey Spirits study and learn to cast spell invocations. Those who do know a total of 8 spells +2 for each level of the creature's experience. Spell selections are limited to Invocations Levels 1-7 and typically reflect the creature's mischievous nature and alignment. Spell casters

get an additional 1D6x10 P.P.E. plus 10 points per level of experience.

Demonic Curses: None.

Psionics: I.S.P. is M.E. attribute number x2. Abilities are limited to Empathy (4), Sense Time (2), Telepathy (4), and Mind Block (4). Considered a Minor Psychic.

Enemies: Generally disliked by mortals (humans and D-Bees) and demons alike, because the creature represents trouble and shenanigans. However, both may tolerate and even seek the Monkey Spirit's advice or aid.

Allies: Monkey Spirits like humans, enjoy their company and find them to be an endless source of fun, and fascinating. In the end, however, humans are seldom more than a means to an end or a source of amusement. Monkey Spirits frequently travel, help and ally themselves to humans, especially if the alliance means fun, a grand adventure or the acquisition of something the creature wants (treasure, magic item, fame, revenge, etc.). Despite its vices, anyone who has *earned* a Monkey Spirit's true friendship has a steadfast and loyal pal who will never deliberately hurt, betray or abandon him.

Habitat: Found throughout China and Southeast Asia, particularly in the forests and mountains. Occasionally encountered in Mongolia, Russia, Japan and India.

Naga

The Naga is a demon with the body of a snake, a fish tail, the face of a human (usually female), and the expanded neck of a cobra. The creature can measure 12-30 feet (3.6 to 9.1 m) long and is a force of nature. The Naga live in the sea, lakes and rivers (sometimes damp caves and swamps) and are known to control rain and clouds. When angry or vengeful the demons may cause floods, storms, lightning and other rain/river related disasters. Naga find humans to be amusing insects, but enjoy watching them and sending them challenges and disasters to test their mettle or personal resolve. Naga are especially fond of testing heroes, creating obstacles for them to overcome, temptations to deter them, and sending combatants to challenge them (other demons, sorcerers, monsters, bandits, highwaymen, rivals, and others). It is believed the Naga finds such tests of conviction and endurance to be inspiring and helpful.

Creating fog, storms, floods and droughts may be done to test a hero, but more likely than not is an angry outburst, or sent to punish those who anger, defy or offend the great serpent, and sometimes just because she's in a mean mood. Sailors and fishermen are the closest to the monster's wrath, but farmers who rely on rain for their crops are nearly as vulnerable. Too much rain will soak and drown crops, too little rain makes them shrivel and die, and floods can wash away trails, roads, bridges, and entire villages. Thus, the Naga is both respected and feared by the people of China, the demon's unpredictable temperament reflecting the chaotic whims of nature. Other demons also find the Naga fearsome and unpredictable for she usually does as she pleases and cannot be forced to do anything against her will. The Naga would rather die or wreak destruction than submit to being caged or serving another against her will. Consequently, a Naga makes an uncertain ally subject to whim, insult and the changing tides of any situation.



Female Naga are strangely beautiful and attractive to mortal men, who they sometimes seduce. For some reason, female Naga find human males interesting and alluring. They are most attracted to men who have strong convictions, strive to be great or heroic, or who are decisive and show leadership qualities, but also to those who are kind, intelligent, and wise. When truly in love (at least for the moment), a female Naga can let herself become pregnant, and give birth to one or two offspring (the latter are always identical twins). After birth, the demon leaves the infant where it can be found and raised by humans. These Naga-Spawn appear completely human, but as they grow older, their actions and abilities prove they are much more.

Naga-Spawn – Semi-Divine Human

Roll up like a normal human character, selecting occupation, skills, alignment, etc., as usual. In most cases, the character is raised in a monastery where the Master or elders know what the child is, and spend years teaching and training the individual to realize its potential to be a hero/champion and a force for good. In other cases, the Naga-Spawn is raised by loving human parents who find and adopt the Naga-Spawn as their own without ever suspecting the child is more than human. For the first 8-10 years of the character's life, he or she seems (mostly) normal, though never ill and very strong. Then, as the child gets older, things become apparent that the teenager is more than human. As a result, Naga-Spawn often go into the world at an early age, as young as 14, though usually around 16, where they quickly make a name for themselves as good guy or villain.

Alignment: The character may be any alignment, but most lean toward Principled, Scrupulous, Unprincipled, and Anarchist, and many become heroes and champions.

Attribute Bonuses: +1D6 bonus to all attributes, except M.A. and P.S., both of which get a +2D6 bonus. P.S. is Supernatural.

M.D.C.: Instead of Hit Points and S.D.C., the child has M.D.C. equal to its P.E. x3 plus 2D6 M.D.C. per level of experience.

Special Abilities: A Naga-Spawn is impervious to disease, instinctively knows how to Swim at 98%, can hold his breath for a number of minutes equal to his P.E. attribute number, takes half damage from Mega-Damage electricity/lightning, and bio-regenerates 1D6 M.D.C. of damage every minute (or one M.D.C. per melee round). In addition, the Naga-Spawn can see clearly in fog and mist, can turn invisible in fog, loves the rain, and can sense when rain is coming and whether it will be light or heavy.

Skills and knowledge: Determined by the character's human O.C.C.

Vulnerabilities: 1. The main weakness of the Naga-Spawn is if any supernatural being or creature of magic, including sorcerers, learns the Naga-Spawn's "true name," it negates all bonuses to save vs magic, psionics or poison they may throw at the spawn, and all other bonuses are reduced by half. Naga-Spawn may be used by a G.M. as a villain, NPC or even allowed as a player character if running a campaign composed with Heroes of the Celestial Court.

2. Impervious to most S.D.C. weapons, but weapons coated or made in silver or ice do their S.D.C. damage as M.D.



3. Mega-Damage fire does an extra 50% damage, otherwise all other M.D. attacks – except lightning/electricity, which does half damage, and cold which does no damage – inflict their normal amount of damage.

Note: Fewer than 10,000 Naga-Spawn exist at any given time, and the mother usually refrains from having any contact whatsoever with her offspring. Tragedy may occur if the two interact or clash, with heroes sometimes forced to slay their own superhuman parent without knowing what they have done until after the Naga is slain. This may be traumatic for the hero, and send him on a quest to redeem himself, or it may make him doubt himself and his place as a hero, sending him on a series of tests and challenges to find himself and his correct path in life. On the other hand, a hero who learns that a particular Naga is his "mother" before a confrontation, may become conflicted if he is forced to face her as an opponent, or compelled to seek her for advice or just to meet her (a potential adventure in and of itself). Worse, a group of heroes (i.e., the player group?) facing a Naga may suddenly find themselves confronted by a renowned hero appearing before them to stand in the defense of the creature. To get her, they must first get past, and most likely slay, the great hero (or be slain by the hero). The hero has never crossed paths with the player characters and has no reason to fight them, and he is one of the good guys, so why is he doing this? Because the hero has only recently discovered the Naga they face is *his* mother, and he can't stand idle and let them destroy her! Talk about a cool and unusual conflict. Do the player characters destroy this great hero, someone thousands of people may count on, or who represents the best chance for triumph over some other terrible evil? What's the alternative? Is there a compromise or a way around the dilemma? This is a classic Chinese conflict. Great stuff, use it.

Naga Demon – Rain & Water Serpent a.k.a. “the Dragon’s Little Sister”

Race: Considered a greater demon and distant cousin to the dragon.

Alignments: Any, though most are Anarchist (35%), Miscreant (10%), Diabolic (10%) or Aberrant (35%). Selfish, vindictive, cold and dispassionate. Calm and cool even in a crisis, and fast thinking and cunning when necessary. Enjoys “rattling the cage” when it comes to mortals, interfering in their affairs, sending heroes tests and challenges, but *never* sending a mortal on a fool’s errand.

Attributes: I.Q. 1D6+24, M.A. 1D6+20 M.E. 1D6+22, P.S. 1D6+30 (Supernatural), P.P. 1D6+14, P.E. 1D6+19, P.B. 1D6+4, Spd. 1D6+10 on land, 1D6x10+44 underwater, double when riding the current.

M.D.C.: 1D6x100 +3D6x10 per level of experience.

Horror Factor: 16

Size: In its natural form, the Naga is 15-30 feet (4.6 to 9.1 m) long and can rear up its head to 7-15 feet (2.1 to 4.6 m) tall to address mortals or when taking an attack posture. Weighs 2000-4000 pounds (900 to 1800 kg).

Gender: 80% are female.

Average Life Span: Presumed to be immortal.

P.P.E.: P.E. attribute x100 +1D6x100 per level of experience.

Natural Abilities: Keen vision, Nightvision 3000 feet (914 m), see the invisible, see clearly in dark and murky water, can turn invisible at will in fog and rain, does not breathe air and can survive indefinitely in a vacuum, dimensional teleport 20% +5% per level of experience, impervious to S.D.C. weapons except those made of silver or ice (they inflict M.D. equal to their usual S.D.C.), impervious to lightning/electricity, disease, poison and cold. Resistant to man-made M.D. weapons and explosives (half damage). Bio-regenerates 4D6 M.D.C. per melee round, double on ley lines and at places of magic that radiate negative energy. Usually lives at the bottom of the sea, lakes and rivers, sometimes swamps and caves. The Naga cannot heal at places filled with positive energy/chi. A creature of water and rain, it is vulnerable in hot, dry climates, but can appear day or night, usually on the heels of a storm or fog.

Metamorphosis: Human (special): The demon can change, at will, for an unlimited duration, into an attractive human of any age, with pure black hair and sparkling green eyes. P.B. is never less than 20.

Change Size at Will (special): The Naga can change size at will. In human form it can double from five or six feet (1.5 to 1.8 m) to 10 or 12 feet (3 to 3.6 m).

In serpent form the creature can grow to as large as 30 feet (9.1 m) and hold that size indefinitely or up to 60 feet (18.3 m) for up to one hour. At 50+ feet (15.2+ m) increase M.D.C., range of spat lightning bolt, and damage from its bite attack by 50%. Typically adjusts its size to match that of its opponent, to intimidate an opponent or for a destructive onslaught.

Spit Lightning (special): The Naga can spit lightning bolts to engage an opponent or to destroy that which offends her. **Mega-Damage:** 2D6 (typically a warning) or 6D6 M.D., whichever is desired. **Range:** 3000 feet (914 m) maximum.

Note: Each bolt counts as one of the demon’s melee attacks/actions.

Fog Breath (special): The Naga can create fog by breathing it out of her mouth. **Range:** Up to 200 feet (61 m) away. **Radius of Effect:** Covers a 100 foot (30.5 m) radius and counts as two of the creature’s melee attacks. Double the radius if fog is breathed out for an entire melee round (no other attacks) and keep doubling as long as the Naga is releasing the fog. Maximum area of effect is one mile (1.6 km) per level of experience.

Everyone caught in the pea soup fog cannot see beyond three feet (0.9 m) in front of them and is -2 on all combat rolls (strike, parry, dodge, etc.) in close combat, -6 to strike, parry or dodge fleeting shadows and swirls of movement up to 9 feet (2.7 m) away, and shooting blind at anything beyond that range. Furthermore, people trapped in the fog feel vulnerable and frightened, and unless groups stay together or tether themselves to a stationary position, they are likely to get separated and lost in the fog. **Note:** Remember, the Naga is invisible in fog.

Impervious to Ocean Depths (special): The Naga is a superb swimmer, can dive 1000 feet (305 m) in a single action and can survive any depth.

Ride the Wind (special): The Naga can hover on light winds and breezes as well as ride the wind of a storm, including tornados, hurricanes, gales, blizzards and winds greater than 30 mph (48 km) without injury. During a storm, the Naga may dive, swoop, and hover, but only so long as they are moving in the same direction as the storm winds, and stay just ahead of the heart of the storm. During a normal rainstorm they can attain a speed of 40 to 90 mph (64 to 144 km; exact speed is up to the demon), but as fast as 240 mph (384 km) during a hurricane or a *Ley Line Storm*. In the latter case, the creatures must stay ahead of the storm and stay on the ley line.

Summon Weather: See magic abilities.

Summon Water Goblins (special): The Naga can summon as many as a dozen every 12 hours. Water Goblins are among the Naga’s “attendants” and they are completely loyal to the queen of the sea. They appear as tiny humanoids with spindly arms and legs like those of a spider or shrimp. They are clad in yellow clothes and caps and carry yellow umbrellas. They use the umbrellas to catch and ride upon underwater currents, and when on the surface, the umbrella is used to catch and ride the wind. In both cases, the Water Goblins travel at double the speed of the current they ride. They can also ride colts, and with their umbrella pointed in the direction they want to go, the animal can run at double its normal speed without fatigue or complaint. They serve the Naga (and other Water Dragons, spirits and gods) as *messengers* who can travel 1000 miles (1600 km) in a single day. The tiny Goblins may deliver a message, instruction, warning or news for the one they serve or appear to acquire a message or news to be taken back to the Naga.

Water Goblin Stats: Alignment: Anarchist (50%) or Aberrant (50%), but both are completely loyal to the Naga and are only seen by men when on a mission for a Naga, a water dragon or other powerful creature of water. **Attributes:** I.Q. 1D6+5, M.A. 1D6+6, M.E. 1D6+7, P.S. 1D6+7 (Supernatu-

ral), P.P. 1D6+10, P.E. 1D6+10, P.B. 1D6+8 (they are rather cute), Spd. running: 1D6+10, double swimming, and even faster riding the currents of wind or water with their magic umbrellas. M.D.C.: 2D6+P.E. attribute number. Attacks per Melee: Two; they are not fighters. Natural Abilities: As described above, don't breathe air, magically understand and speak all languages, and can read Chinese at 90%. Magic: None, other than as described above. Psionics: Mind Block (4), Levitation (varies) and Total Recall (at no I.S.P. cost) but only as it applies to the message or information the Goblin is to deliver. Considered a Minor Psychic and I.S.P. is M.E. attribute number x2. Note: The Water Goblins' sole purpose is to serve the Naga and other powerful water beings as their attendants and messengers. Habitat: Wherever Naga, water dragons and other supernatural beings inhabit the waters; mostly China, India and Southeast Asia.

Summon Hsia Yu, Water-Devils (special): The Naga can summon as many as three every 12 hours. Water Devils are another one of the Naga's "attendants" and like the Water Goblins, they are completely loyal to her. They appear as a three year old child with webbed hands and feet, shark teeth, red eyes, large ears that more resemble fins, black skin, long arms twice the length of a normal child, and red claws. Water Devils wear only a loincloth and swim faster than the dolphin. They attend the Naga (and other Water Dragons, spirits and gods) as *servants*, *helpers* and *protectors*. As helpers, they are usually found at the Naga's side to groom and comfort her, as well as dress, fetch food and objects, receive visitors, and to keep people at a safe distance.

Water Devil Stats: Alignment: Anarchist (30%), Miscreant (20%) or Aberrant (50%), but all are loyal to the Naga and are only seen by men when on a mission for a Naga or her companion (or that of a water dragon or other powerful creature of the water). Attributes: I.Q. 1D6+8, M.A. 1D6+6, M.E. 1D6+8, P.S. 1D6+10 (Supernatural), P.P. 1D6+12, P.E. 1D6+12, P.B. 1D6+4, Spd. running: 1D6+10, flying: 1D6+22, and swimming: 2D6+66. M.D.C.: 4D6+P.E. attribute number. Attacks per Melee: Five. Bonuses: +1 on initiative, +2 to strike, +4 to parry, +2 to dodge, +2 to disarm, +4 to pull punch. Natural Abilities: As described above, plus don't breathe air, magically understand and speak all languages, can hover and fly in the air up to 20 feet (6.1 m) above the ground or water's surface and can turn into a small Nurse Shark to disguise themselves. Magic: P.P.E. is P.E. attribute number x3. Spells are limited to Cleanse (6), Energy Bolt (5), Escape (8), Lantern Light (1), Influence the Beast (12, sea life only), Magic Shield (6), Mystic Alarm (5), Orb of Cold (6), Repel Animals (7; aquatic only). Psionics: Mind Block (4), Empathy (4), and Telepathy (4; no I.S.P. cost when communicating to the Naga, the Water Goblins, or themselves). Considered a Major Psychic and I.S.P. is M.E. attribute number x2 +12. Note: Water Devils are usually found in the service of greater aquatic beings, but are sometimes found in the wild in schools of 1D6+2 where they may cause mischief and trouble like stealing fish and crabs from traps, opening or cutting nets, climbing into nets, cutting fishing line and anchor chains, tugging on fishing line, knocking on the hull of a boat or making strange noises, chasing away fish, and attracting dangerous or troublesome fish or aquatic animals. They also board ships and rummage

through the crew's belongings, steal things, push people overboard, cut rope and sails, and so on. Habitat: Wherever Naga, water dragons and other supernatural beings inhabit the waters; mostly the seas, rivers, and lakes (never swamps) of China, India and Southeast Asia.

Equivalent Skills (Naga): Magically understands and speaks all languages, and can read all Chinese languages, Hindu/Indian and one language of choice at 96%. Astronomy 90%, Basic Math 98%, Dance 80%, Dowsing 90%, Gemology 80%, History: China 90%, Lore: Animals (aquatic only) 90%, Lore: Demons & Monsters 80%, Lore: Magic 70%, Navigation 95%, Prowl 50% (+20% underwater), Seduction 80%, and two Domestic and two Science skills of choice at 75%. Skills do not improve with experience.

Vulnerabilities: Its snake appearance and reputation for unpredictability and short, violent temper frightens most mortals and worries fellow demons.

1. Magic, psionics and magic weapons all inflict normal damage. Most non-magical Mega-Damage weapons do only half damage.

2. S.D.C. weapons coated with, or made of, silver or ice do their S.D.C. damage as M.D. to the Naga, and M.D. weapons of silver or ice do double damage.

3. M.D. fire does 50% more damage than usual, including magic spells.

4. Hot, arid environments reduce the Naga's M.D.C., bio-regenerative powers and bonuses by half, but only after six or more hours of exposure.

5. Reducing the demon's M.D.C. to -60 below zero appears to slay it, rendering the great serpent inert and cold to the touch, like ice. But she will rise with the next evening mist/fog, fully restored and seeking revenge upon those who defeated her unless one pound of melted silver or salt is poured into the creature's mouth, turning her into a mist of water droplets that rise into the air and vanish.

Equivalent Level of Experience: 1D6+4

Attacks per Melee: Six physical attacks regardless of experience. The use of a magic spell counts as two melee attacks.

Damage: Head butts and tail slashes do damage as per Supernatural P.S.; typically 5D6 S.D.C. on a restrained punch, 4D6 M.D. from a full strength strike, 1D4x10 on a power strike (counts as two attacks), and the bite does 2D6 M.D., or the demon can attack using magic. Never uses a weapon, preferring to rely on its natural abilities and magic.

R.C.C. Bonuses (in addition to likely attribute bonuses): +2 on initiative, +4 to strike, +2 to parry (using its tail or neck), +5 to automatic dodge (the act of dodging does not use up a melee attack but 1D20 must be rolled to determine if the dodge is successful), +3 to save vs all types of magic, +4 to save vs mind control, +10 to save vs Horror Factor and impervious to possession. See attributes for additional bonuses.

Magic: All Water Elemental Magic (see pages 81-88 of the **Rifts® Book of Magic**), plus the following spell invocations: Anti-Magic Cloud (140), Call Lightning (15), Cleanse (6), Desiccate the Supernatural (50), Enchant Weapon (400+), Expel Demons (35), Greater Healing (30), Lightning Arc (30), Mystic Portal (60), Negate Magic (30), Negate Poison (5), Protection Circle: Simple (45), Protection Circle: Supe-

rior (300), Purge Other (100), Remove Curse (140), Restore Limb (80), Rift to Limbo (160), Rift Teleportation (160), Seal (7), Speed of the Snail (50), Summon Fog (140), Swim as the Fish: Superior (12; cast upon others), Teleport: Lesser (15), Teleport: Superior (600) and Water to Wine (40).

Demonic Curses: Drought, Forefather, Heritage and An Interesting Life.

Psionics: Alter Aura (2), Empathy (4), Hydrokinesis (varies), Mind Block (4), Mind Bond (10), Object Read (6), Psychic Omni-Sight (15), and Telepathy (4; no I.S.P. cost when communicating to the Water Goblins, Water Demons, other Naga, Water Dragons or Water Elementals). Considered a Master Psychic. I.S.P.: M.E. attribute number x6.

Enemies: Anyone who openly challenges, defies or attacks the Naga are her enemies, but the most hated of all are those who try to enslave the demon or try to make her bend to their will. Naga hate all slavers on general principle, including the Horune Pirates who often traffic in slaves. Dislikes the interfering and destructive Mahoragas, and tends to see Water Dragons and other powerful aquatic beings as rivals rather than allies.

Considers humans to be a source of amusement and speaks of them as puny, pathetic creatures. Secretly, however, most Naga admire the heroes and driven individuals who dare to try to change their world (which also includes conquerors and villains). At the same time, the demon feels it is her duty to humble, test and challenge those mortals who seek greatness and/or immortality. It's important to note that the Naga doesn't see mortals as mere playthings or mess with them for the pure fun of it or out of cruelty, but to test and challenge their virtues. Truth be told, the demon is often disappointed and saddened when one of her heroes fails, but rejoices when he rises from the ashes of his defeat or personal weakness.

Allies: In addition to the Water Goblins and Water Devils, the Naga may enlist or accept other lesser demons and creatures to *serve* its needs as underlings or minions. The Naga is also gratified to be worshiped by mortals and other beings, not that she does much, if anything, for them. At least a third of the snake cults worship Naga. Tend to be loners who keep to themselves, other than the retainers who serve the Naga, and rarely even intermingle with their own kind.

Habitat: Found throughout China, India and Southeast Asia, seldom found anywhere else.

Red Child Demon

The Red Child Demon is a wicked monster that appears as a cute, innocent looking human child (male or female). The demon has a meanspirited temperament, however, like that of a child who tortures small animals and kicks puppies, only the targets of the Red Child Demon are mortals. This demon seems to have a particular dislike for *priests*, *monks* and the *pious* as well as heroes and people who try to help others (elders, teachers, healers, etc.), singling them out for tragedy and destruction. Those the Red Child slays, and they are many, it eats. Those allowed to live, along with those who manage to defeat the mon-

ster, often have the physical or emotional scars with which to remember the encounter.

The Red Child's favorite ploy is to act like a normal human child (indistinguishable from a psionic See Aura or any magical probes). It pretends to be in peril – trapped in a well, caught by river rapids, trapped in a burning building, kidnaped by evildoers, held captive by goblins or demons (probably its own minions), and so forth. Sometimes, the scheming little monster first establishes a relationship with his intended victims (like a group of adventurers or heroes), making sure they fall in love with him and care about his welfare before snapping the trap on them. The shock and horror of realizing that cute little Sun Kuan (or whoever) is really a Red Child Demon is worth the trouble alone.

Though the Red Child Demon may appear to be a sweet, helpless child, it is neither sweet nor a child. It is a true demon possessing great cunning, Supernatural Strength, magical powers and a lust for blood . . . human blood. This demon likes to hurt, kill and eat humans, particularly priests and the other types of people noted earlier. Treachery and deception are counted among the demon's talents, as is shape-changing, encouraging the Red Child to impersonate adult friends and loved ones to get close to those it seeks to kill. The demon will not be denied, and a Red Child who is foiled from getting the one it desires (or has been told to slay) will try again and again, using every deception and trick in the book, to get its quarry. They are nothing if not tenacious.

The monster gets its name because it likes to bathe in the blood of its victims, and its presence is marked by a red cloud, moon or red sky. The red in the sky is not blatant and always looks reasonably natural, like a red sunset, but those who know the warning signs recognize a Red Child is on the prowl. The



red is usually a tint or hue in the night sky, a strangely illuminated cloud that appears edged or colored in red, or a salmon red hue cast across the moon.

Red Child – Killer & Pretender

Alignment: Diabolic (50%) or Miscreant (50%). A callous and relentless killer who uses misdirection, disguise, trust and treachery to lure his victims to their doom. Petty, vindictive and cannot accept defeat. In many ways the demon acts like the child it pretends to be.

Attributes: I.Q. 1D6+14, M.A. 1D6+18, M.E. 1D6+14, P.S. 1D6+24 (Supernatural), P.P. 1D6+15, P.E. 1D6+16, P.B. 1D6+22, Spd. 1D6+20.

M.D.C.: P.E. attribute number x10 plus 15 per level of experience.

Horror/Awe Factor: Cute as a button in child guise with an Awe Factor of 15, but awe turns to horror when treachery is unveiled and one realizes they are dealing with a Red Child Demon (roll again, at that moment, for Horror Factor).

Size: Any from a 3-12 year old child to man-sized/6 feet (1.8 m); weight varies according to size.

Gender: Any, but since males are favored in China, 70% appear as a male.

Average Life Span: Presumed to be immortal, and it is popularly believed that when a Red Child Demon is slain it returns in nine months as a beautiful, human, male child born at midnight under a full, red moon (usually to someone suffering under the curse of Heritage, Forefather or Wicked Haunting). By the time the child can walk it is already showing great intelligence and wickedness, and doing things that hurt and upset the parents. As a youngster the child is disobedient and a manipulative bully. So terrible are its ways that one of the parents is likely to beat and possibly even try to kill the child. Many mishaps and tragedy will befall the family and all who associate with them and the child. Upon reaching puberty the demon inside awakens completely, and the mortal child becomes the Red Child Demon, usually delivering one final and fatal tragedy upon its family or the one person (adult or child) it has hated most growing up. Then the demon leaves to embark on a renewed life of killing and terror.

P.P.E.: 6D6x10 +1D4x10 per level of experience.

Natural Abilities: Nightvision 1000 feet (305 m), impervious to S.D.C. weapons, except those made of bone or stone (which inflict M.D. equal to their S.D.C. damage), and also impervious to disease, poison and cold, but M.D. weapons, magic and psionics all do full damage. Bio-regenerates 3D6 M.D.C. per melee round, double on ley lines and at places of magic that radiate negative energy. The demon cannot heal at places filled with positive energy/chi. The Red Child can appear during the day in a weakened state (see Vulnerabilities), but is a creature of darkness and usually stalks and kills at night. The demon only needs 2-3 hours of rest or sleep per 24 hours and can go a week with no sleep without penalty.

Metamorphosis: Human (special): The Red Child's powers of metamorphosis go well beyond the normal range for demons and dragons. The creature can turn into any human form, male or female, child, adult or aged elder (the child and

frail old man are its two favorites, for both appear helpless). More than that, the demon can assume the identity of any person it knows or has met even briefly, provided that the individual has *touched* it (a pat on the head, a touch of the hand, etc.). The disguise is so complete that no probative magic, psionics, or insight can tell that the child is a demon, not even See Aura. The monster appears completely human when in that chosen form, its false aura accurately reflecting its physical appearance. This makes impersonations extremely convincing.

Flawless Impersonation of Others (special): The Red Child can perfectly impersonate someone it has met and touched (a handshake, a bump in the crowd, etc.). Every detail is as it should be: every freckle and scar, the tone and inflection of the voice, personal habits, everything. The only thing the demon cannot replicate is the person's memories and knowledge, but the Red Child is smart and cunning, and usually able to fake that part very easily. Besides, it only needs to get close enough, long enough to strike, capturing and stealing away its target for torture before killing him, or killing the individual on the spot. Favorite disguises are young children under the age of 8 and the very old.

Create Red Cloud (special): The demon can create a small, red cloud about the size of a bath tub or sofa. The Red Child can step into the cloud and seemingly vanish or become part of it. While one with the cloud, the demon can see and hear everything going on within 300 yards/meters of the cloud but cannot attack nor be attacked (attacks pass harmlessly through the cloud). The cloud floats and moves at half the speed of the demon itself (see Spd attribute) and usually hovers close to the ground; it can't ascend higher than just above the treetops (about 100 feet/30.5 m). However, the cloud can be affected by wind and blown away or held at bay by wind and wind-based magic. To attack, the Red Child must return to a physical form, usually that of a child.

Equivalent Skills (applies to both body forms): Magically understands and speaks all languages, and can read Chinese at 80%. Basic Math 90%, Calligraphy 70%, Concealment 80%, Dance 80%, Escape Artist 90%, History: China 80%, Intelligence 70%, Interrogation Techniques 70%, Land Navigation 80%, Lore: Law 70%, Lore: Religion 90%, Palming 80%, Poetry 90%, Performance 90% (Red Child Demons are great pretenders and actors), Prowl 70%, Seduction 50%, Streetwise 80%, Swim 80%, Tracking (humanoids) 80%, Ventriloquism 90%, and two Domestic or Technical skills of choice at 70%. Skills do not improve with experience.

Vulnerabilities: In addition to those listed below, the Red Child's refusal to be denied can work against it. The demon is smart enough to retreat or even give up and let itself be captured only to escape, but it is compelled to keep launching new attempts to attack and kill the one it has chosen to die (or the one its master has ordered to be killed). As a result, the Red Child will strike over and over again until it has succeeded or is itself slain.

1. The Red Child is color blind and cannot see the color red (it looks grey or green to him). This not only causes some problems with visual acuity, but makes the demon oblivious to the fact that red illumination in the sky, moon or clouds warns mortals that it is on the prowl in the area.

2. S.D.C. weapons made of *bone* or *stone* inflict their S.D.C. damage as M.D. when used on a Red Child in any of its many possible manifestations.

3. Sunlight and daytime reduces the Red Child's number of attacks, combat bonuses, M.D.C., P.P.E. and I.S.P. all by half, but this doesn't stop the demon from coming out during the day, especially to establish its presence as a "real" child (most real kids play during the day and sleep at night) and to "set up" its intended victim(s). Besides, it is reasonably safe in child guise day or night, because anyone attacking a child, particularly in broad daylight, is likely to be attacked themselves by the law, other heroes and ordinary people who won't stand by to let a stranger (or madman) harm an "innocent child." And the Red Child Demon plays the innocent, helpless child routine to the max with great effect.

A Globe of Daylight spell will do the same, but takes one minute for the penalties to go into effect, more than enough time for the demon to move out of its range or to find shadowy cover where it is safe. If the Red Child is in human guise, it won't care about a Globe of Daylight and will react as a child might upon witnessing magic.

4. Magic, psionics and Mega-Damage weapons all inflict normal damage.

5. A Red Child is killed when its M.D.C. is reduced to 30 points below zero, otherwise its incredible bio-regenerative powers will restore the demon in a matter of minutes. The demon is said to be reborn nine months later as a demon child and rediscovers its true demonic nature by age 13. However, memories of its past life are vague impressions or appear as flashes in a dream. Thus, the monster will not recognize old enemies, but may take an instant dislike to them and takes more pleasure hurting and killing them than usual.

Equivalent Level of Experience: 1D6

Attacks per Melee: Six physical attacks regardless of experience. The use of a magic spell counts as three melee attacks.

Damage: Head butts, punches and kicks do damage as per Supernatural P.S.; typically 5D6 S.D.C. on a restrained punch, 3D6 M.D. from a full strength punch or kick, 6D6 on a power punch (counts as two attacks), and a bite does 2D6 M.D. The demon may use manmade weapons as it deems desirable or necessary (without benefit of W.P. bonuses), but tends to rely on its natural abilities and magic.

R.C.C. Bonuses (in addition to likely attribute bonuses): +1 on initiative, +3 to strike and parry, +2 to dodge, +1 to disarm, +3 to pull punch, +2 to save vs all types of magic attacks, +9 to save vs Horror Factor and is impervious to possession. See attributes for additional bonuses.

Magic: Blinding Flash (1), Calling (8), Chameleon (6), Charismatic Aura (10), Chromatic Protection (10), Climb (3), Cloud of Smoke (2), Electric Arc (8), Energy Bolt (5), Energy Disruption (12), Fear (6), Fire Bolt (7), Float in Air (5), Fly (15), Frequency Jamming (15), Invisibility: Simple (6), Heavy Air (200), Manipulate Objects (2+), Mask of Deceit (15), Multiple Image (7), Reflection (7), Swim as a Fish (6), Thunder Clap (4), Wall of Wind (40), and Wind Rush (20).

Demonic Curses: Heritage and Wasting.

Psionics: Levitation (varies), Mind Block (4), Presence Sense (4), Telekinetic Leap (8), and Telekinetic Punch (6). Considered a Minor Psychic. I.S.P.: M.E. attribute number x2.

Enemies: Humans are regarded as prey and playthings, otherwise, anyone who gets in the Red Child's way, or who the demon's master tells it to kill is an enemy. Hates the religious and pious and dislikes the heroic and helpful, making such individuals the demon's primary targets.

Allies: The Red Child respects and admires power and cunning, and sees nothing wrong with using deception, trickery, treachery and betrayal to get what it wants or to slay its chosen victim(s). In fact, the Red Child has elevated such foul practices to an art form. Thus, the demon associates with other tricksters, pretenders, betrayers and killers, and especially enjoys the antics of other tricksters, including the *Kimmaras*, *Fox Faerie*, *Fox Spirit*, *Monkey Spirit*, and *Goblins*. The Red Child Demon may voluntarily work with and help fellow deceivers and murderers, but may also find itself in competition with them (i.e., who can kill the target first, or who can steal the target from the other and blackmail him with it, and similar games). The Red Child tends to be a loner, but cheerfully serves greater powers like the Yama Kings and dark forces on missions of murder and betrayal. The demon may also participate as a member of an elite group (demonic or mortal) or even lead a team of lesser demons, Goblins or tricksters. Red Child Demons, however, are undisciplined, unruly and self-absorbed like the children they pretend to be, so they make lousy leaders, but good henchmen and assassins. **Note:** The Red Child understands children and may use them in its tricks, plots and schemes, but *never* hurts or kills a child. On occasion, the demon will even help and protect children, though in a demonic way, of course, beating or killing, for example, an abusive parent or child molester, and crippling or maiming someone who insulted, frightened or harmed a child friend, and so on.

Habitat: Found throughout China and Korea, and sometimes found in Russia and India, but may be sent anywhere on Earth or in the Megaverse by its master when on a mission of revenge, murder, or assassination.

Shen Wu, Wise Warrior

The Shen Wu are skilled and experienced warriors and learned scholars. These demons believe that to be a truly great warrior, one must also be knowledgeable in the ways of the world and things other than combat. They are unmistakable beings whose true form is that of a giant with four arms, blue skin, flaming eyes, hair on the head made of green flames, a long green beard, large mouth and prominent teeth like a Rhinoceros. The Shen Wu have incredible sight, can change their size to match that of their opponents and wield devastating magic.

Both mortal and supernatural beings may approach the Shen Wu for advice, guidance and wisdom. As long as the demonic warrior has no reason to fight the one who approaches it, and the person(s) is polite, patient (the giant often makes people wait 1D6 hours to test them) and respectful, it will usually try to answer any reasonable question that is put to it. This is not a session of twenty questions or stupid questions like, how tall is Mount Everest or who is responsible for the murder of so and so, for these are things the Shen Wu will not answer even if the demon knows the answer. The Shen Wu will answer questions



involving philosophy, self-awareness, and self-improvement such as, “what can I do to find out who killed so and so” (the answer: “Go to this place or that, watch and listen to those around you and the answer will come to you.”), or how may I learn to control my rage, or how may I help the village of . . . and so on. The Shen Wu never lie and always offer genuine advice (whether the petitioner follows that advice is another matter), but the demon will *never* betray a confidence, reveal a secret, or betray a comrade, leader or master. Whenever a Shen Wu is faced with such a dilemma it will plainly state, “I cannot help you in the matter,” or “I cannot address that issue and if you pursue it, you and I may be meeting again at the opposing ends of a blade.” Furthermore, if the giant doesn’t know, it will say, “I don’t know.” Lies by omission are also acceptable, so the Shen Wu may answer a character’s question truthfully, but not inform him of some danger or competition, or evil, or curse, or perhaps, that it defends that which he seeks.

Shen Wu are soldiers, not killers. They don’t crave blood, revenge or destruction, and if left on their own, they prefer to learn and ponder the secrets of the universe. However, they serve the powers of darkness as great warriors, and abide by the will of those they serve. Their renown skill makes them elite fighters desired by everyone, leaving them little time for scholarly pursuits. In combat, the Shen Wu are devastating but merciful by killing quickly, never engaging in torture, never gloating or taunting, or unnecessarily brutal or cruel. They are efficient killing machines who destroy those who oppose them or the will of their master. As enlightened and brilliant as these war-

rior-scholars are, they always serve a greater power, including the Yama Kings.

Shen Wu – Soldier & Warrior-Scholar

Alignment: Diabolic (30%) or Aberrant (70%). An intelligent, calculating soldier well-prepared for the challenges of war.

Attributes: I.Q. 1D6+24, M.A. 1D6+18, M.E. 1D6+18, P.S. 1D6+34 (Supernatural), P.P. 1D6+18, P.E. 1D6+18, P.B. 1D6+11, Spd. 1D6+22.

M.D.C.: 1D6x100 plus 1D6x10 per level of experience.

Horror/Awe Factor: 15

Size: Natural size is 20 feet (6.1 m) and 5000 pounds (2250 kg), but can assume any size from 7-28 feet (2.1 to 8.5 m); weight varies according to size but is always 100 pounds (45 kg) more than one would imagine.

Gender: Always male.

Average Life Span: Presumed to be immortal.

P.P.E.: 1D4x100 +1D6x10 per level of experience.

Natural Abilities: Amazing normal vision (5 miles/8 km), Nightvision 6000 feet (1829 m), impervious to S.D.C. weapons, except those inlaid with jade (which inflict M.D. equal to the S.D.C. damage), and is also impervious to disease, poison and cold, but M.D. weapons, magic and psionics all do full damage, and M.D. fire does double damage. Bio-regenerates 1D4x10 M.D.C. per melee round, double on ley lines and at places of magic that radiate negative energy. The

demon cannot heal at places filled with positive energy/chi. The Shen Wu can appear during the day or night, needs 2-3 hours of rest per day and can go a week with no sleep without penalty.

Change Size at Will (special): The Shen Wu can change its size from 7 feet (2.1 m) up to 28 feet (8.5 m) tall, adjusting size to match that of his opponents or to intimidate or face an entire company of lesser warriors. The natural size of the warrior demon is 20 feet (6.1 m).

Spit Lightning (special): The giant demon can spit bolts of green lightning. **M.D.C.:** 6D6. **Range:** 2000 feet (610 m). **Note:** Each unleashing of a lightning bolt counts as one melee attack.

Metamorphosis: Raven (special): The Shen Wu can turn into a large, black raven/crow to fly away, scout ahead or get to a location largely unnoticed. Flying speed is 30 mph (48 km). Attacks per melee round in raven form are half the usual and damage from claws or beak is only 2D6 M.D.

Metamorphosis: Whirlwind (special): The Shen Wu can turn into a green-grey colored whirlwind. In this form the demon can fly into the sky at speeds up to 400 mph (640 km; half that speed on the ground) and into the clouds (max. altitude is 30,000 feet/9144 m). In combat, opponents find their combat bonuses and attacks per melee round reduced by half (the rest are lost to fighting the wind, to keep one's balance, hold on to belongings and to mount an effective attack against the swirling target). All energy blasts and projectiles do half damage and explosions do one third damage to the whirlwind. Physical attacks with punches, kicks, swords, spears and similar hand weapons do half damage and the attacker is snagged by the whirlwind, spun in a circle and tossed 100 yards/meters. Victims of the snag and toss lose initiative, 1D4+1 melee attacks and suffer 4D6 M.D. (1D6 M.D. if they make a successful roll to save vs punch, fall or impact). Only characters with *automatic dodge*, *acrobatics* or *gymnastics* can try to roll out of the whirlwind to escape it without damage or penalty. The instant they are snagged by the whirling wind, these characters try to *dodge* – roll as usual with applicable bonuses, but the dodge is made via a twisting somersault and kicking out of the wind to land on their feet. If successful, all they lose is one melee attack, and they stand ready for additional attacks or dodges. This maneuver is called the *kick-out dodge*.

When the whirlwind attacks, it does so by slamming into its opponent like a spinning top. Damage is 6D6+6 M.D., plus the victim is snagged by the wind and tossed 100 yards/meters, causing the victim to lose initiative, and lose 1D4+1 melee attacks. A successful roll to save vs punch, fall or impact reduces damage to 3D6 M.D. In this case, the "kick-out dodge" is not possible, but a normal dodge to run, leap or tumble out of the way is applicable. Of course, the act of dodging costs the character one melee attack/action unless he has the automatic dodge ability. **Note:** A power whirlwind slam attack counts as two of the demon's attacks but does 2D4x10 M.D. and tosses those it strikes 200 yards/meters; all else remains the same.

Stopping the Whirlwind! As strange as it might sound, *M.D. fire* does triple damage to the Shen Wu as a Whirlwind because the heat and flame draws away the oxygen and burns

away the fury of the wind. *M.D. Fire* does double damage to the Shen Wu in any other form.

Weapon Master: Spears & Staves (special): The Shen Wu can use any spear or staff type weapon with equal skill, as if he is a trained expert in its use; +3 to strike, +3 to parry, +3 to strike when thrown. +1 to strike and parry with all other types of weapons, including guns!

Equivalent Skills (applies to both body forms): Magically understands and speaks all languages, and can read all Chinese languages at 98% and two foreign languages at 90%. Basic Math 98%, Calligraphy 90%, Dance 90%, History: China 98%, Holistic Medicine 70%, Intelligence 80%, Interrogation Techniques 70%, Land Navigation 98%, Acrobatics 90%, Climb 98%/95%, Boxing, Wrestling, Swim 98%, Track Animals 80%, Tracking (humanoids) 80%, and three Science and three Technical skills of choice at 80%, as well as Computer Operation, Radio: Basic, Basic Mechanics, Demolitions, Horsemanship: Exotic, Military Etiquette, Recognize Weapon Quality, Trap/Mine Detection, Law and all Lores at 95%. Skills do not improve with experience.

Vulnerabilities:

1. *M.D. fire* does double damage to the Shen Wu, triple in whirlwind form. Being exposed to hot environments (90 degrees Fahrenheit or greater) for more than 30 minutes saps the demon's strength, reducing P.S. and P.P.E. by half, and *M.D.C.*, Spd and attacks per melee round by 30%. Additionally, bio-regeneration is slowed to 3D6 per melee round.

2. *S.D.C. weapons* made of or inlaid with *jade* (white, brown or green) inflict their *S.D.C.* damage as *M.D.*

3. Magic, psionics and Mega-Damage weapons all inflict normal damage to the Shen Wu when they are in physical form.

4. A Shen Wu is slain when its *M.D.C.* is reduced to 100 points below zero, otherwise its incredible bio-regenerative powers will restore the demon in a matter of minutes.

Equivalent Level of Experience: 1D6+2

Attacks per Melee: 12 physical attacks regardless of experience. The use of a magic spell counts as four melee attacks.

Damage: Head butts, punches and kicks do damage as per Supernatural P.S.; typically 6D6 *S.D.C.* on a restrained punch, 5D6 *M.D.* from a full strength punch or kick, 1D6x10 on a power punch (counts as two attacks), and a bite does 1D6 *M.D.* (double when giant-sized). The demon may use man-made weapons of any kind, including modern weapons, and is +1 to strike and parry with them, but tends to rely on its natural abilities and magic.

R.C.C. Bonuses (in addition to likely attribute bonuses): +4 on initiative, +6 to strike and parry, +2 to dodge, +4 to disarm, +6 to pull punch, +2 to save vs all types of magic attacks, +8 to save vs Horror Factor and possession. See attributes for additional bonuses.

Magic: The following Air Elemental spells: Ball Lightning (15), Darken the Sky (25), Dissipate Gases (15), Electrical Field (35), Electro-Magnetism (40), Frequency Jamming (8), Lightblade (12), Sheltering Force (10), Stop Wind (5), Thunder Clap (2), Walk the Wind (10), Wind Blast (40), Wind Cushion (50), Wind Rush (10), Whisper of the Wind (30), and Whirlwind (30).

The following spell invocations: Banishment (65), Blinding Flash (1), Calling (8), Chromatic Protection (10), Collapse (70+), Commune with Spirits (25), Disharmonize (150), Electric Arc (8), Energy Bolt (5), Energy Disruption (12), Eyes of Thoth (8), Fists of Fury (10+), Forcebonds (25), Implosion Neutralizer (12), Instill Knowledge (15), Ley Line Time Capsule (15), Ley Line Transmission (30), Negate Mechanics (20), Plane Skip (65), Power Bolt (20), Rift Teleportation (200), See in Magic Darkness (125), Speed Weapon (100), Swap Places (300), Time Hole (210), and Watchguard (10).

Demonic Curses: Heritage, Interesting Life and Rags.

Psionics: Levitation (varies), Mind Block (4), Presence Sense (4), Sense Magic (3), Speed Reading (2), and Total Recall (2). Considered a Major Psychic. I.S.P.: M.E. attribute number x3.

Enemies: Those who dare to challenge and attack the Shen Wu, and those declared enemies by their master, are the enemies of the Shen Wu. Otherwise, they keep to themselves and study the universe. Old allies, heroes and avatars of the gods may be respected, but are slain without hesitation if it is the will of the demon's master.

Allies: The Shen Wu are professional soldiers who accept their lot in life to serve in the armies and fighting forces of greater beings. They are good soldiers who don't question the morality, justice, good or evil of their actions, but follow the orders of their superiors. The giant demons' intelligence and skill often places them in positions of command, answering to a demonic general, king, lord or god accepted as its master. When that leader is slain or defeated, the Shen Wu is free to wander Asia in search of knowledge and enlightenment until the next dark lord calls upon his service. The Shen Wu are a hot commodity for leading army battalions and elite squadrons by every power-monger who can lay his hands on one. Several of the Yama Kings have a number of Shen Wu among their armies, a few have an entire legion.

Habitat: Found primarily in China and Korea, sometimes found in Russia and India, but may be sent anywhere in the Megaverse by its master.



White Monkey

Also known as the "Demon Monkey"

The White Monkey is a hulking giant covered in white fur. The monster's eyes are the color of jade, its large teeth and fangs yellow. All are belligerent savages of low human intelligence and wicked disposition. They seek to dominate any beings weaker than they, and though White Monkeys hate humans, they are beguiled by and obsessed with beautiful women. Whenever the monster sees a beautiful female, he immediately covets her for himself. Thus, the White Monkey is notorious for kidnaping and enslaving human women, who are locked away in the demon's mountain lair as slaves in his harem.

The savage creature is incredibly strong and capable of slaying 10 average warriors without much effort, and eats the slain along with their horses, dogs and retainers. A White Monkey won't hesitate to charge a company of men or raid a village or

besiege a castle to extract revenge, steal supplies or to win a feminine prize. In fact, the more men a White Monkey must battle to claim the woman it wants, the greater the value she has to the beast. White Monkeys remember and describe each slave woman they own by the battles they fought to get them: "I killed 10 men and maimed 30 to get this one." "Five men and six hounds died for that one." "An entire village rose up against me for her," and so on. That being the case, the Demon Monkey is known to issue an ultimatum ("give me so and so, or else") or announce its intention to take a specific woman for the express purpose of eliciting combatants to step forward and challenge it before *taking* the woman by force. ("I have come for Lady So and So. Will no man fight for her?") The giant demonic monkeys love to fight and kill, so this is just another excuse to kill and prove its physical superiority. Most confrontations leave a trail of blood and dead bodies piled up like cord wood.

The humongous demon is too large to have sex with the women, though the creature does consider them *sex objects*. However, since the demon monkey has no true love or appreciation for his slave women, the beast mistreats the objects of beauty, forcing them to work sewing him silk garments, cooking, cleaning, and dancing and singing for his entertainment. The women are expected to fawn over him like royalty (or a god) and are made to bath and perfume the great beast, comb his hair, polish his nails, wash his clothes, and attend to his every need. When he is done with them, they are dismissed and sent to a corner in the monster's cave to sleep on mats made of straw. Mirrors are hung upon the walls and the White Monkey provides the women with make-up and beauty supplies, but he cares nothing about their welfare, only that he owns them. As a result, they are forced to live in poor conditions and seldom have sufficient blankets or firewood to keep them warm, enough food to keep them from starving, or anything but the basics to keep them healthy or happy. The White Monkey doesn't care, because the women are just property, and it's owning them, not keeping them nice, that matters.

When a woman's beauty fades from hard labor, lack of sleep or poor health, the Demon Monkey casts her out of his lair to fend for herself without supplies or proper clothing. The less fortunate are eaten. Since the demon's lair is always in the mountains, even if a slave manages to escape, the journey home is so perilous she isn't likely to survive, so most perish while praying to be rescued. Heroes who dare to invade a White Monkey's dwelling inside a mountain cave or cavern provoke the demon's rage and the beast fights to the death to protect what is his, the women most of all. Any henchmen who willingly serve the monster also join the battle, but they flee when it appears their master is doomed to defeat, or they lose more than 70% of their M.D.C./Hit Points.

White Monkeys crave power so they like to surround themselves with 3-8 lackeys such as Goblins, evil Faerie Folk, lesser demons, or ugly D-Bees, but never humans. These lesser beings help to defend the cave, alert their master to trouble and join in battles, but they have no loyalty to the giant demonic monkey and desert their post at the first sign of his defeat. Some lackeys may try to grab a portion of their master's treasure or one or more of the women on their way out. They may also use the women as human shields, bargaining pieces and hostages to make good their escape or as ransom for treasure, or to sell to slavers in the lowlands.

White Monkeys crave power and respect, only they are too dumb and cruel to earn either, so they opt to get it through fear and brutality. Consequently, a White Monkey often claims an entire village as its kingdom, slaying its leaders and any who oppose it, and establishing itself as the new ruler. They love to rule and lord over people, but are always despot tyrants who make their people suffer, bow and scrape before them. Though White Monkeys may offer protection from other dangers, they make for the cruelest of masters and bring little peace and no prosperity to the people they rule.

White Monkey – Enslaver & Tyrant

Race: A greater demon due to the creature's raw power.

Alignments: Anarchist (15%), Miscreant (35%), Diabolic (50%). Cruel, merciless and brutal.

Attributes: I.Q. 1D4+4, M.A. 1D6, M.E. 1D6+6, P.S. 1D6+34 (Supernatural), P.P. 1D6+15, P.E. 1D6+20, P.B. 1D6+6, Spd. 1D6+12.

M.D.C.: 3D6x10 +280

Horror/Awe Factor: 12

Size: 11-14 feet (3.3 to 4.2 m) tall and weighs 700-1000 pounds (315 to 450 kg); all muscle.

Gender: Always male.

Average Life Span: Unknown, at least 1000 years, may be immortal.

P.P.E.: 1D6x10 plus P.E. attribute number.

Natural Abilities: Nightvision 600 feet (183 m), see the invisible, leap 20 feet (6.1 m) high and 30 feet (9.1 m) across, and can climb steep inclines or the sides of buildings and other rough surfaces at 70% +2% per level of experience at normal running speed. Impervious to most S.D.C. weapons except those made of jade (which do their S.D.C. damage as M.D.), impervious to disease, raw and spoiled meat (eats people and animals raw, bones and all) and cold (including magic cold and ice), but fire and M.D. weapons do normal damage. Bio-regenerates 4D6 M.D.C. per melee round, double on ley lines and at places of magic that radiate negative energy, and regenerates lost limbs overnight. Evil and Anarchist demons cannot heal at places filled with positive energy/chi. This demon functions equally well day or night, but tends to sleep during the hours of two in the afternoon till seven or eight at night.

Prehensile Tail (special): The tail can be used to hold and carry items, wield weapons (though at half the usual combat bonuses for ancient weapons and is -4 to strike using guns), and even perform skills, though they take twice as long to execute and are done at half the usual skill proficiency.

Equivalent Skills: Magically understands and speaks all languages, but cannot read any. Gymnastics 80%, Climb 90%/85%, Dance 70%, Land Navigation 60%, Recognize Weapon Quality 80%, Trap/Mine Detection 60%, W.P. Blunt, W.P. Sword or Ancient Weapon of choice, and three Technical or Wilderness Skills of choice at 60%. Skills do not improve with experience.

Vulnerabilities: Besides being bold, defiant, aggressive and bloodthirsty . . .

1. S.D.C. weapons made of *jade* inflict their S.D.C. damage as M.D., so a jade dagger or club that normally does 1D6 S.D.C. inflicts 1D6 M.D. to the White Monkey.

2. Deep Water. The White Monkey cannot swim, sinks like a rock, and drowns, so they are vulnerable to water and avoid going out on boats or bridges over deep water. Due to their size, White Monkeys aren't afraid of slow moving streams or shallow waters. When really angry, however, the combative demon may forget about this weakness and charge headlong into water or go on a boat or bridge.

3. Vulnerable to most Mega-Damage weapons and attacks, magic and psionics, all of which do normal damage.

4. To kill a White Monkey the creature's M.D.C. must be reduced to 50 points below zero or the head chopped off and thrown into a river or lake where it dissolves. Otherwise the creature's incredible bio-regenerative powers restores the demon in a matter of minutes. **Note:** Throwing the head into a swamp/marshland or any stagnant water is a huge mistake, for though the head may seem to vanish, two White Monkeys with half the I.Q., all the usual abilities and twice the hate and aggression of the original will appear with the next swamp mist or fog.

Equivalent Level of Experience: 1D4+1

Attacks per Melee: Eight physical attacks regardless of experience.

Damage: Punches and kicks as per Supernatural P.S.; typically 6D6 S.D.C. on a restrained punch, 5D6 M.D. from a full strength punch or kick, 1D6x10 on a power punch (counts as two attacks), a bite does 1D6 M.D., or by weapon. Favors swords and clubs. May use guns and other hand-held weapons without benefit of bonuses (no W.P.), but doesn't need them. Their fists do more damage than most weapons. Relies on its natural abilities, magic and magic items.

R.C.C. Bonuses (in addition to likely attribute bonuses): +1 on initiative, +3 to strike and parry, +2 to disarm, +5 to pull punch, +2 to save vs and possession, and +8 to save vs Horror Factor. See P.E. bonuses for saves vs magic and poisons; the White Monkey's physical attribute bonuses are considerable.

Magic: Limited to Aura of Power (4), Energy Bolt (5), Fire Bolt (7), Lantern Light (1), Magic Shield (6), Mystic Fulcrum (5), See Aura (6), Sense Evil (2), and Turn Dead (6).

Demonic Curses: None.

Psionics: None.

Enemies: Hates humans and eats them for food, but also eats livestock and most types of animals, as well as kills humans and animals for sport and pleasure. The Fox Spirits and Monkey Spirits are hated because they are smarter and enjoy tricking the demon, stealing (or freeing) his women and causing him trouble. Dislikes most everyone else, including fellow White Monkeys and demons who are seen as unwanted rivals. However, the monster respects power and will submit to those more powerful than they.

Allies: None. Always a loner unless forced to work with others by a more powerful being. As noted above, the White Monkey respects power and unhappily submits to the will of beings who are more powerful. When forced to serve a greater power, the demon is most content when allowed to engage in

raids, massacres and combat or anything that involves killing, carnage, torture, and brutality. White Monkeys are natural born bullies and tyrants who like to fight, conquer and enslave lesser beings.

Habitat: Found throughout China, particularly in and around mountains and caverns. Most live in caves or caverns in the mountains, even those who rule over humans. The few who live among their human subjects typically live in a stone castle or tower, or in a cave in or near the village. Occasionally encountered in other mountainous regions in Asia.

Note: Comparatively rare as demons go, with fewer than 2000 scattered across China, and seldom is more than one encountered at a time. Since they covet power, the White Monkeys also covets magic items, especially great magical items, even if they use them, themselves.



Yaksha Demon

Also known as "the Tiger"

Cousins of the Raksasha originating in the myths of India, the Yakshas are cunning, demonic shape shifters who all share a disdain for humans (and all humanoids). They see mortals as slaves to serve them and as animals to be eaten. In fact, Yakshas love the taste of human flesh above all others, and frequently stalk and eat humans.

In physical form, the Yaksha has a human body and the head and claws of a tiger. They tend to be cool, calm and intelligent, and simultaneously exude elegance and danger. Yakshas can alter their appearance to look completely human. That human appearance can be a graceful and attractive man or woman, or a grotesque image of an ugly, deformed male or female.

According to legend, they are a species of demon living in earth and water, and usually inhabit hill areas and live by rivers and streams that cut through hills. They hate humans, but envy them for their culture, art and magic and lust to acquire such things for themselves. However, though they may surround themselves with the trappings of culture and refinement, these things elude the Yakshas, and they cannot ever achieve or keep them on their own. This limitation in their divinity make the Tigers angry, jealous and vengeful against humans. Thus, Yakshas are savage beasts given to brutal outbursts and bloodletting when angry, frustrated, annoyed or envious of humans, usually for their cultural and creative artistic achievements, advances in science and mechanics, as well as their knowledge of magic. Of all the demons, the Yakshas are the most likely to read several human languages, study human civilization, collect human books, and use computers, guns, energy weapons, and drive a vehicle (but not robots or power armor). Though they are fascinated by human culture, science and technology, they still rely on magic, psionics and their natural abilities. Consequently, when enraged, the "Tiger" is likely to drop and forget about any "human toys" (tech weapons or devices) and resort to its pure animal savagery, natural abilities and magic.

Like their Raksasha cousins, the shape shifters are attracted to power and find the political arena very appealing. They love to operate behind the scenes, weaving elaborate schemes, wars and power struggles between kingdoms, nations and gods. They currently find the Yama Kings' plans for conquest to be extremely exciting and many are involved in one way or the other – some working for, and others against, the Yama Kings. Some are hiding behind the throne or face of a king or other power, while a few operate openly as an advisor or leader within a Yama Kings' army or other player in the struggle for China. The demonic Tigers may also use their shape changing ability and skills at disguise and impersonation for spying, sabotage, assassination or other skullduggery. And one can be assured that while many Yakshas *claim* to serve a Yama King or other great power, many are secretly laying the groundwork for their own agenda. Win or lose at whatever game they play, the Yakshas will find entertainment value in it, while their pawns and stooges are likely to feel only tragedy.

Note: Not all Yakshas are Evil. Though the majority of the Yakshas are malevolent beings, and the description here focuses on the evil ones, at least a third are inoffensive scholars and artisans, and many are downright gentle and kind. They are known as the *Punyajanas* or "good people." These Punyajanas may participate (and interfere) in the affairs of mortals, but mean no harm and are simply seeking companionship, knowledge and adventure. They always conceal their true supernatural nature and may pretend to be a monk, priest, sorcerer or avatar of a god to explain away their Mega-Damage bodies and magic abilities. They are also sometimes mistaken for a disguised Faerie. The kindly Punyajanas are another reason their Raksasha cousins think of the Yaksha race as inferior weaklings and a disappointment to demonkind.

Yaksha – The Tiger; Shape Shifter & Strategist

Alignment: Principled (3%), Scrupulous (15%), Unprincipled (15%), Anarchist (15%), Miscreant (25%), Diabolic (17%), Aberrant (10%). All Yakshas are very intelligent, but the An-

archist and evil ones (and sometimes the nice ones as well) are arrogant, condescending, cunning and conniving; it's just in their nature. The malevolent Yakshas lust for power and see themselves as being smarter and more clever than others, especially humans, and therefore should be their lords and masters. The kind ones marvel at their creativity and inventiveness and seek to be more like them.

Attributes: I.Q. 1D6+11, M.A. 1D6+12, M.E. 1D6+14, P.S. 1D4+25, P.P. 1D6+15, P.E. 1D6+16, P.B. 1D6+9, Spd 1D6x10.

M.D.C.: 1D6x100+200

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), and at this height it weighs around 700 pounds (315 kg).

Natural Abilities: Keen, sharp vision (like a hawk) that can see for great distances (up to five miles/8 km), Nightvision 1000 feet (305 m), see the invisible, track by smell 50% (+10% to follow blood scent), dimensional teleport 45%, bio-regeneration 2D6 M.D. per melee round, impervious to S.D.C. heat and fire, resistant to M.D. fire and cold (magic fire and cold, and M.D. plasma do half damage).

Star Flight (special): The Yaksha can turn into a bolt of energy that looks like a shooting star or comet when flying through the sky. This ability enables the Yaksha to get from point "A" to point "B" in a matter of minutes or even seconds. The ability is used to quickly respond to a call from a Demon Lord or god, or to rocket to their lair or travel to some distant place. The location must be a place they have visited before or be reasonably visible (i.e. a mountain peak, river or tree within the demon's range of sight, which is five miles/8 km). Can be performed day or night and takes one melee round (15 seconds) to arrive at the new location.

Metamorphosis: Tiger (special): The demon can turn into a large, white or conventional looking tiger. In this form the demon gets a +20% bonus to the track by smell ability, +10% to the Climb and Swim skills, can Prowl at 65%, Blend at 50%, and leap 30 feet (9.1 m) high and 60 feet (18.3 m) across from a standing position (increase by 50% with a running start).

Metamorphosis: Human & Shape Changing Disguise and Impersonation (special): The Yaksha can assume any human or humanoid appearance, from Faerie Folk and Goblins to humans, D-Bees or other demons. The creature is so skilled it can even impersonate specific individuals. How successful the impersonation turns out depends on the level of familiarity: 96% if the person being imitated is in the demon's presence; 82% if the Yaksha is very familiar with the individual or working from photographs, video, or digital files (+8% if 3-D holographic images); 40% if working from memory and with little personal knowledge of the subject.

Voice imitation is used in conjunction with the shape changing disguise ability: 94% if the Yakshas is very familiar with the individual; 80% if working from a good sound recording, and 30% if working from memory and with little personal knowledge of the subject.

Note: Like the Raksasha, the Yaksha'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 Yaksha can use his shape changing abilities to alter or improve the disguise at any time.

Equivalent Skills: Magically understands and speaks all languages, Basic and Advanced Math 98%, Literate in Chinese (all variations of the language) and Dragonese/Elven 98%, and two other languages of choice at 90%, Anthropology 70%, Art 35%, Calligraphy 60%, Climb 80%/70%, Computer Operation 80%, Dance 90%, Disguise 80%, Escape Artist 60%, History: China 70%, Horsemanship: General 75%, Intelligence 80%, Land Navigation 60%, Lore: Demons & Monsters 90%, Performance 75%, Pilot Vehicle (two of choice at 70%), Radio: Basic 85%, Seduction 50%, Sing 75%, Streetwise 60%, Swim 60%, Ventriloquism 80%, Whittling & Sculpting 60%, and two Modern W.P.s (guns) of choice with which the Yaksha is +2 to strike on an aimed shot.

Vulnerabilities: Besides its envy of humans and the hate, rage and frustration that comes with it:

1. The demon's consistent habit of underestimating humans and most lesser beings often works against the creature, not that it ever recognizes what it is doing wrong! Being underestimated gives humans an advantage when facing the Tiger, leaving avenues open for triumph, escape, or revenge.

2. S.D.C. weapons made of *silver* inflict their S.D.C. damage as M.D., so a silver dagger that normally does 1D6 S.D.C. inflicts 1D6 M.D. to the Yaksha.

3. Vulnerable to most Mega-Damage weapons and M.D. attacks, magic and psionics, all of which do normal damage.

4. To kill a Yaksha, the creature's M.D.C. must be reduced to 50 points below zero or the head chopped off. Otherwise the creature's incredible bio-regenerative powers restore the demon in a matter of minutes.

Effective Level of Experience: 1D6+2

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: Head butts, punches and kicks do damage as per Supernatural P.S.; typically 5D6 S.D.C. on a restrained punch, 3D6 M.D. from a full strength punch or kick, 6D6 on a power punch (counts as two attacks), a claw strike does an extra +2D6 M.D. and the Yaksha's bite does 2D6 M.D. The demon may use manmade weapons as it deems desirable or necessary.

R.C.C. Bonuses (in addition to likely attribute bonuses): +2 on initiative, +3 to strike and parry, +4 to dodge, +2 to disarm, +3 to pull punch, +8 to save vs Horror Factor, and +2 to save vs possession and +2 on all other saving throws. See attributes for additional bonuses.

Magic: The Yakshas make the best out of what they know, which includes all Russian Nature Magic (see **Rifts® Book**

of Magic, pages 168-175), plus the following spell invocations: Aura of Death (12), Aura of Power (4), Armor Bizarre (15), Armor of Ithan (10), Death Trance (1), Carpet of Adhesion (10), Charismatic Aura (10), Charm (12), Fear (5), Eyes of Thoth (8), Fool's Gold (10), Forcebonds (25), Frostblade (15), Globe of Silence (20), Heal Wounds (10), Ley Line Fade (20), Magic Net (7), Magic Pigeon (20), Magic Warrior (60), Mask of Deceit (15), Mend the Broken (10+), Multiple Image (7), Mystic Alarm (5), Negate Mechanics (20), Negate Poison (5), Reflection (7), See Wards (20), See in Magic Darkness (125), Speed of the Snail (50), Sub-Particle Acceleration (20), and Words of Truth (15).

Demonic Curses: Bad Luck, Headaches and Fleas.

Psionics: 2D6x10+40 I.S.P., and possesses all Physical and Sensitive psionic powers, plus Detect Psionics (6), Psychic Diagnosis (4), Psychic Purification (8), Bio-Manipulation (10), Electrokinesis (varies) Empathic Transmission (6), Hypnotic Suggestion (6), Mentally Possess Others (30), Mind Bolt (10), Mind Wipe (special), P.P.E. Shield (10), Psi-Sword (30), Psychic Body Field (30), and *all* Telemechanic powers. Considered a Mind Melter/Master Psychic.

Enemies: The demons of Hades, Deevils, elder gods, heroes, the Gods of Light and all forces of good are the Yakshas' natural enemies and rivals. However, the duplicitous demon may *pretend* to befriend and support anyone, good or evil, if the pretense serves its purpose. Their Raksasha cousins (a Hades demon) are regarded as dangerous rivals, and the Yakshas see them as more powerful, more ruthless and frightening, thus most back down from a Raksasha and may even serve the "Great Tiger" as a second-in-command, elite agent or even a beleaguered underling.

Yaksha enjoy using and toying with all lesser beings, including their fellow demons and other supernatural beings, but have a love/hate relationship with humans: Jealous of, and hates, what it considers to be "scholars" or "learned creators" (including artists, scientists and historians), along with practitioners of magic most of all. Warriors are seen as amusing children, and monks, priests, and other religious individuals as the stupid pawns of the Celestial Court and other gods. Humans and all mortals are dismissed as beneath the demon, and good only as slaves and food. Yakshas almost always underestimate humans and other races who they dismiss as inferior beings. Humans have the additional strike against them, however, that the Yakshas find them to be a culinary treat, and enjoy drinking their blood like wine and eating their flesh like a succulent roasted pig or cow.

Allies: Yakshas may work with other Tigers, and even Raksashas, but know better than anybody how fickle and treacherous their own kind can be, so such alliances are typically short term and become a game of who will backstab the other first. Otherwise, the Yaksha may command and use any lesser demon, Goblin, monster or creature that serves its purpose and is willing to call it master, including humans. In turn, the Yakshas respect and covet power, and are often willing to serve a greater being like the Yama Kings, provided they get to serve as the god's or Demon Lord's right hand and wield a great deal of power, often more than the one they serve. In this regard the Yakshas (and Raksasha) are

Confucianists who ascribe to the sentiment that one can remain a gentleman (and a true power) even though he is not recognized for holding such a high position.

Habitat: Found in China and Southeast Asia, seldom anywhere else, though a Yaksha may be encountered anywhere on the planet and elsewhere in the Megaverse.

Notes: Depending on the circumstance and the individual demon, a Yaksha may wear armor and use high-tech weapons, equipment, vehicles and troops. They covet power (including magic) above all else, with culture, refinement and art running a close second, third and fourth.



Ying Hsuan Shang

Also known as the “Demon Eye”

The Ying Hsuan Shang is another feline demon that has a muscular, human body with a leopard’s head. Long tufts of hair extend from the ears, and the creature may have black or white skin, boar’s tusks, a tail as long as its body, three pairs of arms (six total) and three green eyes that sparkle like cut gems. Its claws are long and hooked, ideal for climbing and scaling walls and trees as well as being suitable for use as weapons. The Demon Eye has the gift of incredible vision and a knack for finding things, making them excellent scouts, trackers, and spies usually charged with hunting down fugitives and locating enemies in hiding. Their abilities to *find* people, contraband and hiding places are enhanced by the psionic abilities and insights that come with the third eye. The Ying Hsuan Shang are said to be able to look inside a man and know everything about him. This

is something of an exaggeration, but the demon’s psionic and other abilities enable it to see auras, see the invisible, see all spectrums of light, and see that which is not obvious to humans. Its sharp mind and cunning lets the demon capitalize on what it sees and take advantage of weaknesses and injuries. The abilities of the Ying Hsuan Shang also make them good thieves, assassins and fighters, but they prefer seeking the hidden, the lost and the forbidden.

The curiosity of the cat is what drives them to “seek that which is hidden,” but once found the Demon Eye no longer has any interest in it. Nor do the Ying Hsuan Shang ever seek true knowledge or enlightenment, it is the *search* for the hidden and lost that holds their interest, not the reward of what is found. This lack of enlightenment or imagination is what makes them slaves to the higher powers they serve. Demon Lords, gods and sorcerers like to use the Ying Hsuan Shang to find and recover hidden or lost artifacts, forbidden knowledge, places of power and so forth, because the demons have no desire to use it themselves. The Demon Eye is smart but not educated, it seeks but never learns, and because it will not be denied, it fights with the ferocity of the raging wind. The “I will not be denied” attitude means the Ying Hsuan Shang is absolutely relentless, and will not stop looking for what it seeks until it is found or the demon is slain. Anyone it believes has or protects that which it seeks shall be destroyed and the search continued.

Ying Hsuan Shang – Seeker & Man-Hunter

Alignments: Anarchist (20%), Miscreant (40%), Diabolic (20%) and Aberrant (20%). A curious evil. A natural born killer with a knack for finding the lost and hidden.

Attributes: I.Q. 1D6+12, M.A. 1D6+10, M.E. 1D6+12, P.S. 1D6+30 (Supernatural), P.P. 1D6+18, P.E. 1D6+20, P.B. 1D6+10, Spd. 1D6+30 (about 22 mph/35 km).

M.D.C.: 2D4x100 plus 6D6x10 per level of experience.

Horror Factor: 15

Size: 8 feet (2.4 m) and 600 pounds (270 kg) of muscle.

Gender: 50/50

Average Life Span: Presumed to be immortal.

P.P.E.: P.E. attribute number x10 plus 1D6x10 per level of experience.

Natural Abilities: The demonic feline can leap 30 feet (9.1 m) high and 60 feet (18.3 m) across from a stationary position (double with a running start), dimensional teleport 20% +5% per level of experience, and is impervious to disease and S.D.C. weapons, except silver. Resistant to cold, heat and fire (half damage), but most man-made M.D. weapons, explosives, magic and psionics do full damage. Bio-regenerates 2D6 M.D.C. per melee round, double on ley lines and at places of magic that radiate negative energy. The demon cannot heal at places filled with positive energy/chi. The Ying Hsuan Shang is a nocturnal creature. It can function day or night, but operates during the day in a diminished capacity. Needs only 3 hours of rest or sleep per day and can go a week without sleeping at all.

Demon Eye Lightning (special): Bolts of lightning can be fired from the third (center) eye of the Ying Hsuan Shang. **Damage:** 4D6 M.D. per blast. **Range:** 3000 feet (914 m). **Bo-**

nus: +6 to strike (no other bonuses applicable). Note: Each blast counts as two of the demon's melee attacks.

Incredible Sight (special): Keen hawk-like vision and can see a target the size of a rabbit up to five miles (8 km) away. Nightvision 2000 feet (610 m), see the invisible, sees all spectrums of light (including the ultraviolet, infrared light and heat signatures like a thermo-imaging device), cannot be blinded by glare or bright light, not even Blinding Flash, and can stare into the sun without flinching.

Metamorphosis: Black Vapor (special): The cat can turn into a black vapor or mist at will (counts as one melee action/attack) to slip through a crack, keyhole, under a door, or to make a dramatic appearance or a timely escape. The vapor moves at *half* its normal speed or can ride the wind at the speed and direction of the wind. As a vapor/mist the demon is impervious to all physical attacks, but it cannot attack the living or use any of its powers, except metamorphosis. Note: +10% on Prowl ability. Although silent, the vapor is very large and noticeable. Forming back into its physical form uses up one of the demon's melee attacks.

Metamorphosis: Black or White Leopard (special): The Ying Hsuan Shang can metamorph, at will, into a huge black panther or white leopard. In this form, double running speed, increase leaping distance by 50%, the big cat can climb at its full running speed, and the demon can track by scent alone at 80% proficiency (+10% when following a blood scent). The form of the leopard is taken to track, do reconnaissance, hunt animals for sport, or to spy upon men without them realizing it. The metamorphosis can be maintained indefinitely, but the Demon Eye much prefers the humanoid form to be recognized for who and what they really are.

Regenerate Lost Limbs (special): The Demon Eye can regenerate a lost hand, arm, leg, foot, tail or eye in four hours!

Equivalent Skills: Magically understands and speaks all languages, and can read Chinese on a basic level 50% (enough to identify books, scrolls, etc., but not well enough to use them). Basic Math 98%, Blend 60%, Camouflage 70%, Climb 98%/90%, Detect Ambush 75%, Detect Concealment 80%, Dowsing 60%, Find Contraband 90%, Gemology 80%, Horsemanship: Exotic Animals 70%, Intelligence 80%, Interrogation 80%, Land Navigation 85%, Pilot: Canoe/Kayaking 70%, Pilot: Sail Boat 75%, Prowl 60%, Salvage 75%, Surveillance Systems (tailing only, 75%), Track Humanoids 70%, Track Animals 75% (+10% in leopard form), Trap/Mine Detection 80%, two Wilderness skills of choice and two Espionage or Rogue skills of choice at 60%. Skills do not improve with experience.

Vulnerabilities:

1. Water does not harm the Ying Hsuan Shang, but like most cats, the demon doesn't care for baths or swimming. The boating skills are known because they are a common mode of transportation; China has many rivers and lakes.

2. Sunlight diminishes the demon's power: reduce M.D.C., P.P.E., I.S.P. and its range of vision by 50%.

3. S.D.C. weapons made of silver inflict their damage as equivalent M.D., so a silver spear that normally does 2D6 S.D.C. damage does 2D6 M.D. to the cat demon.

4. Magic, psionics and M.D. weapons all inflict normal damage, but those using cold, heat, fire or plasma do half.

5. Reducing the demon's M.D.C. to zero or 30 points below zero turns it into a hissing, mean tempered, white kitten that tries to make a dash to escape. Killing the kitten (it has 2D6+6 M.D.C.) slays the Ying Hsuan Shang, turning it into a green mist that fades to nothing in 1D4 minutes.

Equivalent Level of Experience: 1D6+2

Attacks per Melee: 12 physical or psionic attacks regardless of experience. The use of a magic spell counts as four melee attacks.

Damage: Head butts, punches and kicks do damage as per Supernatural P.S.; typically 5D6 S.D.C. on a restrained punch, 4D6 M.D. from a full strength punch or kick, 1D4x10 on a power punch (counts as two attacks), claw strikes do 6D6 M.D., and a bite or gore with tusks does 2D6 M.D. May use ancient or modern weapons as the demon sees fit, but without W.P. bonuses. Tends to rely on its own abilities.

R.C.C. Bonuses (in addition to likely attribute bonuses): +4 on initiative, +6 to strike and parry, +1 to dodge, +6 to disarm, +3 to entangle, +3 to pull punch, +3 to roll with impact, +2 to save vs all types of magic attacks, +8 to save vs Horror Factor and possession. See attributes for additional bonuses.

Magic: Blind (6), Calling (8), Charm (8), Domination (10), Concealment (6), Detect Concealment (6), Dispel Magic Barriers (20), Distant Voice (10), Escape (8), Eyes of Thoth (8), Eye of the Wolf (25), Globe of Daylight (2), Lantern Light (1), Ley Line Time Capsule (15), Ley Line Time Flux (80), Ley Line Transmission (30), Lifeblast (15), Locate (30), Invisibility: Simple (6), Memory Bank (12), Mute (50), Rift Teleportation (200), Seal (7), Second Sight (20), See Aura (6), See in Magic Darkness (125), Sense Magic (4), Teleport: Lesser (15), Transferal (50), and Words of Truth (15).

Demonic Curse: Feebleness.

Psionics: All Psionic Sensitive abilities plus Detect Psionics (6), Psychic Diagnosis (4), Psychic Omni-Sight (15), Mind Bond (10), and Telemechanic Mental Operation (12). Considered a Major Psychic. I.S.P.: 3D4x10 +60.

Enemies: Anyone who gets in its way or tries to deny the demon that which it seeks is an enemy. Additionally, the enemies of its master are the enemies of the Demon Eye. It also dislikes priests, monks, heroes and anyone who serves the Celestial Court, or any Gods of Light, out of general principle.

Allies: The Ying Hsuan Shang gladly serve the Yama Kings and other powers, from dark mortal sorcerers to higher powers (evil unless forced to do otherwise). These beings give them purpose and direction in the form of assignments to find specific people and things that the master covets. Likewise, the Demon Eye are used as instruments of revenge assigned to find and kill (or capture, or rob, or beat, or torture, etc.) people in the name of and on behalf of their master. Without someone to give them missions, the Demon Eye would be lost to boredom.

Habitat: China and to a lesser degree, Southeast Asia and India, but may be found anywhere in the world and across the Megaverse on a mission for its master.

Demon Lords

Mo-lo, "He Who Kills"

Also known as the Mara

Eighty-eight Mo-lo or "Mara" Demon Lords are said to exist. The word "mara" means "he who kills" (also the culprit and murderer). These demons are the lords of lust, sin and death, and the enemies of all that is good, beautiful and pious. A Mo-lo can assume a variety of hideous, deformed and monstrous shapes, but its natural form appears to be a giant humanoid, 25 feet (7.6 m) tall with a lashing tongue, pointed teeth, blank eyes that glow like the moon, and as many as a hundred arms. There are usually 4-8 human-looking arms and 12-92 writhing tentacles that rise from the demon's sides and back. Ornamental armor, the color of gold and inlaid with gems, and a similar helmet is worn to denote the Mo-lo's high station. The Demon Lord rides upon a giant elephant that is actually an elder nature spirit enslaved by the monster and forced to serve as a beast of burden.

As the name suggests, the Mo-lo are destroyers who enjoy enslaving, torturing and delivering pain and suffering upon all life forms. Their arch-nemeses are the Celestial Court, the Gods of Light and the champions and followers who worship and serve them. This means the Mo-lo often take a position that is contrary to the Gods of Light just to thwart them and ruin their plans. Thus, the Mo-lo may side with a dark god or Yama King, not because he agrees with the being's cause or because he looks to profit from the association, but to vex or thwart the powers of goodness or to destroy that which is beautiful. Similarly, the Mo-lo's individual actions against the Light may inadvertently help other dark forces (like the Yama Kings) by hurting and weakening the forces of good. Either way, He Who Kills is satisfied with his role in the losses or strife they may have helped deliver upon the Light and goodness.

Mo-lo prefer to lead, not serve, but they will sometimes ally themselves with, or submit to the will of, dark gods and powerful Demon Lords like the Yama Kings. They may also *choose* to join forces with a greater (or lesser) power if there is something in it for them, or if there is an amusement factor involved - i.e., the Mo-lo expects to have great fun destroying and/or inflicting suffering, a great change through war or disaster, or tear down that which is good or beautiful. In fact, "tearing down" individuals through corruption, jealousy, lust, greed, and betrayal is something the Mo-lo and their daughters excel at. The Mara Asuras are often given the plum assignments to discredit and destroy heroes, priests, monks and the pious through indiscretions, extortion, innuendo and foul play (often pinned on the innocent). Both the Mo-lo and Asuras get the greatest satisfaction when they can help a mortal destroy himself or his brethren through their direct intervention. The Asuras are particularly adept at inspiring treachery and murder in the name of love, greed, revenge and lust for power.

The King of the Mo-lo is *Po Hsun* (also known as Mo Kuei and Mo Wang), and he is the most powerful and ruthless of the Eighty-Eight.

Mo-Lo, He Who Kills

Race: Demon Lords, corruptors and destroyers.

Alignments: Miscreant (40%), Diabolic (55%) and Aberrant (5%). A vile, hateful being who delights in hurting and killing others. Vindictive, petty and tyrannical.

Attributes: I.Q. 1D6+24, M.A. 1D6+20 M.E. 1D6+22, P.S. 1D6+40 (Supernatural), P.P. 1D6+15, P.E. 1D6+22, P.B. 1D6+4, Spd. 1D6+10.

M.D.C.: 1D4x1000 +1D6x100 per level of experience.

Horror Factor: 17

Size: 25 feet (7.6 m) tall and weighs three tons, but can magically reduce his size at will as small as one foot (0.3 m).

Gender: Always male.

Average Life Span: Presumed to be immortal.

P.P.E.: 1080 +2D6x10 per level of experience.

Natural Abilities: Keen vision, Nightvision 3000 feet (914 m), sees clearly in magical darkness, can see the invisible, does not breathe air and can survive indefinitely in a vacuum. Dimensional teleport 80% +1% per level of experience, impervious to S.D.C. weapons except those made of silver or bone (they inflict M.D. equal to their usual S.D.C.), impervious to disease, possession, and normal cold and heat (M.D. ones do full damage). Resistant to poison (half damage and half duration) and bio-regenerates 1D4x10 M.D.C. per melee round, double on ley lines and at places of magic that radiate negative energy. The demon cannot heal at places filled with positive energy/chi. A creature of the moon and cosmos, the Mo-lo's powers are diminished in the daytime, but the demon can appear day or night.

Change Size at Will (special): The Demon Lord can change size at will from as small as one foot (0.3 m) to as large as 25 feet (7.6 m).

Metamorphosis: Monster (special): The demon can change, at will, for an unlimited duration, into any kind of twisted humanoid monster, usually with multiple arms.

Metamorphosis: Predatory Animal (special): The Mo-lo can turn into any predatory animal, the tiger being the demon's favorite. Metamorphosis is usually performed to disguise itself so it can walk among humans and deliver warnings and ultimatums as an avatar of the gods or nature spirit.

Death Breath: The Mo-lo draws a deep breath and expels a toxic mist. Intended victims need to roll a 14 or higher to save vs poison or hold their breath for 30 seconds (uses up two of the defender's melee attacks and all skills are performed at -20% while holding one's breath). Those who fail to save see half of their current Hit Points (or M.D.C. if a Mega-Damage Creature) obliterated and instantly fall into a coma from shock. They will die without medical attention or magical or psionic healing (live one hour per every P.E. attribute point). No bonuses apply to the save vs coma and death roll regardless of P.E. attribute or special O.C.C. bonuses. **Note:** Mo-lo and their minions never physically attack a character struck down by its Breath of Death, leaving them for dead where they fall. This attack cannot be performed in the daytime, can only be used once per hour, and counts as six of the monster's melee attacks/actions.



Disease Breath (special): A breath attack leveled at one individual opponent at a time and which counts as one of the demon's melee attacks. The intended victim can roll to attempt a save vs nonlethal poison (16 or higher to save) or hold his breath for 30 seconds (uses up two of the defender's melee attacks/actions and skills are performed at -20%) to prevent becoming diseased. If infected, the disease manifests at maximum level (full penalties and damage) within two melee rounds (30 seconds) and can be any *one* of the Demonic Curse diseases listed here: *Fever, Headaches, Minor Disorder, Numbness, Pox* or *Stomach Sickness*. Thankfully, the illness runs its course in 1D4+1 days, assuming the afflicted character survives. Once an opponent is diseased, he cannot be infected with additional, different diseases and fights at a diminished capacity. **Note:** This attack can only be tried once per person, per night, and only one disease can be inflicted at a time.

Fog Breath (special): The Demon of Death can create fog by breathing it out of his mouth. **Range:** Up to 200 feet (61 m) away. **Radius of Effect:** Covers a 50 foot (15.2 m) radius and counts as four of the creature's melee attacks. Double the radius if fog is breathed out for an entire melee round (no other attacks) and keep doubling as long as the demon is releasing the fog. Maximum area of effect is one mile (1.6 km). People caught in the pea soup fog can't see beyond three feet (0.9 m) and are -2 on all combat rolls (strike, parry, dodge, etc.) in close combat, -6 to strike, parry or dodge fleeting shadows and swirls of movement up to 9 feet (2.7 m) away, and shooting blind (-10) at anything beyond that range. Furthermore, people trapped in the fog feel vulnerable and frightened, and unless groups stay together or tether themselves to a stationary position, they are likely to get separated and lost.

Stench Breath (special): This is a cloud of terrible stench that smells like a combination of rotting bodies and sulfur. Everyone within a 30 foot (9.1 m) radius of the cloud must roll to save vs nonlethal poison/toxin (16 or higher) or gag and vomit, losing three melee attacks and initiative. As long as they remain in the stench cloud, they feel nauseous and suffer the following penalties: -2 on initiative, -20% to perform skills, -20% on Spd and characters with enhanced or superior sense of smell have all other bonuses reduced by half and they cannot use any of their scent abilities. **Note:** The intended victim must make a saving throw or hold his breath for at least 30 seconds to escape the effects of a toxic breath attack. However, holding one's breath counts as two melee attacks/actions and skills are performed at -20%.

Summon Ghosts (special): Mo-lo can summon as many as two Ch'iang Shih (Vampire), 5 Shen Mo (Disease Demon), or 9 Kuei or Preta once per 24 hours. All are willing to perform one task for him to the best of their ability, nothing more.

Summon Goblins or Spirits (special): Mo-lo can summon as many as two Fox or Monkey Spirits, or 3 Fox Faeries, or 9 Goblins (of any variety) once per 24 hours. None are especially loyal to the Demon Lord. They serve him out of fear and will leave as soon as they have done as he asks. If possible, some may try to trick, rob or cheat even a Mo-lo.

Summon Lesser Demons (special): Mo-lo can summon as many as 18 Lesser Demons (does not include "Spirits") once every 12 hours to attend to him in any way he demands. All are completely loyal and will fight to the death for him.

Summon Greater Demons (special): Mo-lo can summon as many as 6 Greater Demons every 24 hours to serve him as he asks. All are completely loyal and will fight to the death for him.

Summon Mara Asuras (special): The Mo-lo can summon 1D6 of his murderous daughters once a day (24 hours). See the description of the Asuras after this description. They are the most trusted of the Demon Lord's minions.

Summon Weather: See magic abilities.

Spit Lightning (special): Mo-lo can spit lightning bolts to engage an opponent or to destroy that which offends him. **Mega-Damage:** 2D6 (typically a warning) or 1D4x10 M.D., whichever is desired. **Range:** 3000 feet (914 m) maximum. **Note:** Each bolt counts as one of the demon's melee attacks/actions.

Equivalent Skills: Magically understands and speaks all languages, and can read all Chinese languages, Hindu/Indian, Dragonese and two languages of choice at 94%. Knows all Rogue skills and all Lore at 75%, Basic Math 98%, Advanced Math 90%, Dance 90%, Dowsing 90%, Gemology 90%, History: China 90%, Navigation 95%, and two Domestic and two Science skills of choice at 75%. Skills do not improve with experience.

Vulnerabilities:

1. The demon's own avarice and need to undermine the works of the Gods of Light often works to keep the Mo-lo in their place and from ever becoming true powerhouses in any plane of reality.

2. S.D.C. weapons coated with, or made of, silver or made of bone do their S.D.C. damage as M.D. x10 to the Mo-lo. For example, an M.D. weapon of silver or bone that normally does 1D6 S.D.C. does 1D6x10 M.D. to the Mo-lo.

3. Sunlight and daytime greatly diminishes the power of this demon of the moon, death and darkness. Reduce M.D.C., P.P.E., I.S.P., bonuses and the number of attacks per melee round by half.

4. Magic, psionics and M.D. weapons all inflict normal damage.

5. Reducing the demon's M.D.C. to -100 below zero turns the Mo-lo into a Preta (hungry ghost) that wanders the eight Hells for two hundred years with no recollection of its past before reforming as a Mo-lo.

To kill the monster, damage must be below zero but not more than -100. Then all but two of its arms must be cut off and thrown into the sea (or a river or lake) and the body given a proper burial – a priest will be required.

Equivalent Level of Experience: 1D6+5

Attacks per Melee: 18 physical or psionic attacks regardless of experience. Only two magic spells can be cast per round and each counts as three of the demon's melee attacks.

Damage: Head butts, punches and kicks do damage as per Supernatural P.S.; typically 1D6x10 S.D.C. on a restrained punch, 5D6 M.D. from a full strength punch or kick, 1D6x10

on a power punch (counts as two attacks), the bite does 3D6 M.D., and the demon knows Wrestling moves to entangle, pin and crush/squeeze (4D6 M.D. per squeeze). One opponent can be entangled and pinned/immobilized by three tentacles. Or the demon can attack using magic, psionics or a weapon, typically a giant-sized sword. Prefers to rely on its natural abilities and magic.

R.C.C. Bonuses (in addition to likely attribute bonuses): +4 on initiative, +8 to strike, +10 to parry, +2 to dodge, +4 to disarm, +8 to entangle, +1 to save vs all types of magic, +4 to save vs mind control, and impervious to illusion, Horror Factor and possession. See attributes for additional bonuses.

Magic: All Spell invocations levels 7-15, plus Spells of Legend: Doppelganger Superior (1000), Metropolis (1600), and Sanctuary (1500). See the **Rifts® Book of Magic** for descriptions of all magic.

Demonic Curses: All.

Psionics: All Physical and Super-Psionics, plus Telepathy (4; no I.S.P. cost when communicating with daughters). Considered a Master Psychic. I.S.P.: M.E. attribute number x10.

Enemies: Hates the good, pious and beautiful and anyone who represents them. The Celestial Court, the Gods of Light and those who serve and worship them are hated most of all, and the Mo-lo are obsessed with ruining their plans, hurting their followers and champions and destroying all Gods of Light. They dislike the Yama Kings because they are a rival power, but sometimes help or ally themselves to them to get at the Celestial Court. For example, Mo-lo don't want to see any one Yama King conquer all of China, but may help one or the other to continue the chaos and to get at a force of good. Anyone who openly defies or attacks the Mo-lo are also their enemies. Mortals are regarded as pawns and playthings.

Allies: Mo-lo command all the Lesser Demons and most of the Greater Demons, and can intimidate Ghosts, Goblins and the undead to serve them on at least a limited basis. Likewise, evil and selfish humans may willingly worship and serve the Mo-lo while others can be secretly inspired and manipulated to do wickedness that serves the Mo-lo or destroys that which is good, beautiful or connected to the Gods of Light even in a peripheral way. Other dark gods, Demon Lords, evil dragons and monsters may join forces with the Mo-lo (or vice versa).

Habitat: Primarily China but may travel anywhere in the Megaverse on assignment.

Mara Asuras Demon

Daughter of the Mo-lo – a.k.a. “Death’s Daughter”

The Mara Asuras are the *wicked* daughters of the Mo-lo, and appear as beautiful, lustful maidens with long, black, unkempt hair, in search of male comfort and companionship. In reality, they are ugly demons whose black hearts and empty souls have made their true bodies appear as shriveled corpses. However, the ugly corpse aspect of the beautiful woman is visible only in mirrors, which they avoid, and in water. Their *reflection* in a pool of water (or mirror) is that of a withered corpse even though the physical body appears to be the beautiful maiden. Getting caught in the rain, however, transforms the maiden into

the walking corpse and harbinger of doom she really is. Being submerged underwater has the same effect.

Asuras serve the Mo-lo as the seducer and corruptor of men, as well as spies and assassins. They lust for sex and are sent to seduce noble heroes, the pious, the beautiful and noble, and the saintly. The demons use their feminine wiles to bring the men down by inspiring them to do evil, be selfish, lust for things they don't possess, to be cruel, and only loyal to themselves (and their wicked mistress). The Asuras' powers of persuasion and manipulation through treachery are frightening. Their most satisfying triumphs are when they can get a man to betray and damage or destroy a friend, loved one, a cause which he holds dear, or to destroy himself. The most devious among the demon women may even be allowed to marry a mortal (no offspring are possible) who is a renowned hero or holds a position of power, and manipulate the man to do evil and, when possible, to serve as the true power behind the throne. Asuras are completely loyal to their own Mo-lo father, but see each other and their parents as rivals and often work to undermine the schemes of other Asuras and their parents.

Race: Greater Demon and among the mightiest of their kind.

Alignment: Miscreant (40%), Diabolic (50%) or Aberrant (10%), but usually completely loyal to the Mo-lo who sired them. They are only seen by men when on a mission for their evil father or the master he may serve.

Attributes: I.Q. 1D6+15, M.A. 1D6+15, M.E. 1D6+15, P.S. 1D6+20 (Supernatural), P.P. 1D6+15, P.E. 1D6+15, P.B. 1D6+20 (they are beautiful maidens with white skin that looks like porcelain), Spd. running: 1D6+15, but can also ride the currents of the wind.

M.D.C.: 2D6x100 +88

P.P.E.: 1D4x100 +1D6x10 per level of experience.

Size: Human-sized, 5-6 feet (1.5 to 1.8 m) and 90-140 pounds (40.5 to 63 kg). Also knows the magic spells Giant and Reduce Self.

Gender: Female only.

Horror/Awe Factor: 15, awesome as a beauty, horrific as a shriveled corpse.

Natural Abilities: Nightvision 1000 feet (305 m), see the invisible, turn invisible at will (equal to the spell Invisibility: Lesser), dimensional teleport 50% +4% per level of experience (100% to appear before the feet of her father), impervious to disease, resistant to poison and cold (takes half damage from them), and bio-regenerates 1D6 M.D.C. of damage every minute (or one M.D.C. per melee round). In addition, Asuras can ride the currents of the wind and fly at double the wind speed when going with the wind, and at half the wind speed when flying against or away from it. Can sense when rain is coming and whether it will be light or heavy, so she can avoid getting caught in it and exposed for the monster she is.

Metamorphosis: Human (special): The demon can change, at will, for an unlimited duration, into a beautiful woman of any adult age; P.B. is never less than 21. The disguise is so complete that no probative magic, psionics, or insight can tell that the woman is a demon, not even See Aura. The Asuras appears completely human, its false aura accurately reflecting its physical appearance. Only their evil ways



betray them as being supremely wicked, and sometimes mistaken for a Fox Faerie or Fox Spirit.

Equivalent Skills (Mara Asuras): Magically understands and speaks all languages, and can read any Chinese script at 90%. Basic Math 90%, Climb 70%/60%, Computer Operation 70%, Concealment 80%, Cook 90%, Dance 90%, Floral Arrangement 90%, Law 70%, Lore: All 75%, Poetry 90%, Prowl 60%, Sing 90%, Intelligence 80%, Land Navigation 70%, Navigation 70%, Pick Locks 80%, Pick Pockets 80%, Radio: Basic 75%, Seduction 90%, Streetwise 60%, Surveillance Systems 70% (80% to Tailing), and three Rogue or Technical skills of choice at 60%. Skills do not improve with experience.

Vulnerabilities: In addition to a penchant for underestimating her opponents and given to petty vendettas and jealousy . . .

1. Hates water, cannot swim and can be drowned, but it takes the demon's P.E. attribute number in minutes (16-21 minutes) to drown.

2. S.D.C. weapons coated with, or made of, silver or made of bone do their S.D.C. damage as M.D. x10 to the Asuras. For example, an M.D. weapon of silver or bone that normally does 1D6 S.D.C. does 1D6x10 M.D. to the Asuras.

3. Sunlight and daytime greatly diminishes the power of this demon. Reduce M.D.C., P.P.E., I.S.P., bonuses and the number of attacks per melee round by half.

4. Magic, psionics and M.D. weapons all inflict normal damage.

5. An Asuras is killed when its M.D.C. is reduced to 50 points below zero, otherwise its incredible bio-regenerative powers will restore the demon in a matter of minutes. It can also be slain by drowning.

Equivalent Level of Experience: 1D6+3

Attacks per Melee Round: Seven physical or psionic attacks. Casting a spell counts as two attacks.

Damage: Punches and kicks as per Supernatural P.S.; typically 4D6 S.D.C. on a restrained punch, 3D6 M.D. from a full strength punch or kick, 6D6 on a power punch (counts as two attacks), a claw strike with talons does 4D6 M.D., and a bite does 1D6 M.D., or by weapon or magic. Favors small, concealed weapons with a big kick. May use guns but without benefit of bonuses (no W.P.) and prefers to rely on its natural abilities and magic.

R.C.C. Bonuses (in addition to likely attribute bonuses): +3 on initiative, +6 to strike, +2 to parry, +2 to dodge, +2 to disarm, +2 to pull punch, +2 to roll with impact, +2 to save vs all forms of magic, and is impervious to magic illusions, Horror Factor and possession.

Magic: Agony (20), Banishment (65), Beat Insurmountable Odds (40), Blind (6), Blinding Flash (1), Charm (12), Charismatic Aura (10), Cloak of Darkness (6), Compulsion (20), Constrain Being (20), D-Step (50), Death Curse (special), Deathword (70), Dessicate the Supernatural (50), Domination (10), Dispel Magic Barriers (20), Energy Bolt (5), Energy Disruption (12), Energy Field (10), Energy Sphere (120), Expel Demons (35), Fire Ball (10), Force Bonds (25), Frequency Jamming (15), Giant (80), Havoc (70), Id Alter Ego (130), Impervious to Energy (20), Lantern Light (1), Life Drain (25), Locate (30), Magic Pigeon (20), Magic Warrior (60), Manipulate Objects (2+), Mask of Deceit (15), Mute (50), Mystic Alarm (5), Mystic Portal (60), Reality Flux (75),

Reduce Self (20), Re-Open Gateway (180), Restore Life (275), Rift Teleportation (200), Shadow Meld (10), Shatter (5), Sickness (50), Summon and Control Animals (125), Summon Greater Familiar (140), Summon Shadow Beast (140), Time Slip (20), Transferral (50), Wall of Not (70), Watchguard (10), and the Spell of Legend: Doppleganger (superior; 1000).

Demonic Curses: Ancestors, Forefather, Heritage, Plague, Pox, and Wasting.

Psionics: I.S.P.: 2D6x10+88. Possesses all *Mind Bleeder* abilities (see *Rifts® G.M. Guide*, *Psyscape®* or *Rifts® Africa®* for descriptions), *Telepathy (4)* and all *Super-Psionics*. Considered a Master Psychic on par with the Mind Melter.

Enemies: The enemies of her father are also her enemies, but Asuras are also the enemies of the Gods of Light and are always at war with them. Hates the Celestial Court, the Gods of Light and those who serve and worship them. The Asuras are also envious of other beautiful people (men and women) because they, themselves, are actually hideous monsters and destroy all things that are beautiful. Most dislike the Yama Kings because they are rival powers to the Mo-lo, but a little Mara Asuras who is mad at daddy may ally herself to a Yama or one of his other enemies or rivals. Regards mortals as pawns and playthings.

Allies: Most *Lesser Demons* (not Spirits) of China must obey her, so must the *Kinnaras*, *Mahoragas*, *Red Child* and *White Monkey*. Ghosts, Vampires, Goblins, and mortals fear the Asuras and usually submit to a Death's Daughter's appeals for help, threats, blackmail and demands, but serve her only as long as she has power over them. If the demon is slain or forced to flee, these frightened and unwilling servants run away, stealing anything they can grab on the way out.

Habitat: Primarily China but may travel anywhere in the Megaverse on assignment.

Shih-Ju Shen

Also known as the Look-Flesh Demon

According to legend, the Shih-Ju Shen walked the Earth when the elder gods were young. They might have even been counted among them as equals before they fell to chaos to become diabolic creatures of betrayal, destruction and upheaval. Over the eons their numbers have dwindled but at least 1000 still exist and more than one serves the Yama Kings and other dark forces. The creature appears as a 20 foot (6.1 m) behemoth with a hippopotamus head crowned with jelly fish-like tendrils. The dominant feature of the face is the demon's huge grinning maw, with widely spaced alligator teeth, a shaggy yellow beard and glowing yellow eyes. The hands are strange claws with fingers that appear to be made of stone, and the body is human though the legs are stunted and too small for the heavy upper torso.

The Shih-Ju Shen is better known to men as the "Look-Flesh Demon." It has earned this name for two reasons: **1)** The Shih-Ju Shen can metamorph to look completely human, i.e., "look (like) flesh," their demonic nature completely concealed in much the same way as the Red Child Demon whom the

Look-Flesh often employs as one of its henchmen. In this form it functions as a spy, seducer, corruptor, agitator and killer from within. **2)** The demon can show mortals what the future holds for them, as in, "*look flesh*, and see what I have to show you." The Shih-Ju Shen always call humans (and most mortal beings) "flesh," and when inviting them to see the future, they beckon to them saying, "look flesh." This power is also used to corrupt and manipulate those who dare to trust that the demon is showing them the truth. Many learned scholars believe that while the Look-Flesh Demon can see and show people the future, the demon can also manipulate the images with its own thoughts to sort through the *many possible futures* and display *the one* or two that will cause the greatest consternation to the viewer, or which serves the monster's own purpose best. Thus, if a person has an equal potential to become a hero or a blackguard, the Look-Flesh is likely to show him only the worst possible future, burying the good he might do in hopes of turning the individual to evil or to crush the spirit of someone who might become a hero. Though there may be some glimmer of truth in what the Look-Flesh Demon presents, it is mostly what it wants to show, and that is often half-truths, incomplete pictures, tragedy and terror. If it can crush the potential, hopes and dreams of the living, it will do so with a smile and false regret, for the Look-Flesh are evil incarnate.

Some say everything about the Look-Flesh Demon is a lie. Its origin as an elder god, to what it tells anyone, and even its true purpose or reason it does anything it does. In the end, the only truth one can count on is that the creatures are masters of lies, deception and false dreams, and that they love to torture the minds of humans. Why the Look-Flesh do what they do is beyond anyone's guess. One wise monk had this to say about the Shih-Ju Shen, "It is human nature to ask 'why' and try to find reason in all things. But we must not forget that the Look-Flesh Demon is not human. It does what it does, because it is its nature to stifle creativity, turn dreams into nightmares, and devour the human spirit. That is its purpose and its joy, and it does its job well. To seek a deeper meaning is like asking why the tiger hunts and the scorpion stings. They are what they are, there is no deeper meaning. To seek more from the Look-Flesh is to become a pawn in one of its games."

Left to its own device, the Look-Flesh is often the secret power behind the throne or the inspiration to overthrow the throne. They corrupt, inspire evil, breed despair, and turn good men into wicked monsters. Debauchery, excess, revenge and gratuitous displays of power are applauded and encouraged by the beast. And to help them find their evil potential the Shih-Ju Shen whispers the promise of insight and says, "Look flesh, and gaze upon your future, if you have the courage to face it."

Shih-Ju Shen – Oracle & Manipulator

Alignment: Diabolic (50%) or Miscreant (50%). An enigmatic monster who likes to taunt and torture people with their own future. Cruel and sadistic.

Attributes: I.Q. 1D6+18, M.A. 1D6+18, M.E. 1D6+18, P.S. 1D6+24 (Supernatural), P.P. 1D6+16, P.E. 1D6+16, P.B. 1D4, Spd. 1D6+18.

M.D.C.: 3D4x100 +1D4x10 per level of experience.

Horror Factor: 14; though hideous and monstrous, the de-



mons' high M.A. and fortune telling powers make them a bit less horrifying somehow.

Size: 20 feet (6.1 m).

Gender: Male.

Average Life Span: Presumed to be immortal and are believed to be older than the Yama Kings.

P.P.E.: 1D6x100 +1D6x10 per level of experience.

Natural Abilities: Nightvision 1000 feet (305 m), dimensional teleportation, impervious to S.D.C. weapons, except those made of bone or stone (which inflict M.D. equal to their S.D.C. damage), also impervious to disease, poison and cold, but M.D. weapons, magic and psionics all do full damage. Bio-regenerates 3D6 M.D.C. per melee round, double on ley lines and at places of magic that radiate negative energy. The demon cannot heal at places filled with positive energy/chi. The Look-Flesh Demon can appear during the day in a weakened state (see Vulnerabilities), but is a creature of darkness and usually stalks and kills at night. The demon only needs 2-3 hours of rest or sleep per 24 hours and can go a week with no sleep without penalty.

Metamorphosis: Animal (special): 1. Giant white alligator, 30 feet (9.1 m) long. Can swim 90%, breathe underwater, and its bite does 5D6 M.D. 2. Giant white stag, 8 feet (2.4 m) tall at the shoulders. As a stag, tripled the running speed, the creature can leap 15 feet (4.6 m) high and 60 feet (18.3 m) across and it inflicts an extra 1D6 M.D. from kicks and antler attacks. 3. Giant white tiger, 10 feet (3 m) long, Prowl 60%, Track by smell alone 60% (+15% to follow a blood scent), and can leap 30 feet (9.1 m) high and 60 feet (18.3 m) across standing still (increase by 50% with a running start).

Metamorphosis: Human (special): Same as the Red Child. Can metamorph into a human (male or female) and duplicate people exactly – their voice, features, personality, etc.

Flawless Impersonation of Others (special): Same as the Red Child.

Change Size at Will (special): The Look-Flesh Demon can change its size from 5 feet (1.5 m) up to 20 feet (6.1 m) tall, depending on whether or not it wants to appear approachable or imposing.

Show the Future (special): The Shih-Ju Shen is more than a fortune teller or psychic who tells what "they" see, the Look-Flesh *shows* the individual what it sees in their future. The images appear in the palm of the creature's hand, in quick-cut snippets like the coming attractions for a motion picture, leading up to and lingering on the most important or pivotal event, all played out before the person's own eyes. The effect is staggeringly dramatic. Whether the vision occurs in the viewer's mind or is an illusionary pictorial is unknown, but the Look-Flesh Demon has the power to let only the person whose future is being revealed see it, or everyone present see it. Usually, the individual has the right to tell the demon whether he wants to share the image with others or keep it private, blocking out all other spectators. However, the manipulative creature sometimes promises absolute privacy but secretly lets one or more others witness the spectacle simultaneously. Furthermore, the shared vision can be transmitted to an individual or group up to 200 miles (320 km) away, though in that instance it often comes to them as a dream, daydream or startling vision.

A leader who has a Shih-Ju Shen in his employ may ask the beast to show him his future involving specific people. In some cases, this leads to the man accusing and punishing friends, family, servants and employees for *future crimes* yet to be committed in an effort to quell rebellion, betrayal, and other wrongs the Look-Flesh shows will happen in the future. This is a clear example of how the demon can trick and manipulate events by showing a false future to mold the future it wants. Again, one must ask what is real and what is lies, but how can one tell when they all look real and convincing? You can see how this can lead to madness.

True Vision (special): Impervious to illusions, sees right through them. In addition, the demon instantly recognizes the undead, Fox Spirits, Monkey Spirits and Fox Faeries even when they have used metamorphosis to appear as something or someone else, as well as spirits, goblins, demons and gods transformed into animal form.

Equivalent Skills (applies to both body forms): Magically understands and speaks all languages, and can read all Chinese writing at 98%. Basic Math 98%, Calligraphy 80%, Concealment 80%, Dance 80%, Escape Artist 90%, Find Contraband 75%, Forgery 80%, History: China 90%, Holistic Medicine 80%, Intelligence 80%, Interrogation Techniques 80%, Land Navigation 80%, Poetry 90%, Performance 90%, Prowl 50%, Streetwise 80%, Swim 80%, Tracking (humanoids) 80%, all Lores at 80%, and two Wilderness or Espionage skills of choice at 80%. Skills do not improve with experience.

Vulnerabilities: Sometimes its elaborate schemes spin out of control (or do they?) and the demons often seem contradictory or downright crazy.

1. S.D.C. weapons made of *bone* or *stone* inflict their S.D.C. damage as M.D. x2 when used on a Look-Flesh Demon in any of its many possible manifestations.

2. A creature of darkness, sunlight and daytime reduces the number of attacks, combat bonuses, M.D.C., P.P.E. and I.S.P. all by half, but this doesn't stop the demon from coming out during the day.

A Globe of Daylight spell has the same effect, but takes one minute for the penalties to go into effect, more than enough time for the demon to move out of its range or to find shadowy cover where it is safe or just ignore it and do as it pleases.

3. Magic, psionics and Mega-Damage weapons all inflict normal damage.

4. A Shih-Ju Shen is killed when its M.D.C. is reduced to 100 points below zero, otherwise its incredible bio-regenerative powers will restore the demon in a matter of minutes. However, the demon is said to be reborn with the next harvest moon unless dirt is poured into its gaping mouth, rubies placed over the eyes and the thing given a proper burial (requires a priest). A recent rumor that has begun to circulate suggests, however, that the above "proper burial" does not put the creature to rest, but places it in suspended animation, and that if dug up, the gems removed and dirt swept out of its mouth, the Look-Flesh will rise with the next full moon.

Equivalent Level of Experience: 2D4+4

Attacks per Melee: Six physical or psionic attacks regardless of experience. The use of a magic spell counts as three melee attacks.

Damage: Head butts, punches and kicks do damage as per Supernatural P.S.; typically 5D6 S.D.C. on a restrained punch, 3D6 M.D. from a full strength punch or kick, 6D6 on a power punch (counts as two attacks), and a bite does 2D6 M.D. The demon may use manmade weapons as it deems desirable or necessary (without benefit of W.P. bonuses), but tends to rely on its natural abilities and magic.

R.C.C. Bonuses (in addition to likely attribute bonuses): Though powerful, the Shih-Ju Shen are not fighters. +1 on initiative, +2 to strike and parry, +1 to dodge, +1 to disarm, +2 to pull punch, +2 to save vs all types of magic attacks, and impervious to Illusions, Horror Factor and possession. See attributes for additional bonuses.

Magic: Apparition (20), Calling (8), Climb (3), Compulsion (20), Create Water (15), Create Wood (10+), Create Steel (68), Escape (8), Fear (5), Hallucination (30), Horrific Illusion (10), Id Alter Ego (130), Illusion Booster (15), Illusion Manipulation (25+), Illusory Forest (45+), Illusory Terrain (55+), Illusory Wall (15+), Manipulate Objects (2+), Mask of Deceit (15), Memory Bank (12), Multiple Image (7), Oracle (30), Reality Flux (75), Reflection (7), Second Sight (20), Sheltering Force (20), Spoil (20), and Swim as a Fish (6).

Demonic Curses: Ancestors, Animal Disease, Barrenness, Drought, Interesting Life, Hunger and Minor Disorder.

Psionics: All Sensitive and Super-Psionics. Considered a Master Psychic on par with a Mind Melter. I.S.P.: M.E. attribute number x10 +1D4x10 per level of experience.

Enemies: Who knows anything about these enigmatic beings? Certainly most wise people and beings on the side of Light and order dislike and fear the Look-Flesh Demon, and clashes between them and the demons have occurred for eons. Seems to have its own crazy, secret agenda, but is a creature of chaos and disorder. On the other hand, the Shih-Ju Shen have helped the forces of good from time to time. Humans are regarded as fun playthings and pawns.

Allies: Anyone is a potential ally, though the Shih-Ju Shen tend to associate with selfish and evil characters. The Look-Flesh Demons clearly enjoy having power and control over others, but it's impossible to tell what truly motivates the creatures or what can be used to bribe or buy them. Thus, the Shih-Ju Shen make strange and puzzling alliances, associating with both the denizens of good and evil and those in-between. And while they claim distress and resentment being *forced* into service by anyone, the ever-grinning demons seem to derive pleasure from the outcome of whatever happens thanks to their enigmatic involvement. Besides, who is the master? The one who commands his minion to show him the future, or the servant who presents the path the master follows? This is the sort of conundrum the Look-Flesh Demons revel in.

Smart people run from the Shih-Ju Shen, especially those offering help for nothing in return. And when one of the monsters asks for something as payment, even something seemingly of no value or importance, one can bet he will pay a hefty price in the future. For the Look-Flesh have a nasty habit of turning the insignificant into something that will come back to haunt the person later. Despite the demons' evil reputation, both mortals and supernatural beings find themselves turning to the Look-Flesh for advice, help and the promise of the future. Such is the beckoning allure of know-

ing the future. And the Shih-Ju Shen are only too glad to comply.

Uses Lesser and Greater demons for agents and henchmen with the Fox Faerie, Headless Ones, Kinnaras, Mahoragas and Red Child among the most favored. May also use evil and foolish humans, the occasional animal/forest spirit or Goblin as deemed desirable.

Habitat: Found in China, and sometimes in Korea, Japan, Russia and India, but may go anywhere on Earth or in the Megaverse.

Elder Gods & Spirits

There are literally thousands of ancient or “elder” Chinese gods and spirits that come in every shape and size imaginable. However, though an “elder” god or nature spirit appears from time to time, they have, as a whole, kept themselves hidden or away from Rifts Earth and the affairs of men. Whether this is because they don’t care about humans who stopped worshiping them thousands of years ago or whether the influence of the Yama Kings and other forces hold them at bay (or some other reason entirely) is unknown. When an elder god does appear, it is usually alone and may walk the Earth to hurt or help mortals, or may have returned for its own purpose – to find peace or enlightenment, to seek revenge upon an old or new enemy, to acquire a magic item, etc.



Using Demon NPCs

By Kevin Siembieda

Demons are different in Rifts China

China is unique, in that demons and spirits are *everywhere*. China is their home as much as it is the home of humans. So when we say China is *infested* with supernatural beings, we aren’t kidding.

Demons and supernatural beings are so plentiful that they, in effect, represent a significant portion of what might be considered the *indigenous superhuman population*. This makes them more than faceless monsters and bogeymen, but “people” who interact with other supernatural beings, dragons and mortals. Demons, Goblins, evil nature spirits, ghosts, dragons and gods

are so common to China that mortals accept them as a part of their everyday lives, though they try to avoid them. Not only that, but demons, the magical and the supernatural are a part of Chinese society in that they are a consistent part of Chinese history, superstition, religious belief and life. Furthermore, since so many Chinese Demons (and other magical and supernatural beings) can assume the form of a human, one can never be certain that the *person* they’ve just met is really a mortal and not some infernal or trickster spirit. The ability to disguise themselves as humans or animals is a common power among the supernatural denizens of China and a running theme in literally thousands upon thousands of myths and stories. That means the friendly barkeep and the grumpy blacksmith might both be demons living and working side by side with humans. However, strangers, wanderers and outsiders are the most suspicious and likely to be a shape changing demon or monster.

China is an ancient civilization, and so are the demons, spirits and deities associated with the Chinese people. The Chinese have never completely lost touch with the spiritual and mystical aspects of life. They have accepted demons, the supernatural, and magic on one level or another for thousands of years, right up to and beyond the *Coming of the Rifts*. Demons and spirits have always been a part of their lives, which is why every modern day home has a shrine to the ancestors, one to the Kitchen Gods and another to other gods and to ward away demons with offerings of food, drink, incense and prayers. Most Chinese festivals are designed to please and keep away the wrath of a particular group of gods and/or demons. The only significant difference between the real world now and the fictional future world of Rifts China is that the demons are out in the open. The demons of Rifts China are nearly as plentiful as humans (one in three people living in China is a supernatural being) and much bolder. Their superior powers and Mega-Damage bodies make them walking tanks and living power armor who don’t need to hide their true demonic nature if they don’t want to. It also makes them more aggressive, enslaving, blackmailing and dominating humans everywhere. As terrible as that may be, demons are not viewed by the Chinese as impossible, alien or mysterious as they are in other places, but just as examples of the cosmos being knocked out of whack. Nor are they shocked or horrified that the Yama Kings have appeared, bringing portions of Hell with them to Earth and warring among themselves to conquer China. It is frightening and terrifying, but to the Chinese, it makes perfect sense.

Demons tilt the scales of power and tend to hold positions of leadership and the reins of power whether it is a lone village champion/protector, a self-appointed tyrant king, or the servant of a greater demonic or deific master. Mortals, understandably, fear and resent the demons, ghosts, goblins and spirits who manipulate or rule their lives, but they also accept them.

There are, of course, places where the demons’ don’t rule or enslave humans, and places where demons fear to tread, but in the lowlands where the Yama Kings build their armies and empires, and chaos reigns, much of the land is dominated by the monstrous and inhuman. Some demons are allied to the Lords of Hell, others are powers unto themselves, and some serve no one but themselves. Still others serve whomever they choose and work as freelance spies and assassins for hire.

As for true humans, because demonkind is so dominant, the monsters can choose to be benevolent. Besides, as noted in other places, most Chinese Demons are used to bureaucracy and some degree of logical order. They serve a King or Master and seek to enforce their will on those weaker than they, i.e., mortals and other lower supernatural and magical creatures (Faerie Folk, Goblins, etc.). Thus, humans and human civilization have their value, and the more intelligent and powerful demons desire to dominate and control mortals for profit and power. For a King is not a lord and master unless he has people to rule. Of course the outlook of different kinds of demons varies from type to type. As seen in the descriptions of Goblins, ghosts and demons, some see humans as a *potential resource* or a means to an end, or as a convenient diversion. Others see mortals as *playthings* (*playmate* is too generous a status for humans and D-Bees, at least for some demons) to be used, abused, tortured, enslaved and killed as they please. Some demons see mortals as a source of *entertainment* to be manipulated and observed, or as a slave race born to fear, worship and serve demonkind. To most animalistic supernatural beings, humans are little more than *prey* to be hunted, or cattle to be raised, slaughtered, and eaten – or annoying insects to be stepped on or swatted away when their buzzing becomes impossible to ignore. Some supernatural beings see humans as more than pawns, slaves or henchmen, but as important *playing pieces* or *weapons* in their games of conquest, revenge and ongoing rivalries against other demons, dragons, and gods. Whether they represent a work force, worshipers, slaves, warriors, playthings, pawns, or food, humans hold some intrinsic value and attraction to most Chinese Demons, and a few supernatural beings (particularly “spirits”) even fall in love and mate with humans – or at least love them the best way they can. The people of China aren’t happy about demonic infestation or being forced to accept demonic leaders and masters, which is why most villages, even in the heart of Yama King territory, embrace, hide and help heroes, avatars of the gods, enlightened Priests and Monks, Demon Quellers and other destroyers of evil and Champions of Light.

Demons as Non-Player Characters (NPCs)

Demonic personalities. Chinese demons, spirits, and even goblins and ghosts are surprisingly human, selfish and interesting. They aren’t two-dimensional monsters or villains, but always have some motive, dream, desire, or reason for their actions. It may be something simple like revenge, greed, hunger, lust, or power, and even a simple desire for fun and adventure – only a demon, spirit or Goblin’s idea of fun inevitably involves trouble, mayhem, suffering and probably destruction and death for mortals. That’s when their demonic and inhuman nature comes to the fore, but prior to that, the creature may *seem* friendly, helpful, and caring, or a worthy companion or ally. If there is a moral or running theme in Chinese myth, it is that humans and the supernatural always clash – the selfish and destructive nature of the supernatural will always surface, eventually, to bring about tragedy for one side or the other. And sometimes it is the supernatural being who gets betrayed, wronged or unjustly hurt or killed.

Chinese demons are like people. Some are aggressive and hostile, others haughty and arrogant as if they were royalty or important though it may only be self-importance, others are

quiet and demure, even shy (though the creature’s emotions inside may be boiling like a cauldron). Some are refined and elegant, others rude and crude. Some are thieves and bandits, some braggarts and liars, others wicked and ravenous. Still others are lazy, or mischievous pranksters or party animals looking for a good time. If the demon is having a good day, he or she is likely to be more forgiving and gracious. If the demon is having a bad day, the creature is likely to take out its frustration and anger on anyone who gets in its way, and won’t tolerate even the slightest perceived insult.

The approach to playing demons as Non-Player Characters (NPCs) and villains in Rifts China should be different from anywhere else on Earth (or most other role-playing games for that matter). In an ordinary setting, it is not unusual for an adventurer to encounter a human or D-Bee farmer, merchant, traveler or fellow adventurer. The stranger and the player characters are likely to greet each other, exchange words or share information or food, and perhaps trade goods. The encounter is probably civil unless one of the player characters insults or threatens the stranger or vice versa, or unless the stranger is really a nefarious spy or bandit from the start. All of this remains true in Rifts China, only here, where demons are so plentiful, that NPC is just as likely to be a *demon* (Lesser or Greater) or some other magical or supernatural creature as a human. Because supernatural beings are so plentiful, and they consider China to be “their home,” they are not always openly hostile, or slobbering monsters bent on gobbling up strangers. Instead, they are often civil and interact with mortals in the same day to day manner as humans treat each other. If there is a difference, it’s that the demon is likely to have a superior and condescending attitude toward mortals, and especially adventurers and apparent heroes. They are, after all, the dominant species in China, at least from a pure power level if not actual numbers – i.e., physically stronger, Mega-Damage hides, and possessing magic powers and abilities much greater than the average humans. Natural born bullies, demons and many selfish and evil supernatural beings like to taunt, toy with and trouble humans as the mood strikes them. It is their dark nature and attitude of superiority that bubbles forth like an animal instinct that compels them to flex their muscles and push their luck. Demons can’t leave well enough alone, and do things that often lead to their own demise or getting toppled from their thrones of power. Greed, envy, lust for power and most human vices eat at demons like hungry locusts and lead them to take foolish and cruel action. In fact, Game Masters might think of Chinese Demons, Goblins, and troublesome spirits as the embodiment of human vice and cruelty, and as such, demons go looking for trouble and mess with people especially when bored or in a testy mood. Most Chinese have learned to grin and bear it, for they have no other recourse. Outsiders, heroes and bold adventurers on the other hand, may push back, defy and attack a snotty or pushy demon, inviting the demon’s quick temper and vengeance with potentially deadly consequences (for one side or the other).

As a rule, Chinese Demons are much more cultured and civilized than the classic “Western” murderous fiends and slobbering monsters bent on destruction and chaos. Many Chinese Demons have a sense of history and appreciate art and culture. Many also serve a greater purpose or power and fit into one of the bureaucratic Hells as a member of demonic society. While most are, indeed, evil monsters, many (not all) are reasonably

intelligent, cultured and, in their own twisted way, may even be polite and honorable. Many other demons are mean, spiteful, vindictive and cruel, and many also like to eat humans. Most enjoy inflicting pain and suffering on mortals, but these are aspects of a demon's nature, and such behavior is to be expected of them. Chinese Demons can be petty, vindictive brutes and bullies, and most won't hesitate at performing unspeakable acts of cruelty and wickedness, especially when angry, but they are also cunning and have wants, desires and fears just like humans. Even the more barbaric and lower beings, like animal spirits, tricksters, goblins and ghosts, have cravings, wants, dreams, fears and feelings that are all too human.

Ghosts are usually the most simple-minded and hurtful to mortals, lashing out for no reason and delighting at inflicting pain and death. They sometimes serve demons as henchmen, spies and pawns.

Goblins tend to be mean, mischievous and selfish, and may also be used by demons as their henchmen, spies and pawns.

Spirits (like the Fox and Monkey) can be evil and murderous, but most are tricksters who like to play games on humans (and the supernatural) that confuse, confound, frustrate or infuriate them. They, too, can be pressed into service by demonkind, but are too rebellious of spirit to serve them faithfully or for long. Spirits like to do as they please and rebel against captivity, slavery and oppression.

Chinese Demons, themselves, often have a wider personal agenda or serve a King or infernal power that holds a dream of conquest, power, revenge or other purpose they try to fulfill. The lesser spirits and beings usually work their mischief alone or in small groups, while demons may gather in great swarms and armies, and again, usually under one unifying leader with a grand dream.

The personalities of demons are as varied as humans, and the Game Master should think of demonic adversaries as "people" with super-powers and black-hearts – schemers, cheats and scoundrels to torturers, murderers and madmen, but villains with character and personality traits that set them apart from dumb animals.

Game Master Note: To capture the feel of China and the depth of character given to the many supernatural beings presented in this tome, it is important to *play* Chinese Demons, spirits and ghosts (dragons and other beings, too) as people, not nameless bogey-men or faceless monsters. Their role should be more than "Monster Number One leaps out of the shadows to shout *boo*. Monster Number Two threatens the player group." They should have personalities, wants, needs, desires and dreams. Some can even start out as, and continue to be, *recurring characters* who the players get to know – not just a snarling villain (or at least not right away). The demons should have personalities and jobs and positions in human and/or demonic society. The money- (or food- or booze-) grubbing beggar, the sleazy informant/snitch, the daring gambler, the smooth thief, the threatening bully, the village drunk, the village leader, the community's protector, the corrupt law officer, the ruthless businessman, the friendly merchant, the manipulative merchant, the weasel of a magistrate, the smug rich man, the arrogant scholar or mage, the shy scholar, the downtrodden worker, the happy worker, the despicable betrayer, the cocky or haughty warrior/hero, the seductress, the secret power behind the throne,

and countless other possible character types can all be *demons*. And they can start out as dubious but benign Non-Player Characters (NPCs), but characters who all have a dark side, and who all represent some future danger, treachery, intrigue or opportunity for adventure. NPCs who can rise up from the inconsequential or comfortable familiarity into the limelight to become a sinister menace or diabolical villain as the campaign unfolds over time are always the most memorable.

When I wrote the many demon descriptions I tried to make a point to be elaborate and mention the creature's inhuman nature, goals, desires, enemies, allies, wants and motivations. Use that information as a guide to create unique and memorable villains and NPCs that will play a role in the player characters lives. You'll see these "monsters" come to life when you give them human qualities – and it's the same treatment you probably wouldn't think twice about if the NPC was "human." So do it. Give Chinese Demons and supernatural beings human personalities, qualities and weaknesses, and have a blast molding characters that will be that much more vivid and fun.



Weaknesses Common to ALL Demons, Ghosts & Wicked Spirits

ALL Chinese Demons, Goblins, ghosts, and evil spirits suffer from the following weaknesses, habits and attractions.

Confused and lost in mazes. The evil denizens and spirits of China are frustrated and confused by winding passages, mazes and twisting and turning roads, alleys and paths. **Penalties:** Reduce Land Navigation – or any Navigation or Tracking skill for that matter – by half, and all other skills by -15% and initiative is -1.

Furthermore, the infernal creatures are likely to get lost, and the more lost they become the more frustrated they get, and the more frustrated they get, the more likely they are to give up on their current mission, quest or goal, and go running (or flying), screaming into the night. When this happens, a demon or ghost usually gives up for that night and goes to sulk or sleep until the next evening. Goblins and spirits may do the same, or they may go to the entrance or exit (if they can find it), and wait there in case their target should come that way. Many a targeted mortal has escaped the vengeance of a demon or ghost by leading it on

a confusing chase down a winding road or the twisting alleys of a village. **Note:** The *straight flow* of mystic energy is another reason why demons and supernatural beings are so attracted to ley lines (a.k.a. Dragon Lines). Chinese Demons have no difficulty navigating straight lines and grid formations, but curves, twisting turns, ups and downs and zigzag patterns make them dizzy and send their minds spinning.

Dislikes places of positive energy. Evil and Anarchist supernatural beings feel uncomfortable, on edge and unhappy in places of beauty and positive energy. **Penalties:** Reduce all combat bonuses (initiative, strike, parry, dodge, etc.) by -1 and skills are -10%. Penalties are -2 to combat bonuses and -20% to skills if the location is a beautiful natural or sacred place vibrating with positive energy.

Cherry blossoms, peach blossoms, peach trees and peach fruit in general, other pretty flowering plants and gardens, as well as most any sweet, delightful aromas are unpleasant and repugnant to Chinese Demons, Goblins, ghosts, and other wicked supernatural beings of the Orient. This is why Chinese houses are built adjoined to an attractive courtyard, incense is burned, and pools are in motion, because demons won't linger long at such pleasant and positive locations. This is also the basic concept behind the art of feng-shui: the *flow* of positive energy and keeping out negative forces, i.e., demons, troublesome spirits and negative energy.

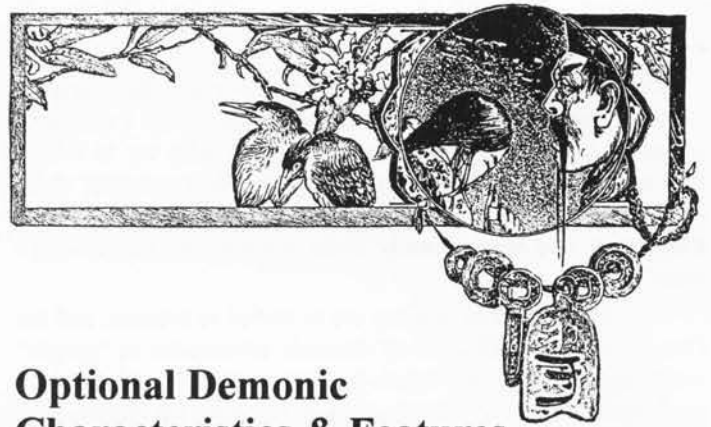
Dislikes the sound (and motion) of flowing water. Water that is rippling, bubbling, cascading and otherwise moving is like the sound of fingernails scratching across a blackboard: sharp and painful. "Elevated" beings, including humans and D-Bees who have the potential to elevate their minds and spirits, find the sound and movement of trickling streams, running rivers, the gentle waves of a lake or the sea, soothing and comforting, and the cascade of a waterfall beautiful and majestic. Such locations are usually serene and inspirational. They soothe the mind, elevate the spirit, give flight to imagination and instill a sense of wonder. All of which are terrible and repugnant emotions to demons and other denizens of the ten Hells. Consequently, while a demon or monster may follow human prey to such places, they never linger there to camp or even set a trap or ambush, and are happy to leave as soon as possible. That also means these places of serenity, sound and movement are havens for travelers. **Note:** Apply penalties for places of positive energy to any demon or creature of darkness that elects to fight in such an environment. Demons and evil supernatural beings try to stay out earshot of a "babbling brook," river, waterfall, etc., which is at least one or two hundred yards/meters from the source of flowing water. In villages and cities, this includes man-made fountains, trickling miniature streams and waterfalls, and bubbling or rippling ponds.

Safe among the ugly and nestled in negative energy. Evil and Anarchist supernatural beings feel safe, bold and happy in ugly, scary-looking places where negative energy flows. This includes dense, dark forests, forests (or areas of forest) filled with twisted, burnt or ugly or weird looking trees, as well as strange and frightening rock formations, oddly shaped mountain peaks, peaks and cavities filled with mist, pools of stagnant standing water (often polluted, poisonous or filled with insects or the scent of death), graveyards, scorched earth, battlefields and patches of earth devoid of vegetation or otherwise scarred

and mutilated by war or evil. All places of negative energy that attract demons.

The most notorious havens for monsters, however, are *caves, ravines, underground caverns and tunnels* of any kind, *swamps and marshlands*, places regularly visited by *mist and fog*, and places where the *willow tree* grows. Vampires, Goblins, ghosts, and demons feel at home in all of these negative places and heal at twice their normal rate, sometimes more. These are also places that are likely to be inhabited by a variety of demons, ghosts and monsters, offering evil beings many places to hide and a selection of minions and allies to call upon. The *willow tree* is a known marker for evil and negative chi. Vampires are known to make their hiding place or lair underground beneath the tree's roots. Ghosts and wicked spirits (including Fox Spirits and Fox Faeries) frequently rest or pitch camp under its shade, and Goblins and wicked Faerie Folk roost in the willow's branches, sleep among its gnarled roots and gather under its shadowy embrace.

This is both a shared trait/habit and a weakness, because this habit makes the Chinese Demons, Goblins, ghosts and spirits predictable and marks their places of habitation where anyone may go to seek them out.



Optional Demonic Characteristics & Features

Unique Demonic Quirks & Personality Flaws (optional)

Another optional table. Roll percentile dice or pick one of the following character quirks or flaws for a demon, goblin, elder god, animal or evil spirit. May also be applied to a vampire or ghost, but demonic ghosts are frozen in time, limited in their humanity and focused on their evil unlife – in short, ghosts are malevolent beings obsessed with their own misery and oblivious to anything else.

01-02% Very ticklish. That's right, this pug-ugly brute is ticklish.

03-05% Out-and-out coward. This demon may talk the talk and walk the walk, but when things get tough, he's the one who flees, hides, compromises, spills his guts, or gives up.

06-07% Loves to gamble, but is very unlucky, not that it stops the demon from doing it.

08-10% Sensitive to physical pain, so he tries to avoid it. The threat of torture is mind numbing, and probably surrenders or flees when more than one third of the creature's M.D.C. is lost.

11-15% Outrageously superstitious. This demonic or monstrous character is plagued by an array of fears, limitations, little rituals and quirks to counter, avoid or ward off bad things based on superstitions. May also see omens and signs in the simplest things.

16-20% Unpopular with other demons: reduce M.A. by half when dealing with demonkind, but go back to normal when dealing with mortals. Decades, perhaps centuries, of being treated like a joke or cur makes this demon predisposed to betraying or cheating his fellow demons by helping mortals, especially if the mortal has shown the demon the respect, kindness or friendship it has always sought from its peers.

21-25% Forbidden knowledge is the nectar of life for this demon. It seeks secrets and that which is denied to it.

26-30% Incredibly stupid (reduce I.Q. to 3). Makes bad judgments, is easily tricked and confused, and is too dumb to realize it has been duped until someone else spells it out for him.

31-35% Has a guilty secret (be creative).

36-40% Loves books, music, art and culture and tries to preserve it, collect it, and perhaps even encourage it in others.

41-45% Has a weakness for the opposite sex, particularly attractive humans. This means the demon can be tricked and made a fool of by the object of his or her attraction, but the demon's ire knows no bounds when publicly rejected or humiliated.

46-50% Secretly wants enlightenment and may be willing to reject the demonic norm.

51-55% Loves to drink, but is vulnerable to drunkenness, saying too much when drinking and suffering hangovers (reduce combat bonuses and skills by half, and Spd by 20% when drunk).

56-57% Has a fondness for children, particularly orphans, and may protect or avenge them. On the other hand, may have a fondness for enslaving, tormenting and/or eating them!

58-60% Compulsive trickster. Anyone may be targeted at any time, whether it is appropriate or not.

61-65% Craves human comforts. The demon enjoys the comforts of human civilization, a roof to live under, a warm bed and human interaction. Probably pretends to be one to walk among men in secret. May also covet what humans have, including certain possessions, money, position within human society, a spouse, a specific lifestyle, etc.

66-70% Loves to party, the wilder the better. Forgets his mission and loses purpose while enjoying the revelry, which can last hours or days.

71-75% Loves food and sweets, and is easily distracted or bribed by the promise of them.

76-80% Loves peaches and will trick, rob and kill to get them. However, the wood of the ordinary peach tree does five times its normal damage to the demon in Mega-Damage.

81-85% A demon of honor. Though the demon may be a ruthless, murderous fiend or a cruel and vindictive master, the character is noble and honorable in his own way. The character will never break a promise or an oath, nor betray a friend or ally. Treats honorable opponents with surprising grace, fair play and dignity. Probably Aberrant alignment.

86-90% Loves to brawl, but often underestimates his opponent and ignores the odds leveled against him.

91-95% Lusts for magic and craves objects of power to the point of taking foolish risks and defying (perhaps robbing) its master or greater beings.

96-98% Lusts for power and dreams of becoming lord of his own domain. Those who stand in the way of his dreams are destroyed, including rival demons. His ambition and ruthlessness (or treachery) has earned the demon many enemies, and his precious dream may be hopelessly beyond his reach.

99-00% Mild mannered and gentle. Secretly seeks peace and serenity, and may reject his demonic way of life and evil cohorts.

Note: Feel free to create others and add them to the list.



Unique Demonic Power (optional)

The following are a variety of additional powers derived from Chinese mythology that an especially unique, powerful, experienced or aged supernatural being *might* possess. Only *one* of these extra powers should be selected. A unique power is most common among Greater Demons, Demon Lords, Chinese Vampires, Elder Gods, and Elder Nature Spirits, but may also be held by some exceptional or very old Lesser Demons, ghosts, spirits or Goblins.

The act of using the power or creating the magical effect or launching an attack counts as one of the creature's melee actions/attacks, unless stated otherwise. There is no P.P.E. cost involved, because these are natural abilities, not spells. Roll percentile for a random determination or pick *one*. Note the guidelines presented under "Usually Available To."

01-05% Dull the Senses (special): This debilitating magic is usually inflicted by taking possession of the individual the same

as if possessing to inflict disease. The possessing supernatural being does *not* control its victim's mind or know what the mortal is thinking, but its presence inside the person's body dulls the senses. The victim seems intoxicated and slow. Skills are performed at half the character's usual level of proficiency and require twice the usual amount of time. Speed, initiative and other combat bonuses are also reduced by half, and the individual is just not as alert or aware as he should be. Usually Available To: Disease inflicting ghosts and demons, the Fox Spirit, and some deities.

06-10% Exhale a Deadly Cloud (special): The creature can breathe forth a cloud that kills all who breathe its noxious fumes. The intended victims need to roll a 14 or higher to save, or to hold their breath for 30 seconds (the time it takes for the cloud to dissipate). Those who fail to save and do not hold their breath instantly lose half their Hit Points or M.D.C. the moment the Deadly Cloud touches them and an additional 10% for every additional four seconds they breath in the cloud. Once in the cloud, a character cannot take a breath to hold, because he only breathes in the noxious fumes that are killing him! If Hit Points (or physical M.D.C.) are reduced to zero, the character falls into a coma and will die without medical attention. Bonuses apply to the save vs coma and death roll as usual (see P.E. attribute, possible special O.C.C. bonuses, etc.). **Note:** The foul creature never physically attacks a character struck down by its Deadly Cloud, leaving them for dead where they fall. Usually Available To: Disease inflicting ghosts and demons, demonic assassins, Demon Lords, and dark deities.

11-15% Impervious to Possession and Exorcism (special): The supernatural being cannot be possessed or exorcized by any means, magical, psionic or anything else. Usually Available To: Demons (Lesser, Greater or Lords) and deities.

16-20% Incredible Endurance (special): The creature has 2D4x10% more M.D.C. than is the norm. Bio-regenerative powers, however, are unchanged. Usually Available To: Demons (any), spirits, Goblins or dragons, but not ghosts.

21-25% Positive Healing (special): This creature of yin (darkness and negative chi) heals at places of positive energy at the normal bio-regenerative rate. Usually Available To: Dragons, Trickster Spirits, Greater Demons, Demon Lords, Elder Nature Gods and other deities.

26-30% Possess Machines (special): The Demon can possess and seize control of one specific machine/device, including a suit of power armor, robot, vehicle or weapon. Once in control, it can act subtly, sending false readings and data to the various sensors and monitors, adjust the temperature and life support systems, block or censor radio communications, jam weapons, etc. Or it may take direct and overt control of the device, overriding all outside control and failsafe systems to do whatever it pleases with the device. In the latter case, the possessing demon can turn the vehicle, power armor or weapon on comrades, turn off engines and weapons to make the armor or vehicle a sitting duck, and so on. The results of subtle or obvious possession can be devastating. **Rare.** Duration of Possession: One hour per level of the possessing force. The possessing demon may be coaxed or tricked out, as well as expelled via Exorcism or Banishing magic and psionics. Usually Available To: Demons and spirits with possessing or trickster abilities.



31-35% Red Cloud of Travel (special): The demon can create a small, red cloud about the size of a bathtub or sofa and ride it like a hovering platform. The creature need simply to step onto the cloud and away it goes. Maximum Speed: Can go from hovering stationary to 30 mph (48 km) per level of its creator's experience. The cloud can also ride the wind to move at double its normal speed in winds greater than 30 mph (48 km), or to go at the speed of the storm (whichever is greater) as long as the Red Cloud of Travel is going with the wind (reduce normal speed by half if going against the wind). Limitations: The cloud can be created only for the demon's own travel, though 3-6 human-sized people (no more than 1200 pounds/540 kg of weight) can be carried along with the demon, provided they cluster tightly around him. Usually Available To: Demons (Lesser, Greater or Lords) and deities.

36-40% Roar Like Thunder (special): The creature can let loose a terrifying roar that can be heard for 1D4 miles (1.6 to 6.4 km) away. All who hear it are startled and a chill runs down their spine. The roar has the effect of a Horror Factor 14 when it is heard for the first time in the distance and when only a few yards/meters away, or when facing an angry, roaring adversary. However, the H.F. vanishes as soon as combat with the being is begun or the face behind the thunder is made known. Usually Available To: Animal Spirits, Elder Gods and the Falcon, Goat and Monkey-Wolf Lesser Demons, Kou Ching, White Monkey and Yaksha Greater Demons.

41-45% Spit Blood (special): The creature spits blood that burns flesh or armor like acid. Damage to Mortals: 3D6 points of damage direct to Hit Points, but the agony is so great that it feels like twice as much damage is being endured (the blood seeps through cracks, creases and openings in non-environmental body armor or does 4D6 damage to S.D.C. environmental armor that protects the body in an airtight covering). Damage to M.D. Beings: 4D6 M.D. to Mega-Damage creatures and M.D.C. weapons and environmental armor. No damage to force fields. Range: 200 feet (61 m) for Lesser Demons, 500 feet (152 m) for Greater Demons, and 1000 feet (305 m) for Demon Lords and gods. Attacks per Melee: Each spitting attack counts as one of the creature's melee attacks/actions. Usually Available To: Demons and deities only.

46-50% Spit Pearl (special): The creature spits a pearl the size of a baseball with the hammering force of a cannonball. A slamming, kinetic attack. Mega-Damage: 2D6 M.D. (double for

Greater Demons, triple for Demon Lords and gods). Range: 400 feet (122 m) for Lesser Demons, 1000 feet (305 m) for Greater Demons, and 2000 feet (610 m) for Demon Lords and gods. Attacks per Melee: Each spitting attack counts as one melee attack/action. Usually Available To: Demons, dragons, Elder Nature Gods and other deities only.



51-55% Spit Flaming Pearl (special): The creature spits a pearl the size of a golf ball that is covered in flame. It explodes on impact and inflicts damage like M.D. plasma or napalm. Mega-Damage: 3D6 M.D. (6D6 for Greater Demons, 1D6x10 for Demon Lords and gods). Range: 200 feet (61 m) for Lesser Demons, 800 feet (244 m) for Greater Demons, and 1600 feet (488 m) for Demon Lords and gods. Attacks per Melee: Each spitting attack counts as one melee attack/action. Usually Available To: Demons (usually experienced warriors and Greater Demons and Lords), dragons and deities only.

56-60% Spit Giant Peach Blossom (special): The creature spits a giant, droopy peach blossom the size of round shield or garbage can lid to block or parry attacks. When the being has initiative it is +6 to parry with the Peach Blossom (no other bonuses applicable), +3 when it does not have initiative or is trying to block a projectile or energy blast attack. (Yes, as a supernatural being it can use this one particular, magic defense to block energy beams). The creator may also pick up a spent peach blossom flower (they last for 3D6 minutes before fading into thin air) and use it like a handheld shield, waving and spinning it to block physical attacks; +2 to parry in addition to other parry bonuses, but beings without this power are -2 to parry when trying to use the awkward blossom as a shield. Damage is sustained by the blossom during the act of parrying, and the flower has only 32 M.D.C. The amount of damage inflicted to it is whatever is normal for the weapon or attack blocked by it. If damage exceeds the available M.D.C. of the blossom it is vaporized but effectively absorbs or deflects the full amount of damage.

The Giant Peach Blossom may also be used to delay or entangle opponents, growing to the size of a large quilted blanket and falling on its target like heavy netting. In this case, the spitter is +6 to strike (no other bonuses apply) and the target must attempt to dodge to escape this smothering attack with a penalty of -2. Victims caught in the giant, entangling flower are covered by it and require a combined P.S. of 20 or higher to escape. Regardless of strength, the victim must spend 1D6+1 of his melee attacks getting out from under it.

Damage: None, other than losing melee attacks and missing the action. Range: 200 feet (61 m) for Lesser Demons, 400 feet

(122 m) for Greater Demons, and 800 feet (244 m) for Demon Lords and gods. Attacks per Melee: Each spitting attack counts as one melee attack/action. Usually Available To: Demons, Nature Spirits and deities only.

61-65% Summon and Ride in on a Fog (special): The creature can create fog once per night, or at places of negative energy during the day as often as once every 72 hours. As the fog moves in, the demon rides in with it, at the front of the rolling mist. Usually Available To: Demons (any), Nature Spirits, vampires, ghosts, and deities.

66-70% Summon and Ride in on a Storm (special): The creature can create a rainstorm once per night, or at places of negative energy during the day as often as once every 72 hours. As the storm moves in, the demon rides in with it, at the front of the bad weather. Usually Available To: Demons, Nature Spirits, and deities.

71-75% Swallowing Cloud (special): This cloud is usually green, yellow, pink, pale red or orange. It starts out small, about the size of an easy chair, but quickly expands into the size of a house. Everyone consumed/covered by the cloud can feel evil in the air and that something bad is about to happen. All sense of time is lost and one can barely see his own hand in front of his face. Finding a way out of the cloud is impossible, as it seems to be infinite. The prevailing sensation of evil and dread may spook those trapped within to strike out at shadows and to inadvertently strike comrades or innocent bystanders also consumed by the Swallowing Cloud. When the cloud vanishes, those who were inside may find themselves at exactly the place where the cloud swallowed them (simply taking them out of action for several minutes), or at the demon's lair or stronghold, or at a place of negative energy where the demon is strongest (and where its henchmen, minions or unallied forces unfriendly toward mortals live or wait). However, the teleportation powers of the Swallowing Cloud are limited to these specific locales.

Range: One mile (1.6 km) per level of the being who created the Cloud. Area of Effect: The Swallowing Cloud can affect/engulf an area that is 30 feet (9.1 m) in diameter. Duration: The Swallowing Cloud lasts one minute per level of its creator, though the period one is trapped within the cloud may seem a fraction of that time (mere seconds) or three times as long for those inside. Creation: The cloud may be breathed forth as a vapor from the mouth, or roll out from the monster's opened hand, or appear out of thin air. Usually Available To: Greater Demons, Demon Lords, and deities.

76-80% Teleport Self at Will (special): 3D4+82% accuracy to places well known to the teleporter; perfect accuracy if the teleporter can see where he's going. Usually Available To: Demons (any), Trickster Spirits, Air Elemental Beings, and deities.

81-85% Travel as a Whirlwind (special): The being can turn into a miniature whirlwind to travel across the countryside at a speed of 50 mph (80 km) per level of experience. Must stop and assume a physical form to engage other physical beings in conversation or combat. Duration as a Whirlwind: One hour per level of experience. Usually Available To: Ancient or especially talented Fox Spirits, demons (any; Lesser, Greater or Lords), Elemental/Nature Spirits, Elder Nature Gods and some deities.

86-90% Vapor of Slumbering Sickness (special): The creature breathes out a green vapor that is inhaled by the intended



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victim. Instantly the victim's skin takes on a slight green tint and he can barely force himself to stay awake. When awake the character is like a sleepwalker and acts as if his mind is in a fog. The Spd attribute, the number of attacks per melee, combat bonuses and skill performance are all reduced by half. The character can hardly stay awake and when he falls asleep, it is a deep slumber from which it is nearly impossible to wake him. Only strong physical jostling or a Telepathic plea forces an eye to open and the character to take action (with penalties as noted above). Otherwise, when the character sleeps it is for 1D6+10 hours at a time, and when he awakens, the victim has no appetite (eats one quarter of the normal amount) and has no motivation, taking action only to defend himself or a loved one, or when pushed into a fight by others. Usually Available To: Lesser or Greater Disease Demons, ancient Chinese Vampires, ancient Fox Spirits, Elder Gods and Elder Nature Spirits.

91-95% Whirlwind of Fire (special): There is wind, light and heat from this whirling cone of fire, and the roar of thunder booms every time the fiery whirlwind strikes its target. An impressive display of power with a Horror Factor of 13. Mega-Damage: 5D6 M.D. (1D6x10 for Greater Fire Elementals and gods). Range: 1200 feet (366 m); line of sight. Attacks per Melee: Each strike of the Whirlwind of Fire requires thought and guidance from its creator and counts as one of the character's melee attacks/actions. Duration of the Whirlwind: One melee round per level of experience. Usually Available To: Demon Lords, dragons, and deities only; sometimes experienced Greater Demons.

96-00% Wood Metamorphosis (special): The creature can turn into living wood. In this form the infernal is resistant to cold, floats on water, is invisible when pressed against a tree or any wooden structure (door, wall, fence, hull of a ship, etc.), invisible when hiding among vegetation, has the aura of a tree, and can climb trees and vines, and swing from branches like a monkey, flawlessly, at maximum running speed. Duration of Metamorphosis: As long as desired; normal restrictions and vulnerabilities apply. New Vulnerability: Fire does double damage. Usually Available To: Hunters, nature and animal based demons (for example, it would be appropriate for the Earth Hound, Goat, Ox, and Falcon demons, etc.), as well as the Monkey Spirit, and Elder Gods.

Demonic Rank (optional)

By Erick Wujcik

01-45% Minion (Chung Gui). The vast majority of demons are "minions." They are the basic *grunts* who follow the commands of all the other demons. They have no insight into the suffering of the dead or damned, and simply do as they are instructed by other, more skilled, more powerful demons. Even after hundreds of years of assignment to a particular Yama King's Hell, they still haven't figured out how to tell the sins of one damned soul from another, and have no idea what proper punishment should be. Food of Choice: Chung Gui gobble down whatever they can find, no matter how rotten or distasteful, whenever they are allowed to eat by their superiors (they never *need* to eat, but they are always hungry). If left alone, without a commander, they'll consume whatever comes their way, from

normal meat, vegetables and rice, to the flesh of the dead and damned (yum!). Special Abilities: None.

46-65% Attendant (Ma Gui). This class of demons recognizes and understands the sins attached to any dead or damned soul, and can even "smell" sins on living beings. Also known as "bootlickers," "brown-nosers," and "toadies," these demons are recognized as being willing to take on extra duties and to snitch on their fellow demons in exchange for a small step up in status. Food of Choice: Ma Gui have a decent sense of taste, and prefer to eat food that is relatively tasty, cooked, or properly prepared. When it comes to eating the flesh of the dead or damned, or the flesh of the living, they can *taste* whatever sin is attached to the victim, finding those guilty of great evil to be delicious, and those guilty of minor sins to be kind of bland. Special Abilities: *By touch* they will know the exact range of sins of any dead or damned, or even of a living person. *By sight*, or from a distance, they can only sense sins of violence or cruelty on the dead and damned.

66-80% Punisher (Chiang Gui). While all Yama King Demons are assigned to "punish" in some way or another, the Chiang Gui devote their lives to finding, tormenting and consuming whoever is guilty of any of the more serious offenses. Food of Choice: The only food that the Chiang Gui can tolerate is the flesh of whatever dead or damned, or even of living persons, tainted with serious sin. Murderers are the tastiest, but rapists, torturers and poisoners each have wonderful flavor. Sweetest of all are those who caused others to die of starvation (by unfairly withholding wages, charity, or position), and the Chiang Gui won't be able to help drooling around that kind of evil. Special Abilities: *By touch*, or *by sight*, they immediately *know* each and every sin of any dead or damned, but they must touch the living. They smell those who have serious evil, even if they passed by a day before. *By touch*, they can also sense how many times someone has already been tormented, so they know when it is time to stop.

81-87% Envoy (Fu Gui). Used as messengers and personal attendants by higher ranking demons, Envoys finally reach a rank where they no longer have to toil endlessly tormenting the damned, and where they can have higher level jobs. Food of Choice: Although the flesh of those who have committed terrible sins is still sweet, the Fu Gui have discriminating taste, and enjoy a well-cooked, well-spiced normal meal. Special Abilities: When a Fu Gui touches one of the dead or damned, or even one of the living, they will be able to describe, in exact detail, every sin, of every kind, that the person ever committed.

88-92% Intermediary (Huang Gui). A demon who frequently represents Greater Demons, Overlords, the Yama Kings or other great supernatural powers. They may engage in making pacts and contracts, negotiating settlements, act as harbingers of doom, or lead missions of combat and espionage, as well as direct minions. Food of Choice: Quite discriminating, so only the flesh of exceedingly evil dead or damned is acceptable, while normal food must be of extraordinary quality. Special Abilities: Sensitive to every kind of sin, a Huang Gui will also be able to sense exactly what punishments would be best to expedite the dead or damned out of the Yama Hell, and on to their next life.

93-96% Bureaucrat (Guan Gui). Assigned to the vast departments that handle the paperwork for the Yama Kings. Food of Choice: Guan Gui rarely get a taste of true sinners, and they

long for it. It's well known among demons that the best bribe is the liver, heart or kidney of someone who was responsible, preferably because of greed, for the deaths of hundreds or thousands of innocents. Special Abilities: Each dead and damned is known by name along with their complete history, and the Guan Gui has the ability to instantly locate the file on anyone whose is dead and damned (it magically appears); 01-50% chance of pulling up similar info on the living.

97-99% Adjutant (Jing Gui). Highly respected demons assigned to the personal staff of a Demon Overlord, a position that allows a demon the training necessary to advance in real power. Food of Choice: No longer willing to eat the dead or damned, a demon of this level only eats to be polite. Special Abilities: Instantly knows the full history of any of the dead or damned, and has a 01-80% likelihood of recognizing the complete history of any of the living.

100% Sycophant (Li Gui). At this status level, the demon has become one of the members of a Yama King's Royal Court, and is given a title and a special place of honor in ceremonies. As part of its station, the demon gets an extra 4D6x10 M.D.C. and a bonus of +1 attack per melee, +1D4 on initiative, +1D4 to save vs Horror Factor, and +1D4 to save vs possession or magic. Although the demon has no additional special powers, the character must exhibit intelligence and cunning. As a result, Sycophants are considered nearly equal in rank to Greater Demons.

Life in Rifts China



Rural *Human* Communities

First of all, it is important to realize that China is *not* Japan or Southeast Asia. I have found the image most people have of the orient is Japan. I think this is due to Westerners' fascination with the ninja and samurai, the Vietnam War and the influence of Japanese film and animation. Well, if that's your image of China, forget it. First of all, the country is roughly as large and geographically diverse as the United States of America. Second, the Chinese culture is very different from Japan or the different parts of Asia. Chinese people don't sit on the floor with their feet crossed, for example, drinking tea in delicate houses made of bamboo and sliding paper walls. Nor are their homes huts made of bamboo and palm tree branches. Chinese like solid structures with thick walls made of packed earth, brick or masonry. Most buildings are 3-4 stories tall, balconies are common, the roofs are tiled, and every home and most businesses look out into a courtyard. Streets are winding, tall, brick homes are packed tightly together, and the people hardworking.

Pre-Rifts China was a leading, modern, high-tech nation and a global superpower. Consequently, energy weapons, robots, power armor, hover vehicles, cybernetics and other high-tech sciences, technology and industry were once all commonplace in China. Of course, the Coming of the Rifts ravaged China. The Great Cataclysm leveled cities and wiped out much of the nation, plunging its people back into the dark ages. The appearance of the Yama Kings, the eleven Hells being brought to Earth, and the invasion of countless demons, spirits, elder gods and mystical creatures helped to obliterate the modern world and bring about a return to a simpler lifestyle. Like Russia and other parts of the globe, China is a vast wilderness. Civilization, population centers and technology exist, but in pockets scattered across the country. Some are held under the yoke of demonic domination, some are quite literally "Hell," and some are free of demonic tyranny. Meanwhile, the magical and the wondrous, the weird and the horrific are everywhere, and so are fragments of technology.

The ultra-secretive Geo-Front wields advanced weaponry on par with the Coalition States or at least on the same level of the Warlords of Russia, but there are other groups, sects, and communities that also hold the secrets of technology and possess high-tech weapons and machines. Other tech items are imports from surrounding regions or brought to the mainland by Horune Pirates and other seafarers, as well as Rifted in from other parts of the world and alien dimensions. The point is, while much of China may appear as it did hundreds of years ago, science and technology still survive hidden under the facade of the ordinary, primitive or the mystical.



Typical Walled Village (Human)

Note: Based on Han Chinese. *Cheng* means “walled city.”

The hostile environment in China has made the walled village the norm, and even trading centers are walled. The outer wall is a defensive measure intended to dissuade raiders and wandering monsters from troubling the villagers inside. The walls stand 12-20 feet (3.6 to 6.1 m) tall and are 4-10 feet (1.2 to 3 m) thick, depending on the size of the town and the level of protection sought by its builders. The fortified walls offer protection and cover in case of attack, as well as clearly define the borders for the heart of the village. Most villages are very compact, with houses clustered close together. At a quick glance, Westerners may find it to resemble a massive apartment complex or little city, but further investigation will prove the village to be uniquely Chinese. Most villages will have all the following features, starting with the fortress wall.

The outer wall is very much a defensive fortification. If the village needs to grow, it will probably grow upward, seeing new stories added to existing buildings, or some portion of the community will, eventually, break away to start a neighboring village.

M.D.C.: The thickness and density of walls made even of S.D.C. rock and earth will have the equivalent of 2D6 M.D.C. per 20 square feet (1.86 sq. meters). Those made of true M.D.C. materials, whether a product of technology or magic, have an M.D.C. of 3D6x10 M.D.C. per 20 square feet (1.86 m).

Defenders: Most outer walls are thick enough and designed to allow guards to walk along the parapets day and night. Depending on the builders and the hostility in the region, there may also be watch towers spaced out along the wall for additional

defenders and military defenses at strategic junctions. In peacetime, a regular patrol of 2-4 guards walk along each quarter of the wall at regular intervals and are relieved every 6-12 hours (varies from place to place).

The Main Gates. At each end of the village, built into the outer wall are the classic, giant double doors that open to the main road or “Central Avenue.” A pair of gate-towers or a fortified gatehouse is located at the Main Gates. Each is staffed around the clock by village defenders who monitor all traffic and the people coming and going. Most villages are small (2000-12,000 inhabitants), but even in villages with tens of thousands of people, most everyone knows everybody who lives there, so the local guards know who is a resident and who is an outsider. Consequently, strangers are noticed and stopped by the warriors at the Main Gate and asked their business, how long they plan stay in town, and so forth. The guards function very much like Border Patrol Officers looking for troublemakers and criminals. Polite cooperation gains visitors admittance into the village in under 30 seconds. Only fugitives, criminals, known bad guys and people who act suspicious or look strange (D-Bees, aliens, robots, and demons) are likely to be questioned more thoroughly, detained, or denied entry. Folks leaving the village are scarcely noticed at all, because the idea is to keep dangerous and unsavory outsiders from *entering* the village in the first place. Once allowed in, it is assumed everything will work out fine.

Except in times of war and trouble, the village gates open at the crack of dawn to allow people to come and go to work in the fields and compounds outside the village, and they remain open until nightfall. The Main Gates are *closed* shortly before the sun sets, and usually remain closed for the entire night. Individuals looking to leave at night may do so through a smaller door, but unless it is village business sanctioned by the ruling body, the big M.D.C. gates remain shut and barred. Visitors are expected to honor the rules of the village and must leave the confines of the community before the gates are locked for the night or plan to spend the night in town until morning. One or more hotels/boarding houses are usually found along the Central Avenue, and visitors who know people in town may lodge with friends or family.

M.D.C. of the Gates: The Main Gates are almost always made of M.D.C. materials or magically turned into M.D.C. material. Most have 1D6x100+120 M.D.C. per door. The wealthier or better fortified villages may have doors with 1000-2000 M.D.C.

Gatehouse Guards: The number of gatehouse defenders varies depending on the size and wealth of the village and whether or not the region is threatened by war, invasion, hostile bandits, demons, or other dangers. A typical peacetime contingent is 8-12 defenders at each of the Main Gates, but that number may increase by 2, 4, 6 and even 10-fold during times of trouble. Most village guards are ordinary citizens (humans and trusted D-Bees) with one or two possessing mystic or psionic powers. The Head Guard for each shift is usually a seasoned combat veteran and skilled fighter (6-12th level). Again, during times of war and danger the make up of the guards may change to include seasoned soldiers, monks, heroes and those with special powers joining the normal roster of defenders. A volunteer contingent of warriors and ordinary villagers join in any battle to

hold the defensive walls should their community fall under attack. Beyond this fighting force, individual citizens may join the fray to defend their community, hide or flee.

Note: Also see Village Protectors & Champions.

One wide road – “a **Central Avenue**” cuts through the center of town from one end to the other. All other paths running from the main road are narrow alleys. Staying with tradition, the *Central Avenue* bends and winds a bit, rather than run in a straight line. It is wide enough to allow large trucks and vehicles to park along its curb and still have plenty of room for a massive procession or convoy of heavy vehicles to drive up and down the street in both directions without obstruction.

The most important buildings, civic offices and businesses are found along the *Central Avenue*. There will be at least one temple, a park, a flag park, main commerce (say, a rice merchant), grain storage facility, public well, village square/meeting place, all government buildings, a civil hall (the ground floor is the hall itself, the second floor is the offices where all the paperwork is done), the main school, the wealthiest and largest merchant shops (such as a furniture shop), and the town square found along the *Central Avenue*. The nicer buildings, parks and places are in the center, the grungier places on the edges. The fanciest inn or nicest hotel and restaurants will be also found on the main road, though other, smaller and less expensive ones may be found elsewhere in the village. Children get to leave school for an hour, once a week, to sweep the road. Typically people on one side of the avenue are the well-off and the poorer people live on the other (this may not be as true in small villages).

The Bell Tower. Also located in the center of town, near the offices of the magistrate and other village officials and leaders, is the bell tower. Its chief purpose is to warn the residents of hostile raiders, bandits, demons, enemy armies and other dangers.

Mechanic shops and garages, which are noisy and dirty, are typically found on one end of town off the *Central Avenue* – livestock at the other.



Livestock (mainly pigs, sheep, chickens, ducks, and some horses and oxen) are let out during the day, but crammed into crowded stalls in multi-level buildings on one end of the village, usually near the back gate, unless a farm town. The alleyways off the main gate on the outer edge of town are effectively stone barns. Like everything else in the village, the animals are packed in tight. During the day the beasts are taken to pens and paddocks outside of town, and if a rice village or farm town, they might let the animals out into the fields to graze. **Note:** If the animals aren't brought to town at night, they are vulnerable to bandits, vengeful ghosts and hungry demons and predatory animals.

Narrow alleys off the *Central Avenue* zig-zag, twist and turn into the interior of the neighborhood. The zig-zag weaving pattern is deliberate, to confuse demons and monsters, and makes travel through the village something like navigating a maze. The alleys are too narrow for vehicles, but fine for foot traffic and bicycles which are everywhere.

Shops and businesses are intermingled between residences and layered one on top of another. What you see on street level is not everything there is to see, and the shop on the main floor is different from the one upstairs, and until one enters the building the shops in the basement and down the hall can't be seen at all. Each, of course, is a separate business owned and operated by different individuals. China also has a different view of shopping than the West. Instead of having a diverse “mall” or shopping center with a large variety of *different* shops clustered close together, the Chinese like to cluster all the *same* types of businesses into one area. Basically a “mall” or shopping district where all the shops specialize in one or a few types of the same product. Thus, one shopping district is completely filled with carpenters, furniture and wood works; another with jewelers and engravers, another with tailors, another filled with farm goods and livestock, and on and on. In modern Hong Kong, there is an entire shopping district that has shop after shop – seemingly hundreds of them – all selling cell phones. Another shopping district across the street sells nothing but sunglasses. Another sells nothing but beds and bedding, and another nothing but toys and model kits. It's one-stop-shopping of a different sort than what we know in the West.

Merchants, restaurants and shops all have a small niche in the exterior of the building facing the alley. This is a little shrine where offerings of fruit, meat, food or wine are placed to appease wandering ghosts, goblins and spirits and keep them from entering the building – as well as for special occasions and prayer offerings to the gods. (Incidentally, this is how beggars survive, by eating a portion of these offerings late at night.)



Temples are typically free standing so people can walk all the way around them. There is always a courtyard, many of which are quite elaborate, attractive and tranquil, as well as various shrines. Prayers and offerings are made at the shrines and logged at the office. All temples have an office where visitors are signed in and any business transactions are made involving temple services and donations.

A temple is a full-fledged place of worship occupied and run by priests or monks of various religious orders. One to eight different shrines may be located on the premises and 4-16 facilitators (priests, monks and their helpers) run the operation. People may come here to get advice about protection from demons, about sacrifices and offerings to placate or keep demons at bay, to get priestly exorcisms/intervention/help in dealing with the supernatural, as well as prayers and advice on everyday matters involving life, love, work, duty, marriage and relationships.

Note: Most priests and monks, particularly those who operate temples, are well versed in lore based on religion, Faerie Folk, spirits, ghosts, demons and monsters, as well as mythology and the regional laws. All can read and write the Chinese language and are knowledgeable in math and one or more areas of science (astronomy, botany, etc.). At least one or two are versed in medicine and healing, probably Holistic, with an equivalent doctoring skill of a Paramedic, though some are full-fledged Medical Doctors.

Individual shrines are found scattered throughout the city. Most are small places of worship and a tiny office (sometimes nothing more than a desk and a stool chained to a pillar or the ground). Visitors may come to a shrine to find inspiration, pray, or make offerings to the gods, demons (to keep them happy and at bay), ancestors or spirits.

Note: Farms, orchards, grazing land, quarries, and ball fields are all located outside of town. Rice farming (and fish farms) uses a small amount of terraced land but is very labor intensive. Farms are usually located within 3-10 miles (4.8 to 16 km) around the village.

Village living. Everybody knows everyone, and they know everyone else's business too. Privacy, as we think of it in the West, is hard to find in Rifts China. There are seldom curtains in the windows, allowing neighbors to look directly into a neighbor's house. Gossip flies around town with a life of its own, and neighbors offer advice, ask about the family, and make comments on things they've seen or heard without thinking twice about it. This is the norm, and none of it is considered rude or intrusive. In fact, most neighbors look out for one another and keep an eye out for strangers, strange behavior and the handiwork of mischievous ghosts and spirits.

Statistics of a Typical Human Village:

Even with 80-90% of China's population wiped out during the Great Cataclysm, hundreds of millions of people survived. The appearance of the Yama Kings and other conquerors has actually helped people to survive, though that survival may be living Hell. Consequently, "villages" are not the little hamlets of Europe or the pioneer towns of the United States, but thousands, typically tens of thousands, of people clustered together in a densely populated community. From the point of view of the local people, anything smaller doesn't have a pray of surviving.

Size & Population: Tiny Village: 2D6x100 people (rare; typically a newly formed wilderness village, or more likely a family clan, cult, fugitives or secret organization that is purposely trying to stay small and unnoticed). Small Village: 2D6x1000 people. Medium Village: 6D6x1000 people. Large Village: 3D4x10,000 people. City: 2D6x100,000 people (rare).

Population Breakdown: This varies dramatically from community to community, with some villages inhabited almost completely by demons and monsters.

The average *human* village is as follows.

75-95% Human

3-20% D-Bees

2-8% Others; Were-Beasts, Goblins, dragons, monsters, outsiders, etc. **Note:** D-Bees are quite uncommon in mainland

China compared to other parts of the world. However, Dragons, Were-Beasts, Fox and Monkey Spirits, Goblins and other intelligent, nonhuman creatures indigenous to China may be counted among the villagers.

Common Government/Political Structure: Varies greatly throughout China and depends largely on the being that holds sway over a particular region. Communist and democratic republics can both be found, but a Council of Elders (patriarchal society), hierarchical or monarchical leader and feudal society seem the most prevalent in Rifts China. Most of the communities in Rifts China function on a feudal basis with a powerful king, warlord or leader ruling over and protecting a loosely defined land area and the people who reside in it, both of which the "king" claims as his property. There is typically a capital (city or village) where this leader resides and a few to several smaller villages that have sworn fealty to him. The capital gets favorable trade terms and a percentage of taxes (often in the form of trade goods) from the other communities in exchange for the King's protection.

Local Government & Hierarchy of Leaders:

Representative of the Regional Capital (if any): This individual represents the lord of the region who could be a human, a hero, a powerful human (or non-human) family, a human or demonic warlord, a Demon Lord, one of the Yama Kings, a dragon lord or whoever it is who holds sway over the larger land area were this particular village and probably several others exist. The feudal society in Rifts China and fragmented power bases of so many different "kingdoms" or city-states provides little opportunity for truly independent and self-sufficient villages to exist on their own. This individual's loyalty usually belongs to his king and he is in the village to watch out for the interests of the king and the capital city.

Headman: Elected, chosen by the Council. This is the guy who runs the town and does all the real work of leadership.

Council of Local Elders: Seniority based – the eldest members of the most wealthy/powerful families.

Head Guard: Functions as the local sheriff or commissioner of police.

Village Protector: A village champion/protector/benefactor may be human, tech, magical, demonic, deific, a dragon, spirit, elder god, Elemental, Animal Spirit, or just about anything willing to put its neck out for the villagers. Though often heroes, the champion may also be a demon or some other supernatural being. Evil ones usually demand tribute and special privileges. Good guys can be louts too, but the most beloved live quietly among the people until they are needed.

Village Champion: Many villages also have an individual *superhuman* champion that is a hero or a group of heroes, who live among them and who step forward to defend the community against invaders, injustice and evil. A local champion may be a benevolent Fox or Monkey Spirit (or other Nature Spirit), a great warrior, a powerful sorcerer, a fighting monk, an avatar of a god, an immortal, or a group of heroic individuals with special powers or impressive fighting skills. In the alternative, the champion may be a demon, dragon, spirit, elder god, or monster to whom the community makes offerings or supports in some way. Some are even worshiped. In exchange, the supernatural or magical being protects the villagers, often using its reputation as

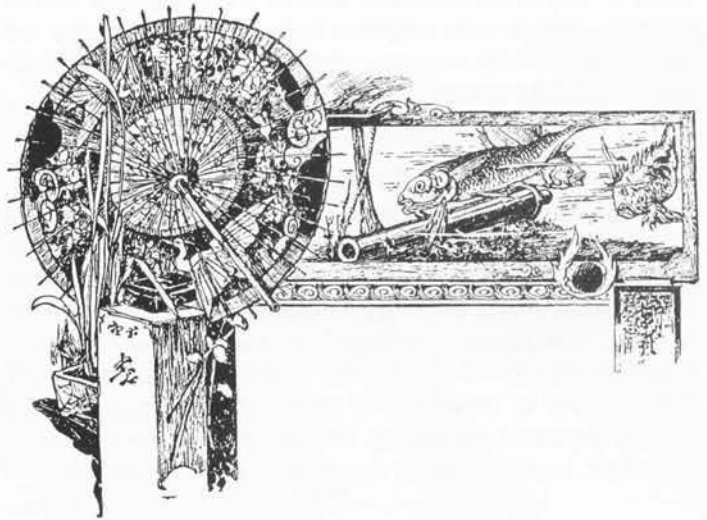


its first line of defense. ("Don't go to that village, it's protected by the sorcerer, Zhang Hu, the Bearded Tiger.") These champions may be good, selfish or evil – kind and benevolent, or bossy and demanding, to downright tyrannical and cruel. Some may even act as if the village (or villages in an entire region) is "their possession or property" and behave like high and mighty kings and queens. On the other hand, sometimes the great protector is a king, queen, ancient dragon or elder god, or an influential member of the court of the (human or inhuman) Lord of the region. Whatever the case may be, the people accept the defender(s) and give him/them an honored place in the community, because the being(s) represents the strength and conviction to fight superhuman or demonic threats on their behalf. Even despots, tyrants and monsters may be the lesser of evils when facing conquest by true demons or beings like the Yama Kings.

Regional Champion: In addition, there is usually a "regional" army, defense force, heroes or super-powered being (dragon, powerful sorcerer, immortal, elder god, demon, etc.) located at the capital of the local kingdom/region. The Regional Champion's first loyalty is to the Lord he serves. For many, the safety of the capital is second, but some serve only their master and do only what their master tells them to do, while others are concerned only about their reputation and needs. Thus, the Regional Champion comes to the aid of those in need only if the capital city is secure and the King/Lord of the region sanctions his/their intercession. Of course, since the village is part of the Lord's holdings, most will dispatch their elite champion(s) or a military force if a village in their domain is threatened or suffering from serious enemy incursion.

The Regional Champion (individual or group) has a well known reputation and usually answers directly to the king or regional Lord. In some cases, the Regional Champion is the king's right-hand man or may be the ruler himself (or a member of his clan). This protection is why villages locate and ally themselves to a particular powerful being. Whether a man, dragon, monster, Immortal or god, an alliance with a Regional power may spell the difference between survival and death. In this day and age with the *Yama Kings*, *The Emperor of the Terra Cotta Warriors*, various *Demon Lords*, and evil *Dragons* claiming Rifts China for themselves, and hordes of demons and monsters threatening innocent people everywhere, people need a protector who is on the same power level. Sometimes, however, their choices are limited, so the village makes a deal with the lesser of many evils and prays that it will be enough to protect them. Some mortals even grudgingly accept the Yama Kings and other demonic beings as their rulers.

Not all of Rifts China is held under the sway of evil beings. There are places like the Dragonlands, sacred mountains and valleys, monasteries and secret retreats that remain safe, free and independent from the expanding terror of the aforementioned conquerors and demon hordes, but they are often concealed, hidden away and overlooked. The leaders, gods and heroes from these good places may even help govern and/or protect neighboring villages from the forces of darkness, as well as send a steady stream of heroes into the world to undermine the swallowing darkness of the Yama Kings and villainy.



Common Industries & Commercial Resources of Villages

The North tends to be much more industrial and service oriented – the South widely agricultural. That having been said, 60% of all villages are entirely or primarily agrarian, with half of them being rice farms or part rice, part fish farms.

When designing a village, roll percentile dice to determine its *primary* resource. Most agricultural villages will also have a major type of livestock as a secondary resource to farming or a second type of farming, and one or two areas of Handicraft Art or Manufacturing as a minor sub-area of revenue and export (represents less than 15% of its revenues). In addition, most villages will trade for other goods, and have shops, merchants, traders, service people, etc. to some small degree.

Type of Community & Industry: Roll percentile dice or pick one.

01-50% Farming: Select two primary crops plus one Livestock. May also have a Service Industry, Handicraft Arts or Orchard, but it probably represents less than 10% of the village's revenue earning.

51-60% Orchard Farming: Pick two types of fruit trees, plus one secondary area of Farming and Livestock, or Manufacturing (possibly silk, jams, juice, etc.).

61-70% Livestock is the primary resource: Pick two, plus one secondary area of Livestock, Farming, Orchard or light Manufacturing (the latter represents 20-35% of the village's earnings).

71-84% Manufacturing: Pick a primary and secondary area of manufacturing, plus one Service Industry or Handicraft Art. May also have some Farming or Livestock but is probably less than 6% of the village's revenue earning.

85-91% Service Industry: Pick two primary services and a secondary area of manufacturing. May also have some Farming or Handcrafted Arts, but probably represents less than 10% of the village's revenues.

92-95% Handicraft Arts: Pick one primary, plus a secondary Arts or Service Industry, and one light Manufacturing. The latter two are probably arts related (i.e., mass production of art supplies like paper goods, or related pencils or brushes, etc.), but is probably not more than 25% of the village's resources and revenue.

96-98% Mining: Pick one, plus one or two secondary Service Industries or Manufacturing that represent 20-35% of the village's workforce and earnings. Is also likely to have some Farming and/or Livestock but neither represents more than 10% of the village's revenues.

99-00% Hunting & Trapping (or Fishing). The fur trade is the primary industry. May also include some Farming and/or Handicraft Arts, but either or both represents no more than 15% of the village's resources and income.

Farming: Fish. Typically done at the same terraced farmlands as rice farms, rotating crops of rice and fish. A few years of fish farming leaves the soil rich in nutrients ideal for farming. Fish farming includes a variety of fish, crabs, and shrimp and is usually done in the south where it is warm year round.

Farming: Medicine/Herbs. The Chinese have a long tradition of holistic medicine and herbology that transcends anything in the West.

Farming: Rice. The main staple of the poor.

Farming: Spices. Hundreds of different types.

Farming: Tea. 500 different varieties.

Farming; also see Orchards.

Fishing (lake & ocean): The villagers' primary resource is catching, raising and selling edible fish and sea-life. Applicable only to communities located near the ocean, lakes or rivers.

Hunting/Trapping/Fur Trade. Some villages and nomadic clans survive by catching and eating the meat of wild animals, and selling and trading the skins, furs, and leather goods to other communities. Certain animal teeth and bones, particularly ivory, are also a valuable animal commodity. Hunter-trappers may also sell *live* wild animals (birds, bats, monkeys, snakes, tigers, etc.) and domestic animals (dogs, cats, cattle, etc.). Horune Pirates

and other outsiders have an interest in "exotic animals," but the live animal trade represents no more than 15% of the village revenues. This livelihood is most common in the forested wilderness areas, but hunter-trappers travel throughout China to sell and trade their goods. Most hunter-trappers also make good Wilderness Scouts.

Livestock: Chickens and Ducks. The latter are especially common for villages near freshwater.

Livestock: Insects. No, your eyes are not deceiving you, these are farms that raise insects (crickets, worms, etc.) for food. Most common in the south.

Livestock: Pigs. Pork is one of the meat staples in China (along with chicken). Both tech and farming villages will have pig (and chicken) farms.

Livestock: Sheep & Goat. Used primarily for their wool and milk, but also their meat.

Livestock: Snakes. Snakes have been a staple in China, especially in the winter months in the north, for generations.

Orchards for Fruit. Peaches, cherries and other fruit-bearing trees.

Orchards for Silk. Mulberry Tree orchards are necessary for the silk industry – because silk worms only feed on the leaves of mulberry trees. A silk process facility (sweatshop style) is often a part of the silk orchard combining agriculture with manufacturing, but sometimes raw silk is traded to a village that specializes in silk and textiles. May be low- or high-tech.

Handicraft Arts (in general). Wood and bone carving, sculpting, carpentry, painting, jewelry making, glassblowing, silversmiths, etc.

Handicraft Arts in Mother of Pearl. A painstaking process of hand laid pearl to make jewelry, large and small screens, lacquer and pearl inlaid boxes, and other decorative goods.

Handicraft Arts in Porcelain. Making porcelain (which might be considered manufacturing) requires a source of clay, water and knowhow. Making objects of beauty from porcelain requires artists and craftsmen.

Handicraft Arts in Clothes and Fabric. Tailors, embroiderers, seamstresses, and all sorts of clothes makers (scarves, hats, caps, cloaks, gowns, robes, etc.) as well as makers of rugs, banners, flags and tapestries.

Manufacturing: Metal Work/Foundry or Steel Mill.

Manufacturing: Bicycles. Including truck-bikes (a bicycle with a truck bed/cart).

Manufacturing: Artifacts and Magic Items (rare). These are typically secret mountain retreats where mystics, monks and wise men work with spirits and gods to find, create and distribute magic items.

Manufacturing: Medicinal. The community makes actual medicines and may specialize in other areas of applied medicine; i.e., is home to doctors and healers, apothecaries, herb and tea shops, and offers medical care, training and research, has one or more hospital compounds and/or medical schools, and/or other medicine related occupations, services and goods (making medical tools and equipment, for example). May be low-tech (Holistic, herbal and magical) or high-tech (modern medicine, cybernetics and artificial or genetically engineered Bio-Systems). Though different schools of medicine, both are roughly compa-

rable and equally accepted in Rifts China. **High-Tech Medical Notes:** Some experimental genetic engineering experiments and M.O.M. (Crazies) conversions still continue to operate in Rifts China, but only at the Geo-Front and a few other super-high tech locales. **Historical Note:** Before the Great Cataclysm, China had become an industry leader and global distributor in the areas of genetically engineered body replacement “parts and organs” for medical transplantation. Though they trailed behind in cybernetics and bionic applications, the government medical research arm of the military was rumored to have successfully created what they call *Mo Fuqian* or “Demon Skin.” Demon Skin is super-tough, fast-healing, artificial skin that could be grafted to the human body on a molecular level. *Mo Fuqian* was self-healing and self-replicating, like real skin, only wounds healed in a fraction of the time and it could withstand low amounts of Mega-Damage. This brilliant new brand of human augmentation born in the genetic labs of China would have revolutionized the industry. Then the Great Cataclysm struck, wiping out much of mainland China and any hard data on the process – or so the world believes. Unknown to anyone, the *Geo-Front* has refined the process and all of its soldiers undergo Demon Skin augmentation upon entering military service, usually at age 16 or 17. The typical *Geo-Front* soldier has a physical M.D.C. equal to light body armor (4D6+18 M.D.C. and heals at a rate of 2D6 M.D.C. per 12 hours). More on the *Geo-Front* in **Rifts® China Two**.

Manufacturing: Paper Goods. Includes a variety of papers, parchment, onion skin, books, inks, watercolor and other paints, dyes, graphite, pens and brushes.

Manufacturing: Textiles. May be low- or high-tech for making wool and cotton fabrics and textiles. Bolts of fabric, quilted fabric, as well as dyes, threads, needles, sewing machines, and similar textile related items. **Note:** Silk is typically a separate industry in and of itself. See *Silk Farms*.

Manufacturing: Tools and utensils. May be low- or high-tech.

Manufacturing: High-Tech: Bionics. Though not as advanced or wild as their Russian or Japanese neighbors, China has a booming bionics underground.

Manufacturing: High-Tech Industrial and Household Goods. Optics, communications systems, electronics, cameras, vehicles, parts, power tools, tools, etc. (Tech villages are likely to have 15,000-60,000 in habitants.)

Manufacturing: High-Tech: Energy weapons and power cells.

Mining: Coal. In Rifts China, coal is a valuable commodity for fueling furnaces, stoves and steam-powered machines.

Mining: Stoneworks. Brick, masonry, cement, and stone and quarry work (marble, stone, jade, etc.); limited to locations and resources that allow for its manufacturing/digging.

Service Industry: Lawyers and Clerks. Lawyers, translators/interpreters, accountants and clerks. Specialize in the spoken word, numbers, math and bureaucracy.

Service Industry: Mechanics and Repair. Automotive mechanics, electrical and mechanical repairmen to low- and high-tech engineers.

Service Industry: Scribes, Scholars, Teachers and Historians. Specialize in the written word and book knowledge. Can

translate and read for the uneducated, as well as compose and write letters, poetry, notices and signs, and teach, tutor and advise.

Service Industry: Transportation. Specializes in cargo hauling, delivery, storage, guard and escort services.



The Typical Chinese House

The decor of building exteriors may be simple and plain to ornate. Most homes are 2-4 story buildings made of packed earth, stone or masonry. Most buildings are solid, with thick, sound-proof walls. Rooftops are curved and made out of slate or tile. Awnings are made of wood and cloth. Every household has an interior courtyard, so the windows don't look out into the alley, but into a pleasant tiled courtyard. Most courtyards have one or two aesthetically pleasing gardens (stone or water garden, vegetable or flower garden, etc.) as well as potted plants, a pool with flowing water (standing water attracts ghosts and demons), and many have a tree or two. All follow the principles of Feng Shui and emphasize pleasing and attractive imagery. This means the gardens and houses have ornate lamps and decorations, and somewhere, usually leading to the courtyard, there will be a “moon door” (an attractive rounded door). This is more important than making the home “pretty” – beauty keeps the positive energy (chi) flowing and keeps demons, ghosts and goblins away!

First Floor: The biggest main room is the kitchen, built around a stone or brick oven. There is always a small shrine to the *Kitchen Gods* where food, drink, and/or burning incense is placed as an offering to them. The shrine is placed off to the side, out of the way, and is very decorative. Size varies from the equivalent of two stacked milk crates to a small desk or table.

Next is the dining room which is also large, though smaller than the kitchen. The dining room has windows into the courtyard. A locked store room (or two) where food, clothes and necessities are kept, and perhaps a few other closets for additional storage are also located on the first floor, as is the bathroom (i.e., place to bathe). **Note:** Visiting strangers and non-relatives are housed on the first floor.

Second Floor: Bedrooms, a library or study, and perhaps a tea room (a formal meeting place for drinking tea and discussions) and a few small closets make up the second floor. Bedrooms are small – tiny by Western standards – with as few as one or as many as 10 people sleeping inside. Beds frames are made of wood, and so are the beds – as in a plank with a mat or padded or foam mattress placed on it. The mattress is a larger mat, or a cloth or silk casing stuffed with a soft material. For the very poor that stuffing may be grass, but it may also be made of feathers, cotton, foam or other suitable materials.

The head of the household lives on this floor, and a *shrine to the ancestors* is located here as well. It is small with 1-4 ancestors "venerated" and portrayed with a black and white photograph (color photo printed monochrome). Black & white pictures are reserved for the dead – the living are never photographed in black and white and to do so creeps people out. It just isn't done.

Third Floor: Grandparents' bedrooms, children, in-laws, and other distant relatives or long-time family friends.

Top Floor (the third or a fourth) will have a grand porch/balcony to sit outside under the sky.

Most homes have indoor plumbing with hot and cold running water, sinks and showers. Hot water comes from a water boiling system that has been used for centuries along with the water box for showering.

Furniture. Chinese people sit in chairs and at tables. They don't sit on the floor or on mats.

Poor families often share the same house, with 4-16 families living in a home in the poor part of town, 1-4 families living in the houses of the wealthy.

Note: *Tenant houses* are the same basic design, but whole families may live in one single bedroom (like a dorm room with three tiered bunk beds). People just pile up in a bed together. The kitchen and main bathroom are communal. Ancestor shrine is in the entering hallway.

Landlords never live in the same house as their tenants.

Demon Villages & Cities

Being what it is, there are entire villages of demons and monsters in Rifts China. These are usually places found within the domain of the Yama Kings, but some are located outside the realms of the eleven Hells. Some are independent kingdoms ruled by a Demon Lord, evil dragon or dark god. Others are human villages taken over by demons and may be ruled by a canny Greater Demon or powerful sorcerer. Some "demon cities" are entirely inhabited and ruled by demons, but most so-called demon cities are dominated by them but inhabited by humans, Goblins and other beings they have conquered and enslaved, or who chose to serve demonkind for one reason or another (intimidation, fear, mind control, worship, a deal gone wrong, misguided trust, etc.).

Basic village layout and structure is the same as the human villages and cities. In most cases, the community was a human village taken over by demon hordes.

Temples and Shrines may be desecrated and destroyed, or simply closed. They are avoided by demons, and humans are forbidden to worship there anymore.

Commerce & Business may be uninterrupted and the same as usual for the (once human) community, or completely changed to accommodate the needs or desires of the demon or the master they serve.

Slavery is one of the businesses demons might force upon their human chattel, so might supporting raiding operations and the businesses of *vice* (houses of prostitution, drug dens, gambling, decadence and so on).

Weapon manufacturing or *food processing* for their master's armies might be two others, and a village might be turned into a military training camp, way station or hiding place for ill-gotten gain from treasure to magic items, to forbidden knowledge or prisoners of war.

Statistics of a typical "demon" village:

Size & Population: Tiny Village: 1D6x100 people. Small Village: 6D6x100 people. Medium Village: 2D4x1000 people. Large Village: 4D6x1000 people. City: 2D6x10,000 people (rare).

Population Breakdown: This varies dramatically from community to community, with some villages inhabited almost completely by demons and monsters, while others are ruled by one fearsome demonic lord and a small contingent of his demonic minions.

The average *demon* village is as follows.

Demons: 25-50% (90% of which are Lesser Demons and 10% Greater).

Ghosts (various) 1-5%

Goblins (various) 5-10%

Spirits (various) 1-2%

Monsters & Others 1-5%

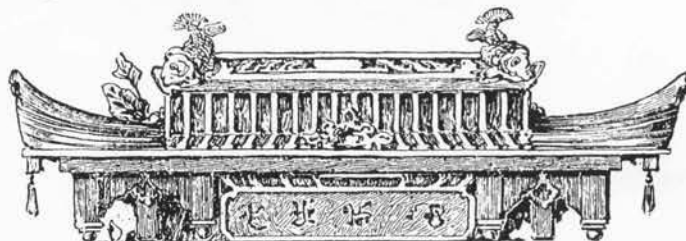
Humans (or Humans & D-Bees) 28-67% most of whom are slaves, though some percentage may be willing minions and worshippers of demons.

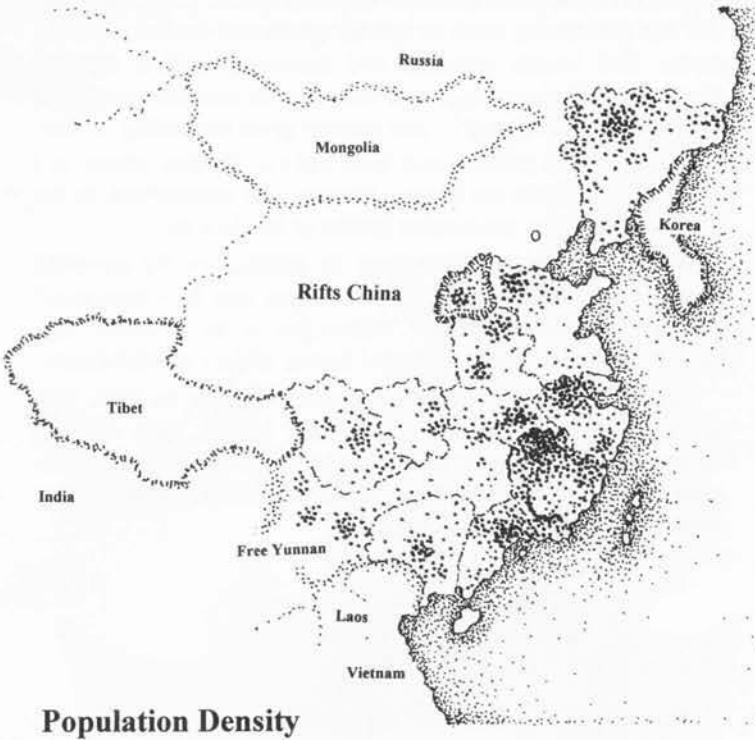
Common Government/Political Structure: Feudal or military society ruled by a king or powerful warlord. Most demons and evil supernatural beings respect, fear and obey those more powerful and cunning than they.

Local Government & Hierarchy of Leaders: Typically a militaristic division of ranks with the smartest and most powerful Greater Demons holding positions of leadership and special forces. Lesser Demons, Goblins and monsters serve as warrior grunts, henchmen and flunkies. Cunning spirits, young dragons, and vile ghosts may serve as special agents and freelance mercenaries. Evil human sorcerers and supremely skilled warriors who swear allegiance to a dark lord may be counted among the demon's elite henchmen or just another grunt depending on how well they are at politics and boot licking. Human slaves and conquered villagers are slaves, laborers and possessions. In the field of battle, they are cannon fodder or bait in a trap.

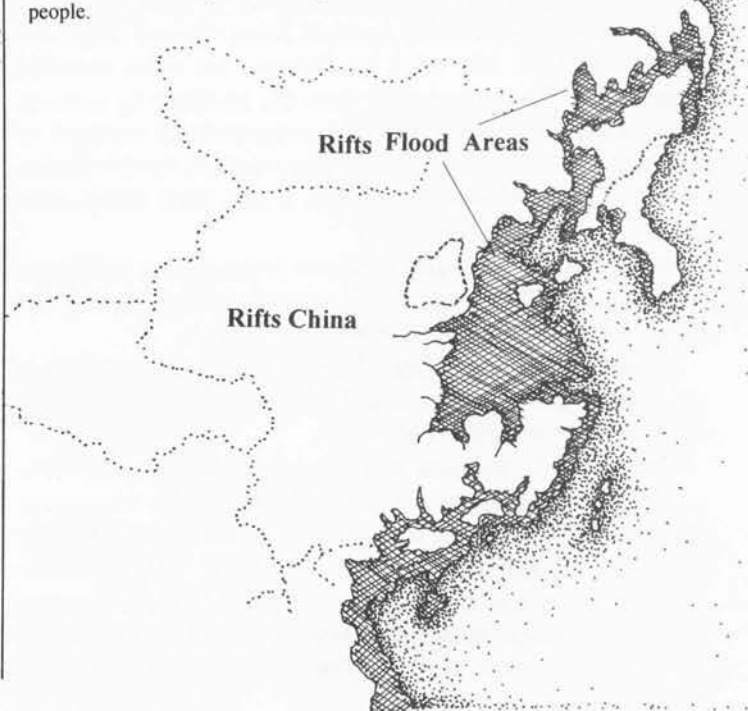
Village Protector/Champion: In addition to the powerful demon ruler and his elite henchmen, there may be a designated "village champion/defender" whose job is to eliminate rabble-rousers, spies, challengers and heroes of the Celestial Court.

Life in a Demon Village can, quite literally, be Hell. The demon rulers are typically despots and tyrants, their minions belligerent and cruel task masters. The level of suffering and injustice the humans (and other lesser inhabitants) must endure depends on the monster in charge.





Areas flooded during the Coming of the Riffs, killing hundreds of millions of people.



Population Density



City Map Key



Mountain Map Key



Palladium Books® 2004 Release Schedule

Recent Releases – Available Now

Rifts® Chaos Earth™ RPG & Sourcebooks 1 & 2 – \$17.95 RPG; \$10.95 sourcebook.

Rifts® World Book Five: Triax & The NGR™ – \$21.95 – back in print.

Rifts® World Book 16: Federation of Magic™ – \$17.95 – back in print.

Rifts® World Book 8: Rifts® Japan – \$21.95 – back in print.

January, 2004

January 13 – The Rifter® #25

January 13 – Rifts® China One: The Yama Kings

February, 2004

February 2 – Powers Unlimited™ Two

February 12 – Rifts® China Two: Heroes of the Celestial Court

March, 2004

March 9 – Rifts® Dimension Book 7: United Worlds of Warlock™ (for Phase World®)

March 22 – Beyond the Supernatural™ RPG, 2nd Edition

March 29 – Rifts® Chaos Earth™: NEMA™ Mission Book One

April, 2004

April 6 – The Rifter® #26

April 19 – Beyond the Supernatural™ Sourcebook: Tome Grotesque (monsters & the supernatural)

April 29 – Rifts® Dimension Building – rules for creating one's own dimensions and alien worlds – March or April (tentative).

May, 2004

May 14 – Rifts® Mercenaries Two: Mercetown

A Palladium Fantasy RPG® title and/or Beyond the Supernatural title will probably be added to this month's releases.

Other titles slated for 2004

These books are planned for 2004 but not yet scheduled with a specific release date. Not listed in any particular order.

Rifts® Mercenaries Three

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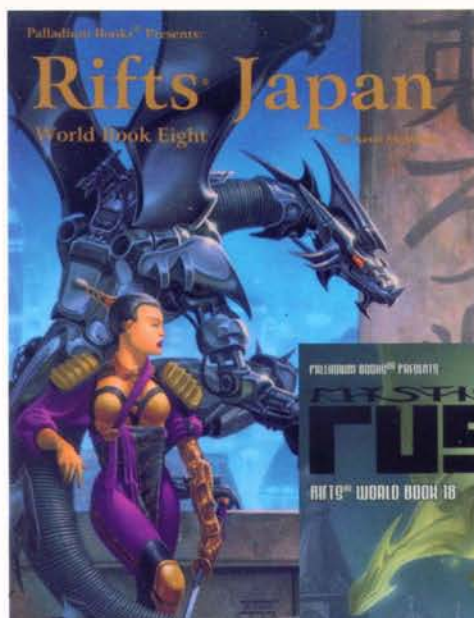
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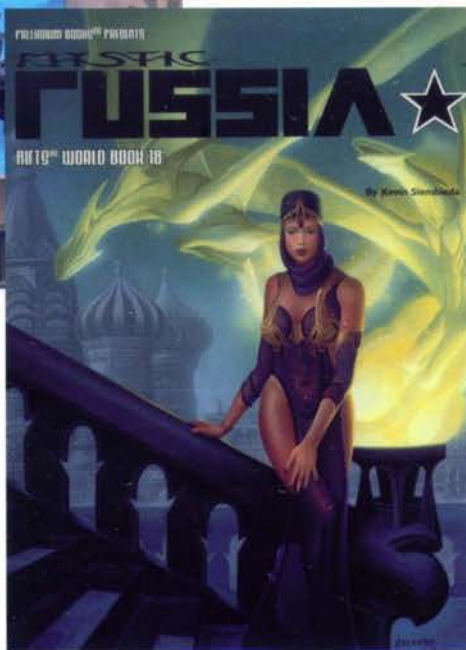
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