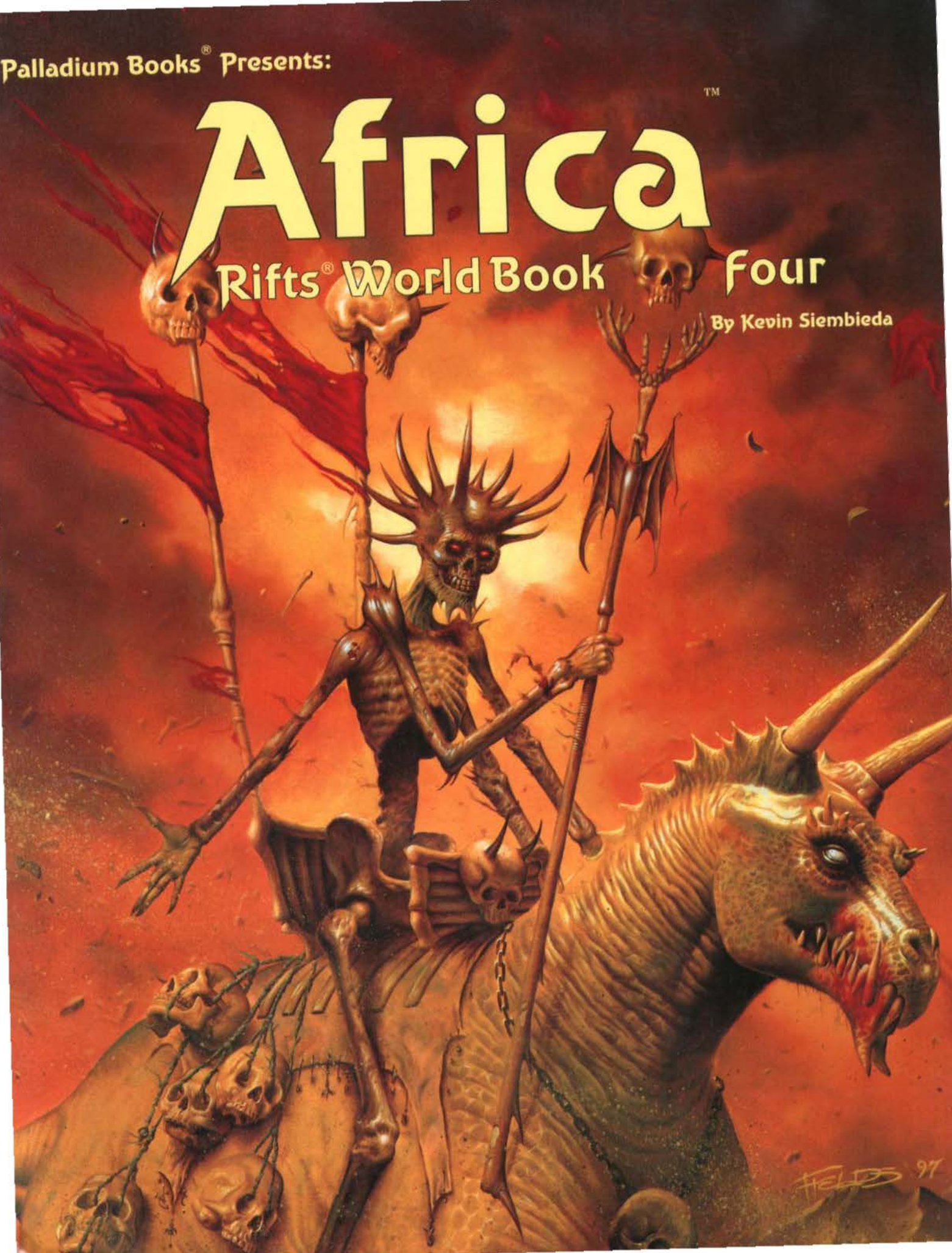


Palladium Books® Presents:

Africa

Rifts® World Book Four

By Kevin Siembieda



Warning!

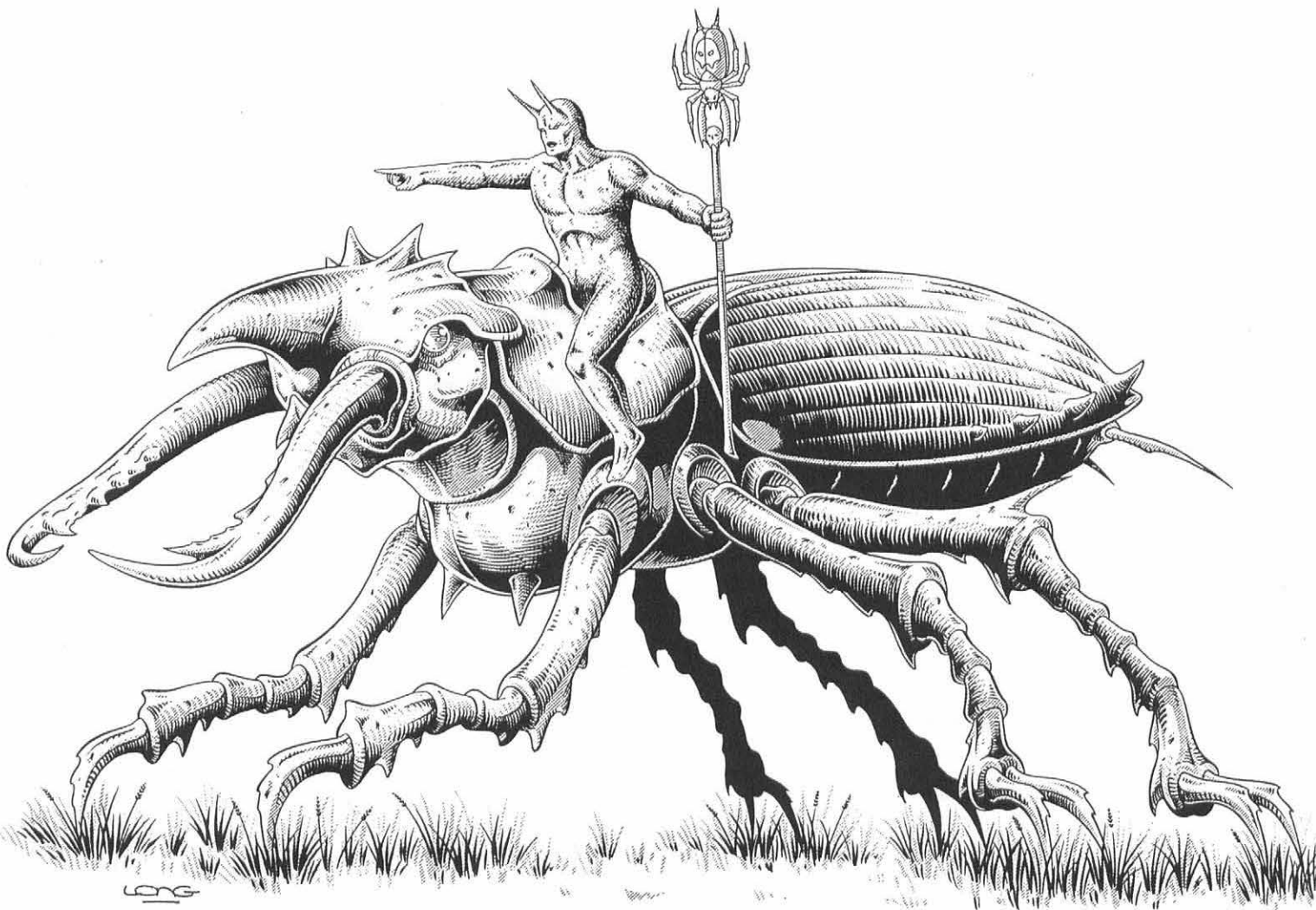
Violence and the Supernatural

This book may be inappropriate for young readers.

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, faeries, monsters, gods and demi-gods, as well as magic, insanity and the supernatural, are all elements in this book.

Rifts Africa is a work of fiction! The Four Horsemen of the Apocalypse are not intended to be biblical or religious references, but purely fictional monsters. The monsters, gods, magic and places are not real. None of us at Palladium Books condone or encourage the occult, the practice of magic, the use of drugs, or violence.

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



A supplement for the Rifts® RPG.

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Rifts® World Book Four

Africa™

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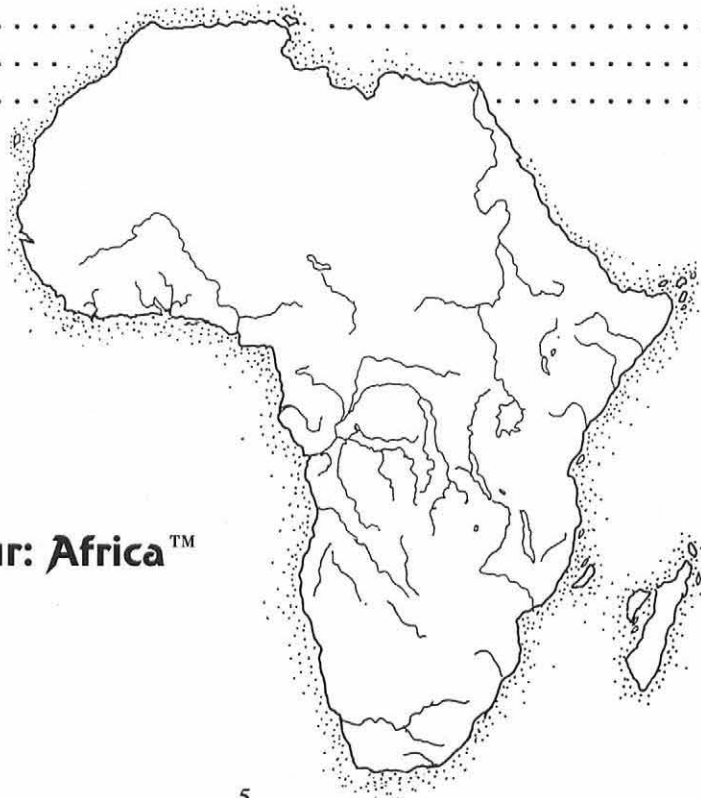
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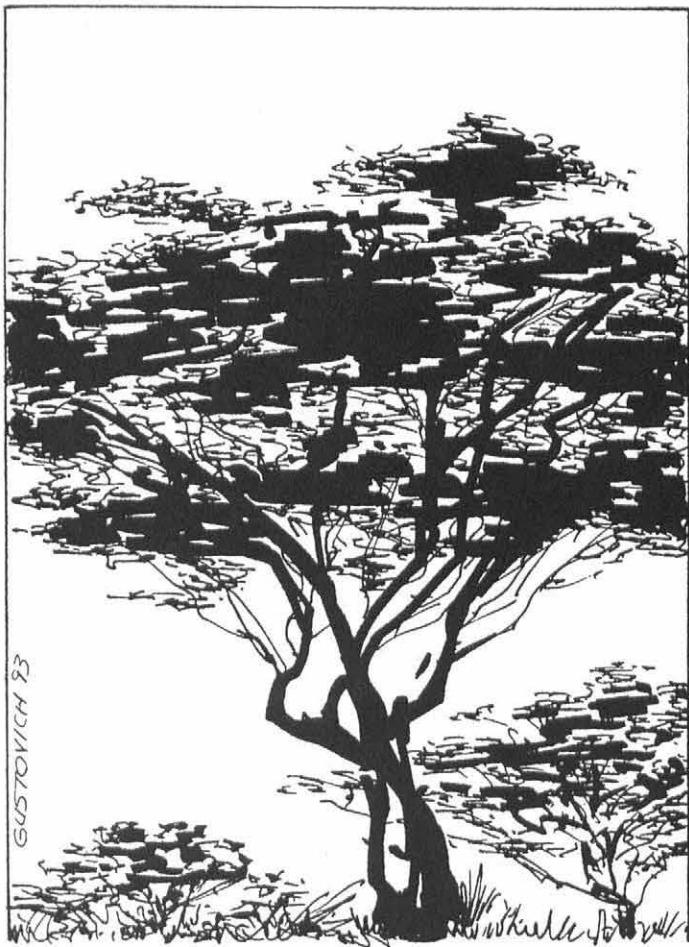
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Why Africa?

Some words from the author

A surprising number of people have asked me why I have selected Africa as one of the first **Rifts World Books**. There are many reasons. Mainly though, I think it's just that I've always found Africa to be a very exotic and alluring place.

As a kid, I was fascinated by the exotic animals and steaming jungles. I read Rudyard Kipling and Joseph Conrad stories. I loved the **Tarzan** books and movies (especially the Johnny Weissmuller films). I was enthralled by the heroic adventure film **Zulu** (Michael Cane's 1964 film debut). I read about the famous hunter, Frank "Bring Them Back Alive" Buck, and read National Geographics and watched television specials about the people, animals, insects, history and geography of the continent.

I'll never understand why nobody else has ever used Africa as a major setting for any RPG book until now. Africa is a unique and fascinating place. Its people and cultures are incredibly numerous and varied, all with a rich history, culture, art and mythology. The continent is incredibly huge, offering endless adventure opportunities and exotic locales. How huge is Africa?! You can put the entire United States and Canada in it and still have room for half of Europe!! Flying from London to Kenya takes nine hours and there's still another third of the continent to go before you reach the southern coast! Furthermore, the continent has jungles, forests, savannahs, grasslands, and deserts that run for miles and miles. There are areas such as

Kenya where the landscape changes from flat grassland, to forest, to mountain, to desert within a span of a hundred miles. Wild herds of hundreds or even thousands of animals roam the plains and forests. The sky is incredibly blue, the air sweet and fresh. There are just some places on Earth that are unlike any other, Africa is one of those places.

From a game designer's point of view, Africa offered all the right elements of immensity, the exotic, and the unknown for the kinds of setting and adventures I wanted for this book. **The Africa of Rifts Earth** is an enigmatic wilderness inhabited by exotic creatures and few people. A land of contrast, mystery, noble people and monsters. A place both pure and primordial and yet somehow frightening and mysterious. A continent teeming with life, danger, adventure and places to explore. Add to this the Four Horsemen of the Apocalypse and other supernatural forces, pit them against the gathering of heroes in a fight to save not only Africa but the entire world (possibly the Megaverse), and you have the perfect environment for epic adventure. Well, that's my plan anyway. I hope it worked.

A few notes about the contents of the book

Although there are some historical and mythological references to real places and cultures, **Rifts Africa** is a work of fiction. The magic, monsters, and heroes are all fictional — make-believe.

The inclusion of the **Four Horsemen of the Apocalypse** is not meant to have any religious significance and is used only for dramatic and fictional purposes. Some of the Horsemen's powers may seem to be disgusting and terrible. Be warned that these are pretty despicable creatures who have come to Earth to destroy it. They don't care about power, wealth or slaves, only suffering, death and destruction of all life — truly vile beings. With some luck, skill, and pure hearts, the heroes and player characters who have gathered will be able to stop them before they grow too powerful and hurt too many. Epic adventure.

Prologue

Letters from Erin Tarn

Letter One: The Crusade Begins

My Dear Plato,

You will not believe from where I am writing this letter. I'm in Northern Africa, and on the greatest adventure of my life!

Plato, I have read the prophecies outlined in your Edict of Planetary Distress and can report that I know what danger awaits the world in Africa: four demons of unimaginable power known as the Four Horsemen of the Apocalypse. I have this information from the most reliable of sources, our old friend, Lo Fung, among others.

As we prepared to leave New Camelot on our trek to Germany, I was astonished to run into Lo Fung (he has not changed one bit since I last saw him 20 years ago). He greeted me with his usual calm and unaffected demeanor, with no hint of surprise; as if we were neighbors who casually bumped into each other

at the market. Sadly he was the harbinger of terrible news. He had come to New Camelot to enlist its champions to join him in a gathering of heroes. He addressed the court and told them of the coming of the Apocalypse demons and described their powers in great detail. I have never known Lo Fung to exaggerate and have never seen him so grim.

I've been told of your troubles back home with the alien invaders called the Mechanoids, as well as continuing strife at the hands of the Coalition States and the Federation of Magic. The Four Horsemen of the Apocalypse represent an even greater threat to all living things! I must confess, their power and lust for inflicting sorrow and destruction is beyond anything I could have imagined. Lo Fung tells me that you are familiar with the legends so I will not recount them here, just be aware that everything you have ever heard is true.

I regret to report that Mrr'lyn the Enchanter, counsel to the king, was less than receptive to Lo Fung's warnings and terribly suspicious of his motives. The sorcerer even dared to suggest that Lo Fung was working with an enemy of New Camelot in a plot to send its champions on a wild goose chase and leaving the kingdom vulnerable to attack. In fact, I believe it was only my intervention, vouching for our friend's integrity and relating how you, Lo Fung and a few others founded the city and kingdom of Lazlo as a refuge for free-thinkers and all people of peace, that removed any question of his credibility. My words certainly moved the king who interrupted Mrr'lyn and took immediate, although less than complete, action to support this battle.

It concerns me that the famous and wise Mrr'lyn has exhibited such reticence in supporting this noble cause. His response to Lo Fung's plea seemed to be motivated by self-interest more than anything else. My impression was that Mrr'lyn would rather let others fight this important battle. Why? I do not know.

It may be prudent to keep an eye on this powerful political figure. I have an uneasy feeling about Mrr'lyn. I find something wrong with a man who preaches about action, courage, honor and openness, yet skulks in the shadows and seems to harbor many secrets. Perhaps I'm overreacting to the entire incident, but I think not. Case in point, my intervention, which moved the King to action, seemed to make the enchanter terribly angry. He smiled and bowed in deference to his King, but from the shadows he glared at me. Our eyes met and locked. I suddenly felt naked, alone and terribly vulnerable. I had no awareness of anything happening around me except for his icy stare. It was only when he looked away, breaking the spell, that I realized my body was trembling and covered in perspiration. I fear that my words may have made me a new enemy.

Here are a few other observations. Whether they have any significance, I cannot say.

According to the gossip I heard, Lady Guinevere privately pleaded with the king not to lead this crusade to Africa. She too questioned the truth of Lo Fung's words and the strength of his character. Rumor has it that King Arr'thuu will, at least for the moment, remain at New Camelot, but he has issued a call to the champions of Britain and intends to gather an army and send them to Africa.

Prrcyvel, whom I have taken a great liking to, seemed dazed or lost in deep thought throughout Lo Fung's oration. I have noticed that the handsome knight is often quick to verbally spar with Mrr'lyn, yet this time he did not speak a word. It was only

afterwards that I happened to overhear him speaking to Lo Fung. He pledged his support, saying, "You know we will do all that we can, my brother." I am certain these were Prrcyvel's words.

I find his choice of words of particular interest. Who are "we"? The Knights of Camelot? Somehow I don't think so. Even more curious is the knight's use of the word "brother." Not once had I heard him refer to any man as his brother and from all accounts, Lo Fung has never before visited England, so the two should not know each other. You and I are among the privileged few who know that Lo Fung is an ancient chiang-ku dragon who has lived on Earth for thousands of years. I ask you, who but another chiang-ku might consider Lo Fung a brother?

I politely questioned our oriental friend about this matter. He gave me his famous coy smile and said that he has always admired my keen and intuitive mind. With that he squeezed my hand and recited a Chinese proverb about the inquisitive mind. I take this to mean that I am correct in my guess that Prrcyvel is either a friend to the chiang-ku or a dragon himself. Of course, none of this is important compared to our task at hand: finding and destroying the Four Horsemen of the Apocalypse.

I will not go into detail about the comparatively insignificant events that transpired next. Just let it be said that against great protest concerning my safety, I have joined Lo Fung, accompanied by Sir Galahad, Sir Dred, and a dozen Knights of Camelot as part of an advanced team to join the other champions who are already gathering in north Africa. As I have stated, King Arr'thuu will gather an army of heroes and send them after us. My dear friend, I suggest you do the same. I know you are familiar with the legends and realize that these hellish monsters could threaten not only Earth but use the many dimensional doorways on Earth to carry their destruction throughout the Megaverse. Your Eternal Friend,
Erin Tarn, 103 P.A.

Letter Two: A Gathering of Heroes (This letter was sent five days after the first)

Dear Plato,

Despite several deadly battles with gargoyles and a horrible confrontation with the nefarious Blood Druids of France, we have arrived in northern Africa. Sadly, four champions of Camelot have perished in combat and several others have been wounded.

I can be of little assistance to these heroes in this bold crusade which has already cost lives, but I can help those who become sick or injured. Of course, I will memorialize the events that transpire so that others may know the truth about this great battle; assuming that these heroes triumph and our world survives.

We have stopped to rest at a location where other brave men and women, D-bees, dragons and all manner of heroes have already arrived and continue to arrive daily. By my count, there are nearly one hundred. Many are beings of great power and I am told that the mythical ancient Egyptian gods truly exist and have joined our crusade. This may not be the good news you might think it is, because the ancient Egyptian gods of death are reportedly working against us and welcome the Apocalypse. Regardless of what forces are at work for and against this motley troop of heroes, we have nowhere near enough warriors to successfully thwart the demons we must engage.

There are rumors of a sudden drought and famine in the land that was once known as Ethiopia and there are reports of a terrible war erupting far to the south in the region once known as Namibia, Botswana and Zimbabwe. These rumors have bred concerns that the dreaded four Apocalypse demons have arrived. The rumors are working to divide these champions. Already our forces are beginning to squabble about the best course of action and several small groups have gone off on their own. Three days before our arrival, **Abkii The Defiant**, a famous hero of this region, led a score of the most powerful fighters to investigate rumors about strange activities and the involvement of dark forces in Egypt. All contact with Abkii's group has been lost. If we must act quickly with so few warriors, I fear this crusade is doomed to failure.

I know I should be frightened out of my wits but I am not. I find myself so swept up in the events of this noble and desperate quest that I am numb from sensory overload. It is all I can do to keep up with my writing. So very much is happening and so quickly, I sometimes find myself at a loss for words (believe it or not).

I am surrounded by valiant warriors of all races, truly a sight to behold. It makes me hopeful that, should we triumph, people in other lands will see this gathering as an example of a world where all creatures, human and inhuman, the monstrous and the beautiful, can live and work in peace and harmony, helping each other instead of singling out each other's differences and trying to dominate or destroy those who are different. I know what you're thinking, that I am forever the romantic idealist. Perhaps, but then so are you, Plato.

The legendary stature of these warriors and the odds which they must face, reminds me of my readings about the American Empire and a battle at a tiny fort called the **Alamo**. This battle saw a gathering of heroes where four hundred valiantly fought against four thousand. I only hope the outcome of our struggle does not end like that of the Alamo where all the heroes died. Perhaps this isn't the best analogy, for our battle is far more noble and the fate of countless worlds hangs in the balance. Still, I wonder how those men and women of conviction must have felt facing a similar fate.

Yesterday, I witnessed a miracle and I am still overwhelmed.

Shortly after we arrived at the gathering of heroes we were greeted by a delightful young woman, named **Fang-Lo** (I have many reasons to believe she is another Chiang-ku dragon. It is interesting to note how many of these extremely rare dragons are involved in this conflict.) She introduced us to many of the others already gathered. I was embarrassed, as always, at how many of these people knew and admired my work.

Plato, you won't believe what I have to tell you next! I barely believe it myself. This young lady introduced us to a dashing man in his 40's. I recognized him from my collection of ancient photographs and books, but couldn't believe my eyes and just stood there mute. It was Lo Fung who erupted with uncharacteristic emotion.

"Victor," he cried out. "By the fates that control space and time, Victor can it really be you?" The white haired "Victor" seemed to be just as astonished and moved by seeing Lo Fung. I'm certain that I actually saw tears roll down Lo Fung's cheeks as the two men ran to embrace each other.

Both remarked about how this turn of events was impossible, incredible and how neither had changed much. After a moving exchange of hugs, laughter, tears and exclamations, the man stopped and became very somber. In a hoarse whisper I heard him say, "My god, Lo, then it's true, this is my Earth's future." Again the tears began to swell in his warm eyes. Lo Fung ushered him away, saying, "Please excuse us. There is much we need to discuss." With his arm wrapped around the man, like a father cradling his son, the two disappeared into the shadows of a tent, leaving the rest of us gawking in confusion.

Lo Fung has assured me that he is absolutely certain of the man's identity. It is (I hope you are sitting down) Victor Lazlo! "The" Victor Lazlo whose ancient writings have inspired so many of us, the namesake of our humble kingdom, the man that Lo Fung knew 150 years before the Great Cataclysm and who mysteriously disappeared long before the dawn of the 21st Century.

According to Lo Fung, Victor Lazlo was caught in a random (?) dimensional rift that hurled him through space and time. It seems Victor reappeared hundreds of years later in the year 94 P.A., near the New German Republic. He has spent the last nine years organizing, educating, helping and fighting at the side of D-Bees and free-thinkers in and around Germany. This has given him the same criminal status from the NGR that I enjoy with the Coalition States. He is a distinguished looking gentleman with a thick, white mane of hair, strong features, warm eyes, and a quick mind. As one might expect, he has the striking demeanor of a leader.

To be honest, this revelation about Victor Lazlo has made my head swim. I am in the company of a ghost from history who has been one of my inspirations. Lo Fung has introduced us. I was barely able to put together two coherent sentences during my initial meeting (something Lo Fung found extremely amusing). Since then, I have found my voice and I have spent long hours talking about the time before the Great Cataclysm and what has happened since. I have found him to be a man of great conviction, warmth and compassion. Now if only I was twenty years younger.

Sensory Overloaded,
Erin Tarn, 103 P.A.





The Four Horsemen of the Apocalypse

Inspired from concepts & drawings by Kevin Long

The Four Horsemen of the Apocalypse are supernatural beings that spread chaos and destruction wherever they tread. The monsters are foul, demonic beings consumed by anger and hate and who derive a perverse feeling of enjoyment and accomplishment from the sorrow, destruction and death that they cause. Other than these dark emotions, they share few traits with human beings. The Apocalypse demons are only truly happy when all around them are suffering and dying. The key word in that previous sentence is "all." It is important to understand that the Apocalypse demons are not invaders trying to conquer new lands or to enslave people, but that they crave total destruction of all life forms, including animals, insects and plants!

Each of the horsemen has his own particular focus for destruction. **War** uses feelings of blinding rage, anger, hatred, revenge, prejudice and greed as part of his arsenal; all of which are used to incite acts of aggression, war, murder, and wholesale destruction. **Famine** uses indifference, ignorance and desperation born from hunger and the desire to survive, as well as hate and prejudice, to sow its seeds of despair, sorrow, death and destruction. **Pestilence** spreads sickness/disease often assisted by the fears, prejudice, and hatred of others. **Death** is the brains and nurturer of the other three. In many respects, he symbolizes the culmination of the others' activities and serves as the general who inspires, directs and encourages chaos and slaughter at the hands of his tireless and loyal troops.

The Coming of the Apocalypse

Rifts Earth is ripe for the likes of the Four Horsemen. Suffering and hatred abound among the hundreds of different races, human and inhuman, who inhabit the planet. Many humans fear, hate and oppress the multitude of non-humans. Non-humans look at the better-off humans with similar emotions and crave vengeance in the names of equality and justice. In other instances, there may be the wealthy who look down at the poor with indifference, intolerance or disgust. Many of the poor may look up at the rich with envy and hatred. All too many are the people willing to wage war in order to take what they want, whether it be land, power, glory, wealth or revenge. It is these selfish, bitter or angry individuals who are willing to ignore the plight, hunger, sickness, despair and death of others — especially those who are too different or too weak to help themselves. These same lost souls often welcome the plagues and misfortunes that destroys their enemies, the weak, poor, alien and otherwise unwholesome people. A perfect breeding ground for monsters like the Four Horsemen of the Apocalypse!

Yet despite the dark emotions, troubles and evils in the world, there is light. The majority of people struggle to build a good

and better place. These beings, from peasant to king, whether human or D-bee, refuse to give up and battle evil, selfishness, captivity and ignorance in all its guises. With a little luck and courage these forces may turn the tide and prevent the coming of the Apocalypse.

When Four Become One

The Horsemen of the Apocalypse are actually four separate manifestations of one destructive force, roughly similar to a splintered entity. Each of the four is formidable in its own right and possesses incredible supernatural and magic powers. However, as deadly as each individual may be, they become unimaginably powerful when the four merge back into one unstoppable, primordial force.

The heroes who have gathered to fight the Four Horsemen of the Apocalypse must try to find and destroy each one before each Horseman can find the other demons. Destroying them one at a time is the absolute best chance for Earth's survival. As each monster locates the other, they join forces, seldom leaving each other's side and work in tandem to deliver suffering and destruction. Their goal will be to locate the others and ultimately become one again.

To become one, all-powerful creature they must find a ley line nexus and draw upon its maximum energy. This can only be accomplished during a planetary alignment or solar eclipse or through a magic stone pyramid resting on a nexus at a major ley line network. This makes the pyramids of Egypt the Horsemen's most likely and immediate destination (they can intuitively sense the location of a pyramid as well as the time of the solar eclipse). Unfortunately, a solar eclipse will occur five months after the Apocalypse demons arrive on Earth.

Slaying them one by one will weaken the entire group and prevent the one entity from being as powerful as he could be (and therefore, more vulnerable to attack). If only two survive to successfully merge to become the Armageddon creature, the power is half of what it would be if the others completed the joining.

Key Bits of Information About the Four Horsemen

1. **When one is killed**, what really happens is that its physical body and anchor to our dimension is destroyed, sending the terrible life essence back to its own hellish dimension.
2. **Each can sense whether the other is alive** on the same world/plane of existence. Fortunately, this psionic link does not enable the monsters to locate each other. As long as one can sense the other, they will not merge until all four

have been united. This means that if Death and Pestilence should find each other, they will travel and fight together, but they will not merge together until War and Famine have joined them.

3. **Every time one of the other three Horsemen are slain,** Death loses one-quarter of his power! For example, if War is killed, his life essence leaves Earth. Death is instantly aware of the loss and is weakened. Reduce M.D.C., P.P.E., I.S.P., and experience level by one-quarter (i.e., from 18th level to 13th level, from 16,633 M.D.C. to 12,474, and so on — round down).
4. **Never attack Death first. When War, Famine and Pestilence are all slain,** Death is very weak (a quarter of his original self) and will fade away, slipping back to his own hellish dimension. The only thing that might prevent Death's disappearance from Earth is if he is nurtured and worshipped by a powerful Death cult (Egypt or the Blood Druids) which will keep him anchored on Earth. Even then, Death's powers remain weak (one quarter of his original self) and he will avoid taking an active part in any battles. Instead, he will offer advice and encouragement to the members of the cult in plots for inflicting pain and suffering. Under this condition, Death can remain on earth indefinitely. The monster will usually take refuge in a protected sanctuary like a temple, palace, fortress, pyramid, or subterranean hiding place. He will only come out when absolutely necessary or for an occasional look around at the outside world. Death will also take an active hand in protecting the temple of his worshipers, his sanctuary/home, and to defend key individuals among his worshipers.
5. **A slain Apocalypse demon must recuperate,** remaining in their hellish dimension for $1D6 \times 1000$ years. After that period of time, they cannot return to the place of their defeat (in this case, Earth) for at least 50,000 years. Even after that period of time they are likely to be busy with their terrible work someplace else.
6. **The Apocalypse demons need a powerful ley line nexus** (Egypt) and, ideally, a fifth party (Rama-Set) to help them draw on and direct the ley line energy to transform them into one, unstoppable force of destruction.

The Current Situation

The four are separated in distant parts of Africa. All instinctively know how to find each other and travel to Egypt where they can become one. Ideally, the Four Horsemen must be stopped before they can find each other and destroyed one at a time. If Famine, Pestilence and War can be destroyed, only a dramatically weakened Death will remain.

Death

Death is the least outwardly combative and murderous of the four Horsemen. He is cold, quiet, confident and calculating. He moves slowly and gracefully, which makes him seem all the more frightening. He is also terrifying in his relentless resolve; ever in motion, always moving toward some new terror or act of destruction. All around him is carnage, with War, Famine and Pestilence at his side or following in his footsteps (or he theirs).

It is important to note that Death can push, hit, kick, shove, or throw a creature out of his way or hurt him in some small way to shut him up or torment him, but Death can only kill those who dare to attack him directly. Ironically, it is the very presence of Death, his appearance, stench, frightening and aggressive demeanor and the accompanying netherbeast or legion of dead servants, that causes panic and conflict.

Inevitably, people, young and old, will either flee screaming in terror or attack the *threatening* monster. It's the poor fools who attack Death to defend their loved ones from the perceived threat who are the first to die, crushed in the hands of the harbinger of doom. Death will NEVER attack a character unless he is attacked first. However, the foul demon entices acts of aggression by appearing menacing. Death enjoys these little games of nerves and wit and will follow characters, suddenly appear out of the shadows, animate the dead, attach extra limbs to its body to look more frightening, desecrate the dead, vandalize property, prowl around with malicious intent and make threatening moves (kick in doors, grab hold of a child, etc.). Eventually, the nerves and emotions of his intended victims become so frayed that the characters snap and attack!

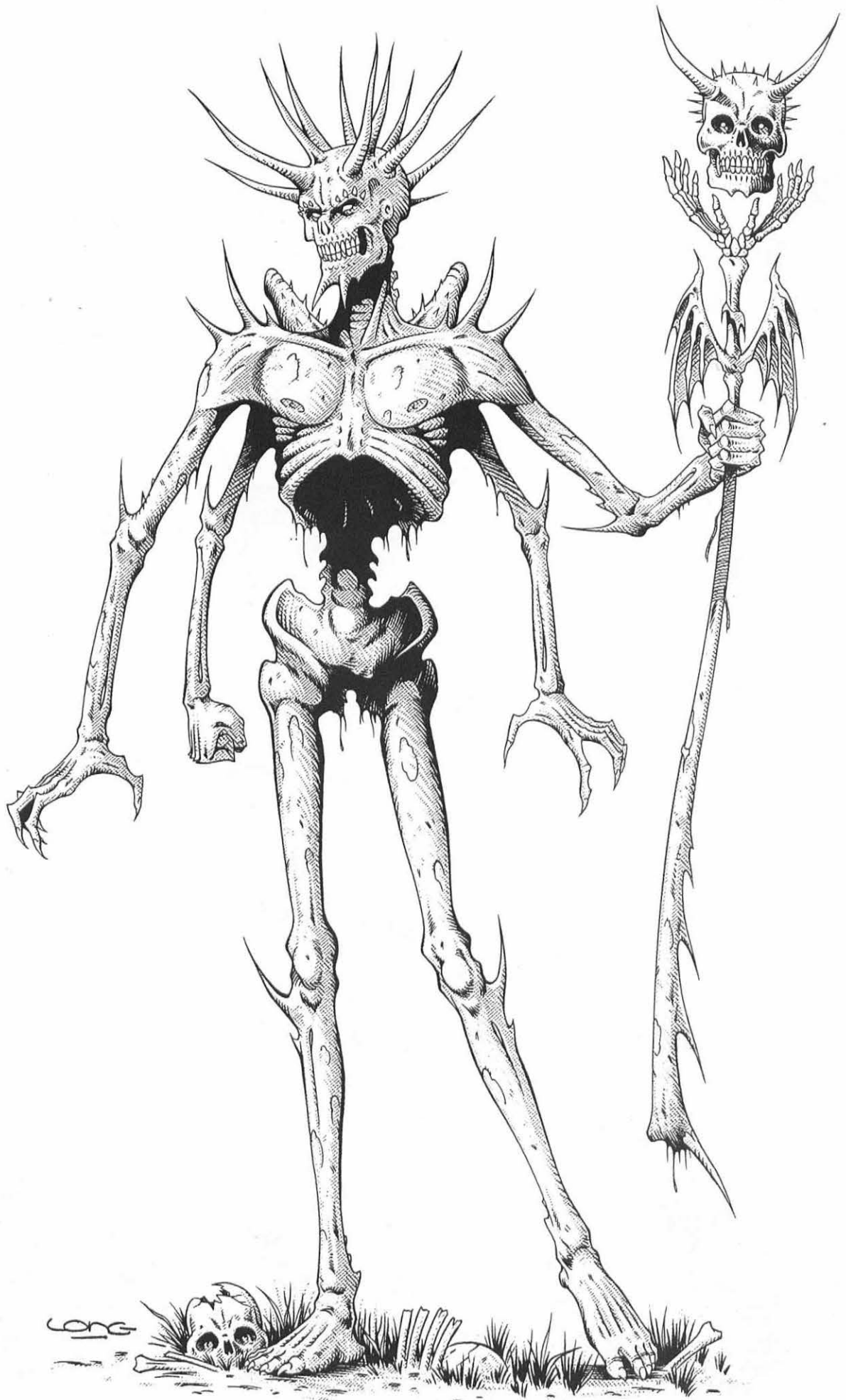
So powerful are the emanations of the death bringer, accented by his appearance, actions and the frightening stench of decay that permeates the monster, that Death often needs only to stand menacingly in a doorway to send protective fathers, mothers, children and guard animals rushing into its deadly embrace. They rush forward not in acceptance of their fate, but to fight the monster and chase it away. Sadly, they would have lived, at least for the moment, if they did nothing more than cringe in the shadows, hiding, weeping or praying. Falling prey to fear, anxiety, frustration, anger, or hatred can only lead to torture or death when facing this monster.

Even when in the company of one or two of the other Horsemen, Death will leave combat to his brothers and stand in the middle of the carnage like a demonic general observing, with great satisfaction, his troops at work. However, like any good general, he will alert his troops to new targets and assist them in strategy and tactics. He will also come to their aid. In this situation, Death can attack using all of the power at his disposal and may inflict great damage and physical harm, but he will not slay a single living creature, unless they retaliate by attacking him. Likewise, Death's legion of dead, nightmare zombies and netherbeast only kill those who actually attack them or their master. The zombies can also be sent away, but become mindless killing machines until destroyed. Once released from his control, the zombies can never be recalled by Death. See the Nightmare Zombie Power on page 15 for more details.

Only when the four are united does Death take a more direct hand, but then one can argue that death is still the quiet and insidious brains of the monster using the skills, powers and yearnings of the other three to satisfy his thirst for destruction. He gets great satisfaction from participating in and/or encouraging the death of others.

Note: All Four Horsemen have *greatest* rune weapons. For more data about rune weapons and bio-wizardry see **Rifts World Book Two: Atlantis**, while **Book Three: England** has additional data about other types of magic wands, staves, herbs and weapons.





Death: Leader of the Four Horsemen of the Apocalypse

Real Name: Unknown

Alignment: Diabolic evil.

Attributes: I.Q.: 21, M.E.: 27, M.A.: 27, P.S.: 42, P.P.: 20, P.E.: 30, P.B.: 4, Spd.: 50 (35 mph/56 km).

Attribute Notes: Death usually moves slowly, with surprising grace and deliberate action, however this is deceptive because Death can lash out with startling speed and agility when he desires to do so. His physical strength and all other attributes are at the supernatural level.

Size: 12 feet (3.6 m) tall, 13 feet (3.9 m) including his crown of horns.

Mega-Damage Creature: 16,633 M.D.C.

Horror Factor: 19

P.P.E.: 5000, **I.S.P.:** 500

Experience Level: Equal to an 18th level necromancer and line walker.

Vulnerabilities: Magic fire, magic weapons, and weapons made from silver cause double damage. Weapons made from the Millennium Tree inflicts its normal damage times ten!

Natural Abilities: Four arms and two legs are normal but the horrid creature can add arms, legs and appendages to his body. Death also has incredible regenerative powers, regaining 1D4 × 1000 M.D.C. per minute and is able to regrow a new limb overnight (in the meanwhile he'll use an additional replacement; see the description that follows), nightvision (1200 feet/366 m), see the invisible, impervious to poison, drugs, gases, and normal fire.

Special Powers over the Dead:

1. Additional limbs. Death's most frightening powers are his ability to use and animate the dead and parts of the dead. The monster can pick up the bones of a skeleton or a severed limb from a corpse and magically attach it to his own body, similar to the powers of the necromancer. The attachment process is quick and simple, taking about 4 seconds to add one limb. The creature just picks up the limb and presses it against his body. There is a sickening squishing and crunching sound and moments later, the limb is a fully articulated part of Death's body. Each appendage functions with incredible agility and strength.

Each additional arm has 100 M.D.C., legs have 150 M.D.C. and appendages such as wings, tails, tentacles all have 75 M.D.C. each. The additional arms (with hands) or tentacles increases the number of attacks per melee by one each and also increases the bonus to strike and parry by one per arm. Additional legs increase running speed by 10 points and the addition of wings gives the monster limited flight (maximum flying speed of 35 and height of 1000 feet/305 m). He can add as many as eight additional arms with hands or tentacles (12 total) or a combination of arms, wings and tail. Only four additional legs (six total) are possible. When Death no longer wants the limbs, he simply plucks them off his body, like the petals from a flower, and discards them. Similarly, Death can pluck one of his additional limbs and use it as a club or thrown weapon. Both are amazing and truly disgusting sights.



2. Nightmare Zombies! Another one of Death's grisly powers is the Frankenstein-like ability to build and animate monstrosities from the bones, body parts and/or corpses of the dead. Death builds these hideous creations in much the way he adds appendages to his own body, by magically sticking them together. The remains of humanoids and animals can be combined with great effect — all are terrible to behold. It takes Death approximately 20 minutes to build a creature the size of a human to about the size of a horse. Larger, elaborate and more imaginative monstrosities can take six to ten hours to build.

Once built, these monsters can accompany death as part of his legion of animated zombies or be unleashed into the world as a singular agent of destruction. The monstrosities that are built and sent away are mindless killing machines that attack and try to kill every living creature that it encounters, man and animal. However, when the zombies are more than 100 miles away from Death, they live (if you can call it that) only for 60 days before dropping in their tracks and falling apart. Death can create an unlimited number of nightmare zombies into the world but he can only control a hundred at any one time. None of his creations will ever attack him or the other Horsemen for any reason.

Regardless of what these animated dead things may look like, most have the same basic stats.

Attributes (supernatural): P.S. 24, P.P. 20, P.E. 20, P.B. 6, Spd. 14. All physical attacks, including punches, kicks, tail whips and bites, inflict mega-damage (note that a bite is typically half that of a punch). The mental faculties aren't particularly applicable. The creature is effectively the equiva-

lent of a zombie or mummy. It can understand and carry out simple directions, but it cannot make subjective decisions, change its mind, disobey its creator, or develop strategy, tactics or plans of any kind. Its actions are usually very direct and straight forward. I.Q. is roughly equal to an intelligence of six without any imagination.

They show no fear, are impervious to drugs, gases, poison, possession and mind control. The magic spells of turn dead and protection circles will repel them or hold them at bay. Weapons made of silver or magic and magic spells inflict double damage.

M.D.C.: 1D4 × 100 for human to horse-sized creations, 1D6 × 100 for huge creatures the size of an elephant or larger.

Horror Factor: 14 for human sized zombies or 16 for giants.

Attacks Per Melee: Two attacks per melee, plus one additional melee attack per every two additional arms, tentacles or tail. No extra bonuses for multiple heads or wings, although most winged zombies can fly at a speed of 44, roughly 30 mph (48 km).

Bonuses: Human to horse sized monsters are +4 to strike, parry and dodge. Giant monsters with multiple limbs are +6 to strike, parry and dodge, +10 P.S., and +10 Spd.

3. Animate and Control the Dead. Death can animate and control as many as 1D4 × 100 dead bodies (skeletons, corpses, etc.) at a time, in addition to any nightmare zombies. However, it is interesting to note that Death seldom surrounds himself with an army of dead, especially when travelling. Instead he will either travel alone or with his netherbeast (animating the dead as needed) or accompanied by 2D4 nightmare zombies and/or 2D6 animated dead. A favorite tactic in terrorizing and panicking a community is to make a legion of dead rise from their graves and vandalize property and/or attack the people (but killing only when he or his minions are attacked by that individual).

4. Decay living flesh by touch. This power turns the skin of the living into a tough, discolored grey mess with festering sores and the stench of decay. **The victim of the touch of decay** has extremely sensitive skin with painful sores that prevent the character from wearing body armor or even heavy cloth. The character looks horrible and frightening; reduce P.B. and M.A. attributes by half. The character is also weak; reduce his or her combat bonuses and speed attribute by half. Skill performance is reduced by -15%.

The body stench from the plagued victim is so terrible that it causes characters within 20 feet to gag and possibly vomit (those around him lose one melee attack and are -3 on initiative). The touch of decay is equivalent to a magic curse that lasts one month or until a remove curse or restoration spell is successfully used to cure the character, returning him to normal. Intended victims get to roll to save vs magic but need a 15 or higher. A successful roll means the touch has no ill effect.

5. Induce the symptoms of rigor mortis. Again Death's touch causes frightening consequences. The victim of this magic turns a pale color, joints instantly become stiff, reflexes slowed, and movement is painful. Reduce the victim's attacks per melee, combat bonuses and skill performance by half. Reduce speed by 75% and the character is always the last to react (no initiative). Furthermore, when the character is as-

leep, he doesn't look like he's breathing and appears to be dead. The rigor mortis touch is equivalent to a magic curse that lasts one month or until a remove curse or restoration spell is successfully used to cure the character. Intended victims get to roll to save vs magic but must roll 15 or higher.

6. Exudes the stench of death — An aura of fear & aggression. The emanations from the harbinger of death is the sickening sweet scent of death and decay which adds to the demon's aura of horror and causes people to panic, flee or attack him. Horror factor 19.

Note: Dog boys and psi-stalkers can sense the supernatural presence of Death up to a mile (1.6 km) away and the other Horsemen up to 2500 feet (762 m) away. These creatures' scents and auras are so distinctive that these psychic R.C.C.s are +20% to recognize and track them. Also note that each magic touch attack counts as one melee action and a roll of 15 or higher is needed to save vs magic. Unlike the magic touch of Famine, this magic cannot penetrate a character inside environmental body armor, nor can it penetrate power armor, or vehicles unless there is a breach in the armor.

Psionic Powers: All healing and sensitive abilities, plus the following super psionic powers: empathic transmission, mind bolt, mind bond, P.P.E. shield, and psi-sword. I.S.P. 500, equal to a 18th level mind melter.

Magic Powers: All necromancy magic and spell magic, equal to an 18th level spell caster.

Attacks Per Melee: A minimum of four plus one per each additional arm, tentacle or tail.

Restrained punch — 1D6 × 10 S.D.C.

Full strength punch — 6D6 M.D.

Power punch — 2D4 × 10 M.D.

Kick — 6D6 M.D.

Bite — 2D6 M.D.

Head butt — 2D6 M.D.

Bonuses: +6 on initiative, +1 to strike and parry per each arm, tentacle or tail (minimum +4, maximum +12), +6 to dodge, +2 to roll with impact, +6 to pull punch, critical strike on a roll of a natural 17-20, +6 to save vs psionic attack, +6 to save vs magic, and is impervious to all forms of mind control, poison, drugs, and magic potions. Death is +12 to save vs horror factor and 92% to evoke feelings of intimidation or fear for one's life (trust is not applicable).

Skills of Note: Holistic medicine, forensics, pathology, basic math, identify plants & fruits, skin & prepare animal hides, land navigation, and track animals, all at 98%. Track humans, pick locks, prowl and escape artist, all at 80%. Death knows few other skills and has no knowledge of weapon proficiencies, specific hand to hand combat skills, piloting, reading or science.

Favorite Weapons: Death seldom uses any weapons other than his rune staff, preferring to use his magic, psionics, and supernatural abilities. He may also pick up a dead body or tear off a limb from a dead body and use it as a club or thrown weapon.

Cybernetics: None! Doesn't need them and they don't work on him.

Money: Doesn't need or want any.

Alliances & Allies: Currently, none. However, he will recognize worshipers of death and gladly count them among his minions. This includes Pharaoh Rama-Set. Death will also strike up

an uneasy alliance with any gods of death or darkness that assist him in his quest for obliteration.

Description: Death appears as a 12 foot (3.6 m) tall, skeletal figure with rotting flesh covering his bones and a crown of horns rising from his head. The flesh is a pale gray and purple color over all with mottled blotches of darker grey, brown, and pink. The eyes glow an ominous yellow-orange. The horrible creature delights in the suffering of others, including pain caused by injury, torture, loss, hunger, sickness, war, greed, fear, stupidity, acts of vengeance and hatred.

Note: All four of the Horsemen of the Apocalypse work together toward one goal, the obliteration of all life. Once they have found one another they never part company, travelling together and bringing destruction wherever they go. When all four are united they will work to become one even more powerful har-binger of destruction.

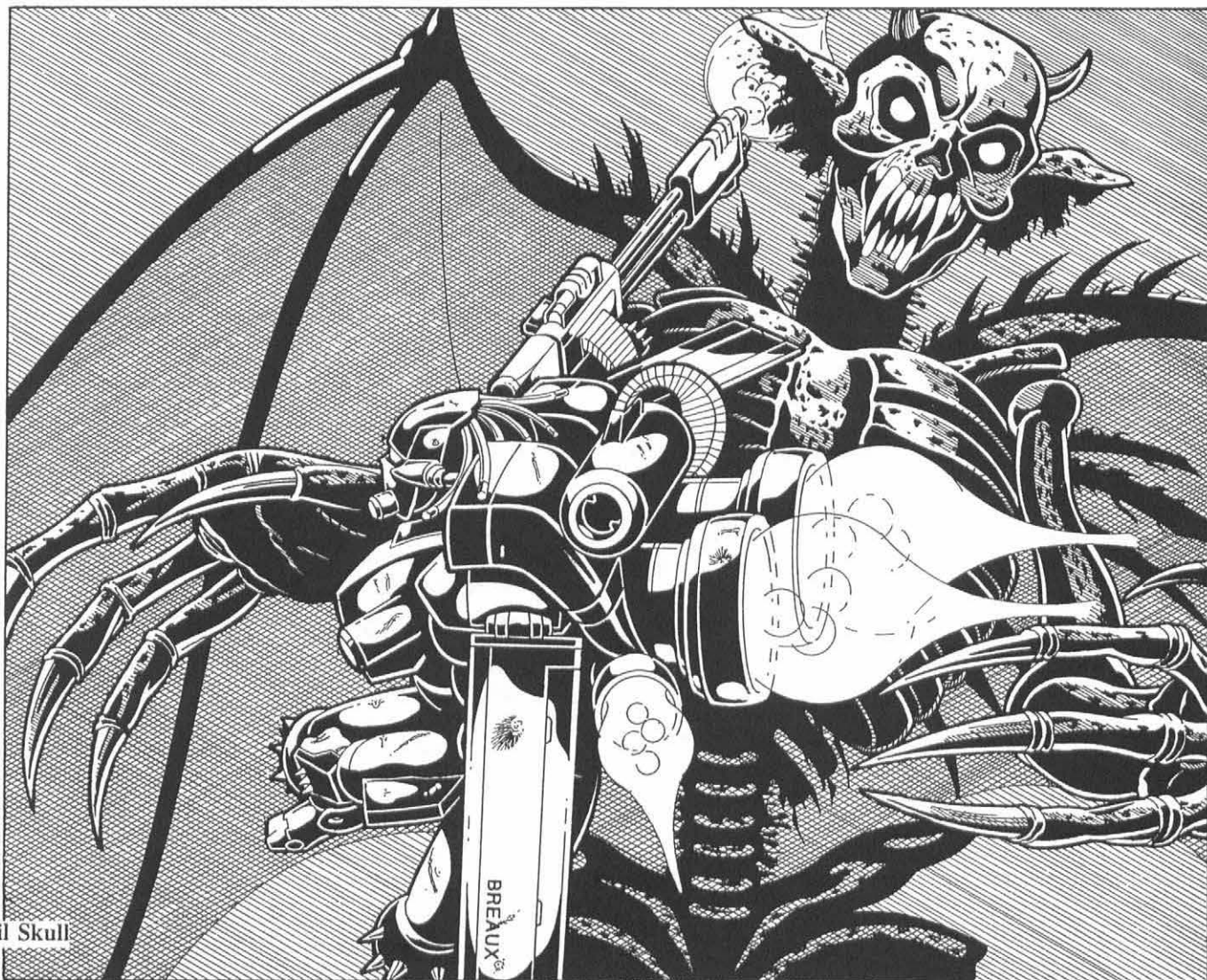
Special Magic Weapons

1. The Staff of Death — A Greatest Rune Weapon. The weapon appears to be a large staff made of petrified bone or stone. Toward the top are a pair of bat-like wings which enables the weapon to hover, fly, return when thrown and strike targets of its own volition. At the top of the staff is a pair of skeletal hands cradling another horned skull. The

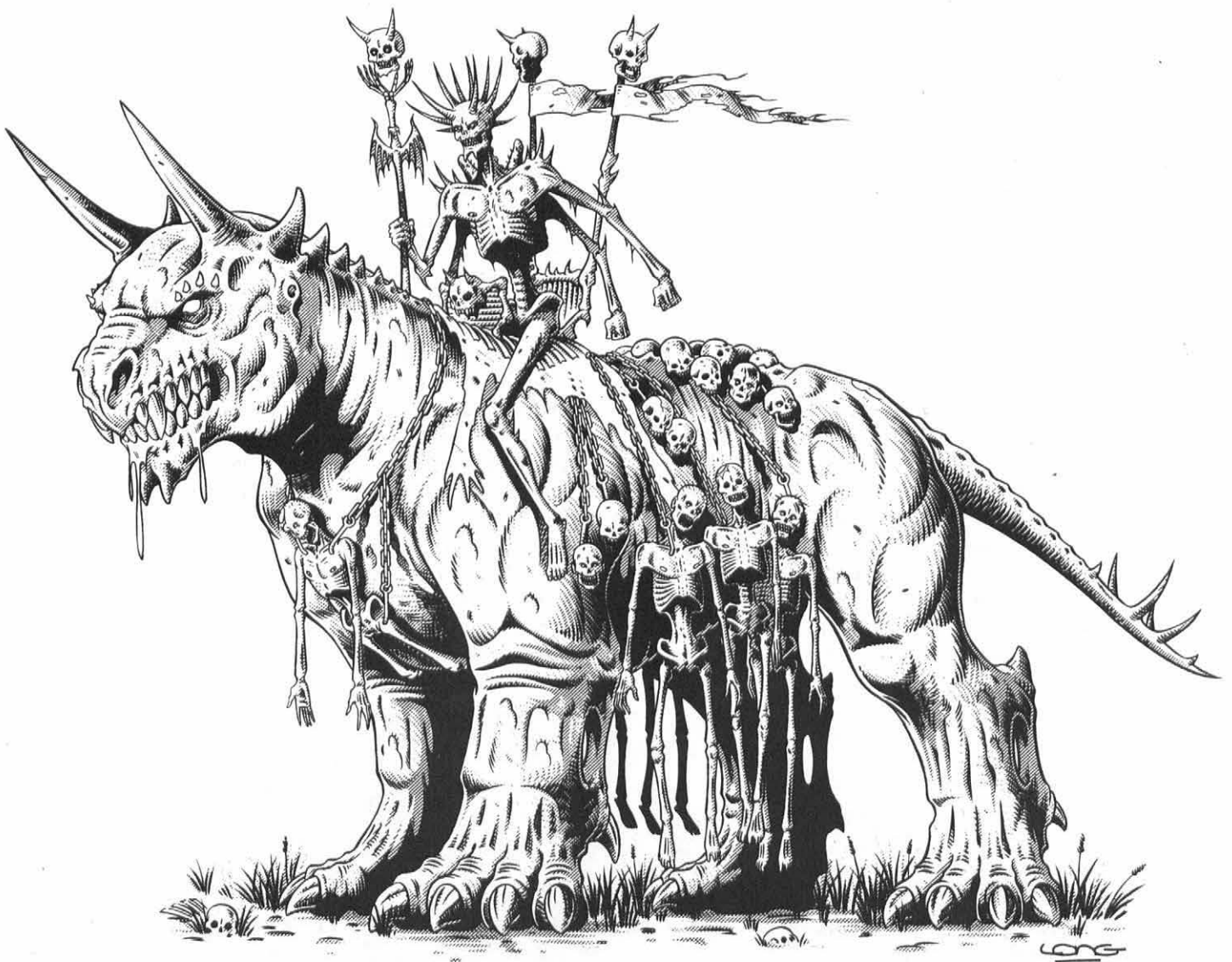
skull is a part of the staff even though it hovers several inches above the hands. Even when the weapon is swung or thrown, the skull remains part of it as if attached to the staff by invisible wires.

The powers of the Staff of Death:

- I.Q. 13; has a telepathic link to Death.
- Indestructible, light blue-grey in color.
- Diabolic alignment; good characters touching the weapon will suffer 1D8 S.D.C. or 3D6 M.D. if a mega-damage creature, every time the item is touched.
- Adds +1 bonus to all saving throws.
- Spell Magic: It can cast the following spells as often as three times each per 24 hour period. Equal to a 10th level sorcerer. Animate & control the dead, turn dead, sickness, spoil, fear, and shadow meld.
- The floating skull can also shoot lightning bolts from its eyes. The rate of fire is equal to the number of hand to hand attacks of its user (each blast counts as one melee attack). Damage: 1D6 × 10 M.D., range: 2000 feet (610 m).
- A drinker of souls/life essences.
- 6D6 M.D. from physical blows, double damage to vampires, other undead, ghouls, zombies, mummies, and animated dead.
- Animated and flying weapon (independent movement: three attacks per melee, +3 to strike, parry and dodge, +1 initiative).



Devil Skull



- If the physical manifestation of Death is destroyed, the rune staff disappears, following its owner to the dimension he originated from. However, Death can lend the staff to one of his minions or pawns for any length of time. When he wants it, the staff teleports itself back to him in the blink of an eye.

2. **Devil Skulls:** There are three horned skulls that resemble the skulls of devils. One is mounted on the front of the saddle and two are impaled on the flagpoles connected to the saddle. Normally the skulls are simple decorations, but when necessary, Death can remove one or more and transform them into 18 foot (5.5 m) tall, winged, demonic skeleton warriors.

Attributes (supernatural): P.S. 24, P.P. 20, P.E. 20, P.B. 6, Spd. 22 running, 58 (40 mph/64 km) flying. The mental faculties of these skeletons are greater than the zombies and animated dead, enabling these creatures to follow complex orders and make rational decisions. Their I.Q. is roughly equal to an intelligence of nine. They show little fear and use caution and cunning. They are also impervious to drugs, gases, poison, possession, mind control, and normal fire. The magic turn dead spell and simple protection circles are ineffective against them. They are held at bay by superior circles of protection and powerful holy symbols. Magic spells, magic weapons and weapons made of silver inflict

double damage. Weapons made from the Millennium Tree inflict normal damage times ten!

M.D.C.: 400 Horror Factor: 14

Attacks Per Melee: Four attacks per melee. May use weapons of any kind, but are - 1 when using any mechanical weapon, thus they prefer swords, clubs and similar, particularly magic weapons.

Bonuses: +1 on initiative, +6 to strike, +7 to parry and dodge. +2 to save vs magic and psionic attacks, impervious to mind control, poisons, drugs and gases.

Death's Netherbeast

There are three types of common Netherbeasts used as riding animals by Death, War and Famine. All three are very similar in size, appearance and ability and are believed to be indigenous to the dimension where the Apocalypse demons originate. The giant monstrous animals are powerfully built and resemble a cross between a savage pit bull and a dinosaur. Netherbeasts have a high animal intelligence and can be quiet cunning. They feed on the flesh, blood and bones of other creatures, living or dead. Netherbeasts range in color from grey or tan to pale pink and white, with red eyes and ivory colored teeth and horns. Only Pestilence rides a giant alien beetle rather than a netherbeast.

Name: Bones

Alignment: A predatory animal equal to a miscreant alignment.

Attributes: I.Q.: animal intelligence roughly equal to a human I.Q. of 7, M.E.: 20, M.A.: 7, P.S.: 41, P.P.: 20, P.E.: 20, P.B.: 6, Spd.: 77 (53 mph/85 km) and can maintain top speed for up to eight hours before needing a rest at a slower pace.

Mega-Damage Creature: 1200 M.D.C. (typically 4D4 × 100 M.D.C.)

Horror Factor: 14

P.P.E.: 50 (1D6 × 10), **I.S.P.:** None, although used to telepathic commands from its master.

Size: 14 feet (4.3 m) at the shoulders and 30 feet (9.1 m) long from the tip of its snout to the end of its tail. Eight tons.

Attacks Per Melee: Four

Full strength claw strike — 6D6 M.D.

Tail Strike — 4D6 M.D.

Bite — 4D6 M.D.

Head butt — 2D6 M.D.

Pounce Attack — 6D6 M.D. plus there's a 90% likelihood of knocking human sized opponents down and a 60% likelihood of pinning him (no attacks); reduce those numbers by half when pouncing on opponents 15 feet (4.6 m) or taller. Counts as two melee actions.

Bonuses (includes all bonuses): +4 on initiative, +8 to strike, +4 to parry and dodge, +4 to roll with impact, +4 to pull punch, critical strike on a roll of a natural 19 or 20, +3 to save vs psionic attack, +3 to save vs magic, +3 to save vs poison and drugs.

Note: Death's netherbeast is adorned with chains, bones, skulls, skeletons and dead bodies. Death can animate and use the skeletons and dead bodies to bite, attack or grab people who get too close to the animal, or cut them loose to attack. He can also make the skulls seem to speak using the tongues spell and ventriloquism. The saddle is made of bones and leather.

Famine

The monster known as Famine looks like a skeleton with a withered, malnourished body, pale complexion, swept back ram's horns and a malicious expression. He is sinister, cunning and treacherous, using sneaky tactics to hurt and injure others. He is obsessed with the destruction of all life forms and delights in the suffering and destruction inflicted by his hand. Unlike most of the others, Famine frequently strikes quietly from the shadows or at a distance. If he is careful, his control over the weather and power to spoil food are often mistaken as natural disasters. He also likes to instigate trouble by manipulating others, such as destroying one village's food supply and then somehow letting them know that a neighboring village has plenty, but won't share. These kinds of tactics can lead to theft, vandalism and war which means more suffering and death. Famine loves these games.

His favorite partner of the other three Horsemen is Pestilence. Their powers complement each other perfectly and together they can wrought incredible amounts of starvation, turmoil and slow death.

Famine

Real Name: Unknown

Alignment: Diabolic evil.

Attributes: I.Q.: 13, M.E.: 25, M.A.: 26, P.S.: 32, P.P.: 20, P.E.: 25, P.B.: 5, Spd.: 77 (53 mph/85 km).

Attribute Notes: His physical strength and all other attributes are at the supernatural level.

Size: 10 feet (3 m) tall.

Mega-Damage Creature: 6,753 M.D.C.

Horror Factor: 16

P.P.E.: 2500, **I.S.P.:** 250

Experience Level: Equal to a 12th level line walker.

Vulnerabilities: Magic fire, magic weapons, and weapons made from silver cause double damage. Weapons made from the Millennium Tree inflict normal damage times ten!

Natural Abilities: Never fatigues, never sleeps, always alert, bio-regeneration (1D4 × 100 M.D.C. per minute and able to regrow a new limb over night), nightvision (1200 feet/366

m), see the invisible, recognize poisons of all kind, recognize spoiled or diseased food, and is impervious to hunger, poison, drugs, gases, and even magic herbs and potions.

Psionic Powers: All physical abilities, plus telepathy and the following super psionic powers: bio-manipulation, group mind block, hydrokinesis, pyrokinesis, P.P.E. shield and telekinesis (super). I.S.P. 250, equal to a 12th level mind melter.

Magic Powers: All line walker spell magic, levels 1-7, plus eyes of the wolf, negate magic, oracle, spoil, stone to flesh, mute, protection circle (simple & superior), calm storms, summon rain, summon storm, close rift, dimensional portal and teleport: superior. Equal to a 12th level spell caster.

Attacks Per Melee: Five hand to hand actions or psionic attacks or two spell attacks.

Restrained punch — 5D6 S.D.C.

Full strength punch — 4D6 M.D.

Power punch — 1D4 × 10 M.D.

Kick — 4D6 M.D.

Bite — 2D4 M.D.

Head butt — 2D4 M.D.

Bonuses: +4 on initiative, +5 to strike, +7 to parry and dodge, +3 to roll with impact, +3 to pull punch, critical strike on a roll of a natural 19 or 20, +5 to save vs psionic attack, +5 to save vs magic, and is impervious to all forms of mind control, poison, drugs, herbs and magic potions. Famine is +10 to save vs horror factor and is 80% to evoke feelings of intimidation or fear for one's life (trust is not applicable).

Skills of Note: Basic and advanced math, identify plants & fruits, botany, skin & prepare animal hides, preserve food, cook, land navigation, track animal, and horsemanship, all at 98%, plus the abilities to track humanoids, prowl and pilot sail- or rowboats at 60%. Famine knows few other skills and has no knowledge of weapon proficiencies, specific hand to hand combat skills, reading or other science.

Favorite Weapons: Famine seldom uses any weapons other than his rune staff, preferring to use his magic, psionics, supernatural abilities and netherbeast.

Cybernetics: None! Doesn't need them and they don't work on him.

Money: Doesn't need or want any.

Alliances & Allies: Currently, none. However, he will recognize worshippers of death and gladly count them among his minions. This includes Pharaoh Rama-Set. Famine will also strike up an uneasy alliance with any gods of darkness that assist him and his fellow Horsemen in their quest to spread annihilation.

Description: Famine appears as a 10 foot (3 m) tall, skeletal figure with tightly drawn skin and withered muscles. The flesh is white with hints of pink-grey, particularly around the eyes, mouth and ribs. The eyes glow an ominous light blue.

Note: All four of the Horsemen of the Apocalypse work together toward one goal, the obliteration of all life. Once they have found one another they never part company, travelling together and bringing destruction wherever they go. When all four are united they will work to become one even more powerful harbinging of destruction.

Special Powers

Unless stated otherwise, these are natural abilities that do not require the expenditure of Famine's P.P.E. reserve.

1. **Putrefy food, drink & water with a touch.** Famine can instantly turn food rancid, spoil drinks and pollute water with touch of his finger (each touch counts as one melee action). His destroying magic can effect as much as a ton of food or a thousand gallons of water with a single touch. If the food or drink is ingested, the creature who eats of it will become ill from food poisoning.

Symptoms are severe stomach cramps, diarrhea, nausea and light fever. Characters get to roll to save vs non-lethal poison (16 or higher). A successful save (16 or higher) means only a minor queasiness and lack of appetite. A failed roll has the following consequences: Victims lose initiative and two melee actions/attacks. Combat bonuses are -2 and skill proficiencies are -10%. Speed is reduced by half. The sickness and penalties last for 24 hours unless a magic cure illness or restoration is preformed, or the character drinks a magic herb, tea or potion that cures stomach disorders.

2. **Starvation touch.** This magic touch overcomes a character with starvation and the need to eat. The victim will forget everything else and search for and devour food. The character will also fight anybody who tries to stop him from getting food and eating it. All he or she can think about is satisfying the terrible hunger that seems to gnaw at his very soul! The character cannot attack unless it is an animal to be eaten, but can defend himself without penalties. Duration of this magic is one hour. **Side-effects:** The character will eat until he becomes bloated and sick from overeating. The character will feel embarrassed, vomit 1D4 times in the next ten minutes and will feel queasy; -1 on all combat abilities for 1D4 hours. Other side-effects are that the character may have eaten or inadvertently destroyed his and other characters food reserves and/or placed his companions in jeopardy when he abandoned them to eat.

Note: Each touch counts as one melee action and a roll of 14 or higher is needed to save vs magic. The magic touch will penetrate and affect characters in environmental body armor, but not power armor, robots or vehicles unless there is a breach in the vehicle's environmental system.

3. **Aura of hunger.** People become hungry and thirsty when within a 200 foot (60 m) radius of Famine. This sensation is distracting, reducing everybody's initiative roll by -1 and skill performance by -5%.

Prolonged exposure, ten minutes or more, causes people to become incredibly distracted and weak. -3 on initiative, -1 on all combat bonuses, -15% on skill proficiencies, speed is reduced by 10% and all move as if fatigued. Characters recover within 10 minutes after Famine leaves the area.

4. **The power of divining water.** Famine can locate bodies of water with this power that acts like a divining rod, including lakes, streams, rivers, ponds, wells and even large containers of stored water. To use this power, he must expend 50 P.P.E. points. The sensing range is 100 miles (160 km) and the power lasts for four hours or until it is disengaged. When water is found, especially wells, watering holes, ponds, swamps and storage containers, the fiend contaminates them (see number one, the power to putrefy food and water). The contaminated water causes sickness and death, especially among wildlife. Another advantage of locating water is that communities of humanoids and animals usually live nearby.

5. **Limited weather control.** Famine can alter the weather in a two mile radius (3.2 km) in an effort to kill crops and damage food reserves. 1200 P.P.E. points are expended each time this powerful magic is performed. The effects of the magic are somewhat random, lasting for 3D4 days. Famine can cause any of the following weather conditions and even combine two different conditions regardless of the normal season and weather patterns. All of these weather influences are created with the intention of destroying crops and damaging plants and livestock which may in turn lead to starvation and death.

Heat wave: Temperatures rise 20 degrees above the normal high temperatures for that time of year. The extreme heat will cause plants and fruits to wither within three or four days, cause destructive evaporation of moisture from the ground and the bodies of the plants, prevent the proper attendance of crops, and dries the vegetation so much that spontaneous combustion is possible (40% chance per day), causing random grass and forest fires.

Droughts: Many people think of droughts and heat waves as one and the same, but they are not. A drought is simply an absence of moisture, i.e. rain or snowfall. Without sufficient water, even in mild temperatures, the growth of vegetation is stunted, fruits and crops are smaller, and plants begin to wither and die after more than four days without water. Furthermore, humanoids and wildlife are endangered from the lack of water. The water table will continue to drop and may dry up if its reserves are plumbed without any means to replace its water. Wild animals leave the area in search of new watering holes, meaning those who rely on hunting may find nothing to hunt. Furthermore, vegetation becomes dry, leading to an increased likelihood of brush fires (40% chance per day).

The combination of a heat wave and drought can be incredibly devastating, killing plants twice as quickly, causing ripe fruit to rot on the vine and increasing the chance for random grass, brush and forest fires to 80%.



Frost: Frost is an icy coating that clings to plants, lowering its temperature and damaging the body and fruit of the plant. Frost is especially damaging to young buds and fruit. Two days or nights of frost can destroy 50% + 1D4 × 10% of an entire crop. Three or more days of frost will destroy all fruit and buds. Destroyed buds means no flowers and no fruit/food for that season.

Hail storms: The weather is unusually foul with gusting winds and sudden drops in temperature (10 to 20 degrees) accompanied by light rain and damaging hail. Hail will pelt and damage leafy plants, knocking off leaves, fruit, nuts, flowers, and even breaking branches. It is difficult to see or work during a hail storm even though the damage to humans and large animals is comparatively minor. Hail storms also reduce normal visibility by 80% and temporarily render radar ineffective.

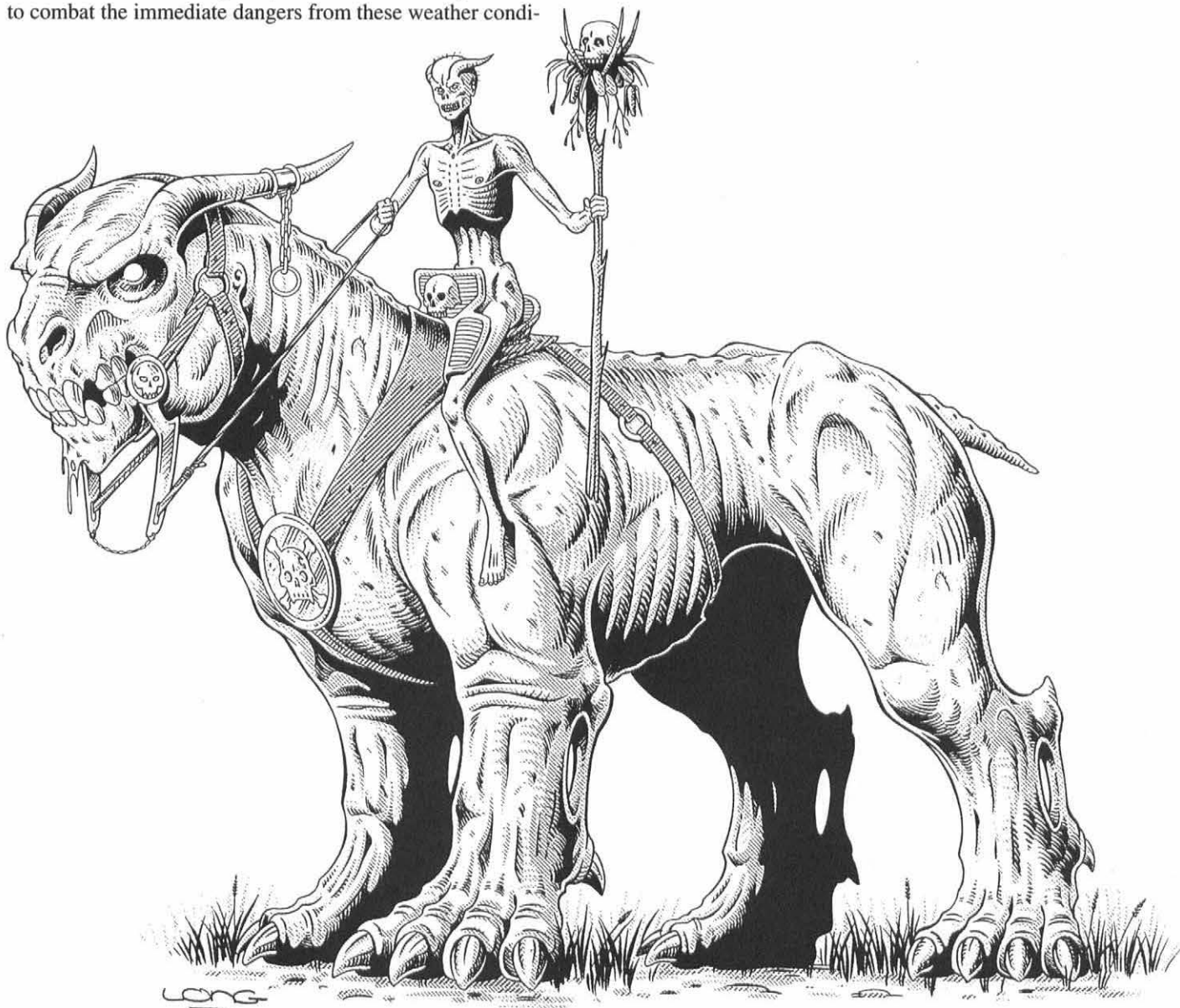
High winds: Strong winds gusting 30 to 60 mph (48 to 96 km), damage crops by bending and breaking stalks and branches, knocking fruit, nuts and grains down before they are ripe, and can cause dust and sandstorms in dry environments, making work difficult if not impossible.

Note: More technologically advanced areas may be able to combat the immediate dangers from these weather condi-

tions. For example, a water reserve, sprinkler systems and other means of irrigation can counteract or delay damage from a drought or heat waves, and likewise should allow the people to combat most fires that may ignite. However, long periods of ten or more days will strain the system and crops. Living conditions will quickly begin to deteriorate despite the people's best efforts. Furthermore, even the most advanced community may not be prepared for unprecedented weather conditions.

Special Magic Weapons

1. **The Staff of Decay — A Greatest Rune Weapon.** The weapon appears to be a large staff made of petrified wood. At the top is a cluster of dead leaves and twigs. Nestled in the dried leaves is a human looking skull that fires bolts of destructive magic energy from its eye sockets. The skull and the vegetation *are* a part of the staff and do not fall off when used in combat. The staff carries the stench of rotting food which attracts hundreds of flies and scavenging insects.



The powers of the rune staff:

- I.Q. 10 and has a telepathic link with Famine.
- Indestructible; reddish grey in color.
- Diabolic alignment; good characters touching the weapon will suffer 1D8 S.D.C. or 3D6 M.D. if a mega-damage creature, this occurs every time the item is touched.
- Adds +1 bonus to all saving throws.
- Spell Magic: It can cast the following spells as often as three times each per 24 hour period. Equal to an 8th level sorcerer. Turn dead, wind rush, call lightning, wisps of confusion, spoil, and invisibility: superior.
- The floating skull can also shoot blue energy bolts from its eyes. The rate of fire is equal to the number of hand attacks of its user (each blast counts as one melee attack). Damage: 1D4 × 10 M.D. (triple damage to Millennium Trees), range: 2000 feet (610 m).
- A drinker of souls/life essences.
- 6D6 M.D. from physical blows, double damage to vampires, other undead, ghouls, zombies, mummies, and animated dead. 3D4 × 10 M.D. to Millennium Trees and objects from the tree.
- If the physical manifestation of Famine is destroyed, the rune staff disappears, following its owner to the dimension he originated from. However, the Horseman can lend the staff to an ally or pawns for any length of time. When he wants it, the staff teleports itself back to him in the blink of an eye.

Famine's Netherbeast

Famine's netherbeast is a riding animal similar to Death's, except that this creature looks more emaciated, has large horns swept to the back of the head and is white or pale grey in color. The monstrous animal resembles a cross between a savage pit bull and a dinosaur. The netherbeast has a high animal intelligence, possesses cunning and is extremely fast and agile. This particular breed feeds on rotted food and plants, as well as meat, blood and bones. The eyes are red and its horns and teeth are grey and decayed looking.

Name: Cyno

Alignment: A predatory animal equal to a miscreant alignment.

Attributes: I.Q.: animal equal to about an intelligence of 7, M.E.: 20, M.A.: 7, P.S.: 43, P.P.: 22, P.E.: 22, P.B.: 4, Spd.: 77 (53 mph/85 km) and can maintain top speed for up to eight hours before needing a rest at a slower pace.

Mega-Damage Creature: 1000 M.D.C. (typically 4D4 × 100 M.D.C.)

Horror Factor: 14

P.P.E.: 50 (1D6 × 10), **I.S.P.:** None, although it is used to telepathic commands from its master.

Size: 14 feet (4.3 m) tall at the shoulders and 30 feet (9.1 m) long from the tip of its snout to the end of its tail. Eight tons.

Attacks Per Melee: Four

Full strength claw strike — 6D6 M.D.

Tail strike — 4D6 M.D.

Bite — 4D6 M.D.

Head butt — 2D6 M.D.

Pounce attack — 6D6 M.D. plus there's a 90% likelihood of knocking human-sized opponents down and a 60% likelihood of pinning him (no attacks); reduce those numbers by half when pouncing on opponents 15 feet (4.6 m) or taller. Counts as two melee actions.

Bonuses (includes all bonuses): +4 on initiative, +9 to strike, +5 to parry and dodge, +4 to roll with impact, +4 to pull punch, critical strike on a roll of a natural 19 or 20, +3 to save vs psionic attack, +4 to save vs magic, +4 to save vs poison and drugs.

Note: Famine's netherbeast wears a simple riding harness, reins and leather saddle.

Pestilence

Pestilence, like all of the Apocalypse demons, is obsessed with the destruction of all lifeforms, including the insects which he commands. The monster is clever and resourceful, using both subterfuge and the direct approach in his dealings with intelligent creatures. He finds it especially gratifying to inflict suffering and death by disease, sickness and starvation.

From a distance, the demon resembles a robust, horned humanoid. Upon closer inspection it looks like the body is covered with insects. In actuality, Pestilence is a ten foot tall, horned skeleton made of bone. The apparent bulk of his entire body is composed of tens of thousands of living insects and arachnids that he can unleash in great swarms. It is the swarm of insects that gives him the appearance of having great mass. The types of bugs and arachnids that compose the monster's body include biting flies, gnats, mosquitoes, ants, wasps, bees, a variety of beetles, grasshoppers, spiders, scorpions, and larvae.

Real Name: Unknown

Alignment: Diabolic evil.

Attributes: I.Q.: 16, M.E.: 24, M.A.: 24, P.S.: 39, P.P.: 22, P.E.: 30, P.B.: 4, Spd.: 88 (60 mph/96 km).

Attribute Notes: His physical strength and all other attributes are at the supernatural level.

Size: 10 feet (3 m) tall.

Mega-Damage Creature: 7,123 M.D.C.

Horror Factor: 17

P.P.E.: 1500, **I.S.P.:** 250

Experience Level: Equal to a 10th level line walker.

Vulnerabilities: Magic fire, magic weapons, and weapons made from silver cause double damage. Weapons made from the Millennium Tree inflicts its normal damage times ten! The insects that compose his body are vulnerable to fire, heat, cold (extreme cold puts them in a state of suspended animation), insecticide chemical sprays and gases.

Natural Abilities: Absolute control over the thousands of insects that make up his body. Control over any insects, arachnids and swarms Pestilence may encounter — he can control as many as 500,000 insects and arachnids at one time. Bio-regeneration (100 points of damage per minute and is able to regrow a new limb overnight), nightvision (1200 feet/366 m), see the invisible, identify and use insects, arachnids, disease and poisons of all kinds, recognize spoiled or diseased food, and is impervious to hunger, insect bites, insect poisons, and most diseases.

Psionic Powers: All powers of psionic healing, plus presence sense, empathy, telepathy and the following super psionic powers: bio-manipulation, group mind block, pyrokinesis, P.P.E. shield, telekinesis (super) and telekinetic force field. I.S.P. 250, equal to a 10th level mind melter.

Magic Powers: All line walker spell magic, levels 1-5, plus apparition, hallucination, tongues, negate magic, sickness, spoil, mute, protection circle (simple & superior), summon & control insects (1D6 × 1000 insects, duration: 5 hours per level of experience, costs 125 P.P.E.), summon & control rodents, close rift, dimensional portal and all curses and insanities. Equal to a 10th level spell caster.

Attacks Per Melee: Six hand to hand actions, insect or psionic attacks. Or two spell attacks per melee round.

Restrained punch — 6D6 S.D.C.

Full strength punch — 5D6 M.D.

Power punch — 1D6 × 10 M.D.

Kick — 5D6 M.D.

Bite — 2D4 M.D.

Head butt — 2D4 M.D.

Bonuses: +5 on initiative, +8 to strike, +6 to parry and dodge, +2 to roll with impact, +2 to pull punch, critical strike on a roll of a natural 19 or 20, +5 to save vs psionic attack, +8 to save vs magic, +8 to save vs poisons and drugs, and is impervious to all forms of mind control, insect poisons, and disease. Pestilence is +10 to save vs horror factor and is 70% to evoke feelings of intimidation or fear for one's life (trust is not applicable).

Skills of Note: Basic and advanced math, identify plants & fruits, chemistry, read sensory equipment, navigation, land navigation, wilderness survival, track animals, and horsemanship, all at 98%, plus the abilities to climb, swim, and track humanoids at 60%. Pestilence knows few other skills and has no knowledge of weapon proficiencies, specific hand to hand combat skills, reading or other science.

Favorite Weapons: Pestilence seldom uses any weapons other than his rune staff, preferring to use his magic, psionics, supernatural abilities and swarms of insects.

Cybernetics: None! Doesn't need them and they don't work on him.

Money: Doesn't need or want any.

Alliances & Allies: Currently, none. However, he will recognize worshippers of death and gladly count them among his minions. This includes Pharaoh Rama-Set. Pestilence will also strike up an uneasy alliance with any gods of darkness that assist him and his fellow Horsemen in their quest to spread annihilation.

Description: Pestilence appears as a 10 foot (3 m) tall skeleton covered in bugs. The insects that give him body mass create an ever changing patchwork of color; mostly shades of brown, black, green and white. The eyes glow an ominous green.

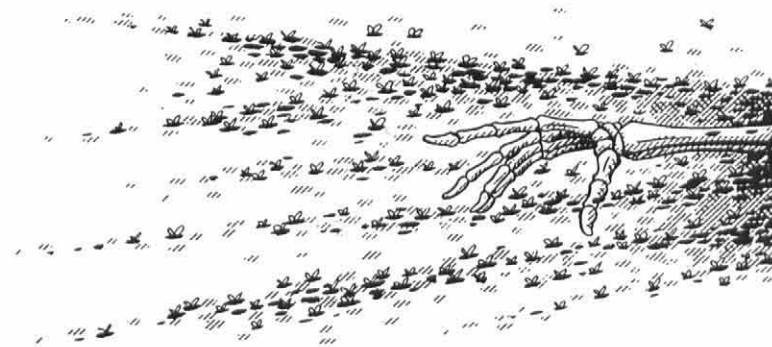
Note: All four of the Horsemen of the Apocalypse work together toward one goal, the obliteration of all life. Once they find one another, they never part company and bring destruction wherever they go. When all four are united, they will work to become one even more powerful harbinger of destruction.

Special Powers

1. **A body made of bugs.** Fighting Pestilence can be a terrifying and disgusting experience. Since his entire body is composed of tens of thousands of insects and arachnids, it is continually undulating. Every time the body is struck there is a repulsive crunch and splattering sound as the many creatures that make up his dense body are mashed. When Pestilence is grabbed, touched or brushed against, hundreds

of insects swarm up the arm, weapon or onto the body of the attacker/toucher.

Characters not protected by body armor or very heavy clothing will be bitten and stung, suffering 4D6 S.D.C./hit points of damage every melee round (15 seconds). This strange assault is incredibly distracting, painful, and possibly deadly. It will take two full melee rounds (30 seconds) to brush 98% of the bugs away. During this period the character suffers half damage (2D6) from the bites, but must spend all of his melee actions to rid himself of the bugs.



Alternately, the character can try to ignore them, brushing away the most threatening and annoying, but he loses his initiative and half of his melee round actions (presumably spent trying to brush some of the army of bugs from his body). Furthermore, all combat bonuses are reduced by half as long as the bugs remain on his body. The insects and penalties will be a problem for eight melee rounds (two minutes) before most are finally removed. The character also suffers from the 4D6 S.D.C./hit points of damage taken on each of those eight rounds.

Even characters in environmental armor will suffer a penalty of -1 on all combat actions/bonuses because of insects covering face plates, optic systems, etc., and obscuring vision.

2. **A horrifying tactic used by Pestilence is to pull people into his body!** The individual is then held in place, pulled deeper into the body and completely covered by bugs. Within two melee rounds the person can hardly be seen. Characters in environmental or power armor are merely held captive in a disgusting way. However, those unprotected will have a horrifying experience that causes 3D4 × 10 points of S.D.C./hit point damage per melee round, plus the character must roll on the disease table listed in this section and suffers terrible mental trauma from being engulfed by the bugs (they crawl into every orifice and cover every inch of his or her body). Roll to save vs insanity: 17 or higher. A failed roll means roll on the following table:

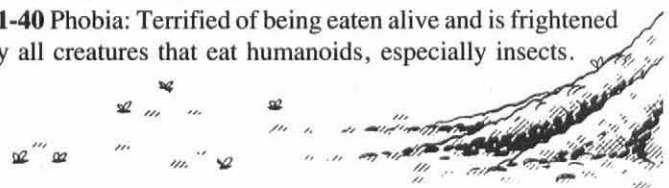
Trauma Insanity Table

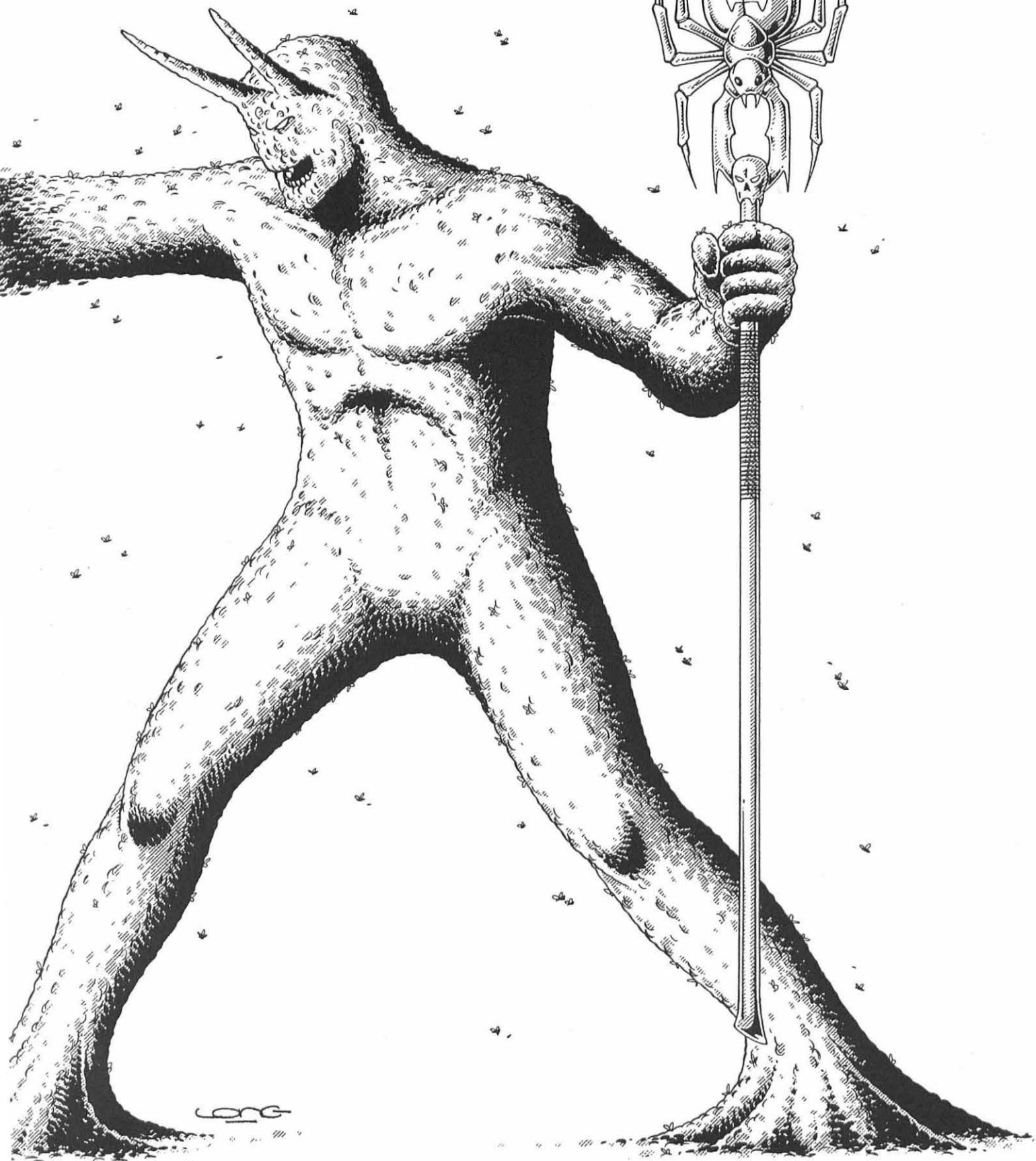
01-10 Lucked out! No insanity.

11-20 Phobia: Dark, confined places.

21-30 Phobia: Insect swarms.

31-40 Phobia: Terrified of being eaten alive and is frightened by all creatures that eat humanoids, especially insects.





41-50 Obsession: Loves to eat insects and knows a hundred different recipes.

51-60 Phobia: Terrified of all insects and insect-like beings, including Pestilence, sectles, dabbughs and humanoid insect-beings.

61-70 Obsession: Cleanliness, hates being dirty, always washing his body, clothes, armor, weapons, equipment and vehicle.

71-80 Phobia: Terrified of giant insects, including Pestilence.

81-90 Obsession: Hates all bugs and loves to destroy insects and arachnids. Extremely suspicious of intelligent insect-like beings.

91-00 Phobia: Terrified of catching diseases. Washes often, always keeps his habitat, clothing, and belongings clean and sanitary. The character also drinks only bottled water, will not eat foods that he suspects have not been properly prepared, always wears a pair of surgical gloves, goggles and gas mask or air filter when not in full environmental body armor, and always has a first-aid kit with disinfectants, antibiotics, insect repellent, and RMK and IRMSS medical bots.

3. **Insect and arachnid swarms.** The thousands of bugs that compose Pestilence's dense body can be unleashed in a swarm of flying or crawling insects (or both) with varying results. A typical swarm will last for a minimum of ten minutes, but can remain active as long as Pestilence desires, which can be hours or even days, or until the insects are all destroyed. Also note that Pestilence uses spell magic to summon additional insects, rats and vermin.

Blinding cloud of flying insects: Thousands of flying insects fill the air as a massive, living cloud. The swarm interferes with accurate radar readings, creating false readings, and reduces visibility to about six feet (1.8 m). The bugs are also very distracting, noisy and annoying, covering or splattering themselves on windshields and visors, impairing vision even more. The insect swarm may also clog engines, air intake valves, vents, and joints of bots, borgs and vehicles causing varying amounts of damage and problems, such as engines overheating, cutting off air supplies, etc.

Characters not protected inside environmental body armor, power armor or a vehicle will be pelted and covered by the bugs. Even though most of the insects in this swarm are harmless, they will crawl in the ears and nose, fly into the mouth and eyes, crawl under clothes and so on. The overall sensation is disgusting and debilitating. **Penalties:** Characters caught in the cloud lose half of their melee actions, can barely see or hear, completely lose initiative and all combat bonuses, and speed is reduced by 70%.

Biting insect swarm: This swarm can be crawling or flying insects or a combination of the two. The threat from this swarm is that these insects bite and/or sting unprotected characters and animals, inflicting a tremendous $3D4 \times 10$ points of S.D.C./hit point damage per melee round (every 15 seconds). Flying insects are very distracting, noisy and annoying with similar effect as the insect cloud described previously. However, visibility in this swarm is about 20 feet (6 m).

Deadly insect swarm: The deadly swarm is typically composed of crawling, climbing and hopping arachnids; $4D6 \times 10$ poisonous spiders and/or scorpions. Again, these arachnids are really only dangerous to unprotected characters and animals, although a few (2D4) might find their way into vehicles through air vents and other openings. Each sting or bite is poisonous, causing $3D6$ S.D.C./hit point damage and nausea. Roll percentile dice to determine how many times per melee round (every 15 seconds) a particular character has been struck and multiply the damage roll by that number. A successful save vs poison reduces the total melee round damage, by half (roll only one save per melee round of damage not for each individual bite).

The Number of Bites & Stings

01-20	Three times
21-40	Five times
41-60	Seven times
61-80	Ten times
81-00	Twelve times

Devouring swarm: In this particular case, these insects are frequently magically summoned rather than emerging from Pestilence's body. The insect type is typically a massive swarm of locust, beetles, weevils, grubs, caterpillars and other types of larvae and insects that destroy or damage plants by eating grains, fruits, vegetables, leaves, and roots. Flying insects are very distracting, noisy and annoying with similar effect as the insect cloud described previously. However, visibility in this swarm is about 20 feet (6 m) and most will land on plants within 1D6 minutes. Remember, the objective of these insects is to feed.

Disease carrying swarm: This swarm is much less likely to cause serious interference with accurate radar readings, reduces visibility to about 40 feet (12.2 m), but are distracting, noisy and annoying with similar effects as the blinding cloud of insects. In addition, these insects, like mosquitoes, bite and/or sting unprotected characters and animals, inflicting a mere two S.D.C. points per melee round (15 seconds) but do infect the victim of the bites with disease.

General Types of diseases

(random roll or select one):

01-20 Pox: The victim breaks out in spots, hives or rash that covers his entire body. The skin is extremely sensitive and itches (but don't scratch). Armor and heavy back-packs cannot be worn. The eyes become extremely sensitive to light limiting the character to seeing about 100 feet (30.5 m) away. The body feels tired, itchy and achy. Reduce speed and combat bonuses by half, attacks per melee round by one, speed by 10% and skill performances is -10%. **Duration:** 1D6 + 1 days. Save vs non-lethal poison is applicable (16 or higher). A successful save means the duration and penalties are half.

21-40 Fever: Victims are burning up, feel dizzy and weak, vision is blurred, every muscle in the body aches, it is difficult to concentrate and the body dehydrates (must drink fluids). Reduce speed and parry bonuses by half, reduce the number of melee actions by two, all other combat bonuses are reduced to zero, skills are -30%. There is also the likelihood of periodic delirium and hallucinations. These episodes will occur 1D6 times every 24 hours, with the

following results (roll percentile dice): **01-25** Doesn't recognize those around him and will not trust them. Asks for family members. **26-50** Doesn't know where he is and tries to leave (find friends, go home, etc.). **51-75** Relives some past event and sees everybody around him as someone else (friend or foe). Nothing the character says makes any sense. **76-00** Sees monsters and villains threatening him. The character will scream in terror, shout warnings, run around and point to or attack things that are not there. Duration of the Fever: 1D4 days. Save vs non-lethal poison is applicable (16 or higher). A successful save means the duration and penalties are half. Duration of the hallucinations: 1D6 minutes.

41-60 Sickness: Victims feel sick to their stomach, suffer from headache, running sinuses, watering eyes, nausea, vomiting, diarrhea, weakness and need to sleep. Cannot hold food down, making the person weaker as time passes. If the victim tries to push himself (always roll at the beginning of each melee round), there's a 1-69% likelihood of collapsing into unconsciousness for 1D4 × 10 minutes. Also roll for collapse if the character exerts himself in any other way, or does not sleep at least two hours for every two hours awake. When active, temporarily reduce speed, P.S. and P.P. by half; all combat bonuses, attacks per melee and physical S.D.C are also at half. Skills are -20%, and remember to roll for collapse every time the character exerts himself. Duration: 1D4 days per each sickness strike. Save vs non-lethal poison is applicable (16 or higher). A successful save means the duration and penalties are half.

61-80 Plague: The victim turns pale and blotchy, becomes delirious, burning with fever, and is so weak that he can barely stand. The character looks like he's hovering at death's door. Penalties: Has only one attack per melee, no bonuses of any kind plus is -4 on all rolls. Temporarily reduce physical attributes, S.D.C. and hit points by 75%. The performance of skills is impossible; must sleep 90% of the time. If the character tries to engage in combat or exerts himself in any other way, there is a 1-69% chance of lapsing into a coma — reduce hit points to zero and roll to save vs coma/death (immediate medical attention is suggested). Duration: 1D4 days. Save vs non-lethal poison is applicable (16 or higher). A successful save means the duration is half.

81-00 A Terrible Cold: The head is congested, sinuses drain like crazy, slight fever, the nose is constantly running, and the character is constantly sniffing and coughing or sneezing. The noise from the sniffing and coughing/sneezing makes it impossible to prowl or remain hidden; even the chameleon spell is -20%. Reduce speed by 10%, initiative by half, attacks per melee by one, all combat bonuses are -1, and skills are -5%. The character also tires twice as quickly. Duration: 2D4 days. Save vs non-lethal poison is applicable (16 or higher). A successful save means the duration and penalties are half.

- 4. Disease Touch**: Pestilence can also inflict the diseases listed in number three by touch, but every time disease is inflicted it counts as a melee action/attack and uses 100 P.P.E. points. **Note**: Pestilence can also inflict magic curses, phobias and illness through spell casting.
- 5. Touch of Pestilence**: Pestilence can touch food or a dead animal and infest it with maggots, worms, mites, and/or

beetles that feed on the substance. If characters act quickly they can kill the pestilence and save 1D6 × 10% of the food by boiling, deep frying, smoking, microwaving and similar measures to kill the bugs and any possible disease. However, even in a best case situation the pestilence will destroy nearly half of the food. This touch is a natural power and does not drain Pestilence of any mystic energy.

- 6. Sense Disease and Pestilence**. The demonic creature can sense whether a living creature is sick or if food, beverage or water is contaminated. Also see psionic powers.

Note: See **Villains Unlimited**, pages 21-26, for the power of insect and arachnid control along with the stats on a dozen different insects. Also see pages 176-177 for the super-villain named *Pestilence*. This "super" source book also has a bunch of other great villains, powers and ideas.

Special Magic Weapons

1. The Staff of Destruction — A Greatest Rune Weapon.

The weapon is a black metal rod, tapered in the center and crowned with the image of a beetle with a death's head painted on it. The beetle shape can open to unleash a number of dangers.

The powers of the rune staff:

- I.Q. 10 and has a telepathic link with Pestilence.
- Indestructible; black with a beetle design.
- Diabolic alignment; good characters touching the weapon will suffer 1D8 S.D.C. or 3D6 M.D. if a mega-damage creature, every time the item is touched.
- Adds +1 bonus to all saving throws.
- The beetle shaped portion of the staff opens like the petals of a flower to reveal a small hive. The hive holds six magic beetles which can be released upon command, instantly growing to five feet in length. Pestilence uses them to attack his enemies, slaughter livestock, destroy crops, and to steal things.

Each beetle has 120 M.D.C., three attacks per melee round, their bite inflicts 3D6 M.D., they are +3 to strike and parry, +6 to dodge and fly at a speed of 154 or 105 mph (168 km). Destroyed beetles are recreated in the hive after 24 hours.

- The hive can also release a bolt of energy. The rate of fire is equal to the number of hand to hand attacks of its user (each blast counts as one melee attack). Damage: 1D6 × 10 M.D. (triple damage to Millennium Trees), range: 2000 feet (610 m).
- 1D4 × 10 M.D. from physical blows, double damage to vampires, other undead, ghouls, zombies, mummies, and animated dead. 3D4 × 10 M.D. to Millennium Trees and objects made from the tree.
- If the physical manifestation of Pestilence is destroyed, the rune staff disappears, following its owner to the dimension he originated from. However, the Horseman can lend the staff to an ally or pawns for any length of time. When he wants it, the staff teleports itself back to him in the blink of an eye.

Pestilence's Netherbeast

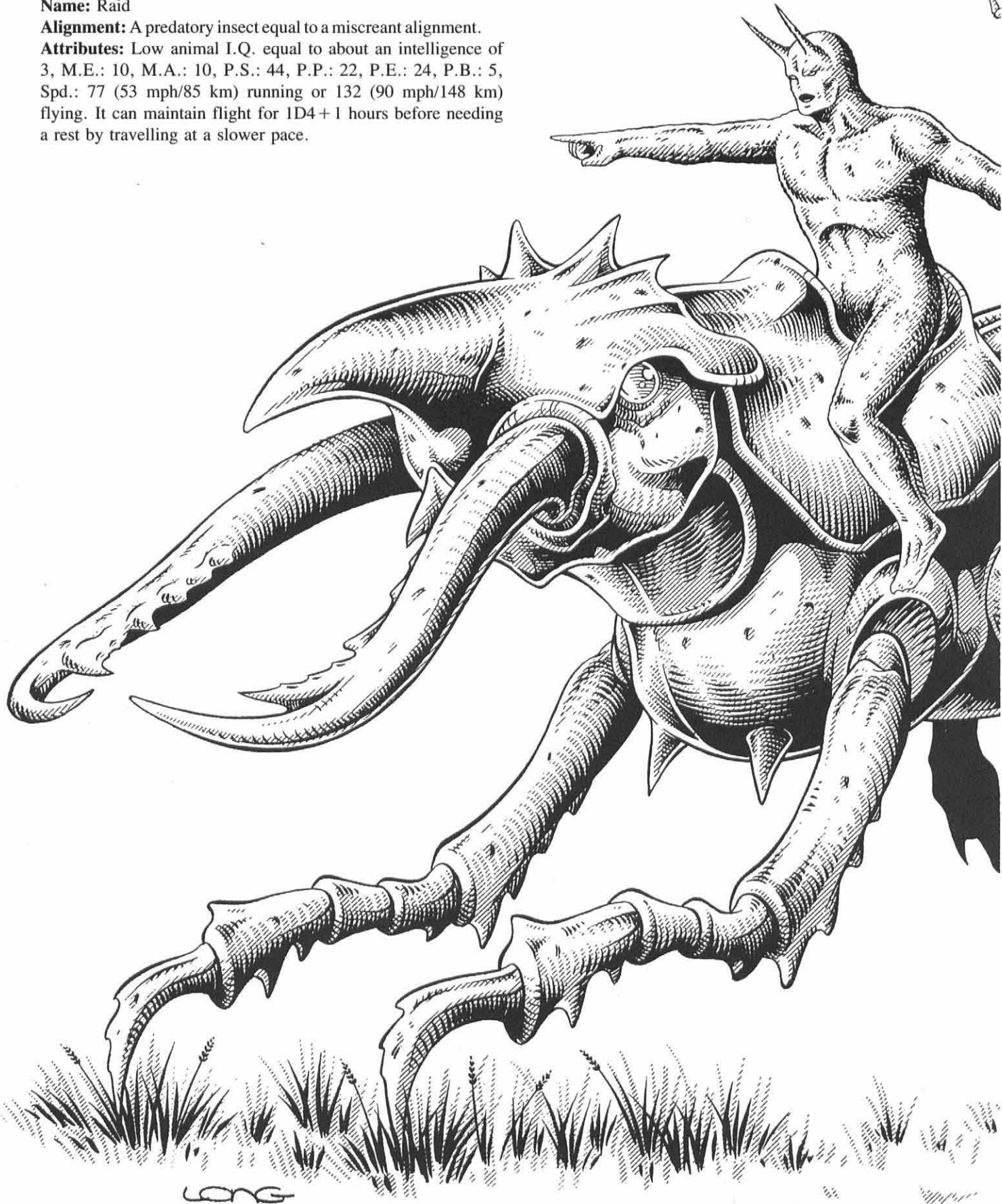
Pestilence rides a giant beetle with a single, large protruding horn in the center of its head and a pair of giant mandibles. The body of the beetle is a reddish brown with black accents, the

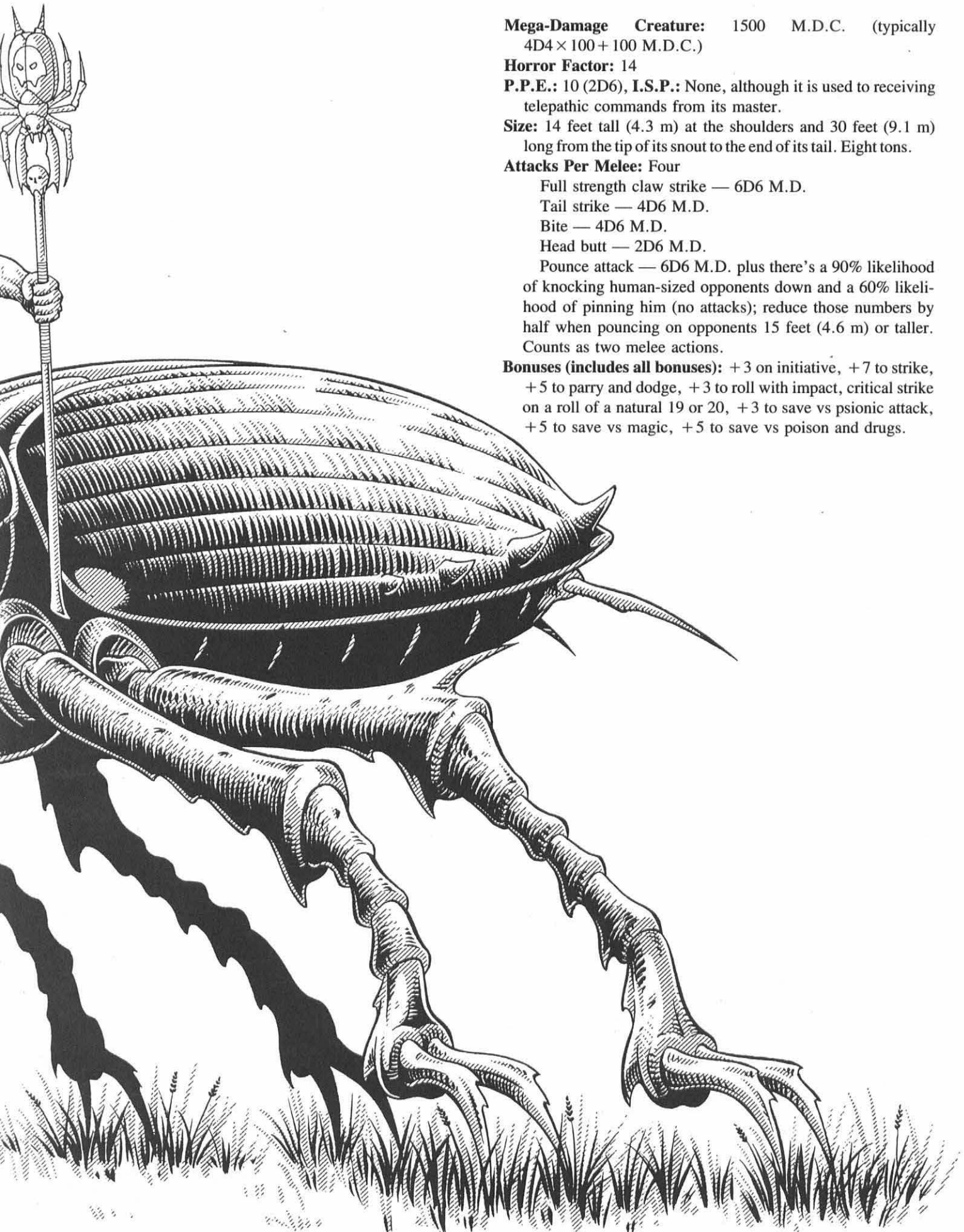
eyes and underbelly of the lower abdomen are yellow, and the mandibles are red. The beetle is heavily armored, surprisingly quick and agile and can fly. This particular breed feeds on rotted food and plants, as well as meat, blood and bones.

Name: Raid

Alignment: A predatory insect equal to a miscreant alignment.

Attributes: Low animal I.Q. equal to about an intelligence of 3, M.E.: 10, M.A.: 10, P.S.: 44, P.P.: 22, P.E.: 24, P.B.: 5, Spd.: 77 (53 mph/85 km) running or 132 (90 mph/148 km) flying. It can maintain flight for 1D4+1 hours before needing a rest by travelling at a slower pace.





Mega-Damage Creature: 1500 M.D.C. (typically $4D4 \times 100 + 100$ M.D.C.)

Horror Factor: 14

P.P.E.: 10 (2D6), **I.S.P.:** None, although it is used to receiving telepathic commands from its master.

Size: 14 feet tall (4.3 m) at the shoulders and 30 feet (9.1 m) long from the tip of its snout to the end of its tail. Eight tons.

Attacks Per Melee: Four

Full strength claw strike — 6D6 M.D.

Tail strike — 4D6 M.D.

Bite — 4D6 M.D.

Head butt — 2D6 M.D.

Pounce attack — 6D6 M.D. plus there's a 90% likelihood of knocking human-sized opponents down and a 60% likelihood of pinning him (no attacks); reduce those numbers by half when pouncing on opponents 15 feet (4.6 m) or taller. Counts as two melee actions.

Bonuses (includes all bonuses): +3 on initiative, +7 to strike, +5 to parry and dodge, +3 to roll with impact, critical strike on a roll of a natural 19 or 20, +3 to save vs psionic attack, +5 to save vs magic, +5 to save vs poison and drugs.

War

This Apocalypse demon is the most aggressive and combat oriented of the four. War is an incredibly powerful and capable warrior, strategist and tactician. He also has the ability to evoke anger, hatred and lust for power or vengeance in others through his words (see M.A. attribute). War can make the participants in a dispute see red and quickly turn to violence, agitating mobs to loot, vandalize and murder. This ability is as much a part of the demon's arsenal as any of his weapons or supernatural powers.

War is a merciless and cold-blooded killer who thrives on combat and bloodletting. The demon is not interested in fair play or challenge, so he will fight dirty, cheat, lie and do anything to eliminate a foe. Furthermore, the monster murders young and old, male and female, the sick, sleeping and helpless, without hesitation or regret.

In addition to being a weapons master, War can physically merge with weapons and war machines, making them a part of his body and uses them with expert skill. Of the three Apocalypse demons that must be destroyed (their demise causing Death to leave Earth), War will be the most deadly opponent.

War

Real Name: Unknown

Alignment: Diabolic evil.

Attributes: I.Q.: 16, M.E.: 26, M.A.: 26, P.S.: 56, P.P.: 26, P.E.: 26, P.B.: 6, Spd.: 86 (59 mph/94 km).

Attribute Notes: His physical strength and all other attributes are at the supernatural level.

Size: Typically 12 feet (3 m) tall. War can regulate his size in one foot (0.3 m) increments to as small as six feet (1.8 m) or as large as 24 feet tall. The size change can be performed with a thought, happens instantly and lasts indefinitely. His armor and weapons grow with him.

Mega-Damage Creature: 8,482 M.D.C. What appears to be body armor is actually part of his body.

Horror Factor: 17

P.P.E.: 2000, **I.S.P.:** 350

Experience Level: Equal to a 10th level warrior and line walker.

Vulnerabilities: Magic fire, magic weapons, and weapons made from silver cause double damage. Weapons made from the Millennium Tree inflicts its normal damage times ten! Ordinary mega-damage weapons inflict their normal damage.

Natural Abilities: Expert in combat and the use of ALL weapons. War's apparent body armor is actually part of his body and can be bio-regenerated (1D6×100 M.D.C. per minute and can regrow a new limb within 6D6 minutes!), nightvision (1200 feet/366 m), see the invisible, identify and use weapons of all kinds, recognize weapon quality, impervious to hunger, thirst, fatigue and disease (and therefore has a high resistance to most drugs).

Psionic Powers: All powers of physical psi-powers, plus presence sense, sixth sense, telepathy and the following super psionic powers: telemechanics, electrokinesis, pyrokinesis, mind bolt, psi-shield, and psi-sword. I.S.P. 350; equal to a 10th level mind melter.

Magic Powers: All line walker spell magic, levels 1-4, plus tongues, words of truth, swim as a fish (superior), energy disruption, circle of flame, fire ball, negate magic, banishment, protection circles (simple & superior), id barrier, anti-magic cloud (the cloud even prevents War and his fellow Apocalypse demons from using spell magic), close rift, and dimensional portal. Equal to a 10th level spell caster.

Attacks Per Melee: Ten hand to hand actions or psionic attacks. Or two spell attacks per melee round.

Restrained punch — 1D6 M.D.

Full strength punch — 1D6×10 M.D.

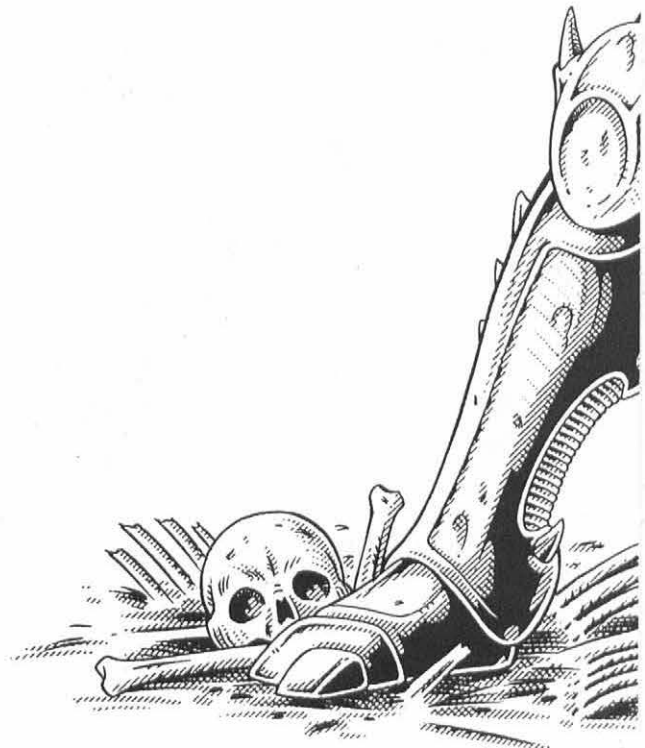
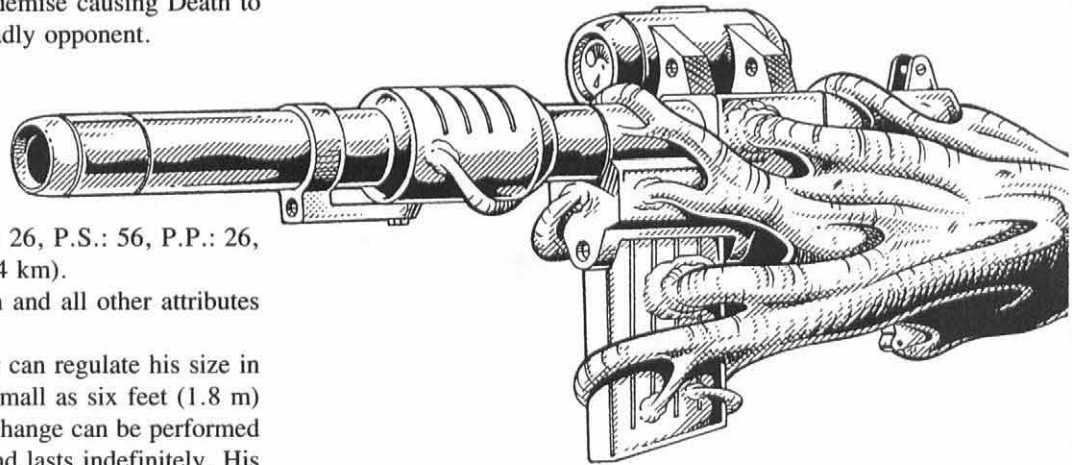
Power punch — 2D4×10 M.D.

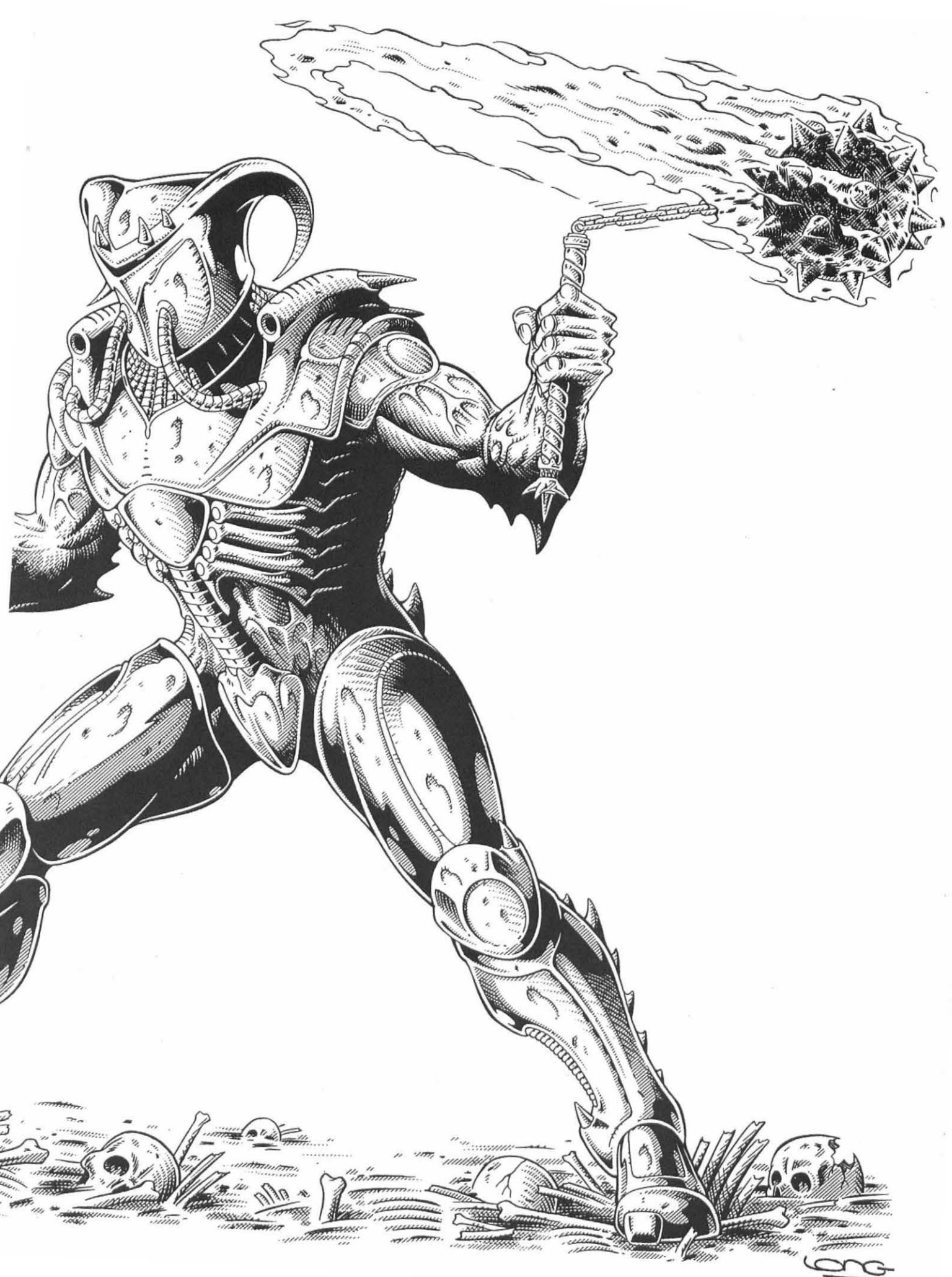
Kick — 1D6×10 M.D.

Leap kick 2D4×10 M.D.

Head butt — 4D6 M.D.

Bonuses: +6 on initiative, +8 to strike with bare hands, +11 using any modern/energy weapon, +13 when using any ancient style weapon (ball & chain, etc.), +8 to parry with bare hands, +12 using any weapon, +10 to dodge, +4 to roll with impact, +4 to pull punch, critical strike on a roll





of a natural 17-20, +6 to save vs psionic attack, +6 to save vs magic, +6 to save vs poisons and drugs, and is impervious to all forms of mind control, fatigue, and disease. War is +10 to save vs horror factor and is 80% to evoke feelings of intimidation, fear, hate, anger and revenge through his inflammatory words (trust is not applicable).

Skills of Note: Basic and advanced math, radio: basic, radio: scrambler, radio: laser, t.v./video, operate computer, programming, automobile mechanics, robot mechanics, mechanical engineer, weapons engineer, weapon systems, read sensory equipment, navigation, land navigation, wilderness survival, and basic electronics, all at 98%, plus the abilities to use any weapon as an expert, climb, swim, track humanoids and animals, pilot tanks, APCs, combat helicopters, jet fighters, combat bots and all other vehicles designed for combat at 75%. War has no knowledge of medicine, science or book knowledge. Like all the others, the creature uses magic and telepathy to communicate with other creatures.

Favorite Weapons: War's rune mace is his most favorite weapon but he likes all weapons and can use absolutely any weapon, including tanks, combat robot vehicles, and completely alien weapons (see special powers). He also combines psionics and magic in his versatile range of attacks and fighting techniques (always keep the enemy guessing and off balance).

Cybernetics: None! Has no use for them.

Money: Doesn't need or want any.

Alliances & Allies: Currently, none. However, he will recognize worshipers of death and gladly count them among his minions. This includes Pharaoh Rama-Set. War will also strike up an uneasy alliance with any gods of darkness that assist him and his fellow Horsemen in their quest to spread annihilation. However, even the slightest hint of treachery will incite War to attack and punish or kill the god that threatens him or his goal.

Description: War appears as a 12 foot (3.6 m) tall warrior in blood red body armor. The horned helmet has a black slit for eyes but no eyes can be seen, only darkness.

Note: All four of the Horsemen of the Apocalypse work together toward one goal, the obliteration of all life. Once they have found one another they never part company, travelling together and bringing destruction wherever they go. When all four are united, they will work to become one even more powerful harbringer of destruction.

Also note that most of the Horsemen have under eight thousand M.D.C., while other so-called god beings often have ten thousand or more. However, all of the four Horsemen possess incredible regenerative powers, particularly War.

Special Powers

1. **Weapon Meld.** War has complete control and expertise over all weapons. This is made possible by the monster's use of the supernatural power of *melding*, in which the weapon effectively becomes a living part of him! This power is far more insidious than it may even sound. A huge range of weapons can be used: ball and chain, blunt, swords, bow and arrows, revolvers, automatic weapons, energy weapons, rail guns, missile launchers and so on. The melding power makes War a complete expert in the use and accuracy of the weapon (see combat bonuses) and gives most an unlimited payload (see special power number two). But there's more.

War's melding power means that he can join with larger war machines as well, such as tanks, armored vehicles, and even giant robot vehicles and power armor. To take control of the vehicle, War almost seems to melt in a pile of organic ooze that forms scores of tendrils that cover half or more of the vehicle. Although the arms, legs, and lower body may have been transformed into a network of tentacles and ooze, the chest and head of War is always prominently visible either at the front or on the top of the vehicle. Just as the monster can energize weapons, War can use his own mystic energy to power the energy weapons and engines of the war machines.

War's melding and energizing power has two limitations. One is that he cannot meld with, control, energize/power or otherwise effect any machine that is NOT specifically a weapon, vehicle or war machine. This means he cannot meld with a normal computer, television, automobile, steam shovel, domestic robot, and so on.

Second, War cannot take over war machines that are already being piloted by other living beings. However, robot drones, parked and empty vehicles or bots are completely at War's mercy. In fact, the demon can meld with a robot, take temporary control and reprogram it in one minute (4 melee rounds), turning it into a soldier in his menacing army!

2. **Power Meld.** The ability to meld with a weapon or war machine also enables War to energize/power/fuel it with his own natural energy in a way similar to the techno-wizard. The difference is that War doesn't have to make any changes to the device other than making it part of his body through physical melding. In the case of smaller weapons, the hand or arm will become an oozing mass of tendrils connected right to the weapon (see illustration elsewhere). Thus, ion blasters, lasers, particle beam rifles, plasma cannons and all other types of energy weapons, large and small, have an unlimited payload when used by War. Even weapons that fire small projectiles or shards, including S.D.C. pistols, rifles, machineguns and mega-damage rail guns can be given an endless supply of ammunition, only in this case, the solid projectiles are replaced by equivalent rounds of energy bolts. The only things war cannot replicate are explosives and missiles. However, he can arm, fuel, aim and launch an existing missile even if it had been previously disabled or otherwise damaged.
3. **War can alter his size from human to giant.** War can regulate his size in one foot (0.3 m) increments to as small as six feet (1.8 m) or as large as 24 feet tall. The size change can be performed with a thought and the transformation is instant. He can maintain the enlarged or reduced size as long as it is desired. His body armor and any magic weapons he picks up grow with him. His netherbeast does not. The height of twelve feet appears to be War's natural height.
4. **Psionics & Skills to Repair, Rebuild, & Modify Weapons.** War is a natural mechanical genius with the power of telemechanics. This means he can fix and modify weapons and war machines.

Special Magic Weapons

Almost everything on War's netherbeast is a weapon, even things that may not initially appear to be so, such as chains, rings, spikes, skulls, etc.

1. **Rune Ball & Chain — A Greatest Rune Weapon.** The weapon is a flaming, spiked ball attached to a chain and handle. The mystical flame cannot be doused by cold, water or magic. The chain can magically extend up to 100 feet (30.5 m) or become as short as 3 feet (1m).
The powers of the rune ball & chain:
 - I.Q. 11 and has a telepathic link with War.
 - Indestructible; red in color.
 - Diabolic alignment; good characters touching the weapon will suffer 1D8 S.D.C. or 3D6 M.D. if a mega-damage creature, every time the item is touched.
 - Adds +1 bonus to all saving throws.
 - Returns when thrown and the chain can magically extend to up to 100 feet (30.5 m) or as short as 3 feet. This provides War with an unexpected reach, or the extended length can be used to entangle an opponent. If an opponent is completely wrapped up by the chain and cannot move, the intelligent weapon can be released by War yet continue to imprison the person trapped in its coils. Throwing range is 1000 feet (305 m).
 - Soul drinker.
 - 1D6 × 10 M.D. from physical blows, double damage to vampires, other undead, ghouls, zombies, mummies, and animated dead. 3D6 × 10 M.D. to Millennium trees and objects made from the tree.
 - If the physical manifestation of War is destroyed, the rune weapon disappears, following its owner to the dimension he originated from. However, the Horseman can lend the weapon to an ally or pawns for any length of time. When he wants it, the ball and chain teleports itself back to him in the blink of an eye.
2. **Lasers mounted on War's shoulders:** Near each shoulder is mounted a fixed forward laser.
Mega-Damage: 4D6 for one single blast or 1D4 × 10 + 8 for two simultaneous blasts.
Range: 2000 feet (610 m)
Rate of Fire: As many as ten per melee round, but each blast counts as one of War's hand to hand melee attacks/actions. Dual, simultaneous blasts count as one attack.
3. **Magic Chains:** The lengths of chain that hang at the side of War's netherbeast can be used as magic weapons or manacles. The long length of chain with the ring at the end can be used like a whip or ball and chain weapon. Each chain has 150 M.D.C., is impervious to fire and inflicts 3D6 M.D. as a weapon. Other than being used as a striking weapon, the chains can be used like a Mexican bola, released and sent flying to knock a weapon out of an opponent's hand or entangle his feet (70% likelihood of being knocked to the ground, losing initiative and one melee action, plus it will take an additional two melee actions/attacks to untangle oneself). Effective range when thrown is 200 feet (61 m).
4. **The metal rings** at the end of the chain can be plucked from the chain by War and used as throwing rings. Effective range is 200 feet (61 m) and inflict 2D6 M.D. when thrown by War (1D6 M.D. by all others). **The spikes** on the netherbeast's armor can also be plucked by War and used as stabbing or thrown weapon. 2D6 M.D., throwing range is 100 feet (30.5 m). Note: Anybody other than War or a god using the rings, spikes, chains, skulls or bones inflicts half damage at half the range.

It is the smaller chains that are used as magic manacles. The chain magically locks, has 100 M.D.C., cannot be picked and even the escape spell does not work on these chains.

5. **Magic Skulls & Crossbones:** There are three sets of skulls and crossbones, one in the front and one on each of the hip plates on the netherbeast. War can remove the skulls and throw them like a ball. A hit inflicts 2D6 M.D. and they have a throwing range of 200 feet (61 m). The skulls can also be used to release a cloud of smoke from the eye sockets that covers a 500 foot (152 m) radius.

The magic crossbones can be hurled like a frisbee or boomerang with deadly accuracy and distance. Damage is 5D6 M.D. and each has a throwing range of 500 feet (152 m). The weapon makes a loud whirling sound that alerts its target to its approach and gives that character a bonus of +3 to parry or dodge. The crossbones disappear five seconds after they strike, magically teleporting back into the hands of War.

6. **Magic Weapons:** War has an arsenal of ancient styled weapons held in containers behind and to the side of the saddle. They are all mega-damage weapons but other than that, none have any special properties.

1D4 Morning Stars and/or Maces: 2D6 M.D.

1D4 Battle Axes: 3D6 M.D., throwing range is 100 feet (30.5 m).

1D4 Javelins: 1D6 M.D., throwing range is 1000 feet (305 m).

2D4 Spears: 2D6 M.D., throwing range is 500 feet (152 m).

One Runka Pole Arm: 4D6 M.D., throwing range is 200 feet (61 m).

War's Netherbeast

War's netherbeast is a riding animal similar to Death's, only it has curled ram's horns, is grey in color and clad in metallic red body armor. This particular breed of netherbeast has a high animal intelligence, possesses cunning and is the fastest, most powerful and aggressive of them all. Like its demonic master, it kills for the sheer pleasure of it. It is a predator that feeds only on freshly killed meat, blood and bones.

Name: Carnage

Alignment: A predatory animal equal to a diabolic alignment.

Attributes: I.Q.: animal equal to about an intelligence of 7, M.E.: 20, M.A.: 9, P.S.: 50, P.P.: 22, P.E.: 24, P.B.: 4, Spd.: 110 (75 mph/120 km) and can maintain top speed for up to eight hours before needing a rest at a slower pace.

Mega-Damage Creature: 2500 M.D.C. total; 1500 natural M.D.C. plus 1000 M.D.C. from its body armor. The two plasma cannons have 150 M.D.C. each.

Horror Factor: 15

P.P.E.: 50 (1D6 × 10), **I.S.P.:** None, although it is used to receiving telepathic commands from its master.

Size: 14 feet (4.3 m) at the shoulders and 30 feet (9.1 m) long from the tip of its snout to the end of its tail. Eight tons.

Attacks Per Melee: Four

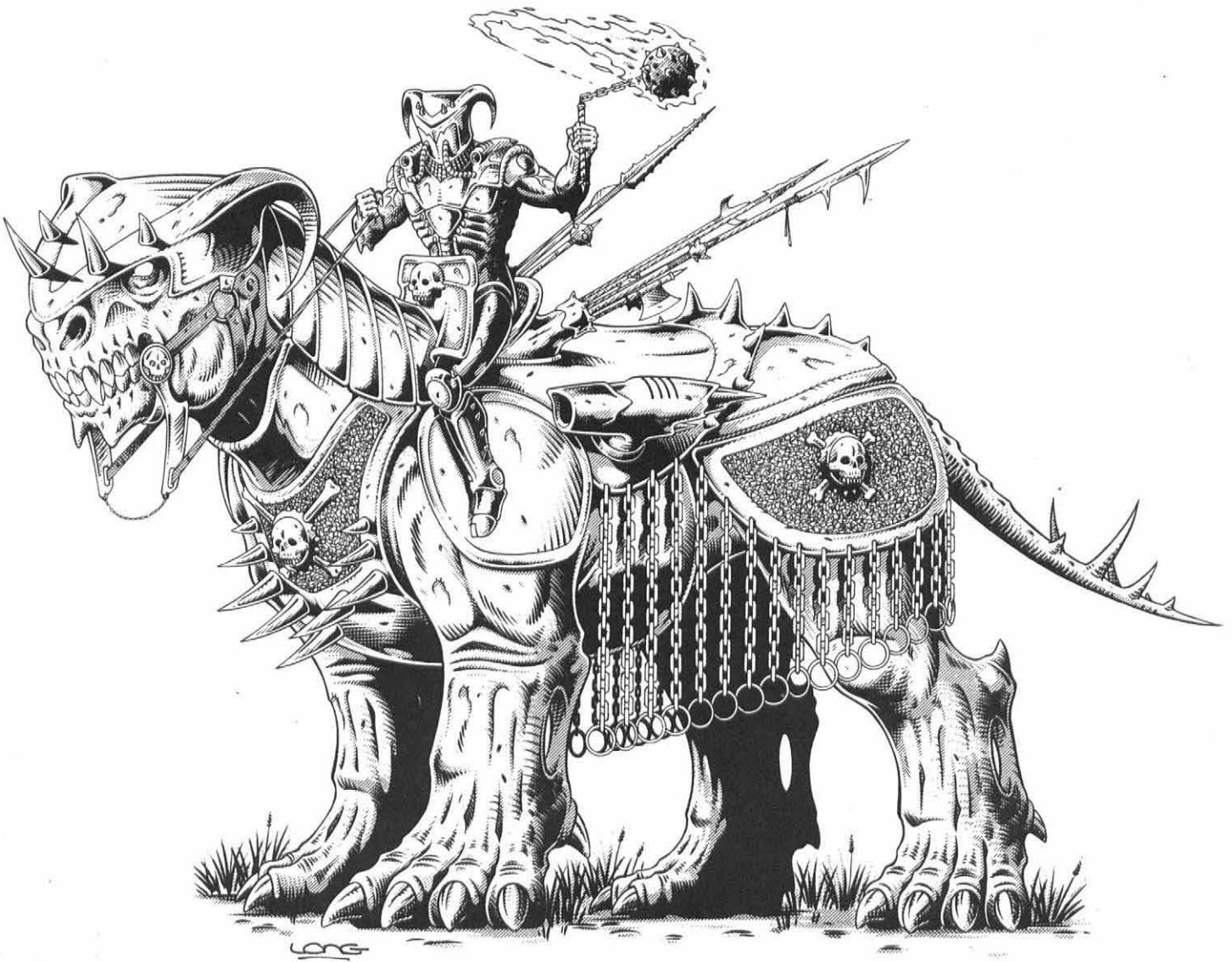
Full strength claw strike — 1D6 × 10 M.D.

Tail strike — 6D6 M.D.

Bite — 5D6 M.D.

Head butt — 3D6 M.D.

Pounce attack — 1D6 × 10 M.D. plus there's a 90% likeli-



hood of knocking human-sized opponents down and a 60% likelihood of pinning him (no attacks); reduce those numbers by half when pouncing on opponents 15 feet (4.6 m) or taller. Counts as two melee actions.

Bonuses (includes all bonuses): +5 on initiative, +10 to strike, +6 to parry and dodge, +6 to roll with impact, +4 to pull punch, critical strike on a roll of a natural 19 or 20, +3 to save vs psionic attack, +5 to save vs magic, +5 to save vs poison, drugs, and disease.

Weapon Notes: War's netherbeast wears M.D.C. body armor, carries an arsenal of weapons used by War and has a long-range plasma cannon on both sides of its body just behind the shoulders.

The plasma cannons are operational only when War is seated on the beast or standing next to it and touching the monster. A mental command from War fires one or both of the cannons.

Mega-Damage: 1D6 × 10 for one single blast or 2D6 × 10 for two simultaneous blasts.

Range: 6000 feet (1828 m)

Rate of Fire: As many as ten per melee round, but each blast counts as one of War's hand to hand melee attacks/actions.

Dual, simultaneous blasts count as one attack.

Payload: Unlimited, powered by War himself.

Note: The cannons can turn 360 degrees.

The Armageddon Creature — Four as One

A Primordial Force of Destruction

If the four become one armageddon creature, they become a primordial force of incredible destruction. As an intangible force, its presence will cause unrest throughout the world. Tension between already warring factions will escalate a hundredfold, with one side or the other fighting to the death and willing to destroy the other side in suicide assaults. The senseless destruction and taking of life is unfathomable. The NGR, New Camelot, Coalition States, Federation of Magic, the Vampire Kingdoms, and many others will fall victim to this madness. Murder and other acts of violence and anarchy will increase dramatically everywhere.

Droughts and famine will afflict lands most vulnerable to such occurrences. Earthquakes, storms, flooding, and all manner of natural disasters will sweep the globe, causing mass destruction, disease, plagues, chaos, war and death. Within a decade all human and D-bee life will be extinct, while 90% of the animals and 75% of all vegetation and insects will be obliterated. A few years later the Earth will be a lifeless ball of rock and mud.

If some of the Apocalypse demons are killed, that element of destruction will be lost to the Armageddon creature, making it a quarter less powerful. For example, if Famine is slain and only three become one, the force of destruction will not include droughts and weather control. This means the process of destruction will take about 20 years longer. The loss of two demons will mean that 50 or 100 years might be needed to destroy the intelligent life forms and another 100 or more years to obliterate all life.

The Physical Monster

The Armageddon creature can manifest a physical body that can be attacked and destroyed but it is incredibly powerful and possesses all of the powers of its four parts, but dramatically amplified. War and death can send an army of thousands of robots, fanatic soldiers and animated-dead to crush attackers. Famine and Pestilence can unleash disease, weather and disaster that covers 40,000 square miles at a time. Plus the creature itself is super powerful.

Armageddon Creature

Alignment: Diabolic evil.

Attributes: I.Q.: 26, M.E.: 30, M.A.: 30, P.S.: 80, P.P.: 30, P.E.: 30, P.B.: 2, Spd.: 293 (200 mph/321 km), all are at the supernatural level.

Size: 60 feet (18 m) tall.

Mega-Damage Creature: 36,000 M.D.C.

Horror Factor: 19

P.P.E.: 20,000, **I.S.P.:** 5000

Experience Level: Equal to a 20th level warrior and line walker.

Vulnerabilities: Magic fire, magic weapons, and weapons made from silver cause double damage. Weapons made from the Millennium Tree inflicts its normal damage times ten! Ordinary mega-damage weapons inflict their normal damage.

Natural Abilities: All of the Four. Note: regenerates $1D4 \times 1000$ M.D.C. every minute and lost limbs within 6D6 minutes.

Psionic Powers: All powers of the four.

Magic Powers: All powers of the four.

Special Powers: All powers of the four.

Attacks Per Melee: 20 hand to hand actions, psionic attacks or use of special powers. Or Four spell attacks per melee round.

Restrained punch — $1D6 \times 10$ M.D.

Full strength punch — $2D6 \times 10$ M.D.

Power punch — $4D6 \times 10$ M.D.

Kick — $2D6 \times 10$ M.D.

Leap kick $4D4 \times 10$ M.D.

Head butt — $1D6 \times 10$ M.D.

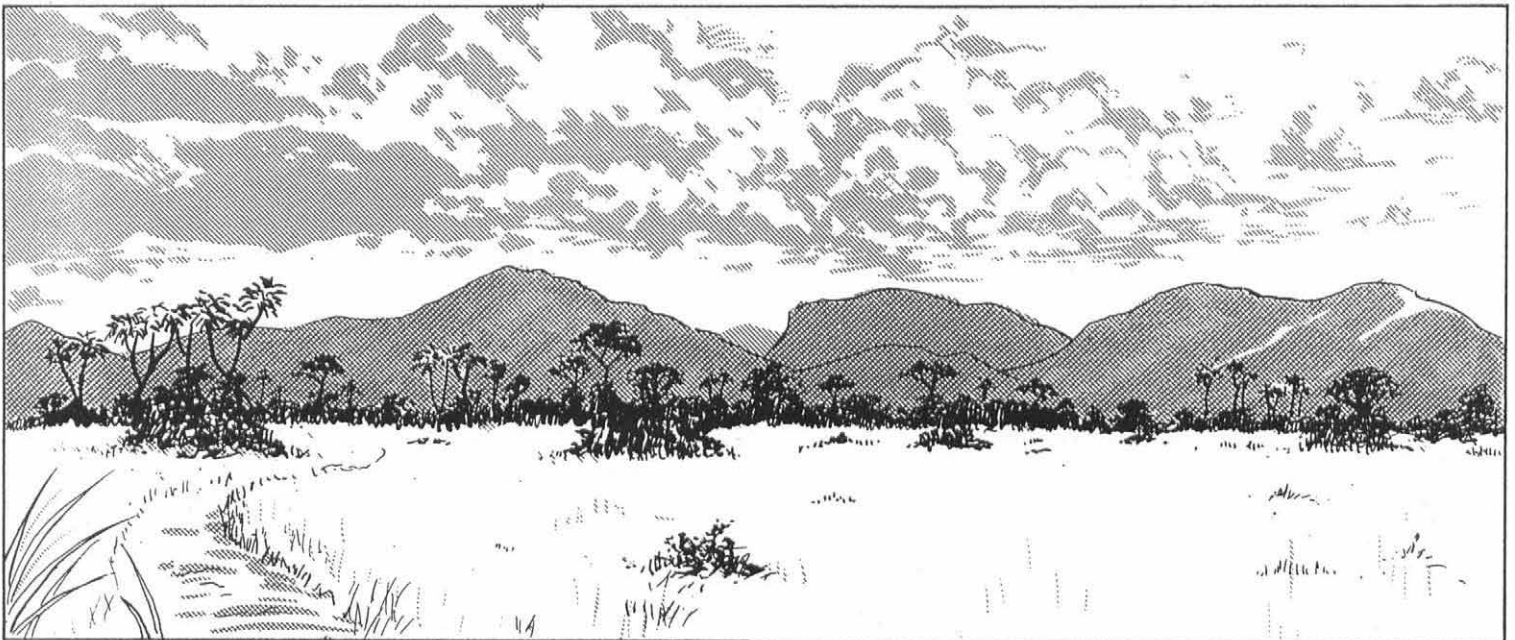
Bonuses: +10 on initiative, +10 to strike or with bare hands, +11 using any modern/energy weapon, +13 when using any ancient style weapon (ball & chain, etc.), +12 using any weapon, +10 to dodge, +4 to roll with impact, +4 to pull punch, critical strike on a roll of a natural 17-20, +10 on all saving throws.

Skills of Note: All four combined.

Alliances & Allies: None! Out to destroy everybody!

Description: A 60 foot (18.3 m) giant emaciated body, with a minimum of eight arms (as many as twelve), clad in grey and red body armor similar to War's and has the head of Death. In one hand is War's ball and chain, only the ball looks more like a flaming skull. In the other hand is Famine and Pestilence's staves intertwined to be one.

Note: If there is a merger of only three Horsemen of the Apocalypse reduce the Armageddon creature's size, attribute, P.P.E., I.S.P., level of experience, damage and powers by 25%; if only two have become one, then reduce by 50%. Remember, the powers of the missing Apocalypse demon are not available to the Armageddon creature. One Horseman cannot become the Armageddon creature.





Gods of the Nile

By Julius Rosenstein
& Kevin Siembieda

Some general notes about the gods

The ancient Egyptian gods are not fully integrated into Rifts-Earth and have not yet reached their full potential, thus, their powers and abilities can still increase as they gain more worshippers. The gods are all supernatural mega-damage beings with impressive natural, clerical and magic abilities.

Physically, the gods are on a par with elder and ancient dragons with M.D.C.s ranging from around 5,500 to 17,000. However, although quite capable of giving a good accounting for themselves in melee combat, the gods' true strength lies in their magic abilities (with the majority of them capable of impressive psionics as well). The gods generally avoid technology, particularly bionics and cybernetics, although some of them have found it useful or interesting (see individual descriptions). Most gods are experienced dimensional travelers and have been carrying on their schemes and conflicts throughout the Megaverse for a long time. In some cases they are worshipped, or at least known on several worlds, and many gods have access to some of the resources from these other worlds and dimensions in the way of man-power/minions/monsters, raw materials, and technology. Most of the gods of Light and Darkness have clashed many times and are likely to know other supernatural powers, including the Splugorth. This may also mean they are engaged in battles and plots away from Earth that may be more pressing or that may tax their time and resources.

Additionally, there may be other gods in these pantheons (families of gods) not presently known to Earthlings. Likewise, some ancient mythical beings once known on Earth have disappeared during the passage of the ages — whether they are dead or away at some far-off place in the Megaverse is not known.

Regarding certain elements of magic:

1. **Ley Lines and Nexus Points:** The beings known to humans as Egyptian gods have an affinity for the ley lines and nexus points in the Nile area. Those deities who are sorcerers enjoy few benefits of the ley lines and nexus points that abound along the Nile and in the Phoenix Empire. The deities who are effectively ley line walkers will find their magical powers are doubled when within 20 miles (32 km) of the Nile basin, as well as at stone pyramids and nexus junctions throughout Egypt.
2. **Tattoo magic:** None of the gods except Set and Thoth have shown an interest in tattoo magic, and even they seem to

regard it as just an interesting novelty. Tattoo magic, true Atlanteans, Sunaj assassins, the Splugorth and related information can be found in **Rifts World Book Two: Atlantis**.

3. **Stone Mastery:** All of the gods of the ancient Egyptian pantheon are natural Stone Masters to some degree. Their abilities remain constant regardless of the origin and type of pyramids involved, i.e. Egyptian, Atlantean, Mayan, or whatever. See **Rifts World Book Two: Atlantis** for complete details about stone magic, magic tattoos and rune weapons.
4. **Rune Magic & Bio-wizardry:** Most of the Nile gods have a rune weapons. Many of the greater and greatest weapons were created by Thoth, the Splugorth and other powerful beings of magic. The secrets of rune magic and bio-wizardry are revealed in **Rifts World Book Two: Atlantis**.
5. **The Millennium Tree** and its powerful magic, wands, staves, and leaves are described in **Rifts World Book Three: England**. Druids, herbalists, the Blood Druids of France, Mir'lyn and a few Celtic gods are also found in this book.
6. **Necromancy:** Very few of the Egyptian gods, even among the Gods of Darkness, practice the dark magic of necromancy. The powers of necromancy are located elsewhere in this book.
7. **Natural Abilities:** These are special powers that are a natural part of these beings. The supernatural being can perform these abilities with a thought, without using P.P.E. points and usually without limitation. Abilities that have a percentile number after them are powers that have a level of success. A failed roll means that the god was unable to draw on that power at that particular moment, but can try as often as once every melee round (15 seconds). Each attempt to draw on these powers counts as one melee action.
8. **Inhuman & Supernatural Minions** are listed throughout the descriptions of the gods. Less supernatural beings are attracted to these powerful forces men call gods. The most evil are the so-called demons, devils, and supernatural monsters. A good number of the demons and monsters listed in this book are completely described in the **Rifts Conversion Book**.

A Publishers Note about the many references to other Rifts titles. The world of Rifts is incredibly rich, expansive, and interwoven in concept and story. It includes numerous types of magic, people, places, cultures, aliens, monsters and entire other

dimensions. To reprint information about all of these characters, places and magics every time they come into play, seems pointless and would only add to pages of repetition and cost of a new book. The purchasers and players of **Rifts Africa** will find that three other books in the **Rifts RPG series** are necessary to play without having to make a number of modifications. They are the **Rifts RPG**, **Rifts World Book Two: Atlantis** and **Rifts Conversion Book**. **Rifts England** and other titles can be helpful and fun but are not necessary to play. In many respects, **Rifts Africa** is a giant adventure sourcebook that brings together plot suggestions, hints and elements from the last four products: **Rifts Atlantis**, **Conversion Book**, **Rifts Mechanoids** and **Rifts England** (as well as hinting at things to come).

The **Rifts Conversion Book** is probably mentioned most frequently because it contains over a hundred different monsters and demons who are often used by the gods as their minions and/or allies. This book also includes forty optional player races, the witch, warlock and diabolist O.C.C.s, adult dragons and a variety of general conversion rules and data. I hope that the inter-dependence of these titles only adds to the depth, drama and enjoyment of the **Rifts Megaverse**.

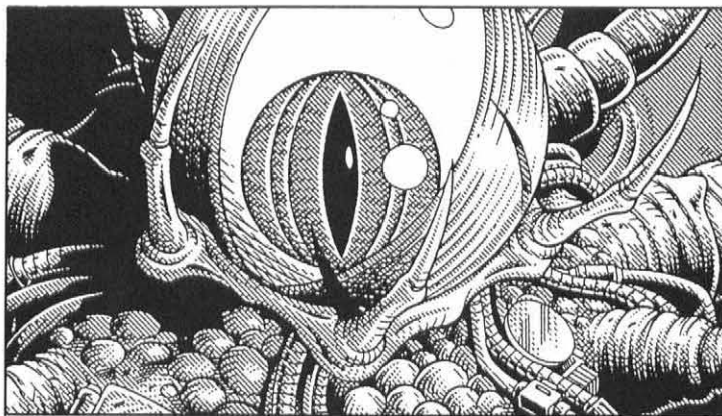
Relationships with other beings

Gods and Humans. The supernatural beings men call "gods" are really powerful, alien beings from other dimensions. Their natural powers coupled with their knowledge of magic made them seem like gods to ancient people. Even today, in Rifts Earth with all of its high technology and super-science, these god beings wield incredible power. Power that is often used to conquer, enslave, torment or destroy lesser beings. Frequently, humans and mortal creatures like them are misunderstood or greatly underestimated by these powerful aliens. Generally speaking, most so-called gods see humanoids as a resource, such as slaves, servants, physical laborers, worshipers/pawns, and as a source of potential psychic energy (P.P.E.). Few gods respect humanoids or sincerely try to help them. Even many of the Gods of Light are incredibly arrogant, condescending and causally manipulate humanoids for their own secret agenda.

The Coalition States and the New German Republic. Because of the distances involved, the ancient Egyptian gods have had little contact with either the Coalition or the New German Republic. What little contact they have experienced has been insignificant and has instilled the gods with a sense of superiority over these presumptuous mortals and their high-tech toys. The pantheon of Ra is more likely to feel that these humans are well-intentioned but misguided and may try to help from afar. These gods are more likely to associate with practitioners of magic, D-bees, and people away from the CS or NGR megalopolises.

The pantheon of Taut and other Gods of Darkness will be more inclined to suppress these humans for their arrogance or manipulate them for their own insidious purposes. They will find non-humans, monsters, other supernatural beings and black-hearted people such as the Federation of Magic and Blood Druids, of great interest and will assist them, often directly in their evil or destructive schemes.

From the CS and NGR's point of view, so-called "gods," whether they are figures from ancient myth, new contenders for power, or alien intelligences, are ALL just another supernatural menace that must be exterminated in order to make Earth safe for humankind!



The Splugorth. Due to their extremely long life spans, experience as dimensional travellers, and own god-like powers, many "gods" consider the Splugorth and most alien intelligences to be fellow gods and worthy of their respect (whether as friends or foes). The Egyptian gods among the pantheon of Ra generally maintain a non-hostile, but wary attitude toward the Splugorth and their minions. Ra, Isis, Horus and Thoth all know Lord Splynncryth quite well, although only Thoth can be said to really like him. Thoth often visits the Dimensional Market at Splynn and invariably drives a hard bargain with the locals (i.e. cheats them blind!).

Among the Gods of Darkness are two frequent visitors to Atlantis, Set (who may be accompanied by Ammit and/or Bes), who is a personal friend of Lord Splynncryth, and Anhur, who enjoys the many decadent pleasures that the Splugorth have to offer.

Ultimately, the Egyptian gods (both of Light and Darkness) and the Splugorth have made it a point to stay out of each other's business. This has kept peace among these two titanic races for millions of years.

Vampires. The reactions of the Nile gods to vampire intelligences and their undead minions runs the gamut from friendship and cooperation with Set and Anubis to indifference with the likes of Anhur and Bes, to open hostility with Ra, Isis, and many of the other Gods of Light. Naturally enough, the pantheon of Ra (the Gods of Light) is intolerant of these vile creatures of darkness, but only Ra, himself, wages a never ending battle against them and will always attack vampires on sight. The angry sun god will fight to the finish and is so merciless when fighting vampires that even Isis and Horus have taken pity on the occasional beaten and vanquished creature and allow it to flee for its life to another dimension.

Mechanoids. If there is any one race which may be considered a common enemy to humans and gods of both pantheons, it is the Mechanoids. These crazed cyborgs have no respect for gods or men and seek only the destruction of all bipeds, whether mortal or supernatural. Most of the Nile gods and many of their followers are bipedal humanoids which means they have no common ground with the insane cyborgs. Some of the gods and their minions may have already had their share of run-ins with mechanoids throughout the Megaverse. The mechanoids are such implacable foes that all of the gods (even Set) may be considered mankind's champions in any war involving them.

Minions of the gods are usually powerful beings who serve the gods as henchmen, warriors, servants or slaves. See the section on minions elsewhere in this book.

The Pantheon of Taut Gods of Darkness

Set

Lord of Darkness

Set, the god of darkness and the sworn enemy of gods and men, is also considered the god of evil. He symbolizes destruction, deceit, and betrayal, as well as being the patron of fratricide (the murder of one's brother). He mingles freely with so-called demons, evil supernatural beings, and supernatural intelligences.

It was Set who slew his brother Osiris, rending his corpse into 14 pieces and scattering them across the world. He and members of his pantheon, Anubis, Bes, Apepi, Amon, Anhur, Ammit, and the jinn, actively engage in battle with the Gods of Light and constantly interfere in the affairs of men. He is an active force of evil who uses man's weaknesses against him. Set uses his treacherous tongue to egg beings into doing stupid, cruel or murderous deeds. He will appeal to a character's anger, hatred and sorrow to convince him to strike back, kill an enemy or seek revenge. Set himself is incredibly crafty and a master strategist.

Set's and Anubis's influence throughout the Megaverse is great, worshipped by both humans and nonhumans alike.

Real Name: Set Typhon-Tanis

Alignment: Diabolic evil.

Attributes: I.Q.: 21, M.E.: 26, M.A.: 25, P.S.: 37, P.P.: 20, P.E.: 30, P.B.: 10, Spd.: 27 (18 1/2 mph, 29.7 km).

Attribute Notes: His physical strength and all other attributes are at the supernatural level.

Size: 25 feet (7.6 m) tall, male.

M.D.C.: 16,850

Horror Factor: 17

P.P.E.: 6000, **I.S.P.:** 2950

Experience Level: 20th level line walker and shifter, 12th level stone master, fire warlock and diabolist.

Natural abilities (The percentage number indicates the rate of success in using these powers. All of these abilities are natural and can be performed without the expenditure of P.P.E.):

Nightvision 200 feet (61 m), see the invisible, turn invisible at will (no time limit), knows all languages, teleport 98%, dimensional teleport 92%, metamorphosis (any shape) at will, impervious to heat, cold, and fire, summon 1000 to 6000 rodents (mice, rats or bats), and summon/command 1D4 jinn or 2D4 worms of Taut (any).

Priest or healer abilities include exorcism 80%, turn dead 90% (affecting 2D6 × 100 dead at a time), animate/control 1D6 × 100 dead 97%, healing touch (restores 3D6 S.D.C or hit points and can be performed twice per melee round; counts as a melee action), and bio-regeneration (1D6 × 100 M.D.C. per minute and can regrow a new limb over night).

Perhaps his greatest power is the resurrection touch, the ability to bring the recently deceased back to life! Resurrection can only be attempted by Set once. The character to be resurrected cannot have been dead for more than a month. Roll percentile dice to determine success. 1-70% means the character is brought back to life and good health (3D6 hit points

and full S.D.C.). The resurrection also heals whatever it was that killed the character in the first place, but does not restore missing limbs or remove scars. A roll of 71 or higher means the magic was unsuccessful. If the character has been dead for a month to a year, the chance for a successful resurrection is only 1-32, and if over a year, the odds are a mere 2%.

Vulnerabilities: Holy weapons, weapons made from silver (they do mega-damage to this being) or the wood of a Millennium Tree and some rune weapons cause double damage.

Magic Powers: All spell magic levels 1-7, all stone magic, and all fire elemental magic levels 1-8, all symbols, wards, curses, circles of protection and summoning, plus stone to flesh, remove curse, close rift, dimensional portal and teleport: superior. All ley line magic is equal to that of a 20th level spell caster. Stone, elemental and ward/diabolist magic is equal to a 12th level mage. Note: Opponents must roll an 16 or higher to save vs Set's spell magic!

Psionic Powers: I.S.P. 2950, 20th level proficiency. Palladium RPG has all level 1-5 abilities; Rifts has all physical and sensitive abilities, plus pyrokinesis and mind block auto-defense.

Attacks Per Melee Round: Seven hand to hand actions or psionic attacks or two spell attacks.

Restrained punch — 6D6 S.D.C.

Full strength punch — 5D6 M.D.

Power punch — 1D6 × 10 M.D.

Kick — 6D6 M.D.

Bite — 3D6 M.D.

Head butt — 1D4 M.D.

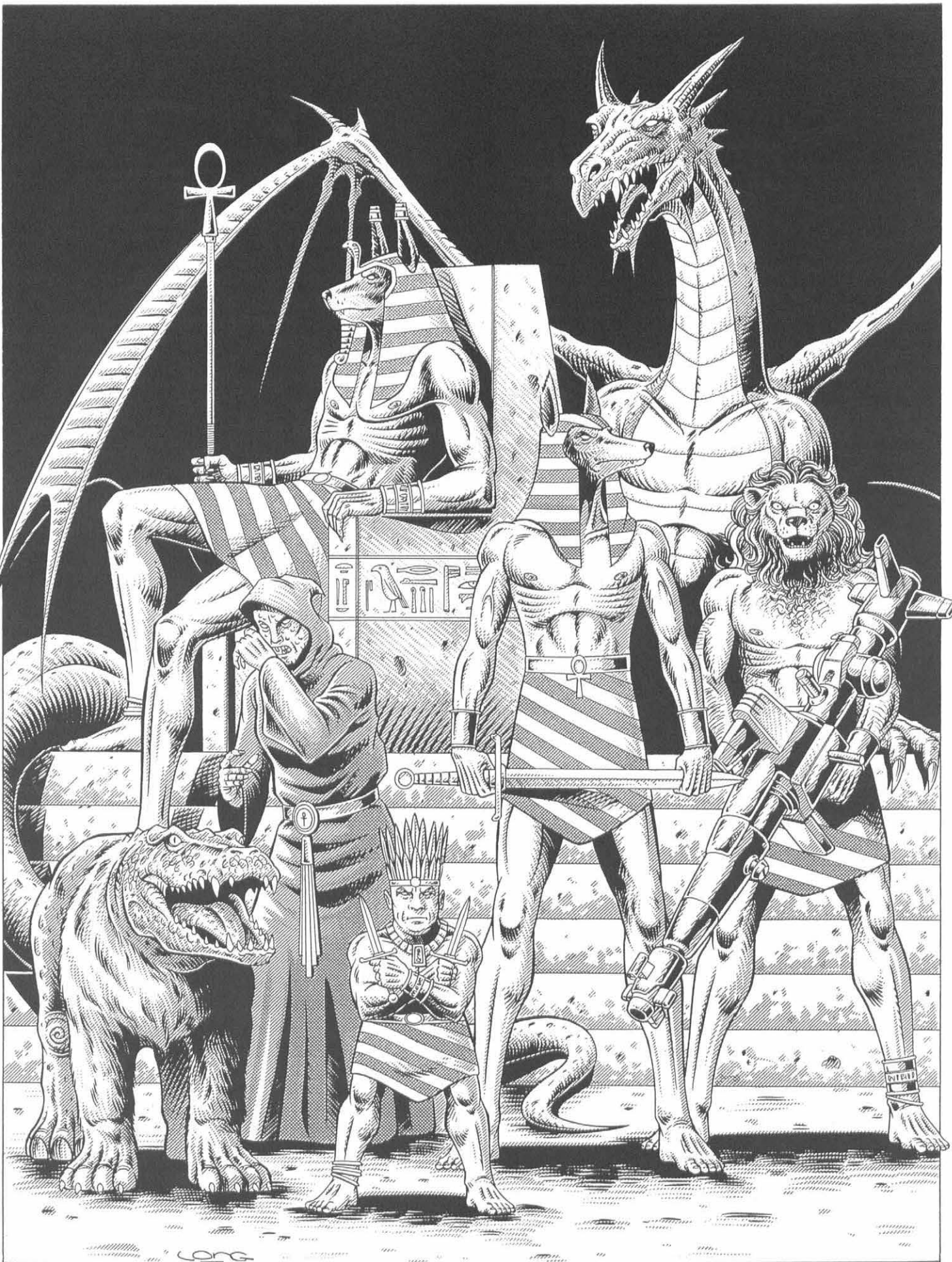
Bonuses: +4 on initiative, +5 to strike, +10 to parry and dodge, +3 to roll with impact, +3 to pull punch, critical strike on a roll of a natural 19 or 20, triple damage from behind (back stabbing), +6 to save vs psionic attack, +10 to save vs all types of magic, and +8 to save vs poison and drugs. Set is +10 to save vs horror factor and is 85% to evoke feelings of intimidation, fear or trust.

Skills of Note: Basic and advanced math, anthropology, biology, land navigation, wilderness survival, intelligence, disguise, pilot sail- and rowboats and horsemanship, all at 98%, plus the abilities W.P. blunt, W.P. sword, prowl, climbing, swimming, forgery, escape artist, tracking (humanoids) and street-wise, at 65%.

Favorite Weapons: Set seldom uses any weapons other than his rune weapons, preferring to use his magic, psionics, and supernatural abilities.

Armor: Black and silver chain and plate, M.D.C. 3000.

Technology: Like the other gods of his pantheon, Set shuns the use of bionics and cybernetics. Although not personally partial to high-tech weaponry and equipment, Set realizes the destructive potential of these devices and has encouraged his followers in their use. Set is intrigued by bio-wizardry and has been negotiating with the Splugorth to that end. His experiments with bio-wizardry on some of his followers are best left unknown. It is safe to assume that Set has access to any bio-wizardry listed in **Rifts: Atlantis**, particularly microbes and parasites.



Description: Set appears as a giant humanoid with the head of a hyena (or wolf), the muzzle being pointed and the ears high and square. Set is often accompanied by Bes or Apepi.

Money: Set can easily lay his hands on 2D4 billion credits worth of precious metals and jewels, as well as a smattering of magic and technological items.

Alliances & Allies: Set is on reasonably good terms with many of the other Gods of Darkness whom he often helps by offering suggestions and observations. Of those within his Pantheon, he is closest to Anubis, Bes and Apepi (the latter two are often at his side). He thinks of Anubis as his son and a trusted ally.

Set is extremely social and politically minded with many unlikely and terrible liaisons. He has excellent relations with Lord Splynnryth of Atlantis and two other Splugorth in other dimensions. He also has political connections with many of the demon lords, including the Four Demon Beetles, Modeus and Mephisto (all described in the pages of **Rifts Conversion Book**).

Recently on Earth, Set has agreed to help the Gargoyle Empire of Europe in their battle against Triax and the New German Republic. Through his main disciple in Egypt, Pharaoh Rama-Set, and his influence with Lord Splynnryth, Set has provided the gargoyles (and others) with strategic information, suggestions, weapons (both magic and conventional) and supernatural allies and mercenaries. He finds this struggle extremely interesting and sees the battle, with his assistance, escalating to new levels of intensity.

Set and his pantheon are worshipped by the majority of the non-humans in the Phoenix Empire, all of whom will obey his commands without hesitation. Pharaoh Rama-Set is his most trusted and dedicated ally. In addition, Set is growing increasingly popular among the non-humans of the Mediterranean and among the Gargoyle Empire (he has even considered usurping the reins of power from this growing Empire and leading them to conquer the NGR and surrounding human strongholds). He has also made some recent acquaintances with individuals among the Federation of Magic.

Minions: Set can automatically summon 1D4 jinns or 2D4 worms of Taut. This is one of his natural abilities and these creatures must serve him. Set can also use his magic summoning powers and abilities to travel to other dimensions to elicit, connive, force or make a deal to get assistance from other supernatural beings. Beings commonly used as pawns and warriors include elementals, gargoyles, tautons, worms of Taut, hell hounds, and dar'ota. His favorite associates include the raksasha, mindolar, baal-roq, powerful gargoyle lords and the Splugorth. **Note:** All these monsters are described in the pages of **Rifts Conversion Book** — Only the jinn is reprinted in the section about minions.

Special Magic Weapons

1. **The Black Rod of the Four Winds — A Greatest Rune Weapon.** This ebony rod or staff, which is topped by the symbol of life and four winds (the Ankh), is Set's symbol of rank and authority.

The powers of the rune staff:

- I.Q. 15 and has a telepathic link with Set.
- Indestructible; reddish grey in color.
- Diabolic alignment: If any creature of good alignment

touches it, the staff inflicts 1D6 × 10 points of damage, and will continue to do so each melee it is held.

- **Spell Magic:** It can cast the following spells as often as six times each, per 24 hour period. Call lightning, wind rush, summon storm, fear, extinguish fires, and create supernatural darkness (1000 ft/305 radius). The supernatural darkness is unnatural and frightening (horror factor 10). Those with normal, human vision cannot see through the darkness while those with superior vision, nightvision and/or optical enhancement systems can only see 25% their normal range. Duration of the darkness is up to Set and can last as long as 8 hours. Spell strength is equal to a 15th level sorcerer.

- **Mega-damage:** 3D4 × 10 M.D.C.

- When parted from his staff, Set can summon the rune staff back to him no matter where it is, even from other dimensions — it teleports to him.

2. **The Impaler — Rune Sword** (See **Rifts Atlantis** page 130)

- I.Q. 9 and has a telepathic link with Set.

- Indestructible; black in color.

- **Diabolic alignment:** If any creature of good alignment touches it, the sword inflicts 6D6 points of damage (S.D.C. or mega-damage depending on the characters touching it), and will continue to do so each melee it is held.

- A drinker of souls/life essences.

- 1D6 × 10 M.D. from physical blows.

- Has four appendages that resemble spiked fingers. These spikes can shoot out from the weapon to impale an opponent. Rate of fire: one or more can be fired as often as twice per melee round.

Damage from the spikes is 2D4 + 2 M.D. each; firing all four at a single target will inflict 1D4 × 10 M.D.; + 2 to strike.

- The weapon can also become animated, with the finger-like spikes crawling along the floor and up walls like a spider. It can hop, run or drop from a height to impale an opponent. Likewise it can grab, hold and carry small items. Movement speed is 12, climbing skill is 80%. Two attacks per melee or four non-combat actions.

Anubis

Lord of the Dead

Anubis, Lord of the Dead, is the symbol of death, transition, and fear of the unknown. Anubis was the son of Osiris and Nephthys. He played an instrumental part in his father's death at the hands of Set. Anubis sits at Set's left hand, actively opposing the gods of light. Legend holds that he rules over the demon plane of the dead in the land of Shades with Amon and Ammit the beast.

Anubis is a master of necromancy and commands an army of mummies. It is said that the enemies of Anubis who fall before his might are reborn as a mummies to serve him till the end of time! He is cold-hearted, cunning and ruthless when opposed. He is content to be second only to Set, to whom he is eternally loyal.

Anubis is given a free hand to do just about anything he pleases as long as it does not interfere with Set's plans. The two often plot together and help one another in their terrible schemes.

Like most gods, Anubis sees humans and D-bees as lesser beings to be enslaved or manipulated.

Real Name: Anupi

Alignment: Aberrant evil

Attributes: I.Q.: 20, M.E.: 24, M.A.: 22, P.S.: 40, P.P.: 22, P.E.: 25, P.B.: 10, Spd.: 44 (30 mph/48 km).

Attribute Notes: His physical strength and all other attributes are at the supernatural level.

Size: 20 feet (6 m) tall, male

M.D.C.: 12,450

Horror Factor: 17

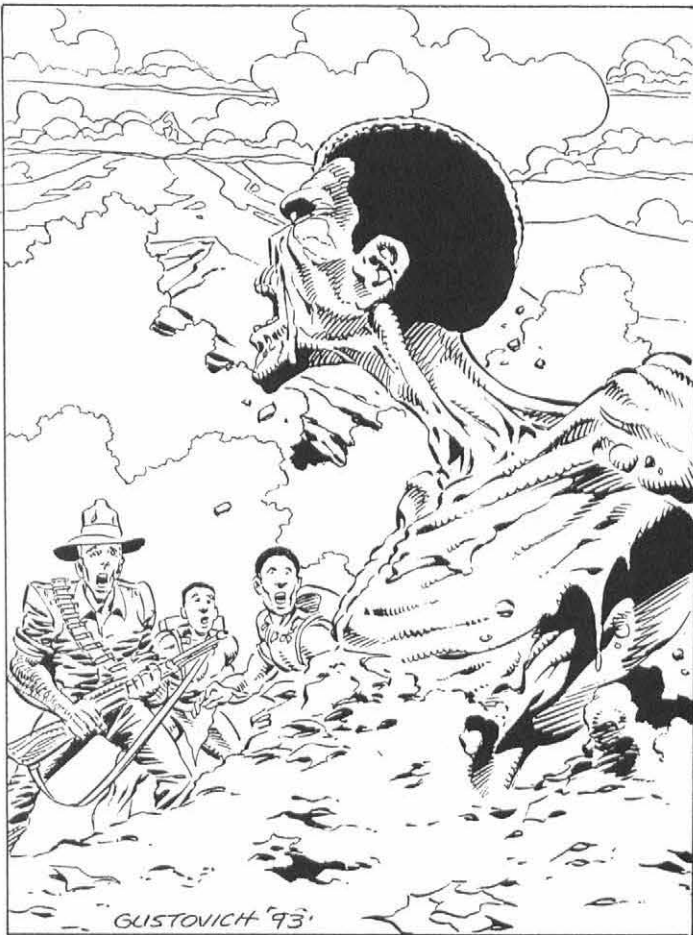
P.P.E.: 3500, **I.S.P.:** 1450

Experience Level: 14th level necromancer and 8th level diabolist and stone master.

Natural abilities: Nightvision 200 feet (61 m), see the invisible, turn invisible at will (no time limit), knows all languages, teleport 96%, dimensional teleport 86%, metamorphosis (any shape) at will, resistant to heat, cold, and fire (all do half damage), summon 1D6 × 100 rodents (mice, rats or bats), and summon/command 3D4 Alu demons.

Priest or healer abilities include exorcism 95%, turn dead 98% (affecting 4D6 × 100 dead at a time), animate/control 2D6 × 100 dead 97%, healing touch (restores 3D6 S.D.C or hit points and can be performed once per melee round), and bio-regeneration (3D6 × 10 M.D.C. per minute and can regrow a new limb overnight).

Vulnerabilities: Holy weapons, weapons made from silver (they do mega-damage to this being) or the wood of a Millennium Tree and some rune weapons cause double damage.



Magic Powers: All necromancy spells and abilities, all common spell magic levels 1-6, all illusionary magic, circles of protection and summoning, plus life drain, exorcism, banishment, control/enslave entity, create mummy, create zombie, close rift, dimensional portal and teleport: superior. Also basic diabolist and all stone magic powers. Necromancy magic is equal to that of a 14th level spell caster. Diabolism and stone magic are equal to an 8th level mage. Note: Opponents must roll a 15 or higher to save vs magic!

Psionic Powers: I.S.P. 1450, 12th level proficiency. Palladium RPG has all level 1-5 abilities. Rifts has all physical abilities, plus telepathy, object read, presence sense, hydrokinesis, mind bolt, psi-shield, psi-sword, and mind block auto-defense.

Attacks Per Melee Round: Six hand to hand actions or psionic attacks or two spell attacks.

Restrained punch — 6D6 S.D.C.

Full strength punch — 5D6 M.D.

Power punch — 1D6 × 10 M.D.

Kick — 6D6 M.D.

Bite — 3D6 M.D.

Head butt — 1D4 M.D.

Bonuses: +5 on initiative, +5 to strike, +6 to parry and dodge, +3 to roll with impact, +3 to pull punch, critical strike on a roll of a natural 19 or 20, triple damage from behind (back stabbing), +6 to save vs psionic attack, +8 to save vs all types of magic, and +6 to save vs poison and drugs. +10 to save vs horror factor and is 70% to evoke feelings of intimidation, fear or trust.

Skills of Note: Basic and advanced math, biology, chemistry, pathology, forensics, paramedic, skin & prepare animal hides, preserve food, cook, dance, intelligence, land navigation, wilderness survival, swim, and horsemanship, all at 98%, plus the abilities W.P. blunt, W.P. sword, W.P. energy rifle (all equal to 6th level), prowl, computer operation, read sensory instruments and streetwise, at 60%.

Favorite Weapons: Can use any type of weapon but prefers to use the Sword of Anubis, magic, psionics, or his supernatural abilities.

Armor: Blue chain and plate, M.D.C. 2000.

Technology: Like most of the other gods in this pantheon, Anubis shuns the use of bionics and cybernetics. Although Anubis appreciates the destructive potential of high-tech weaponry, he neither encourages or discourages its use among his followers. Anubis generally ranges from indifferent (at best) to suspicious (at worst) regarding technology.

Description: Anubis appears to have a muscular human body with the head of a jackal. He is usually accompanied by 3D4 mummies or in the company of Set or Bes.

Money: Anubis can easily lay his hands on a billion credits worth of precious metals and jewels, as well as a smattering of magic and technological items.

Alliances & Allies: Anubis has many of the same acquaintances and connections as Set, but is on much less favorable terms with them. Of those within his Pantheon, he is closest to Set and Bes. Lord Splynncryth of Atlantis doesn't like Anubis in the least.

Anubis has been encouraging Set's activities with the Gargoyle Empire of Europe in their battle against Triax and the New German Republic. Anubis and Pharaoh Rama-Set are

the best of friends and he is highly regarded among the non-human worshippers at the Phoenix Empire.

Minions: Anubis can automatically summon 3D4 alu demons who must serve him. This is one of his natural abilities. He can also use his magic and powers to travel to other dimensions and elicit, connive, or force help from other supernatural beings. His favorite pawns include banshees, grave ghouls, nightmares, hell hounds, magots and worms of Taut. His favorite associates include dimensional ghouls, death weaver spider demons, and night owls. All are described in the pages of **Rifts Conversion Book**.

Note: Anubis is arrogant and cunning, but one of his failings is underestimating lesser beings such as humans.

Special Magic Weapons

1. **The Sword of Anubis** is a greatest rune sword that inflicts incredible amounts of damage and drinks the blood of those who fall prey to it.

The powers of the rune sword:

- I.Q. 14 and has a telepathic link with its master.
- Indestructible; grey in color.
- Diabolic alignment: If any creature of good alignment touches it, the sword inflicts $1D4 \times 10$ points of damage, and will continue to do so each melee it is held.
- Spell Magic: It can cast the following spells as often as six times each, per 24 hour period. Circle of flame, fire ball, agony, blind, mute, and negate magic. Spell strength is equal to a 10th level sorcerer.
- Mega-damage: $2D4 \times 10$ M.D.
- The blade is not only a drinker of souls but also drinks the blood of its victims.

Apepi the Immortal

Dragon God

Apepi is the personification of evil and serves only Set. It is forever indebted to the Lord of Darkness, because he saved the serpent monster from near death and restored him to health. The vile serpent then agreed to a pact of lifelong servitude in exchange for **immortality!** This was accomplished by drinking a legendary magic potion (most practitioners swear that such a potion is the fabrication of myth and has never existed — legend has it that Set has two more vials of the potion). If the potion is mere fiction, then there is no explanation for Apepi's supernatural powers of restoration, regeneration and rebirth. Only the legendary Phoenix possesses a similar power. The horrible monster can be completely atomized and still be reborn within 48 hours after the moment of death.

Again, according to legend, the magic potion that has given the serpent immortality has also driven it insane. It is this curse of insanity that has prevented Set from drinking one of the potions himself.

Apepi is a vicious and vindictive winged serpent who enjoys torturing and killing more than anything. His immortality has made the monster incredibly arrogant and reckless. He takes ridiculous chances and seemingly dies often. Apepi remembers every being who has ever caused his temporary demise and seeks revenge whenever it is possible. The creature has also learned

to enjoy pain and will frequently allow itself to suffer indescribable agony to illustrate that it can endure anything and is not afraid of death! Apepi is completely loyal to Set, obeys the letter of his instructions and will fight to the death to protect him. If Set should ever be slain, Apepi will spend all eternity, if necessary, to find and slay those responsible. Actually, it is Set who controls this monster's insatiable blood lust. Consequently, when Set dies Apepi will be released into the Megaverse to engage in an endless campaign of death and destruction.

It is interesting to note that Apepi has little loyalty to any of the other gods and dislikes Anubis. The only god that Apepi considers to be a dear friend, other than Set, is Bes. Strangely, the monster respects and likes Thoth. Apepi is a great winged serpent with two arms, razor-sharp claws, and slashing tail. He loathes Ra, The God of Light, because he has died at his hands many times. Apepi is also a sworn enemy of all Gods of Light and creatures of good alignment. Of course, Set's enemies are his enemies as well.

Real Name: Apepi Apophis, aka Apepi the Indestructible and the Immortal One.

Alignment: Diabolic evil

Attributes: I.Q.: 9, M.E.: 14, M.A.: 19, P.S.: 58, P.P.: 25, P.E.: 24, P.B.: 5, Spd.: 44 (30 mph/48 km).

Attribute Notes: His physical strength and all other attributes are at the supernatural level.

Size: 30 feet (9 m) long and 12 feet (3.6 m) tall, male

M.D.C.: 6,900

Horror Factor: 17

P.P.E.: 1000, **I.S.P.:** 480

Experience Level: 8th level spell caster and stone master.

Natural abilities: Nightvision 200 feet (61 m), see the invisible, turn invisible at will (no time limit), knows all languages, teleport 89%, dimensional teleport 31%, fly (spd 66: 45 mph/72 km), resistant to heat, cold, and fire (all do half damage).

Priest or healer abilities include exorcism 81% and turn dead 57% (affecting $1D6 \times 10$ dead at a time). His powers of bio-regeneration are phenomenal: $2D4 \times 100$ M.D.C. per minute, limbs are regenerated with $1D4 \times 10$ minutes.

Apepi's most frightening power is that of immortality. Apepi may seem dead when his M.D.C. points are reduced to zero or below, but he will revive at full strength within 2D4 hours, unless he has suffered more than 300 M.D.C. below zero. Even if vaporized or having been blasted to -300 or more M.D.C., the creature will reappear at full power 48 hours later and be out for revenge!

Vulnerabilities: Holy weapons, weapons made from silver (do mega-damage to this being) or the wood of a Millennium Tree and some rune weapons inflict triple damage.

Magic Powers: All warlock air spells (see **Rifts Conversion Book**) or all common magic air and water related spells and all stone magic powers. All magic spells are equal to an 8th level mage. Note: Opponents must roll a 13 or higher to save vs magic!

Psionic Powers: I.S.P. 480, 8th level proficiency. Palladium RPG has all level 1-5 abilities. Rifts has all physical abilities, plus empathy, telepathy, presence sense, sixth sense, electrokinesis, hydrokinesis, telekinesis (super) and mind bolt.

Attacks Per Melee Round: Seven hand to hand actions or psionic attacks or two spell attacks.

Restrained punch — $1D6 \times 10$ S.D.C.

Full strength punch — 6D6 M.D.

Power punch — 2D4 × 10 M.D.

Kick — 6D6 M.D.

Bite — 1D6 × 10 M.D.

Tail slash/strike — 6D6 M.D.

Bonuses: +6 on initiative, +8 to strike, +10 to parry and dodge, +2 to roll with impact, +2 to pull punch, critical strike on a roll of a natural 18, 19 or 20, critical strike from behind (back stabbing), +3 to save vs psionic attack, +6 to save vs all types of magic, and +6 to save vs poison and drugs. +8 to save vs horror factor and is 55% to evoke feelings of intimidation or trust.

Skills of Note: Basic math, intelligence, land navigation, wilderness survival, swim, at 98%, plus the abilities W.P. blunt, W.P. sword, (all equal to 10th level), prowl, climb, palming, pick locks, and streetwise, at 65%.

Favorite Weapons: None! Prefers to use brute strength, magic, psionics, and his supernatural abilities.

Armor: None

Technology & Notes: Apepi scorns the use of technology and will NEVER use it! He will grudgingly tolerate technology around him when it is approved by his master, Set. Otherwise, he considers opponents using technology as “fair game” and always attacks high-tech targets in preference to others — he has shredded many an ulti-max, dyna-max and giant robot. The crazy dragon will attack enemies with superior numbers and allow himself to be destroyed rather than retreat or surrender, especially against high-tech foes. If the Immortal One surrenders or retreats, you know he has some treachery planned or was ordered to do so by Set.

Description: A previously unknown species of dragon — one of a kind. He is a serpent with large wings, two arms, razor-sharp claws, and slashing tail.

Money: Apepi doesn't really care that much about worldly gains and collects valuables mainly as a means to attract the foolish and greedy or as a resource to purchase information and hire assassins. To this end he has a small treasure-trove worth about 200 million credits.

Alliances & Allies: Apepi's true alliance lies only with Set. Bes and Thoth are the only other gods he considers to be his friends. Apepi also likes Pharaoh Rama-Set and would gladly work with, help or defend him.

Minions: None per se. He likes tautons and the worms of Taut, but he will work with or command any minions Set asks him to.

Special Magic Weapons: None.

Amon the Hidden One

Amon the Hidden One symbolizes fear, horror, and discord. She is the patron of bitterness, vengeance and all that is ugly. She is a friend of monsters and one of the most popular gods among ugly non-humans.

Amon the Hidden One was once the most beautiful of the Gods of Light. She was consumed by jealousy when her advances were publicly rebuffed by Osiris and she became a laughingstock among her fellow gods. In a fit of anger, she

betrayed Osiris to Set and Anubis. It was her treachery that led to a war among the gods of light and darkness and ultimately, the destruction of Osiris. In the ensuing conflict, she was accidentally disfigured by a powerful, but unstable combination of magic by Thoth. Her disfigurement is permanent and cannot be altered even by the gods.

The trauma has driven Amon mad. She believes that she is so hideous that she cannot walk among gods, men or even the light of day and hides among the dead and monstrous, plotting her revenge against Thoth and the other gods of light. Her emotional and physical pain has made her incredibly cruel and evil. She loves to hurt and torment attractive creatures of all races, but especially gods of light, spirits of light/angels, titans, elves, and dragons. Her favorite tactic is to capture and disfigure characters and then let them live so that they may suffer as she has. Amon the Hidden One is a very bitter and twisted individual.

Real Name: Ammon-Ra

Alignment: Aberrant evil

Attributes: I.Q.: 19, M.E.: 11, M.A.: 20, P.S.: 30, P.P.: 23, P.E.: 25, P.B.: 2, Spd.: 44 (30 mph/48 km) running.

Attribute Notes: Her physical strength and all other attributes are at the supernatural level.

Size: 19 feet (5.9 m) tall, female

M.D.C.: 10,473

Horror Factor: 17

P.P.E.: 1600, **I.S.P.:** 1250

Experience Level: 11th level fire warlock, diabolist and stone master.

Natural abilities: Fly (spd. 88: 60 mph/96 km), nightvision 200 feet (61 m), see the invisible, turn invisible at will (no time limit), knows all languages, teleport 91%, dimensional teleport 47%, impervious to heat and fire, and summon 1D6 × 100 rodents (mice, rats or bats).

Vomits mega-damage flame once per melee round and counts as one additional melee attack. Damage is a 1D4 × 10 M.D., with a range of 100 feet (30.5 m).

Priest or healer abilities include exorcism 86%, turn dead 92% (affecting 1D4 × 100 dead at a time), animate/control 4D4 dead 92%, healing touch (restores 3D6 S.D.C or hit points and can be performed once per melee round), resurrection 44%, and bio-regeneration (1D4 × 100 M.D.C. per minute and can regrow a new limb overnight).

Vulnerabilities: Holy weapons, weapons made from silver (they do mega-damage to this being) or the wood of a Millennium Tree and some rune weapons cause double damage.

Magic Powers: All warlock fire spells (see **Rifts Conversion Book**) or all common magic fire and related spells and all stone magic powers. All magic spells are equal to an 11th level mage. Note: Opponents must roll a 14 or higher to save vs magic!

Psionic Powers: I.S.P. 1250, 11th level proficiency. Palladium RPG has all level 1-5 abilities. Rifts has all sensitive abilities, plus bio-manipulation, empathic transmission, hypnotic suggestion, and pyrokinesis.

Attacks Per Melee Round: As many as seven total. Six hand to hand actions or psionic attacks plus vomit fire attack, or two spell attacks.

Restrained punch — 5D6 S.D.C.

Full strength punch — 3D6 M.D.

Power punch — 6D6 M.D.

Kick — 3D6 M.D.

Bite — 1D4 M.D.

Head butt — 1D4 M.D.

Bonuses: +4 on initiative, +5 to strike, +7 to parry and dodge, +3 to roll with impact, +5 to pull punch, critical strike on a roll of a natural 19 or 20, triple damage from behind (back stabbing), +6 to save vs psionic attack, +8 to save vs all types of magic, and +6 to save vs poison and drugs. +11 to save vs horror factor and is 60% to evoke feelings of intimidation, fear or trust.

Skills of Note: Basic and advanced math, cook, dance, sing, play the flute (very macabre and eerie tunes), intelligence, land navigation, wilderness survival, swim, and horsemanship, all at 98%, plus the abilities W.P. knife, W.P. sword, W.P. pistol, W.P. energy rifle (all equal to 6th level), prowl, computer operation, read sensory instruments and streetwise, at 60%.

Favorite Weapons: Amon The Hidden One will use any type of magic weapon and has a selection of favorites; the following bio-wizard devices and organisms: Lesser rune dagger (1), enslaver rune weapon (1), psi-interrogator weapon (1), Eylor seeker-hunter eye (has 10), chest amalgamates (used on her minions and on prisoners), transfortifiers (particularly among her minions), brain feeders, mystic leeches, and zombitrons. She also uses her magic, psionics, or supernatural abilities. Weapons are always carried on her person. The organisms are usually kept at her lair and she will have 3D4 of each at any given time! **Note:** See **Rifts Atlantis** for all bio-wizard devices and organisms.

Armor: None.

Technology: Amon considers ALL technology to be an abomination and will destroy it whenever possible. Her followers are forbidden to use any high-technology under pain of severe punishment. Even the use of humanoid equipment by her allies is not acceptable. On two occasions, Set himself found it necessary to threaten Amon with dire consequences should she destroy his followers' or their equipment.

Description: She appears as a hag (P.B. 2) with a terribly disfigured face (as if it were melted wax), and blotchy skin covered with boils and sores.

Money: Amon the Hidden One can easily lay her hands on 6D6 × 10 million credits worth of precious metals and jewels, but has little need for wealth.

Alliances & Allies: The Hidden One tends to keep to herself and follows her own agenda. However, from time to time she will be drawn into the affairs of gods, especially when it involves hurting the Gods of Light or handsome creatures. Her favorite among the gods is Anhur. She resents Set and Anubis because she holds them responsible for her fate. While she has caused the two some trouble and often defies them, she has never tried to physically hurt them. Lord Splynncryth of Atlantis likes the Hidden One a great deal and trades with her frequently. She gets 90% of her bio-wizard organisms from the Lord of Atlantis in exchange for information.

Minions: Amon has created an army of deformed and monstrous minions (see the section that describes the minions of the gods elsewhere in this book). She can also use her magic and dimensional travel ability to visit other dimensions and elicit, connive, or force help from other supernatural beings. Her favorite pawns include elementals, boschala the living night-

mares, tectonic entities, malignant, gorgons and tautons. She is a loner and has few regular associates, however she does occasionally enlist the cooperation of the goquas, death weaver spider demons, and lord Splynncryth of Atlantis. Lord Splynncryth is one of her few friends and is visited by her frequently. **Note:** All the supernatural beings listed are described in the pages of **Rifts Conversion Book**. Lord Splynncryth is found in **Rifts Atlantis**.

Special Magic Weapons

1. **Blood Fellow** is a lesser rune dagger that Amon uses for torture. It is always at her side.

The powers of the rune dagger:

- I.Q. 16 and has a telepathic link with its master.
- Indestructible; dark red in color.
- Diabolic alignment: If any creature of good alignment touches it, the dagger inflicts 1D8 S.D.C. (or 3D6 M.D. to mega-damage beings) points of damage, and will continue to do so each melee it is held.
- Mega-damage: This nasty weapon can vary the amount of damage it inflicts in increments of 1D6 M.D. up to a maximum of 5D6 M.D. points. If so desired by Amon, and if the character being tortured is an S.D.C. being, the weapon can inflict S.D.C. instead of mega-damage, also in 1D6 increments.
- The blade is not only a drinker of souls but also drinks the blood of its victims.

2. **The Enslaver:** A magical device that looks more like a stylistic statue of an insect than a weapon. Possesses the eight standard rune weapon abilities as described on page 127, of **Rifts World Book Two: Atlantis** and psionic powers.

- Spell Magic: Can cast these spells as often as three times each, per 24 hours: Trance, compulsion, dominance, fear, and mask of deceit.
- Psionic Powers: 2D6 × 10 + 100 I.S.P., empathy, telepathy, sense evil, sense magic, see the invisible, sixth sense, bio-manipulation, empathic transmission, hypnotic suggestion, mentally possess others, mind bolt, mind bond, mind wipe, mind block auto-defense, psi-shield (80 M.D.C.) and psi-sword (up to 8D6 M.D.).



Anhur

The Slayer of Enemies

Anhur is the warrior of the Pantheon of Taut. He is an excellent strategist, master of all weapons, and skilled in the martial arts. The lion headed god also has the strength and courage of a lion and loves physical contests. He serves Set as a military advisor, commander in chief and assassin, hence his nickname, the Slayer of Enemies. For the most part, Anhur is a free agent who does as he pleases. He is reasonably respected by the Gods of Light, humans and supernatural beings. This respect allows him to associate freely with many races, human and inhuman, good and evil.

The warrior god has his own code of ethics and shows respect and courtesy to warriors who exhibit great courage, nobility and honor. These individuals he treats with mercy, respect, compassion and even friendship. Cowards, backstabbers and those without honor, are viewed with contempt and suffer his wrath, abuse and torture. To those who worship the Gods of Taut, Anhur is the symbol of cunning, ambition, strength of will, and magic. He is the patron of mercenaries, assassins, and diabolists.

Real Name: Anher Thinis, aka The Slayer of Enemies.

Alignment: Aberrant evil

Attributes: I.Q.: 22, M.E.: 24, M.A.: 24, P.S.: 51, P.P.: 28, P.E.: 30, P.B.: 20, Spd.: 88 (60 mph/96.5 km).

Attribute Notes: His physical strength and all other attributes are at the supernatural level.

Size: 18 feet (5.5 m) tall, male.

M.D.C.: 7470 (plus armor)

Horror Factor: 16

P.P.E.: 1230, **I.S.P.:** None

Experience Level: 15th level warrior/headhunter, 10th level ley line walker and fifth level diabolist (focusing on magic circles) and stone master.

Natural Abilities: Nightvision 200 feet (61 m), see the invisible, turn invisible at will (no time limit), knows all languages, teleport 94%, dimensional teleport 53%, fly (75 mph/120 km), never fatigues, seldom sleeps, is always alert, and can bio-regenerate (4D6×100 M.D.C. per minute and able to regrow a new limb overnight).

Priest or healer abilities include exorcism 61%, turn dead 69% (affecting 3D6×10 dead at a time), remove magic curse 64%, resurrection 33%, and healing touch (restores 3D6 S.D.C or hit points and can be used without limit).

Vulnerabilities: Holy weapons, weapons made from silver (they do mega-damage to this being) and the wood of a Millennium Tree and some rune weapons inflict double damage. Magic cold also does double damage.

Magic Powers: All stone magic powers and ley line walker spell magic, levels 1-6, plus dispel magic barrier, negate magic, metamorphosis: human, speed of the snail, circles of protection, wards, mystic portal, anti-magic cloud, close rift, dimensional portal and teleport: superior. All ley line magic is equal to that of a 10th level spell caster. Stone magic and diabolism are equal to a fifth level mage. Opponents must roll a 14 or higher to save vs magic!

Diabolist knowledge is limited to magic symbols, reading runes, and basic knowledge about wards. Anhur rarely makes

or uses wards, instead he concentrates on magic circles: he knows half of the power circles and all protection circles — no summoning circles.

Psionic Powers: None

Attacks Per Melee Round: Seven hand to hand actions or psionic attacks or two spell attacks.

Restrained punch — 1D6 M.D.

Full strength punch — 1D6×10 M.D.

Power punch — 2D6×10 M.D.

Kick — 1D6×10 M.D.

Bite — 5D6 M.D.

Head butt — 2D6 M.D.

Bonuses (includes attribute and skill bonuses): +7 on initiative, +10 to strike in hand to hand, +9 to strike using an energy weapon, +12 to parry and dodge, +7 to roll with impact, +7 to pull punch, critical strike on a roll of a natural 18-20, +6 to save vs psionic attack, +9 to save vs all types of magic, +9 to save vs poison and drugs, and +9 to save vs horror factor. Anhur is also 80% to evoke feelings of intimidation or trust and is 50% to charm and impress.

Skills of Note: Basic and advanced math, all W.P.s, all espionage skills, land navigation, climbing, swimming, pilot hover vehicles, boats and horsemanship, all at 98%. Radio: basic, radio: scrambler, computer operation, streetwise, literacy in Dragonese and Euro are at 65%.

Favorite Weapons: Rail guns, particle beams and magic weapons are his faves, but Anhur is an expert in all weapons. He also relies on his magic, psionics, and supernatural abilities.

Armor: Golden plate armor, M.D.C. 3000.

Technology: Like the other gods of his pantheon, Anhur shuns bionics and cybernetics, but does allow his followers and minions to use them, as well as any other high-tech equipment. Anhur is favorably disposed toward technology and has learned to operate computers and a variety of modern weapons (see Special Weapons description).

Description: Anhur appears as a giant, bronze skinned humanoid with the head of an African lion. He is often accompanied by 3D4 ramen or other warrior minions. He may disguise himself as a human using the spell metamorphosis: human.

Money: Anhur can easily lay his hands on 2D4×10 million credits worth of precious metals and jewels, as well as an arsenal of weapons (ancient and modern), and a smattering of magic items, magic weapons and technological devices

Alliances: Anhur pretty much does as he pleases. He is friends with several ancient dragons, including Styphathal of Atlantis and Zandragal the dragon-god of the Dragon Wright Pantheon. He also knows several powerful warriors and practitioners of magic, including the Joker of Palladium, and members of the Sunaj, Atlantean undead slayers and kittani.

Anhur's recent return to Earth is the first time he's been back in over 5000 years. He finds the conflict between the Gargoyle Empire of Europe against the human forces of Triax and the New German Republic intriguing. He is toying with the notion of secretly helping the humans, since Set and others are actively assisting the monster races. Anhur has always liked humans and admires their courageous spirit and lust for life. Besides, it might be fun playing a game of wit and strategy against Set and the others.

Anhur and the pantheon of dark Egyptian gods are worshipped by the majority of the non-humans in the Phoenix Empire, all of whom will obey his commands without hesitation. Pharaoh Rama-Set is completely loyal to the members of the pantheon, but Anhur dislikes him, mainly because of the Pharaoh's unhealthy obsession with death and his persecution of humans. In addition, Anhur alone, is worshipped by humans and D-bees, especially warriors and warrior races.

Minions: His loyal 10,000 ramen are among his favorite and most trusted minions. Beings commonly used as warriors and servants include ramen, tautons, worms of Taut, gallu bulls, and gremlins. Anhur has found gremlins to be particularly effective in preemptive strikes, espionage and sabotage. His favorite associates include the raksasha, baal-roq, sowki, powerful men of magic and ancient dragons. **Note:** Gremlins and many of these monsters are described in the pages of **Rifts Conversion Book**.

Enemies: Anhur has many enemies throughout the Megaverse; too many to enumerate. They include the Gods of Light and Darkness not associated with the Nile gods. Anhur doesn't like Pharaoh Rama-Set and tries to have as little to do with him as possible. He is only an acquaintance of Lord Splynncryth and hasn't developed any feelings about him one way or the other, except that the Splugorth is cunning and would make a deadly foe. In regards to the Four Horsemen, Anhur's appreciation for the struggle of life makes them his natural enemies. It is possible that Anhur will join the fight against them but only late in this drama, after two or more have found each other — otherwise it is not a worthy challenge.

Special Weapons

- 1. The Scepter of Bedevilment— A Greatest Rune Weapon.**
This black mace-like rod with twin dragon heads and tiny wings is one of Anhur's most powerful and prized weapons. The powers of the rune staff:
 - I.Q. 19 and has a telepathic link with Anhur.
 - Indestructible; reddish grey in color.
 - Aberrant alignment; if any creature of good alignment touches it, the mace inflicts 1D4×10 points of damage, and will continue to do so each melee it is held.
 - Animated weapon that hovers, flies and attacks with a will of its own. Three attacks per melee round, +4 to strike and parry, +2 on initiative.
 - Mega-damage: 2D4×10 M.D.C.
 - When parted from the scepter, Anhur can summon it back to him no matter where it is, even from other dimensions — via teleportation.
- 2. Magic Bow (and Arrows):** Can use any type of conventional, techno, or magic arrows, and Anhur's arsenal usually includes a dozen lightning arrows, half dozen Scathach alder arrows, half dozen Scathach oak arrows, some tech-exploding or gas arrows, and others. The magic bow shoots its projectiles, even normal arrows, three times farther than an ordinary long bow — 1920 feet (585 m).
- 3. Boom Gun:** One of Anhur's pride and joys is a Glitter Boy Boom Gun which he carries with him often. Standard damage and range.
- 4. Modified Mini-Missile Launcher:** Another favorite item is a pair of rocket launcher arm bands that were specially

designed for him. Each launcher is mounted on a metal band that is worn on the forearm like armor plating. Each can fire up to four mini-missiles. Any type of mini-missile can be used, damage varies per type; Anhur typically loads a mixture of different missiles.

- 5. Mini-Missile Cannon:** Anhur uses this weapon only when he is going into heavy combat. It too was specifically built for Anhur. The weapon looks like a giant, stubby gun with many circular openings in the front. The weapon can fire volleys of two, four, six, eight or ten mini-missiles. The weapon reloads automatically and has a total payload of 30 missiles. For this weapon Anhur uses only the most damaging missile types. **Note:** This giant rifle type of weapon is extremely heavy and can only be used by creatures with a supernatural strength of 50 or higher.

Ammit the Beast

Ammit the Beast is a nightmare monster with the head of a crocodile, the front quarters of a lion, and the hindquarters of a hippopotamus. This strange creature assists and protects Anubis, slaying and devouring his enemies and eating the dead. Ammit is the patron of assassins and predators and the symbol of despair, lycanthropy and werebeasts.

Real Name: Ammiti-nupi

Alignment: Miscreant evil

Attributes: I.Q.: 12, M.E.: 24, M.A.: 7, P.S.: 40, P.P.: 22, P.E.: 24, P.B.: 3, Spd.: 66 (45 mph/72 km).

Attribute Notes: His physical strength and all other attributes are at the supernatural level.

Size: 28 feet (8.5 m) long, 10 feet (3 m) tall, male monster.

M.D.C.: 5000

Horror Factor: 16

P.P.E.: 1000, **I.S.P.:** 750

Experience Level: 10th level fighter and 4th level necromancer.

Natural abilities: Nightvision 1000 feet (305 m), see the invisible, turn invisible at will (no time limit), knows all languages, teleport 91%, dimensional teleport 78%, metamorphosis (any shape) at will, resistant to heat, cold, and fire (all do half damage), summon/command 1D4 werebeasts, and bio-regeneration (3D6×10 M.D.C. per minute and can regrow a new limb overnight).

Vulnerabilities: Holy weapons, weapons made from silver (they do mega-damage to this being) and the wood of a Millennium Tree and some rune weapons cause double damage.

Magic Powers: All necromancy spells and abilities. Necromancy magic is equal to a 4th level spell caster.

Psionic Powers: I.S.P. 750, 10th level proficiency. Palladium RPG has all level 1-2 abilities; Rifts has physical abilities, plus telepathy and electrokinesis.

Attacks Per Melee Round: Six hand to hand actions or psionic attacks or two spell attacks.

Restrained punch — 6D6 S.D.C.

Full strength punch — 5D6 M.D.

Power punch — 1D6×10 M.D.

Bite — 1D4×10 M.D.

Head butt — 1D6 M.D.

Pounce Attack — 4D6 M.D., plus there's a 80% likelihood of knocking human sized opponents down and a 55% likeli-

hood of pinning him (no attacks and the monster can still attack with biting and magic); reduce those numbers by half when pouncing on opponents 15 feet (4.6 m) or taller. Counts as two melee actions.

Bonuses: +5 on initiative, +7 to strike, +8 to parry and dodge, +3 to roll with impact, +3 to pull punch, critical strike on a roll of a natural 19 or 20, triple damage from behind (back stabbing), +5 to save vs psionic attack, +5 to save vs all types of magic, and +5 to save vs poison and drugs and +9 to save vs horror factor.

Skills of Note: Basic math, biology, climb, swim, fish, hunt, track humanoids, track animals, skin & prepare animal hides, preserve food, cook, dance, detect ambush, detect concealment, intelligence, land navigation, and wilderness survival, all at 88%.

Favorite Weapons: Relies entirely on magic, psionics, and his supernatural abilities.

Armor: None.

Technology: Ammit has no strong feelings regarding technology, although he prefers not to use it (relying instead on his own abilities).

Description: The giant monster has the head of a crocodile, the front quarters of a lion, and the hindquarters of a hippopotamus.

Money: Ammit can lay his paws on 1D6 million credits worth of precious metals and jewels, as well as a smattering of magic and technological items.

Alliances & Allies: He is completely loyal and subservient to Anubis. As such, he will respect Anubis' alliances with any race or being.

Minions: He mainly associates with beings summoned and used by Anubis. His favorite and most trusted minions are werebeasts and fenry wolves. He associates with fiends and archfiends.

Note: Ammit tends to greatly underestimate humans and D-bees.

Special Magic Weapons: None

Bes the Depraved

Bes the depraved is a disciple of evil, and often associates with Set. He is a hideous, bearded dwarf with a crown of feathers. Bes delights in torture and cannibalism. This is sad indeed, for at one time Bes fought alongside Ra and the other Gods of Light until he gave in to his darker more savage emotions, followed by insanity. He was recruited by Set and has joined the Pantheon of the Gods of Darkness. As such, he is usually associated with Set and his pantheon, but Bes associates with all manner of dark forces.

Once the symbol of love, gaiety and feasting, Bes now symbolizes murder, gluttony and cannibalism.

Real Name: Bes-shuvin

Alignment: Diabolic evil

Attributes: I.Q.: 17, M.E.: 24, M.A.: 24, P.S.: 41, P.P.: 24, P.E.: 27, P.B.: 6, Spd.: 33 (22 1/2 mph/36 km).

Attribute Notes: His physical strength and all other attributes are at the supernatural level.

Size: 5 feet (1.5 m) tall (a dwarf in proportion and certainly small compared to most gods), male.

M.D.C.: 6000

Horror Factor: 16

P.P.E.: 1500, **I.S.P.:** 950

Experience Level: 9th level mystic, 8th level stone master.

Natural Abilities: Nightvision 200 feet (61 m), see the invisible, turn invisible at will (no time limit), knows all languages, teleport 93%, dimensional teleport 77%, never fatigues, metamorphosis into toad or snake or rat, and can bio-regenerate (4D6 × 100 points of damage per minute and able to regrow a new limb overnight).

Priest or healer abilities include exorcism 40%, turn dead 69% (affecting 3D6 × 10 dead at a time), remove magic curse 44%, resurrection 32%, and healing touch (restores 2D6 S.D.C or hit points and can be used without limit).

Vulnerabilities: Holy weapons, weapons made from silver (they do mega-damage to this being) and the wood of a Millennium Tree and some rune weapons inflict double damage. Magic cold also does double damage.

Magic Powers: All stone magic powers and the following spell magic: blinding flash, globe of daylight, befuddle, fear, carpet of adhesion, magic net, domination, energy disruption, call lightning, mask of deceit, agony, life drain, negate magic, luck curse, mute, summon & control canine, chameleon, mystic alarm, and fuel flame. All ley line magic is equal to that of a 9th level spell caster. Stone magic is equal to a fourth level mage. Opponents must roll a 14 or higher to save vs spell magic!

Psionic Powers: Palladium RPG has all level 1-3 abilities. Rifts has all physical abilities, plus mentally possess others, mind bond and mind wipe. I.S.P. 950, 9th level proficiency.

Attacks Per Melee Round: Six hand to hand actions or psionic attacks or two spell attacks.

Restrained punch — 1D6 × 10 M.D.

Full strength punch — 6D6 M.D.

Power punch — 1D6 × 10 M.D.

Kick — 3D6 M.D.

Bite — 1D6 M.D.

Head butt — 1D6 M.D.

Bonuses (includes attribute and skill bonuses): +6 on initiative, +7 to strike in hand to hand, +8 to parry and dodge, +2 to roll with impact, +4 to pull punch, critical strike on a roll of a natural 18-20, +5 to save vs psionic attack, +5 to save vs all types of magic, +5 to save vs poison and drugs, and +7 to save vs horror factor. Bes is also 80% to evoke feelings of intimidation or trust.

Skills of Note: Basic and advanced math, land navigation, climbing, swimming, S.C.U.B.A., palming, pick locks, pick pockets, dance, play the guitar and flute, pilot hover vehicles, boats and horsemanship, all at 89%. Radio basic, radio: scrambler, TV/video, computer operation, computer programming, forgery, escape artist, streetwise, literacy in Dragonese and Euro are at 60%.

Favorite Weapons: Rune daggers, neuro-mace, vibro-blades, laser scalpel and energy rifles. He also relies on his magic, psionics, and supernatural abilities.

Armor: Seldom wears any, but has used human types of armor in the past.

Technology: Bes is enamored with technology, especially equipment that can inflict pain (torture) and spy on people. Quick to realize the potential of technology, Bes has been accumulating various high-tech devices, often received as part of his

The Pantheon of Ra Gods of Light

Osiris the Lawgiver

Osiris was the greatest of the gods of light but was betrayed by his son, Anubis, and slain by his brother Set. After his death, Set tore his body into 14 parts and scattered them across the world (some say the Megaverse) to prevent his resurrection and restoration. So many thousands of years have passed that Osiris' body has long since decayed, leaving only his 14 preserved or petrified remnants. Each of the body parts possesses great magic power and are indestructible. Most can be used as weapons by good or evil.

Isis has spent eons searching for them. Whenever she finds one, she builds a shrine — often a stone pyramid. She has also built many false shrines to dissuade graverobbers and the power hungry from stealing the magical remains. Many of the shrines are protected by magic or other supernatural guardians. Others are guarded by dedicated worshippers or allies. To her disappointment, she seldom has more than one-third enshrined and protected at any given time.

Although many of the body parts were originally on the Palladium world, they have found their way to other worlds, including Rifts-Earth. Set's minions frequently search for, find and steal the sacred items and either hide them from Isis and her followers or give them to powerful forces of evil. Thus, Isis seems to be on an eternal quest to find and protect the remains of her beloved husband. Each of Osiris' parts is worth at least a million credits, if not considerably more.

The body remnants and their powers are as follows (powers are endowed to the holder of the body part):

Note: All spells are equal to a 15th level spell caster. Further note that a necromancer can actually bond with the hands, feet, skull or rib cage, giving him the limited powers of the gods! In addition to the magic spells or powers available from those remains, the necromancer character who has temporarily bonded with the item, enjoys 500 M.D.C., +2 on ALL saving throws, and the P.S. attribute is equal to supernatural strength, inflicting mega-damage from punches and kicks. The rib cage grants all of the above, plus another 300 M.D.C. and the character is impervious to all gases, including magic clouds and fumes. Bonuses and powers are cumulative from more than one artifact. All mega-damage, bonuses and powers fade when the bonding process time elapses or the spell is cancelled. All items are giant sized, about three times larger than the average human. **Osiris was the symbol of sun, life, and law. His alignment was principally good.**

1. **Right hand** (missing index finger): The petrified, stone hand doubles a character's natural strength and can create an invisible telekinetic force capable of holding or carrying 500 pounds (225 kg). This same force can grab an opponent

payment from Set for various services, and collecting cast-offs from Anubis and Anhur. Like the other gods of his pantheon, Bes shuns the use of bionics and cybernetics, but he has no objections to his followers using them.

Description: A golden skinned, dwarf typically dressed in Egyptian garb and wears a headdress made of feathers.

Money: Bes has treasure worth $1D4 \times 10$ million credits in precious metals and jewels, as well as a small arsenal of weapons (ancient and modern), and a smattering of magic items and technological devices.

Alliances: Set, Amon and the Gods of Darkness (including those in the Pantheon of Taut). He is an acquaintance of Lord Splynncryth and the dragon Styphathal of Atlantis and is an honorary member of the Sunaj assassins.

Minions: Among his favorite and most trusted minions are the manticore, chimera, spectre, boogie-men and loogaroo. His associates include powerful werebeasts, evil dwarves of all kind, ancient evil sphinx and dragons. **Note:** These monsters are described in the pages of **Rifts Conversion Book**.

Enemies: The forces of good.

Insanities: Psychotic murderer, sadistic (likes to hurt/torture others), obsession: cannibalism, obsession: danger — takes needless risks, phobia: terrified of Osiris (including those who wield his petrified body parts).

Special Weapons

1. A pair of **rune daggers** called Mee and Fea. Twin silver daggers, both are indestructible, greatest rune weapons of considerable power. Both have incredibly strong personalities that sometimes even Bes cannot control, which adds to the carnage (he seldom minds).

Mee is sadistic and hates women and children. It is most often used as an implement of torture.

Fea is a paranoid schizophrenic with delusions of grandeur, trusting no one (including Bes and Mee).

The powers of the rune daggers:

- I.Q. 10 for Mee and I.Q. 13 for Fea. Both are telepathically linked to Bes.

- Both are indestructible and silver/grey in color.

- Both are of a diabolic alignment; if any creature of good alignment touches one, the dagger inflicts $1D4 \times 10$ points of damage, and will continue to do so each melee it is held.

- Both have small bat wings, making them animated weapons that return when thrown and also hover, fly and attack with a will of their own. Three attacks per melee round, +4 to strike and parry, +2 on initiative.

- **Mega-damage:** Fea inflicts $1D6 \times 10$ M.D.C. and is also a pyromaniac able to cause spontaneous combustion, circle of flame, wall of flame, or fire ball at will (can use any one power every two melee rounds).

Mee can inflict $6D6$ S.D.C. or M.D.C. damage.

as if clasped in a giant hand and crush him, inflicting $1D4 \times 10$ M.D. per melee round (15 seconds).

2. **Right index finger:** The petrified finger locates secret compartments/doors 89%, finds water or ley lines and nexus centers via dowsing (100 mile/160 km range).
3. **Left hand:** The gold hand can do each of the following 6 times daily: Dispel magic barriers, healing touch ($2D6 \times 10$ S.D.C./hit points or $2D6$ M.D.C.) and negates poison, including magic potions and herbs (instant).
4. **Left foot:** The giant sized stone foot doubles a character's natural speed (not effective on cyborgs or robots), plus the character is +5 to dodge and can leap 30 feet (9 m) high or 25 feet (7.6 m) across and perform leap kicks (double damage).
5. **Rib cage:** The giant rib cage seems to be made completely of gold. It conforms to fit around any size chest. The wearer becomes a mega-damage creature with 50 M.D.C. and the M.D.C. regenerates every hour. The wearer is also resistant to mega-damage fire and cold (half damage), normal fire and cold do no damage and the character is +2 on ALL saving throws.
6. **Right eye:** A large diamond that enables the character who possesses it to see the invisible, have nightvision 120 feet (36.5 m), x-ray vision (can see through up to five feet/ 1.5 m of material other than lead), see astral travelers (normally invisible), and see elementals (normally invisible).
7. **Left eye:** A large ruby bestowing the character who possesses it with the ability to track 80%, locate secret compartments/doors 80%, identify plants/fruits 80%, and recognize/see enchantment. The ruby eye can also shed the tear of Osiris twice a day, which neutralizes poison and/or restores $2D6$ S.D.C./hit points.
8. **Right femur:** This petrified bone is eight feet long (2.4 m) and is used as a magic staff that inflicts $4D6$ M.D., double damage to vampires, zombies and animated dead, and fires a $6D6$ M.D. lightning bolt once every other melee round (30 seconds). Furthermore, any character holding it is impervious to all types of electrical discharge, even magic lightning and electromagnetism.
9. **Left femur:** This equally large petrified bone serves as a club or throwing stick that inflicts $4D6$ M.D., returns to the thrower, and fires a $6D6$ M.D. fire ball once every other melee round (30 seconds). Furthermore, any character holding it is impervious to even mega-damage fire and heat, including thermonuclear energy.
10. **Tongue:** A silver, tongue shaped medallion that enables the wearer to understand and speak all languages (but not read) and detect lies 60%, and is impervious to magic charms, psionic hypnosis, and the effects of charismatic aura.
11. **Skull:** The petrified skull of Osiris has no back portion to it and can be worn as a helmet or mask. If worn as such, it conforms to any size and shaped head as a tight fitting face plate and head guard and provides the following: Raises I.Q. by 2 points, +6 to save vs psionic attack, +2 to save vs horror factor, +5 to save vs magic, poison and disease, nightvision 90 feet (27.4 m), comprehends all languages but cannot speak, read or write the language, only understand what others are saying. The skull mask also invokes fear in all who look upon it (horror factor 13)

and the wearer can bio-regenerate $2D6$ hit points or S.D.C. six times daily (M.D. points if a mega-damage creature).

Side effects from the Skull: Once the mask is put on, it cannot come off until the wearer dies.

Roll for insanity once every year:

- 01-40 none
- 41-60 neurosis
- 61-70 obsession
- 71-80 phobia
- 81-90 affective disorder
- 91-00 psychosis

12. **Lungs:** Tough and leathery, impervious to damage. When squeezed (need a P.S. of 16 or higher), they can be used six times per 24 hours to release one of the following: Wind rush, cloud of smoke, repel animals, and wisps of confusion.
13. **Kidney:** A bronze, softball sized object kept as a charm. +5 to save vs all types of magic, detects poison, and neutralizes poison (no limit to daily usage).
14. **The Heart of Osiris:** The platinum, heart shaped object is the size of a basketball. +10 to save vs horror factor, +5 on ALL saving throws and the person can perform each of the following six times per 24 hour period: senses evil, sense magic, turn the dead ($2D4 \times 10$), remove curse (by touch), resurrection (by touch 30% chance of success and victim must have died less than 48 hours ago) and healing touch ($4D6$ points). Evil beings cannot touch the heart or they suffer $2D4 \times 10$ M.D. per each touch. Selfish characters suffer $2D6$ M.D. when they touch it.

Ra, Lord of Light

The Sun God

Ra is thought to be the most ancient and primal of all the Nile gods. He represents the sun, warmth, life, light, and fertility.

Unlike Set, Ra is not very social or politically minded. He is very self-motivated and tends to see things as cut and dry. There is evil and there is good — dark and light. Forever must the light fight to banish the darkness, just as darkness will forever try to smother the light. Wrongdoers must be punished, evil destroyed. Those who die fighting supernatural forces of evil must be avenged. These are the edicts by which Ra lives.

Ra and Set are mortal enemies, but it is Apepi, the foul serpent emissary of Set, who is his arch-foe. Ra has joined with Isis and the Gods of Light, which he now represents, specifically to combat the evil spread by Set and supernatural beings like him. One day, the two will clash in one final battle. Until that day, the two remain eternal sparring partners in a cosmic battle.

Real Name: Ra Annu

Alignment: Scrupulous good

Attributes: I.Q.: 23, M.E.: 28, M.A.: 27, P.S.: 38, P.P.: 22, P.E.: 28, P.B.: 27, Spd.: 88 (60 mph/96 km).

Attribute Notes: His physical strength and all other attributes are at the supernatural level.

Size: 40 feet (12.2 m) tall, male, but can alter his size.

M.D.C.: 14,000

Horror Factor: 17

P.P.E.: 6000, **I.S.P.:** 2000

Experience Level: 20th level air and fire warlock and 12th level stone master and spell caster.

Natural abilities (The percentage number indicates the chance of success in using these powers. All of these abilities are natural and can be performed without the expenditure of P.P.E.):

Keen hawk-like vision enabling him to see up to two miles (3.2 km) away. Nightvision 200 feet (61 m), see the invisible, turn invisible at will (no time limit), knows all languages, teleport 96%, dimensional teleport 94%, metamorphosis (any shape) at will, fly (90 mph/148 km), impervious to heat, cold, and fire. Ra can also alter his size, shrinking as small as 12 feet (3.6 m) tall or growing in any six foot (1.8 m) increment between 12 and 40 feet tall. He can appear completely human through metamorphosis, a natural ability.

Priest or healer abilities include exorcism 80%, turn dead 97% (affecting 2D6 × 100 dead at a time), healing touch (restores 4D6 S.D.C or hit points and can be performed twice per melee round), and bio-regeneration (1D4 × 100 M.D.C. per minute and can regrow a new limb overnight).

His greatest power is the resurrection touch. The ability to bring the recently deceased back to life! Resurrection can only be attempted on the same person by Ra once. The character to be resurrected cannot have been dead for more than a month. Roll percentile dice to determine success. 1-80% means the character is brought back to life and good health (3D6 hit points and full S.D.C.). The resurrection also heals whatever it was that killed the character in the first place, but does not restore missing limbs or remove scars. A roll of 81 or higher means the magic was unsuccessful. If the character has been dead for a month to a year, the chance for a successful resurrection is only 1-40%, and if over a year, the odds are a mere 3%.

Vulnerabilities: Rune magic and bio-wizard weapons/devices and weapons made from silver (they do mega-damage to this being) inflict double damage!

Magic Powers: All spell magic levels 1-8, all stone magic, all fire and air elemental magic levels 1-8, all symbols, wards, curses, circles of protection and summoning, plus stone to flesh, remove curse, close rift, dimensional portal and teleport: superior. All spell, stone and diabolist magic is equal to that of a 12th level practitioner of magic. Air and fire elemental magic is equal to a 20th level warlock. Note: Opponents must roll a 15 or higher to save vs any of Ra's magic!

Psionic Powers: I.S.P. 2000, 20th level proficiency. Palladium RPG has all level 1-5 abilities. Rifts has all physical and sensitive abilities, plus electrokinesis, pyrokinesis, psi-sword, and mind block auto-defense.

Attacks Per Melee Round: Seven hand to hand actions or psionic attacks or two spell attacks.

Restrained punch — 5D6 S.D.C.

Full strength punch — 4D6 M.D.

Power punch — 1D4 × 10 M.D.

Kick — 4D6 M.D.

Bite — 2D6 M.D.

Head butt — 1D6 M.D.

Bonuses: +4 on initiative, +7 to strike, +10 to parry and dodge, +4 to roll with impact, +4 to pull punch, critical strike on a roll of a natural 18-20, +7 to save vs psionic

attack, +7 to save vs all types of magic, +8 to save vs poison and drugs, +10 to save vs horror factor and is 92% to evoke feelings of intimidation or trust and 83% to charm or impress.

Skills of Note: Basic and advanced math, astronomy, navigation, land navigation, wilderness survival, intelligence, disguise via metamorphosis, holistic medicine, identify plants and fruits, preserve food, cook, and horsemanship, all at 98%, plus the abilities W.P. blunt, W.P. sword, radio: basic, laser, basic electronics, computer operation, read sensory equipment and streetwise at 65%.

Favorite Weapons: Ra seldom uses any weapons other than his fabulous rune scepter. It is interesting to note that Ra seldom even collects or uses many significant magic items. Prefers to use his magic, psionics, and supernatural abilities. He does however, occasionally use energy weapons, particularly plasma and laser rifles, when in human guise.

Armor: Gold plate, M.D.C. 1000.

Technology: Ra is guardedly approving towards technology and believes that it is just another type of power, like psionics or magic. He seldom uses high-tech devices himself, but he accepts their existence as a fact of life and acknowledges their value. The followers of Ra are allowed to use high technology and bionics. However, like the other gods of his pantheon, Ra shuns the use of bionics and cybernetics himself (with his supernatural powers he doesn't need them).

Ra opposes bio-wizardry because it enslaves or kills and he loathes Set and Amon for using it in their terrible experiments. For this reason he has only one rune weapon, although he does own several other types of magic weapons, potions and devices.

Money: Ra can easily lay his hands on 2D4 billion credits worth of precious metals and jewels, as well as a smattering of magic and technological items.

Alliances & Allies: Ra is respected by many different good people and champions of light. He has excellent relations with most of the gods in his pantheon as well as other good beings.

Enemies: Set, Anubis, Apepi, the jinn and vampire intelligences are at the top of his list. Otherwise, Ra views all evil beings, especially dark gods, demon lords and alien intelligences, as his enemies. He sees all splugorth as evil menaces, including Lord Splynncryth, but tends to fight only those who directly oppose him.

Ra sees Earth as a raging battlefield between the forces of good and evil. However, the current balance between the two seems adequate, so he directs his efforts towards conflicts in other dimensions. He has left a few hundred of his ramen to keep an eye on things happening in Africa and the Mediterranean, especially old Egypt.

Minions: Ra has no regular group of beings that can be called his minions, with the exceptions of his loyal ramen and fire and air elementals. He will work with any creature of a good alignment who champions a just cause. He is generally attracted to other supernatural beings, the spirits of light, elementals, ancient dragons and powerful creatures of magic.

Description: Ra is depicted as a giant hawk-headed humanoid, with golden skin, and crowned with a sun disk and holding the scepter of the greyhound. He may or may not wear armor.



Special Magic Weapons

1. **Scepter of the Greyhound.** A greatest rune weapon in the shape of a gold scepter (blunt weapon) with the head of a greyhound on top. It is a symbol of loyalty, strength, swiftness and justice, and serves to illustrate Ra's rank and authority.

The powers of the rune scepter:

- I.Q. 16 and has a telepathic link with Ra.
 - Indestructible; gold in color with black highlights.
 - Scrupulous alignment: If any creature of evil or anarchist alignment touches it, the scepter inflicts $1D6 \times 10$ points of damage, and will continue to do so each melee it is held.
 - Spell Magic: It can cast the following spells as often as six times each per 24 hour period; call lightning, wind rush, calm storms, extinguish fires, dispel magic barrier, and heal burns (special: completely restores burn victims to full health, without scarring). Spell strength is equal to a 15th level sorcerer.
 - Mega-damage: $2D4 \times 10$ M.D., double damage to vampires, ghouls, zombies and animated dead, and $2D4 \times 100$ to vampire intelligences!
 - Lastly, the scepter can radiate blinding sunlight that lights up a 3000 foot (914 m) radius. Vampires and vampire intelligences suffer the same damage and penalties as they would as if the sun had risen to its zenith.
2. **A staff of life** from a Millennium tree with 14 buds. See **Rifts England**, page 20, for details. As well as $1D6 \times 10$ other magic items at his disposal (GM's discretion).

Thoth, Lord of Wisdom

Thoth symbolizes wisdom, knowledge, and invention. Yet despite his learning and knowledge, there is a bit of larceny in his heart, for he admires cunning, deception and people who use their wits and a quick tongue. Thus, he is the patron of magic, and all fast speaking, thieving, quick-witted creatures.

Thoth himself is reputed to be a great orator, scholar, and author of many books about magic and history. Books about magic circles, symbols, wards, magic spells, a study of alchemy, an alchemy recipe book, and many others are among his credits. He writes all of his books in a secret code (hieroglyph and runes), although a few have been stolen and translated. Legend attributes Thoth as the inventor of rune magic, the runic alphabet, diabolism and wards, pyramid magic, and all the sciences. He is cursed with eternal curiosity and cannot remember the days of his youth.

Thoth's Dark Past

Not even the oldest or wisest of the gods knows Thoth's true origin. Thoth can not remember the earlier part of his existence. He knows that he was very different and there is something in the back of his mind, but he just can't remember.

Unknown to anyone, including Thoth himself, is the fact that he is a transformed, Great Old One! Not only a Great Old One, but he was Xy, the symbol of Power Incarnate!! Deceived by his fellow Old Ones, Ya-Blik (Betrayal) and Al-Vil (Envy), Xy fell victim to an experimental power circle of his own invention. The incredible circle transformed him into a very different being,

reversing his alignment and changing his physical form. Thoth was reborn into the opposite of what he was. All memory of his past life as an Old One was also obliterated. Thus, Xy became Thoth, god of wisdom and knowledge, who seeks knowledge for its own sake, not for the acquisition of ever greater power or dominion over others.

Thoth is somewhat absentminded and has forgotten things that mortal men would kill to know. He is strangely aloof and secretive, even toward his fellow gods. He holds the secrets to forgotten or little known magic and many other things which he keeps to himself. The reason for this secrecy is to keep others, good and evil, god and human, from gaining too much power (like he did as Xy), which he sees as a corrupting evil. Thoth is frequently too lost in thought, exploration or experimentation to care about what is happening to anybody in the megaverse. It is only on those rare occasions that he pauses or is forcibly roused from his intense thoughts that he may take the time to help (or study) a person or situation.

He sees Rifts Earth as a wonderland of magic and exploration. A place linked to a thousand different dimensions, filled with diverse beings, and brimming with mystic energy. The specific affairs of men and monsters tend to be lost on him as he focuses on things that interest him. Multi-dimensional anomalies of this magnitude are an incredibly rare phenomenon — with fewer than six throughout the known Megaverse at any one time.

Since entering the magic rich environment of Rifts Earth, Thoth has been troubled by disturbing dreams about a powerful alien intelligence that lived thousands of years ago in another dimension. This creature, consumed with power and conquest, is somehow familiar to him, but he does not know why and cannot see its image clearly. He tries to focus on it, but the creature is always receding into the shadows. In fact, with every dream it seems to be farther and farther away. **Note:** Although Thoth's previous memories as Xy are supposedly erased forever, these dreams are tiny fragments of memory surfacing from his earlier existence. Like most dreams, the memory fades quickly and is soon forgotten. Thus far, Thoth has been too busy to think about them much, but he has never dreamed before and finds them curious. If the dreams persist and he tries to uncover their secrets ... who knows what may happen.

GM Note: Ninety percent of his memory as Xy is honestly gone forever. As a side effect of the transformation circle, Thoth even forgets little things in his current life, let alone remembering things that occurred 50,000 years ago. Thoth is never likely to remember his past life as Xy (or believe it). There is no form of psionics or magic that can restore his lost memory. Even if he did begin to remember little snippets, he's likely to dismiss them as an anomaly or attack by enemies meant to confuse him. The only way Thoth might remember his past is if he spent the next several hundred years developing a magic circle or device that might restore part of his memory. Even so, Thoth's current existence has been so real that he will never be the creature of evil he once was, and will keep his current physical manifestation. He will never awaken the sleeping Old Ones, because it was he as Thoth who helped put them asleep.

Then again, this is a role-playing game where imagination rules and anything is possible. The GM can take this story line in any direction he may desire (if at all) — just be careful not to impair game balance or the continuing setting of Rifts Earth. Note that other than his M.D.C., incredible magic powers and

vast knowledge, Thoth does not have the powers of an alien intelligence.

Real Name: Thoth (originally Xy)

Alignment: Unprincipled

Attributes: I.Q.: 30, M.E.: 23, M.A.: 27, P.S.: 39, P.P.: 22, P.E.: 27, P.B.: 25, Spd.: 88 (60 mph/96 km).

Attribute Notes: His physical strength and all other attributes are at the supernatural level.

Size: 20 feet (6 m) tall, male

M.D.C.: 14,470 or so he believes; in actuality, Thoth has 40,000 M.D.C. (alien intelligence).

Horror Factor: 16

P.P.E.: 6000, **I.S.P.:** 2000

Experience Level: Equal to a 30th level ley line walker, rune master and diabolist! 20th level stone master, 10th level techno-wizard and 8th level bio-wizard. Roughly equal to a 12th level alchemist.

Natural abilities (The percentage number indicates the chance of success in using these powers. All of these abilities are natural and can be performed without the expenditure of P.P.E.):

Keen vision and sharp senses, nightvision 200 feet (61 m), see the invisible, turn invisible at will (no time limit), knows all languages, teleport 99%, dimensional teleport 96%, and metamorphosis (any shape) at will.

Priest or healer abilities include exorcism 90%, remove curse 90%, turn dead 90% (affecting 1D6 × 100 dead at a time), healing touch (restores 2D6 S.D.C or hit points and can be performed twice per melee round), and bio-regeneration (1D4 × 100 M.D.C. per minute and can regrow a new limb overnight).

Vulnerabilities: Rune magic and bio-wizard weapons, and weapons made from silver (they do mega-damage to this being) inflict double damage!

Magic Powers: All symbols, circles, wards, and spell magic from levels 1-15, including all spells of legend, and stone magic (does not possess elemental magic or necromancy). Note: Opponents must roll a 17 or higher to save vs Thoth's spell magic!

Psionic Powers: I.S.P. 2000, 15th level proficiency. Palladium RPG has all level 1-9 abilities. Rifts RPG has all sensitive and super abilities.

Attacks Per Melee Round: Five hand to hand actions or psionic attacks or two spell attacks.

Restrained punch — 5D6 S.D.C.

Full strength punch — 4D6 M.D.

Power punch — 1D4 × 10 M.D.

Kick — 4D6 M.D.

Bite — 2D6 M.D.

Head butt — 1D6 M.D.

Bonuses: +4 on initiative, +6 to strike, +8 to parry and dodge, +4 to roll with impact, +4 to pull punch, critical strike on a roll of a natural 19 or 20, +5 to save vs psionic attack, +7 to save vs all types of magic, +7 to save vs poison and drugs, +10 to save vs horror factor, and is 94% to evoke feelings of intimidation or trust and 75% to charm or impress.

Skills of Note: Basic and advanced math, all science, electrical, mechanical, technical, literacy in all major languages, and pilot related skills at 98%, plus W.P. blunt, W.P. sword, W.P. energy pistol and rifle.

Radio: basic, land navigation, wilderness survival, intelligence, disguise via metamorphosis, holistic medicine, medical doctor in cybernetics, pathology, forensics, identify plants and fruits, preserve food, cook, demolitions and demolitions disposal, computer hacking and streetwise are all at 76%.

Favorite Weapons: Thoth can use just about anything but tends to rely on his magic, psionics, and supernatural abilities. Despite this, he has a large collection of high-tech items, robots, magic items, potions, wands and weapons.

Armor: Never wears armor.

Technology: Thoth, more than any of the other gods, has readily taken to technology. He is interested in all of the various high-tech fields, but has found techno-wizardry, cybernetics and robotics to be the most fascinating. Thoth has already become an accomplished (if unconventional) techno-wizard, and is likely (65%) to have any TW item listed in the **Rifts RPG** and **Rifts: Vampire Kingdoms**.

Thoth has even done some experimenting with bionics, cybernetics, and bio-wizardry, but only on people (mostly ramen) who either volunteered or were talked into doing so — Thoth can be very persuasive. Thoth finds all the sciences to be fascinating. He is a pioneer in that he frequently combines various forms of magic with various forms of technology and science in ways different than techno-wizardry or bio-wizardry. Thoth is one of the few beings who has a complete knowledge of rune magic and has constructed many of the greatest rune weapons in the possession of the Nile Gods, both good and evil. He is constantly experimenting, exploring or investigating something.

Money: Thoth can easily lay his hands on 2D4 billion credits worth of precious metals and jewels, and four times as much in magic items and components.

Alliances & Allies: The god of wisdom is respected and feared by many, both good and evil. He has an excellent relationship with most of the gods in his pantheon, as well as many dragons, powerful wizards, demon lords and other supernatural beings. There are actually very few people Thoth would consider friends; Ra, Isis and Anhur are three of them. A raksasha known as Tygre-Sinn (8th level, anarchist alignment) is another. There's also something he likes about the Splugorth, even though most are evil enslavers (and cousins to the Old Ones).

Thoth has thousands of casual acquaintances, including all the Nile gods, many other so-called gods, the raksasha, and alien intelligences, Pharaoh Rama-Set (who he finds to be a very interesting fellow), Mrrlynn (yes, Thoth knows he is an alien intelligence), Lord Splynncryth, The Joker of Palladium, Kym-nark-mar, Narabium, and Od among countless others.

Enemies: He doesn't think of himself as having any enemies with the unfortunate exceptions of Amon the Hidden One and vampires (the latter mainly because of his alliance with Ra and Isis). There are actually many who dislike or hate Thoth for any number of reasons, but few are powerful enough or daring enough to do anything about it.

Minions: There is no one race of beings who can be called Thoth's minions. He does regularly enlist the assistance of ramen and raksashas. He also has an army of 200 golems, 300 rune statues, 100 TW modified dyna-bots (Triax), and a variety of diverse servants and assistants under his employ. They include a true Atlantean, a Splugorth High Lord, Kryant-

hal the thunder lizard (adult, 10th level techno-wizard), Lyphan the great white sphinx (legendary albino, 13th level alchemist and spell caster/diabolist/herbologist/temporal wizard), a dozen loyal Zembahk, a pair of Shaydor spherians, a dozen adarok flying mountains, an anarchist za, and 20 full conversion borgs. Thoth will generally work with any creature of magic and/or those with a high intelligence and inquisitive mind.

Description: Thoth is depicted as a large, robed figure with the head of an ibis. He never wears armor.

Special Magic Weapons

1. **The Rod of Thoth** is a plain looking silver/gray staff with a few runes inscribed along the base. Its length is entwined with two silver serpents with their heads located at the top.

The powers of the rune staff:

- I.Q. 18 and has a telepathic link with Thoth.
 - Indestructible; silver in color with ruby eyes.
 - **Scrupulous alignment:** If any creature of evil or anarchist alignment touches it, the scepter inflicts 1D6 × 10 points of damage, and will continue to do so each melee it is held.
 - **Spell Magic:** When struck to the ground in a powerful manner it creates the following (up to 6 times a day): earthquake (2D6 × 100 M.D. to buildings, structures and vehicles within a 1000 foot/305 m area), call lightning (2D6 × 10 M.D.), teleport superior, mystic portal, id barrier, and impenetrable wall of force (2000 feet/610 m long and 100 feet/30.5 m tall, 5000 M.D.C.). Spell strength is equal to a 10th level sorcerer.
 - **Mega-damage:** 2D4 × 10 M.D., double damage to vampires, ghouls, zombies, animated dead, and vampire intelligences!
 - Lastly, the two serpents can uncoil and attack like living vipers! Three attacks each per melee, 2D6 M.D. per bite or 4D6 M.D. from magic fire breath (100 ft/30.5 m range), +3 on initiative and to strike, parry and dodge. The rune staff can also levitate, hover and move slowly (spd 12).
2. **100 Techno-wizard modified Triax Dyna-bots.** All bots are powered by magic energy, so they have an infinite energy supply when on Earth. All have crystal eyes, 20% have magic flaming swords (4D6 M.D.), 20% of the bots are impervious to energy, 10% can turn invisible and 10% can fly as an eagle. Along ley lines and nexus points the bots are encased in a protective energy field that gives them an additional 200 M.D.C. and the range of their weapons is doubled. The twelve zembahk can ride inside the bots and use them like power armor.
 3. **Note:** Just about any techno-wizard device or component, herb, potion, magic component and bio-wizard component/creature is available to Thoth. He has dozens of magic wands, staves, enchanted cauldrons, manacles, Millennium Tree items, amulets, books, and many other things of magic in his massive personal collection. Thoth also has a small zoo, books and artifacts from dozens of different civilizations.

Isis

The All Mother & Warrior

Isis is the symbol of nature, love, death, and rebirth, as well as the patroness of magic and warriors. She is the supreme all mother of the Nile gods, renowned for her power and beauty (P.B. 27). She is also known as dozens of other goddesses by other peoples throughout the Megaverse. To avoid offending her, she should be addressed: "O Thou of countless names."

As the Nile goddess Isis, she appears as a magnificent silver haired beauty with cow-like horns and great feathered wings. She is usually holding a torch and has a quiver of arrows and a black bow slung over her shoulder.

Isis is the eternal foe of Set, Anubis, and the gods who helped slay her beloved husband (and brother), Osiris. She is the champion of light and the protectress of mortals from the corruption of Set and supernatural evil. She is a great warrior, compassionate, merciful, kind and honorable. She is outraged by injustice and always tries to right a wrong. Isis is widely worshipped throughout the megaverse, but she has always been fond of Earth and humans.

Real Name: Isis Sebhest

Alignment: Principled good

Attributes: I.Q.: 24, M.E.: 25, M.A.: 27, P.S.: 37, P.P.: 27, P.E.: 27, P.B.: 27, Spd.: 77 (53 mph/85 km) running or 220 flying (150 mph/241 km).

Attribute Notes: Her physical strength and all other attributes are at the supernatural level.

Size: 20 feet (6 m) tall, female, but can alter size through metamorphosis and frequently disguises herself as a human.

M.D.C.: 12,000, plus armor (3000 M.D.C.).

Horror/Awe Factor: 17 when in her god form.

P.P.E.: 4000, **I.S.P.:** 3000

Experience Level: 20th level ley line walker, 13th level stone master and diabolist.

Natural abilities: Keen hawk-like vision enabling her to see up to two miles (3.2 km) away. Nightvision 200 feet (61 m), see the invisible, knows all languages, teleport 94%, dimensional teleport 85%, metamorphosis (any humanoid, animal or bird) at will, fly resistant to heat, cold, and fire (half damage), and she can summon 1D4 Spirits of Light. She can appear completely human through metamorphosis, a natural ability.

Priest or healer abilities include exorcism 81%, turn dead 81% (affecting 1D6 × 100 dead at a time), remove curse 86%, healing touch (restores 3D6 S.D.C or hit points and can be performed twice per melee round), and bio-regeneration (1D4 × 100 M.D.C. per minute and can regrow a new limb overnight).

Vulnerabilities: Rune magic and bio-wizard weapons/devices and weapons made from silver (they do mega-damage to this being) inflict double damage!

Magic Powers: All spell magic levels 1-15 at 20th level proficiency. All stone magic and diabolism equal to a 13th level mage. Opponents must roll a 15 or higher to save vs any of Isis's magic!

Psionic Powers: I.S.P. 3000, 20th level proficiency. Palladium RPG: All level 1-6 abilities. Rifts: All healing and sensitive

abilities, plus psi-sword, psi-shield, P.P.E. shield, group mind block, and mind block auto-defense.

Attacks Per Melee Round: Seven hand to hand actions or psionic attacks or ten attacks with a long bow. Or two spell attacks.

Restrained punch — 5D6 S.D.C.

Full strength punch — 4D6 M.D.

Power punch — 1D4 × 10 M.D.

Kick — 4D6 M.D.

Head butt — 1D6 M.D.

Bonuses: +5 on initiative, +10 to strike, +12 to parry and dodge, +6 to roll with impact, +6 to pull punch, critical strike on a roll of a natural 18-20, +5 to save vs psionic attack, +7 to save vs all types of magic, +7 to save vs poison and drugs, +10 to save vs horror factor and is 92% to evoke feelings of intimidation or trust and 83% to charm or impress.

Skills of Note: Basic and advanced math, astronomy, navigation, land navigation, wilderness survival, intelligence, disguise via metamorphosis, holistic medicine, identify plants and fruits, preserve food, cook, horsemanship and all W.P.s at 98%.

Radio: basic, computer operation, prowl, climb, acrobatics, palming and streetwise at 65%.

Favorite Weapons: Her two favorite weapons are her rune torch and magic bow and arrows. Isis can use just about any type of weapon but tends to rely on her natural, psionic, and magic powers.

Armor: Crimson and gold plate, M.D.C. 3000.

Technology: Prefers to rely on her own formidable abilities, Isis has little personal use for technology. If anything, Isis is amused by the notion that these “toys” could ever replace good old-fashioned magic. However, she is very tolerant about others using them. Any high-tech items that Isis acquires (either as offerings or spoils of war) are soon bestowed upon deserving followers.

Money: Isis can easily lay her hands on 2D4 billion credits worth of precious metals and jewels, as well as a smattering of magic and technological items.

Alliances & Allies: Isis is respected by many different good people and champions of light. She has excellent relations with most of the gods in her pantheon as well as other good beings.

Enemies: The warrior goddess is the bane of all evil gods. She is the eternal enemy of Set, Anubis, Appepi, the jinn and vampires. Like Ra, she sees all splugorth as evil menaces, including Lord Splynncryth, but tends to fight only those who directly oppose her or her champions.

Isis is busy with conflicts in other dimensions and has made it known that she cannot presently be concerned with Earth. She does occasionally help her worshipers and priests who are growing in numbers along the Mediterranean. Secretly, Isis has used her powers of metamorphosis to disguise herself as a human female and has joined the gathering of heroes to fight the Apocalypse Demons! See the section on the Gathering of Heroes elsewhere in this book.

Minions: Isis has no regular group of beings that can be called her minions. She will work with any creature of a good alignment championing a just cause. She is attracted to other supernatural beings, the spirits of light, elementals, great warriors, ancient dragons and powerful creatures of magic.

Description: A magnificent silver haired beauty with cow-like horns and great feathered wings. She is usually holding a torch and has a quiver of arrows and a black bow slung over her shoulder.

Note: See her human alter ego: Katrina Sun in the section describing the NPCs at the Gathering of Heroes.

Special Magic Weapons

1. **The Eternal Torch** is a greatest rune weapon of an especially unusual design. It looks very much like a black metal, hand held torch with a constant, even flame emanating from the top. The flame cannot be dowsed and will dispel magic darkness and fog within a 30 foot (9 m) radius.

The powers of the rune torch:

- I.Q. 12 and has a telepathic link with Isis.
- Indestructible; black in color.
- Scrupulous alignment: If any creature of evil or anarchist alignment touches it, they are burnt, suffering 1D4 × 10 points of damage.
- Spell Magic: It can cast the following spells as often as six times each per 24 hour period. Globe of daylight, ignite fire, fuel flame, circle of flame, extinguish fires, and heal burns (special: completely restores burn victims to full health without scarring). Spell strength is equal to a 10th level sorcerer.

- Mega-damage: 1D4 × 10 M.D. when used as a flaming club, triple damage to animated skeletons, mummies and things made of wood or cloth.

- The torch can also unleash a fiery bolt as often as three times per melee round. Each blast uses one melee action of the wielder. Range: 2000 feet (610 m), +1 to strike, damage: 1D6 × 10 M.D. and is considered a magic flame.

2. **Magic long bow and arrows:** The bow requires a strength of 24 or better to pull back. The arrows seem to be made of silver energy and are said to be silver moonbeams. They inflict 1D6 × 10 M.D. and do double damage against undead, devils, demons, and other evil supernatural beings. Range of a silver moon beam arrow is 4000 feet (1200 m), +3 to strike. Conventional, high-tech or other types of magic arrows can be fired about 1200 feet (366 m). She never has fewer than a dozen silver moon beam arrows.

3. **The Sword of Isis**, also known as the Retributor, is a greatest rune bastard sword created by Thoth. Like many of Isis' weapons, it is designed specifically for combating supernatural monsters.

The powers of the rune sword:

- I.Q. 15 and has a telepathic link with Isis.
- Indestructible; black in color with a halo of pale blue light.
- Scrupulous alignment: If any creature of evil or anarchist alignment touches it, they suffer 1D6 × 10 points of damage.
- Mega-damage: 1D6 × 10 M.D., double damage to vampires, mummies, zombies and animated dead.
- The Light of Retribution: The sword can fire a devastating mystic energy blast that does absolutely nothing to good or selfish characters but inflicts 1D6 × 100 M.D. to evil, supernatural monsters and creatures of magic, such as dragons and demons. +3 to strike, no saving throw is applicable. The light of retribution can be fired six times within a 24 hour period.

Horus

A.k.a: Harmakhis the Great Sphinx

Horus, also known as Harmakhis is the symbol of the horizon and the rising sun, representing justice, retribution, hope, and love. He is said to be the son of Isis and Osiris, but in reality is a dear friend who was lovingly considered their adopted son. The Great Sphinx is a member of the extremely rare breed of super-sphinx, known as the "great" sphinx. They are roughly equivalent to dragons as mega-damage creatures of magic.

His cousin is Lyphan, the notorious White Sphinx, who is currently assisting Thoth. **Note:** Lyphan is anarchist in alignment and although she likes Thoth, her motives are selfish. She hopes to learn new mystic secrets to garner her greater power. Lyphan can be cruel and merciless to those who stand between her and what she wants. She can be manipulative and deceitful especially toward lesser beings like humans, whom she has little regard for. Lyphan is half the age of Harmakhis, has 3400 M.D.C. and is obsessed with learning and mastering every type of magic. Her goal is to become the most powerful practitioner of magic in the Megaverse.

Horus is deceptively gentle and caring especially toward weaker creatures such as humans. He can be the soul of tenderness and compassion and even shows his most hated enemies mercy on the field of battle. He hates Set and Anubis above all the other dark gods, because they are responsible for the death of Osiris. He has sworn to avenge his adopted father's death. He is the champion of light and justice.

Real Name: Harmakhis Heru-Ur-Sebhest

Alignment: Scrupulous good

Attributes: I.Q.: 21, M.E.: 28, M.A.: 26, P.S.: 40, P.P.: 26, P.E.: 27, P.B.: 25, Spd.: 88 (60 mph/96 km) running or 293 flying (200 mph/321 km).

Attribute Notes: His physical strength and all other attributes are at the supernatural level.

Size: 19 feet (5.85 m) tall and 40 feet long (12 m), male. Horus can reduce his size to about six feet (1.8 m) tall and 12 feet (3.6 m) long

M.D.C.: 5500 (all "great" sphinxes are 6D6 × 100 M.D.C. plus 100 per level of experience up to a maximum of 6000).

Horror/Awe Factor: 16

P.P.E.: 2500, **I.S.P.:** None

Experience Level: 12th level fire warlock and 7th level stone master and diabolist.

Natural abilities: Keen hawk-like vision enabling him to see up to two miles (3.2 km) away. Nightvision 600 feet (183 m), see the invisible, track by sight 80%, prowl 60%, swim 60%, climb 60%, walk tightrope 80%, flying backflip 80%, sense of balance 80%, leap 100 feet (30.5 m) up or lengthwise, fly, resistant to heat and fire (half damage) and bio-regeneration (1D6 × 10 M.D.C. per minute and can regrow a new appendage, organ or eye within a week).

All great sphinxes can metamorphosis at will into the shape of a human, human-like humanoid or humanoid with a hawk's head. The transformation can be maintained indefinitely, but the sphinx's natural mega-damage is reduced by half when in human form (the missing half of the M.D.C. returns when he changes back into a sphinx).

Vulnerabilities: None to speak of, other than the tendency to be selfish, obsessive and underestimate lesser beings.

Average Life Span: 12,000 years.

Magic Powers: All fire warlock spells levels 1-8 at 12th level proficiency. All stone and diabolist magic equal to a 7th level mage. Opponents must roll a 14 or higher to save vs any of Horus' magic!

Psionic Powers: None. The great sphinxes do not possess psionics.

Attacks Per Melee Round: Six hand to hand actions or two spell attacks.

Restrained punch — 6D6 S.D.C.

Full strength punch — 5D6 M.D.

Power punch — 1D6 × 10 M.D.

Kick — 5D6 M.D.

Bite — 3D6 M.D.

Pounce Attack — 5D6 M.D. plus there's an 80% likelihood of knocking human sized opponents down and a 60% likelihood of pinning him (the pinned character has no hand to hand attacks, but the monster can still attack by biting and with magic); reduce those numbers by half when pouncing on opponents 15 feet (4.6 m) or taller. Counts as two melee actions.

Bonuses: +5 on initiative, +8 to strike, +10 to parry and dodge, +4 to roll with impact, +4 to pull punch, critical strike on a roll of a natural 18-20, +7 to save vs psionic attack, +6 to save vs all types of magic, +6 to save vs poison and drugs, +8 to save vs horror factor and is 88% to evoke feelings of intimidation or trust and 75% to charm or impress.

Skills of Note: Basic and advanced math, astronomy, navigation, land navigation, wilderness survival, fishing, herbology, identify plants and fruits, preserve food, cook, pilot sail and rowboats, horsemanship, W.P. targeting/spear, W.P. sword, W.P. energy weapons and W.P. heavy energy weapons, speaks and reads Dragonese, Euro, Spanish, and ancient Egyptian, speaks Gobblely and Faerie Speak, all at 98%. Radio: basic, computer operation, and streetwise at 60%.

Favorite Weapons: Tends to rely on natural abilities, magic and magic items as a sphinx. Can use any weapon type or his magic spear when in humanoid form. Horus likes high-powered energy weapons and rail guns.

Armor: He can use any human type of armor.

Technology: Horus is favorably disposed toward technology, regarding high-tech equipment simply as tools to accomplish some good. He will use whatever devices are available, but he is partial to lasers, particle beam weapons and rail guns. He possesses a small but effective arsenal which includes a selection of lasers, particle beam guns, rail guns, and explosives. Horus personally shuns using bionics and cybernetics — he doesn't need them. However, he has no problem with his followers using them or any other high-tech equipment.

Money: Horus can lay his paws on 2D4 million credits worth of precious metals and jewels, as well as a smattering of magic and technological weapons.

Alliances & Allies: Horus is dedicated to Isis and loyal to Ra and the other gods of the pantheon. He has an excellent relationship with most Gods of Light.

Enemies: The great sphinx is the sworn enemy of Set, Anubis, and Apepi. He is also a hunter of vampires, like Ra and Isis.

He sees all splugorth as evil menaces, including Lord Splynncryth, but tends to fight only those who directly oppose him or his allies.

Minions: Horus often works with ramen and spirits of light. He will also work with any creature of a good alignment championing a just cause. He is wary of other great sphinxes and ancient dragons.

Description: A giant sphinx: a creature with the body of a lion, the wings of an eagle and the face of a human. They can also use metamorphosis to look completely human, usually with a bushy mane of bronze or golden hair, green eyes and dark complexion.

Special Magic Weapons

1. **The Spear of Horus** is a long, dark grey metal shaft with a long spear blade at the top, covered in runes. It is deceptively heavy and requires a minimum strength of 24 to wield it.

The powers of the rune spear:

- I.Q. 11 and has a telepathic link with Horus.
- Indestructible; dark grey in color.
- Unprincipled alignment: If any creature of evil alignment touches it, they suffer 1D4 × 10 points of damage.
- Spell Magic: It can cast the following spells as often as six times each per 24 hour period. Globe of daylight, ignite fire, fuel flame, circle of flame, extinguish fires, and heal burns (special: completely restores burn victims to full health without scarring). Spell strength is equal to a 10th level sorcerer.
- Mega-damage: 2D6 × 10 M.D. when thrown, 1D6 × 10 when used as a stabbing weapon. Throwing range: 2000 feet (610 m), +2 to strike. After it hits, the spear instantly disappears and reappears in the hands of the thrower.
- The magic spear also causes shape changers and those using metamorphosis to instantly transform into their natural form the instant blood is drawn by the spear blade (no save is applicable).

Bennu the Phoenix

Bennu the Phoenix is the symbol of death, rebirth, the passing of day to night, as well as the passing of the seasons. Her natural form is that of a great predatory bird, but she can also take the form of a beautiful woman clad in a gown of feathers or adorned with feathered wings.

Of all the Nile gods, Bennu is the most animal-like. She can be brutal and savage in combat and is instinctively a hunter. Her sense of self preservation is overwhelming, to the point that Bennu will let innocent characters die if there is a genuine risk of severe injury or death to her. This selfishness is evident in her attitude toward her fellow gods and doing what is right. Bennu will often try to weasel out of commitments, dangerous situations and activities that don't have any reward for her.

The Phoenix hates Set and his minions mainly because they molest her adopted people, the phoenixi. Set and his pals have killed hundreds of phoenixi in magic experiments to re-create/capture their incredible regenerative and fire powers. This often means using their blood in magic potions or their body parts in

bio-wizardry. Inevitably, the experiment fails and kills its subject at the same time. One time Set became so infuriated by his minions' failures that he slaughtered 1100 phoenixi in anger. This has earned him Bennu's eternal scorn.

Otherwise, Bennu, like her phoenixi, tries to stay out of the affairs of gods and men unless there's something in it for her, even if that something is revenge. Much to Bennu's chagrin, she is basically a good creature who feels obligated to help her fellow gods and those in need. Thus, another reason to keep to herself: ignorance is bliss and if she doesn't know about any trouble she won't feel compelled to get involved.

Real Name: Bennu Helio

Alignment: Unprincipled (selfish good)

Attributes: I.Q.: 17, M.E.: 20, M.A.: 20, P.S.: 30, P.P.: 26, P.E.: 30, P.B.: 28, Spd.: 44 (30 mph/48 km) running or 132 flying (90 mph/148 km).

Attribute Notes: Her physical strength and all other attributes are at the supernatural level.

Size: 20 feet (6 m) tall as bird or humanoid. She can alter her size, reducing herself to as small as 10 feet (3 m) tall. Bennu is a female.

M.D.C.: 6000, but can instantly regenerate.

Horror/Awe Factor: 16

P.P.E.: 1800, **I.S.P.:** 3000

Experience Level: 10th level diabolist and 10th level mind mage.

Natural abilities: Keen hawk-like vision enabling her to see up to three miles (4.8 km) away. Nightvision 1200 feet (366 m), see the invisible, impervious to fire and heat, breathe without air, teleport 94%, dimensional teleport 94%, metamorphosis at will (into a female humanoid), fly, impervious to heat and fire, and she can summon 1D4 Spirits of Light or 1D4 phoenixi or fire or air elementals.

Bennu the Phoenix also possesses the impressive abilities of **instantly bio-regenerate** and **instant restoration**. Bennu can instantly regenerate lost M.D.C., appendages and internal organs in a matter of seconds. She can perform this power infinitely, but after the first bio-regeneration of more major mega-damage, her maximum amount of M.D.C. is reduced by half (3000 points). Each subsequent instant regeneration is half the former (from 3000 to 1500, from 1500 to 750 and so on).

Similarly, appendages and internal organs can be instantly regrown/restored without penalty. The Phoenix also recuperates lost M.D.C. at a natural rate of 100 points an hour. Drugs and poisons inflict half damage and their effects last half as long as normal.

Bennu is apparently immortal! Even if blasted into atoms she will be magically reborn, totally regenerated within 2D4 weeks after the moment of death!!

Vulnerabilities: Weapons made of simple iron inflict mega-damage and rune weapons do double damage!

Magic Powers: All diabolist symbols, wards, and circles at 10th level proficiency. Opponents must roll a 14 or higher to save vs her magic.

Psionic Powers: I.S.P. 3000, 20th level proficiency. Palladium RPG: All level 1-10 abilities. Rifts: All sensitive and physical abilities, plus bio-manipulation, empathic transmission, hypnotic suggestion, mind bolt, mind bond, super telekinesis, P.P.E. shield, group mind block, and mind block auto-defense.

Attacks Per Melee Round: Six hand to hand actions or psionic attacks.

Restrained punch — 5D6 S.D.C.

Full strength punch — 3D6 M.D.

Power punch — 6D6 M.D.

Kick/claw — 3D6 M.D.

Bite — 2D6 M.D.

Head butt — 1D4 M.D.

Bonuses: +3 on initiative, +7 to strike, +9 to parry and dodge, +2 to roll with impact, +2 to pull punch, critical strike on a roll of a natural 19 or 20, +3 to save vs psionic attack, +8 to save vs all types of magic, +8 to save vs poisons, drugs, and disease, +6 to save vs horror factor and is 60% to evoke feelings of intimidation or trust and 86% to charm or impress.

Skills of Note: Basic and advanced math, astronomy, navigation, land navigation, wilderness survival, identify plants and fruits, preserve food, cook, sing, at 98%.

Art, demon and monster lore, swim, climb, pilot sailboat, and radio: basic are all at 60% proficiency.

Favorite Weapons: Uses none, except under the most unusual of circumstances. Relies entirely on her natural, psionic and magic powers.

Armor: None

Technology: Bennu is essentially indifferent to most technology, unless it in some way concerns psionics. She is ambivalent about techno-wizardry and hates bio-wizardry. Although she has been known to collect and study such devices (often consulting Thoth), as well as visiting retribution on people who she feels misuse these devices, Bennu has generally adopted a tolerant "live and let live" attitude toward technology. She regards bionics and cybernetics with curiosity rather than with disgust.

Money: The Phoenix hoards valuables of all kinds including magic items. Her treasure-trove is worth at least 2D4 × 100 million credits in gems and precious metals alone. Add another 1D6 × 10 million in magic and technological items, half of which she doesn't know how to use.

Alliances & Allies: The Phoenixi, Isis and the Gods of Light.

Enemies: Primarily Set and Anubis. She tends to view most evil supernatural creatures as the enemy. Bennu will not get involved in the battle with the Four Horsemen of the Apocalypse.

Minions: Mainly the phoenixi, spirits of light and elementals.

Description: A giant, beautiful bird of prey or a beautiful woman clad in a gown of feathers or with wings.

Special Magic Weapons: None

Apis

The Sacred Cow

Apis is the symbol of restoration, growth, and fertility. She is the patroness of druids, healers and clergy. She is very empathic in nature and communicates through empathy and telepathy. Apis is fond of mortals and often assists them during times of trouble. She is extremely compassionate and motherly, especially toward children, the elderly and the sick.

Real Name: Apis

Alignment: Scrupulous good

Attributes: I.Q.: 15, M.E.: 25, M.A.: 20, P.S.: 36, P.P.: 21, P.E.: 25, P.B.: 18, Spd.: 77 (53 mph/85 km) running.

Attribute Notes: Her physical strength and all other attributes are at the supernatural level.

Size: 18 feet (5.5 m) tall, female, but can alter size through metamorphosis and frequently disguises herself as a hoofed animal.

M.D.C.: 6500

Horror/awe Factor: 15

P.P.E.: 1400, **I.S.P.:** 900

Experience Level: 15th level earth warlock and psionic.

Natural abilities: Keen vision, nightvision 200 feet (61 m), see the invisible, knows all languages, teleport 90%, dimensional teleport 50%, metamorphosis at will (any hoofed animal), and she can summon 1D4 Ariel Spirits of Light.

Priest or healer abilities include exorcism 81%, turn dead 44% (affecting 1D6 × 10 dead at a time), remove curse 74%, healing touch (restores 4D6 S.D.C or hit points and can be performed twice per melee round), and bio-regeneration (1D4 × 100 M.D.C. per minute and can regrow a new limb within 48 hours).

Vulnerabilities: Rune magic and magic fire inflict double damage!

Magic Powers: All earth warlock spells levels 1-8 at 15th level proficiency. Opponents must roll a 15 or higher to save vs any of Apis's magic.

Psionic Powers: I.S.P. 900, 20th level proficiency. Palladium RPG: All level 1 and 2 abilities. Rifts: All healing and sensitive abilities, group mind block, and mind block auto-defense.

Attacks Per Melee Round: Four hand to hand actions or psionic attacks or two magic attacks.

Restrained punch — 5D6 S.D.C.

Full strength punch — 4D6 M.D.

Power punch — 1D4 × 10 M.D.

Kick — 4D6 M.D.

Head butt — 2D6 M.D.

Bonuses: +2 on initiative, +6 to strike, +8 to parry and dodge, +4 to roll with impact, +4 to pull punch, critical strike on a roll of a natural 19 or 20, +5 to save vs psionic attack, +5 to save vs all types of magic, +5 to save vs poison and drugs, +5 to save vs horror factor and is 60% to evoke feelings of intimidation or trust and 50% to charm or impress.

Skills of Note: Basic math, astronomy, land navigation, all wilderness skills, herbology, holistic medicine, identify plants and fruits, preserve food, cook, pilot sail and rowboats and horsemanship at 98%.

Favorite Weapons: Apis can use just about any type of ancient weapon, preferring blunt weapons. Tends to rely on her natural, psionic, and magic powers.

Armor: None

Technology: Apis feels that technology is inherently wrong and destructive to nature. She will never use it, preferring to rely on her own formidable abilities and magic. Furthermore, she disapproves of her followers using it and will try to persuade anyone willing to listen to shun technology. However, unlike Amon, who rabidly seeks to destroy all technology, Apis relies on reason and gentle persuasion to impart her views. People who do rely on high-tech equipment, especially her followers, will be regarded with sadness and disapproval, not scorn or anger.

Money: Apis has little need or use for wealth. 1D4 million credits worth of precious metals and jewels are available to her.

Alliances & Allies: Apis is highly regarded among druids, earth warlocks and the Ariel spirits. She has a reasonably good relationship with most of the gods in her pantheon, although her anti-technology stance and other extreme views do cause some problems.

Enemies: She is the enemy of Set, Anubis, Apepi, the jinn and all unnatural and destructive forces. Like Ra, she sees all splugorth as evil menaces, including Lord Splynncryth, but tends to fight only those who directly oppose her or her champions. Apis is busy in another dimension and is unaware of events unfolding on Earth.

Minions: Earth elementals, the Ariel, druids, and occasionally the gallu bull, ramen and phoenixi.

Description: She appears as a large cow-headed woman in a flowing white gown, with a gentle disposition.

Special Magic Weapons

1. **Millennium Tree wand of dowsing and Staff of Earth.** See **Rifts England**, pages 19 and 20, for a complete description.
2. **Magic herbs and potions:** Apis can get or make just about any magic herb, tea or potion listed in **Rifts England**, with the exception of rare items.

Minions of the Gods

By Kevin Siembieda & Julius Rosenstein

Minions are creatures who serve as henchmen to the gods. Most of these henchmen have only a tiny fraction of power when compared to their masters. As servants, they are closely linked to a particular god and are under his or her direct command. Although a worshipper can be used as a minion, they are not typically considered to be one. The minions of good gods will tend to be predominately of a good or selfish alignment while the henchmen of evil gods will be of an evil or selfish alignment.

In their age-old battle between good and evil, the pantheons of Ra and of Taut have been aided and supported by other beings. In particular, Set, Anubis, Ra and Isis are powerful summoners who can call upon all sorts of diverse beings for assistance. Among the most commonly summoned of these beings are the jinn and other so-called demons, supernatural monsters, elementals, spirits of light, and some servitor races (the descriptions of key races to follow).

Monsters, Demons & Devils

Demonic creatures are used almost exclusively by the Gods of Darkness and the pantheon of Taut. Thoht will occasionally use them, but does so rarely. Although devils and demons hate each other, they will put aside their differences and work together out of fear of the powerful god(s) and a willingness to aid the cause of evil. The Egyptian gods frequently use the **jinn** and **gargoyles** (Set's two personal favorites), **alu** and **worms of Taut** (Anubis's two favorites), and the **shedim**. However, the old Egyptian gods and other deities can use virtually any number or type of beings to serve them.

Sometimes the minions of the gods are "known" monsters or demons, other times these beings are aliens/D-bees or monsters from distant worlds or other dimensions. In some cases, they are worshippers who willingly serve their god(s). Under other circumstances, they may be a conquered people — enslaved and forced to do the bidding of their masters. Minions can also include all types of monsters and supernatural beings who have

struck an alliance with the god(s) for whatever reason. In many instances, the minions, particularly of evils gods, are a combination of them all.

Spirits of Light

The Spirits of Light are elemental beings sometimes considered to be angels by humanoids (see **Rifts Conversion Book** for complete descriptions; also see the section entitled **The Gathering of Heroes** in this book). Their aid is frequently enlisted by Isis, Ra and other Gods of Light. The spirits usually look forward to helping benevolent gods and other forces of good in their never-ending fight to balance out the evil of the Megaverse.

Elementals

Gods and alien intelligences, both good and evil, use the ambivalent beings known as elementals. Among the ancient Egyptian gods, elementals are primarily used by the pantheon of Light. Ra, Apis, and Horus are all accomplished warlocks. Bennu has a strange, quasi-warlock relationship with elementals who consider her akin to a stepsister (a very unusual situation). Even Isis has been known to call on elementals for assistance, although she prefers working with the spirits of light. Because of Isis's renowned consideration and kindness, warlocks do not resent her summoning elementals.

Among the pantheon of Taut, it is Set and Amon who most commonly summon and command elementals. Both also use demons and other supernatural beings as part of their minions. Set is an especially cruel master concerning elementals (among other beings), but Amon has never objected to his actions, largely because she too can be a cruel mistress and she fears the power of Set.

Minions

Optional Player Characters

Among the many other races of beings who have been entangled in the affairs of the gods, the Ramen, Tauton, Phoenixi, Crocodillians and Children of Amon deserve special mention.

Player characters that are based on any of these optional R.C.C.s are likely to be aberrations from the norm; i.e. generally evil beings may be good and therefore are likely to be considered loathsome renegades, mutants and traitors. **Note:** Only the Jinn should NOT be allowed as a player character.

It is also interesting to note that the gods known as the Egyptian or Nile gods often appear as giant humanoids with the heads of animals, particularly canines, felines and birds. Perhaps then it is no surprise that these mysterious beings have an attraction to humanoids of an animal appearance. They will be especially fascinated by wolfen, coyotes, dog boys and other mutant animals. This affinity *may* even lead Set and/or Anubis to North America to find and liberate the dog boys and make them their new minions!

Phoenixi

The Children of Bennu

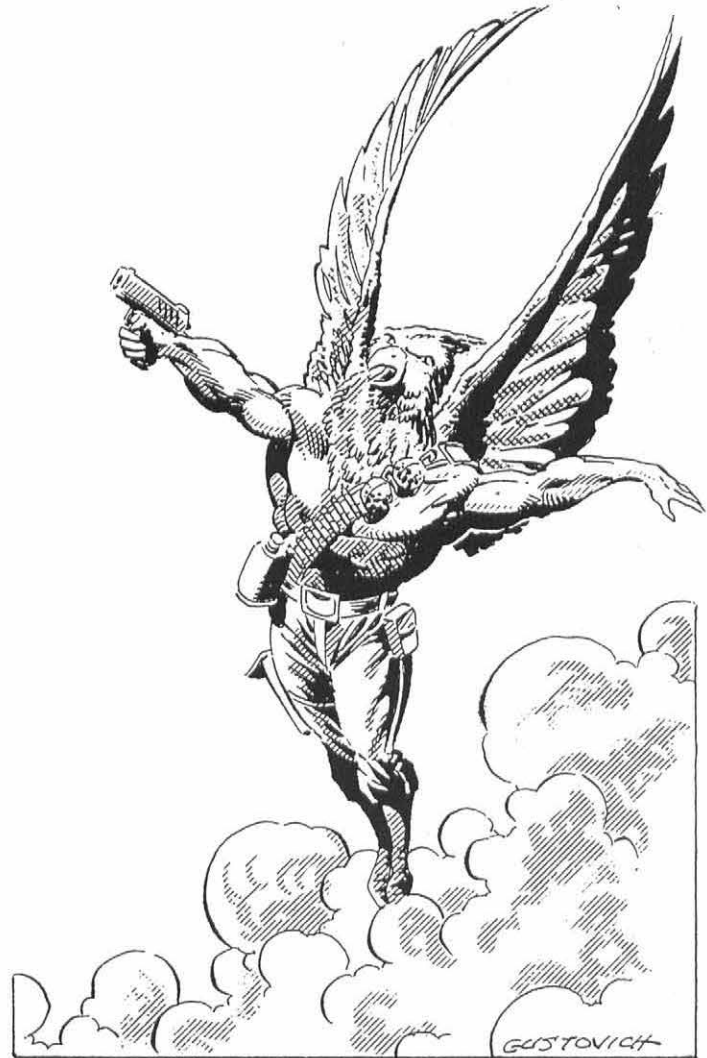
— Optional Player Character R.C.C.

Phoenixi, also known as Fire Birds and The Children of the Phoenix, are large humanoid, bird-like beings with human looking arms, legs, and body shape. The entire body is covered with tiny red and golden feathers — wings are flaming red. The head resembles that of a stork or crane with two long, golden feathers as a crest. The crest can be raised or lowered to indicate danger and a readiness for combat.

Legends suggest that the Phoenixi are the offspring of Bennu the Phoenix, but they are more likely creatures of magic spawned in some other dimension. If anything, they are cousins to the spirits of light or fire elementals.

Most phoenixi have a high regard for life and an incredible curiosity about other people and places. They enjoy travel, exploration and love to observe and study other people. Long ago, the fire birds discovered the secrets of ley lines and dimensional travel and left the shackles of their homeworld to soar throughout the Megaverse. Over the eons, they have visited countless worlds and other dimensions. As visitors, not inhabitants, most phoenixi explorers have adopted the philosophy of non-involvement: avoiding local politics, disputes and trouble no matter what the consequence. This may mean turning one's back on indigenous life forms that may be fighting, sick or in danger. To outsiders, the beautiful and frightening phoenixi may seem cold-hearted, uncaring, and removed from the people and events around them.

Many phoenixi find themselves unable to remain completely impartial, especially when they have studied a people in one particular area for any great period of time (several months or years). They may try to remain discrete and "mostly" impartial, but will offer warnings, suggestions, act as mediators between parties and heal the sick or wounded.



Some phoenixi disregard the norm of neutrality entirely and will quickly befriend members of the indigenous population. These biased visitors take sides and gladly heal, help and even fight at the side of their new acquaintances. Under extreme circumstances, the phoenixi explorer may adopt a particular world as his home and live there for hundreds of years, helping and defending the people that he or she has come to care for. **Note:** The normally aloof and impartial phoenixi considers friendship to be one of life's greatest gifts and they are incredibly loyal and selfless when it comes to their few true friends.

In the wars between the gods, phoenixi generally try to remain neutral and act as mediators and heralds for the warring sides, or just plain avoid the mess entirely. Those who do get involved will usually join the side that has Bennu (whom the phoenixi regard as their All-mother). Even those that remain ostensibly impartial will favor Bennu's alliances and opinions. Bennu encourages the attitude of neutrality among the phoenixi to avert their slaughter by evil forces.

The phoenixi who do get involved in wars between the gods commonly prefer to take non-combative positions. They will always defend themselves and fight if the need arises. Some have even become warriors of renown. However, no phoenixi, even the worst renegade, will ever **directly** oppose or harm Bennu.

Phoenixi R.C.C. (pronounced phie-nick-zee)

Also Known As: Fire birds and Children of the Phoenix.

Alignment: Any, but 40% are unprincipled, 20% are scrupulous, and 40% are some other alignment.

Attributes: The number of six-sided dice rolled is as designated. I.Q. 2D6+8, M.E. 4D6, M.A. 4D6, P.S. 4D6+2, P.P. 3D6, P.E. 3D6+12, P.B. 4D6, Spd. 4D6 running or flight 3D4×10. A supernatural creature of magic.

Mega-damage Creatures: 6D6×10 M.D.C.

P.P.E.: 3D4×100 and add ten points per each additional level of experience.

I.S.P.: 2D4×100 and gets ten points per each additional level of experience.

Horror Factor: 10; they tend to inspire awe and a little bit of fear because of their physical size, aloofness and inhuman appearance. Add a +3 bonus when the phoenixi bursts into magic flame.

Natural Abilities: Impervious to fire and heat, breathe without air, have keen vision (like a hawk), nightvision 200 feet (61 m), see the invisible, heals ten times faster than humans and are resistant to drugs and diseases (see P.E.). They tend to communicate telepathically but can also speak.

The ability to **burst into flames** is an impressive and frightening power; add +3 to horror factor. The magic fire gives the character an additional 20 physical M.D.C. per level of experience, adds 2D6 M.D. to all hand to hand attacks and only burns what the phoenixi wants to burn — the surrounding area does not catch on fire. While engulfed in mystic fire, the bird people can unleash a bolt of fire: 3D6 M.D., range 100 feet (3 m) and counts as one additional attack per melee round.

The most amazing ability of the phoenixi is their power of **instant bio-regeneration**. These bird people can be on death's door one moment, suffering damage up to -30 M.D.C., and suddenly be 100% healthy and refreshed — no scars, no stiffness, nor fatigue. Missing limbs, eyes, and internal organs are regenerated in that same instant. This power can also be used to stave off starvation, dehydration and fatigue, enabling the creatures to go for 1D6×10 days without food, water or sleep. Total regeneration and restoration can be performed once every 12 hours. Exactly how this magic power works remains a mystery. Many alchemists and bio-wizards have experimented with these beings to recreate this astounding power, but all have failed (usually at the cost of the fire bird's life).

Average Level of Experience: 1D6+3

Combat: Hand to hand: expert averaging three to five hand to hand or psionic attacks per melee round, or 2 by magic.

Bonuses: +2 to initiative, +20% to save vs coma/death, +2 to save versus all foreign chemicals (poisons, drugs, etc.), plus attribute and combat bonuses.

Psionics: Telepathy, pyrokinesis, and all healing and physical psi-powers. Base I.S.P.: 2D4×100.

Magic: The phoenixi know all fire magic spells, plus mystic portal, dimensional portal and close rift.

R.C.C. Skills: Basic and advanced math (+30%), astronomy (+10%), land navigation (+20%), navigation (+20%), wilderness survival (+10%), intelligence (+10%), reads and speaks Dragonese (+20%) speak Gobblely (+20%), hand to hand: expert, plus select two ancient W.P.s, select one

modern W.P., select two technical or science skills and two communications or rogue skills. Five secondary skills plus one additional Earth language can also be selected from any category except electrical, mechanical, medical, and piloting.

Average Life Span: 900 years.

Habitat: Prefer forests, wilderness and places where they can fly and enjoy nature, but can live anywhere. Small groups of fire birds are known to live in Africa, the Phoenix Empire, India and Asia.

Allies: Generally speaking, Bennu and other champions of good, but they try to maintain neutrality and avoid conflict. An individual phoenixi can strike up a friendship with just about any creature.

Enemies: Good characters may oppose the Gods of Taut and the forces of evil, just as evil characters may oppose or fight the forces of good, otherwise the average phoenixi maintains an overt neutrality.

Size: 10 to 14 feet (3 to 4.3 m) tall.

Weight: 400 to 700 pounds (180 to 315 kg).

Technology: Most phoenixi have little interest or use for technology. They are primal creatures who enjoy life and exploration. They do not build or study. However, they do like light energy weapons and tools, particularly laser weapons and vibro-blades. They may also use magic weapons, but most only carry one or two trusted weapons and try to avoid conflict. Phoenixi never wear armor.

Cybernetics: Don't need or want them.

Note: Phoenixi explorers typically travel alone, in pairs, or small groups of 1D4+2. As a race of people they are believed to be rare, but nobody knows for certain. It is possible that there are billions of these beings throughout the Megaverse, but this is not likely. Most scholars believe there are only a million or so in the cosmos.

Ramen

The Knights of Ra — Optional R.C.C.

Legend has it that ten millennia ago, in another dimension, two races — one feline, the other reptilian — fiercely battled for the supremacy of their dying planet. Although affecting the fate of millions of lives, this war, in itself, would have meant little in the cosmic scheme of things had it not been for the intervention (some say "interference") of the gods.

Although much information has become garbled through the years, the gist remains the same: As the warring races each sought to destroy the other, the beings humans have come to know as The Egyptian Gods came upon them and offered them salvation and power in exchange for fealty. The bargain was struck and the destinies of the two races were forever changed, each empowered by their patron deities and made more deadly. Even their original names would be lost in the mists of antiquity. Henceforth, the felines who entered into the service of Ra's pantheon would be known as **Ramen** and the reptilians now serving the pantheon of Taut would be called **Tautons**.

No longer would their battles be confined to their homeworld. From that day forward, the Megaverse became their battlefield. In the service of the Egyptian Gods of Light and Darkness, they have been involved in countless battles and have helped to save or destroy many people.

The feline warrior race in the service of Ra are known as the **ramen** (pronounced rah-men). These humanoid felines are sometimes confused with the kinnie-ger and werepanthers, although they are far more noble looking, giant, have the features of an African lion (male or female) and are always tan in color. Ramen seldom engage in battle unless attacked first or ordered to do so by a deity from the pantheon of Ra. Most are brave, compassionate, and considered to be valiant knights or warriors in the service of Ra and the Gods of Light.

Ramen R.C.C. (pronounced Rah-men)

Alignment: Any, but 50% are principled, 40% are scrupulous and only 10% are something other.

Attributes: The number of six-sided dice rolled is as designated. I.Q. 3D6+3, M.E. 5D6, M.A. 4D6, P.S. 6D6, P.P. 4D6, P.E. 5D6, P.B. 4D6, Spd. 4D6. Considered to be a supernatural creature.

Mega-damage Creatures: 1D4×100 M.D.C.

P.P.E.: 1D6×10+40 and add six points per each additional level of experience.

I.S.P.: 1D6×10+40 and add 1D6+1 per each additional level of experience.

Horror Factor: 12: they tend to inspire fear in evil beings, but reassure good creatures.

Natural Abilities: Only take half damage from all forms of psionic attacks and are impervious to mind control, nightvision 70 feet (21 m), heal twice as fast as humans, and are resistant to disease.

Average Level of Experience: 1D4+3

Combat: Martial arts and boxing, averaging four to six hand to hand melee round attacks, or 2 by magic.

Bonuses: +3 to initiative, +1 on all saving throws, plus attribute and combat bonuses.

Psionics: Standard Psi-Powers: Empathic transmission (super), empathy, presence sense, nightvision, bio-regeneration, mind block and the special power of empathy with animals. Base I.S.P.: 1D6×10+40.

Psionic Empathy with Animals (special)

Range: 10 feet (3 m) per level of experience.

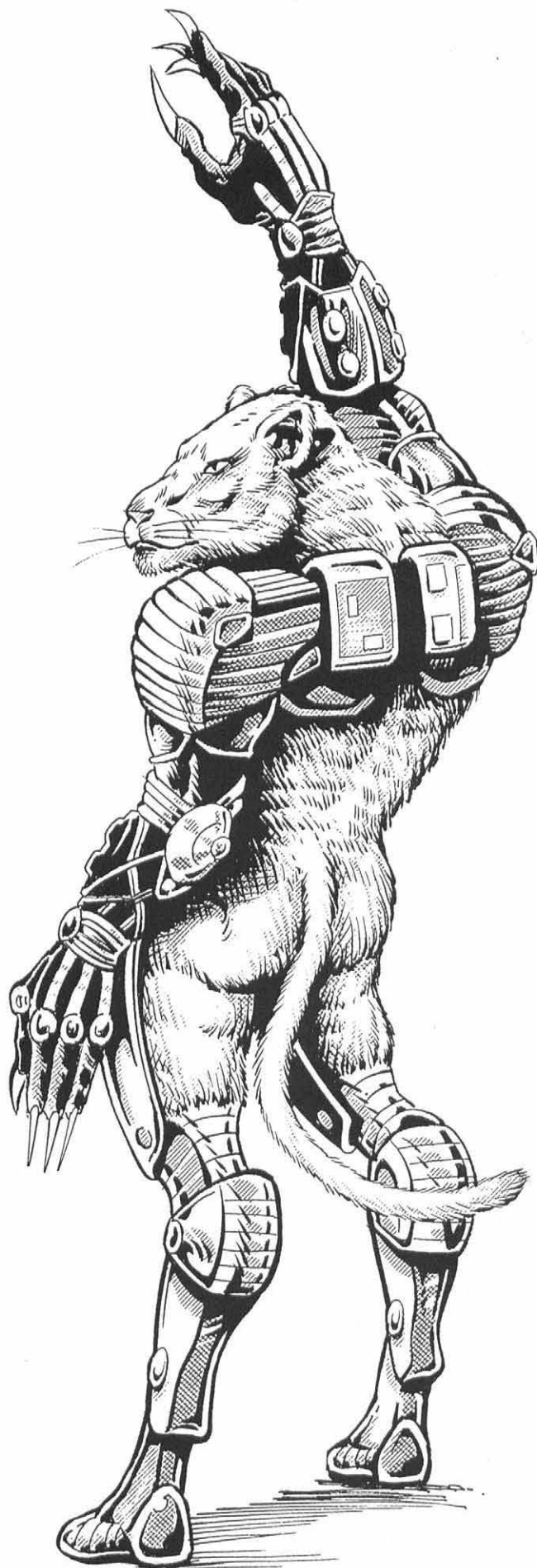
Duration: 10 minutes per level of experience.

I.S.P.: 5 to empathically control animals. The affinity with animals is automatic and costs no I.S.P.

Ramen have an affinity with animals of all kinds similar to that of the psi-stalker. Domesticated animals will always take an immediate liking to the character and will do their best to please him (+20% bonus to ride or work with any domesticated animal).

Wild animals will react to the ramen as if he were a fellow woodland creature, allowing him to walk among them without fear. This allows the ramen to operate in the wilderness without causing animals to react to his presence; birds do not fly away, animals do not run, and therefore, do not indicate a character's approach. Even watchdogs will not bark at the presence of a ramen.

Ramen not only have an empathy with animals but they also have a limited control over them. They can psionically touch a specific animal and evoke fear or submissiveness. Fear will repel an animal, causing it to run in the opposite direction (not attack). Submission causes the animal to regard the ramen as its superior. The submissive animal will not



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attack for any reason, allow the character to touch it or sit next to it, and will follow his lead, i.e. run with him, attack those he attacks, and similar.

Note: The special rapport that the ramen share with animals gives them a greater respect and appreciation of them. Thus, a ramen will try to never hurt or kill any animal unnecessarily. He will hunt only for food and treat animals with gentleness and consideration.

Magic: 40% are effectively mystics, except select only 4 spells at first level and 2 spells at second level and every level thereafter. P.P.E.: $1D6 \times 10 + 40 + 6$ per each level advanced.

R.C.C. Skills: Basic math (+20%), reads and speaks Dragonese (+20%) speaks Gobblely and ancient Egyptian (+20%), hand to hand: martial arts, climb (+10%), prowl (+10%), track (+10%), intelligence (+20%), wilderness survival (+10%), horsemanship (+15%), plus select two additional physical skills, select three ancient W.P.s, select three modern W.P.s, select two technical or communications skills. Five secondary skills, plus one additional Earth language, can also be selected from any category except electrical, medical, and science.

Average Life Span: 250 years.

Habitat: Prefer forests and wilderness, but can live anywhere.

There are a few tribes of Ramen living in Africa, Turkey, Afghanistan and India. The average tribe has $3D4 \times 10$ members. There is even a group of renegades (57 members) living in Egypt that belong to the death cult of Pharaoh Rama-Set — all are loyal to the Pharaoh.

Allies: The Egyptian Gods of Light and other champions of good.

Enemies: Supernatural monsters, demons, and all creatures of evil. They are the archenemies of the tautons and will attack them in preference to any other adversary. Although they oppose the forces of Taut, Anhur holds a special relationship (see below).

Size: 12 feet (3.6 m) tall

Weight: 750 to 900 pounds (337.5 to 405 kg).

Technology: Ramen love technology, especially weapon related technology, although they seldom design, build or manufacture any themselves. They love high powered energy weapons, rail guns, power armor and techno-wizard weapons and combat items.

Cybernetics: Many have $1D4$ cybernetic implants and bio-systems but none will undergo even partial bionic reconstruction.

Note: Although many of the details of their origin have been lost through time, many ramen believe that the lion-headed Anhur, once a god of light and an ally of Ra's, is their progenitor. Many foster the hope that Anhur will someday return to the cause of good and lead his people. As a result, many ramen respect Anhur and oppose him with great reluctance.

Anhur, who is noble in his own way, has repeatedly denied any kinship with the ramen. Despite his protests, the fact remains that on numerous occasions Anhur has gone to great lengths, even opposing his allies, to protect or defend ramen champions. Anhur's motivation under these circumstances was a matter of respect for courage, strength, nobility and honor in great warriors rather than any feeling of kinship. This confusion has caused a comparatively small number of about 10,000 ramen to join Anhur and serve as loyal members of his army (most of these warriors are $1D4 + 6$ levels in experience and aberrant or unprincipled in alignment).

Approximately two million ramen warriors actively serve the gods in the Pantheon of Ra. They are frequently seen in the company of Ra, Isis, and Horus. An additional 20 million ramen are scattered throughout the Megaverse.

Tautons — The Minions of Set Optional R.C.C.

The ancient enemy of the ramen are the Tautons (pronounced "taw-tuns"). They are a race of powerful, giant humanoids with crocodile-like heads and scorpion-like tails. They were once a major force among the minions in service to the pantheon of Taut. However, the evil gods used the tautons foolishly in reckless combat and campaigns destined for failure. The once mighty tautons, who once seemed on the verge of destroying their ancient rivals, the ramen, have been reduced to the ranks of the forgot ten outcasts. Their numbers have been depleted from tens of millions to an estimated 2.2 million (and that number may be high by 20%)! To make matters worse, through no fault of their own, tautons have lost the favor of Set. This has made them bitter and more cruel than ever. When they are occasionally called upon by the gods, especially for combat, these brutal creatures feel they have something to prove and fight like relentless madmen. They are merciless and cruel in the extreme, especially toward the ramen and all Gods of Light, whom they feel are responsible for their fate.

The depths of the hatred that brews within the tautons borders on obsession. They crave to destroy their most hated of enemies and the gods they serve. Consequently, they will gladly work with any dark force and plot to draw the ramen and the Gods of Light into the battle against the Apocalypse demons. Once the forces of good are embroiled in the conflict, the tautons will strike at them from the shadows, using hit and run tactics to diligently protect and help the Four Horsemen on their terrible quest of destruction. Set and the other dark gods will find their initiative amusing and allow the tautons a free hand in this affair. The plot may even succeed in recapturing some of their lost glory of old and elevate them to a more favored place among the minions of Taut.

Tautons R.C.C. (pronounced: taw-tuns)

Alignment: Mainly diabolic and miscreant evil or anarchist for villains! Any unprincipled or good tauton is an aberration and an outcast.

Attributes: The number of six-sided dice rolled is as designated. I.Q. $3D6$, M.E. $3D6$, M.A. $3D6$, P.S. $6D6 + 6$, P.P. $4D6$, P.E. $5D6$, P.B. $2D4$, Spd. $6D6$. Considered to be a supernatural being.

Mega-damage Creatures: $1D4 \times 100$ M.D.C.

P.P.E.: $1D4 \times 100$ and add 10 points per each additional level of experience.

I.S.P.: None

Horror Factor: 11

Natural Abilities: Nightvision 70 feet (21 m), see the invisible, resistant to heat, fire and cold (takes half damage), metamorphosis into large poisonous snake, swim 98%, hold breath for $3D4$ minutes, see well even in murky water, and heal twice as fast as humans.

Average Level of Experience: $1D4 + 2$



Combat: Martial arts and boxing, averaging four to six (plus tail strike) hand to hand melee round attacks, or 2 by magic.

The stinging scorpion tail adds one melee attack per round, inflicts 1D6 M.D. from the sting and injects venom in its victim. The poison causes 4D6 M.D. per melee round (15 seconds) to mega-damage creatures or $1D6 \times 100$ S.D.C./hit points to humans and other non-mega-damage creatures (the poison is meant for mega-damage beings). The poison lasts in the system for 2D4 melee rounds inflicting damage each melee. A successful save vs poison means the character suffers a mere 30% of the damage.

Bonuses: +3 to initiative, +1 on all saving throws, impervious to poisons and +2 to save vs drugs, plus attribute and combat bonuses.

Psionics: None.

Magic: All tautons are knowledgeable in the ways of ley line magic. Tautons begin with seven spells selected from levels 1-4. At second level, three more spells are selected. At levels four, seven, nine, twelve and fifteen, select three additional spells from levels 1-9. Base P.P.E.: $1D4 \times 100 + 10$ points per each level of experience

R.C.C. Skills: Basic math (+10%), reads and speaks Dragonese (+20%), speaks Gobblely and ancient Egyptian (+20%), hand to hand: martial arts, prowl (+10%), track humanoids (+20%), track animals (+10%), intelligence (+10%), wilderness survival (+20%), plus select two additional wilderness skills, select two espionage or rogue skills (+5%), select three ancient W.P.s, select two modern W.P.s, select two technical skills and two communications skills. Five secondary skills plus one additional Earth language, can also be selected from any category except electrical, medical, and science.

Average Life Span: 200 years.

Habitat: Prefer deserts (yes deserts) and forests with a body of water near by, but may be found anywhere. A few thousand serve Pharaoh Rama-Set and others are scattered throughout Africa.

Allies: The Egyptian Gods of Darkness and other villains, including the Four Horsemen of the Apocalypse. They also tolerate and sometimes team-up with the Worms of Taut.

Enemies: Gods of Light and all forces of good. They are the arch-enemies of the ramen and will attack them in preference to any other adversary.

Size: 11 feet (3.35 m) tall

Weight: 600 to 900 pounds (270 to 405 kg).

Technology: Tautons like all types of weapons, including those that use modern technology. They love high-powered energy weapons, rail guns, power armor and techno-wizard weapons and other combat items. However, tautons prefer to use magic weapons, vibro-blades and bladed weapons. They also like suits of heavy mega-damage body armor (120 M.D.C.) that are worn by many.

Cybernetics: Few have any cybernetic implants of any kind.

Note: As odd as it may seem, the crocodile god, Sebek, will have nothing to do with these creatures.

Children of Amon

Optional Player Characters

The minions of Amon the Hidden One are all misshapened monsters. Most have been created by her through the use of magic, bio-wizard organisms, or mental and physical torture. 60% were once ordinary humans and D-bees before they ran across her path. Of these mortal minions, 75% are unwilling slaves. Sadly, there are a small number (25%) who gladly serve their mistress of evil. These are her favorites and are given more freedom, power and rewards than any of the others — however, it cannot be said that Amon trusts anybody. Those who betray her are tormented for a long time and even when they beg for death, she will seldom grant it. Consequently, runaway slaves or those accused of wrongdoing will kill themselves rather than face her wrath.

About 40% of Amon's minions are disfigured mutants or members of ugly monster races. Members of races that worship and willingly serve the Hidden One typically include boogie-men, goblins, gigantes, harpies, melech, and to a much lesser degree, orcs, ogres, trolls, and loogaroos.

In addition, there may be present a handful of hideous supernatural monsters willing to work with the mistress of evil as friends or associates. These allies can include the goqua, malignant, death weaver spider demon, gorgon, or Lord Splynncryth of Atlantis and his minions. She may also use a few fire elementals, tautons, boschala, malignant, lasae, and/or tectonic entities as guards, warriors, or attack animals.

As stated previously, the Children of Amon are her disfigured and mutated creations. These beings can be virtually any humanoid race and could have been of any O.C.C. and humanoid R.C.C.s such as psychics. When one becomes a slave of Amon, there are few opportunities to develop skills so growth in experience levels stops.

The following is the typical breakdown of the most common racial types that serve as the Children of Amon.

25% Humans

15% Human looking D-Bees

14% Other non-human but attractive D-Bees

3% Titans and other handsome giants

2% Elves

1% True Atlanteans (humans)

*40% Monster races

* Primarily boogie-men, goblins, gigantes, and harpies, with a handful of other monstrous humanoids.

Note: Typically Amon has $2D4 \times 10,000$ minions in her home dimension at any given time, not including worshippers on many worlds, including Earth. However, she seldom takes more than $1D4 \times 10 + 10$ on her travels.

Basic Character Data: The character's statistics are limited to generalities, followed by the descriptions of Amon's three favorite and most disfiguring or impairing bio-wizard microbes or parasites: the transfortifier microbes, chest amalgamate parasite or zombitron. Note that the Hidden One uses many different types of bio-wizard microbes and parasites on her minions.

Alignment: Slaves can be any alignment, although a majority (60%) have had their spirits crushed by Amon and her monsters and are cowardly or self-serving anarchist characters

and will avoid helping others. Slaves whose spirits have not been broken, may try to help heroes and new slaves. Willing servants will be of an evil, occasionally anarchist, alignment.

M.D.C.: Varies with the individual creature/races and the type of parasite or microbe used on the character.

Average Horror Factor: $2D4 + 1$ as a result of the disfigurement and effects of the bio-wizardry.

Average Level of experience: Varies, 1D6 level

Natural Abilities: Varies

Combat: Varies, typically three or four physical melee attacks or psionics. Few of Amon's minions or slaves have magic powers.

Damage: Varies with the type of character and skills.

Bonuses: Varies depending on the character, experience, skills and bio-wizardry organism.

Psionics: Varies, but there are few master psionics.

Magic: Few of Amon's minions or slaves have magic powers. The few that do seldom advance beyond fourth level.

P.P.E.: Varies, most are under 20 points.

Skills: Varies. The majority will have few or only basic skills.

Amon's Favorite & most commonly used bio-wizard organisms:

1. Transfortifiers

The organism: Microbe

Host type: Most any animal, humans and D-Bees; will not work on supernatural creatures.

Note: This is Amon's second favorite.

Host Environment: Entire body, skin, internal organs, nervous system. Typically inhaled with a snuff-like substance or injected.

Reproduction: Continually for years.

Hit Points: Not applicable

Average Life Span: Thrives in the human body for $20 + 1D6$ years — when they die, the host body dies.

Alignment: Not applicable.

Powers: Microbes mutate the body, turning it into a super powerful creature.

- Transforms the body into an M.D.C. structure. The skin becomes tougher and thicker, like the hide of a rhinoceros. Start with 110 M.D.C. and add $1D6 \times 10$ more M.D.C. for each level of experience or ten years, whichever comes first.
- Impervious to the cold and heat, even magic cold or fire and plasma blasts do no damage.
- Add six inches to height (0.15 m or 152 mm) per each level of experience or every 20 years.
- P.S. is considered to be supernatural, plus add 2 points to P.S. per each level of experience.

Bonuses: +4 to save vs poison, toxins, drugs, and gases. +10% to save vs coma/death. +1 save vs magic, +2 save vs horror factor.

Side Effects:

- The rhinoceros hide skin is heavy: add 100 lbs (45 kg) for every level of experience or 10 years.
- The body also gets progressively misshapen: fingers become thick and less sensitive (all the skin is less sensitive), the skin is covered in pale blotches and develops thick folds, like a rhino's. The ridge over the eyes is much more pronounced, facial features are less defined and the skin under the neck becomes thick and saggy. Reduce P.B. one point per every level of experience or ten years — stop at P.B. 3.

- Skills are -10% due to lack of sensitivity.
- Gets slower: reduce Spd by two points per level of experience.
- Gets heavier, bulkier, taller, uglier, slower, eventually cannot move, internal organs all get hard, brittle — dies about 22 years after the initial exposure.

Size: Microscopic.

Means of Elimination: The following are applicable only within the first two months of exposure. There is a 1-15% chance that a purirobe will destroy the infection (can try as often as every two days). Or a 1-30% chance that a magic restoration will kill the parasites. After two months, the transformation is permanent and irreversible by any means. No known cure.

2. Chest Amalgamate — a.k.a. Chest Thing

The organism: A creature that resembles a giant crab when it is not attached to a symbiotic host body. It is not intelligent by human standards but possesses a high animal intelligence and a powerful instinct for survival. It will fight to protect its symbiotic partner, for if one dies the other dies.

Note: This is Amon's favorite!

Host type: Humanoids and intelligent beings of all kinds.

Host Environment: A horrible creature that attaches itself to animal's chest and completely links itself to the host body, attaching to lungs, veins and tissue. It breathes the same air, is circulated with the same blood, feeds on the same nourishment — They become one!

Hit Points: A mega-damage creature with $4D4 \times 10 + 20$ M.D.C.; once linked, the creature and the host body both share the M.D.C.

Average Life Span: 90 years.

Alignment: Effectively anarchist, although protective of its partner/host. It has no goals or desires other than survival.

Powers: The host body becomes a mega-damage creature (see hit points) and is provided with additional abilities for the purpose of self-preservation (the chest amalgamate needs the host body to live). The amalgamate can induce chemicals into its partner's body to enhance its performance and endurance, similar to a juicer. When the creature feels it/they are threatened, it can provide any and all of the following.

- Hyper-Reactions: +1 on initiative, +1 to strike and dodge, doubles speed, adds one melee attack, and can leap an additional four feet (1.2 m).
- Warn of danger (growls and moves) and will wake up its host body if sleeping.
- Never fatigues and needs little sleep (four hours).
- Deaden pain: Body does not suffer the penalties from injury.
- Increased healing: Twice as quick as normal.
- Impervious to poisons, drugs, and gases.
- Impervious to disease.
- +1 to save vs magic.
- +10% to save vs coma/death.
- Adds 20 years to life expectancy of the host body.

Note about the creature: It has a mind and will of its own and will remain active even if the host body is incapacitated. However, the chest amalgamate knows no skills and responds to instincts; high animal intelligence. **Combat:** Four attacks per melee using the retractable tentacle (5 ft/1.5 m reach). Damage: retrained strike $2D6$ S.D.C., full strength strike $1D4$ M.D., bite $1D4$ M.D. plus $6D6$ S.D.C ($3D6$ if a mega-damage creature) from poison (roll to save). Or it can bite and hold on to an

opponent, or entangle with tentacle, and pull its victim toward the big chest mouth. Bite from chest mouth is $1D6 \times 10$ S.D.C. or $1D6$ M.D. plus $2D6 \times 10$ S.D.C. (or $6D6$ M.D.) from poison. The chest thing is impervious to poison and drugs, is +4 to save vs magic, psionics, and horror factor.

Bonuses: See powers.

Side Affects: Body is physically deformed and this horrible looking creature is a permanent fixture (it's hard to get girls with a monster in your chest). Also add 100 lbs (45 kg) to weight and must eat twice as much. The creature also craves blood from time to time, requiring the host body to kill an animal and let the tentacle bite into the body to eat the intestines and drink the blood — a grisly sight.

Size: Covers the entire chest and the tendrils weave along the neck and body like vines.

Means of Elimination: None! To kill the creature is to kill the host body.

Note: The creature will allow other parasites or symbiotic organisms to share its host body as long as the organisms do not harm the body.

3. Zombitron

The organism: This parasite looks like a fuzzy tennis ball with eight tiny, black legs. It typically attaches to the head, neck, or spine of its host body. In the wild, scores of Zombitrons may attach themselves to the same body and feed on it. The horrible little creatures draw on the nutrients of the host body until it dies, and then move on to find a new host. They are excellent climbers, and have the following abilities: climb 82%, prowl 50%, swim 40%, spd climbing and running $2D6$, +4 to roll with impact or fall.

Note: This organism is used only on the most dangerous of her slaves — less than 20% of the overall population of minions.

Host type: Most any animal, humans and D-Bees.

Host Environment: Head, neck and spine of the host body.

Reproduction: Reproduces once annually, giving birth to $1D6$ live young.

Hit Points: Two each.

Average Life Span: Five years.

Alignment: Effectively selfish in a mindless way.

Powers: None for the host body. The tiny creatures place the host into a zombie-like trance so that they can feed on it. The typical human host can live for $1D4$ months before perishing from starvation. While in the zombie state, the host will obey any command given to it, at least within its limited capacity. The trance is so debilitating that the zombie can do little more than walk, hold and carry things, hold doors shut or open, drink and eat. Melee actions are reduced to one per melee and the zombie has no combat bonuses.

Bonuses: None.

Saving Throws: Intended victims can try to save vs becoming a zombie, however they must roll a 15 or higher and are -2 to save per each zombitron beyond one. Roll to save once every melee. Once entranced as a zombie, no more saving throws are allowed. The zombie will remain entranced until all the zombitrons are removed. Thankfully, the victim of the zombie trance does not remember anything that happens while entranced.

Side Effects: Being temporarily turned into a zombie for as many as seven days inflicts no permanent damage other than possible malnutrition and dehydration (which can be avoided if the slave master makes a point of feeding the zombies). Pro-

longed entrancement as a zombie will cause weakness, malnutrition and dehydration which can lead to fatigue, sickness and death.

Size: About the size of a tennis ball.

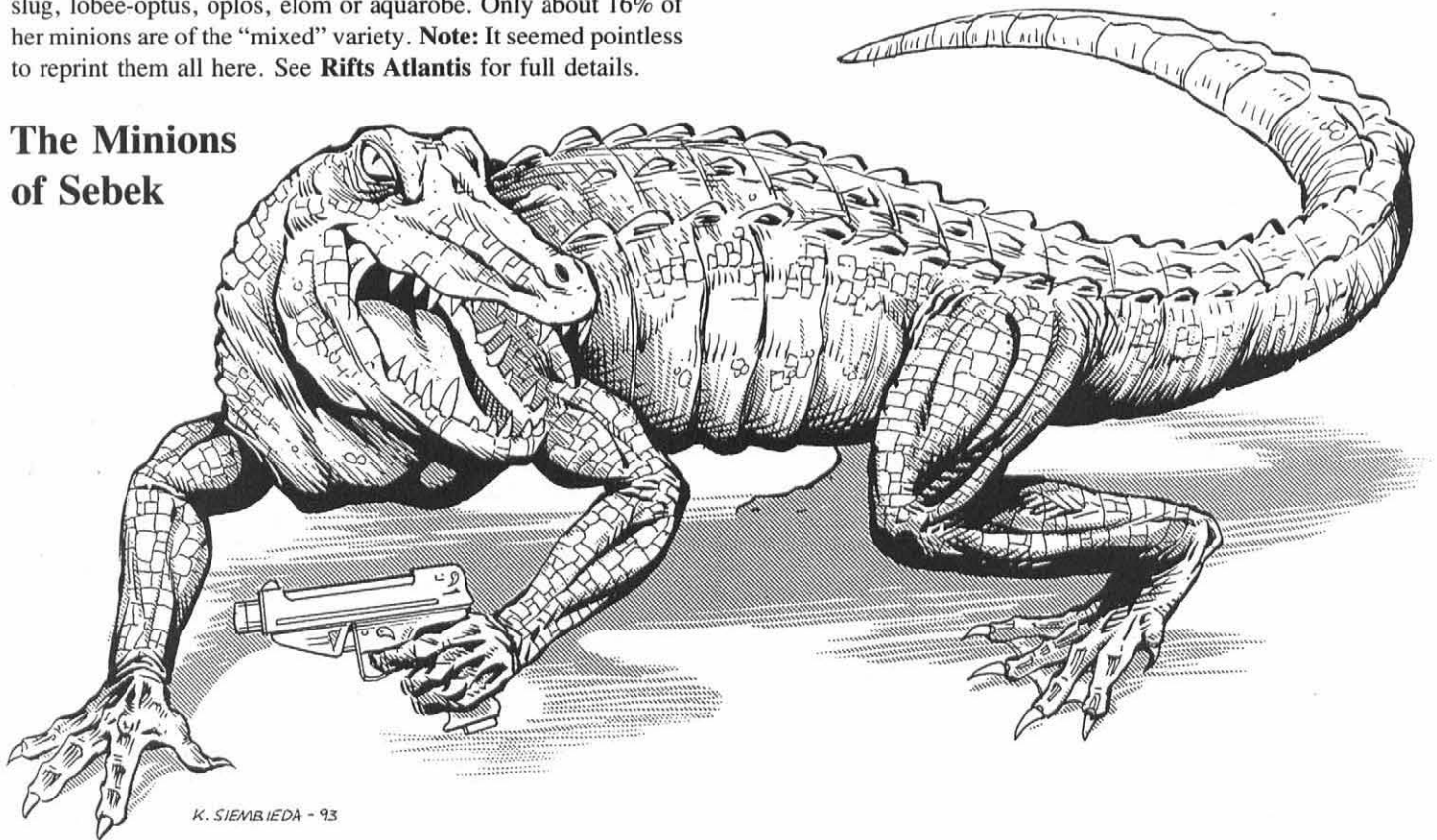
Means of Elimination: Can be easily pulled off using protective gloves, a tongs or knocked off with a stick — just don't let them climb up or drop on you.

Note: Zombitrons are mindless creatures oblivious to other organisms.

4. Mixed

The organism: In some cases, Amon will physically mutilate the character's features through torture and magic curses or bio-wizard reconstruction (by way of disfiguring claws, plate body armor, and horns or spike placed on the head or face; no combat advantage for the latter). Then she inflicts the character with two or three of the following organisms: Brain feeder, mind slug, lobee-optus, oplos, elom or aquarobe. Only about 16% of her minions are of the "mixed" variety. **Note:** It seemed pointless to reprint them all here. See **Rifts Atlantis** for full details.

The Minions of Sebek



Crocodillians

— Optional Player Character R.C.C.

Crocodillians are indigenous to an alien dimension where they were becoming extinct due to a changing environment and increasingly aggressive predators (both animal and intelligent). The outcast god Sebek found them and rescued several hundred thousand. The crocodillians found that Sebek was a kindred spirit and out of gratitude and friendship have loyally served as his minions ever since. Unlike most of the evil gods who see their minions as cannon fodder, Sebek has a genuine love and concern for these beings and never risks their lives foolishly. Likewise, he will always try to avenge the deaths of his people, especially brutal or malicious acts of murder. He has brought thousands of crocodillians to live on Earth, distributing them mostly in the rivers of Africa and India.

They are intelligent crocodile-like D-Bees that crawl on all fours, run surprisingly fast, especially in short spurts, and swim like lightning. Crocodillians can stand erect on their two rear legs but cannot walk more than a few paces before falling back on all fours. They are fairly smart creatures and are fascinated by technology.

As far as society, they are similar to their animal counterparts, living, swimming, hunting, eating and playing in lakes and rivers. The typical community of crocodillians will have $3D6 \times 100$ members, small communities only $3D6 \times 10$ and the largest may have $3D6 \times 1000$. Crocodillians are never molested by crocodiles and live among them on Earth. They feed mainly on animals and fish, but do occasionally eat the remains of vanquished opponents.

Crocodillian R.C.C.

(pronounced: crock-oh-dil-ee-in)

Alignment: Any, but most are anarchist, unprincipled, miscreant or aberrant.

Attributes: The number of six-sided dice rolled is as designated. I.Q. 2D6+4, M.E. 3D6, M.A. 3D6, P.S. 2D4+28, P.P. 4D6, P.E. 5D6, P.B. 1D6, Spd. 4D6+10 running and doubled swimming. Considered to be a supernatural being.

Mega-damage Creatures: 4D6×10 M.D.C. plus 10 M.D.C. per level of experience.

P.P.E.: 2D4×10 base. This makes them prime targets for psionics and other creatures that feed on potential psychic energy.

I.S.P.: 3D4×10 plus 1D6+1 per level of experience.

Horror Factor: 11

Natural Abilities: Nightvision 200 feet (61 m), see the invisible, infrared vision enabling the character to see clearly in the murkiest of water, resistant to heat, fire, cold, poison and drugs (half damage and duration), track by blood scent 82%, climb 45%, prowl 30% on land or 70% in the water, swim 98%, hold breath for 4D4 minutes, and heals twice as fast as humans and four times faster when in the water for more than six hours.

Vulnerabilities: They can survive out of water for eight hours without ill effect. After that time they begin to dehydrate and need to be submerged or doused in water (shower or rain) for a minimum of three hours, longer is better. Remember they are aquatic reptiles. Dehydration causes crocodillians to become weak and die in a matter of days. Penalties: reduce speed by 50%, all combat bonuses and saving throws by 2 points and skill proficiencies by 10% for every day of dehydration. All effects are cumulative. After six days, the creature will lapse into a coma and die unless he is placed in life giving water. Even then, roll to save vs coma and death (+10% when in water).

Average Level of Experience: 1D4+2

Combat: Natural predator.

Attacks Per Melee Round: Three at first level, add one at levels three, five, nine, twelve and fifteen. Can substitute or mix psionic attacks for/with the physical.

Restrained claw strike — 5D6 S.D.C.

Full strength claw strike — 4D6 M.D.

Power punch — 1D4×10 (counts as two attacks)

Tail strike — 4D6 M.D.

Bite — 3D6 M.D.

Head butt — 1D6 M.D.

Pounce attack — 4D6 M.D. plus a 75% likelihood of knocking human-sized opponents down and a 50% likelihood of pinning him (no attacks); reduce those numbers by half when pouncing on opponents 15 feet (4.6 m) or taller. Counts as two melee actions. The pounce attack is usually performed by standing erect and then pushing or leaping forward (yes they can leap short distances; 2D4 feet).

Bonuses: +3 on initiative, +2 to strike, parry and dodge — double when in or under water, plus attribute bonuses (don't double these). Also +3 to save vs horror factor.

Psionics: They don't trust, like, study or use magic — but all possess psionics. 10% are mind melters and 5% are mind bleeders! The remaining 85% are master psionics with the following abilities:

Hydrokinesis, P.P.E. shield, plus select four powers from the sensitive category, two from healing, and psionic empathy with reptiles. Two additional sensitive and one healing power can be selected at levels five and ten.

Psionic Empathy with Reptiles (special)

Range: 10 feet (3 m) per level of experience.

Duration: 10 minutes per level of experience.

I.S.P.: 5 to empathically control reptiles. The affinity with reptiles is automatic and costs no I.S.P.

Crocodillians have an affinity with reptiles that's virtually identical to the ramen's rapport with animals. Crocodiles, caiman, alligators, snakes and other reptiles always take an immediate liking to the crocodillians and will allow them in their company and play with and protect them. +20% bonus to ride crocodiles or large reptiles including reptilian dinosaurs. This allows the crocodillian to operate in the wilderness without causing reptiles to react to his presence.

They can also psionically touch a specific reptile and evoke fear or submissiveness. Fear will repel the creature, causing it to run in the opposite direction (not attack). Submission causes the animal to regard the crocodillian as its superior and will obey simple telepathic commands such as attack, flee, hide, etc.

Note: The crocodillians never hurt or kill any reptile unnecessarily.

Magic: None; avoid using even magic weapons.

R.C.C. Skills: Basic math (+10%), reads and speaks Dragonese (+20%) reads and speaks Euro (+10%), speaks Gobbly and ancient Egyptian (+20%), track animals (+10%), land navigation (+10%), water and underwater navigation (same basic skill, different environment, +20%), wilderness survival (+20%), plus select two additional wilderness skills or rogue skill (+5%), select three technical skills (+10%) and select three weapon skills. Six secondary skills are also selected at level one and two more at levels four and eight. Select from any category except electrical, mechanical, medical, physical and science.

Average Life Span: 300 years.

Habitat: Rivers, swamps and lakes anywhere except in cold climates. A hundred live in the Nile and several hundred more inhabit the rivers of Africa, often hidden among normal crocodiles. All serve as spies, helpers and messengers for Sebek.

Allies: Their only formal alliance is with the Egyptian God, Sebek. They also like the company of crocodiles and humans (what a strange combination). Of course they will work with anybody that Sebek asks them to.

Enemies: They don't particularly like the Gods of Darkness, especially Set and Anubis, because of Sebek's banishment from the pantheon. They also dislike tautons because they give crocodile-like creatures a bad reputation. Nor are they particularly fond of the Gods of Light who always seem to be bothering them and Sebek about something. They don't want to die and will help those opposing the Four Horsemen of the Apocalypse. Ambivalent about most other creatures.

Size: Typically 20 feet long (6 m), stand about four feet (1.2 m) tall on all fours, and about 11 feet (3.35 m) tall when standing erect.

Weight: 1000 to 2000 pounds (450 to 900 kg).

Technology: Crocodillians are fairly smart creatures, quick learners when they like the subject, and are fascinated by technology. Many have taken to using high-tech weapons, tools, equipment (translators, CD players, computers, etc.), and optical enhancement systems, and some even get cybernetic implants! Twenty percent are competent computer operators and hackers!! They are not very good at designing or building and never manufacture anything. They don't trust or use magic.

Cybernetics: 40% have 1D4 + 2 cybernetic or bionic implants, limb or weapons, but avoid partial and full reconstruction.

Note: Crocodillians are carnivorous predators and scavengers. Although they may devour an opponent, they seldom hunt innocent humans or other intelligent life forms. They mainly eat animals and fish.

Jinn — The Elemental Demon

**The minions of Set —
Not available as a player character.**

The jinn are powerful free spirits within the hierarchy of Hades. They are generally free to come and go and do as they please, as long as their actions do not disrupt the demon community. They are evil, mischievous creatures of magic, linked to elemental forces. They are also known to cause disease, drought, and trouble for all mortal creatures, whom the jinn consider to be their playthings.

These supernatural beings are found in many dimensions, **Rifts Earth**, the Palladium world, the elemental plane, and Hades are among their favorites. Like true elementals, the jinn's natural state is that of invisibility; only warlocks, and those with the power to see the invisible can see them. They are impervious to most weapons, including mega-damage devices. However, the jinn are vulnerable to magic and silver. A weapon made of silver inflicts M.D. equal to its usual S.D.C. damage and a wand, staff or weapon made from the Millennium Tree causes double damage.

The Curse of Thoth

Long ago, the jinn were placed under a curse by a powerful being, or so legend tells. According to the pantheon of Set, that powerful being was Thoth with assistance from Set. In return for his valuable help, Thoth conjured a powerful magic placing a terrible curse of servitude over all the Jinn and gave Set limited powers to summon and command them. At the time, Thoth perceived Set's power over the jinn as part of the curse and punishment for the jinn, not as a valuable reward for Set. Over the ages he has come to regret that decision, since Set has used his influence over the jinn to his great advantage. Unfortunately, Thoth is an erratic and absent-minded genius (some would say lunatic) who frequently creates magic that cannot be later reversed, altered or duplicated. Such is the case with Set and the jinn.

Set's power over the jinn is just a tiny part of the curse imposed upon the demons by Thoth. The curse forces the jinn to regard anybody who can capture/defeat them, or rescue them, as their master. The curse also binds them to grant *three wishes* as a boon to their "master." Until the three wishes are requested and

granted, that particular jinn is bound to that plane of existence and to the person to whom the jinn is obligated. Being bound to an individual means that the jinn must stay at his side, cannot raise his hand against him and must call him master. Although bound to that individual, the jinn is not obligated to aid or assist him in any other way. To ask the elemental demon for information or to dispatch an adversary is considered a wish. Otherwise, the jinn is free to stand by idly watching, laughing and jeering his master. Of course, a jinn may *volunteer* any amount of aid or information it may desire to offer, but such assistance is likely to lead to treachery or death. The jinn loathes having to call any creature its master, even for a short while. The longer it takes one to ask for the three wishes, the more angry and vindictive the jinn becomes.

The nicest jinn is incredibly selfish. Most are terrible, evil forces who hate virtue, compassion and goodness above all else. They will always try to trick or cause the death of the mortal who controls and/or belittles them. If a person to whom the jinn is obligated dies, the creature is free of its obligation and is able to leave. A jinn cannot be obligated to an entire group, only one individual within the group.

The Wish. The word "wish" must be used to force the jinn to comply with demands. It is important to understand that the jinn cannot actually produce something out of thin air as most people seem to believe. Rather, they use their formidable powers, cunning and evil ways to provide that which has been requested. If a king's ransom is wished the jinn will disappear and return within 48 hours with the valuables requested. The wisher will not know how the wealth was obtained, from whom, or how many suffered or died in its acquisition. Without a doubt, it has been stolen! Likewise, a wish to bring someone back to life will send the jinn searching for a resurrection scroll or being who can be forced to resurrect the dead person. This means the jinn and his accomplice are restricted to the normal limitations of resurrection magic. There may be wishes, such as resurrection, that may be beyond the powers of the jinn. A wish that really cannot be granted does not use up a wish.

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

There are four types of jinn, black (earth), white (water), green (air), and yellow (fire). All jinn have the following characteristics and abilities.

The Jinn

Note: Not available as a player character, only as an NPC or villain.

Alignment: Any evil or selfish.

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

M.D.C.: 2D6 × 100 + 200

Horror Factor: 15

P.P.E.: 1D6 × 100

Magic: P.P.E. 1D6 × 100. *Black Jinn:* All earth elemental magic from levels 1-8. *White Jinn:* All water elemental magic from levels 1-7. *Green Jinn:* All air elemental magic from levels 1-7. *Yellow Jinn:* All fire elemental magic from levels 1-8. All spells are cast at eighth level of proficiency (fourth during the day). See the **Rifts Conversion Book** for elemental/warlock magic.

Psionics: I.S.P.: 1D4 × 10 + 30. The **Palladium RPG** style jinn possesses all level one and two psionic abilities at fifth level proficiency. **Rifts** style jinns possess all sensitive and physical psionic powers at fifth level proficiency.

R.C.C. Skills: Basic math 98%, literate in Dragonese/Elven 98% and two other languages of choice, streetwise 65%, intelligence 90%, track humans 50%, wilderness survival 70%, land navigation 85%, swim 80%, demon & monster lore 90%, faerie lore 90%, radio: basic 90%, computer operation 90%, basic electronics 90%, locksmith 80%, pick locks 90%, pick pockets 70%, palming 70%, concealment 70%, W.P. sword, and W.P. energy rifle and three of choice (any).

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

Enemies: Generally, humanoids and the forces of good.

Allies: Fellow demons of Hades.

Size: 8 to 24 feet (2.4 to 7.3 m) tall; can change size at will.

Weight: 1000 pounds (450 kg)

Notes: Jinn occasionally wear armor and can use man-made weapons. They are particularly fond of magic items, magic swords, vibro-blades and energy rifles.

Natural Abilities: Natural state is invisible, can turn visible and invisible at will, turn into mist at will, metamorphosis into an insect, fire and cold resistant (even M.D. attacks do half damage), nightvision 90 ft (27.4 m; can see in total darkness), see the invisible, dimensional teleport 53%, bio-regeneration: 3D6 M.D. per minute, magically knows all languages, and can increase size at will; add 1D6 M.D. to any height above 16 ft, 24 ft tall maximum.

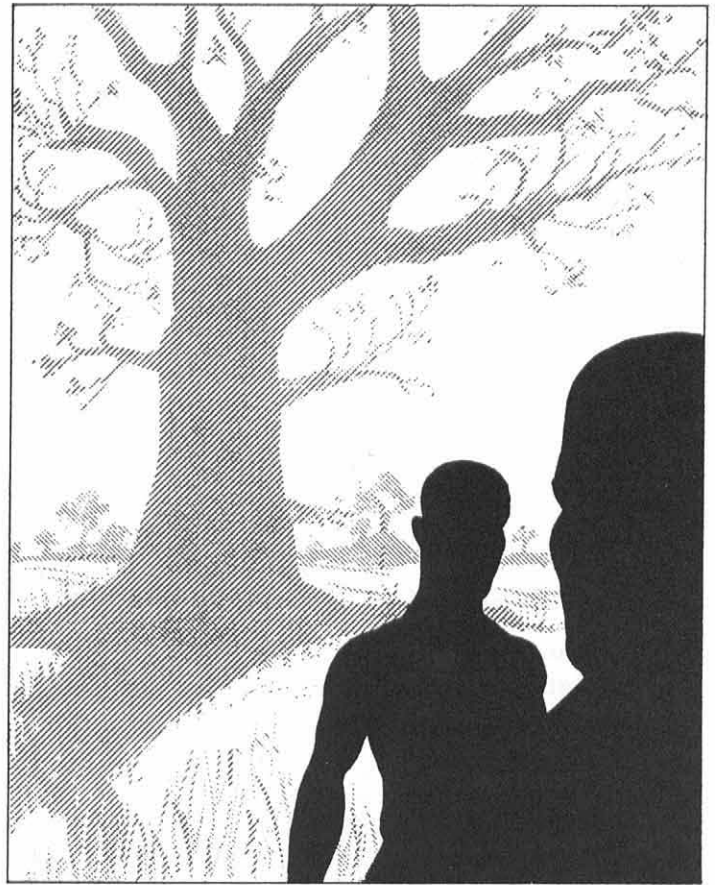
Vulnerabilities: All jinn are creatures of the twilight and are strongest at night, dusk and the first hint of dawn. During the daytime, whether sunny or overcast, indoors or outside, all of their powers, abilities, number of attacks, bonuses, physical M.D.C., etc., are at half. Jinn are also vulnerable to weapons made of silver, day or night. Silver inflicts M.D. equal to its usual S.D.C. damage. The magic from wands, staves, and damage inflicted from weapons made from the wood of a Millennium Tree does double damage.

Combat: Six physical attacks per melee or two by magic.

Damage: Restrained punch does 4D6 S.D.C. damage plus P.S. bonus, full strength punch or kick does 5D6 M.D., power punch does 1D6 × 10 M.D. (counts as two attacks), body block/ram does 5D6 M.D. and has a 65% chance of knocking an opponent off his feet, causing that person to lose one melee attack and initiative (counts as two attacks), or by weapons or magic.

Bonuses: +4 on initiative, +4 to strike, +3 to parry and dodge, +4 to dodge in flight, +6 to pull punch, +4 to roll with impact, +6 on all saving throws, including save vs horror factor. Bonuses listed are in addition to attribute bonuses.

Note: Remember to reduce bonuses by one-half during the daytime.



K. SIEMBIEDA 1993

The Mystic World of Africa

Note: The following section about the beliefs, magic and mystic leaders, such as the medicine men and rain maker, are very loosely based on the myths and beliefs of the African people. Ideas and elements have been liberally taken from the 3000 plus tribes/nations of Africa and mixed together to create a few specific character classes and concepts for the world of **Rifts**. Much of the material is a blend of lore from several cultures combined with fictional extrapolations by the author.

The beliefs, magic, powers and monsters presented are NOT real, but purely make-believe. The African culture is rich and varied. The concept of a "rhythm of nature," and their views of time, future, present and past/history are quite unique. Equally fascinating is the pervasive concept of spirits, spirit ancestors, and magic. Readers may want to explore the real world of the African nations by reading factual accounts.

Magic and Man

The people of Africa have always seen the world in a very different way than western cultures. Possibly more than any people on Earth, magic and the supernatural has been a part of their everyday lives. Just as the sun rises and the rain falls, there is magic and the supernatural. This knowledge and belief had existed long before the Coming of the Rifts and even before the first pyramids were built. The African people have always known that magic, spirits and the supernatural are real and they accepted it as part of the harmony of nature. Even into the 21st Century, many Africans held to their beliefs of magic and supernatural forces. In many ways, it has enabled them to adapt quickly and effortlessly to the changes that came with the dimensional rifts.

Generally speaking, the African people have always believed that there is an invisible, mystical force or energy in the universe. This "energy" permeates the earth and the entire universe. Certain individuals, such as the medicine man, rain maker, priest and witch have the ability to tap, control and use this energy. This mystical force is neither good nor evil in itself, but is just like other things at man's disposal: it is the user of the magic energy that makes it a force for good or evil.

Malicious spirits, foul creatures of magic, demons and evil supernatural beings are all considered to be **evil spirits** or demons. The magic created by these evil beings is **bad medicine**. Gifted humans can also use magic or psionic powers to create bad or good medicine. Witches, evil sorcerers and evil spirits disrupt the harmony of nature with their "unnatural" and hurtful magic. These beings are hated and feared as the enemies of man, nature and god.

Beings who use magic for the purposes of good and to help others are the most esteemed and honored of people. Thus, powerful practitioners of magic, psychics, dragons and creatures of magic who are known to be good, are welcomed as friends and allies and may even be considered to be medicine men. There is no fear or prejudice toward non-humans, psychics and users of magic as long as they use their powers for good. It is only the element of evil that is seen as repugnant and dangerous.

Unlike many other cultures in the world, the African people seldom worship animals, insects, or plants, although they acknowledge that some supernatural beings resemble them. Witches and other forces of evil can turn into animals, but these beings are to be despised and destroyed. **Animals** are viewed as natural beings who share the earth with man and are intended to feed, clothe and serve him. The Zulu believe that cattle were given to them by their god and that cattle were meant for them alone. As a result, they feel obligated to steal cattle from non-Zulu people without any feelings of regret or wrongdoing.

Some animals, particularly chickens, sheep, goats and cattle, are commonly sacrificed in religious ceremonies or magic rituals. There are a few tribes who do revere a sacred animal. Typically, the animal is believed to be special in the eyes of the gods so it is never harmed or eaten. Those responsible for killing a sacred animal are believed to risk the wrath of the gods and may suffer from bad luck, sickness or death. Similarly, the slaughter of a sacred animal may be considered a serious crime and the perpetrator must be punished and possibly even sacrificed to the gods.

Spiders are not worshipped, but many tribes see the arachnid as a creature of wisdom. There also exists a few spider or spider-

like gods. One such god is known as **The Great Spider — The Wise One**. Some people incorrectly believe that the death weaver spider demons are either the children of The Great Spider or his earthly manifestation and worship them. These tribes are often led astray, manipulated and ultimately hurt or destroyed by these vile monsters. A large number of bandits, members of death cults and many of the monster races also worship the spider demons.

The Millennium Tree is the only plant that is considered to be an intelligent or spiritual essence. The place where it grows is a sacred and magical location and may be restricted to medicine men, priests, chiefs and kings. The tree itself is honored (seldom worshipped) as a great gift from the gods or as an earthly vessel for a god. It symbolizes life, harmony, and prosperity. Only "good medicine" emanates from it and powerful medicine can be made from its leaves, branches and bark. Some African mages, wise men and healers use the great trees in exactly the same way as the druids of England, effectively making them **Millennium Druids** — however these druids would be called priests or medicine men. One such group is known as the *Medicine Men of the Mystic Tree* and another as the *Great Tree Medicine Men*. One tribe in Libya has a group of millennium druids known as the *Priests of the Life Tree*.

Locations of known Millennium Trees in Africa: One is found in Egypt but it is sickly, abused and tormented by the minions of Pharaoh Rama-Set and the forces of good are kept away from it. Other Trees of Life are found in Libya, Algeria, Kenya and the African Congo. There are also many rumors about a sacred tree known as the **Ancient Father** concealed in the Congo. A new tree is also said to have sprouted in Madagascar, but neither of these rumors have been confirmed.

Herbalists can also serve as medicine men and healers. These characters are identical to the **Herbalist O.C.C.** found in the pages of **Rifts England**.



African Magic

Occupational Character Classes

Witch (NPC villain)

The Medicine Man

Rain Maker

Priest

It is the **king** and/or **queen** who holds the seat of political power; some tribes have a chief or headsman. These individuals direct warriors into battle, conduct negotiations and settlements on behalf of the tribe, officiate at ceremonies and festivals, enforce the law, and lead the people. Truly great kings may be guided by good spirits of past kings and are typically advised by well-meaning medicine men and priests.

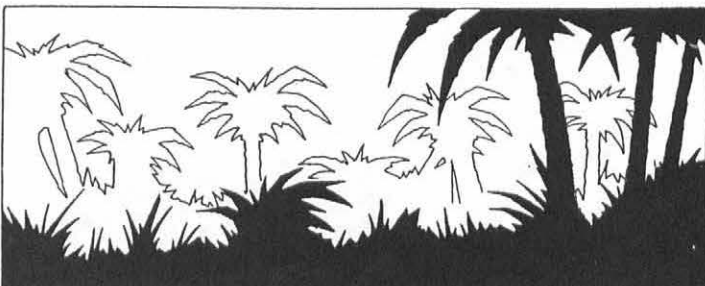
The next most respected position one can hold is that of the **medicine man**. This character serves as advisor to the king and fellow tribesmen, is a healer, seer, wizard, witch hunter and protector against all evil forces.

The **priest** is the holder of knowledge regarding the tribe, its people, history, laws, lore, religious beliefs, rituals and some magic. Both the medicine man and priest are social fixtures within the tribe.

The **rain maker** is an independent operator who may travel from tribe to tribe or adopt one village as his permanent home. They are revered by the lowest tribesmen to the mightiest king, medicine man and priest. The character's exact position within a village or a tribe will fall somewhere between the king and the priest. Very skilled, powerful and charismatic rain makers can become as popular as a king or medicine man and is always one of the three wealthiest people in a community.

Rivalry between these four factions is virtually non-existent, because each position, king/chief, medicine man, priest, and rain maker, is a distinct occupation and each has its place of honor within tribal society. Furthermore, all four respected occupations fit together to make a whole unit of power that works on behalf of the greater good of the people and the continued harmony of nature. Some tribes will have a powerful medicine man equal to or second only to the king. Others will have a powerful priest or rain maker, and so on.

A **witch** is the most despicable and loathsome creature on Earth. They represent evil magic and spirits, the demonic and unnatural. There is no greater insult than to call a medicine man or priest a "witch doctor" or to accuse a person of being a witch.



African Witch

Non-Player Character Villain

Note: This character is ideal as a NPC villain, but is not recommended as a player character!

The African witch is always an agent of evil! The witch creates "bad medicine" with the intent to hurt others, to get revenge, help herself at the expense of others, or to disrupt the harmony of nature. As agents of evil, witches associate with evil spirits (demons, devils and evil forces) to create "bad medicine" and deliberately cause the pain and suffering of others. This makes them the most loathsome, feared and admonished of creatures. Whenever witchcraft is recognized, a medicine man or priest will try to locate the source of the evil and destroy it. Witches are feared, hunted and destroyed without mercy.

Necromancers, blood druids, shifters, stone masters, mind melters, mind bleeders, and any practitioners of magic who are of an **evil** alignment and who use their magic for evil or selfish purposes, are considered to be "witches!" Those who associate with evil spirits/demons and/or use bad medicine are also considered to be witches, students of witchcraft or the evil minions of witches. Such people are avoided, often banished from a tribe or village and slain if it can be proven that they use witchcraft.

A tribe that has a witch for a leader is either enslaved by her or the people are willing, evil minions. Such a tribe will not have a rightful king, medicine man or active priest (probably slain or made ill by the witch). Instead the witch serves as political and spiritual leader. In most cases, the people are slaves of the witch and/or her evil spirits. Control over an enslaved village is maintained through murder, fear, and enchantment.

The powers of the African Witch

Note: The following powers are natural abilities of the witch and do not require the expenditure of P.P.E. to perform. Most (75%) African witches are female. Evil monsters and supernatural beings that associate with witches are referred to as demons or "evil spirits."

1. **Creatures of the night.** Witches tend to shun the light of day, are most active at night and love the darkness. They have nightvision 200 feet (61 m) and can see the invisible.
2. **Lycanthropy.** African witches possess the power of magic lycanthropy, a magic that enables them to turn into a large snake, dog, panther, ram or goat, but only at night. When transformed into an animal shape, the witch retains all of her mental attributes, hit points and powers, including the ability to speak and use magic. The animal form gives the character +10 to the speed attribute and a base skill of 50% to prowl. It also turns her S.D.C. into M.D.C. points, but only at night and only when in animal form.

3. **Create magic snakes.** The only purpose of these magic creatures is to strike down an enemy. The snakes can be sent against people or a person's animals, such as a favorite pet or to slaughter livestock. The witch can create up to seven deadly snakes, but each snake temporarily drains the witch of ten hit points or S.D.C. points. The witch cannot reduce her own body to below 10 hit points. Obviously a witch may foolishly render herself vulnerable to attack if she makes too many magic snakes. When a snake is killed or returns to her it disappears and the evil character regains the missing hit points/S.D.C. points.

Each snake is approximately three feet (0.9 m) long, has 10 hit points, two attacks per melee, +1 on initiative, +4 to strike, parry and dodge, prowl at 63%, and speed 44 (30 mph/48 km). The snakes have a basic predatory intelligence and an instinct for self-defense. Their only goal is to find their victim and kill. They will also strike any who get in their way or try to protect the one they are meant to slay.

The bite of the snake injects a magic poison into the victim. Humans and all S.D.C. creatures must roll a 15 or higher to save vs the magic venom. Mega-damage creatures need a 13 or higher to save. A failed roll means the character suffers 6D6 damage (S.D.C./hit points or mega-damage depending on the nature of the victim). The character also feels lightheaded and feverish (-1 on initiative and -1 to speed per each bite — lasts for 2D4 minutes).

Despite its physical effects, the bite of a magic snake leaves NO marks or trace of poison! Thus, death by magic snakes may seem to be of natural causes, i.e. heart attack, stroke, disease, etc. **Note:** ONLY the true medicine man can see the bites of a magic snake.

4. **Spit on snakes and cause them to split open and die.** The African witch's relationship to snakes is unmistakable. Even her ordinary spit will instantly kill a snake by splitting it open. Furthermore, the witch is impervious to the most deadly snake venom, but is vulnerable to other types of poisons and drugs.
5. **Eat away at or drain the life of their enemies.** This is another nocturnal power that can be used in human or animal form. It is a slow process meant to make the victim suffer and to serve as a warning to others not to garner her wrath. The witch finds her victim at night and waits till he or she falls asleep. Then she walks over to the character, leans over his/her head and breathes in part of his/her life essence: 4D6 S.D.C./hit points (doesn't work on mega-damage creatures) once every night. Also reduce all combat bonuses and saving throw bonuses by one point every night that the witch makes her terrible visit. The damage points do not return or heal even through magic. Plus the victim tires twice as fast as normal and begins to look pale and sickly.

The person becomes weaker and weaker with each visit and the witch gains his life energy — add the stolen S.D.C. to her own. When the victim has been reduced to 30% of his normal hit points, he is too weak to resist the witch. Like a vampire, she now holds power over him. She can sense his location wherever he is within 500 miles (804 km) and can mentally "call" him to her. Nor can the victim raise a hand against her even in self-defense.

There is no saving throw against this power of witchcraft unless a medicine man's charm or protection magic is used to keep the witch away.

The only way to save the victim of the eating touch is to take him far away, but the character will permanently lose all eaten/stolen S.D.C./hit points and bonus points. The alternative is to find the witch and convince her to return the life essence she has stolen. This is likely to require the person to pay a king's ransom or to perform some service for the witch — typically something that is evil, hurts somebody else or helps her in some way. There is one other recourse: find the witch and slay her!

O.C.C. Abilities & Bonuses

1. **P.P.E.:** Base P.P.E. is the number from the P.E. attribute times three. Add 2D6 P.P.E. per each additional level of experience. The witch can get additional P.P.E. from ritual magic, and blood sacrifices the same as most practitioners of magic.
2. **Bonuses:** +25 S.D.C., +1 to save vs magic of all kind (in addition to P.E. bonuses), +4 to save vs horror factor, Attribute bonuses: +1 to M.E., +2 to P.E. and P.S.
3. **Spell Knowledge:** The witch is not an experienced mistress of magic like most magic O.C.C.s. She gets her powers and spell casting abilities from her focus on using magic for evil and from her association with evil spirits. New spells are either taught to her by a demon or they just pop into her head whenever a new level of experience is attained.
4. **Learning New Spells:** In addition to the five special abilities described previously, the witch can select one new witch spell at levels 1, 3, 5, 7, 9, 11, and 13 — see the list and descriptions at the end of this section. The character also selects two common magic spells starting at level one, selecting only level one spells. Two new spells may be selected with each new level of experience with spell selection limited to the equivalent level of magic.

Attribute Requirements: I.Q. 10 and M.E. 10 or higher, and P.E. 12 or higher.

O.C.C. Skills:

- Speaks & literate in native tongue & one language of choice (+20%).
- Speaks one additional language (+20%)
- Lore: Monsters & Demons (+10%)
- Basic Math (+10%)
- Wilderness Survival (+5%)
- Carpentry (+10%)
- Skin and Prepare Animal Hides (+10%)
- W.P. Knife
- W.P. Blunt
- W.P. of choice

Hand to hand: basic can be selected as one "other" skill, hand to hand: expert at the cost of one "other" skill, or martial arts or assassin for the cost of two "other" skills.

O.C.C. Related Skills: Select seven "other" skills. Plus select two additional skills at level two, one at level four, one at level eight, and one at level twelve. All new skills start at level one proficiency.

Secondary Skills: The character also gets to select four secondary skills at levels three and nine from those listed, excluding those marked "None." These are additional areas of knowl-



edge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Communications: Any

Domestic: Any (+10%)

Electrical: None

Espionage: Disguise, forgery and intelligence only (+5%).

Mechanical: None

Medical: First aid or holistic medicine only (+5%)

Military: None

Physical: Any except acrobatics, gymnastics, and boxing.

Pilot: Any (horsemanship +5%)

Pilot Related: Any

Rogue: Any (+5%)

Science: Any

Technical: Any (+10% on lore, literacy, language or writing)

W.P.: Any

Wilderness: Any

Standard Equipment: Virtually any type of clothes from robe or dress to a thong and shorts. Most will wear quite a few beaded necklaces and bracelets. 1D4 sacks, back-pack, utility/ ammo-belt, canteen, sunglasses or tinted goggles, air filter or gas mask, food rations for a week, and personal items.

Weapons include a silver and a wooden knife, picks, pins and scalpels for torture, a wooden mallet, palm size mirror, a war club or staff, 1D6 throwing sticks or throwing knives, and an energy pistol or rifle. The witch tends to prefer magic weapons and devices over technological ones, thus 50% will have one or two magic weapons, sometimes more.

Vehicle is limited to non-military means of transportation, and may include a hover vehicle, motorcycle or riding animal.

Money: Starts out with 1D6 × 1000 in credits and 6D6 × 1000 in precious stones, gems, gold and other items. The experienced witch can acquire a vast fortune of ill-gotten goods.

Cybernetics: Starts with none and will avoid them because they interfere with magic. Only cybernetic bio-systems for health reasons will be considered.

Note: Witches are extremely self-serving, manipulative and dangerous. Few have much regard for the living and seek personal wealth and power. Witches may work solo or gather in groups of 2D4 to work their evil.

Insanity: The witch is often mentally unbalanced. Roll once on the following table at levels three, seven, nine and thirteen. Or just pick one at the appropriate time.

Witch Insanity Table

Roll percentile dice.

01-20 No insanity.

21-25 Phobia: Medicine Men

26-30 Obsession: Likes to hurt, torture, and make medicine men look foolish/incompetent or untrustworthy.

31-40 Obsession: Likes to torture, hurt and kill others.

41-45 Obsession: Wealth; loves it — craves riches.

46-50 Obsession: Danger; loves it — takes needless risks.

51-55 Phobia: Gods of Light

56-60 Obsession: Hates the light of day and tries to avoid it.

61-65 Obsession: Dead things — loves them; surrounds herself with skeletons, mummies, zombies, and the like.

66-70 Phobia: Millennium Trees — avoids them at all costs.

71-75 Obsession: Hates good priests of all kinds.

76-80 Phobia: Spirits of Light/angels.

81-85 Phobia: Psychic healing

86-90 Roll for random affective disorder.

91-95 Roll on random insanity table (**Rifts RPG**).

96-00 Roll for psychosis.

Spells of the African Witch

Charge Object with Evil

Range: Touch/ritual

Duration: Indefinite

Saving Throw: 16 or higher

P.P.E.: 120

The witch can instill bad medicine (effectively a powerful curse) into otherwise ordinary objects and items, such as fruit, nuts, food, drink, books, walking sticks, crowns, headdresses and weapons. The evil item must then either be offered by the witch (and she cannot actually deny that it is dangerous if she is questioned about it — but she can avoid a direct answer by saying something like, “Why would I want to hurt you?” or simply smile) or the item must be made known to be cursed or

“bad medicine.” The latter is usually placed on an item of importance to prevent its use by good characters, diminish its value, and/or to torment its owners.

To charge the item with evil magic, the character must acquire it and perform a lengthy, 2D4 hour, ritual. Cursed objects with bad medicine can cause any of the following. Note that for an item to have more than one charge, the witch must perform the charging ritual as often as desired. Only one curse can be placed on a particular item. Once the evil charge has been activated, the object is freed of the bad medicine and safe to use (unless there are multiple charges, which is a rarity).

The charging of objects with bad medicine has two main purposes. One is to make enemies suffer rather than kill them. The second is to force people to do her bidding. Only the witch or a powerful medicine man can restore the victim of this bad medicine. Convincing the witch to restore the person is likely to require the character to pay a ransom in valuables, item(s) she covets, information or the performance of some service. A trade of services will almost certainly be something that is evil, hurts somebody or helps her in some way. The only other alternative is to find the witch, kill her and pour her blood over the hands of the cursed person(s), destroying the bad medicine. If the witch is slain by somebody else and her blood is not available, the victim must seek the healing powers of a medicine man or the gods!

All saving throws must be 16 or higher to save vs ritual magic. A successful save means no damage or bad medicine. All “charged” objects will radiate an aura of magic visible to beings who can see or sense such things. Animals instinctively avoid the cursed object.

The different types of bad medicine placed into charged objects:

- **Blind!** – 5 to strike, – 10 to parry and dodge, and likely to stumble. Same as the spell magic (see **Rifts RPG**, page 172) only the duration is indefinite.
- **Bad luck!** Cannot prowl, makes a loud noise when trying to hide, always loses when taking a gamble, all skills are – 30% when they are most needed, and – 4 to initiative and dodge.
- **Fever.** Victims are burning up, feel dizzy and weak, vision is blurred, every muscle in the body aches. The character finds it difficult to concentrate and the body dehydrates (must drink fluids). Reduce speed and parry bonuses by half, reduce the number of melee actions by two, all other combat bonuses are reduced to zero, skills are – 30%.
- **Mystic poisoning** similar to the eating of life energy. Any person touching the object suffers 2D4 × 10 points of damage (S.D.C./hit points or mega-damage depending on the nature of the victim). Should the character survive the initial shock, these lost life points do not recover like normal damage! Only the witch can restore the character to normal!!
- **Mystic Sickness.** The victim suffers from headaches, running sinuses, watering eyes, nausea, vomiting, diarrhea, weakness and fatigue. The character cannot hold food down which makes him weaker with each passing day. If the victim tries to push himself (always roll at the beginning of each melee round), there’s a 1-50% chance of collapsing into unconsciousness for 1D4 melee actions (15 to 60 seconds). Other penalties: Reduce speed, P.S. and P.P. by half, all combat bonuses, attacks per melee and physical S.D.C are also at half. Skills proficiency is – 20%.

Delirium

Range: 30 feet (8 m) plus five ft (1.5 m) per level of experience.

Duration: 24 hours per level of the witch.

Saving Throw: Standard.

P.P.E.: 25

Magic delirium causes the character to become confused or hallucinate when in combat or in stressful situations. The specific delirium episode will last for 1D6 + 1 melee rounds (30 to 105 seconds). Roll to determine what type of delusion the character is suffering:

- 01-20** Confused, can’t remember his name, what he is doing there or who are friends or foe. The character will stand by, stupefied, doing nothing to help anybody, but will defend himself.
- 21-40** Doesn’t recognize those around him and will not trust them, but he thinks the witch is his friend and will help and protect her!
- 41-60** Doesn’t know where he is, panics and runs away to hide or go home. He will fight only enough to get away.
- 61-80** Becomes lost in his own little world — oblivious to events and people around him. Relives some past event (good or bad) and sees everybody around him as someone else (friend or foe). Nothing the character says or does seems to make any sense.
- 81-90** Sees monsters and villains threatening him. The character will scream in terror, shout warnings, run around and point to or attack things that only he can see.
- 91-00** Thinks he is indestructible and takes death defying chances. Ridiculously courageous: +1 on initiative, +1 to parry and dodge, but takes needless risks and will fight to the death.

Evil Eye

Range: 30 feet (8 m) plus five ft (1.5 m) per level of experience.

Duration: Varies, never more than 24 hours per level of the witch.

Saving Throw: Standard.

P.P.E.: 25

The evil eye is effectively a minor curse. Unlike the ritual power of charging an item with a potent curse, this curse is much simpler, with a limited duration, and can be cast with a mean stare and verbal condemnation. A successful save vs magic means no damage or bad medicine.

- **A sudden, piercing headache pain**, as if somebody was stabbing the head with a knife! The attack causes 1D4 S.D.C. damage per minute and temporarily reduces awareness and all combat bonuses and melee attacks by half as the pain is very consuming. **Duration:** 30 seconds per experience level of the witch.
- **Uncontrollable sneezing.** The head suddenly becomes congested, the nose runs, and the character is constantly sniffing, clearing his throat, and sneezing. The noise from the sniffing and sneezing makes it impossible to prowl or remain hidden; even the chameleon spell is – 20%, all combat bonuses are – 1, and skills are – 5%. **Duration:** Five minutes per experience level of the witch.
- **Pox.** The victim breaks out in hives that cover his entire body. The skin is extremely sensitive and itches (but don’t scratch). Armor and heavy back-packs cannot be worn. The

eyes become extremely sensitive to light, limiting the character to seeing about 100 feet (30.5 m) away. The body feels tired, itchy and achy. Reduce speed and combat bonuses by half, attacks per melee round by one, speed by 10% and skill performances is -10%. Duration: 24 hours per experience level of the witch.

Magic Drums

Range: 600 ft (183 m) plus 100 ft (30.5 m) per level of experience.

Duration: Five minutes per level of the spell caster.

Area Effect: 100 foot (30.5 m) radius per level of experience.

Saving Throw: Standard; a successful save means penalties are reduced to one point each.

P.P.E.: 15

The witch can magically create the sound of drums. The beat of the drums is deep and ominous and seems to be coming from every direction. They also sound as if they are nearby but can never be located if sought. The effect is a sensation of impending doom and being watched. All characters who hear the drums must roll to save vs magic. A failed roll means the characters are distracted, nervous and jumpy, -4 on initiative, -2 to strike, and -15% on the performance of all skills.

Money Doubling

Range: Touch

Duration: One hour per level of the spell caster.

Saving Throw: Standard; a successful save means the character sees through the illusion.

P.P.E.: 15

This spell is an illusion that the witch may use to trick foolish people who are desperate for money. The witch will instruct the character to place all of their valuables, money, gems, jewelry, in a sealed basket, pot or similar container and to place it at a secret location known only to the witch and that person (the place may be known to be special, sacred or magical). The person is then to leave and not come back till a particular time, with the promise that the money will be doubled! The witch then comes and takes the valuables, replaces them with leaves and/or stones, casts this spell and it appears as if the valuables have doubled. However, once the spell duration ends the illusion stops and the leaves and stones are revealed. The witch also uses this ploy to seemingly double her own valuables to make purchases or when gambling.

Pestilence Touch

Range: Touch

Duration: Until cleaned

Saving Throw: Not applicable.

P.P.E.: 15

The witch can touch food or a dead animal and infest it with maggots, worms, mites, and/or beetles that feed on the substance. If characters act quickly they can kill the pestilence and save 2D4 x 10% of the food by washing, boiling, deep frying, smoking, microwaving and similar measures to kill the bugs and any possible disease. This touch is similar to the natural power of the Apocalypse demon, Pestilence.

Poison Touch

Range: Touch

Duration: Until cleaned

Saving Throw: Victims who eat the magically poison food or drink get to roll to save vs poison, 14 or higher.

P.P.E.: 20

The witch can touch food or drink and magically poisoning it. Any who take even a single bite or sip will suddenly begin to gag and suffer 6D6 points of damage (M.D. if a mega-damage creature) plus an additional +4 points of damage per level of the witch. A successful save vs poison means the character only suffers 1D6 points of damage and feels a bit nauseous for the next hour.

Summon & Control

Biting Insect Swarm

Range: 600 ft (183 m) plus 100 ft (30.5 m) per level of experience.

Duration: Five minutes per level of the spell caster.

Saving Throw: Not applicable.

P.P.E.: 80

The swarm can be either crawling or flying insects. The threat from this swarm is attacks (bites and/or stings) on unprotected people and animals. The damage inflicts a life threatening 1D4 x 10 points of S.D.C./hit point damage per melee round (every 15 seconds). Flying insects are also very distracting, noisy and annoying, reducing a character's speed by 10% and initiative is -1. Overall visibility in this swarm is about 30 feet (9 m).

Summon & Control

Locust Swarm

Range: 600 ft (183 m) plus 100 ft (30.5 m) per level of experience.

Duration: Five minutes per level of the spell caster.

Saving Throw: Not applicable.

P.P.E.: 90

The swarm of devouring grasshoppers is purely to destroy crops or damage vegetation to cause starvation or financial ruin. Again, the fiendish magic user will use the threat of locusts or a small display of her power to blackmail villages into submission or to pay her protection money/valuables, and similar. The ability to destroy a community's crops is a powerful weapon.

Summon & Control

Drought

Range: 600 ft (183 m) plus 100 ft (30.5 m) per level of experience.

Area Affected: 400 square feet (37 sq. m) per level of experience.

Duration: 12 hours per level of experience.

Saving Throw: Not applicable.

P.P.E.: 270

This is another form of bad medicine designed to hurt or control people by killing crops and damaging food reserves. A drought is the absence of moisture, i.e. rain or snowfall. Without sufficient water, even in mild temperatures, the growth of vegetation is stunted, fruits and crops are smaller, and plants begin



to wither and die after more than four days without any water. Furthermore, humans and wildlife are endangered from the lack of water. The water table continues to drop and may dry up. Wildlife will leave the area in search of new watering holes and vegetation becomes dry, leading to an increased likelihood of brush fires (40% chance per day).

Summon & Control Heat Wave

Range: 600 ft (183 m) plus 100 ft (30.5 m) per level of experience.

Area Affected: 400 square feet (37 sq. m) per level of experience.

Duration: 12 hours per level of experience.

Saving Throw: Not applicable.

P.P.E.: 300

Temperatures rise 20 degrees above the normal high temperatures for that time of year. The extreme heat will cause plants and fruits to wither within three or four days, cause destructive evaporation of moisture from the ground and the bodies of the plants, prevents proper attendance of crops, and dries the vegetation so much that spontaneous combustion is possible (40% chance per day), causing random grass and forest fires.

Taboo

Range/Area Affected: 200 square feet (18.5 sq. m) per level of experience.

Duration: Until dispelled by the spell caster or magically dispelled by a powerful practitioner of magic.

Saving Throw: Not applicable.

P.P.E.: 300

An animal, tree, object or place can be made "taboo" by a witch, medicine man and some gods. A taboo can be thought of as a super curse. Whatever it is that has been made taboo, must be made public knowledge. Local people will all know about the taboo and warn visitors not to go near it — "bad medicine." **Taboo animals and trees** will have the mark of evil by way of a strange, symbol-like patch or odd appearance/color. **Objects** will have an inscription or symbol of warning written on the item itself and/or on the case, box, pillar, altar, etc., that either contains it or on which it sits. **Small areas/places** often have warnings carved or written into the object (like shrines), floor, wall, statue, or trees. Or there may be some frightening effigy or other symbol of danger. **Large areas**, such as a particular swamp, mountain peak, tunnel or forest, will have warning or fetish markers posted in intervals all around it.

A curse falls upon those who dare to ignore the taboo and take, examine, enter or damage the item or area. The conditions of the taboo are placed by the taboo maker and can include as many as six of the following.

Conditions of the Taboo magic (as many as six):

- Look upon the sacred/dreaded taboo subject.
- Dare to touch/examine the taboo subject without permission.
- Those who take/steal a taboo item/animal.
- Those of a particular alignment.
- Those who enter a taboo place or area.
- Those who steal or do violence in the taboo area.
- Those who vandalize or defile the subject of the taboo.
- Those who damage or destroy/kill the taboo place, object, animal or tree.
- Those of a particular tribe, race, occupation or religious belief (i.e. men of magic, those who worship a particular god or non-believers, etc.).

The Curses/Bad Medicine of a Taboo:

Roll percentile dice for random selection or pick one. The first five are all identical to the bad medicine listed under **Spells of the African Witch: Charge Object with Evil**.

01-10 **Blind**

11-20 **Bad luck**

21-30 **Fever**

31-40 **Mystic poisoning**

41-50 **Mystic sickness**

51-60 **Delirium:** Same as the witch spell but the curse of delirium lasts indefinitely, with delusions and hallucinations happening at moments of stress and combat.

61-80 **Marked for Death:** M.A. is reduced to 3, bullies, punks, bandits, and villains of all kinds take an immediate dislike to this character. He or she will always be the first to be attacked during combat and the target of animal attacks, insect bites, brawls, robbery, muggings and pranks. Furthermore, all the character's saving throws are reduced by half.

All medicine men, witches and psychic sensitives will be able to sense or see that this character is marked for death by defying a taboo.

81-90 Haunted. This character will be tormented, attacked, and eventually killed by creatures that represent ghosts and the dead, including entities, spectres, vampires, ghouls, mummies and zombies. In fact, in the case of this curse, there are usually 2D4 mummies or zombies hidden nearby who are automatically activated and seek out the offending party.

91-00 Death. Within 6D6 days this character will die, usually by violence, i.e. murder, snake bite, mysterious illness, freak accident, etc. Note that taboo subjects with the death curse always warn that to violate this taboo means certain death!

How to Remove Taboo Curses

The curse from violating a taboo can plague a character for the rest of his life! A medicine man must be consulted. See the Medicine Man O.C.C. and powers.

Alphabetical List of Bad Medicine of the African Witch

These spells are available only to the witch.

- Charge Object with Evil (120)
- Delirium (25)
- Evil Eye (25)
- Magic Drums (15)
- Money Doubling (15)
- Pestilence Touch (15)
- Poison Touch (20)
- Summon & Control Biting Insect Swarm (80)
- Summon & Control Locust Swarm (90)
- Summon & Control Drought (270)
- Summon & Control Heat Wave (300)
- Taboo (300)

Available Common Spell Magic

The spells available to the witch are limited to those listed as follows. However, the P.P.E. cost to perform a spell is two times the normal amount. For example, the Armor of Ithan spell normally costs 10 P.P.E., but will cost the witch 20, befuddle (normally 3) will cost six and so on. Most of these evil sorcerers focus on spells that hurt others, summon or enslave.

Level One

- Death Trance (1)
- Globe of Daylight (2)
- See Aura (6)
- Sense Magic (4)
- Thunderclap (4)

Level Two

- Befuddle (3)
- Concealment (6)
- Detect Concealment (6)
- Fear (5)
- Turn Dead (6)

Level Three

- Armor of Ithan (10)
- Breathe Without Air (5)
- Fingers of Wind (5)
- Fuel Flame (5)
- Ignite Fire (5)
- Negate Poison (5)

Level Four

- Ley Line Transmission (30)
- Fool's Gold (10)
- Repel Animals (7)
- Trance (10)

Level Five

- Calling (8)
- Circle of Flame (10)
- Escape (8)
- Fly (15)
- Horrific Illusion (10)

Level Six

- Compulsion (20)
- Magic Pigeon (20)
- Tongues (12)

Level Seven

- Agony (20)
- Animate & Control Dead (20)
- Constrain Being (20)
- Invisibility: Superior (20)
- Life Drain (25)
- Wind Rush (20)

Level Eight

- Commune with Spirits (25)
- Exorcism (25)
- Locate (30)
- Luck Curse (40)
- Minor Curse (35)
- Oracle (30)
- Sickness (50)
- Spoil (30)

Level Nine

- Curse: Phobia (40)
- Protection Circle: Simple (45)
- Summon & Control Canine (50)

Level Ten

- Banishment (65)
- Control/Enslave Entity (80)
- Summon Shadow Beast (140)
- Summon & Control Rodents (70)

Level Eleven

- Summon & Control Animals (125)
- Summon Fog (140)

Level Twelve

- Summon Entity (250)

Level Thirteen

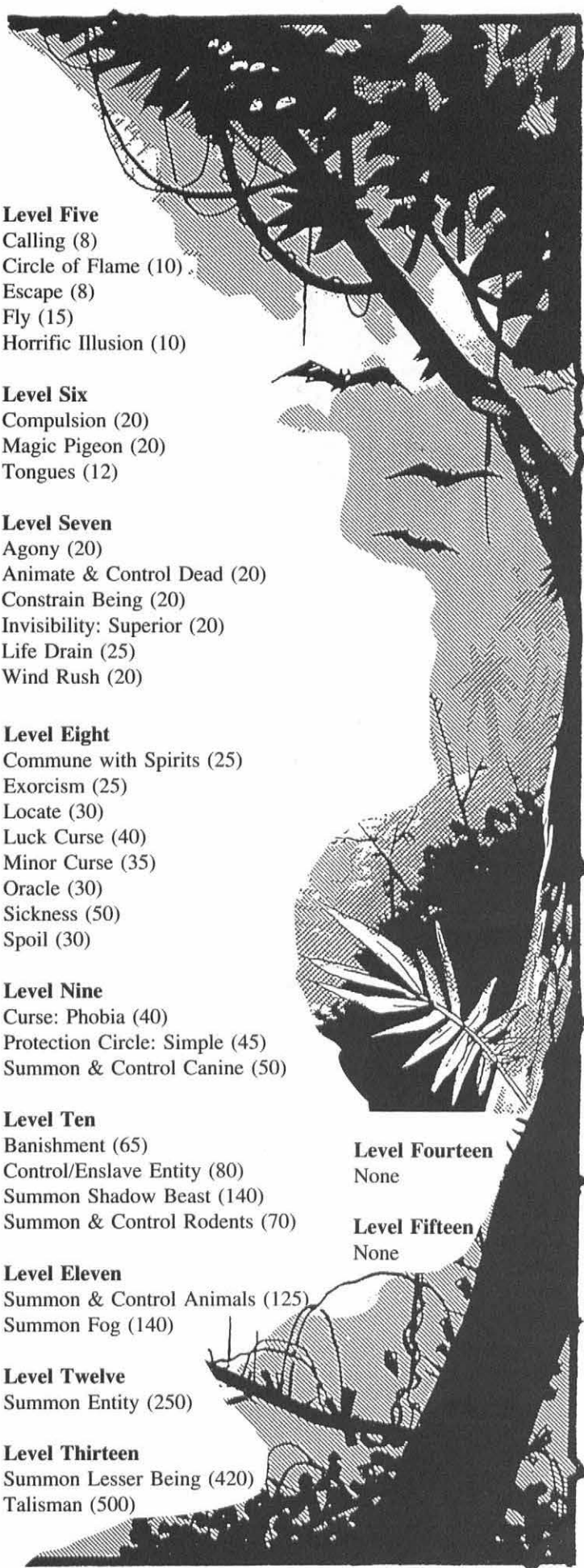
- Summon Lesser Being (420)
- Talisman (500)

Level Fourteen

None

Level Fifteen

None



Medicine Man O.C.C.

The traditional African medicine man is a distinct occupational character class. Any psychic, mystic, holistic healer or good practitioner of magic may be *called* a medicine man out of respect, but they are not “true” African medicine men.

The true medicine man enjoys the greatest esteem of any occupational character class or social position. Only the king holds a higher place in African society. Others, such as the rain maker and priest, may gain high social standing and wealth, but it is the medicine man — witch hunter and protector of the people — who is the most respected and renowned!

The medicine men are the keepers and makers of “good medicine.” Most are friendly and courteous, with an ability to discern people’s needs. They are dedicated to curing ills and do not charge exorbitant prices for their services. True medicine men are usually natives indigenous to the African continent. Strictly speaking, a medicine man doesn’t have to be a male or black, but 80% are both.

One becomes a medicine man either through heredity (passed on from father to son for generations) and/or by showing a “calling” for it. Those with a calling are usually men dedicated to helping others, feel a close bond to nature and are interested in magic. The practicing medicine man recognizes these traits and takes the person under his wing to teach him his mystic secrets. Typically, the intern is a youngster, between the ages of 7 and 16, and the teacher(s) is twenty to forty years his senior. These novices spend 1D4+6 years studying and practicing before they become a first level medicine man. The relationship between the elder and his student is usually similar to a father and son.

Small villages of less than a thousand people will usually have one medicine man, six to twenty priests and a visiting rain maker. Larger tribes may have as many as a dozen medicine men, scores of priests and a resident rain maker. Among the medicine men, one or two will have authority over the others like a father or chief — all others are subservient to the elder(s) in deference to the greater experience. There is seldom any rivalry between members of the group or with priests, because all work together to protect and help the people of the community. Furthermore, age and experience are seen as valuable in African society, not a hindrance. Consequently, the chief medicine man is typically an older man between 50 and 80 years old. Young medicine men who hold positions of authority are more common in small tribes or villages. A medicine man who makes his home in one village seldom travels far from it, although some do service the surrounding communities. Others are nomads or adventurers who wander the land helping anybody in need and seeking out and destroying evil forces.

The medicine man’s usual daily routine includes counseling and advising people about everything from medicine and magic to matters of the heart. He will tend to the sick and injured, chitchat, play with children, help priests prepare for ceremonies, and beguile the young and old alike with myths, news and stories. The medicine man is always aware of the latest news and current rumors, as well as history and lore.

The average medicine man has four time consuming goals: 1) To help others with his magic, 2) to protect innocent people from evil spirits and bad medicine, 3) to protect the innocent from witches and 4) to hunt down and destroy witches and evil spirits (demons).

His specialty is combating witches and the supernatural. In fact, one might consider the medicine man to be a combination detective, witch hunter and destroyer of the demonic. He is knowledgeable about bad medicine, witchcraft, magic, monsters and evil spirits. He can recognize witchcraft, curses, taboos, possession, magic items and enchantment. He is wise in the ways of combating and neutralizing these things with his good medicine. When evil spirits (supernatural evil) are afoot, he prepares defenses for his village and goes forth to warn other neighboring communities and travelers. Sometimes the warnings are very specific and ominous, other times they can be cryptic. When time allows, he will work his magic to create charms, talismans and protection. He often works with a priest to protect villages through magic ceremonies. His expertise is in identifying the problem so that the proper protection can be put into place.

See the **African Witch** for details about bad medicine and new spells.

O.C.C. Abilities & Bonuses

1. **P.P.E.:** Base P.P.E. is the number from the P.E. attribute plus $2D4 \times 10$. Add $2D6$ P.P.E. per each additional level of experience. The medicine man can get additional P.P.E. from ritual magic, ley lines, nexuses, and blood sacrifices the same as most practitioners of magic. They frequently work with priests and are involved in magic ceremonies.
2. **Bonuses:** +20 S.D.C., +1 to save vs magic of all kinds (in addition to P.E. bonuses), +6 to save vs horror factor. Attribute bonuses: +1 to M.A., M.E., and P.E.
3. **Spell Knowledge:** The medicine man can also learn conventional spell magic as well. He starts with globe of daylight, ignite fire, see the invisible, sense evil, armor of Ithan and the taboo and remove taboo spells/rituals, as well as being able to summon his spirit guardian and being able to make select magic items and charms.
4. **Learning New Spells:** Additional spells of any magic level can be learned and/or purchased at any time regardless of the character’s experience. However, medicine men are generally satisfied with their area of expertise and never learn more than a total of ten spells.

The powers of the African Medicine Man

Note: The following powers are natural abilities of the medicine man. Unless noted otherwise, they do not require the expenditure of P.P.E. to perform. The African witches, vampires and entities are natural enemies of the medicine man, but all evil monsters and supernatural beings have reason to fear him.

1. **Sees bad medicine.** The character can sense and actually see the magic aura of bad medicine created from witchcraft and necromancy. This enables him to automatically see and recognize objects charged/cursed with bad medicine, the bites of magic snakes, people under the enchantment of witchcraft and witches, victims of possessions and magic mind control!



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2. Recognizes the footprints of werebeasts and other evil spirits (supernatural monsters and demons). Base skill is 30% +5% per level of experience.

3. Recognize mind control and whether it is the result of possession, psionics, magic, hypnosis or drugs. Base skill is 30% +5% per level of experience.

4. Recognize bio-wizardry, real rune weapons and techno-wizard devices. Base skill is 25% +5% per level of experience.

5. Impervious to the magic snakes of witches. Their bite does no damage.

6. Impervious to possession of any kind and +2 to save vs all forms of mind control.

7. Make medicine stick: The making of a medicine stick requires a lengthy 48 hour ritual of fasting, meditation, chanting and help from his guardian spirit. The stick itself usually resembles a scepter or mace. One end is tapered and at the top is a rounded end like a mace. The medicine stick can be quite simple or ornate, with bead work, feathers, bones, and/or painted designs.

The medicine stick does 2D6 S.D.C. damage as a normal weapon, double damage to witches, 4D6 M.D. to werebeasts, evil spirits and mega-damage creatures, and it is charged with "good" medicine. This means it can be used to harmlessly discharge/destroy objects charged with "bad" medicine/witch curses by smashing them. If the stick is destroyed, the medicine man must make a new one. If it is stolen, he must find and recover it.

The good medicine makes the medicine man impervious to the evil medicine/magic of the witch (and only the witch) and +1 to parry! It is also indestructible in his hands. Others who hold onto the stick are +2 to save vs possession or mind control, +2 to save vs disease and poisons, +4 to save vs horror factor, fear and illusions, and +10% to save vs coma/death. The medicine man often lends his medicine stick to those in need. It costs 800 P.P.E. to make a medicine stick.

8. Make medicine horn, charms & amulets. The Medicine Horn: Next to the medicine stick, the medicine horn is the medicine man's most important object of magic. It is used as a focus in many of his rituals, meditation and spirit summoning.

It is used to create other charms, activate magic and sometimes as a component in rituals. The horn is taken from the buffalo, polished and decorated with beads and feathers. Sometimes it is carved with images that remind the medicine man of his life and goals. In addition to being a point of focus, it is impervious to fire and heat, indestructible in the hands of its maker and is a P.P.E. battery that contains 50 P.P.E. points. Only the medicine man who made it can use the P.P.E. and even then, he can only draw on the magic energy once per 24 hours. When the medicine man dies, the horn loses all of its magic properties. Only one medicine horn is made, unless it is stolen or destroyed. It costs 500 P.P.E. points to make the horn. **Making other types of charms, amulets and magic items:** See descriptions that follow.

9. All medicine men are psychic sensitives with the following eight powers: Clairvoyance, empathy, presence sense, see the invisible, sense evil, sixth sense, psychic diagnosis and mind block. I.S.P. is the M.E. attribute number plus twelve. Add 1D6 +1 per each level of experience.

10. Meditation. The character can place himself into a meditative trance by holding or looking at his medicine horn and humming softly to himself. The meditative trance enables him to heal and regain spent P.P.E. twice as quickly as normal (per hour). The medicine man also uses meditation to contact his spirit guardian.

11. The Emandwa or balubaale, spirit guardian. The psychic powers and focus enables the medicine man to contact and see visions of his ancestors. Only he can see and talk to this spirit. Until one gets used to this, the medicine man may seem to be schizophrenic, talking to somebody who isn't there. Men of science have speculated that the "spirit" is not actually there at all, but is really a manifestation of self-hypnosis through meditation and psionic powers. They believe that the medicine man lowers his inhibitions and taps his subconscious mind to remember things the conscious mind has forgotten, and to piece together information and draw conclusions. His psychic sensitive powers tell the conscious mind things that his subconscious mind and psychic senses already know. Of course, the medicine man laughs at these notions and explains that it is the spirit(s) of his ancestors who give him guidance and advice.

Whatever the case, the medicine man must meditate for 1D4 minutes to summon his spirit guardian. The spirit is always the same person and always a deceased loved one, father, mother, brother, uncle, and so on. Other ancestral spirits may appear to offer their help, but they are not "the" guardian spirit and often visit in dreams. Visitation by an unknown spirit can only mean "bad medicine" and that evil forces are aware of his involvement and are trying to confuse or frighten him. A medicine man will NEVER follow the advice or instructions of a strange spirit/visitation.

The guardian spirit offers the following information. Sometimes the information is very specific, other times it is vague. Usually the medicine man must meditate to call on his spirit guardian, but sometimes during a serious crisis, the spirit appears on its own or visits his dreams to raise questions, concerns, warnings or to offer suggestions. Most of the spirit guardian's help deals with combating supernatural forces and witches or "evil spirits."

- Warns of the involvement of witches and witch magic.
- Warns of the involvement of evil spirits.
- Warns of approaching danger from especially bad evil spirits.
- Warns of going in the wrong direction; philosophically, analytically or physically.
- Warns about the presence of bad medicine.
- Warns of danger to the medicine man if he pursues his current course of action — which may be necessary and encouraged.
- Warns the character about immediate danger from taboo items or areas and identifies the taboo subject. This is one situation where the spirit appears whether summoned or not.
- Identifies motives of revenge, hatred, greed, lust, or sadistic cruelty.
- Identifies possession and mind control.
- Identifies old enemies, especially witches.
- Identifies the presence of good medicine.
- Locates secret passages and compartments.
- Locates drinking water via divining, using the medicine horn.
- Suggests where a lost child might be found.
- Suggests the safest route of passage.
- Warns whether a particular person speaks the truth (yes or no)
- Adds strength of will: +1 to save vs magic and psionics, +2 to save vs horror factor. Lasts one hour per level of experience.
- Adds to physical endurance: The character fatigues at half the normal rate and can survive on half the normal requirement of food and/or water without ill effect. Last one day per level of experience.
- Adds to skills through encouragement: Temporary bonus of 10% added to one key skill. Lasts one hour per level of experience.
- The spirit guardian will also help the medicine man escape by untying bonds of rope and picking the locks of handcuffs, chains, doors, and prison cells at 75% efficiency. It can try to pick a lock once every melee round (15 seconds).
- The spirit guardian will also magically carry/pull the medicine man to safety when he is in danger of drowning.

Medicine Man Charms & Amulets

Charms are usually objects of protection similar to the *amulet* spell or magic circles. The magic of a charm remains active for years until it is deactivated by its maker or destroyed. Most of the charms of the medicine man are different than those of the pygmy shaman O.C.C. The typical charm can fit in the palm of the hand.

Amulets (standard items of protection): Any of those listed in the spell section of the *Rifts RPG* on page 186.

Kifaalu taboo horn. This is a powerful taboo charm and weapon made from the horn of the rhino. As an amulet-charm, the horn must be worn around the neck to serve as a warning to all demons and supernatural beings (evil spirits). All supernatural monsters will recognize the dreaded horn. Those who dare to attack a person under the protection of the Kifaalu horn will fall victim to taboo-like magic (see remove taboo ritual). The creature(s) will be haunted by a ghostly apparition of a rhinoceros and suffer the following penalties: -1 attack per melee, -1 to save vs horror factor and magic fear, and all combat bonuses are -2. Vampires and animated dead are held

at bay — cannot attack. **Note:** If the wearer of the horn attacks the evil spirit(s) first, the taboo is negated and the foul creature can attack without fear of a taboo curse or penalties.

The wearer is always +2 to save vs magic and poison cast from evil spirits, +2 to save vs horror factor and the horn can be used as a magic mega-damage weapon, inflicting 5D6 M.D. against evil demons, supernatural monsters and creatures of magic.

The Kifaalu horn can also be turned into an ax or club-like weapon that does 1D6 S.D.C. to normal opponents but 1D6 × 10 M.D. to werebeasts and other evil spirits. When made into a weapon, the horn does not have its taboo powers nor does it offer any magic bonuses. The P.P.E. cost is 1200 points regardless of whether the horn is a taboo charm or weapon.

Mayembe horns of divining. The horns of a buffalo or buck are used to divine/find water, lost articles, lost children and a missing medicine stick or horn. Range is one mile per level of the medicine man. It costs 350 P.P.E. to make this magic item.

Magic Wings. A charm made from the wings of insects must be worn and a pair of butterfly or moth wings are burnt while the medicine man and his participants sing and dance around the person getting the wings. As soon as the spell is cast, the wings begin to form from ectoplasm generated by the body of the character. The wings will automatically grow to a size in proportion to the character's height and weight. The type of wings ranges from translucent dragonfly wings to butterfly or moth-like wings. The power to use and control the wings is also imparted when the spell is cast. This means the character instinctively knows how to fly up and down, vary speed and land, along with knowing how to perform special maneuvers. Wings can be given to any mortal creature, from humans to animals. Creatures of magic and supernatural beings cannot receive magic wings.

Speed: 80 mph (128 km) maximum or hover stationary in the air.

Bonuses in Flight: +1 to parry, +3 to dodge and +3 to S.D.C. damage from dives and airborne strikes.

Duration: 15 minutes per level of the medicine man.

P.P.E. Cost: 100

Protection from disease. The wearer is +2 to save vs all types of diseases and sicknesses, magical and normal. If a disease is caught, its symptoms and duration are half. P.P.E. cost is 310.

Protection against the witch's life eating/draining power. Normally there is no saving throw against this deadly assault. This charm provides a save vs magic of 13 or higher. The charm is typically a seed pod or 2D4 seeds placed in a tiny pouch or bottle (the seeds symbolize life) and decorated by beads or feathers. 220 P.P.E. points are needed to make the charm.

Protection against witches and witchcraft. The charm is a carving made out of buffalo bone or horn and worn on a necklace or bracelet. The magic is placed into the charm through a spell weaving chant and the waving of the medicine horn. The wearer is +2 to save vs the magic, curses and evil eye of the witch. P.P.E. cost is 80 points.

The area effect version involves a magic ritual. The medicine horn is held in both hands and is waved up and down while a chant is said at each entrance. This is done in conjunction with the sprinkling of ground horns at the entrances and other strategic locations around the village or a particular building/house. At the end of the ritual, the medicine man pounds his medicine

horn into the ground in front of the main entrance. Witches and their magic snakes cannot enter an area protected by this magic.

The protection lasts one day per experience level of the character. If the medicine horn is removed, the spell is broken. However, witches, their minions and evil spirits cannot touch a medicine horn. The P.P.E. cost, thanks to the horn, is only 160 points, but may still require the involvement of others to garner the energy needed to activate the magic. Typically, a large crowd of villagers follows the medicine man around, chanting and praying, and providing him with P.P.E.

Witch lure. In this ritual the medicine horn is left in an open area where it attracts magic snakes and other magically created or summoned servants of witches. Instead of seeking out their intended victim or performing their mission of mischief they are drawn to the medicine horn where they can be seen and destroyed. The P.P.E. cost is 120.

Medicine Man O.C.C.

Attribute Requirements: I.Q., M.A. and M.E. 12 or higher. A high P.E. is also ideal but not a requirement.

O.C.C. Skills:

- Speaks & literate in native tongue 98%
- Speaks two additional languages (+20%)
- Lore: Monsters & Demons (+20%)
- Lore: Faerie Folk (+10%)
- Basic Math (+20%)
- Holistic Medicine (+10%)
- Land Navigation (+10%)
- Wilderness Survival (+10%)
- Track Animals (+5%)
- Dance (+10%)
- W.P. Blunt
- W.P. of choice
- Hand to hand: basic

Hand to hand: basic can be changed to expert at the cost of one "other" skill. Hand to hand: martial arts costs two "other" skills.

O.C.C. Related Skills: Select six "other" skills. Plus select two additional skills at level three, one at level six, one at level nine, and one at level twelve. All new skills start at level one proficiency.

Secondary Skills: The character also gets to select four secondary skills at levels one, five and ten from those listed, excluding those marked "None." These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

- Communications: Any
- Domestic: Any (+10%)
- Electrical: None
- Espionage: Any (+5%)
- Mechanical: None
- Medical: Any (+5%)
- Military: None
- Physical: Any except acrobatics, gymnastics, and wrestling.
- Pilot: Any (+5%)
- Pilot Related: Any
- Rogue: Any
- Science: Any (+5%)
- Technical: Any (+10%)

- W.P.: Any
- Wilderness: Any (+5%)



Standard Equipment: Set of travelling clothes, a set of ceremonial clothes, ceremonial headdress and a robe or cloak. A few sacks, back-pack, utility belt, water skin or canteen, sunglasses, air filter or gas mask, pocket mirror, 40 feet (12 m) of rope or cord, lighter, magnifying glass, binoculars, food rations for a month, first-aid kit, a variety of common herbs and medicines, and personal items.

Weapons are limited to the medicine stick, medicine horn, a knife, and one additional weapon of choice. 70% have an energy pistol and/or rifle or other high-tech weapon with several E-clips. The medicine man may also have 1D4+2 charms. Typically only high level characters (7th and up) have a Kifaalu horn.

Most young medicine men start off with one riding animal of fair quality or walk. More experienced and wealthy characters are likely to have a high quality riding animal and/or a quality vehicle and possibly a cargo vehicle or pack animals.

Armor: These characters may wear light mega-damage armor, especially magic types. They seldom wear armor during ceremonies.

Money: Starts out with 2D6 × 1000 in credit and 4D6 × 1000 in valuables such as gems, gold and livestock.

Cybernetics: Starts with none and will avoid them because they interfere with magic. Only cybernetic bio-systems for health reasons will be considered.

African Rain Maker O.C.C.

In many areas of Africa, rain and water are considered great blessings. Much of Africa is dry, with long periods of rainlessness. Many areas in the north, east and south suffer from agonizing periods of drought. Sometimes a drought can last for 2D6 years. Even in the more lush areas there is a rainy season followed by a long dry season that lasts five to seven months. Rain is needed for crops and reservoirs of drinking water during the dry season. During the rainy season there may be damaging storms and too much rain, causing rivers to overflow and flood. The rain maker can control, direct and adjust the weather of both seasons.

The rain maker is another of the traditional men of magic in African society. Like the medicine man and priest, the character's philosophy is to help other people. However, unlike the other O.C.C.s, the rain maker is an independent operative and may be allied to dozens of different tribes or none at all. He can be far less scrupulous, more mercenary and self serving.

The most compassionate rain makers will perform their services for whatever a village can afford. If the people are poor, his fees are small, perhaps even a mere pittance, like a meal, blanket, and/or place to sleep. If the village is wealthy the fee will be great and may include any or all of the following: precious metals, gems, magic weapons, charms, energy weapons, riding animals, livestock, information, an escort by warriors, protection, a house of his own to be maintained while he is gone, and so on. Villages, rich or poor, are always generous to the maker of rain. Many rain makers become wealthy, honorary members of several villages, with houses, wives and families in each. Those of a strong moral standing (good alignment) are the most respected and typically the wealthiest.

Greedy, selfish and cruel rain makers can be respected and wealthy, but they are also hated and feared. These scoundrels may resort to threats and extortion to get exorbitant payments for their services. If a village cannot or will not pay the price he asks, the mage is likely to walk away without lifting a finger to help. Some also steal from the village and ignore their laws — their protection: the threat that if they are punished they will change the weather to hurt the entire village. If the unscrupulous rain maker is cheated or feels slighted in any way, the character may cause serious trouble without regard to the innocent people who will suffer from his revenge.

A rain maker can be a man or a woman, but the majority (70%) are male. Most keep their secrets to themselves, passing the trade on from father to son and occasionally to cousins. They are very intelligent and study rain cycles, weather patterns, the stars and usually know about plants and farming. Some are also reasonably good thieves and confidence men, others are scientists and healers.

The Special O.C.C. Powers of the Rain Maker

1. All rain making rituals. Only the rain maker can perform the various types of rain dancing ritual magic. See the section that describes magic ceremonies, chants and dances.

2. Sense elements and changes in weather, such as rising or decreasing barometric pressure and humidity. Estimate the likelihood, approach of rain and when it is likely to start raining (accurate within 2D4 minutes). He can also tell whether it will be a light, medium or heavy rain and can sense rain up to 100 miles away (160 km). He will know when the wind has changed direction and what that direction is and estimate wind speed within 1D4 mph accuracy. He can also estimate the temperature within 1D6 degrees. This is an automatic ability and does not require an expenditure of P.P.E.

3. Sense the purity of water. The character can tell by smelling water if it is poisoned, dangerously polluted, contaminated, or good to drink. Level of accuracy is 40% + 5% per level of experience. - 20% when trying to detect purity/poison in other liquids like milk, wine, juices, teas, etc. This is an automatic ability and does not require an expenditure of P.P.E.

4. Divine water. By using the traditional dowsing rod, the character can sense the location of water, including underground springs. The rod vibrates and points in a specific direction. It stops vibrating and points down when the water has been located. Range: Five miles (8 km) per level of the rain maker. P.P.E. Cost: 5 points.

5. Control mega-damage lightning. The rain maker can summon and direct mega-damage lightning when it is raining or storming. Each lightning strike counts as half of his total number of melee actions, which means only two such devastating attacks are possible per melee round (15 seconds). The damage can be incredible because he is actually drawing on and directing the forces of nature. Mega-Damage: 20 M.D. per level of experience! Range: Wherever the rain is, he can direct a lightning bolt. However, he must be able to see his target to strike it. Poor visibility or only a general idea of location means he is - 10 to strike the desired target. The most effective range is 1200 feet (366 m), from which he is +3 to strike. At 2000 feet (610 m) he is +1 to strike. At 3000 feet he has no strike bonus. At 4000 to 5000 feet (1220 to 1524 m) he is -5 to strike and beyond that, -10. During heavy storms, maximum visibility may be less than 1200 feet (366 m). P.P.E. Cost: 20 points.

O.C.C. Abilities & Bonuses

- 1. Base P.P.E.:** 1D6 × 10 + 30. Add 2D6 P.P.E. per each additional level of experience. The rain maker can get additional P.P.E. from ritual magic, blood sacrifices and ley line nexus points. Double the character's range and area of effect when at ley line nexuses and magic stone pyramids.
- 2. Bonuses:** +25 S.D.C., +2 to save vs all types of magic rituals and magic circles, and +2 to save vs horror factor. Attribute bonuses: +2 to M.A. and +1 to M.E.
- 3. Spell Knowledge:** The rain maker can also learn conventional spell magic as well. He starts with blinding flash, globe of daylight, thunderclap, breathe without air, and armor of Ithan.
- 4. Learning New Spells:** Additional spells of any magic level can be learned and/or purchased at any time regardless of the character's experience. However, most rain makers are satisfied with their area of expertise and seldom learn more than a dozen spells. The types of spells learned are usually of a predominately elemental nature, mainly regarding air and water.



Attribute Requirements: I.Q. and M.A. of 12 or higher. A high M.E. and P.E. is always convenient but not a requirement.

O.C.C. Skills:

- Speaks & literate in native tongue 98%
- Speaks three other additional languages (+ 20%)
- Basic math (+ 20%)
- Astronomy (+ 10%)
- Botany (+ 15%)
- Identify plants and fruits (+ 10%)
- Land navigation (+ 10%)

- Pilot sail boat (+ 20%)
- Pilot row boats/canoes (+ 10%)
- Swim (+ 20%)
- Dance (+ 10%)
- W.P. Blunt
- W.P. of choice
- Hand to hand: basic

Hand to hand: basic can be changed to expert at the cost of one "other" skill, or martial arts or assassin (if evil) for the cost of two "other" skills.

O.C.C. Related Skills: Select six "other" skills. Plus select two additional skills at level three, one at level six, one at level nine, and one at level twelve. All new skills start at level one proficiency.

Secondary Skills: The character also gets to select four secondary skills at levels two, seven and eleven from those listed, excluding those marked "None." These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

- Communications: Any (+ 2%)
- Domestic: Any (+ 10%)
- Electrical: None
- Espionage: Any, except sniper and tracking
- Mechanical: None
- Medical: Any (+ 10%)
- Military: None
- Physical: Any except acrobatics, gymnastics, and boxing.
- Pilot: Any, except pilot robots and power armor (+ 5%)
- Pilot Related: Any
- Rogue: Any (+ 5%)
- Science: Any (+ 10%)
- Technical: Any (+ 15%)
- W.P.: Any
- Wilderness: Any

Standard Equipment: A set of travelling clothes, a set of ceremonial clothes, waterproof boots, robe or cloak, a few sacks, backpack, utility belt, canteen, sunglasses, air filter or gas mask, pocket mirror, string, 40 feet (12 m) of rope or cord, lighter, tinder box, magnifying glass, binoculars or telescope, diving mask and snorkel, food rations for a month, and personal items.

Weapons include war club or staff, 1D6 throwing sticks or a pair of knives. 80% have an energy pistol and/or rifle or other high-tech weapon with several E-clips. The rain maker may also have a few magic items.

Most young rain makers start off with one riding animal of fair quality or a motorcycle. More experienced, known and wealthy characters are likely to have a high quality riding animal and one or more pack animals, a quality personal vehicle plus a cargo vehicle and driver.

Armor. These characters often wear mega-damage armor of any type, especially into dangerous or unknown areas. They seldom wear armor during ceremonies.

Money: Starts out with $3D6 \times 1000$ in credits and $3D6 \times 1000$ in valuables such as gems and gold.

Cybernetics: Starts with none and will avoid them because they interfere with magic. Only cybernetic bio-systems for health reasons will be considered.

African Priest O.C.C.

The job of the African priest is to educate, protect and help others. The typical priest is a skilled holistic doctor and most are the keepers of the tribe's history, myths, and legends. They tell the history of the specific village, tribe, tribal nation, great kings, heroes, and lore. In addition, they serve as advisors, comforters, healers and judges. Even their duties as healers, judges and teachers frequently take the form of song, dance and rituals, since much of their history is kept and presented orally. Songs, chants, and dances are more easily remembered — especially if they are made to be fun and/or linked to festivals and celebrations. One will note that many of the priest's skills and abilities, including the making of alcohol, playing musical instruments and so on, are linked to the performance and execution of ceremonies.

The priest's three greatest strengths are knowledge (historical, lore, science, medicine), the trust of the people, and magic rituals. It is the priest who officiates at most ceremonies. They alone hold the secret mystic knowledge of most ritual dances, drums, chants, songs and rituals. Powerful rituals that protect and help people against bad medicine, enemies, nature and the forces of evil are their stock in trade.

In some African societies, the position of priest is inherited. In others, it is taught to those who show an interest and aptitude for study, magic, ceremony and helping others. In many African societies, the priest, whether male or female, shaves his head and/or wears ceremonial clothes or other articles to denote his or her station. In other cases, the priest may dress and look like the average citizen but this is not the norm. Priests are also predominately male, about 60%, but there are a number of societies that allow women to be priests and a couple where only women can become priests. Priests, medicine men and rain makers often work together for the greater good of the people.

African priest player characters are most likely to be nomads and adventurers who travel the land to help the less fortunate. Their main agenda is likely to be fighting witches and other forces of supernatural evil. They may visit a circuit of villages who don't have any priests, where they perform ceremonies, heal the sick, and fight bad medicine and evil spirits. They may simply roam freely, letting the hands of fate lead them where they are most needed.

O.C.C. Powers & Abilities

1. The secrets of the drums. All priests understand the language of the drums and all know the codes in order to issue responses, messages, and warnings.

2. Make alcohol. All African priests know how to make wine and beer. It is the responsibility of the priests to make libations for celebrations, festivals and magic ceremonies.

3. Commune with spirits/entities. Same as the spell. Only in the case of the priest, he need only meditate for a few minutes to talk to entities of all kinds. The ability to see and speak to these ghostlike beings does not mean that they will obey the character or be of any help. Only the priest can have a dialogue with them and perhaps get information or convince them to leave or help.

4. Base P.P.E.: The number from the P.E. attribute times two. Add 1D6 P.P.E. per each additional level of experience.

The priest can draw on additional P.P.E. through ritual ceremonies of dancing, singing and chanting and occasionally blood sacrifices (usually of animals). See the ceremony section that follows.

5. Bonuses: +20 S.D.C., +1 to save vs poison and drugs, +2 to save mind control of all kinds (in addition to possible M.E. bonuses), +3 to save vs horror factor.

6. Spell Knowledge: The African priest knows nothing about the workings of magic or spell casting. Instead, he or she draws on P.P.E. through prayer, song, and dance. The magic energy is then focused to bless and create good medicine. The entire orientation of the priest is to help others and protect them from evil. Although the African priest is effectively a user of magic, he does not see himself as such. See the section describing ceremonies.

7. Alignment: Any, but usually principled, scrupulous or unprincipled.

Attribute Requirements: I.Q. 10 and M.E. 14 or higher. A high M.A. and P.E. is good too, but not a requirement.

O.C.C. Skills:

Speaks & literate in native tongue 98%
Speaks two additional languages (+20%)
Lore: Monsters & Demons (+10%)
Anthropology (+10%)
Holistic Medicine (+10%)
Basic Math (+25%)
Dance (+20%)
Sing (+10%)
Play Instrument: Drums (+20%)
Play Instrument: Choose one (+10%)
Preserve Foods (+10%)
Palming (+10%)
W.P. Blunt
W.P. of choice

Hand to hand: basic costs one "other" skill, hand to hand: expert costs two "other" skills, and martial arts or assassin costs three "other" skills.

O.C.C. Related Skills: Select five "other" skills. Plus select two additional skills at level three, one at level five, one at level eight, and one at level twelve. All new skills start at level one proficiency.

Secondary Skills: The character also gets to select three secondary skills at levels four and ten from those listed, excluding those marked "None." These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Communications: Any
Domestic: Any (+10%)
Electrical: None
Espionage: None
Mechanical: None
Medical: Any (+5% for most, +10% for holistic medicine).
Military: None
Physical: Any except acrobatics, gymnastics, and boxing.
Pilot: Any (horsemanship +10%)
Pilot Related: Any
Rogue: Any (+5%)
Science: Any (+10%)
Technical: Any (+20% on lore, literacy, language or writing)
W.P.: Any Wilderness: Any (+5%)

Standard Equipment: Virtually any type of everyday clothes, plus a robe, tunic or cloak, ceremonial clothes, and ceremonial headdress and/or mask. Many priests also have tattoos, while others will paint their face and/or body for ceremonies. Many will wear beaded necklaces, metal bracelets and arm bands. Other equipment: 1D4 talismans and/or charms (gifts from medicine men), ceremonial scepter or club, several sacks (large and small), back-pack, utility belt, water skin or canteen, flashlight, sunglasses or tinted goggles, air filter or gas mask, food rations for three weeks, first-aid kit with a variety of common herbs, teas and remedies.

Weapons include a silver or wooden knife, dagger, 1D4 scalpels for medical use, four wood stakes and a wooden mallet, palm size mirror, a war club or staff, 1D6 throwing sticks or bow and arrow, and an energy pistol or rifle. The priest will also have two "Blessed Weapons" of his choice (see the dance of blessing weapons). He may also use other magic weapons and items of any kind, other than evil.

Armor: Few tribal people wear cumbersome suits of armor. Priests, medicine men, witches and high ranking warriors may wear leaf or bark armor from a Millennium Tree. Some warriors may purchase or steal conventional M.D.C. armor but will wear it only when facing mega-damage foes — otherwise it's not fair. Also see dance of flames.

Vehicle: Many walk everywhere, others use a riding animal, typically a horse, ass, camel or elephant. The more modern priests, particularly those in the northern and southern plains, may ride a jeep, truck, motorcycle or hover vehicle.

Money: Starts out with 4D6 × 1000 in gold, silver and precious stones and has another 1D4 × 1000 credits worth of herbs and tonics.

Cybernetics: Starts with none and will avoid them because they interfere with magic and are not natural. Only cybernetic bio-systems for health reasons will be considered.

Ceremonial Magic & Secrets

The Secrets of the Drums

Priests can play, and interpret messages, on the drums. Drums are used during dances, merriment and celebrations, and are also used to pound out a secret code to warn and alert other priests. Only priests, kings, queens, princes and princesses can understand the messages of the drums. The medicine man may recognize a call to arms or the sounds of rejoicing, but he cannot tell exactly what the drums say. **Note:** The sound of the drums can be heard at a distance of about two miles (3.2 km). Messages of warnings tell the knowledgeable listener of possible or impending danger and to be careful and alert. A call to arms or sounds of rejoicing beckon the priest to come and participate.

Drum Messages

- Call to arms: Battle with other humans
- Call to arms: Battle with evil spirits (demons and/or witch)
- Call for help: Defines trouble: Invaders, battle, sickness, locusts, robots, evil medicine, or evil spirits/demons.
- Warn of intruders and defines whether they are a rival tribe, whites, mechanized/bots, or evil spirits.
- Warns of evil spirits/demons in the area.
- Warns of witchcraft
- Warns of great danger or impending danger.
- Warns of danger to the king and/or queen.
- Warns of danger to a sacred, taboo or magic place.
- Battle in progress/village under attack and by whom: other tribe, white invaders, mechanized/robots, monsters, witches, evil spirits/demons, or magic forces.
- Rejoicing and what the happiness is for: birth, wedding, new king, triumph in battle, defeating a witch or demon, the recovery from sickness of a chief or other notable person, and similar.

Magic Chants, Singing, Dances & Ceremonies

Magic chants and/or singing work similarly to drums, but are typically used in rituals and ceremonies. The people of a tribe or even an entire nation respect and trust their priests so completely that they put themselves in his hands. Through song, chants and/or dance the people work with the priest to chase away evil spirits or perform some act of good. These ceremonies serve as a means to *focus* the minds of the people participating toward one goal, one thought and strong emotion. Their focus gives life to magic, or more to the point, the magic user, i.e. medicine man, priest or rain maker. The priest can then draw on the P.P.E. of the willing and intensely focused participants of the ceremony — which can be dozens, hundreds or thousands of people. Thus, magic chants, dances and ceremonies can be a means of accessing tremendous amounts of magic energy for the performance of magic.

Chanting or singing alone will provide enough focus to get one P.P.E. point from each ordinary person participating. However, combining chanting or singing with dance and a ceremony that deliberately builds in momentum and intensity can get an average of four (4) points per participant. Participating characters with high amounts of P.P.E., including other priests, users of magic, D-bees, and supernatural characters, can provide as much as 70% of their P.P.E. reserve (minimum 50%).

Priests and medicine men appreciate the uniqueness of magic and see its use in ceremonies as a gift or blessing from the gods or good spirits. They do not want to pester or anger the gods by pressing them for too many favors. Consequently, they perform magic ceremonies only when absolutely necessary. Fighting

evil spirits (demons, witches and monsters), correcting or protecting the natural rhythm of nature (typically against supernatural forces) and combating unnatural phenomena such as plagues, strange sicknesses, locusts, droughts, heat waves, earthquakes, and magic, are all cause for magic ceremonies. Basically, it is magic versus magic — magic is seldom used to fight other ordinary men; it wouldn't be fair.

It is interesting to note that while a medicine man may be involved in ceremonies and he may even be the recipient of the P.P.E. to be channeled and used in the magic, it is the priest who knows the chants, songs, movements and patterns of the dance. Furthermore, it is the priest who coordinates and directs the entire ceremony and most importantly, has the people's trust and strives to help them with their prayers, songs and dances. Without the priest, a proper ceremony and obtaining the desired magic is not possible.

It is also important to note that the tight focus of the ceremony and its participants prevents their P.P.E. from being used or stolen by a rival priest or other practitioner of magic. This is where the involvement of the priest comes into play. It is the priest(s) that the participants trust and it is he and his cause that they are working towards. As a result, only he or a medicine man that he has appointed during the ceremony gets access to the abundant P.P.E. generated by the people. This is another reason the priest must stay true to his beliefs, his morals and his people. If the people lose their faith and/or trust in their priest(s), the P.P.E. is not available; subconsciously they will not give it up and the magic ceremony does not work.

Note: Unless stated otherwise, chant, drum, and dance rituals are exclusive to the priest O.C.C., although others may participate.

Chant of Blessing

Range: 20 foot (6 m) area.

Duration: 24 hours per experience level of the priest.

P.P.E.: 50

Saving Throw: Not applicable to those who want the blessing.

One or more priests pray for about five minutes and then chant a blessing for another five minutes. At the end of the ceremony, the subject of the blessing is given minor magical protection and power. +1 to save vs witchcraft, +2 to save vs poisons and disease of all kinds, plus the gift of alertness if the character is a hunter or warrior: +1 on initiative. As many as six people per level of the priest can be blessed.

Chant to Control Ley Line Storms

Range of area affected: Half mile (0.8 km) length of ley line per level of the character.

Duration: Two minutes per level of experience. Can be canceled at any time.

P.P.E.: 70 for a rain maker or 110 for a medicine man.

Saving Throw: Not applicable.

Note: This chant is **exclusive** to the rain maker and medicine man O.C.C.s, although priests and others may participate in the ritual and provide additional P.P.E.

The chanter cannot create a ley line storm, but can grab hold of one and redirect it. He can hold the storm in one place, send

it in the opposite direction, reduce its intensity by half, and is never struck by its energy bolts or other phenomena. He can also sense whether the storm is natural or created by magic, a stone pyramid or Millennium Tree. The character can reduce the intensity of a Millennium Storm and escape any damage from it, but he cannot hold it in place or redirect it. The character must continue his chanting the entire time he desires to control the storm.

Chant/Ritual of Divining

Range: 3 feet (0.9 m).

Duration: One minute per level of experience.

P.P.E.: 90

Saving Throw: Not applicable.

This ritual involves chanting and foot stomping. Unlike some of the more P.P.E. costing rituals that require scores or hundreds of people, this ceremony can have as few as two other priests or loyal followers. Those participating in the ritual chant, hum and stomp their feet at important intervals for about 15 minutes. At the end of ritual, the head priest drops two small stones into three pots of water and peers into them to glimpse the immediate future (72 hours) or to understand events that are occurring in the present. Three divination questions can be asked and the answers revealed per each minute of the priest's experience.

This divining magic will reveal the following:

- The presence of good medicine.
- The presence of bad medicine.
- The presence of a witch or evil spirits.
- The presence of the gods.
- The presence of revenge/hatred.
- The presence of greed/lust.
- Where a lost child might be found.
- Where good hunting might be found.
- When rains will come — ending a drought.
- Whether evil spirits are coming.
- Whether locusts or disease are coming.
- Whether a particular person is in danger (yes or no).
- Whether any taboos have been broken (yes or no and which ones).
- Whether a particular person speaks the truth (yes or no).
- Whether a particular visitor is dangerous or has evil intentions.
- The face of evil: The cause of trouble, murder, or bad medicine can be seen in the waters but requires an additional 90 P.P.E. (180 total points).

Chant of Exorcism

Range: Touch or 30 foot (9 m) area.

Duration: As long as the chant continues, about one hour.

P.P.E.: 90

Saving Throw: Not applicable.

This powerful ceremony is usually conducted by a medicine man (who is impervious to possession), but again coordinated by priests. If a medicine man is not available a priest can perform the ceremony but runs the risk of being possessed. The other people and priests involved chant and strike sticks together while swaying back and forth with their eyes closed. As long as they keep their eyes shut the evil spirit cannot possess any of them.

Meanwhile, the magic protects all others in the village as long as they stay behind closed doors or keep their eyes shut.

The ceremony lasts one hour and at its end the possessing spirit is forced out without failure. The only person who is vulnerable is the priest who is performing the actual exorcism and he is +6 to save vs possession.

Chant/Ritual to Remove Taboo (Curse)

Range: Special

Duration: Special

P.P.E.: 40 for the initial ritual.

Saving Throw: Not applicable.

Note: The ability to remove a taboo is included in this section to keep all the rituals together and easy to find. It is **exclusive** to the rain maker O.C.C. although priests may participate in the ritual.

The victim of a taboo curse must first engage in a brief ritual of penance conducted by a medicine man. This ceremony is said to mark the aura of the character as being sorry and in the process of righting his wrong. To negate the bad medicine of a taboo, it is always required that the offending character(s) make amends/apologizes for his indiscretions. This will require repairing damage made to the subject of the taboo or area/shrine of the taboo, protecting the taboo subject or area, helping the people (if any) who own the taboo subject, or performing one or more significant acts of kindness, generosity and/or heroism for a worthy person, group of people, or cause.

Additionally, the character must perform a brief, nightly or daily prayer lasting only 1D4 minutes to help him reflect upon his life and the cause of his affliction (greed, arrogance, cruelty, carelessness, stupidity, etc.). A taboo curse is not easily removed and may take weeks, months or even years to rid oneself of it. This could send the character on one quest after another (G.M.s, use your discretion and be fair).

Killing the taboo maker is an act of complete stupidity, although witches and other evil characters might suggest it. If the taboo maker is slain by the cursed character, the bad medicine can NEVER be removed by any means. Plus a second taboo curse is placed on the person (random roll or select one)! It is also important to note that in many cases the taboo maker has moved away or died years ago.

Chant of Warning

Range: One mile (1.6 km)

Duration: As long as the chant continues.

P.P.E.: 120 to provide magic bonuses.

Saving Throw: Versus Horror Factor of 11.

This is an eerie magic chant performed only by priests to frighten enemies and invaders, both human and inhuman. The chant can be heard only by the enemy for a radius of one mile (1.6 km) per level of the priest leading the chant (who should be the most experienced). The chant is unnerving and evokes a horror factor of 11. All who fail to save vs horror factor will turn and run away. Those who save may continue but are jumpy and are -1 on initiative.

Chant of Water Doubling

Range: Touch

Duration: Instant

P.P.E.: 30 for a rain maker or 50 for a priest.

Saving Throw: Not applicable.

Note: Exclusive to the priest and rain maker.

In this ritual, the character chants and hums while pouring equal amounts of water from one container into two other containers. He then does a little rain style dance around the two containers, kneels down, looks into the sky and touches them. Magically, the amount of water doubles in both containers. Unfortunately, water that has been magically doubled once cannot be doubled again. The entire ritual takes about four minutes.

Drums of Protection

Range: Two miles (3.2 km)

Duration: As long as the drums beat.

P.P.E.: 140 to provide magic bonuses.

Saving Throw: Not applicable

A message known to all the people of a tribe, tribal nation, allies and possibly even the enemy is the unmistakable sound of magic protection. This drum beat does two things: one, it warns those in the know that bad medicine is afoot. Second, it lets the perpetrator, typically a witch, demon, evil sorcerer or enemy, know that the tribe is aware of the presence of the bad medicine and the perpetrator and are prepared to fight.

The focus and purpose of this drum beat is to encourage the defenders and fill them with confidence. At the same time, it may frighten the perpetrators of the trouble to leave the area and to take the bad medicine with them. All members and friends of the tribe are +1 on initiative and +1 on all saving throws. All bonuses remain in effect as long as the drums play.

Dance of Blessing Weapons

Range: 10 feet.

Duration: Permanent

P.P.E.: 890

Saving Throw: Not applicable

Limitations: One weapon per level of the priest conducting the ceremony; a dozen arrows or sling stones/bullets counts as one weapon. A bow and string counts as one weapon.

This ritual enchants weapons with special magic properties. It involves many people, the playing of drums, and singing. Those who will use the weapons are signaled at the right moment to jump out of the singing crowd, grab their weapon (maximum one in each hand) and dance wildly while chanting and waving the weapons for a period of five minutes. After the allotted dancing, the ceremony is over.

The weapons are endowed with the following magic bonuses and powers, but only when they are used by their respective warrior. In the hands of anybody else, the weapon has no magic — the items and the magic are linked to the person it was made for. When that person dies, it turns back into an ordinary item.

Note: All weapons inflict their normal S.D.C. amount in mega-damage when used against mega-damage creatures and

double damage to witches in human or werebeast form.

Bow & Arrows: The bow shoots an additional 200 feet (61 m). The arrows inflict double damage and fly straight and true; +1 to strike.

Knife: Never dulls, does an additional 2 points of damage and is +2 to strike when thrown.

Spears or Javelin: Never breaks when used by its owner and +2 to strike even when thrown and +2 to damage.

Sling and Stones: Double the range and damage.

Staff: Never breaks when used by its owner and does an additional 1D6 damage.

Sword: Double damage.

Throwing Sticks or Irons: Double normal range and damage.

War Club, Mace Hammer or Axe: Double damage and +1 to strike and parry.

Armor & Shields: The S.D.C. of an ordinary suit of armor or shield turns into M.D.C. whenever engaged in battle against mega-damage forces, creatures, robots and energy weapons.

Weapon Note: Swords are seldom used by most African tribes. The most common weapons are spears, war clubs/maces, staves, throwing sticks and the bow and arrow.

Dance to Chase Away Evil Spirits & Witches

Range: Half mile (0.8 km) radius per level of the priest.

Duration: 24 hours per level of the channelling priest.

P.P.E.: 750

Saving Throw: 16 to prevent paralysis, but must still leave the area.

This powerful magic ceremony involves singing and dancing to chase away evil spirits and witches. It is the priest(s) who conducts the ceremony but it can be a priest or medicine man (whichever is more experienced) who channels the magic. All witches and evil spirits who hear the music are racked with pain. Unless they flee the area they will be stricken by paralysis for one day per level of the priest or medicine man channelling the magic. The paralyzed witch or demon may fall victim to wild animals or enemies. Many tribes will go forth the next morning searching the bush for stricken witches and demons to destroy them.

Any person possessed by an evil spirit will be identified by falling to the ground where they scream and flail about. A priest or medicine man can then restrain that person and perform an exorcism.

Furthermore, no witch or evil spirit may come within earshot of the village (typically about one or two miles) for a period of one week per level of the channeler.

Dance of Flames

Range: Self and others; one person per level of the ceremonial head priest.

Duration: Two hours per experience level of the priest conducting the ritual.

P.P.E.: 700

Saving Throw: Not applicable

This hour long ceremony involves the drinking of libations, singing and dancing around a large bonfire. Towards the end of the ritual, people selected by the priest are given the gift of

invulnerability — provided they jump into the fire and dance in its flames for three to five minutes. If they have faith in the priest and his magic, they are invulnerable and do not burn. Those who refuse to leap into the fire lose the power of invulnerability within one minute after the ceremony's end.

Those who dance in the flames have the following powers: Impervious to fire and heat, impervious to poison, and +5 to save vs all types of magic. Furthermore, those made invulnerable see their S.D.C. points temporarily become M.D.C. points (mega-damage heals at the same rate as S.D.C. damage). The invulnerability lasts for two hours per level of the priest who conducted the ceremony. Typically only trusted priests, warriors, friends and heroes are selected to receive this powerful good medicine.

Dance of Good Medicine

Range: Entire village.

Duration: 24 hours per level of priest.

P.P.E.: 475

Saving Throw: Not applicable

The dance of good medicine is conducted by the priest for the purpose of creating good fortune for an important event or activity. Its magic hangs over the village and the people for one day (24 hours) per level of the priest conducting the song and dance. Typical events that elicit the good medicine dance include:

- **Planting:** The weather for the days of planting is perfect and crops will grow with few problems from insects and weather. The yield is 20% more than what might normally be expected.
- **Harvesting:** The harvesting of crops goes twice as quickly than one might expect, without any serious accidents or problems.
- **First Fruit:** Removes any bitterness or possible danger from eating this fruit; no stomach aches.
- **Hunting:** The subject of the hunt is found with relative ease, and the hunter(s) will not be bitten or mauled.
- **Travel of Importance:** The travelers will not be attacked or troubled by animals or insects and travel time is 20% faster than one might anticipate.
- **Wedding:** The married couple and all participants are filled with happiness, there are no squabbles or brawls and nothing goes wrong.
- **Good Health:** This dance is usually performed when word spreads about sickness in neighboring areas. The people and livestock are +2 to save vs normal disease and poisoning, +3 to save vs magic sickness and +1 to save vs the magic conjured by a witch.

Dance of Life

Range: 100 foot (30.5 m) radius.

Duration: Dance period.

P.P.E.: 550

Saving Throw: Not applicable.

This ceremony is used to help heal the sick and wounded, particularly important members of the tribe, fallen heroes and children. The priest(s) orchestrates the ceremony and either a priest or medicine man can channel the magic energy to help the stricken. When there are many, ten or more, the magic ceremony gives all the bonuses of +2 to save vs poison, sickness



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or magic, +20% to save vs coma and 1D6 hit points are restored at the ceremony's end. Healing then continues at twice the normal rate!

If all this energy is focused on one or two people, they are +40% to save vs coma, +4 to save vs poison, sickness or magic and 2D6 hit points are restored at the ceremony's end. Healing then continues at twice the normal rate! **Note:** The characters are also attended to by a priest(s), healer or doctor who bandages wounds, stops bleeding, sets bones, etc.

Dance of Protection from Bad Medicine

Range: Entire village regardless of size.

Duration: 24 hours per level of the priest.

P.P.E.: 550

Saving Throw: Not applicable.

This chant and dance creates an aura of protection that covers the entire village. It is typically performed when the town is suspected to be the target of witchcraft or assault by evil spirits, including demons, creatures of magic and evil practitioners of magic. The aura of protection lasts one day (24 hours) per level of the priest who led the ceremony (ideally the priest with the highest level of experience). The magic is powerful and prevents any witch, demon, evil practitioner of magic, or their minions, including magic snakes, summoned insects, shadow beast, entities, etc., from entering the town — it works like a giant, superior circle of protection.

Dance of War

Range: Two miles (3.2 km)

Duration: As long as the drums beat.

P.P.E.: 240 to provide magic bonuses and penalties

Saving Throw: Not applicable for tribe members, enemies must roll a 16 or higher to save.

This powerful magic ritual involves the intense beating of drums and chanting that seems to build and build. The drum beat alerts other priests of a serious impending battle. It also lets the attackers know the tribe will fight with courage and to the death if necessary.

The magic strengthens all the members of the village and weakens the enemy. All tribe members, friends and allies feel confident and excited. They are +1 on initiative, +1 to save vs horror factor and +1 on all saving throws. Warriors are also +1 to strike and have one additional attack per melee!

The enemy is -1 to strike, parry and dodge, -1 on initiative and -2 to save vs horror factor. All bonuses and penalties remain in effect as long as the drums play and the chant continues, even if they can't be heard once the battle has begun.

Dance to Close a Dimensional Rift

Range: 200 feet (61 m)

Duration: Instant results.

P.P.E.: 540

Saving Throw: Standard.

Note: The medicine man, rain maker and priest all know this ritual.

This frightening ceremony involves chanting, drums and concentration. The priest or medicine man must be within 200 feet of the rift, making him and the participants vulnerable to attack from entities and creatures that may emerge from it.

The mystic nature of the dimensional gateway gives it an automatic save versus magic attack, but a roll of 16 or higher is needed to save vs magic ritual. The rift will instantly close and vanish if the ritual is successful. Failure means that the rift remains opened and the 540 P.P.E. points have been wasted for nothing. The ritual can be repeated if there is enough P.P.E. available or if a new group of ritual participants are available with sufficient energy resources. **Note:** Unlike the magic spell, the ritual performer does not permanently lose two P.P.E. points, but the amount of P.P.E. necessary is more than twice as great.

The magic from the ritual does provide bonuses of +3 to save vs possession and horror factor to all participants in the ritual.

Rain Magic Rituals

Rain Maker's Rain Dance

Range of area affected: Half mile (0.8 km) radius per level of the rain maker.

Duration: One hour per level of the rain maker. Can be canceled by the rain maker at any time.

P.P.E.: 300 during the rainy season, but 950 during times of drought.

Saving Throw: Not applicable.

Note: The rain dance is included in this section to keep all the rituals together and easy to find. It is **exclusive** to the rain maker O.C.C. although others may participate in the ritual and provide additional P.P.E.

The rain dance of the rain maker involves chanting while the rain maker builds a medium-sized fire. The fire is carefully smothered with wet leaves. The leaves are removed to allow the smoke to rise up into the sky. At this point, the participants sing and dance around the smoke, raising their hands and eyes to the sky. The pace of the dance quickens with each passing minute, the tempo kept by the rain maker striking two sticks together. If the magic is working, the sky will begin to darken. At the end of the ceremony, which lasts about 45 minutes, the rain maker picks up a drum and strikes it once with all his might (symbolizes the sound of thunder).

Within 1D6 hours the rain will begin to fall. Rain will fall for a period of one hour per level of the rain maker. The magic gives the character complete control over the rain. This means he can make it rain lighter, heavier, control the area covered by the rain and stop it at any moment. Once stopped, the magic is ended. To get it to rain again a new ritual must be performed. **Note:** Too much rain may cause flash floods, rivers to overflow, and crops to be damaged. Greedy or evil rain makers sometimes black mail people into paying him more under the threat of destructive rains and lightning (remember this character can control and direct lightning during any storm).

Rain Maker's Dance of Bad Medicine

Range of area affected: Half mile (0.8 km) radius per level of the rain maker.

Duration: Five minutes per level of the character. Can be canceled by the rain maker at any time.

P.P.E.: 500

Saving Throw: Not applicable.

Note: The dance is **exclusive** to the rain maker O.C.C. although others may participate in the ritual and provide additional P.P.E.

Slimy things: small fish, snails, slugs, leeches, tiny frogs or any combination fall from the sky accompanied by a light rain. They are squishy, icky, and foul smelling. They are about the size of a man's hand and most are still alive and squiggling around. The slimy things do no physical damage except to make the area and anybody caught in the rain stink for 2D4 days. Animals may panic (1-50%) and run away.

The slimy creatures are not edible. Eating them will cause the eater to endure 4D6 hit point damage from poison and suffer from severe stomach cramps, fever, vomiting, and diarrhea for 1D4+1 days.

Furthermore, the unnatural rain means two things: A rain maker is angry, the offending party has been branded, and the village or people are cursed with bad medicine. All people caught in the rain or who live in the area smell of bad medicine and will experience bad luck as long as the smell remains (2D4 days). Penalties from the bad medicine: -2 on initiative, -1 to parry and dodge, -1 on all saving throws, and -15% on all skills. Anything else bad that happens will be attributed to the bad medicine. This is why nobody should cheat or anger a rain maker.

Rain Maker's Dance to Calm Storms

Range of area affected: Half mile (0.8 km) radius per level of the rain maker.

Duration: One hour per level of the rain maker. Can be canceled by the rain maker at any time.

P.P.E.: 200

Saving Throw: Not applicable.

Note: The dance is **exclusive** to the rain maker O.C.C. although others may participate in the ritual and provide additional P.P.E.

The rain maker can perform a dance and a song-like chant that enables him to calm and direct the most fearsome of storms. First, the intensity of the storm is reduced by two-thirds. Second, he keeps the eye of the storm away from the area under his control. Third, he prevents the falling of damaging hail and the striking of lightning in the area. If he so desires, he can direct as many as two mega-damage lightning strikes per melee round (15 seconds and count as all his melee actions) to strike wherever he'd like.

Rain Maker's Dance to Part Waters

Range: 100 feet (30.5 m) per level of experience.

Area of Affect: 100 feet wide by 500 feet long (30.5 by 153 m) path/length or area per level of experience.

Duration: Five minutes per level of experience.

P.P.E.: 200 during the rain. 600 during clear skies.

Saving Throw: Not applicable.

Note: The dance is **exclusive** to the rain maker O.C.C. although others may participate in the ritual and provide additional P.P.E.

This ritual involves dance, chants and commands while waving a pair of torches. Its magic is used to push or hold back floodwaters or to magically part a river or lake! The area where the water has been parted is dry and can be walked on.

Rain Maker's Dance to Ride the Lightning

Range: Self & up to four others.

Duration: Instant

P.P.E.: 100 during the rain. 200 during clear skies.

Saving Throw: Not applicable.

Note: The dance is included in this section to keep all the rituals together and easy to find. It is **exclusive** to the rain maker O.C.C. although others may participate in the ritual and provide additional P.P.E.

The performance of a simple, circular dance and humming chant that lasts about five minutes, summons a bolt of lightning that seems to strike the rain maker. There is a blinding flash, a clap of thunder and the character is gone. All that's left is a tiny cloud of swirling dust. Those who don't know better may think he has been vaporized. In reality, he has been teleported to a different location.

1D6 seconds after he has vanished, the character(s) reappears, miles away, in a flash of lightning and a clap of thunder. Where the lightning seems to strike the rain maker reappears. He can teleport as much as 1000 pounds (450 kg) of belongings or four other people, as long as they all took part in the dance and were clustered together when the lightning came for them. Teleportation range is limited to 20 miles (32 km) per experience level of the rain maker.

Rain Maker's Dance of Stones

Range: 400 feet (122 m) per level of experience.

Area affected: 20 foot (6 m) radius per level of the rain maker.

Duration: One minute per level of the rain maker. Can be canceled at any time.

P.P.E.: 400

Saving Throw: Not applicable.

Note: The dance is **exclusive** to the rain maker O.C.C. although others may participate in the ritual and provide additional P.P.E.

This dance and chant, where the rain maker throws tiny pebbles into the air, enables him to cause stones to rain down from the sky. The stones are about the size of quarter and can be directed to fall on a specific person, house, vehicle or area. This is another magic ritual used against enemies, cheats, and those who have evoked his anger. One melee round (15 seconds) of exposure will inflict 3D4 × 10 S.D.C. points of damage to people and one M.D. to property.

The stones are round like marbles and wet and slippery, making it impossible to move any faster than a speed of eight or one risks slips and falls. Victims of a fall lose one melee action

and initiative and suffer 2D6 S.D.C. damage. The raining stones will damage property, smash windows, shred fabrics, destroy crops, kill animals, knock down tree branches, pockmark/dent and crack the surfaces of vehicles, and take hours to clean up.

Rain Maker's Dance of Weather Control

Range of area affected: Half mile (0.8 km) radius per level of the rain maker.

Duration: One hour per level of the rain maker. Can be canceled by the rain maker at any time.

P.P.E.: 450

Saving Throw: Not applicable.

Note: The dance is **exclusive** to the rain maker O.C.C. although others may participate in the ritual and provide additional P.P.E.

The rain maker can grab control of the weather in the area of his control.

- He can raise or drop the temperature by 20 degrees.
- Increase or decrease the level of humidity by 20%.
- Change wind direction.
- Increase wind speed by 5 mph (8 kmph) per level of his experience.
- Create and direct tornado-like gusts of wind (equal to a super powerful wind rush: ten times the range of the spell and inflicts 1D4 M.D.).
- If raining he can summon and direct mega-damage lightning bolts (two per melee round but uses up all his melee attacks/actions).
- If hailing he can stop it.
- If it is raining he can create damaging hail.
- If it is raining he can make and direct thunder claps.
- If it is raining lightly he can stop it completely.
- If it is raining lightly he can turn it into a dense fog (visibility two feet/0.6 m).
- Fog can be reduced by 50%.
- If it is raining heavily he can reduce it by 50%.

The Mind Bleeder R.C.C.

The mind bleeder derives his name from four unique attributes: One, the psychic can seemingly syphon or "bleed" thoughts and knowledge from others. Second, he can drain/bleed psychic energy in the form of I.S.P. from others and use it himself. Third, the use of these psi-powers causes the blood vessels in the head of the mind bleeder to bulge, displaying a network of blue, pulsating veins and the face becomes flush, especially around the bulging veins. Lastly, scientists have noted that the use of the neurological disrupting psychic powers and the mind bleeding power causes pin-prick hemorrhaging of tiny blood vessels in the brains of its victims.

The mind bleeder is an almost completely human looking D-bee. Most are Caucasian or light tan in color with sharp features, square chin, brown hair and brown, green or grey eyes. Their average height is six feet to six feet, six inches (1.8 to 1.95 m). The only time a person can tell that the character is not human is when he or she uses psychic powers and the veins in his head begin to swell and pulsate.

The mind bleeder gained entry to Earth through dimensional rifts located around the Mediterranean, making their first appearance about a hundred years ago. Since their initial arrival, the race has spread across Europe and Africa. They can be found among most of the major human cities in the Mediterranean, and much of Europe. Mind bleeders can also be found, to a lesser degree, in England and parts of Africa, India and Asia. None are known to have travelled to the Americas, Atlantis, or other faraway continents and places. Once the Splugorth discover them, they will become a welcomed addition to the Splugorth slave market.

Enemies

Psi-stalkers and dog boys see the mind bleeder as a natural enemy and are instinctively suspicious and aggressive toward them. The three look at each other with great trepidation and

animosity. Any alliance between a bleeder and a psi-stalker or dog pack will be tentative and uneasy at best. Psi-stalkers and dog boys are not alone in their fear and anxiety about mind bleeders, most people see them as dangerous and manipulative monsters to be avoided, chased away or even killed. Only the mind melter is more feared, but also more respected.

The New German Republic (NGR) has instituted a registration and monitoring program similar to the *Psychic Registration Program (PRP)* and *Identification Coding (IC)* at the Coalition States. This program requires the registration and "tagging" of all psychics, especially mind bleeders and mind melters. The tagging process involves the implanting of a tiny, scannable chip under the skin. Despite this, there are hundreds of mind bleeders and other psionic character classes in the NGR who have avoided identification and tagging.

Despite the NGR's concerns about the mind bleeder, the government and Triax Industries have both employed registered and unregistered mind bleeders for the purpose of espionage and combat. These spies have been sent out to infiltrate gangs of city rats, subversive organizations, crime syndicates, and competitors, as well as enemy forces and other nations. However, these psychic D-bees are kept far from military secrets, classified data, strategic locations, highly placed personnel and cutting-edge technology. A mind bleeder suspected of being a double agent is captured, interrogated and, if found guilty, executed (sometimes suspects just have life ending accidents). Ultimately, the mind bleeder is at best a second-rate citizen in the NGR and almost always regarded as a dangerous alien — and not without reason.

This is a case where the reputation of a race known for being sneaky, subversive, devious, treacherous, self-serving and dangerous is well deserved. Mind bleeders as a people instinctively use their powers without regard to the rights or privacy of others. They read minds, steal skills and snippets of information, cause mental stumbling, play practical jokes and cause other forms of mental manipulation and invasion of privacy. This uncontrolled display of power and disregard for others has branded them as anarchist or self-serving troublemakers to be avoided or watched carefully. Of course, there are societies of

thieves, spies, terrorists, subversives, assassins and even highly competitive merchant guilds who accept the mind bleeder as an honored member of the community.

The Mind Bleeder's Natural Abilities

1. **Sense Psionics:** This ability can be considered a superior version of the psi-power to detect psionics. The mind bleeder automatically senses the presence of other psionic creatures, human and inhuman, and can pinpoint exactly who these beings are and whether their power is low, moderate or great. The range of detection is 60 feet (18.3 m) per level of experience. The use of this power is as natural and automatic as a human's sense of smell. It does not cost any I.S.P. to sense the presences of psionics.
2. **Psi-Bonuses:** As a master psionic, the mind bleeder needs to roll a 10 or higher to save vs psionic attack and enjoys a bonus of +2 to save (additional bonuses for a high M.E. attribute are not applicable). This means the character must roll an 8 or higher to save.
3. **Bonuses:** +4 to save vs magic illusions and magic or chemical mind control and +4 to save vs horror factor.
4. **Mind Bleeder powers:** Select four mind bleeder powers at first level. An additional two powers at levels three, six, eight, ten, and twelve.
5. **Other psionic powers:** At experience levels two and four select a total of three powers from one of the following categories: healing, sensitive or physical. At levels three, seven, eleven and fifteen, select one super psionic power.
6. **Mind Bleed: Also known as I.S.P drain (special):** All mind bleeders have the power to drain and use the psychic energy (I.S.P.) of others. The character can drain ten (10) I.S.P. per level of his experience from other psychics! These stolen I.S.P. can be used or briefly stored by the mind bleeder or thrown away. This bleeding/draining of I.S.P. is considered a psionic attack and the target of the "bleeding" will become instantly aware that he or she is under attack and gets to make a saving throw or put up a mind block.

Range: 10 feet (3 m) per level of experience.

Duration: Instant

I.S.P.: None

Limitations: The mind bleed power can only be performed once every minute (60 seconds or four melee rounds). I.S.P. can only be drained from those with psionic powers and inner strength points (I.S.P.). Potential psychic energy (P.P.E.) cannot be drained or converted into I.S.P. by using this power.

Saving Throw or Mind Block: The psychic who is being victimized by a mind bleed attack can try to prevent the theft of his valuable inner strength points by rolling to save vs psionic attack, but is -4 to save!! A successful roll means that none of the I.S.P. is lost. A failed roll means that the mind bleeder has successfully stolen 10 I.S.P. per each level of his experience. **For example:** A seventh level mind bleeder attempts to syphon inner strength points from a mind melter. The bleeder can steal as much as 70 I.S.P. or as little as 10, it's the psychic thief's choice, but the amount taken must always be in increments of ten. Alternately, a victim of a mind bleed attack can elect to put up

a *mind block* instead of trying to save against the attack. In this case the mind bleeder is guaranteed some level of power, draining three (3) I.S.P. per each level of his experience, but the amount of inner strength points stolen is dramatically diminished. **For example:** The seventh level mind bleeder can bleed/drain as much as 70 I.S.P. if the defender fails to save vs psionic attack. However, by erecting a mind block, the most the psychic thief can bleed is 21 points — a dramatic difference. In all cases the loss of I.S.P. is temporary, as if the psychic had simply expended the energy by using one of his/her powers. I.S.P. is regenerated by the usual means of rest, sleep or meditation.

The mind bleeder can USE the bled/syphoned/stolen I.S.P. in one of three ways.

A. Temporarily store the energy inside himself and use it as needed. The maximum amount of I.S.P. a mind bleeder can store is 20 points per level of experience (this is in addition to the character's I.S.P. base). The maximum length of time the mind bleeder can keep/hold onto the additional stored energy is 30 minutes per level of experience. When that time elapses, the stolen I.S.P. begins to leave him, dissipating into the air, at a rate of 20 points per minute.

B. Immediately use the syphoned I.S.P. to activate/use one of the mind bleeder's psychic powers. The difference between the mind bleeder and other psychic characters is that he doesn't have enough of his own I.S.P. to use many of his powers, but he does have the power to bleed or steal the energy from other psychics. By taking needed I.S.P. from another character he can either store, throw away or instantly use the I.S.P. energy to instantly activate one of his own natural abilities.

C. Simply throw the psychic energy away, unused by anybody, weakening the psionic strength of an opponent.

Note: The act of mind bleeding also causes tiny blood vessels in the victim's brain to "pop" and bleed. In most cases, there is little danger and no permanent damage, however, multiple mind bleeds (five or more) during a traumatic or stressful situation can cause permanent memory loss regarding the details of that incident (1-70%) or mental illness (71-00; roll on the random insanity table).

The influence of ley line energy

Range and *duration* are increased by 25% when near a ley line and increased by 50% when within a mile (1.6 km) of a nexus point. The damage from psionic energy attacks such as psi-sword, pyrokinesis, electrokinesis, telekinesis and neurological attacks are also doubled when within a mile of a *nexus point*.

P.P.E. Most of the individual's P.P.E. has been expended in the development of psychic abilities. The remaining **Permanent P.P.E. Base** is 2D4.

I.S.P. To determine the character's initial amount of Inner Strength Points, take the number of M.E. and add 10. This is the I.S.P. base, considerably less than most psychic character classes. This is why the mind bleeder needs to syphon/steal/bleed additional inner strength points from others. The character gets another 2D4 I.S.P. for each additional level of experience. Despite this low I.S.P. base, the mind bleeder is considered a master psionic.

Base I.S.P. is regained at the rate of 2 per hour of activity, or eight per hour of meditation or sleep.

As a master psionic, the character needs to roll a 10 or higher to save vs psionic attack.

Attributes: The number of six-sided dice rolled is as designated. Any bonus numbers are added to the die roll total. I.Q.: 3D6, M.E.: 3D6+2, M.A.: 3D6+2, P.S.: 3D6, P.P.: 3D6, P.E.: 3D6+2, P.B.: 3D6, Spd.: 4D6.

R.C.C. Attribute Requirements: None, however an M.E. of 10 or higher is strongly suggested.

Skills

Like most psychics, the mind bleeder has minimal education having spent much of his time learning and mastering the complexity of psionic powers. The individual has come to rely on those powers, wits, and experience more than any skill. The typical mind bleeder is a cocky, self-confident adventurer who prefers to use his or her powers and wits rather than formal skills or machines.

R.C.C. Skills of the Mind Bleeder

Speaks Euro and native language at 96%.

Select two other languages (+15%)

Radio: Basic (+10%)

Pilot Hovercraft (+10%)

Computer Operation (+10%)

Climbing (+5%)

Running

W.P. Energy Pistol

W.P. Energy Rifle

W.P. One of choice

Hand to Hand: Basic

Hand to hand: basic can be changed to hand to hand: expert at the cost of one "other" skill, or martial arts (or assassin if an evil alignment) for the cost of two "other" skills.

R.C.C. Related Skills: Select three from physical or rogue skills, three from espionage or wilderness skills and three from any other available skill categories. Plus select two additional skills at level four, one at level eight and one at level twelve. All new skills start at level one proficiency.

Secondary Skills: The character also gets to select six secondary skills from those listed, excluding those marked "None." These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Communications: Any (+5%)

Domestic: Any

Electrical: Basic only

Espionage: Any (+5%)

Mechanical: Automotive only

Medical: None

Military: None

Physical: Any

Pilot: Any (+5%)

Pilot Related: Any (+5%)

Rogue: Any (+5%)

Science: Basic Math only

Technical: Any (+5%)

W.P.: Any

Wilderness: Any

Standard Equipment: Any light or heavy mega-damage armor (probably the former), a couple sets of clothing, sleeping bag,



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back-pack, extra sack or pack for stowing equipment, utility/ ammo-belt, canteen, sunglasses or tinted goggles, air filter or gas mask, hand-held radio communicator, infrared distancing binoculars, lock picking kit or tool kit, food rations for a week, and personal items.

Weapons will include a knife or two, an energy pistol, energy rifle, and 1D6 E-clips for each. The mind bleeder also likes to use magic weapons and devices of all kinds, particularly techno-wizard devices.

Vehicle are limited to non-military means of transportation, and may include hover vehicles, hover cycle or souped-up motorcycles or cars.

Money: The average mind bleeder is an adventurer or mercenary and starts out with 1D6 × 1000 in credit and 3D6 × 1000 in sellable black market items. Note that the mind bleeder can often make big dollars as a spy.

Cybernetics: Starts with none. Frowns on cybernetics and bionics as pitiful devices needed by lesser beings to make themselves better. Will only use cybernetic bio-systems for medicinal reasons.

The Psionic Powers of a Mind Bleeder

Note: The following powers are exclusive to the mind bleeder Racial Character Class (R.C.C.). There are very few other aliens or supernatural beings who possess similar powers.

Mind Bleeder Powers	
Bleed Aura (6)	Day Dream (8)
Bleed P.E. Energy (10)	Healing Leech (6)
Bleed Memory (6)	Impervious to Bio-Manipulation (10)
Bleed Skills (15)	Mental Block (10 or 30)
Bleed Truth (8)	Mental Block Removal (12 to 200)
Brain Bleed (10)	Mind Trip (6)
Brain Scan (10)	Neuro-Touch (4 to 28)
	Neural Strike (25)

Note: Also see the automatic and natural powers of mind bleed (steal I.S.P.), sense psionics, and others.

Bleed Aura

Range: Four feet (1.2 m) per level of experience

Duration: Instant.

I.S.P.: 6

Saving Throw: -2 to save.

The mind bleeder can copy the aura of another living being, including humans, D-Bees and large animals, to completely disguise his own aura signature. The bleeding of an aura has the interesting side-effect of distorting the aura of the victim. Anybody trying to read the aura of the victim will find it extremely difficult to see and will be very off on the level, health and similar things one can usually tell by looking at an aura.

Bleed P.E. Energy

Range: Four feet (1.2 m) per level of experience

Duration: Instant.

I.S.P.: 10

Limitations: Can only be used when physically fatigued or in need of sleep.

Saving Throw: Standard

The bleeder can replenish his energy to avoid fatigue by drawing off energy from another living being, including humans, D-Bees and animals. The bleeding of physical energy has minimal effect on the victim simply causing him or her to become fatigued twice as quickly and they temporarily lose 1D4 S.D.C. points. Meanwhile, the mind bleeder becomes instantly refreshed (no longer tired/fatigued) and gains 1D4 S.D.C. points toward the healing of wounds. If the character has gone for an unusually long time without sleep, the bleeding of energy will enable the bleeder to stay awake and alert for another 1D4 hours without the ill effects of sleep deprivation.

Bleed Memory

Range: Four feet (1.2 m) per level of experience.

Duration: Instant.

I.S.P.: 6 per each thought.

Saving Throw: -2 to save.

This is a limited, but powerful form of mental telepathy. The mind bleeder can focus on a very specific thought, such as a secret code word or number, combination sequence to a lock, a name, an address or similar, up to four words or a 24 number sequence, and pluck it from a person's mind. Similarly, the bleeder can concentrate on what the person is about to say and know or say the last one to four words of the statement a second before the speaker does. This can be an excellent means of pretending to know about things that the mind bleeder really doesn't know anything about.

The only absolute defense against a memory bleed is a mind block, otherwise the intended victim rolls to save vs psionic attack as usual.

Bleed Skills

Range: Self and must be within four feet (1.2 m) of the victim.

Duration: Five minutes per level of experience.

I.S.P.: 15 per each skill.

Limitations: Non-combat skills only.

Saving Throw: Standard

The character can temporarily absorb/syphon another character's skills and level of skill proficiency. As many as one skill per level of experience can be stolen, but each costs 15 I.S.P. This means a first level mind bleeder can steal only one skill, but at second level he can take two, at third level three and so on.

The most frightening and annoying thing is that the person he has bled the skill from temporarily suffers a nearly total memory loss regarding the stolen skill and has great difficulty remembering and executing the stolen skill; -50% in the performance of that skill and takes twice as long. For example: A third level mind bleeder can temporarily steal the skills computer operation and computer hacking (and one other if so desired) from an eighth level city rat. The psychic has all the skill knowledge and expertise (8th level) of the city rat. Meanwhile, the city rat's skills are impaired. He is slower than usual, has difficulty remembering procedures and makes mistakes (-50% skill penalty), including simple typographical errors.

When the duration time expires, the mind bleeder completely forgets the skill and the victim from whom the skill were temporarily borrowed is completely restored.

The only absolute defense against skill bleed is a mind block, otherwise the intended victim rolls to save vs psionic attack as usual. Sleeping or unconscious characters have no mental save against the bleeding of their skills, the psychic automatically steals their skill knowledge.

Bleed Truth

Range: Four feet (1.2 m) per level of experience.

Duration: Instant.

I.S.P.: 8 per each thought/key word or phrase.

Limitations: Non-combat situations only.

Saving Throw: Standard

This is another form of limited, but powerful mental telepathy. The mind bleeder can focus on a very specific word or phrase and gets an impression about whether or not the person is telling the truth by seeing what he is really thinking.

The process is similar to word association. The character being scanned says, "I'm here in peace. I mean you no harm." The key words are peace and no harm. The mind bleeder gets an instant word association, such as "war," or "hate," or "kill," indicating that the character is lying. "No harm" might elicit the same words, "no harm," or "yes" meaning the person is telling the truth. Or the word association might come back, as "kill," "revenge," "get you," and so on, meaning he's lying and out to get the person or group he is addressing.

Another example is a stranger or a suspected enemy saying, "I'm alone." To which the mind bleeder might get a response like, "yes alone," or "others," or "many," or "outside" (suggesting others wait outside). This can be an extremely useful ability in ferreting out traps and truths. Unfortunately, the word association is limited and not always clear. Also, other psionics can prevent being mind read.

No word association means the character either made a successful save vs psionic attack or is protected by a mind block. The latter should trigger suspicion. The only absolute defense against bleed truth is a mind block, otherwise the intended victim rolls to save vs psionic attack as usual.

Brain Bleed

Range: 10 feet (3 m)

Duration: Four minutes per level of experience.

I.S.P.: 10

Saving Throw: Standard

This power affects the mind and mental perception. The victim's head suddenly begins to throb, he can hear his heart beating in his ears and the sound of blood rushing through blood vessels in the head. The overall sensation is that the head is going to explode, accompanied by a sense of panic. This causes great distraction and concern. Penalties: All skills are -40%, all combat bonuses are reduced by half, -4 to save vs horror factor, empathic transmission, mind control drugs and magic illusions. Speed is reduced by 25%, unless fleeing, then speed is normal.



Brain Scan

Range: Touch

Duration: Varies

I.S.P.: 10

Saving Throw: Standard

The psychic character can scan the brain to locate and identify both physical and mental aberrations, damage and impairment including: bruises, tumors, aneurysms, disease, mental blocks, hypnotic suggestions, phobias, obsessions, trauma, magic insanity, magic curses, and similar mental blocks and aberrations. A brain scan does not reveal anything about the character's personality, memories, skills or thoughts.

A brain scan is necessary to remove mental blocks, magic insanity and other forms of insanity.

Day Dream

Range: Four feet (1.2 m) per level of experience.

Duration: Two minutes per level of experience.

Limitations: Non-combat/action situations. The intended victim cannot be involved in combat or similarly intense activity. He must be sedentary or relaxed or bored, like a guard, somebody

reading a book, laying down, sitting and resting, eating, etc.

I.S.P.: 8

Saving Throw: Standard

The mind bleeder can pull up a random, pleasant memory in the mind of another. The memory can be anything: thoughts about a sweetheart, family, party, winning a competition, a movie, an up-coming event that the person is anxiously anticipating or a similar experiences. The victim focuses on the memory, day dreaming about it with the following penalties: -10 on initiative, slow to take action (speed and number of attacks for the first round of melee action is reduced by half), and will not notice intruders who have a prowling skill of 60% or higher, nor will the character notice his pockets being picked by characters with a skill of 60% or higher. Likewise, it will take the day dreaming victim awhile to snap out of the dream (about 4D4 seconds) to notice somebody knocking, screaming or buzzing at the door, a telephone ringing, alarms sounding and so on. Once activity has broken the spell of the day dream, all penalties are gone and the character functions completely unimpaired.

Healing Leech

Range: Touch

Duration: Instant

I.S.P.: 6

Saving Throw: Standard.

An injured mind bleeder can heal himself by drawing on the S.D.C. and hit points of other creatures. To do so, he must spend six I.S.P. while touching the creature. If the creature fails to save vs psionic attack, the poor victim will suddenly feel weak, losing six hit points and six S.D.C. points, given to the mind bleeder. The mind bleeder can drain his victim down to about half his normal hit points before he can drain no more from that particular being and must seek a new source of healing. As the psychic drains his victim, he is visibly healed; wounds close, scars and bruises disappear, etc.

Fortunately, the victims of the healing leech recover twice as fast than is normal.

Impervious to Bio-Manipulation

Range: Self

Duration: Four minutes per level of experience.

I.S.P.: 10

The mind bleeder can use this power before or after being affected by a psionic bio-manipulation attack. If put in place before getting hit by the psionic attack, the character automatically saves against bio-manipulation. If hit and affected by the psionic attack, the mind bleeder can use this power to negate its effects, at least temporarily (the duration of the bio-manipulation attack may last longer than the countermeasure).

Mental Block

Range: Touch

Duration: Varies

I.S.P.: 10 points for simple, 30 for severe.

Saving Throw: Standard

This is a form of hypnotism and mind control in which the psionic can place mental blocks in the victim's mind, preventing

him from remembering specific things.

Simple mental blocks are tiny pockets of memory loss, such as being unable to remember a person's name (excluding his own), a person's face, a specific object, an address, a code number or password, a combination to a lock and similar.

A severe mental block is a barrier that prevents the victim from remembering much larger amounts of information, including the events that transpired during a particular hour's time, awareness that he ever saw or met the mind bleeder or other characters, or one specific skill or memory about somebody or something. Victims with any measure of psionic power or high M.E. attribute will feel a nagging sensation of having something being wrong, as if he or she should know something or has forgotten something whenever confronted by the subject artificially blocked/hidden in their own mind.

As usual, the only defense against this mind control is a mind block, otherwise roll to save vs psionic attack. The only way to remove the mind block is to allow a mind bleeder or another powerful psychic to mind bond and mentally remove the barrier in place.

Mental Block Removal

Range: Touch

Duration: Varies

I.S.P.: Varies.

Only the mind bleeder can find and remove blocks without having to endure the discomfort of a full *mind bond*. The character must first perform a brain scan. The brain scan will locate and identify all the mental blocks and traumas. The mind bleeder can then remove them one by one. The removal of each mental block requires an expenditure of I.S.P.

I.S.P. cost: 12 points for the removal of simple mind blocks, 35 for severe blocks, 40 points to break mental, magic or supernatural possession, 40 points to break magic or chemical forms of mind control and 80 I.S.P. to remove magic insanities and curses. It costs a whopping 100 I.S.P. to cure a single phobia or obsession and 200 points to cure trauma and other more serious forms of insanity. However it is likely that the cure of these genuine insanities (phobias, obsessions, disorders, traumas, etc.) are only temporary. Exposure to a similar traumatic situation is likely (1-75%) to cause the insanity to return. Only mental traumas, disorders, phobias, multiple personalities, etc., induced by M.O.M. conversion cannot be eliminated.

Mind Trip

Range: 10 feet per level of experiences and the intended victim must be visible.

Duration: Instant

I.S.P.: 6

Saving Throw: Victims are -1 to save.

The use of this power causes the victim to make a mental mistake or trip/stumble. **For example:** The use of a mind trip while reading numbers, calculating numbers or figuring the price of things will cause the person to make a mistake (off by 1D4 × 10%), always in the mind bleeder's favor. Likewise, the power can be used to make the victim misread the time of day, add too much or too little ingredients in food or a potion, misread or misquote a line of text, get tongue-tied and say the wrong

word or mispronounce a word or name, make typographical or keyboard errors, fumble a skill (-10% on skill proficiency), or cause an attacker to hesitate or stumble during combat (reduce the attacker's strike, parry, dodge or initiative *bonus* by half but only for that particular melee action, not the entire melee).

Neuro-Touch

Range: Touch or 10 feet (3 m)

Duration: Varies

I.S.P.: Varies. Double the I.S.P. cost if the attack is cast as a purely mental attack up to 10 feet (3 m) away.

Saving Throw: Standard

The neuro-touch causes a neurological disruption to the brain with several possible results.

Stumble: 4 I.S.P.: The victim loses control over his legs for just an instant, stumbles and loses one melee attack/action.

Jolt: 6 I.S.P.: The victim receives a sudden jolt as if struck by a light electrical charge and suffers 1D4 S.D.C./hit point damage (one M.D. if a mega-damage creature). The jolt is usually used as a warning or to catch somebody's attention.

Momentary Stun: 10 I.S.P.: The victim is momentarily stunned and can barely move for seven or eight seconds. Penalties: Loses the initiative and half his melee attacks, -4 to defend (parry and dodge) for those seven or eight seconds.

Disorientation: 12 I.S.P.: A sudden shock to the system causes the victim's vision to blur and he feels disoriented: -3 on initiative, strike, parry, dodge, and roll with impact. Speed is reduced by 50% and the character loses one melee attack/action. Lasts one melee round (15 seconds) per level of the mind bleeder.

Paralysis of arms: 14 I.S.P.: A sudden shock to the system causes the arms and hands to go limp. Nothing can be picked up, held or carried. No "hand to hand" attacks or operation of machines is possible using one's hands and arms. The victim can only take evasive action or attack using psionics, magic or voice commands. Duration is one melee round (15 seconds) per level of the mind bleeder.

Neural Strike

Range: Touch or five feet (1.5 m) per level of experience

Duration: Varies

I.S.P.: 25

Saving Throw: Standard

This attack on the brain can inflict damage directly to hit points or cause complete paralysis.

The hit point attack: The victim of a neural strike is ravaged by a neurological backlash that inflicts 2D6 points of damage directly to hit points (2D6 M.D. if a mega-damage creature)! This attack also temporarily impairs the victim's reaction time, causing the loss of one melee action, loss of initiative, and speed is reduced by 25% for one melee per level of experience of the attacker. The victim also suffers from a pounding headache (-10% on the execution of skills) that lasts for 30 minutes (accumulative length of time for the headache from multiple attacks).

Paralysis of motor responses: The legs of the victim become paralyzed and cannot move. The arms and hands become numb and lose the sensation of touch, jerk and tremble, rendering them

virtually useless. Penalties: Speed/movement is impossible, the number of melee attacks is reduced to one, all combat actions are -10. Duration is one melee round (15 seconds) per level of the mind bleeder.

The Necromancer (Optional O.C.C.)

The necromancer is a practitioner of magic whose focus is on death, the dead and the monstrous. Necromancy is an obscure area of magic seldom found in the old American, Canadian, Chinese and Australian Empires. Even the black-hearted vampire kingdoms of Mexico, magic users of Central and South America and the monsters of Atlantis stay clear of death magic. By far and away, necromancy is most common in Africa and southern Europe, particularly in France and the Mediterranean countries known in pre-Rifts times as Yugoslavia, Albania, Bulgaria, Turkey, Syria, Iran, Iraq, Arabia, Egypt, Libya, Sudan, and Ethiopia. The reasons necromancy is so popular among these countries is due to the influence of Egypt and its insane Pharaoh Rama-set, the strength of the so-called Gods of Darkness, the existence of many death cults, and the dominance of monster races and evil supernatural beings in these areas.

Most necromancers are of an evil or selfish alignment and generally seek power over the living via their manipulation of the dead through the use of magic and supernatural forces. Characters of a good alignment cannot practice death magic. Even an unprincipled (selfish) character necromancer is a rarity. The magic frequently requires the manipulation, enslavement, torture and murder of living beings. Many of the rituals are repulsive and involve working with the remains of the dead, insects, monsters and blood sacrifices. Most necromancers regularly use blood sacrifices, including the murder of humans and other intelligent life forms, as a means to draw upon the P.P.E. necessary to perform their magic. Evil characters seldom hesitate when killing for their magic. Death is simply a resource. The worst may slaughter dozens or even hundreds of people to get the P.P.E. necessary to perform their horrible magic.

A large part of the necromancer's powers is the ability to animate, control and draw power from the remains of the dead. Consequently, these loathsome practitioners of magic are almost certain to carry the remains of the dead, such as the bones of skeletons and preserved claws, arms, hooves, wings, etc. These items are likely to be carried in a large satchel, suitcase, trunk or sack(s). Extremely rare and/or valuable items, such as the claw of a dragon may be concealed in a pouch, sack, or back-pack and NEVER leaves his side. Large necromancers, such as ogres, trolls, and giants, as well as truly evil and flamboyant mages, may wear the bones and shrivelled remains of creatures as jewelry, belts, necklaces, weapons, easy to grab components and so on. Revolting but true.

Some travelling necromancers may even use an entourage of skeletons and zombies as animated servants and protectors. This is a surprisingly common sight in the territories controlled by the Phoenix Empire.

The lair of a necromancer, especially high level characters, will be inhabited by zombies, mummies and animated dead who function as guards and servants. Additional scores of skeletons/



corpses will be strategically placed throughout the lair, ready for animating whenever needed. The necromancer may also enslave or employ low level demons, monsters and vampires. Death mages frequently entertain (or serve) powerful supernatural monsters, powerful sorcerers, and ruthless beings (including evil humans) who may also be present on a visit. It is wise to use extreme caution when exploring the abode of a necromancer.

The typical sex and racial division among known Necromancers:

24% Humans (65% males)

20% D-Bees (55% males)

3% Elves (50% male)

12% Ogres (70% females)

41% Other Monster Races (60% male)

Note: Faerie folk, spirits of light, elementals, and kilin are never necromancers! Dragons generally also avoid the practice of necromancy. However, humans, D-bees, most optional player races, sphinx, scarecrow, death weaver spider demon, syvan, rhuman, ogre, troll, wolfen, za, and the occasional god, godling and demon lord may master the dark magic. The monsters in this list and many of the optional monster R.C.C.s are found in the pages of the **Rifts Conversion Book**.

The Necromancer as a Player Character is not for everybody

The necromancer is typically an evil, cruel and vile character. This makes them a better non-player character (NPC) *villain* than a player character. Consequently, the availability of the necromancer O.C.C. as a player character is left to the discretion of the Game Master. Players should make an effort to cooperate with Game Masters who don't allow such a character, especially evil player characters. Reasons for not allowing the character may include a concern for game balance, game direction or personal taste. The **Rifts** role-playing series offers an exciting array of characters to choose from, so please respect the GM's decision and move forward with the game.

All necromancer characters must be one of the selfish or evil alignments. Necromancers of a good alignment are NOT possible! This leaves only the selfish alignments of unprincipled or anarchist. These characters will be considerably less murderous and cruel than the average death mage, exhibiting much greater restraint and respect for life. They will be far more discriminating, careful and cautious about when, where and how they use their magic. Most will avoid the senseless slaughter of innocent beings and may not use the more dangerous and disgusting spells.

Similarly, the aberrant character, although evil, has his own twisted code of honor and justice which means he will show discretion toward who is slain and how the dark magic is used. The aberrant character is also likely to show his victims mercy with a quick and comparatively painless death and is not likely to murder children or innocent people.

From time to time, these characters with a conscience may find their hands tied and powers limited. For example: The unprincipled (and the nicer anarchist) character will avoid torture, probably use blood sacrifice only when absolutely necessary and is not a brutal or indiscriminate killer. He will especially avoid wanton killing of innocent beings. In addition, most will have some rationale for taking the life of another: self-defense, revenge, justice, the victim was evil, has no honor, and so on. The character might even resort to becoming a scavenger and graverobber, using the remains of already dead creatures. Most will try to avoid resorting to the taking of a life in a blood sacrifice (nor hire an assassin to do their dirty work). The unprincipled necromancer will also avoid dealings with evil beings, supernatural monsters and even fellow necromancers. They will never enter into pacts with supernatural creatures or work with demon lords or evil tormentors of other beings. These sen-

sibilities may limit the availability of P.P.E. and prevent the use of certain unsavory spells.

Evil and cruel necromancers, including many anarchists, suffer no such restrictions of conscience and will kill whomever, whenever necessary without hesitation or regret. Most evil necromancers are ruthless, power hungry and despicable. They do whatever it takes to accomplish the task at hand no matter how vile or villainous.

The Special Magic Powers of the Necromancer

The most terrifying and fundamental power of the necromancer is his ability to animate and control the dead. This macabre power has three different manifestations: the union transformation, the augmentation/additional appendages and animate/control the dead (skeletons, corpses, etc).

1. Union with the Dead. This power enables the necromancer to transform his own hands or feet into the claws of an animal. The transformation is temporary and is accomplished by tying the claw, in skeletal form or recently slain and severed, to his own hand and muttering a spell incantation known only to those of the necromancer O.C.C. His hand and/or forearm is then transformed into the clawed appendage of that particular creature. This union also gives the sorcerer combat bonuses and/or abilities relative to that creature.

P.P.E. Cost: Varies; see descriptions of the various types.

Range: Self only by touch. The animal claw must be tied to the body. At fifth level, the necromancer can perform this transformation on others (same process and conditions) only the duration is half.

Duration: 10 minutes per level of the necromancer. The transformed limb(s) return to normal when the duration of the magic has elapsed or when the mage is killed or rendered unconscious. Of course the necromancer can cancel the magic at any time. The entire incantation and the tying of the limbs to the subject takes about 15 seconds/one full melee round.

Limitations: The union and transformation of the dead works only on the *living*. It cannot be used to transform the limbs of dead creatures.

Notes: The limb(s) is always proportional to the size of the necromancer, never tiny or over-sized. One or both human hands can be transformed. Any combination of limbs can be used, such as the claw of a tiger on the right hand, the claw of a bear on the left, a pair of horse hooves for feet and the wings of a bat can be attached to the back. Each transformed appendage adds to the necromancer's frightening visage and power.

This transformation provides enhanced combat powers and speed as follows:

- **Tentacle:** P.P.E. cost: 10. Includes the octopus, squid and a variety of monsters. +1 to strike, +20% to climb using suction cups, +3 to damage, and can pin or entangle an opponent.
- **Rodent's claws/feet:** P.P.E. cost: 10. Includes rats, mice, squirrels, rabbits, and other similar, small animals, providing bonuses of: +1 to strike and parry, +2 to damage (S.D.C.), and +10% to climb. The claws have an opposable thumb and fingers so tools and weapons can be used; roughly equal to human hands.



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- **Cat and other feline claws:** P.P.E. cost: 20. +2 to strike and parry, +8 to damage (S.D.C.), +20% to climb and +10% to prowl. The claws are retractable, but have no opposable thumb, making it impossible to grasp and use weapons or tools.
- **Canine claws do not make good humanoid hands:** P.P.E. cost: 10. +1 to parry, and +4 to damage (S.D.C.), but has no opposable thumb, making it impossible to grasp or use weapons or tools.
- **Bear claws, badger, wolverine and similar large claws:** P.P.E. cost: 15. +1 to strike and +1 to parry, +10 to damage (S.D.C.), and +5% to climb. The claw is excellent for digging but has no opposable thumb, making it impossible to grasp or use weapons or tools.
- **Bird claws/talons:** P.P.E. cost: 15. +1 to strike and parry, +8 to damage (S.D.C.). The claws can grasp tools and use weapons at -1 to strike or parry. When using modern or complicated devices there is a skill penalty of -20%.
- **Dragon claws and other mega-damage creatures.** P.P.E. cost: 50. Dragon claws (any kind) are +1 to strike, +1 to parry, inflict 4D6 M.D., make the necromancer impervious to fire, and give the character a physical M.D.C. of 12 from hatchlings and 30 from adult dragons!

The claws from other creatures of magic and supernatural monsters, including the mantichore, sphinx, za, sowki, mindolar, ghouls, gargoyles and other so-called demons and others, inflict 2D6 M.D. and provide the necromancer with 8 M.D.C.; no strike or parry bonuses. P.P.E. cost: 35.

The claws from a non-supernatural mega-damage creature, like the melech, peryton, and loogaroo, inflict 1D6 mega-damage points; no M.D.C. or bonuses. P.P.E. cost: 20.

Hooves, hands and claws can be attached to and transform the feet and legs.

- **Hooves** of any kind, including horse, ox, cow, deer, etc., add +20 to the character's speed attribute and can leap 10 feet (3 m) high or lengthwise. P.P.E. cost: 15.
- **Rhinoceros or Elephant Feet:** P.P.E. cost: 20. +10 to the character's normal speed attribute but can also run for a short period of 30 seconds (two melee rounds) at +40. Kick or stomp inflicts 4D6 S.D.C. damage.
- **Kiln hooves:** P.P.E. cost: 25. +30 to the speed attribute and can leap 10 feet (3 m) high or lengthwise and kick attacks inflict 1D6 M.D.
- **Unicorn hooves:** P.P.E. cost: 30. +40 to the speed attribute and can leap 20 feet (6 m) high or lengthwise and kick attacks inflict 2D6 M.D.
- **Dragon feet/claws:** P.P.E. cost: 30. +20 to the speed attribute and can leap 20 feet (6 m) high or lengthwise and kick attacks inflict 4D6 M.D.
- **Monkey or ape (or humanoid) hands:** P.P.E. cost 15. +20% to climb, +5% to acrobatics, plus the feet are equivalent to hands and can grasp and use weapons, tools and devices. However, the character's normal speed is reduced by half; hands are not made for walking.

2. Augmentation and additional appendages. This power enables the necromancer to temporarily attach additional limbs of dead creatures, people and animals, to his own body and animate them as they were part of him! This grisly ability is not unlike that of the Apocalypse demon, Death.

The mage can attach as many as three additional pairs of arms and two pairs of additional legs. If so desired, he could also add a pair of wings, a tail and several sets of horns to his body, or any combination thereof. Not only does this magic augment the mage's combat abilities and powers, but it makes him a more frightening and disgusting sight to behold (+2 to horror factor).

Just as with the transformation of union, the appendages must be strapped to his body.

P.P.E. Cost: Varies; see descriptions.

Range: Self only by touch. The appendage must be tied to the body. At eighth level, the necromancer can perform this transformation on others (same process and conditions), only the duration is half.

Duration: Five minutes per level of the necromancer. The limbs return to normal when the duration of the magic has elapsed, when the mage is killed or rendered unconscious or at will. The entire incantation and the tying of the limbs to the subject takes about 15 seconds/one full melee round.

Notes: The limb(s) is always proportional to the size of the necromancer, never tiny or oversized. A total of six additional appendages (arms or tentacles, etc.) can be added to the body. A tail or single horn counts as ONE appendage, a pair of wings counts as two appendages.

Of course the necromancer can also transform his original limbs as described in number one. Note however, that the additional dead appendages cannot be transformed as described in number one and retain their original and dead appearance.

This transformation and augmentation provides additional combat abilities, powers and speed as follows:

- **Additional arms or tentacles:** P.P.E. cost: 10 per pair, 5 for one, 20 for M.D.C. limbs. Each additional pair of arms

or tentacles adds one physical attack or action per melee round and a bonus of +1 to strike and parry. Three additional "pairs" of arms and hands or tentacles can be added to the body of the necromancer. That's a possible total of eight arms: the character's two natural limbs and six skeleton limbs. The additional limbs can be human, D-bee, ape or animal. Note that attaching one giant limb counts as two normal sized limbs.

The limbs of a **mega-damage creature** are also empowered with the strength of that particular creature and means that those specific M.D. limbs inflict their usual amount of mega-damage typical of that type of creature.

- **Horn(s):** P.P.E. cost: 4 each. Horns are used as a weapon in head-butting and ramming. A single horn inflicts 1D4 S.D.C. while a pair of horns does 2D4 damage; both add six points to the character's physical S.D.C.
- **Rhinoceros Horn:** P.P.E. cost: 8. The horn inflicts 3D6 S.D.C. and instills the abilities of keen hearing (+1 on initiative) and keen sense of smell (55% to track by smell), plus it gives the wearer an extra 20 S.D.C.
- **Unicorn Horn:** P.P.E. cost: 10. The horn inflicts 1D6 M.D. and instills the abilities to see the invisible, nightvision 90 ft (27.4 m), keen color vision, prowl 50%, +1 on initiative and never tires.
- **Kilin Horn:** P.P.E. cost: 10. The horn inflicts 1D4 M.D. and instills the abilities to see the invisible, nightvision 90 ft (27.4 m), healing touch (four times, restoring 1D8 HP and 2D8 S.D.C.), and sense evil (automatic sensation).
- **Dragon Horn:** P.P.E. cost: 30. One horn inflicts 2D4 M.D. and instills 25 M.D.C to the character wearing the horn. Two or more horns do 2D6 M.D. and each additional horn adds another 10 M.D.C. points.
- **Dragon Tail:** P.P.E. cost: 20. Provides one additional attack per melee and inflicts 2D6 M.D. per strike.
- **Dragon Skull:** P.P.E. cost: 50. Often worn as a helmet or ceremonial headdress known as the "dragon helm"; very coveted. It instills the following powers: 20 M.D.C., understand and speak all languages, read and write dragonese/elf, makes the wearer impervious to fire, resistant to cold, and breathe whatever type of breath weapon (if any) the dragon had, i.e. fire, cold, acid, etc. In addition the mage can cast any of the spells once known by the dragon equal to a 5th level spell caster.
- **Skull of a powerful supernatural monster** such as a god, godling, greater demon/being or demon lord (elementals, vampires, alien intelligences and energy beings are not applicable): P.P.E. cost 120.

The skull gives the necromancer 40 M.D.C., the ability to speak that creature's language and all of the creature's magic powers and spell knowledge (only while the skull is activated) equal to half its level of ability when the creature was alive. Thus, if the creature could cast magic at 10th level, the necromancer's spells derived from the skull are at fifth level power. If sixth level, spells drawn from the skull are at third, and so on.

- **A pair of wings from a bird or bat (not insects) can be attached to provide flight:** P.P.E. cost: 30. The wings must be strapped to the back of the mage and can be undersized or over-sized, but when the magic is engaged, the wings grow or shrink to the appropriate size for the user. Flying

speed is limited to 20 mph (32 km) for most songbirds and bats, game and large birds, and 35 mph (56 km) from the wings of birds of prey. Large, monstrous wings from such creatures as the pegasus, peryton, harpy, gargoyle, gryphon, gromek, loogaroo, waternix and similar beasts provide a flying speed of 45 mph (72 km).

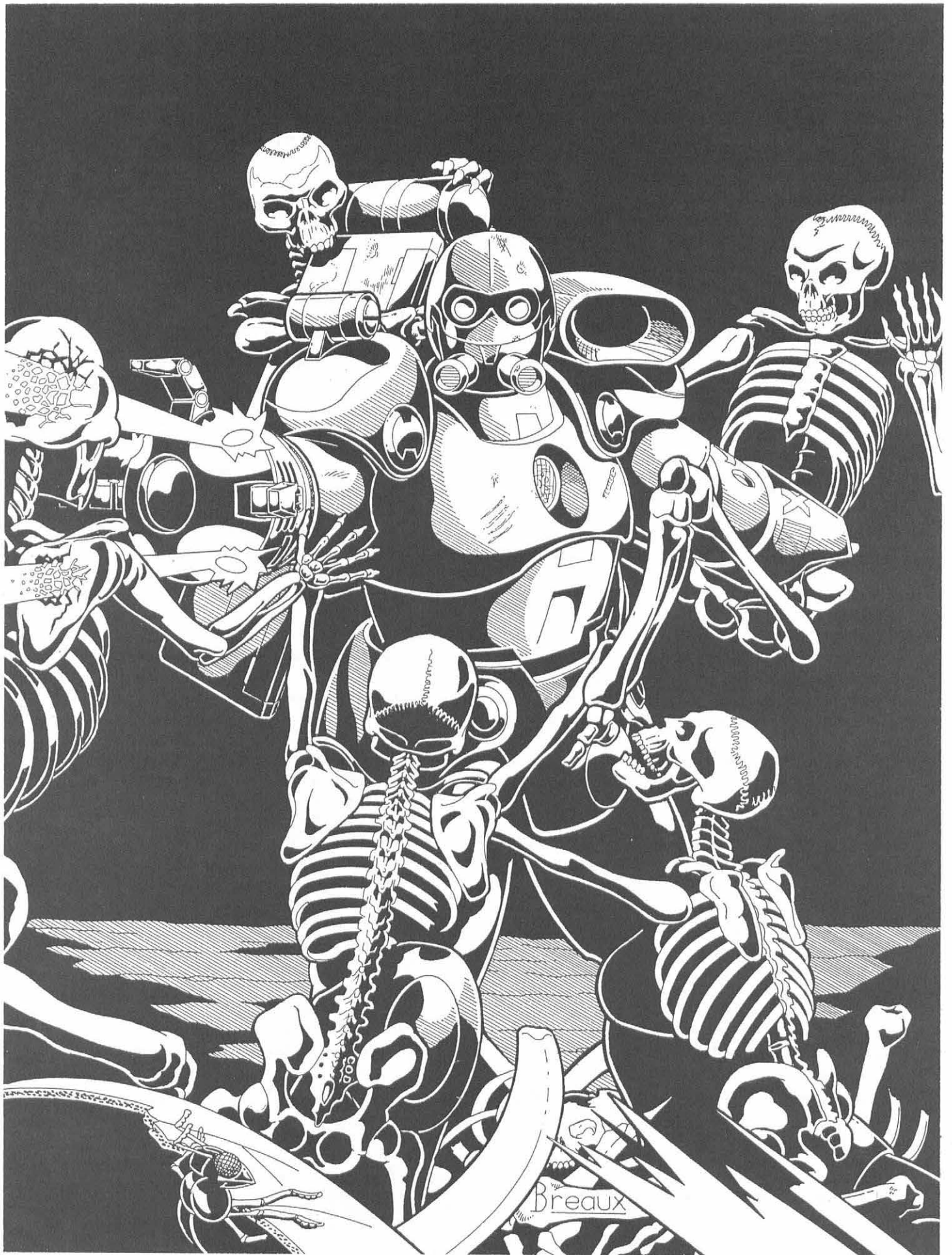
- **A pair of wings from a dragon or powerful supernatural creatures like the baal-roq, gargoyle lord, night owl, and similar creatures:** P.P.E. cost: 90. Flight at a speed of 60 mph (96 km) and a bonus of 10 M.D.C. to the flyer (the wings have 2D4 × 10 M.D.C.).

3. Animate and Control the Dead. The necromancer can animate and control dead bodies, skeletons, corpses, etc., like giant puppets. This power is very similar to the common spell, only the power of the necromancer is considerably greater than the spell.

- P.P.E. cost: 10
- Range: 300 feet (91.5 m) plus 20 feet (6 m) per level of experience.
- Duration: 10 minutes per level of experience.
- The necromancer can control four corpses/skeletons per level of experience. The bodies or skeletons can be humanoid or animal.
- The animated dead to be controlled must be in the spell caster's line of vision in order to animate. The necromancer can add more to his army as he locates them.
- The necromancer can also send his dead puppets on simple missions such as "destroy" or "kill" and send them wandering out of his sight, swinging and smashing everything they encounter. The animated dead will try to follow the command until they are destroyed or until the duration time of the magic elapses.
- The animated dead can be the skeleton or corpse of a humanoid, animal or monster and has the following abilities. Speed 7, two attacks per melee round, damage inflicted by punches, kick, claws, and bites is 1D6 S.D.C., only the simplest mega-damage weapons can be used such as a flaming sword, vibro-blade, etc., modern weapons/guns cannot be used by the animated dead. Double the speed and damage of giant animals and humanoids and add one attack per melee round. These robot-like automatons don't feel pain, fear or emotions.
- Only total destruction will stop the animated dead. The only alternative is to slay their creator or render him unconscious. S.D.C. of a small skeleton or corpse is 50, a human sized one is 80, and a giant one is 140. Note that bullets and stabbing weapons (knives, swords, spears, etc.) do 1/3 damage, blunt and smashing weapons/attacks do full damage, while fire does double damage.

4. Impervious to vampires! Impervious to their mind controlling bite, cannot be turned into a vampire (but can be slain by them), knows all about the legends about vampires and other undead and how to combat them.

5. The necromancer is frightening and has a horror factor! At first level the horror factor is 6, add one at levels three, five, seven, nine, eleven, thirteen and fifteen.



O.C.C. Abilities & Bonuses

1. P.P.E.: Base P.P.E. is at $2D4 \times 10$ plus the number from the P.E. attribute. Add $2D6$ P.P.E. per each additional level of experience.

2. Bonuses: +10 S.D.C., +1 to save vs magic of all kinds (in addition to P.E. bonuses), +6 to save vs horror factor, Attribute bonuses from physical training and magic: +1 to M.E., P.E., and P.S., and +4 to Spd.

3. Initial Spell Knowledge: In addition to the five special abilities described previously, the necromancer can select six necromancy spells (regardless of level) and six common spells associated with necromancy. The list and description of all available spells are found in the section entitled *Necro-Magic*.

4. Learning New Spells: Additional spells and rituals related to necromancy (see lists) can be learned or purchased at any time regardless of the character's experience level. See the section entitled *The Pursuit of Magic* in the **Rifts RPG**, page 164.

Attribute Requirements: I.Q. 10 and M.E. 10 or higher, and P.E. 12 or higher.

O.C.C. Skills:

Speaks & literate in Euro and one additional language (+20%).

Speaks one additional language (+20%)

Lore: Monsters & Demons (+20%)

Basic Math (+20%)

Wilderness Survival (+5%)

Skin and Prepare Animal Hides & Bones (+5%)

Pilot Hover Craft or Horsemanship (+10%)

W.P. Knife or Sword

W.P. Energy Weapon of Choice

Hand to hand: basic can be selected as one "other" skill, hand to hand: expert at the cost of two "other" skills, or martial arts or assassin (if an evil alignment) for the cost of three "other" skills.

O.C.C. Related Skills: Select seven "other" skills. Plus, select two additional skills at level two, one at level four, one at level eight, and one at level twelve. All new skills start at level one proficiency.

Secondary Skills: The character also gets to select six secondary skills from those listed, excluding those marked "None." These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Communications: Any (+5%)

Domestic: Any (+5%)

Electrical: None

Espionage: Disguise, forgery and intelligence only.

Mechanical: None

Medical: First Aid only (+5%)

Military: None

Physical: Any except acrobatics, gymnastics, and wrestling.

Pilot: Any (+2%)

Pilot Related: Any (+2%)

Rogue: Any (+5%)

Science: Any

Technical: Any (+10% on lore, literacy, language or writing)

W.P.: Any

Wilderness: Any

Standard Equipment: Robe or cloak, leather gloves, box of 100 surgical gloves, a couple sets of clothing, boots, $2D4$ large sacks, large satchel or suitcase, box of 50 large, zip-lock plastic bags, sleeping bag, back-pack, utility/ammo-belt, canteen, sunglasses or tinted goggles, air filter or gas mask, infrared distancing binoculars, two hand shovels, one hand axe, Wilk's laser scalpel, food rations for a week, and personal items.

Weapons include a silver and a wooden knife, sacrificial short sword (usually ornate and plated in a precious metal), $2D4$ wooden stakes, a wooden mallet, palm size mirror, a dozen flares, an energy pistol with $1D6$ E-clips and one or two other weapons of choice. The necromancer tends to prefer magic weapons and devices over technological ones.

Vehicle is limited to non-military means of transportation, and may include a hover vehicle, motorcycle or riding animal.

Money: Starts out with $2D6 \times 1000$ in credit and $3D6 \times 1000$ in sellable black market items. The average necromancer will accumulate a large fortune, performing his terrible services for other powerful practitioners of magic, supernatural monsters and powerful people.

Cybernetics: Starts with none and will avoid them because they interfere with magic. Only cybernetic bio-systems for health reasons will be considered.

Note: Most necromancers are of anarchist or evil alignment, extremely self-serving, manipulative and dangerous. Few have much regard for the living and seek personal wealth and power.

Insanity: The necromancer often becomes deranged with the passage of time. Roll once on the following table at levels four, eight, ten, twelve and fifteen. Of course if you want the character to be crazy, pick one or two.

Necromancer Insanity Table

Roll percentile dice.

01-30 No insanity.

31-40 Obsession: Likes to torture, hurt and kill others.

41-45 Obsession: Hates the light of day and tries to avoid it.

46-50 Obsession: Danger; loves it — takes needless risks.

51-55 Phobia: Gods of Light

56-60 Obsession: Hates good druids, especially Millennium druids.

61-65 Obsession: Dead things — loves them; surrounds himself with skeletons, mummies, zombies, and the likes.

66-70 Phobia: Ancient Dragons.

71-75 Phobia: High level shaman and priests of light.

76-80 Phobia: Spirits of Light/angels.

81-85 Roll for random affective disorder.

86-90 Roll for random phobia.

91-95 Roll for random obsession.

96-00 Roll for random insanity.



Necro-Magic

Necromancy is a little different than the more common spell magic in that many of its incantations may involve the use of dead beings, monsters, skeletons, components from the dead or is somehow related to death or the supernatural.

Command Ghouls

Range: Self

Duration: 15 minutes per level of experience.

Saving Throw: Ghouls are -2 to save.

P.P.E: 10

This incantation makes 2D4 ghouls (per level of the spell caster's experience) fear and obey the necromancer. This spell will affect grave ghouls, the dybbuk and similar creatures, but has no effect on dimensional ghouls or ghoulish demon lords. Also note that the dybbuk doesn't appreciate mind control and is likely to seek revenge on the person responsible, unless the mission was an enjoyable one. Grave ghouls are too timid to consider retribution.

Consume Power & Knowledge

Range: Self

Duration: Varies.

Saving Throw: Not applicable.

P.P.E: 20 per each item.

This repulsive magic requires that the necromancer remove the tongue, brain or organ of a dead being, boil or cook it while reciting the magic incantation, and breathe the fumes from the prepared meat. Necromancers who are monsters may tear out the organ and eat it raw (or cooked) with the same magic results. The basic concept behind this magic is the belief by many cultures, both human and monster, that eating the organs of one's vanquished enemies will give the eater their courage or abilities. Different organs offer different powers. No powers are gained from animal organs. More than one item (maximum three) can be cooked up with accumulative effect.

Heart: Courage and strength. The mage is +3 to save vs horror factor, is not easily unnerved or intimidated, gets an additional 10 S.D.C. and can lift and carry twice as much as normal. Duration: One hour per level of experience.

Liver: Sobriety. No matter how much alcohol is drunk, the character cannot get drunk. Duration: One hour per level of experience.

Kidneys: Impervious to poisons and +2 to save vs non-lethal drugs. Duration: One hour per level of experience.

Intestines: Breathing the fumes provides physical nourishment. The character does not need to eat nor does he feel hungry for 48 hours.

Tongue: Can understand and speak all languages. Duration: Two hours per level of experience.

Eyes: The necromancer will recognize the people, places and items once known by the deceased. He will also know basic things about those people, places or items. For example, the necromancer will recognize the deceased's friends, parents, family, lover, wife, enemy, murderer, home, favorite tavern, car, gun, clothes, etc. Duration: One hour per level of experience.

Brains: Provides the mage with all of that person's skills at 60% proficiency. Duration: One hour per level of experience.

Death Mask

Range: Self

Duration: Four minutes per level of experience.

Saving Throw: All who see the death mask must roll to save vs horror factor of 13.

P.P.E: 12

The spell creates a frightening looking death mask that completely covers the spell caster's face. The mask provides the following:

- Disguises the character's normal facial features.
- Frightening visage evokes fear equal to a horror factor of 13.
- Wearer is impervious to all normal disease, poisons, and magic sicknesses and curses.
- Prowl at 55%

Death Strike

Range: Self

Duration: One minute (four melee rounds) per level of experience.

Saving Throw: Opponents are -1 to save.

P.P.E: 25

Every punch, kick, or strike inflicted by bare hands/feet or by hand-held weapons such as a club or sword (excluding guns) inflicts double damage. Furthermore, if the opponent is a mega-damage being, the doubled damage is mega-damage!

Divining:

Tombs & Graves

Range: Self

Duration: 5 minutes per level of experience.

Saving Throw: Standard

P.P.E: 10 or 35

This magic requires the use of a wishbone from a large bird. The bone is held in both hands, vibrates and pulls the character in the direction of graves or tombs. When a grave has been located the wishbone stops vibrating. For the cost of an extra 25 P.P.E. the divining spell can locate a specific grave or tomb from among many.

Kill Plants

Range: Touch

Duration: Instant.

Saving Throw: None, unless an intelligent life form, then standard. Millennium Trees are impervious to this spell.

P.P.E: 10

This death touch inflicts 1D4 x 10 S.D.C./hit point damage to plant life per level of the spell caster's experience. The killing touch is usually performed as an act of vandalism, vindictiveness, or cruelty.

Maggots (insects)

Range: Touch

Duration: Days unless killed.

Saving Throw: Standard

P.P.E: 20

Similar to Pestilence's destroying touch, the necromancer can touch food or a dead animal and infest it with maggots and

worms that feed on the dead. If characters act quickly, they can kill the larvae and save $2D4 \times 10\%$ of the food by boiling, deep frying, smoking, microwaving and similar measures to kill the bugs and any possible disease.

Object Read the Dead

Range: Touch

Duration: Instant

Saving Throw: None

P.P.E.: 8

This spell gives the character a power similar to the psionic ability of object read, only this power is limited to divining things about the dead. Information can be gathered from a corpse, animal carcass, skeleton, skull, or a single large bone. The data is limited but helpful.

- General cause of death: old age, disease, plague, accident or murder.
- Race or animal type.
- Whether the creature suffered or not before dying.
- Whether or not magic was involved.
- The length of time the creature has been dead: immediate (a few minutes), recent (a few hours), quite a while (a few days), a long time (several months), years, or decades (over 20 years).

Recognize the Undead

Range: Self

Duration: 10 minutes per level of experience.

Saving Throw: Standard

P.P.E.: 8

The spell caster is given the ability to automatically recognize all types of undead, including vampires and vampire intelligences, no matter how human or innocent they may appear. This knowledge enables the character to better prepare himself for conflict with these monsters (or to avoid such conflicts).

Shadows of Death

Range: Self or 20 ft (6 m)

Duration: 24 hours per level of experience.

Saving Throw: Standard

P.P.E.: 45

This spell creates strange and monstrous shadows but has two different applications. If cast on himself, the necromancer's own shadow will seem to have a life of its own, move independently of the mage, make sudden or threatening movements, and generally look frightening and unnatural. This adds +2 to the horror factor of the mage and makes opponents -2 on all combat bonuses because the movements of the shadow are startling and distracting.

Alternately, the shadows of death can be cast on others. In this case, the spell is considered a curse. Victims have a constant feeling that they are being watched and/or in danger. They constantly catch glimpses of movement and strange shadows from the corners of their eyes. This makes the character paranoid and jumpy, plus they have trouble sleeping. **Penalties:** Tired from lack of sleep and constantly being on edge, reduce speed and endurance/fatigue levels by 20% and all combat bonuses are -1.



Shadow of Doom (curse)

Range: Touch or 20 ft (6 m)

Duration: 48 hours per level of experience.

Saving Throw: Standard

P.P.E.: 45

This spell should be considered a magic curse. The cursed character is depressed and feels like the sword of doom is about to drop on him. **Penalties:** -2 on initiative, -1 on all other combat bonuses and -20% on all skill proficiencies.

Stench of the Dead

Range: 100 feet (30.5 m) plus 10 ft (3 m) per level of experience.

Duration: 2 minutes per level of experience.

Saving Throw: Standard

P.P.E.: 6

A magic mist covers the area when this spell is cast. The mist stinks of rotting meat and decay. The sickening smell causes all who enter its area of effect to cough and retch twice per melee round (15 seconds), plus the eyes water and no other odors can be smelled while in the overwhelming mist. **Penalties:** Reduce speed, number of attacks per melee and combat bonuses by half. The mist can be cast up to 100 feet (30.5 m) or further with experience.

Strength of the Dead

Range: Self & touch

Duration: 2 minutes per level of experience.

Saving Throw: None

P.P.E.: 60

Temporarily draws and gives to the necromancer half the S.D.C. and hit points (or M.D.C. if a mega-damage creature!) that the creature had while it was alive!

Summon Insect Swarm

Range: 1000 miles (1600 km)

Duration: 12 hours per level of experience.

Saving Throw: None

P.P.E.: 80

This ritual magic will cause 1000 flying insects (per each level of experience of the summoner) to amass in a gigantic, blinding cloud. The swarm covers a 100 foot (30.5 m) radius per level of the necromancer.

Blinding cloud of flying insects: Thousands of flying insects fill the air as a massive, living cloud. The swarm interferes with accurate radar readings, creating false readings, and reduces visibility to about 10 feet (3 m). The bugs are also very distracting, noisy and annoying, covering or splattering themselves on windshields and visors, impairing vision even more. The insect swarm may also clog engines, air intake valves, vents, and joints of bots, borgs and vehicles, causing varying damage and problems, such as engines overheating, cutting off air supplies, etc.

Characters not protected inside environmental body armor, power armor or a vehicle will be pelted and covered by the bugs. Even though most of the insects in this swarm are harmless, they will crawl in the ears and nose, fly into the mouth and eyes, crawl under clothes and so on. The overall sensation is disgusting and debilitating. Penalties: Characters caught in the cloud lose half of their melee actions, can barely see or hear, completely lose initiative and all combat bonuses, and speed is reduced by half.

Summon Magot (monster)

Range: Not applicable

Duration: 12 hours per level of experience.

Saving Throw: Standard

P.P.E.: 320

This impressive ritual actually plucks one hideous magot demon from its native dimension and magically places it before the summoning necromancer to do his bidding. The magot is automatically under the spell caster's control and will obey him without question. The creature's time on Earth is limited and warps out after the duration time of the summoning magic elapses, or when the summoner bids it to leave, or when it is slain.

The Average Magot

M.D.C.: 1D4 × 1000

Horror Factor: 13

Attacks per Melee Round: 8

Damage: 4D6 M.D. swat with eye stalk, 6D6 M.D. punch, or 2D6 × 10 M.D. bite. Each of the three eye stalks fires a beam that causes temporary petrification for 3D6 + 2 minutes. Victims need a 13 or higher to save.

Magic & Psionics: None

Notes: Average I.Q. 5, P.S. 43, Spd 90, 20 ft (6 m) tall. See **Rifts Conversion Book**, pages 214 & 215, for complete details.

Summon Vampires

Range: 1000 miles (1600 km)

Duration: 24 hours per level of experience.

Saving Throw: None

P.P.E.: 150

This ritual magic will cause 1D4 vampires within a 1000 mile (1600 km) radius to come to the necromancer within 12 hours (at night, of course). If there are no vampires in the area none will come. Only wild vampires and/or secondary vampires must heed the mystic summons. The master vampire and old secondary vampires are not affected.

Most vampire(s) see the necromancer as a kindred spirit and a potential ally, so they will gladly work with the death mage. The magic requires the undead to stay for 24 hours per level of experience of the summoner. However, they can decide to stay longer if that is what they desire, the only difference is the vampire is no longer obligated to obey the necromancer. This means a free vampire may continue to work with the sorcerer, especially if there is a lot of bloodshed or if the creature likes the mage's scheme. Otherwise, the vampire is free to do as he pleases.

Summon Worms of Taut

Range: Not applicable

Duration: 24 hours per level of experience.

Saving Throw: Standard

P.P.E.: 210

This ritual plucks one or more Worms of Taut from its native dimension and magically places it before the summoning necromancer. The creature is automatically under the spell caster's control and will obey him without question.

Not all worms can be summoned, only the nippers, fire worms and tomb worms. As many as one per level of experience can be summoned.

The problem with this spell is that after the duration time has elapsed, the necromancer's control over the worms is gone but they remain. All Worms of Taut are extremely aggressive and dangerous predators. See **Rifts Conversion Book** or **Palladium's Monsters & Animals** for descriptions.

Transfer Life Force

Range: 10 ft per level of experience.

Duration: 24 hours per level of experience.

Saving Throw: None

P.P.E.: 150

This spell enables the necromancer's life essence to inhabit and animate skeletons, corpses, mummies, zombies and even puppets like a robot. The possessed dead thing has all the mental and physical powers of the necromancer, however magic spells and psionic powers cannot be used, because the corpse has no P.P.E. or I.S.P.!

The body is dead so it is impervious to pain, hunger, thirst, fatigue, disease, drugs, poisons, gases, heat and cold. However, the sense of smell is lost and the sense of touch is about half of

normal. Vision and hearing are provided by mystic means. If the body is destroyed it is no big deal, the spell caster simply returns to his real, living body and can always inhabit another dead body if so desired. The spell can be used as an offensive measure or a subtle means to spy or confuse. The spell caster can disguise himself completely by inhabiting a recently deceased individual or conceal his identity by inhabiting a corpse or skeleton. **Note:** The dead body looks ... well ... dead and continues to discolor and decay. After a while, the dead body will smell pretty terrible and parts may drop off.

An Alphabetical List of Necromancy Spells

Command Ghouls (10) — Fourth Level
 Consuming Power & Knowledge (20) — Fifth Level
 Death Mask (12) — Fifth Level
 Death Strike (25) — Eighth Level
 Divining: Tombs & Graves (10 or 35) — Fifth Level
 Kill Plants (10) — Fourth Level
 Maggots (20) — Fifth Level
 Object Read the Dead (8) — Third Level
 Recognize the Undead (8) — Third Level
 Shadows of Death (45) — Ninth Level
 Shadows of Doom (45) — Ninth Level
 Stench of the Dead (6) — Second Level
 Strength of the Dead (60) — Tenth Level
 Summon Insect Swarm (80) — Tenth Level
 Summon Magot (monster, 320) — Thirteenth Level
 Summon Vampires (150) — Eleventh Level
 Summon Worms of Taut (210) — Twelfth Level
 Transfer Life Force (150) — Eleventh Level

Available Common Spell Magic

The necromancer is a spell caster so he or she can learn any spell, however, except for those listed as follows, the P.P.E. cost to perform a spell is two times the normal amount. For example the Armor of Ithan spell normally costs 10 P.P.E., but will cost the necromancer 20, befuddle (normally 3) will cost six and so on. Most of these death wizards focus on spells that are directly applicable to necromancy and don't learn a wide range of many other spells.

Likewise, necromancy spells can be learned by other spell casters such as the line walker and shifter, but to execute them the cost is double. Techno-wizards and mystics NEVER learn necro-magic.

Level One

Death Trance (1)
 Globe of Daylight (2)
 Sense Evil (2)
 Sense Magic (4)

Level Two

Concealment (6)
 Detect Concealment (6)
 Fear (5)
 Turn Dead (6)

Level Three

Breathe Without Air (5)
 Fuel Flame (5)
 Ignite Fire (5)

Level Four

Ley Line Transmission (30)
 Magic Net (7)
 Repel Animals (7)
 Shadow Meld (10)
 Trance (10)

Level Five

Circle of Flame (10)
 Horrific Illusion (10)

Level Six

Fire Ball (10)
 Mask of Deceit (15)
 Tongues (12)

Level Seven

Animate & Control Dead (20)
 Constrain Being (20)
 Life Drain (25)

Level Eight

Commune with Spirits (25)
 Exorcism (25)
 Luck Curse (40)
 Minor Curse (35)
 Sickness (50)
 Spoil (30)

Level Nine

Protection: Simple (45)

Level Ten

Banishment (65)
 Control/Enslave Entity (80)

Level Eleven

Create Mummy (140)

Level Twelve

Create Zombie (250)

Level Thirteen

Sanctum (390)

Level Fourteen

Restoration (750)

Level Fifteen

Transformation (2000)

The cost of specific components

Some average costs for basic key components

Brain: Cyclops — 500,000+ credits
 Brain: Dragon — 750,000+ credits

Brain: Operator — 45,000+ credits
 Brain: Scholar — 25,000+ credits
 Brain: Scientist — 35,000+ credits
 Brain: Warrior — 35,000+ credits
 Brain: Practitioner of Magic — 200,000+ credits

Claw: Animal — 1D6 × 100 credits
 Claw: Bird (large) — 1D4 × 100 credits
 Claw: Creature of Magic (sphinx, etc.) — 250,000+ credits
 Claw: Dragon Hatchling — 200,000+ credits
 Claw: Dragon Adult — 600,000 to a million credits
 Claw: Lesser Supernatural Beings/Demon — 50,000 to 100,000 credits
 Claw: Greater Supernatural Beings — 200,000 to 500,000 credits
 Claw: Ogre, Troll, Giant — 2D6 × 100 credits

Eye: Dragon — 50,000+ credits
 Eye: Humanoid — 2,000+ credits
 Eye: Supernatural Being — 40,000+ credits

Horn: Animal — 2D4 × 100 credits
 Horn: Supernatural Being — 2D4 × 1000 credits
 Horn: Dragon — 30,000+ credits
 Horn: Kilin — 20,000+ credits
 Horn: Unicorn — 40,000+ credits

Hooves: Animal — 1D4 × 100 credits
 Hooves: Kilin — 30,000 credits
 Hooves: Unicorn — 50,000 credits

Tail: Dragon — 70,000+ credits
Tail: Manicore — 18,000 credits
Tail: Malignous — 45,000 credits
Tail: Monkey — 1D4 × 100 credits

Tongue: Supernatural Creatures — 150,000+ credits
Tongue: Dragon — 500,000+ credits
Tongue: Faerie Folk — 50,000 credits
Tongue: Humanoids (D-bee, elves, wolven, etc.) — 2D6 × 100 credits

Wings: Animal (gryphon, dragondactyl, etc.) — 1D6 × 1000 credits
Wings: Bird (large) — 1D6 × 100 credits
Wings: Creatures of Magic (Sphinx, etc.) — 275,000+ credits
Wings: Dragon Hatchling — 200,000+ credits
Wings: Dragon Adult — 850,000 to 1D6 million credits
Wings: Lesser Supernatural Beings — 250,000 to 800,000 credits
Wings: Greater Supernatural Beings — 500,000 to 1D6 million credits.

Rifts[®] Africa

Highlights

The eruptions of ley lines and the ensuing destruction of the Great Cataclysm obliterated much of the civilized world and plunged the human race into a dark age. Post Cataclysm scholars estimate that less than 15% of the total world population survived. The densest population centers were the hardest hit. Those who survived the initial onslaught of the Great Cataclysm died in its aftermath. Disease spread like wildfire. Nuclear radiation from warheads and power plants spilled into the atmosphere and waterways. Add to this the unnatural weather patterns, terrible storms, magic, monsters and aliens from the rifts and you have a seething cauldron of destruction, rebirth, and metamorphosis.

Africa followed the usual pattern of change and destruction. The largest cities crumbled, taking their populations to the grave. Coastal cities were swallowed by the oceans or pulverized by tidal waves, hurricanes and storms. The magnitude of the storms were so incredible that few escaped. Entire clusters of humanity were wiped from the face of the Earth — the people of Madagascar were among those completely obliterated.

At one time, there were over 3000 tribal nations. Today there are an estimated 1100 survivors and that number slowly declines as evil monsters and supernatural horrors continue to slaughter and enslave the people of Africa. However, the survivors have grown far more savvy and have proven to be elusive and resourceful in avoiding capture or fending off would-be invaders with their good medicine. The denizens of northern Africa have grown tired of the “wilderness people” (or so Rama-Set calls them) to their south and have instead turned their attention to activities in the Mediterranean and Europe, particularly the struggle in Germany. This means that many surviving African people can live out their lives without constant fear of attack and molestation at the hands of demonic invaders. It limits their access to the rest of the world and prevents the development of technologically advanced kingdoms, but they survive and even thrive in the wilderness, following the “old ways.”

To the outside world, these communities may appear to be simple and primitive, especially to arrogant city rats and technoc-

rats. However, everything is relative. Most African people have strong families, tight social bonds, and a sense of history and community. They work together and have high morals. Murder, rape and sadism are not sicknesses that the African tribespeople suffer from. Their laws, philosophies, ceremonies and magic are built on common sense and a unique view of the world. A view that showed them secrets of magic long before any other humans recognized the existence of the supernatural, ley lines and magic energy. Theirs is a culture steeped in traditions of spiritualism, nature, magic and magic using as sophisticated, intelligent, practical and powerful as anything in the Americas or Europe — perhaps more so. They are a people who feel linked to nature and all the forces around them. Ultimately, their wise and practical view of the mystic world has helped them to survive and adapt when other cultures have crumbled.

Most Africans will view the Apocalypse demons as an abomination of nature, the ultimate harbingers of “bad medicine” and try to stop them. They will help any warriors who are clearly trying to save the people and the land from these “vilest of evil spirits.”

Note: The following are just some of the many African Nations that once existed (and many have survived the Coming of the Rifts): Abaluyia, Akamba, Ankole, Baganda, Basaga, Bavenda, Boni, Butawa, Embu, Fulbe, Gabbra, Ganda, Gikuyu, Gisu, Haya, Hausa, Igbo, Karamojong, Katab, Kiga, Kiganda, Kikuyu, Kipsigis, Koma, Kotoku, Luo, Lugbar, Maba, Masai, Meru, Makonde, Moudang, Nandi, Ngambaye, Nok, Nyoro, Pare, Pygmy, Samburu, Sara, Somali, Sonjo, Shirazi, Swahili, Teso, Turkana, Udhuk, Zaramo, and Zulu, among many others.

North Africa

Terrain: Most of Northern Africa is DESERT! In fact, the Sahara desert covers 60% of North Africa: 3.5 million square miles (9,065,000 sq. km)! The Sahara fades into the Libyan and Nubian deserts. The three cover virtually all of the countries once known as Western Sahara, Mauritania, Algeria, Libya, Egypt, and the northern portion of Mali, Niger, Chad and the Sudan. The southern portions of the latter four countries



What is a savanna: A savanna is a large open area with tall, typically dry grass, scrub, scattered bushes, weeds and the occasional tree or grove of trees. It is fair to poor for farming and is most often used as pasture lands for cattle, sheep, and goats. Likewise, it is usually the home of grazing wildlife, such as herds of buffalo, wildebeest, antelope and their predators.

Note: Niger, Mali, Chad, The Central African Republic, and Sudan a half desert and half savanna wildernesses with only tiny tribes and villages of people living in those countries. About 15% of these areas is woodland.

Northern Africa, with its many ley line nexuses, sand storms, and very long coastline, was among the areas hardest hit by the ley line eruptions during the Great Cataclysm. Morocco, Algeria, Tunisia, Libya, Egypt, northern Sudan, western Sahara, Mali, and Mauritania were mauled. The cities with the densest population centers were crushed and saw few survivors climb out of the devastation.

Those living in the interior of the continent had the best chance for survival. In fact, the countries once known as Niger, Chad, Central African Republic, and southern Sudan made it through the Great Cataclysm comparatively unscathed. The death count was only 40% compared to the 90% of its northern neighbors. They might have become the new center of human civilization in Africa had they been prepared for the invaders who emerged from the rifts. They were not. In two short years, the cities laid in ruin. The people slain or enslaved by hellish monsters from other dimensions. At least a quarter of the human slaves were taken to other dimensions. The remainder became the slaves, pets and playthings of the monster at the Phoenix Empire (Egypt), the Atlantians and a host of other non-humans who dominated the region. Millions died from brutal treatment, hard labor and

turns into savanna: a terrain of grass and scrub with scattered trees. The deserts are broken only by sand covered mounds, the occasional oasis and mountains. Savanna and light forest areas are found only in Morocco, northern Tunisia, northern Libya, and Egypt along the Nile. **Morocco** is a lovely area of unpopulated forest divided from the rest of Africa by the **Atlas Mountains**.

The densest pockets of population have traditionally been around bodies of water. Even in the Egypt of Rifts Earth, the greatest population is found in the Nile Valley and along the snaking Nile river. Note: The neighboring Arabian Peninsula (Jordan, Syria, Iraq, Saudi Arabia, Kuwait, Yemen and Oman) is also entirely desert with only a few tiny areas of green.

Climate: Temperatures range from about 50 to 65 degrees Fahrenheit in the winter and 85 to 105 degrees in the summer. Average annual rainfall is about 4 inches (101 mm).

Land Area of Northern Africa: Roughly 5.8 million square miles (15 million sq. km).

Size Comparisons: Libya is slightly larger than Alaska! Egypt is roughly the size of New Mexico and Texas combined or slightly less than twice the size of the United Kingdom. Tiny little Morocco is roughly the size of California! The African continent is *huge*! You could fit the entire United States and Canada into it and still have room for half of Europe. Lake Tanganyika is slightly larger than the country of Belgium!!

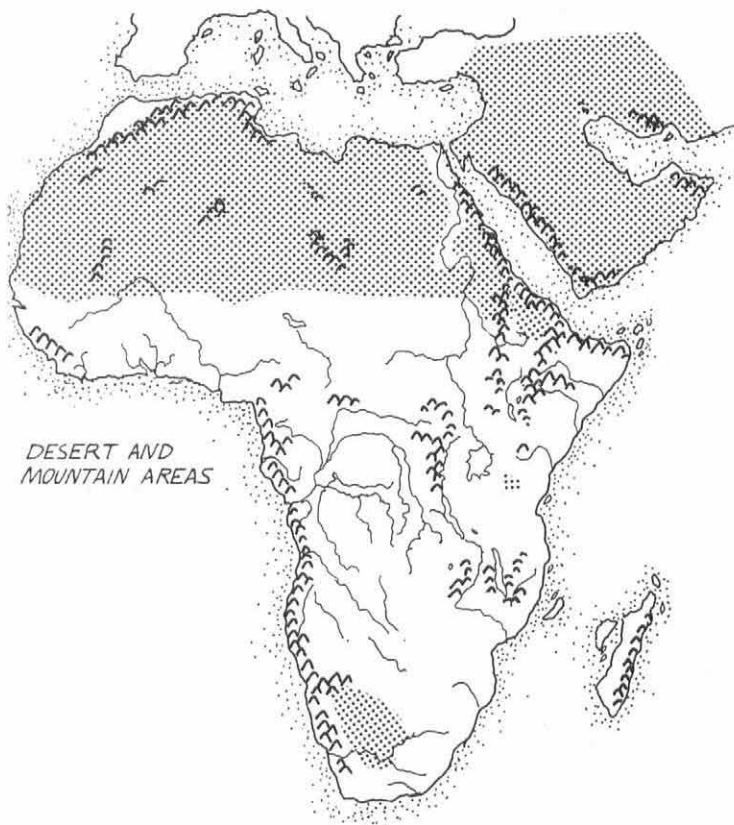
Population: Mostly non-human monsters. 80% are clustered in the area known as the Phoenix Empire. The remainder, about 20 million people (40% monster races, 30% D-bees, 30% humans), live in the rest of northern Africa.

Languages: 85% speak Euro, 80% Gobblely, 65% Dragonese, 30% Spanish, 20% Faerie, 15% English/American, and 10% Chinese. Humans indigenous to the region are likely to speak their native tongue and Euro; 40% will also speak American and/or Spanish.



disease. Northern Africa, like so much of Europe, would become the domain of monsters.

The North Africa of Rifts Earth is inhabited by supernatural monsters and D-Bees. The desert half is a vast wasteland that even the intelligent monsters avoid. A dozen nuclear “hot spots” covering a 1D4 mile radius mark the place where human civilization once existed — the ancient remnants of nuclear power plants and missile stockpiles exploded. **Editor’s Note:** Only small areas of radiation “hot spots” pockmark the planet. In Africa these areas are scattered throughout the once technologically advanced countries in the north and south. Remember, it is approximately 300 years after the Great Cataclysm. The Earth has had time to clean and heal itself. The most dangerous radioactivity and effects of the limited nuclear aftermath disappeared after the first hundred years. The remaining danger areas with nuclear waste have been covered and contained by collapsing buildings and earth from the passing centuries. These areas are dangerous only to the fool who digs in them and from long periods of exposure (months or years). Still, these areas are generally avoided and may have reputations for being haunted or having bad medicine.



The Sahara Desert

The Sahara is a sprawling desert with shifting sand dunes that sometimes seem as tall as mountains. One must understand that the Sahara is a seemingly endless sea of sand and rolling dunes. There is nothing else — not rocks or shrubs, just sand. Oasis-like havens are few. Sandstorms can cover a hundred square miles or more, changing the shape of dunes, covering tracks, vehicles and wreckage, and sometimes even covering an oasis, camp or village! The less treacherous parts of the Sahara are less sandy, with dry, parched earth and stones, but they are just as devoid of life. Characters traveling through the Sahara are –50% to

their land navigation skill. The name Sahara means, “the waste” in Arabic.

The desert has become the home of a new demonic form of wildlife; the **Worms of Taut**. Fire worms, nippers, tomb worms, and blow worms are the most common, but the serpent beasts and tri-fang are also out there (sometimes worshiped by primitive D-bees). Fire worms and nippers are the most dangerous because they live and hunt in packs. The sphinx, dragon and other supernatural and magic creatures also visit the desert to enjoy the isolation, hide, or for the sport: of hunting for giant worms.

Algeria

Northern Africa

Algeria is roughly three times the size of Texas and has a similar desert/prairie kind of environment. Two percent of the country is woodland and 20% is savanna, the rest is desert, rocky hills and low mountains/plateaus. Many people call this area the “Haunted Desert” and avoid it because of the many ghostly entities that come from Mount Tassili n’ Ajjer.

To the north are the hills and low mountains of Morocco. Sadly, much of this area has been reclaimed by the ocean, due to the reappearance of Atlantis.

Tassili n’ Ajjer

Southeastern Algeria

High on the rocky Tassili n’ Ajjer plateau, located in the mountainous hills of the Ahaggar, is the site of prehistoric cave paintings. The name Tassili n’ Ajjer means the “Plateau of the Rivers.” One might wonder why a desert location might refer to “rivers.” The answer is that seven thousands years ago, the area was a lush forest and scrubland much like eastern Africa is today. Rhinos, elephants, and the animals we all associate with Africa roamed the land and were hunted by natives. The many caves and wall paintings on the plateau clearly record the life and hunting habits of these ancient people. Changing weather patterns turned northern Africa into a desert.

On Rifts Earth, the Tassili n’ Ajjer is also known as the “Haunted Plateau” and is a place to be avoided. It is the site of a ley line nexus and a particularly active dimensional doorway to the domain of evil entities and the jinn. There are always 2D4 × 10 poltergeists, 4D6 haunting entities, and 2D6 tectonic entities at the nexus location at any given time. The poltergeists are the least of the troublemakers, causing minor disturbances such as frightening riding animals, knocking over or banging pots, moving, throwing or stacking rocks and equipment, and so on. Tectonic entities are far more dangerous and frequently build bodies out of bones, twigs and rags, scraps, and stones to unmercifully attack visitors.

The haunting entities can be equally unnerving and menacing. They frequently pick up on the strong emanations of past lives and manifest themselves as ancient hunters, bandits and travelers. Since the strongest memory patterns are those from traumas, the ghostly entities are frequently dangerous. Among the more famous entity-ghosts are the Hounds of Tassili n’ Ajjer, a pack of eight wild dogs who howl and chase and attack visitors during the afternoon (nobody knows the exact story behind this memory), N’beh an evil witch looking for her murderers, Apadda,



the Mad Warrior Chief who challenges other warriors to combat, the Wailing Night Woman (some say she is lost or searching for her lost child) whose wails are very disconcerting and makes sleeping difficult), and a host of others. These particular entities are typically encountered within a 20 mile (32 km) radius of the nexus.

In addition to these entities, hundreds of others arrive through the random rifts and fly off into the world, sometimes travelling thousands of miles in any direction. Possessing entities and the jinn are far less common, but they too come through these rifts. Most fly far from the dimensional gateway, but unfortunate visitors may run into one or two anywhere within a 200 mile (320 km) radius of the plateau (1-33% chance).

Medicine men and psychic sensitives are particularly vulnerable to the entities and forces of supernatural evil. Haunting entities will frequently sense and manifest themselves in the form of deceased people known to the medicine men. These visits are viewed as greatly significant by medicine men and can be very stressful and even traumatic. On the other hand, they can often help the medicine man come to conclusions or glimpse the future.

Lower Africa

Terrain: For the purpose of this book, everything below the Sudan, Chad and Niger will fall under the heading of **Lower Africa**. It is from this point on down that there are savannas, woodlands and jungle.

Most of Central and Eastern Africa is a blend of constantly changing landscapes. Only the Congo is a massive rain forest with areas of dense jungle and massive swamps.

Virtually all of Senegal, Gambia, Guinea-Bissau, Sierra Leone and Liberia have been swallowed by the ocean.

Climate: Average temperatures range from about 60 to 70 degrees Fahrenheit in the winter and 70 to 90 degrees in the summer.

Uganda and the coastal regions are hot and humid. Kenya and Tanzania are warm and dry during the day (68 to 84 degrees) and cool at night (50 to 60 degrees Fahrenheit).

Rainfall: The average annual rainfall in Uganda and the Congo is about 78 inches (1990 mm), sometimes as much as 90 inches (2290 mm). In the arid/desert portions of Kenya and Tanzania, annual rainfall is 15 inches (384 mm), in the dry savannas, 35 inches (890 mm), and in the green or wet savannas and light forests, 45 to 60 inches (1140 to 1530 mm).

Land Area: Lower Africa is roughly the size of the United States and Canada. It includes the Ivory Coast, Ghana, Burkina, Togo, Benin, Nigeria, the New Congo, Cameroon, the Central African Republic, South Sudan, Ethiopia, Gabon, Zaire, Uganda, Kenya, Tanzania, Angola, Zambia, Milani and Mozambique. All that remains is southern Africa: Namibia, Botswana, Swaziland and South Africa.

Population: Approximately 94 million people (52 million of whom are found in East Africa: Uganda, Kenya and Tanzania): 65% humans, 25% D-bees, 10% monsters and the supernatural.

The densest pockets of population have traditionally been in **Uganda, Kenya and Tanzania**, especially around Lake Victoria, along the ocean, and other bodies of water. Yet even in the most densely populated areas there is a modest 600 people per square mile (2.6 sq. km). The norm in *populated regions* of Rifts Africa is about 50 people per square mile with hundreds of miles of wilderness with few or no people at all.

The neighboring country of **Zaire** is 90% forest, of which the most dense half is considered to be part of the new Congo. The average population in the Congo and southern Zaire is 10 people per every 100 sq. miles (260 sq. km). At population centers there may be as many as 70 people per square mile; 60% are humans, 20% D-bees, 20% monsters.

Languages: Humans indigenous to the region speak their native tongue, 90% speak Swahili, 75% American/English, 60% Euro, 40% Gobblely, 20% Spanish. Virtually all humans in the lower and southern portions of Africa speak Swahili: the old trading language and 75% speak American from the pre-rifts days of English colonialism and American tourism.

The Ivory Coast

Half of the original Ivory Coast, along with much of the western coast of Africa, has been submerged by the rising ocean caused by the reappearance of Atlantis.

The Ivory Coast is a bustling slave and pirate port controlled by the Splugorth of Atlantis. This means one can find at least one troop division of Kittani warriors, Overlords, and warrior women, as well as a handful of Slavers, Powerlords, High Lords and Conservators in the area at any time. The Splugorth minions have built the city of **Gorth** near the old site of Bouake (which is now near the coast). The city is almost entirely non-human.

The city serves as a base for operations in Africa and a stepping stone to the Mediterranean and Europe. The main activity of the city is as a thriving merchant and slave trading outpost. 90% of their trade is with the Phoenix Empire and other communities of monsters. Gorth also puts the minions of Splugorth near Nigeria where there are many humanoids, as well as the Congo

and Central Africa where there are a large number of exotic animals and people to be captured, sold and exported in the trans-dimensional slave market. The troops at the city also have an opportunity to keep an eye on lower Africa and spy on the Phoenix Empire and other Mediterranean kingdoms when they go to visit that city or have visitors visit the Ivory Coast.

Gorth has about 60,000 non-human inhabitants (40% Kittani, 20% overlords, 10% gargoyles and 30% other). An additional 100,000 non-humans and 50,000 human and D-bee slaves live in the country around Gorth. Perhaps as many as a million humans and D-bees combined live free in that country.

The city of Gorth has a couple of small factories for manufacturing robots, robot parts and cybernetics. It also offers two luxury hotels, shops for vehicle repair, bio-wizard items, weapons, body armor, slaves, and many other items that make up about a quarter of the things one can find in Atlantis. There are also two Splugorth operated diamond mines, an iron mine and an oil refinery. A stone pyramid has been built at a ley line nexus by Splugorth stone masters. It is 120 miles (192 km) northeast of the city and is the most direct link from Atlantis to the Ivory Coast, via magic teleportation.

Intelligent lemur-like creatures known as **Hytril**, brought to the coast as slaves from Atlantis, have escaped captivity and now small communities populate the forests around the Ivory Coast and the northern jungles of the Congo. Still, they are comparatively few in number, with a total population of around 3000. See **Rifts Conversion Book**, page 139. There are also a few hundred **yll-tree climbers** scattered throughout the Ivory Coast and as far as the coasts of Nigeria and Cameroon. These too have escaped from the slave pens of Gorth and have adapted to the African jungles. See **Rifts Atlantis**, page 80.

Nigeria

The country once known as Nigeria is roughly twice the size of California. Its northern region is mostly wet savanna and rolling hills. The southern half is mostly forest. Just beyond Nigeria's southeast border is Cameroon, which is now part of the Congo. Approximately 14 million humans and 25 million D-bees live in this area. Most are simple nomads, hunters, farmers, and cattle or goat herders. The level of technology is low. Splugorth slavers are a constant plague.

On Rifts Earth, the lands once recognized as the Congo, Gabon, Cameroon, The Central African Republic, and the northern half of Zaire are all considered the Congo.

The Congo

The eruption of the ley lines during the Great Cataclysm destroyed most of the "civilized" world and many of the tribes and nations of Africa. Without mankind to chop down its forests or to turn wilderness into farms and pastures, the continent has returned to its more primordial state of wilderness. Nowhere is this more evident than in the famous jungles and tropical forests of the Congo.

The jungle area known as the Congo is bigger than ever and covers a huge area of land that nearly divides the continent. On Rifts Earth, the lands once recognized as the Congo, Gabon, Cameroon, The Central African Republic, and the northern half



of Zaire are all considered the Congo. To the west of the Congo is what was once known as Uganda and Kenya. These countries have lighter forests and many grass and scrub plains.

Within the Congo are dense tropical forests, jungle, many rivers, swamps, and dangers. The flora is breathtaking with its lush green and flowering tropical plants. The wildlife is rich and plentiful — monkeys, birds and insects scurry from every tree; wild boar, buffalo, and elephant roam the bush. Predatory animals, monsters and supernatural beings are also plentiful. The Congo is a favorite habitat for death weaver spider demons and the demonic werpanthers and werewolves. The spider demons and werebeasts prey mainly on the humanoid inhabitants and some have forced entire tribes to worship them. The mantichore, chimera, loogaroo, gryphon, lizard men (escaped D-bee slaves), rogue tautons and the periodic dragon and other supernatural beings prowl these forests. There are also a few small communities of faeries and crocodillians. Most people and especially outsiders, stay away from the Congo.

Note: The forests of the Congo, particularly the western half, is also home to the pygmy, tree people, the agogwe and, supposedly, the Millennium Tree known as the Ancient Father.

The Ancient Father — Millennium Tree

Legends claim that the Ancient Father is the very first Tree of Life from which all others have sprouted. Many African tribes have stories about a mythical Tree of Life from which the first humans emerged from its branches (a dimensional rift?) and went forth to populate the planet. The pygmies of the Congo

have numerous legends and contemporary stories about the Ancient Father, the greatest and oldest of the Trees of Life. If this tree is real and if it is a Millennium Tree, then it is an anomaly. According to the stories it does not send its branches high into the sky (500 feet/153 m at its tallest) but cradles the land in low, thick branches covering an area two miles (3.2 km) in diameter! From both the ground and the air, the Ancient Father is said to resemble a tree covered hill lost in the canopy of the lush Congo jungle.

The legend of the Ancient Father is a pervasive part of the Jungle People's lives. They speak often of its "gifts" of divination, healing, magic sticks and protection from storms and other dangers; all of which describe the powers of the Millennium Tree. Pygmy medicine men, priests and chiefs often carry magic wands and staves that seem to be from a Tree of Life. Fifty percent of the pygmy medicine men and eighty percent of their priests, known as the Children of the Father, are Millennium Druids!

The exact location of the Ancient Father is a carefully guarded secret supposedly known only to the pygmy priests and medicine men who draw their powers and wisdom from the spirit of the great tree. Pygmy priests, medicine men and chiefs have died under excruciating torture without revealing the location of the tree. One of the unique powers of the pygmies who worship the Ancient Father is an unbreakable will that is impervious to coercion by any means, including magic, psionics, drugs and all forms of mind control! Scholars have speculated that this secret is so sacred to these people that they unconsciously draw on mystic energy to create a magic and/or psionic block that cannot be penetrated. Thus, the location of the Ancient Father remains a secret known only to the Jungle People.

GM Note: A handful of other Congo inhabitants also know the location of this unusual Millennium Tree but they too keep its location secret. In fact, a large tribe of tree people, about 7000 members, live in its protective embrace. The Millennium Tree, magic and powers can be found in **Rifts World Book Three: England**.

The Jungle People R.C.C.

Pygmy — Optional Player Character

The pygmies are a small, dark skinned people indigenous to Africa and the Congo. The average pygmy rarely grows taller than five feet (1.5 m); the majority stand about four to four and a half feet tall (1.2 to 1.4 m). They call themselves The Jungle People, as do many others in and around the Congo, because their home is the jungle and tropical forests of the Congo region. Indeed, nobody knows the Congo and the ways of hunting and tracking better than these people. Legend also warns that they are protected by the Ancient Father, the Greatest of the Trees of Life.

Most of the tribes are nomadic although they restrict their travels to the huge expanse of jungle and forest known as the Congo. The majority are content with their lives in the jungle. Only the most adventurous leave the jungle to explore the rest of the world. The size of a tribe will vary from about $3D4 \times 10$ to $2D6 \times 100$. There is an estimated two million pygmies living in the Congo. The typical tribe will have a king, queen, council of elders and a *shaman* rather than a medicine man. A rain maker

and healers may also be members of the tribe. See the shaman R.C.C. that follows.

Pygmies are suspicious of all foreigners who invade their territory. They are especially suspicious of large people, D-Bees and monsters. They fear and hate the supernatural and view such inhuman creatures as demons and evil spirits that must be slain or driven from their jungle. Their truest allies are the tiny, fur covered creatures known as the tree people. These two races are extremely friendly and helpful toward one another and often join battles to protect their lands or their two peoples. Pygmy myth suggests that the agogwe were the first men to be born of the Great Tree of Life and that they had walked the earth for countless generations before the first pygmy climbed from the Great Tree. Thus, they regard the primitive agogwe as sacred jungle spirits. The pygmies respect their desire to be left alone and give them a wide berth. However, they do sometimes leave the agogwe gifts of food and weapons and will rush to their aid whenever needed. In return, the timid agogwe occasionally return the favor by leaving gifts of food or returning a lost child to its village. A gift from the jungle spirits is a great honor and cause for a night of celebration and merriment.



Pygmy Hunter R.C.C.

Optional Player Character

These men of the jungle are among the most skilled hunters and trackers on the continent. They are smart, courageous and know all the secrets of the jungle.

O.C.C. Abilities & Bonuses

- P.P.E.:** Base P.P.E. is at 4D6. Add 1D4 P.P.E. per each additional level of experience. This high P.P.E. comes from the pygmy's spiritual connection to the jungle, magic and the Millennium Tree.
- Bonuses:** +30 S.D.C., +2 on initiative, +1 to save vs magic of all kinds, and +2 to save vs horror factor. Attribute bonuses: +2 to P.E. and +4 to speed. All bonuses are in addition to attribute and skill bonuses.

3. **Size:** Four to five feet tall (1.2 to 1.5 m).
4. **Attributes:** Same as any human; all 3D6 (with possible bonus dice rolls).
5. **Alignment:** Any, predominantly good and anarchist — but pygmies are extremely leery and untrusting of large people, especially light skinned humans and D-bees.

Attribute Requirements: I.Q. and P.E. of 10 or higher.

O.C.C. Skills:

- Speaks native tongue and Euro (+20%).
- Climb (+10%)
- Prowl (+10%)
- Running (+1 to P.E., +4D4 to spd, +1D6 to S.D.C.)
- Track Animals (+15%)
- Land Navigation (+20% in the jungle, reduce to +10% elsewhere)
- Wilderness Survival (+20%)
- Identify Plants & Fruits (+20% in the jungle, +10% elsewhere)
- Cook (+10%)
- Preserve Food (+10%)
- Skin and Prepare Animal Hides (+5%)
- W.P. Targeting (particularly bow & arrow and spear)
- W.P. Blunt
- W.P. of choice
- Hand to Hand: Expert

Hand to hand: expert can be changed to martial arts or assassin (if of an evil alignment) at the cost of one "other" skill.

O.C.C. Related Skills: Select three "other" skills. Plus select two additional skills at level two, one at level four, one at level eight, and one at level twelve. All new skills start at level one proficiency.

Secondary Skills: The character also gets to select two secondary skills from those listed, excluding those marked "None." These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

- Communications: Radio: basic only
- Domestic: Any (+10%)
- Electrical: None
- Espionage: Any
- Mechanical: None
- Medical: First Aid or Holistic only (+5%)
- Military: None
- Physical: Any except acrobatics and S.C.U.B.A.
- Pilot: Horsemanship, water vessels, and hover vehicles only.
- Pilot Related: None
- Rogue: Any (+2%), except computer and streetwise.
- Science: Basic math and astronomy only.
- Technical: Any (+10%), except computers and photography skills.
- W.P.: Any
- Wilderness: Any (+10%)

Standard Equipment: Loincloth, rope belt, 30 feet (9 m) of rope and a sack. 20% have such modern amenities as a canteen, utility belts, sunglasses, tinted goggles, air filter, infrared distancing binoculars, mirror, survival knife, hand axe, shovel, nylon cord, or vibro-blade. Most other items, particularly clothes, shoes and electronic equipment, are regarded as useless and thrown away.

Weapons: Dagger, war club (2D4 S.D.C.) or 1D4 wood throwing sticks, a spear/javelin or short bow and two dozen arrows (a dozen are poison tipped — +4D6 S.D.C.). 20% have an energy pistol or rifle of some kind. 40% will have one or two magic charms or talisman.

Vehicle: None. Travels on foot.

Money: These simple people have few items which modern characters are likely to perceive as valuable. Starts out with 2D6×100 in precious and semi-precious gem stones. Other valuables include the occasional magic charm or talisman, animal hides and weapons.

Cybernetics: Starts with none. Pygmies don't have access to cybernetics or much high technology. They are likely to view cybernetics as unnatural. Only cybernetic bio-systems for health reasons will be considered.

Pygmy Shaman R.C.C.

Optional Player Character

The pygmy shaman is similar to both the medicine man and druid but uses his magic powers in a very different way. **Note:** Most Pygmy priests are Millennium druids and most medicine men are of the herbalist O.C.C. — see **Rifts England**.

O.C.C. Bonuses & Abilities

1. **P.P.E.:** Base P.P.E. is at 1D6×10 plus the number from the character's P.E. attribute. Add 2D4+2 P.P.E. per each additional level of experience.
2. **Bonuses:** +20 S.D.C., +1 on initiative, +1 to save vs magic of all kinds (in addition to P.E. bonuses), and +4 to save vs horror factor. Attribute bonuses: +2 to P.E. and speed.
3. **Knows the locations of ley lines, nexuses, and Millennium Trees** in Central Africa, particularly the Congo. Also knows about the ebb and flow of ley line energy and can tap into it.
4. **Create magic charms & talismans.** See special powers.

Attribute Requirements: I.Q. 12, M.E. 14 and P.E. 14 or higher.

O.C.C. Skills:

- Speaks native tongue and Euro (+20%).
- Speaks one additional language (+20%)
- Basic Mathematics (+15%)
- Lore: Monsters & Demons (+20%)
- Climb (+10%)
- Land Navigation (+20% in the jungle, reduce to +10% elsewhere)
- Wilderness Survival (+20%)
- Identify Plants & Fruits (+20%)
- Holistic Medicine (+15%)
- Palming (+10%)
- Cook (+10%)
- Dance (+10%)
- Preserve Food (+20%)
- W.P. Targeting (particularly bow & arrow and spear)
- W.P. Blunt
- Hand to Hand: Basic

Hand to hand: basic can be changed to expert at the cost of one "other" skill.

O.C.C. Related Skills: Select four "other" skills. Plus select two additional skills at level two, one at level four, one at

level eight, and one at level twelve. All new skills start at level one proficiency.

Secondary Skills: The character also gets to select two secondary skills from those listed, excluding those marked "None." These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Communications: Radio: basic only

Domestic: Any (+10%)

Electrical: None

Espionage: Any (+2%)

Mechanical: None

Medical: None

Military: None

Physical: Any except acrobatics, boxing and S.C.U.B.A.

Pilot: Horsemanship, water vessels, and hover vehicles only.

Pilot Related: None

Rogue: Any (+5%), except computer and streetwise.

Science: Astronomy and botany only (+5%).

Technical: Any (+10%), except computers and photography skills.

W.P.: Any

Wilderness: Any (+10%)

Equipment, weapons, vehicle, money, & cybernetics are all the same as the jungle scout

Special Shaman Powers

The shaman uses his P.P.E. to create charms and talismans with magic powers. The character cannot actually cast spells nor does he understand all the fundamentals of magic. Instead, the pygmy shaman simply has so much focus and force of will that he is able to draw on mystic energy and create magic items which simulate magic spells.

This "good medicine" is predominantly defensive and helpful in nature. Most multiple use charms and talismans are *lent* to the person in need. When the danger has passed or the problem resolved, the item is given back to the shaman. Payment for the shaman's services are typically food, libations or jewelry and a welcomed place in the home whenever he wants it and for as long as he desires.

The king and very important members of the tribe may have as many as four magic items. Hunters will have one or two which provide the ability to climb, repel animals, shadow meld, etc. The average tribe member has none. The shaman will have 1D6+4 of his favorite and most powerful/multi-use items for himself, plus a dozen or two commonly needed items (mostly one spell) to give, lend, sell or trade to those in need. Both are typically made in the form of necklaces, bracelets, anklets, arm bands, waistbands and earrings. **Note:** This magic ability is unique to the pygmies and only a very few other races.

Pygmy Talismans

Talismans actually simulate magic spells. For the sake of simplicity, the magic available in a charm or talisman is equated to known magic spells. Only one spell/ability can be placed in an object. The majority of talismans can only be used once but can be recharged again by the shaman. To reactivate or recharge the item, the shaman must perform another creation ritual and expend the necessary P.P.E. Additional P.P.E. may be required to make one of these items and the shaman gets that energy from

a ley line, nexus or by performing an animal sacrifice. All this is part of a *creation ritual* that lasts 1D4 hours.

To make a lesser or common talisman item with a **one** time spell casting capability, the shaman must expend or draw on the usual amount of P.P.E. necessary to cast the spell plus an additional 40 points.

To create a talisman which can cast the same spell twice per 24 hours will cost the P.P.E. of the spell plus 200 additional points. All spells are equal to a fourth level spell regardless of the shaman's experience. Only one spell can be cast with the item and only the following are available. Those marked with an asterisk are typically reserved for the shaman alone.

Chameleon (6)

Climb (3)

Detect Concealment (6)

*Escape (8)

Eyes of the Wolf (25)

Float in Air (5)

Heal Wounds (10)

Ignite Fire (6)

*Locate (30)

*Negate Magic (30)

Negate Poison (5)

Remove Curse (140)

Repel Animals (7)

See the Invisible (4)

*Shadow Meld (10)

Swim as a Fish (6)

*Time Hole (210)

Tongues (12)

Turn Dead (6)

*Water to Wine (40)

*Words of Truth (15)

Pygmy Charms

Charms are usually objects of protection similar to the *amulet* spell or magic circles. The magic of a charm remains active for years until it is deactivated by the shaman or destroyed.

To make a magic charm, the shaman must expend or draw on the usual amount of P.P.E. necessary to cast the spell plus an additional 100 points.

- Amulet (any; half the usual P.P.E. for the pygmy shaman to make)
- Impervious to Fire (5)
- Impervious to Energy (20)
- Impervious to Poison (5)
- Remove Curse (140): The wearer is +5 to save vs all of the witch's curses.
- Stone to Flesh (3): Makes the wearer impervious to petrification.
- Sickness (50): The wearer is +2 to save vs all types of sicknesses.
- Metamorphosis: Superior (100): The charm prevents the wearer from being magically transformed against his will.
- Protection Circle: Simple (45): +2 to save vs magic or psionic attacks and +3 to save vs witchcraft.
- Purification: This charm is placed on a container (sack, backpack, etc.) which protects the food and water contained inside; it cannot become spoiled by natural or magical means.
- Shrink (30): This magic item actually shrinks tall characters to four feet tall (1.2 m). The logic is that a tall person made to be the size of a pygmy will better understand the views of the pygmy. The person returns to normal size 1D4 melee rounds (15 to 60 seconds) after it is removed.



Agogwe R.C.C.

Optional Player Character

The densest forest areas are the home of the legendary **Agogwe**, australopithecine type humanoids, the prehistoric ancestors to humans, believed to have been extinct for millions of years. Rumors and legends about the existence of the agogwe have persisted into the 21st Century, although none had ever been found (much like the Big-Foot of North America). As fate would have it, the agogwe have survived the ages and continue to live in the forests of the Congo (northern Zaire) and to a lesser degree, the forests and plains of Uganda, Tanzania, and Zambia.

Without the intrusion of modern man to clear away the forests or bring his polluting technology, the land has returned to its natural wilderness state. The agogwe have prospered over the last three hundred years, safe in the serenity of the ever expanding woodlands. Their numbers have risen to their highest in over a million years, with as many as a quarter of a million agogwe scattered throughout the Congo and eastern portion of the continent.

Agogwe are small, hair covered humanoids who are surprisingly quick and agile, nothing like the hunched, slow moving australopithecine plainsmen imagined by pre-Rifts scientists. They are omnivorous but their main diet is wild fruits, berries, nuts, vegetables, roots, bark and leaves gathered from the forest. They also hunt and eat small mammals, birds and fish.

Socially, agogwe are similar to other tribal people, with a community of respected elders, chief/leader, medicine man and/or priests. They don't have rain makers or a king or queen. They do not see themselves as one nation of people, but as many tiny nomadic clans. They are a gentle, loving people with strong family ties. They are mostly peaceful, although they can be quite fierce when protecting the tribe or loved ones. They live in small nomadic tribes of 4D4 × 10 people and avoid most other intelligent life forms. Their only true non-agogwe friends are the tree people. Occasionally, they will befriend an adventurer, human or non-human, including dragons or supernatural beings. They also view the pygmies, not so much as friends, but as non-hostile, co-inhabitants of the jungle who never hurt or bother them. They like the pygmies for this but are too timid to make regular contact with them. Otherwise they are a secretive people who shun contact with the outside world.

O.C.C. Abilities & Bonuses

- 1. Psionic abilities:** All agogwe are psychic, which is probably how they have managed to survive for so long and remain hidden from pre-rifts man (of course there were less than a thousand back then too).

60% are minor psionics: Select three powers from the psychic sensitive category. I.S.P. is the M.E. attribute number plus 12 and 1D6 per level of experience.

37% are major psionics: Select a total of six powers from the healing and/or sensitive categories, plus all agogwe major psychics have the powers of sense evil, sixth sense and mind block. I.S.P. is the M.E. attribute number plus 20 and 2D6 per level of experience.

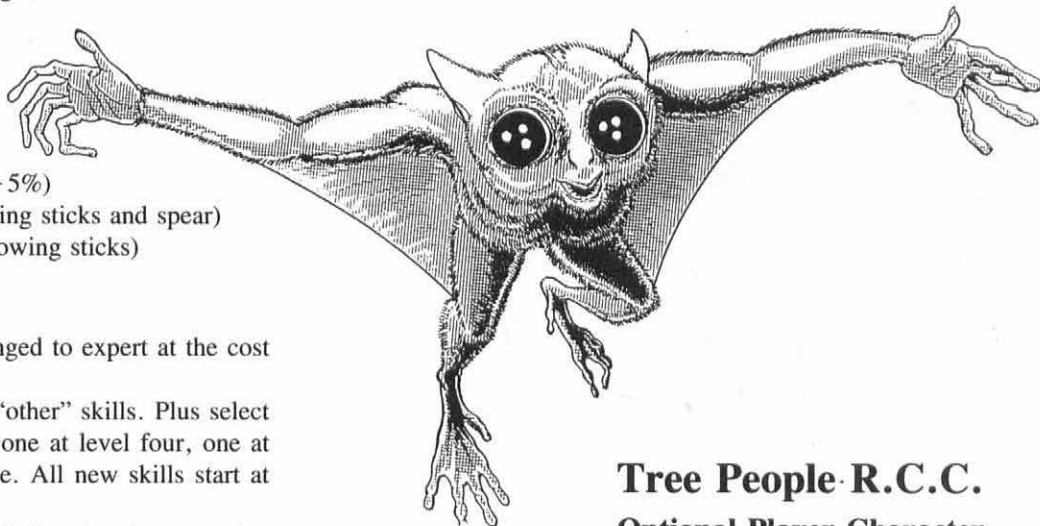
3% are master psionics: These characters are frequently the leader of the tribe. Select four super psionic powers, four sensitive powers and four physical powers. Select one additional power from the categories of super, sensitive and physical every other level of experience (2,4, 6, etc.). I.S.P. is the M.E. attribute number plus 40 and 3D6 per level of experience.
- 2. P.P.E.:** Base P.P.E. is 2D6.
- 3. Attributes:** I.Q.: 3D4, M.A.: 3D6, M.E.: 4D6, P.S. 4D4, P.P. 3D6, P.E. 3D6+2, P.B. 3D4, Spd. 5D6
- 4. Bonuses:** +20 S.D.C., +2 on initiative, +2 to save vs all types of poisons and disease, in addition to possible attribute bonuses.
- 5. Nightvision:** 30 feet (9 m).
- 6. Size:** 5 feet to 5 feet, 5 inches (1.5 to 1.6 m)
- 7. Alignment:** Typically good or selfish, rarely evil.
- 8. O.C.C. Attribute Requirements:** Not applicable.

Agogwe (pronounced Ah-gog-wee)

Wilderness Man R.C.C. Skills:

- Speaks native tongue at 98% and Gobblely at 75%.
- Swim (+10%)
- Climb (+20%)
- Prowl (+10%)
- Fish (+10%)

Track Animals (+10%)
 Land Navigation (+15% in the jungle, reduce to +5% elsewhere)
 Wilderness Survival (+20%)
 Identify Plants & Fruits (+15%)
 Cook (+10%)
 Preserve Food (+10%)
 Skin and Prepare Animal Hides (+5%)
 W.P. Targeting (specifically throwing sticks and spear)
 W.P. Blunt (use war clubs and throwing sticks)
 W.P. Ancient of choice
 Hand to Hand: Basic



Tree People R.C.C. Optional Player Character

Hand to hand: basic can be changed to expert at the cost of one "other" skill.
O.C.C. Related Skills: Select three "other" skills. Plus select two additional skills at level two, one at level four, one at level eight, and one at level twelve. All new skills start at level one proficiency.

Secondary Skills: At levels three and nine the character also gets to select three secondary skills from those listed, excluding those marked "None." These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Communications: Radio: basic only

Domestic: Any (+10%)

Electrical: None

Espionage: None

Mechanical: None

Medical: First Aid or Holistic only (+5%)

Military: None

Physical: Any except acrobatics, boxing and S.C.U.B.A.

Pilot: Horsemanship, water vessels, and hover vehicles only.

Pilot Related: None

Rogue: Any (+2%), except computer and streetwise.

Science: Basic math.

Technical: Lore and language only (+10%).

W.P.: Any

Wilderness: Any (+10%)

Standard Equipment: Loincloth, rope belt, 30 feet (9 m) of rope and a sack. 10% have such modern amenities as a canteen, utility belts, sunglasses, tinted goggles, hat, gloves, air filter, mirror, survival knife, hand axe, shovel, nylon cord, or vibro-blade. Most other items, particularly clothes, shoes and electronic equipment, are regarded as useless and thrown away.

Weapons: War club (2D6 S.D.C.) or 1D4 wood throwing sticks (1D6 S.D.C.) and/or a spear. 10% have an energy pistol, rifle, metal knife or sword, vibro-blade or tool of some kind.

Vehicle: None. Travels on foot.

Money: None. Personal possessions mean little in this society.

All work together and share to survive.

Cybernetics: None. Never heard of the stuff and doesn't want any.

Note: Agogwe fear magic and the supernatural. They can be easily bullied by practitioners of magic and supernatural beings, and may worship them. They never use magic items.

The jungle and forests of the Congo is the home of strange, little creatures known as the Tree People. They are probably D-bees from another dimension who have thrived in the forests of Africa. Although they can be found virtually anywhere on the continent, as well as the slave markets of Egypt, the Mediterranean, India, and Atlantis, the largest number of tree people are found in the Congo and to a lesser degree, Uganda and Kenya.

Tree people are tiny, three foot tall (0.9 m), fur covered humanoids with a head and huge eyes that resembles the nocturnal bush-baby and leathery membranes under the arms like a flying squirrel. They are also highly intelligent and incredibly agile. They are omnivorous, eating insects, birds, bird eggs, small animals, wild fruits, berries, vegetables, and leaves collected from or caught in the trees of the forest.

Tree people are highly social beings and can live in small or large tribes in treetop villages. A tribe can be as small as 1D4 × 100 or as large as 3D4 × 1000. As many as six million tree people are believed to inhabit Africa. The typical tribal community will have a war chief who also organizes hunting and food gathering, a wise man (effectively a medicine man or healer) and a council of respected elders. They don't have priests or rain makers although they do have members who are effectively druids and/or herbalists. Unlike the agogwe, the tree people see themselves as one nation and the various tribes will, from time to time, work and fight together toward a common cause or against a common enemy. All tree people refer to each other as "brother" or "sister."

Generally speaking, tree people are not particularly aggressive or blood thirsty, but they are capable of violence and show little mercy to enemies. Slavers, including the various minions of Splugorth and Rama-Set (tautons, gargoyles, etc.), are among the most hated and chased out of the jungle whenever they are encountered. Resistance, murder or capture of any tree people, agogwe or pygmies will cause the little people to savagely attack and kill all persons involved in this atrocity. They will also hunt down and slay any foreigner (any intelligent creature who does not inhabit the Congo) guilty of the murder or torture of a tree person. Normally, these creatures are gentle, compassionate, playful

people filled with laughter and a love for life. They never war among themselves, although there is the occasional criminal guilty of violence or betrayal. Traitors who work with foreigners to use, enslave or hurt tree people are considered the worst criminals. Murder is another heinous crime. Those judged as such are outcasts forever banished from the nation of tree people. No tree person may help or associate with the banished lest they suffer the same fate. Other crimes include practicing witchcraft, associating with a witch, and deliberately hurting or stealing from other tree people. Stealing from other races is okay, and hurting other races is viewed with suspicion and disdain but it is not a crime. The punishment for lesser crimes are getting one's head or entire body shaved (the hair grows back in about five months) and being ostracized from the hunt or special activities. The shame resulting from these actions is usually a heavy burden for the outcast to bear. Imprisonment is NEVER considered — they are absolutely obsessed with freedom and will not impose enslavement or imprisonment on the worst criminal or enemy (death is better).

Tree people suffer from an insatiable curiosity about everything. They are fascinated by different people, dragons, cyborgs, robots, technology, magic, psionics and magic. Young hunter-warriors can be outrageously bold and have been known to drop from a tree, in the middle of a crowded camp and walk right up to a stranger to ask him questions or to get a closer look at something. If the reaction of the stranger(s) is hostile, the little creature cartwheels or leaps out of harm's way and scurries back into the bush. Such incidents, or any intrusion by foreigners, will send a general alarm throughout the nation and the strangers will be watched from a distance until they leave.

Tree people are also notorious thieves and mischiefmakers. It's not that they are bad or bandits who plunder innocent travelers, it's that darn curiosity. One or more tree people will often sneak into the camp of foreigners and rummage through their belongings. They will play with energy weapons and tools, turn on radios, accidentally start vehicles, ride horses or cattle, and eat or steal candy, fruit, and sweets of all kinds. Likewise, they'll take buttons, pins, jewelry, sunglasses, tinted goggles, hats, tools, small weapons like knives and handguns, food, libations and anything else that looks interesting or fun. They see nothing wrong with this because, after all, the creatures they took these things from were foreigners/invasers from another land. Of course, the thieves share their spoils with the entire tribe, especially children and loved ones, so where's the wrongdoing? Such is the logic of the playful tree people.

On the other hand, the strange, furry beings are equally infamous for helping travelers by warning them of danger, leaving the lost or sick food and water, healing the sick and injured, and freeing people of all races from bondage. Of course, the latter can cause big problems if they inadvertently free evil beings or criminals.

Tree people tolerate all peaceful and kind people of all races, humanoid or monster. They may even adopt individuals who show them kindness or who fight at their side. However, they think they own the Congo and see all beings who are not indigenous to the Congo as invaders and/or suspicious foreigners. Their only true allies are the pygmies and the agogwe, whom they regard as trusted friends and equals. They are equally fond of both and will fight at their side in an instant, without question.

R.C.C. Abilities & Bonuses

- Psionic abilities:** All tree people have the psychic power to sense supernatural evil identical to the dog boys. 10% are also master psionics with psychic healing powers.
- P.P.E.:** Base P.P.E. is 3D6.
- Nightvision:** 1000 feet (305 m), but poor day vision, about 200 feet (61 m) in bright sun; that's why they like the jungle and forest where it is shadowy even during the day. They also have keen hearing and sense of smell.
- Prehensile feet and opposable thumb:** Their feet give them greater speed, mobility and stability when climbing, swinging and gliding from tree branch to tree branch. This also means they can use weapons and tools and carry objects with their feet.
- Glide:** The lightweight critters (typically 30 pounds/13.6 kg) can spread their arms out or forward fanning out the leathery membrane under their arms to soar through the trees, make spectacular leaps and flips, and glide to the ground like a flying squirrel.
 - Leap from a standing still position 30 feet (9 m) lengthwise.
 - Running leap — up to 100 feet (30.5 m) lengthwise, straight across; +3 to dodge during this speedy leap.
 - Glide down from above or a leap — speed is about 11, duration of the gliding free fall depends on the height from which the jump was made and wind conditions. Leaps from great heights can carry the little D-bee up to half a mile away.
- Attributes:** I.Q.: 3D6, M.A.: 4D6, M.E.: 3D6, P.S. 3D4, P.P. 3D6, P.E. 3D6, P.B. 3D6, Spd. 4D6 running or climbing, but multiply by ten when they are running, swinging and gliding through the tree tops! **7. Size:** Three feet to three feet, four inches (0.9 to 1 m) in height and about 30 to 50 pounds (13.6 to 22.6 kg) in weight.
- Bonuses:** +15 S.D.C., +1 additional attack per melee round. +2 on initiative, +3 to save vs all types of poisons and disease. All bonuses are in addition to possible attribute and skill bonuses.
- Alignment:** Typically good or selfish, rarely evil.
- O.C.C. Attribute Requirements:** Not applicable.

R.C.C. Skills:

Speaks native tongue at 98%
Gobblely, Pygmy, Swahili and Euro at 85%
Select one other of choice (+10%)

Acrobatics (+10%)
Gymnastics (+5%)
Climb (+20%)
Prowl (+10%)
Running (+1 to P.E., +4D4 to spd, +1D6 to S.D.C.)
Track Animals (+10%)
Land Navigation (+15% in the jungle, reduce to +5% elsewhere)
Wilderness Survival (+20%)
Identify Plants & Fruits (+15%)
Cook (+10%)
W.P. Targeting (60% use throwing sticks and spears, 40% bows & arrows)
W.P. Blunt (use war clubs and throwing sticks)
W.P. Ancient of choice
Hand to Hand: Expert

Other hand to hand combat skills are not available. Females and those who are not a hunter-warrior have the hand to hand: basic skill.

O.C.C. Related Skills: Select three "other" skills. Plus select two additional skills at level two, one at level four, one at level eight, and one at level twelve. All new skills start at level one proficiency.

Secondary Skills: At levels three and eight the character also gets to select three secondary skills from those listed, excluding those marked "None." These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Communications: Radio: basic only
Domestic: Any (+10%)
Electrical: None
Espionage: None
Mechanical: None
Medical: First Aid or Holistic only (+5%)
Military: None
Physical: Any except acrobatics, boxing and S.C.U.B.A.
Pilot: Horsemanship, water vessels, and hover vehicles only.
Pilot Related: None
Rogue: Any (+5%), except computer and streetwise.
Science: Basic math.
Technical: Lore and language only (+10%).
W.P.: Any
Wilderness: Any (+10%)

Standard Equipment: Rope belt, 10 feet (3 m) of rope and a small sack. 40% have such modern amenities as a canteen, utility belts, sunglasses, tinted goggles, air filter, infrared distancing binoculars, mirror, small knives and tools. Most items, particularly clothes, shoes and electronic equipment, are regarded as useless junk.

Weapons: War club (2D6 S.D.C.) or 1D4 wood throwing sticks (1D6 S.D.C.) and/or a spear. 10% have a vibro-knife, neuro-mace, laser scalpel, handgun or tool of some kind. 15% have magic pygmy charms, talismans, millennium tree items or other magic weapon or item. They rarely wear body armor of any kind, even Millennium Tree leaves.

Vehicle: None. Travels on foot, swings through trees or glides.

Money: None. Personal possessions mean little in this society. All work together and share to survive.

Cybernetics: None. Never heard of the stuff and doesn't want any.

Note: Tree people hate supernatural monsters, witches and evil magic and try to chase such beings out of their jungle or destroy them.

Ethiopia

The Ethiopian Highlands are mostly covered in tropical forests, meadows and grasslands. The forest is thickest along the snaking river, Omo. Its eastern border runs along the Red Sea. It is along the coastline that one finds villages and even the occasional town of non-humans.

The country is harsh but reasonably nice for human or D-bee habitation, yet it is a virtual wilderness about twice the size of Texas and has a pitiful total population of under three million. The reason? Ethiopia is the domain of dragons, sphinxes, man-ticores, chimeras, werepanthers, loogaroos, gryphons, and strange other-dimensional beings, especially in the mountains.

As for the other dimensional visitors, of which some are human and some monsters, they have yet to establish any permanent outposts. They seem to be visitors or huntsmen and sometimes they even seem lost, but all are extremely hostile toward intelligent life forms, particularly the monster races (see Lalibela). One of the few peaceful D-bees is the giant **Adarok Flying Mountains**. Two small tribes of 1D4 × 10 members are known to live in the Ethiopian mountains and another tribe is believed to live in the northeast mountains of Zaire/Congo. It is unknown whether they have arrived on Earth via the rifts or whether they are the descendants of escaped slaves from Atlantis and/or the Phoenix Empire. See **Rifts Atlantis**, page 69, for a complete description of this optional R.C.C.

The Great Rift runs through southern Ethiopia just as it does Kenya, but here the valley is the harsh **Danakil Desert**. The Danakil seldom sees rain and is always suffering from terrible droughts. The land is pockmarked by still active volcanoes, salt flats, and sparse vegetation. Ironically, in and around the Danakil, water is an enemy that destroys the land through erosion. The rains turn the desert into a runnelled wasteland that strips away the dry, but still fertile soil. At the border of Ethiopia and Kenya, toward Lake Tarkana, the Great Rift Valley begins to transform into the more famous savanna of Kenya.

Lalibela — Ethiopia

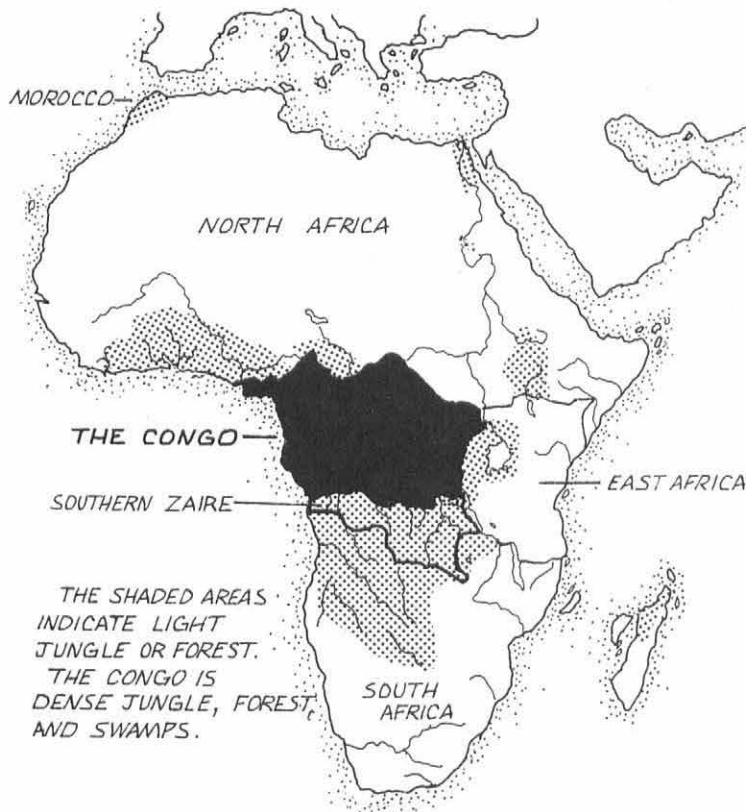
In a remote area of the mountains are the eleven churches of Lalibela. According to legend, this incredible, pre-rifts ruin was carved from the living rock of the volcanic mountain by order of King Lalibela in the 13th Century. The story is that the king had a vision that told him to carve the eleven churches out of the mountain. The next morning he took his stone masons to a place on the mountain, pointed down at the earth and stone and had them begin to dig away through the rock. When the men were tired and needed sleep, legend has it that "angels" came to continue the work. First, they cut a deep trench into the rock/ground, forming a solid block of volcanic rock. Then, they began to hollow out the block, adding windows, doors, stairs, and two interior floors — all cut from the mountain as one solid piece! The process was repeated ten more times to create a total of eleven buildings, all resting in a giant quarry and hewn from the very mountain. Beneath and between the buildings are a honeycomb of passageways, caves and tunnels that run underneath and connect with the buildings. Lalibela, named after the king, took 20 years to build. After its completion, the king abdicated his thrown and became a monk dedicated to Christian contemplation. He died a few years later at the age of 35. **Editor's Note:** This first portion of the story is taken from actual legend; Lalibela really exists.

Over the centuries, Lalibela has withstood religious invaders and the elements. When the ley lines erupted it survived that too. Today, on Rifts Earth, the place seems to be abandoned, although it is clear the somebody (natives or mountain spirits?) keeps the site free of leaves, dirt and rubble. More recent legends warn that Lalibela is a portal to other worlds. Supposedly down inside the catacombs are doorways to other worlds. This forgotten place, secluded in the mountain wilderness of Ethiopia, is NOT known to any Europeans, Americans, Atlanteans or even most Africans. Its more recent legends and location are known only to some of the medicine men of that region. Most medicine men tell of legends about either three or five doorways that lead to

other worlds. One of these doors is believed to lead to hell. Through these dimensional doors, all concealed in catacombs below the surface, emerge murderous strangers (humans or human looking D-bees) and evil spirits. The strangers are as cruel and evil as any of the demons, both of which are said to use the doors frequently to hunt, play, plot and avoid persecution from their own world. This place is not safe for any and all smart people avoid it. One of the less popular legends gives this hell (or at least one of the worlds) a name: **Wormwood**.

The River Omo

This great, snaking river runs from the Ethiopian highlands into the giant **Lake Turkana** in Kenya's Great Rift Valley. The mighty river is filled with crocodiles and hippopotamus and visited by elephants, buffalo and humanoids. It is surrounded by lush and green forest and grass covered hills that turn into savanna.



The East African Plateau

Basically, the region once recognized as East Africa is a huge plateau that rises from a narrow coastal belt to about 3000 to 6500 feet (914 to 1981 m) above its lowland neighbors. The plateau of Eastern Africa includes the countries of Uganda, Kenya, and Tanzania.

The terrains of Kenya and Tanzania can be divided into four categories: 1) Open bushland: tall green grass, scrub and scattered trees, 2) well-watered highlands with rolling hills, mountains, flowers and forest, 3) savanna: massive dry grasslands, and 4) deserts or semideserts. These are not the sand swept deserts of the Sahara, but parched, packed, reddish earth with scattered stones and the occasional tuft of dry grass or shrub.

All the areas reflect the dramatic variations of rainfall in this region. The green forests and grasslands of Uganda are a result of frequent rains throughout the year with heavy rains in the months of March to May. In northern Kenya, rain falls exclusively in the month of April. Near the Equator there are typically two wet seasons, March to May and November to December. However, the amount of rain may vary dramatically from year to year, and about every thirty years no rain may fall at all. This causes a deadly drought, massive animal migration and death for humanoids and animals alike. Then, if the rainfall is too heavy and comes too quickly, there can be flooding which also kills the inhabitants. 70% of **Kenya** receives so little rain it is considered to be desert or semi-arid. 70% of **Tanzania** is a dry-season savanna.

In contrast, most of **Uganda** and the areas around **Lake Victoria** receive seven to ten months of rain, producing forests and thick, green savannas. The densest population areas are found around the most fertile and lush areas with relatively high rainfall. In Kenya that area is the central highlands, the coast of Lake Victoria and the coast of the Indian Ocean.

Uganda

In **Uganda**, the southwestern highlands and coastal areas around Lake Victoria are the most populated. The capital city of Kampala still thrives. It is a low technology city of about a million people; farmers, fishermen, craftsmen and cattlemen. Natural resources include salt, copper, cobalt, and limestone. Crops include coffee, tea, sugar cane, some rice, cotton, nuts and citrus fruits. Nearby are several other towns and cities with populations of 10 to 60 thousand. The entire population of Uganda is approximately 11 million (65% human and of native African descent).

The Great Rift Valley

Kenya & Tanzania

The most imposing feature of East Africa is the **Great Rift Valley**. It has nothing to do with dimensional rifts. The Valley, mountains and the East African plateau are the result of an incredible fault line in the Earth's crust. It presumably runs along a line where it is weak and the layering of the Earth's plates is displaced as one side slips toward a lower level. This movement created the Great Rift, a fissure between the plates.

In its entirety, the Great Rift is a 4000 mile (6400 km) fissure, a giant crack that splits the earth's crust from Lebanon to the northern border of Mozambique. It slashes across Ethiopia where the Rift is 200 miles (320 km) across and enters the East African plateau at Kenya's Lake Turkana where it narrows to about 50 miles (80 km) across. It then rises to Lake Naivasha and runs almost due south through part of Tanzania and ends just beyond Lake Malawi. The Rift is a steep-sided trench approximately 6500 feet (1981 m) deep. In some areas, such as near Lake Bogoria, there are steep escarpments but over the millions of years since the Great Rift was created, areas of its steep walls have been blunted by erosion, tumbling rocks, the flow and settlement of lava and streams of water to create gentle slopes, hills and valleys. In some areas like Kenya, the incredible lava flow from the fissure filled up the valley almost as fast as it was created.



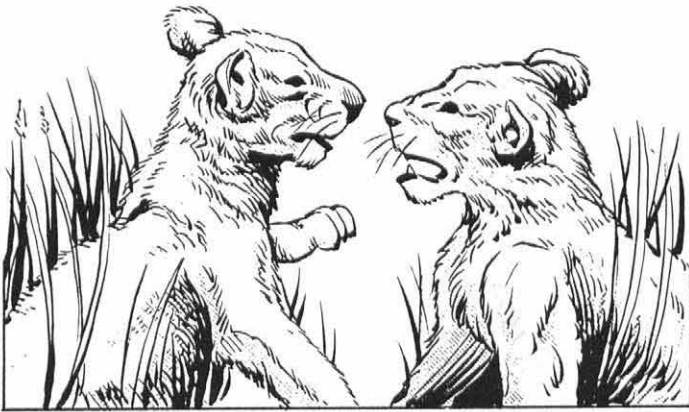
Volcanic activity along the Rift fissure created many of the mountains and rocky hills of East Africa and Ethiopia over a period of millions of years. Mount Kilimanjoro probably only stopped growing 100,000 years ago. On a clear day, its snowcapped dome, some 19,344 feet (5896 m) high, can be seen 186 miles (298 km) away from the summit of another volcanic mountain, Mount Kenya. In the 1990's there were 30 East African volcanoes that still showed some signs of activity. However, most were and still are dormant. Nearly three hundred years after the eruption of the ley lines, only a dozen volcanoes are active, but half are "new" ones which appeared after the Great Cataclysm.

One notable volcano is **Oi Doinyo Lengai** or "Mountain of God" which stands by itself in the Great Rift Valley, close to Tanzania's northern border. Just west of the Oi Doinyo Lengai is **Ngorongoro**, a dormant volcano whose center has collapsed inward to form the largest crater in Africa. The crater's floor covers a 100 square mile (260 sq. km) area. Inside the floor of the crater is a rolling savanna with herds of gazelle, zebra, wildebeest, buffalo, lions and wild dogs. Its unbroken, 2000 foot (610 m) high walls rise to a rim covered in forest. Monkeys, leopards and other forest animals live among its trees. It is frequently cloaked in mist, hence its name, **The Cold Place**. The "crater" valley phenomenon is quite common, although few are as large as Ngorongoro. It occurs when the lava stops flowing and cools below the uppermost rim of the mountain's exterior.

The Serengeti & Masai Mara (Tanzania & Kenya)

The massive plains of the **Serengeti** run across northern Tanzania and southern Kenya (the Masai Mara) in nearly a straight line for a hundred miles (160 km) and are spread over a 5000 square mile (13,000 sq. km) area.

Its expansive plains have always been ruled by animals. The number of animals, especially grazing animals, is mind numbing. A single herd of wildebeest or cape buffalo may number close to a million. In the distance are herds of thousands of gazelles, antelopes, zebras, elands and others. The Serengeti and Masai Mara are also the home of the lion, cheetah, leopard, jackal, hyena, and baboon. The sky and lakes are filled with flocks of flamingos and other birds that number into the thousands.



K. SIEMBIEDA '93

The long, dry grass blows in great waves and the horizon seems to go on forever. Overhead the sky is an azure blue, broken only by puffy cumulus clouds and flocks of birds. As far as the eyes can see, and they can see for a hundred miles (160 km), are animals roaming the vast plains.

On the Kenya-Tanzania border is the **Masai Mara**, a gargantuan flat land of dry earth, tall grass, scrub and scattered trees. It has been the traditional homeland of the Masai warriors. The Masai raise cattle and hunt on the savanna of the Mara and the neighboring Serengeti plains. Both the Serengeti and the Masai Mara are filled with herds of grazing animals and have the largest number of predators in Africa. Woodlands, green savannas and meadows spring up around freshwater lakes, rivers and streams, all filled with fish and crocodiles.

It is at the **Olduvai Gorge**, a dry river gulch that cuts across the Serengeti Plain in northern Tanzania, that Mary and Louis Leakey discovered the remains of a prehistoric man they called *homo habilis*. A cousin to the red haired Agogwe.

Mount Kenya

Laying on the equator, surrounded by a thin forest and savanna plains is Mount Kenya. The mountain is an old shield volcano formed at the same time as the Great Rift Valley 30 million years ago. It is 75 miles (120 km) northeast of the abandoned ruins of Nairobi. At the lower level of the mountain is a forest that harbors the leopard, bongo, monkeys and elephants (reported as high up as 13,000 feet/3962 m). As one ascends the mountain, the forest turns into dense bamboo and small areas of heaths, followed by scrub. This is the home of the giant Mount Kenya mole rat and mole shrew. Toward the top are two dozen lakes, but vegetation thins to open Alpine moorland and thistle. At the top are three snow-covered peaks: Batian (17,058 ft/5199 m), Nelion (17,022 ft/5188 m), and Lenana (16,355 ft/4985 m).

The Kikuyu people called the mountain, "Kilinyaa," meaning The White Mountain, and believed its snow-capped peaks to be the home of their god, "Mwene-Nyaga" (Possessor of Mystery).

Tanzania

East Africa

Tanzania is a land of tropical forests and scrubland that sweeps into the surrounding and similar wilderness of Uganda and Kenya directly to the north, Zaire to the west and Zambia and Mozambique to the south. Its largest modern cities were once found

along the Indian Ocean, but the eruption of rifts and subsequent disasters have destroyed or swallowed them all.

The Tanzania of Rifts Earth is a vast wilderness. The famous **Lake Victoria** sits along its western border. It is around the lake that one will find many villages of farmers and fishermen. A few small tribes of tree people and agogwe can also be found in the densest parts of the forest. The largest villages and the town of **Mahenge** are found toward the ocean's coast.

Lake Malawi is one of Africa's deepest lakes and because it has been isolated for thousands of years, it has hundreds of species of fish not found anywhere else in the world.

The Swahili live along the coast and fish the ocean for mackerel, tuna, sardines and other sea life. They use the traditional "mashua dhows," a small sailing boat or a small dugout equipped with an outrigger float called a "ngalawa." The large "jahazi dhow" sailing ship, capable of holding 50 tons of cargo, is too large to safely use in these waters. Both types of the smaller vessels have been used by the Swahili for over 2000 years.

A score of villages can be found near the coast and dozens of others are scattered deeper inland. Sadly, no large towns or cities are possible — anything too large and obvious becomes a target for raiders from north Africa, Atlantean slavers and pillaging monsters. The dominion of north Africa by supernatural monsters, plus Atlantis to the West, effectively isolates lower Africa from the rest of the world. This also keeps the level of technology low. No factories or modern cities can be maintained without attracting danger.

Lake Tanganyika

Several hundred miles south of Lake Victoria is the seventh largest and second deepest lake in the world, Lake Tanganyika. Its surface area covers 12,350 square miles (31,987 sq. km — bigger than Belgium) and is an incredible 4800 feet (1463 m) at its deepest point! The lake is the deepest in Africa and is long and narrow, running along the southern border of Tanzania and into Burundi, Zambia and Zaire.

The lake has a number of strange anomalies. Perhaps most notable is its constant temperature of about 74 degrees Fahrenheit (23 degrees Centigrade). Even from the surface to the depths, there is no more than a seven degree Fahrenheit (3 degrees Centigrade) difference. 90% of the lake's water is lost through evaporation. Most of the lake is unfit for life as we know it, with a deficit of oxygen and an abundance of hydrogen sulphide (it is a "relict" lake). Storms on this lake are dangerous, with high waves that can sink a small craft. Over 250 different species of fish, including tiger fish, yellow-bellies, Nile perch and the prolific "dagga" (a sardine-like fish), all inhabit the lake. The dagga are a staple among many of the people in the region.

The lake is contained in what might be considered a mountain cradle with great, 1500 feet (456 m) long/tall escarpments that have 30 to 40 degree downward slopes. The land around the lake is covered in tall hills, mountains and ancient volcanoes; a dozen of which still show signs of being active. The area is covered in a light forest that thins into grass and scrub lands as it spreads away from the water.

The **Ruzizi river**, which snakes its way along the western border of Zaire, is the principal source of water for the lake. The Ruzizi receives its water from Lake Kivu in western Zaire.

Lake Natron

Lake Natron is a hot spring that lays in the shadow of **Mount Leingai**. The lake has such a concentration of soda that it is lethal for most creatures, and humans will have their skin burned and may even be blinded if they stay in the waters for a long time. Flamingoes love the area and the lake is one of their breeding grounds.

The mountain is known for its steep escarpment and hot springs, but there is also fresh water and plenty of wildlife. The area around the lake and mountain is a lush plain with tall grass and spotty areas of scrub and light forest.

Lake Victoria — Eastern Africa

The third largest lake in the world is Lake Victoria in Africa. Its surface area covers 26,820 square miles (69,464 sq. km) and is 279 feet (85 m) at its deepest point. Three pre-cataclysm countries border its waters: Kenya, Tanzania and Uganda. Around the incredible lake is a tropical forest. To the southwest is Lake Kiva, to the south is Lake Tanganyika and further south-east is Lake Malawi.

The Tribes of East Africa

Some of the more notable tribes who have survived the Great Cataclysm are the Ankole (Uganda), Boni, Embu, Gabbra, Ganda (Uganda), Kikuyu, Kipsigis, Karamojong (Uganda), Masai, Makonde (Tanzania), Nguru (Tanzania), Nyoro (Uganda), Samburu, Shamba (Tanzania), Somali, Swahili (Tanzania & Mozambique), Turkana (Uganda & Kenya), and Zaroma. Most of those not identified with a specific country in parenthesis are native to Kenya, but all can be found adventuring throughout East Africa and elsewhere on the continent.

All in all, most of the east African tribes don't mind living off the land as they have for thousands of years. Most, like the Masai, hunt and/or raise cattle. Many of the hunting and cattle raising tribes are nomads who travel across the land. The **Masai** (or Maasai) for example, are the quintessential pastoralists whose cattle is their source of livelihood and status. The more cattle one owns, the more successful and honored he is. Cattle provide food in the way of milk (often mixed with blood) and they are killed for their meat only on special occasions. Their

hides are used for clothing and to cover shields. The horns are used for making containers and ground up as ingredients in herbs and for use in good medicine.

Masai legend says that the gods gave them cattle so that they may live. This same legend suggests that all cattle belongs to their tribe. These bold and proud people sometimes see this as a reason to take cattle away from other people, especially those not indigenous to Africa (like the white man and D-bees).

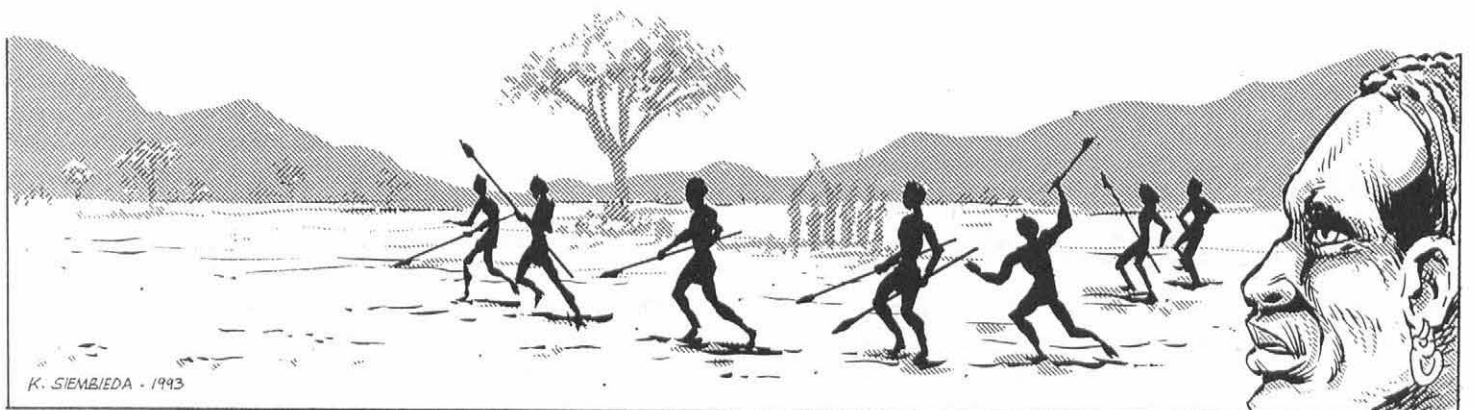
Other people in East Africa, mainly to the south and near water, establish permanent farms and villages, and raise some goats or cattle. Those living nearest to lakes, rivers or the ocean are predominately fishermen, although they may farm and hunt as well.

A fair number of people, especially those along the ocean coastline and beyond East Africa, trade with visiting pirates and adventurers for some modern items. Others take high tech weapons and articles from defeated slavers and invaders. About 30% own an energy weapon or metal knives, a flash light, sunglasses or baseball cap, and other "useful" high tech imports.

Post Cataclysm Legends — “The Great Change” & “Time of Spirits”

Most people indigenous to Lower Africa prefer the old ways, or as they say, “the way it has always been.” They feel a spiritual closeness to nature, the land and their ancestors. Over 300 years have passed since the Great Cataclysm that brought the rifts and returned the people of East Africa completely to their old ways. Priests tell how “When the time of ‘Great Change’ came, all other civilizations collapsed. The cities crumbled and the seas swelled. But the gods smiled upon the people (of East Africa) and spared them the destruction that rocked the planet.”

The “Great Change” brought about the “Time of Spirits” and the unleashing of the energy that had always bound Earth, man and spirits. Now the energy rose from the ground like a mountain of sparkling blue energy and light. It gives the medicine men, priests and rain makers powerful “good medicine” to help the people make their way in the world. This is a great gift and curse, because it is during this “Time of Spirits” that many “evil spirits” (evil demons and supernatural creatures) share the earth with man, especially beyond the plateau. **Note:** Northern Africa is swarming with monsters and supernatural beings. The Congo, Zaire, and southern Africa also have their fair share of demonic creatures, but East Africa has comparatively few such “evil spirits” or even D-bees.



The legend goes on to tell how “the people” were never really happy with the big cities and the ways of the Europeans that damaged and scarred the land. The Great Change allowed them to go back to the ways of their forefathers and they have lived in peace and contentment for many generations since.

The typical village has medicine men, priests and rain makers. The Swahili greatly respect medicine men and priests, but have little use for rain makers and don't trust them.

The old island cities of **Mombasa** and **Zanzibar** perished in the wake of the Great Cataclysm. Today, the majority of both islands are underwater and have become the roosting place of gryphons and eagles. **Zanzibar** is also believed to be the home of harpies and cockatrice.

Strange Creatures of Uganda, Kenya & Tanzania

There are large tracts of Eastern Africa that are devoid of humans, D-bees and domestic livestock. It is not because of wild animals or hostile terrain, but because of a large insect the size of a large button — the infamous **tsetse fly!**

The tsetse fly is brown with yellow stripes or spots on its underside and makes a distinctive hissing sound. The foul bug feeds on the blood of humanoids and animals much like the mosquito. When the blood is drained, the tsetse fly will inadvertently inject microscopic organisms into the bloodstream of its victim. These organisms carry diseases that rendered one-third of Uganda, two-thirds of Tanzania, and one-tenth of Kenya uninhabitable by humans and most D-bees. It is interesting to note that only humans, most humanoid D-bees and domesticated animals are susceptible to the diseases carried by the tsetse fly — wild animals are immune. To complicate matters, the horrid insect is resistant to even the most potent insecticides and quickly adapts to become completely immune.

Game Master Note: Roll on the disease table found in the description of the Apocalypse Demon: Pestilence, to determine possible diseases and symptoms (if applicable), but double the length of time the person is ill.

Another bizarre native of the region is a bird called the **black-throated honey guide** (its latin name means **Indicator-indicator**). It is so named because it can locate honey, but cannot extract it unaided. Consequently, many people of the area have developed a unique relationship with the bird. It locates honey, cries out in its distinctive voice, and then deliberately flies around, circling the tree where honey can be found. Knowledgeable humanoids come to gather the honey, always careful to leave their feathered partner enough to satisfy its appetite. Legend warns that if no honey is left for the honey guide, the next time it will lead its humanoid partners to a poisonous snake, leopard or lion. **Editor's Note:** The honey guide bird and the legend are real!

Southern Zaire, Zambia & Angola

The areas once known as southern Zaire, Zambia, Angola, Burundi, and Rwanda are mostly uninhabited forests and savanna. The entire population of this large area is less than 16 million people (75% human).

Much of Angola and Zambia are arid plateaus that when put together are over three times the size of Texas! Only the northern portions are wooded. However, **Angola** is rich in mineral resources, including diamonds, copper, manganese, sulphur, phosphates, and petroleum. **Zambia** (once known as Northern Rhodesia) has similar mineral riches in the way of copper (lots of copper), manganese, cobalt, zinc, and lead, as well as rubber trees.

The huge **Lake Tanganyika** and its connecting crocodile filled rivers runs through Tanzania, Burundi, Zambia and Zaire. The forest is thickest along the lake and rivers, thinning somewhat as one moves away from the water. Several large, treacherous swamps are also found in these areas. The usual African wildlife abounds in the area.

Zaire, once known as the Belgian Congo and Democratic Republic of the Congo, is a huge expanse of jungle, swamp and savanna. Its total land area is 875,525 square miles (2,267,600 sq. km) or slightly more than one-quarter of the United States. In the world of Rifts Earth, the northern half of Zaire is again counted as part of the Congo. The Congo portions are the densest areas of forest and swamp, getting 70 to 90 inches (1780 to 2290 mm) of rain annually.

The southern half of Zaire is covered in forest that's not quite as dense as the Congo. Its most notable mineral resources are copper, diamonds, crude oil and cobalt. Pygmies were probably the earliest inhabitants of the Congo and are the dominant human inhabitants today. Later, the Bantu and Nilotic also settled in the region (including Zambia). The **Virunga Mountains** along eastern Zaire are extinct volcanoes and the home of the mountain gorillas. The gorillas have grown in greater number since the eruption of the rifts. These mountains are also rumored to be the home of a tribe of giant, peaceful D-bees known as adorak “flying mountains” (see **Rifts Atlantis**). One tribe of mountain people in that region worship a race of gods who are said to protect the gorillas and whose description fits that of the adorak.

The City of Taunak

Taunak is a small, ancient Egyptian style city with stone and clay buildings, tall pillars, small pyramids and streets of simple houses. The city seems to suddenly appear in the middle of the forests. It is located in Southern Zaire, just beyond the Congo, near the ruins of Kananga, along the River Kasai. Few outsiders know of its existence and even the pygmies of the Congo don't know about the city. Taunak is impossible to see from the air, nestled under the canopy of the forest, and its eastern side is protected by large areas of crocodile filled swamps.

The city's 26,500 inhabitants are renegade tautons (60%), crocodillians (15%) and other non-humans (25%) who have forsaken their life as minions to the gods and are now trying to build a independent existence. Counted among their numbers are some D-bees, a few sowkis, Kongamato bat-people, a mindolar, and a handful of renegade Splugorth minions, including a slaver and eight blind warriors, two dozen overlords, a dozen kittani warriors, a half dozen high lords (who helped build the city), two conservators, and a powerlord.

The inhabitants of the city keep to themselves and want only a quiet, peaceful existence. They have few slaves (1% of the population; half are human) and do not bother other tribes or villages (the nearest known village is 300 miles/482 km away).

They fear retribution from the gods so they try to keep the city's existence and location a secret! This means they are extremely paranoid about strangers. In fact, a ring of tiny village outposts surround the forested region around the city in hope of intercepting adventurers before they reach Taunak. These people, mostly D-bees and Tautons, try to direct travelers away from the city. Those who seem to present a threat are killed, preferably in their sleep. Crocodillians guard the swamp areas near the city with the same intentions as their forest brothers.

Travelers who escape detection and make it to the city are viewed with great suspicion and consternation. If a visitor even hints at revealing the city's location, for any reason, they are either forced to stay (most of the slaves are such individuals), persuaded to become a permanent citizen of Taunak, or are slain! Less than half the people who wander into the city ever leave. This can present a difficult situation for adventurers who must somehow prove themselves trustworthy and swear an oath that they will not betray the city. Fortunately, Taunak is in such a huge area of remote jungle wilderness that few travelers ever stumble across it.

The city has six prominent medicine men, all of whom are 1D4+6 level, and 100 priests (averaging 1D6 levels of experience) who are headed by a 12th level lizard man priest, and a resident 7th level rain maker. See the description for Tautons in the section entitled the *Minions of the Gods*.

Southern Africa

Namibia & Botswana

Namibia and Botswana are the home of the **Kalahari** desert. About 20% of both countries is woodlands, the rest is high, semi-arid to desert plateau, with dry savannas and desert. Both are virtually uninhabited. A 1989 census reported that a mere 1,372,475 people (86% black) lived in Namibia, a country slightly more than half the size of Alaska. Botswana is only a quarter smaller. Natural resources include copper, salt, uranium and diamonds. Less than a million people live in these two places.

Pyramid of Mystery

In Namibia, in the dry scrub wasteland near the Kalahari is a small, crude pyramid. It is rumored to be haunted and the abode of evil spirits. Humanoid skeletons lay strewn around the structure and come to life to attack any who try to gain entry. Inside, a score of mummies and zombies guard its dark corridors and windowless chambers. In the center of the pyramid is a large chamber with a huge throne. To the left and right of the throne are three giant rune statues of jackal-headed humanoids; they attack any who sit on the throne or who desecrate the chamber. Who built this pyramid and why remains a mystery. It is known that the structure is post Cataclysm and estimated to be 200 years old. It does not rest on a ley line or nexus, although there is a ley line nearby.

The Kalahari Desert

The Kalahari Desert of South Africa is one of the largest in the world. It covers a 225,000 square mile (582,800 sq. km) area and spans both Namibia and Botswana. It is a massive expanse of shifting sands, parched earth and rocky plains with jutting lava/rock formations that makes areas of it resemble a moonscape. Around the desert is dry grass savanna.

The Kalahari Oasis

In the center of the Kalahari desert in Botswana is a green forest filled with many coconut, date, palm and citrus trees, fields of corn, wheat, and flowering plants. The entire 12 square mile (30 sq. km) area is too massive for a natural oasis. In the center is a giant stone tower and a small village. The village is inhabited entirely by 2742 humans of Buntu heredity. They are happy, friendly people who feel blessed by the gods. They gladly help foolish travelers, lost in the desert, and share their bounty with all visitors. Their king lives in the tower and should not be disturbed.

The stone tower is the home of a powerful, 15th level, anarchist rain maker, named Iulus Nemen. Iulus who appears to be a human in his late thirties or early forties, has retired to a life of leisure and solitude with his beautiful, young wife. He is frequently visited by a friendly sphinx and is said to have powerful friends in the Mediterranean. Rumor has it that Iulus was born and raised in Africa where he learned the arts of rain making. He travelled to the Phoenix Empire and Greece where he ran into some sort of trouble. He was forced to flee the area and returned to Africa. He built this oasis and is revered by the villagers as their king and demi-god. Iulus is not a nice person. He is completely self-serving and has little regard for life. It was his ambition and ruthlessness that got him into trouble in the first place. He is an opportunist who would sell his own mother if the price was right. He will steal from wealthy travelers and cause mischief to amuse himself. His paramour is really a da'ota succubus of miscreant alignment. Only the rain maker's magic keeps the oasis alive. If he should leave or die, the desert would claim it in a matter of (2D4) weeks.

South Africa

South Africa was once a center of technology, modern expansion and civil unrest. Its towering cities were obliterated by the natural disasters caused by the eruption of the ley lines and much of its coastline was swallowed by the ocean when Atlantis made its reappearance. Today the land area of South Africa is a third smaller, about the size of Texas. Much of the land is arid or semi-arid, covered in dry grass savannas. **Mozambique** to the northeast of South Africa, has a similar environment and is equally devoid of humanoid life. Scattered tribes of cattle herders are found in the interior and villages of fishermen are found along the coast.

Both countries have become the home of the manticore, harpy, loogaroo, tomb worms and blow worms (both Worms of Taut). It is also the hunting ground for gryphons and dragondactyls. Small herds of buffalo, gazelle and other animals also inhabit this part of the country. Fewer than two million humanoids (80% human) call this country home.

Wildlife of Africa

Most of the wildlife mentioned in this section can be found throughout the continent, other than in deserts and swamps. They are most numerous away from population centers and at places like the plains of the Serengeti, Kenya, Tanzania, Uganda, Ethiopia and Zambia or the forests of Uganda, Zaire/Congo, Cameroon, Nigeria, and Angola. The greatest expanses of habitable wilderness stretch across what we are calling *Lower Africa*, the entire continent below Chad and Sudan. What follows are a simple list of critters with a few highlights, comments and descriptions for some of the most notable.

Plains Animals: Giraffes, zebras, several types of antelope and gazelles, impalas, elands, suni (the smallest of the antelopes — about the size of a house cat), dik diks (the second smallest of the antelope), gerenuks (aka: the antelope-giraffe), oryxes (antelope), bushbucks, cape buffalos, wildebeests, wild boars and pigs, rhinoceroses, and elephants. The latter two live near or in forests as well.

Plains Predators: African lions, cheetahs, hyenas, jackals, wild dogs and a variety of mongooses who prey on snakes, insects and the eggs of birds and reptiles. Leopards, panthers, servals (cat), and lynx sometimes prowl the plains, but they seldom venture far from woodlands.

Hyenas are extremely vicious, bold and powerful animals that resemble a mutant canine. They typically hunt in packs of 3D4. The hyena is one of the very few animals that can *take* a kill away from a male lion, leopard or pack of baboons. They have no fear of man and will attack individuals and small groups, as well as raid camps and villages — stealing food reserves and

killing livestock. Hyenas are found throughout the Serengeti and in many of the African savannas.

Wild dogs and jackals can also be a danger. Most packs will avoid contact with humans, but a lone traveler or small group may fall victim to an ambitious, hungry or large pack. A typical pack of jackals or wild dogs is 1D4 × 10, but some packs can swell to over a hundred animals!

Forest Animals: A variety of lemurs, monkeys and apes are found mainly in the forests, along with zillions of different birds and bugs, warthogs, wild boars, pigs, elephants, and rhinoceroses. Wildebeests, cape buffalos, antelopes and other herd animals will come into the forests to graze in the meadows, eat from the leafy trees and drink from rivers, streams and lakes. Many have migration patterns that lead them through forests and across rivers (where many die from attacks by predators, panic and the waters of the river). Elephants are frequently thought of as plains creatures, but they are at home in forests of all kinds, including mountain forests at altitudes of up to 13,000 feet (3962 m)! They need to feed on the bark, branches and leaves of forest trees to survive.

Forest Predators: Cats: leopards, panthers, serval, and lynx. Their habitat and hunting grounds are usually light to dense forests, especially near rivers and lakes. These cats live, eat, and sleep in trees. The occasional lion may make a home in a forest but this is not the norm. A wild dog or dog packs may also make their home in forests, particularly light woodlands.

Birds and Bird Types: A variety of vultures, buzzards, falcons, hawks, eagles, flamingoes, hornbills, ducks, geese, ibises, storks, cranes, pelicans, spoonbills, cormorants, sea gulls, kingfishers, swallows, sparrows, and guinea fowl, just to name a few.



The rivers are filled with trout and a variety of fish, turtles, frogs, amphibians, crocodiles, snakes, hippopotamuses and visiting elephants. Crocodiles, fish, snakes and hippos infest the rivers of the Congo, Uganda, Kenya, Tanzania, Ethiopia and the Nile. The poisonous gabbon and mamba snakes inhabit the swamps, rivers and jungles of the Congo, Zaire and Angola.

Lakes are the home of hundreds of different species of fish, from cichlids and catfish to perch and "dagga," a small sardine-like fish, as well as eels, crayfish and scores of birds.

The Indian Ocean has been harvested by coastal people for generations. Its warm waters contain horse mackerel, kingfish, tuna, sardines, barracuda and sharks.

In the north the rivers are alive with crocodiles, turtles, fish, ibises, herons, storks, Egyptian geese, ducks and falcons. Goats, sheep, cattle, horses, camels, jackals, wild dogs, and the occasional pack of hyenas or pride of lions are also counted among the animals of the northern savannas.

Some quick, basic Animal Stats

Note: For those of you looking for ready to use descriptions and stats for hundreds of animals, take a look at **Palladium's Monsters & Animals**. Otherwise, there should be enough information about animals elsewhere, that you can fake it.

Wildebeest & Buffalo

Wildebeests and Cape Buffalos are extremely dangerous! They are easily startled and will not tolerate intrusions by humanoids or predators. The bulls charge, ram, kick and stomp invaders. Several of the largest males are charged with protecting the herd and may even attack a vehicle or giant robot. People who wisely flee will be chased by 2D4 males for at least a

quarter of a mile. Elephants follow a similarly aggressive and defensive posture and behavior. Furthermore, a frightened-herd of several thousand buffalos will trample everything in its path. Most other herd animals run away from danger.

Wildebeest

Hit Points: 7D8, **S.D.C.:** 1D4 × 10

Size: 6 to 8 feet long (1.8 to 2.4 m)

Attacks Per Melee: Three, running ram 4D6 (counts as two attacks), head butt 2D4, kick/stomp 1D6, trample 2D6; all S.D.C. damage.

Bonuses: +2 to strike, parry and dodge, +3 S.D.C. damage.

Speed: Average is 22 but can reach 44 (30 mph/48 km) in a burst that lasts up to 1D6 × 10 minutes.

Cape Buffalo

Hit Points: 1D6 × 10, **S.D.C.:** 1D6 × 10

Size: 6 to 8 feet long (1.8 to 2.4 m)

Attacks Per Melee: Four, running ram 4D6 (counts as two attacks), head butt 2D4, kick/stomp 2D4, trample 3D6; all S.D.C. damage.

Bonuses: +3 to strike, +2 to parry and dodge, +6 S.D.C. damage.

Speed: Average is 22 but can reach 44 (30 mph/48 km) in a burst that lasts up to 2D4 × 10 minutes.

Lion

The African lion is the biggest and most powerful of the indigenous cats. They live and hunt in packs called "prides." They are extremely territorial and can tear a man limb from limb. However, unless starving, provoked or defending itself or the pride, the big cats seldom hunt humanoids. The only exception is the **man-eater**. This is a lion who has killed and eaten



a human/humanoid and now sees them as easy and tasty prey. "Man-eaters" can be murderous monsters. During the building of the British railway from the coast of Mombasa to Lake Victoria (started in 1896), a pair of "man-eating" lions killed 28 railway workers in less than a year. Most were attacked at night and dragged screaming from their tents into the darkness. In addition, there were dozens of African villagers who disappeared and were believed to have fallen victim to the two "man-eaters." The killing stopped only after the two lions were hunted down and shot. Oddly, most man-eaters (70%) are males.

It is the female lion who does most of the hunting (80%) even though the male is far more powerful — roughly equal to the combined strength of four females. A single male can bring down a cape buffalo, while three females will struggle at the same task and may not be successful. The males serve as the protectors of the pride and will stand their ground against any man or monster who dares threaten the pride. Note: Many outsiders are surprised to learn that lions are reasonably good tree climbers and fair swimmers.

Lions are abundant in the Serengeti, Masai Mara, the plains and scrub forests of Ethiopia, Somalia, Uganda, Kenya, Tanzania, and most of the southern half of Africa. They are most frequently encountered in the tall grass of the savanna where herd animals are found, but can live in forests and are found as far north as Egypt.

African Lion

Hit Points: 1D6 × 10, **S.D.C.:** 40

Size: 4 1/2 to 7 feet long (1.35 to 2.1 m)

Attacks Per Melee: Five; damage from female: claws 2D6 or bite 2D4. Male: bite 4D4, claws 3D6. All S.D.C. damage.

Bonuses: +3 to strike, +4 to parry and dodge, +6 S.D.C. damage.

Abilities of Note: Prowl, climb and swim 50% and track 70%.

Speed: Average is 18 but can reach 28 (19 mph/30 km) in bursts that last for 1D4 minutes.

Leopard

The leopard is considered to be the most dangerous of the African cats. The reason is because they are extremely cunning, sneaky and elusive predators. They hide, prowl, travel and live in trees. They also stalk prey from the trees and will pounce without warning from above. They always drag their prey (or part of it) back into the safety of a tree to eat it. Finding a half eaten antelope dangling from a tree branch means that a leopard or panther (another name for leopard) is close by and watching somewhere from the canopy above. Leopards are also known to attack humanoids, especially when defending their young or themselves from perceived threats, or when hurt or to protect their kill (food). They will also attack lone individuals as prey, especially small humanoids. The leopard never scavenges for food, they only eat what they kill. The pygmies of the Congo fear and respect the leopard above all other jungle predators.

Black panthers are an increasingly common genetic aberration among leopards, similar to albinos among other species. Approximately one in every 40 leopards is a black panther. The same is true among the smaller serval — a spotted, predatory cat about half the size of a leopard.

Leopard

Hit Points: 8D6, **S.D.C.:** 30

Size: 4 1/2 to 6 feet long (1.35 to 1.8 m)

Attacks Per Melee: Five, claws 2D4 or bite 1D6. All S.D.C. damage.

Bonuses: +3 on initiative, +3 to strike, +2 to parry, +4 dodge, +3 S.D.C. damage.

Abilities of Note: Prowl 90%, climb 75%, track 50% and night-vision 60 feet (18.3 m). The cat can also leap 40 ft (12 m) across and 15 feet (4.6 m) straight up.

Speed: Average is 22 but can reach a speed of 50 (35 mph/56 km) in bursts that last for 1D4 minutes.

Crocodiles

These large reptiles are very dangerous. They feed mostly on fish, turtles, and small mammals, but they have been known to attack smaller crocodiles and large mammals, including antelope and humanoids! They are found throughout the rivers and deep swamps of Africa.

Typical Crocodile

Hit Points: 6D6, **S.D.C.:** 15 for small crocs, 30 for large.

Size: 10 to 20 feet long (3 to 6 m)

Attacks Per Melee: Four, 2D4 from the bite of crocodiles around 10 feet or 3D6 for those around 20 feet. Tail slash does 1D6. All S.D.C. damage.

Bonuses: +1 on initiative, +2 to strike, +2 S.D.C. damage.

Abilities of Note: Swim 90%, prowl in water 75%, hold its breath underwater for 1D4 + 2 minutes, and nightvision 60 feet (18.3 m).

Speed: In water 12, on land 4.

Note: Crocodiles are usually encountered in small groups of 4D6 or large groups of 2D6 × 10. A common method of attack is to clasp onto the prey and drag it underwater where it drowns. It can then be devoured at leisure.

Monsters of Africa

Supernatural beings and monsters: D-bees, so-called demons and supernatural monsters also thrive on the African continent. The **sphinx** enjoys the solitude of the northern and southern deserts, but can also be found playing, hunting or living anywhere in Africa. **Dragon beasts** are said to stalk the mountains and hills of Kenya.

Worms of Taut, sphinxes, entities and other supernatural monsters dominate the grassy plains, deserts and wastelands of the north. The cities of the Phoenix Empire are populated by monster races like tautons, gargoyles and so-called demons. Most humans and D-bees are slaves. Free men stay far away from the north.

A lone **manticore** is often accepted as a member of a pride of lions and will live and hunt among them. Manticores are solitary creatures who tend to avoid their own kind except to mate. This means however, that small groups are occasionally encountered: adult female and/or male and one or two cubs. They can be found wherever lions are found, but are most common in the great plains of the Serengeti, Tanzania, Kenya and southern Africa.

The **Chimera** stalks the jungle of the Congo, southern Ethiopia, and other dense forests. The Congo, Zaire, and Angola are also the home of the death weaver spider demons, werpanthers, werewolves, manticores, chimeras, loogaroos, gryphons, lizard men (escaped D-bee slaves), rogue tautons and the occasional dragon, small community of faeries and crocodillians, among others.

The island of **Madagascar** is a wilderness without humanoid life and has become a roosting place for the gryphon and harpies.

Dragons and other intelligent creatures of magic can be found anywhere on the continent. Most are just visitors, some are found living in quiet solitude in the mountains, forests, plains or deserts, and others are worshipped and may rule a village or even a nation of people.

Mokele-mbembe

For hundreds of years before the eruption of the ley lines and the Coming of the Rifts, there have been stories about a claw-footed, hippopotamus-size creature with a long neck and tail that lived in the swamps and forests of the Congo. The natives call the fearsome monster, "Mokele-mbembe." The pygmies claim to have killed a Mokele-mbembe at the Likouala swamp. They feasted on the tasty meat of the monster but a few days later suffered from "bad medicine" in the form of an insect plague and sickness. Other stories tell of canoes being capsized and the creature snapping men in two before devouring them.

Whether the pre-rifts stories were true, nobody will ever know. However there are two dinosaur-like creatures that live in the Congo jungles of Rifts Earth. Both are elusive animals, but only one is a predator.

Erythrusuchus/Mokele-mbembe

This is a prehistoric monster that does indeed resemble a cross between a hippopotamus and a crocodile, with its thick grey body, short legs, long tail and thick head. This is the creature that the pygmies call Mokele-mbembe. It is a dangerous predator that feeds on large mammals, including cattle, humanoids, and the occasional hippo. Although the creature can be found in swamps and shallow rivers, it tends to inhabit the larger, deeper rivers. It is a good swimmer and amazingly quiet and discrete for a beast of its size. A favorite ploy is to sneak up on a canoe or boat, turn it over and attack those who fall in the water. It often bites several prey in half before going back to eat them. On some occasions, it bites the canoe in half! Humanoids have become a favorite.

Hit Points/M.D.C.: 1D6 × 1000 S.D.C. — the equivalent of 1D6 × 10 M.D.C.

Size: 25 feet long (7.6 m) from snout to tail tip and weighs one ton.

Attacks Per Melee: Four, claws 6D6 S.D.C., tail slash 1D6 × 10, or the incredibly powerful bite: 1D6 × 100 S.D.C. or 1D6 M.D., or a power bite doing 2D4 M.D. but counts as three attacks.

Bonuses: +2 on initiative, +4 to strike, +3 to dodge.

Abilities of Note: Swim 80%, prowl in water 80%, hold its breath underwater for 3D4 minutes, and nightvision 60 feet (18.3 m).

Speed: In water 33, on land 20.

Note: This monster is still relatively rare with fewer than 300 throughout the Congo and Zaire.

Massospondylus

Modern scientists thought this dinosaur lived in savannas, perhaps it did, but a creature that strongly resembles the Massospondylus roams the jungles of the Congo and Zaire. It too fits the rather vague description of Mokele-mbembe, complete with the hippo-like body, claw-toed front feet, long tail and neck.

However, it is more likely to be a creature from another dimension or another animal brought to Africa by the minions of Splugorth that escaped to prosper in the jungle. This animal is herbivorous and eats only ferns, palm leaves and coconuts. They never attack mammals and make reasonably good riding animals except that they are not very intelligent and startle easily. About a thousand are scattered throughout the Congo, Zaire, Angola and Zambia.

Hit Points/M.D.C.: 6D6 × 100 S.D.C. — the equivalent of 6D6 M.D.C.

Size: 10 to 15 feet long (3 to 4.6 m) from head to tail tip.

Attacks Per Melee: Four, 4D6 S.D.C. from claws or slashing tail and 2D4 S.D.C. from its bite.

Bonuses: +1 on initiative, +1 to strike, +6 to dodge.

Abilities of Note: Swim 60%, prowl 55%, and nightvision 60 feet (18.3 m).

Speed: 18 but can reach a speed of 44 (30 mph/48 km) in bursts that last for 2D4 minutes.

Note: These creatures often travel in small groups of 2D4 members. They avoid humanoids and predators. Fossils of the Massospondylus suggested that it was the most common prosauropod in southern Africa — coincidence?

Kongamato Giant Bat People

For a thousand years, the people of Zambia have told legends about the Jiundu swamp and the ferocious, giant bat they called Kongamato that once lived there. In reality, this giant bat and tales of elusive, almost magical, bats the size of a human stems from an earlier time when a vampire intelligence tried to colonize this part of the world. Currently, there are no vampires known to have settled in Africa, but with the dimensional rifts and the Vampire Kingdoms of Mexico, it is possible that the "Kongamato" could return.

The Buti-fas

These are strange dwarf-like forest spirits with a hostile disposition. It is difficult to determine whether they are truly demons or faerie-like creatures of magic.

All Buti-fas are small, dark-skinned people, with bright, completely white eyes, white hair, white beards and snout-like noses. They live inside hollow trees, under fallen trees and smell badly. These strange little people are the friends of the panther and monkey and all woodland creatures. However, the Buti-fas hate humans and human looking D-bees. Thus, they help animals avoid the traps of humans, free captive animals, help sick or hurt animals, bring dangerous animals like the snake and leopard into human camps and villages, bring an angry animal to avenge its slain mate, lead humans into swamps and quicksand, steal babies and give them to apes, throw rocks at people, slit the throats of those sleeping, steal or destroy food, vandalize property, make frightening noises, and consort with witches and evil spirits. The horrible Buti-fas are timid little monsters, preferring to cause danger and attack from afar rather than engage in hand to hand combat themselves. However, they can be provoked into combat when they are backed into a corner or especially perturbed.

Alignment: Anarchist or evil

Average Attributes: I.Q. 9, M.E. 10, M.A. 6, P.S. 18, P.P. 14, P.E. 17, P.B. 4, Spd. 20. Considered to be a supernatural creature.

Mega-damage Creature: 6D6 + 10 M.D.C.

P.P.E.: 2D4 × 10

I.S.P.: 2D6 × 10 + 20

Horror Factor: 10

Natural Abilities: Only take half damage from all forms of magic, impervious to fire and heat, impervious to disease, night-vision 400 feet (122 m), heal twice as fast as humans, and can metamorph into an owl with glowing white eyes and white feathers on its head. Note that many African people consider the owl to be an omen of bad luck.

Average Level of Experience: Roughly equal to a 6th level scout.

Combat: Four attacks per melee via hand to hand combat or psionics. **Bonuses:** +2 to initiative, +2 to strike, parry and dodge, +1 on all saving throws, all in addition to possible attribute bonuses.

Psionics: 2D6 × 10 + 20 I.S.P.; psi-powers: Detect psionics, induce sleep, psychic diagnosis, psychic surgery (for helping animals and torturing humans), see the invisible, mind block, empathy, empathic transmission (super), and the special power of empathy with animals.



Psionic Empathy with Animals (special)

Ability is identical to that of the Ramen. Refer to the psionic abilities of the Ramen R.C.C. in the Minions of the Gods section (page 62) for a complete description of this ability.

Skills of Note: Basic math 90%, speaks Gobblely, Faerie and Swahili at 98% and may know 1D6 others, climb 80/75%, swim 80%, prowl 60%, track humans 75%, track animals 90%, land navigation 80%, wilderness survival 80%, and horsemanship 90%. **Magic:** None.

Average Life Span: 2000 years.

Habitat: Jungle and forests, but may travel to unlikely places to help an animal or to a mountain forest or jungle valley. Buti-fas are found primarily in the Congo, Zaire, Angola, Zambia, Nigeria and the Ivory Coast.

Size: Three to four feet (0.9 to 1.2 m) tall.

Weight: 75 pounds (34 kg).

Technology & Cybernetics: Have no use for the toys of men.

Demonic Cannibals

Cannibals in African myths are hideous demons who look (mostly) like ordinary people but kill and eat other humans. They are sometimes accompanied by 1D4 human children or adults whom they stole from their real parents and have been raised since infancy as their own. These cannibal children are evil and loyal to their adoptive parent; many even believe that they are the creature's real offspring. The cannibals use real people to complete their illusion of being human themselves.

Demonic cannibals have a very limited shape changing ability that enables them to resemble all types of humans and human looking D-bees. They can also metamorph into a vulture. Even in their normal form they resemble a human, except that their teeth are sharp and pointed, they have an unusually long, sharp thumb nail that they use as a knife, and the fingers all have a tiny mouth and teeth.

They are extremely treacherous and cruel. Cannibals are both scavengers and supernatural predators who eat the flesh of recently deceased humanoid, as well as hunt and kill humanoid prey. Their human minions also eat humanoid flesh. They can travel alone, with their loyal human children (1D4) or in small groups or tribes. The typical small group has 3D4 members. A tribe will seldom exceed 4D6 + 12 members. They often associate with witches and other evil monsters. Demonic cannibals seem to most commonly inhabit Ethiopia, Sudan, the Congo and India.

Demonic Cannibals

Alignment: Miscreant or diabolic evil!

Average Attributes: I.Q. 14, M.E. 18, M.A. 9, P.S. 24, P.P. 17, P.E. 20, P.B. 4 in demon form, 15 in human form, Spd. 33 (22 mph/36 km) or 50 flying in vulture shape (35 mph/56 km). Considered to be a supernatural creature.

Mega-damage Creature: 4D6 + 12 M.D.C.

P.P.E.: 2D6 × 10

Horror Factor: 12

Natural Abilities: Impervious to poison and disease, nightvision 200 feet (61 m), can shape change to look completely human, metamorph into a vulture, supernatural strength and heals ten times faster than humans. Note that many African people consider the owl to be an omen of bad luck.

Average Level of Experience: Roughly equal to an 8th level warrior.

Combat: Five attacks per melee via hand to hand combat. Bite from the mouth 2D4 S.D.C., biting fingers 4D6 S.D.C., full strength punch 2D6 M.D., power punch 4D6 M.D., power bite 1D6 M.D. (mouth or fingers).

Bonuses: +2 on initiative, +5 to strike, +7 to parry and dodge, +2 to roll with impact, +2 to pull punch, paired weapons, and +3 on all saving throws.

Psionics: None



Magic: None

Skills of Note: Basic math 80%, magically understands and speaks all languages 98%, climb 70/65%, swim 50%, prowl 50%, track humans 75%, land navigation 75%, wilderness survival 90%, identify plants & fruits (used to find poison to hurt or kill humans) 75%, pilot sail, row, and motor boats 75%, palming 75%, pick pocks 50%, W.P. knife, W.P. sword and W.P. of choice.

Average Life Span: 1000 years.

Habitat: Jungle and forests mainly in the Congo, Ethiopia, Sudan and India.

Size: Human size, about four to six feet tall (1.2 to 1.8 m).

Technology & Cybernetics: Has little use for anything other than weapons. Only 40% wear any kind of M.D. body armor, usually taken from humanoids.

The Phoenix Empire

Terrain: The Phoenix Empire lays claim to the countries once known as Egypt, Libya, Chad and Sudan. 90% of Libya and Egypt are desert. Only half of Chad and the Sudan are desert, the lower half being savanna with about 15% forest (mainly along rivers and lakes). Craggy hills run along the coast of the Red Sea. The Tibesti mountains help to divide what was once known as Chad from Libya.

The total land area of Egypt is 385,229 square miles (997,739 sq. km). The total land area of the Phoenix Empire is approximately 2.5 million square miles (6.5 million sq. km).

Size Comparisons: The African continent is huge! You can fit the entire United States and Canada into it and still have room for half of Europe. Libya is slightly larger than Alaska. Egypt is roughly the size of New Mexico and Texas combined or slightly less than twice the size of the United Kingdom.

Climate: Temperatures range from about 50 to 65 degrees Fahrenheit in the winter and 85 to 105 degrees in the summer. Average annual rainfall is about 4 inches (101 mm).

Population: Mostly non-human monsters clustered in the Nile Valley (33%), along the Nile river (20%), northern Libya (15%), and the savannas and forests of Chad and Sudan (32%).

Free Population: 100 million total

1% Humans (free) — One million

1% Ogres — One million

1% Dar'otas — One million

2% Goblins — Two million

5% Lizard Men of all kinds — Five million

5% Alus — 5 million

5% Ghouls & Dybbuk — 5 million

5% Gallu Bulls — 5 million

5% Shedims — 5 million

10% Tautons — 10 million

10% Gurgoyles — 10 million

10% Gargoyles — 10 million

10% Orcs — 10 million

20% D-Bees — 20 million (free)

5% Others Demons (gremlins, jinns, death weavers, magots, etc.)

5% Other (dragons, sphinxes, malignant, giants, etc.)

Note: This does not include the 1D6 x 100,000 inhuman transients and visitors who come to the Phoenix Empire for rest, relaxation, merchant trade, or sanctuary. Nor does it include the slave population or the approximately six million unaffiliated people (human and inhuman) who live in the desert wastelands.

Slave Population: 20.1 million

D-Bee Slaves — 8 million

Humans Slaves — 6.5 million

Monster Slaves — 2 million (Orcs 40%, goblins 15%, ogres 5%, others 40%)

Elementals — 100,000

Demon Slaves — 500,000

Worms of Taut (slaves/pets) — 3 million

Worms of Taut (wild) — 10 million inhabit the Sahara Desert.

Note: The legion of zombies, mummies and animated dead are not included but probably number around two million; they are effectively slaves or robot-like servants.

For the last 132 years, the ruler of the **Phoenix Empire** (Egypt) has been Pharaoh Rama-Set, a powerful necromancer obsessed with death. It was the Pharaoh who has renamed Egypt the "Phoenix Empire" and it was he who expanded its territories, through conquest and magic, to include the ancient nations of Libya, Chad and the Sudan. The Phoenix Empire also has growing influence and control over several small kingdoms and groups in Saudi Arabia and surrounding areas. The Empire is a major



source of power and inspiration for monsters and all creatures of magic and evil. Under the Pharaoh's guidance it has become an ever expanding empire of non-humans. A mecca for monster races, creatures of magic and supernatural beings.

The free population is a collection of monstrous D-bees, so-called demons, and supernatural beings. Humans and humanoids, including many inhuman looking but noble or peace-loving D-bees, compose the massive slave force that builds and maintains the cities, tends cattle, works the farms and slaughterhouses and performs most of the labor. They are kept uneducated and constantly beaten into submission. The majority have been born into slavery and know no other way of life. Those who dare to speak out or raise a hand against their monstrous masters are slain on the spot (if they are lucky), or dragged away to be tortured, eaten alive, made to fight in the arena, or become the subjects of terrible experiments.

The Phoenix Empire actively trades with non-humans, especially those who are locked in war against humans or who deal in slavery and piracy. It is said that, "if humans (and their allies) are your enemy, than you are a friend of the Phoenix Empire." The Phoenix Empire has excellent trade relationships with monster kingdoms in Arabia, the Middle East, the blood druids of France (even though they are predominately humanoids), Atlantis, and even supply weapons and equipment to the monsters in Europe against the New German Republic.

The Empire has strong trade ties to Atlantis and both regularly exchange goods, slaves, and services. Consequently, it is not surprising to find the Minions of Splugorth roaming the cities and countryside. The most typical visitors from Atlantis are Kittani, High Lords and Overlords. These merchants, merchant guards, dignitaries and visitors consider the people of the Phoenix Empire to be dangerously obsessed with death and destruction. Thus, half of the Splugorth minions are really sent to Egypt as spies. These spies are low-key and nonchalant. Lord Splynncryth

and his minions tend to see Pharaoh Rama-Set as insane and the members of the many blood cults, death worshippers and assassins as blood thirsty savages. However, Lord Splynncryth cannot ignore the fact that Rama-Set and his fanatical minions have built an impressive power structure that does have its good points. For one, it keeps all the madmen in one, easy to observe, area. Second, fanatics, blood thirsty assassins, homicidal maniacs and power hungry schemers make wonderful agents and dupes. Third, the Pharaoh and his legion are only too happy to front for Splynncryth in his campaign to help and supply the forces against the New German Republic and Triax. Pharaoh Rama-Set may be dangerous, but for the time being he is an excellent ally.

It is through this allegiance that Splynncryth first caught word of the coming of the Apocalypse demons. This has enabled him to prepare for the possible ramifications of their appearance, but it also prevents the Splugorth from taking any direct action against the Four Horsemen, Gods of Darkness or the Pharaoh. Still, he has placed observers, warriors and assassins in place throughout the Phoenix Empire and other strategic locations in Africa. These secret forces will subtly help characters who are trying to stop the Horsemen whenever they can.

Rumors and legends abound regarding Pharaoh Rama-Set, his sorcery, control over the dead, his alliance with the Gods of Darkness and his obsession with death. Not surprisingly, legends in the Mediterranean countries foretold that the Four Horsemen of the Apocalypse would some day rise from the inner bowls of Africa and join dark forces within the Phoenix Empire. Many death cults in the Empire are based on this legend, while cults and religions that promote life, light, and goodness are crushed and their worshippers are made to suffer.

Necromancy and witchcraft are practiced everywhere. Death cults abound. Caravans and armies of skeletons and animated corpses are a common sight in the streets of the cities, and even more so in the arid wastelands. Many necromancers are escorted by an entourage of skeletons, mummies or zombies. Many merchants hire a necromancer to provide animated dead as tireless servants. The more discreet conceal their dead slaves in back rooms, basements, covered wagons or dress them in bulky robes. The animated dead as servants and protectors are a common sight in the territories controlled by the Phoenix Empire.

The empire is a virtual collection of nightmarish creatures. Death weaver spider demons and evil sphinxes head many of the death cults. The cruel loogaroo can be seen perched in trees or on the ledges of buildings next to living gargoyles visiting from the north. Werewolves and werepanthers stalk the streets at night and boogie-men do their evil in the darkest shadows of the oldest buildings.

Worms of Taut flourish in the deserts and least occupied territories of The Phoenix Empire. Many shops, temples and taverns keep the smaller worms as guard animals and pets. A dozen serpent beasts and two dozen tri-fang roam the palace grounds. Tomb worms feast on the bodies of dead slaves and foolhardy rebels.

The Law in the Phoenix Empire

Human and noble characters may report an assault, crime or injustice, but the authorities will take their claims lightly, seem exasperated that they are being bothered and respond in a condescending tone and manner. If the charges are made against a

citizen or merchant of high esteem, the authorities will laugh at and mock the humans or joke about the incident. They may announce then and there that the characters are mistaken and refuse to file the report, or say they will but toss it in the trash. If a human or good character identifies the culprit(s) on the street, the authorities are likely to claim that they are mistaken or take so long to respond or act so carelessly, that the suspect(s) will disappear — there is no sincere effort to find him either. Somehow, those responsible for crimes against humans and non-humans of a good alignment seldom seem to be captured and brought to justice. The few that are brought to trial usually receive a slap on the hand, a short prison sentence or tiny fine. For example: a non-human mugger might have to give the characters their belongings back, is scolded or fined $1D6 \times 10$ credits and released (probably in a foul mood).

Non-humans seldom receive stiff punishment for crimes against humans and other low lifes, unlike any character, even monsters, of a good alignment. They can literally get away with murder, as long as the victim was a human or second class citizen.

On the other hand, elves, human-looking D-bees, and non-humans of a good alignment are treated like criminals from the onset. If they report being beaten and robbed at a shady gambling casino, they are likely to be asked why they were there in the first place and whether they went looking for trouble. Likewise, they will be questioned mercilessly about the crime, with the gist being that they were somehow responsible for the incident, i.e. provoked or encouraged it as if they are the actual lawbreakers. Furthermore, the lies of non-humans will usually be used as evidence against them. Handsome humanoids learn quickly that it is better not to aggravate a situation by going to the law. Instead; it is best to turn the other cheek, deny everything and walk away with one's life and freedom. Of course, this leads to many acts of vengeance and lawlessness.

Humans and similar nefarious sorts suffer from harsh punishments for the slightest infractions against monsters. Even name calling is likely to elicit a beating and/or robbery; the law simply looks the other way or are the ones responsible for the beating. The battered humanoid may be charged with assault, inciting a riot or attempted murder.

Official Punishments for humans and the likes: The fines are effectively formal bribes. An informal bribe at half the amount may be accepted by corrupt judges and law enforcement officers. The amount of a fine may be lower or higher than listed depending on the circumstance and the victim. Representatives can often get all charges dropped for about a third of the cost of a fine.

1. Vandalism or other minor infraction: A public beating and being placed in a stockade on a public street to be spat upon and taunted by the citizens for 3D4 days. Or a $1D4 \times 10,000$ credits fine.

2. Pick pocket: Torture or chopping off a finger and one year of imprisonment or a $1D6 \times 10,000$ credits fine.

3. Destruction of property: Those responsible are stripped of their possessions and sold into a life of slavery, or a 75,000 credits fine per each person responsible.

4. Robbery, burglary, breaking and entering: Beaten or tortured, followed by $1D4 + 1$ years of imprisonment and hard labor or a 200,000 credits fine.

5. Freeing slaves: The perpetrator is beaten, all of his possessions given to the person whose slaves were freed and then given

to a slaver to be broken and sold into a life of slavery himself. Or a 100,000 credits fine per each lost slave.

6. Assault: A public beating, being placed in a stockade along a public street to be spat upon and taunted by the citizens for 3D4 days and one year of imprisonment at hard labor. Or a 150,000 credits fine.

7. Assault with intent to kill or cause great bodily harm: Torture and slavery. A lifetime of imprisonment or made to fight in the arena for $1D4 + 2$ years or until death, whichever comes first. Or a 350,000 credits fine.

8. Murder: Lifetime imprisonment or made to fight in the arena till the day he dies. Or a 700,000 credits fine.

9. Assassination or Political Murder: After a period of torture, the criminal is either put to death in the arena or executed. No fine.

10. Conspiracy against the Pharaoh: Bio-wizard or other painful experimentation, followed by public execution or death in the arena (if the character lives that long). No fine.

Citizen Representatives

Humans, human looking D-bees and handsome creatures are considered to be low lifes and troublemakers. Non-humans of a good alignment are only one step above humans. These characters words have little substance against those of the monster races and none against the word of respected citizens. Resident merchants, cult leaders, military officers, slavers, arena owners, demon lords, necromancers, witches, and most evil, non-human practitioners of magic are included among citizens of high esteem. The word of a human is never believed over the respected citizen unless another influential citizen or numerous esteemed witnesses step forward to speak in their defense.

Humans and non-humans of lowly esteem may hire respected, citizen "representatives" to speak on their behalf. In fact, it is recommended that such visitors place a representative on retainer the moment they arrive in town (typically a non-refundable $1D4 \times 1000$ credits). Then, if the character gets into trouble, his "representative" will make the appropriate bribes on his behalf (typically one third the usual fine). Any number of people can serve as a representative. There are many who offer their good name and voice as a service for hire, somewhat akin to hiring an attorney. However, the more prominent the representative, the better. A demon lord, prince, queen or king, powerful wizard, wealthy merchant or member of court are the most powerful and influential, but are seldom for sale — at least not in the conventional sense.

The most powerful and/or feared demon lords need only walk up to the accuser(s) or justice and say, "You are mistaken. These people are innocent. So swears ... so and so," and all chargers are dropped, even if those charges were for murder or millions of credits in damages. The word of the highest ranking (and most powerful) citizens are seldom challenged. That's the good news. The bad news is to have such a representative means the characters have something of value to him or will be expected to do a great service/favor in return, or that they are his witless pawns in larger schemes. A few other possibilities include payment for a *previous* service, to infuriate a rival or an enemy, those responsible are honored guests, or that the representative is returning the favor because their actions have *already* damaged a rival or enemy and he doesn't want that enemy to have the

satisfaction of reaping revenge against those responsible. It is a rarity that such an influential character steps forward in the name of justice and fair play, but it does happen. This organized corruption is ingrained throughout the police, military, courts and justice systems of the Phoenix Empire.

Rama The City of Doom

City Highlights

The capital city of The Phoenix Empire is Rama, also known as the City of Doom. It is located near the ley line nexus at Giza and is the home of Pharaoh Rama-Set. There are ten considerably smaller cities and three dozen towns that are also found along the Nile. Most are smaller, more rural versions of Rama.

Rama is a noisy, bustling metropolis of seven million people. Humans have called it a hellpit seething with crime, decadence and injustice. **The center of town** is a place filled with gambling halls, gladiatorial style arenas, slavers, taverns, drug dens, bio-wizard shops, witch and necromancy dens (sell poisons, bones, herbs, and disgusting components), cult temples and all types of dens of iniquity. **The open market** sells rugs, baskets, rope, robes, tools, equipment, drinks, livestock and slaves. Many herb stores, magic shops, fortune tellers, tailors, wood and metal workers and craftsmen are located down the neighboring streets. Humans and D-bee are swapped and sold like cattle.

Most of the shops, taverns, and boarding houses are owned by non-humans and cater to the monster races, demons and supernatural beings. The booze is strong, often toxic for humans. The food is predominately meat and frequently raw (too often humanoid). Weapons, armor, clothing, and equipment reflect the tastes, size and shapes of non-human monsters. Blood sports are extremely popular; boxing, wrestling, duels, sword fights, animal fights, animal wrestling, and gladiatorial contests of all kinds. Many gambling halls and taverns will have a small arena attached or nearby, as well as the two, stadium sized arenas controlled by the government.

Totem poles and stone megaliths, towers and building ledges are scattered throughout the city, giving the loogaroo, gargoyles and other flying monstrosities a place to roost.

Rama also has one of the few industrial centers in Africa. It is here that the Pharaoh has made the mega-damage weapons, armor and vehicles for his troops and to supply other kingdoms of monsters, bandits and pirates.

Stockade Street

Stockade street is near the center of town and runs for about half a mile. The street is mostly houses with a handful of "representative" agencies and merchant shops. Along both sides of the dirt road are hundreds of wood, stone and metal stockades, many stained with blood. At least a third are filled with humanoid criminals for public display and chastisement. The street dead ends at the gates of the infamous Halls of Set — Courts of Justice. Housed inside this gargantuan, temple like edifice are the courts of judges, the offices of law enforcement (the police), temples and priests of Set, and a large holding place for prisoners with many interrogation cells, and torture chambers. The Courts of Justice are renowned as a place of torture.

Not far away is one of the stadium size arenas where many criminals are put to death or face life threatening challenge after challenge. **The Imperial Palace**, gardens and library, is a sprawling complex that covers eight city blocks, and is located ten miles to the south.

The Tree of Sorrows

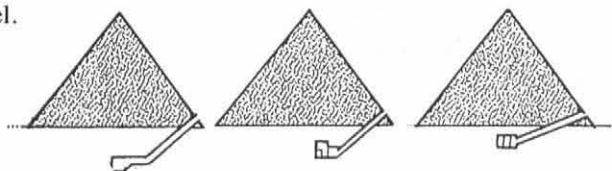
Sadly an abused and tormented Tree of Life is located on the outskirts of the city, a few miles away from the rebuilt city of Giza. The minions of Pharaoh Rama-Set mistreat and batter the Millennium Tree so badly that it rarely fights them with its magic and control over the ley lines. It is sickly and looks like a giant dying tree covered in scars and broken branches. Most of its leaves and bark have been stripped. Its branches destroyed by evil beings out of spite or turned into corrupted wands and weapons. The Pharaoh has used the Millennium Tree to make corrupted magic wands, staves and potions, as well as components in mystic experiments and for export.

In an effort to prevent further misuse of its body and magic, the Millennium Tree deliberately refuses to regenerate and hovers near the point of death. There are fewer than a dozen leaf blossoms and less than two dozen small branches suitable for making wands or staves. The tree cannot commit suicide nor can it completely stop growing but it has slowed the process dramatically. The Pharaoh believes the tree to be near death's door which pleases him despite losing its magic resources.

The tree is strictly off limits to all slaves and visitors of a good alignment. No unauthorized personnel are allowed within a half mile of it. Visitors not aware of this who come over to see the 800 foot (244 m) tall skeleton of a tree, are beaten and sent away. Slaves or humanoid fugitives found near the tree are tortured for information (why were they at the tree?) and either imprisoned or executed! Strangers told more than once to leave the area suffer the same fate. A festival of Set, Anubis and The Dead is celebrated by the Pharaoh and his demonic subjects under its lifeless branches. Pharaoh Rama-Set sees the giant tree as a monument to chaos, death, and his indomitable power. Human slaves see it as a symbol of their captivity and defeat. The tree's name was given to it by the millions of slaves who suffer under the yoke of oppression. The Pharaoh thought it was a very fitting name and made it official.

Demon guards are posted around the tree, but it has been so lifeless and untroubled for so many years (going on 20) that they are very careless and sleep or gamble half the time they're on duty. This allows a tiny, secret sect of Millennium Druids and the occasional servant slave to visit the tree. These kind visitors seldom ask the tree for favors, but come as to visit a sick friend it and tell it news. Unknown to the Pharaoh and even most of the tree's "friends," it can grow a new leaf or wand-sized branch if it wants to within 4D4 minutes. On occasion, it gives this gift to deserving people of good alignment. In its present condition, it can do this only once per 72 hours.

Game Master Note: The tree will try to help fight the Pharaoh and the Apocalypse demons if the opportunity arises, but it is weak and all its M.D.C. and powers are at one-third their normal level.



Troops & Defenders of The Phoenix Empire

Total number of Troops: 7488, but that does not include the predominately supernatural citizens, priests and members of government who are powerful creatures of magic (and who may have their own minions). Nor does it include the minions of the dark gods, loyal wasteland bandits, or the thousands of animated dead that could join any fight. Pharaoh Rama-Set could add another seven thousand bandits and mercenaries to his troops within 48 hours. If the Empire was under siege a militia of superhuman beings would form in a matter of hours and easily add 20,000 to the immediate numbers of troops. **Note:** Space limitations prevent us from reprinting each of the many monster races that are found at the Phoenix Empire. See **Rifts Conversion Book** for complete character information.

Demon Troops

The Mediterranean, like most of the European continent, is dominated by monster races and supernatural fiends. Pharaoh Rama-Set has cultivated these cutthroats to build an army and has created a thriving empire. The elite members of this society are monsters, demons, creatures of magic and other supernatural beings. All are evil or selfish creatures who see humans, D-bees and all weaker life forms as playthings, slaves, worshippers or food stock!

Compared to the legions of monsters that lay claim to most of Europe, the forces at the Phoenix Empire are organized and disciplined. The more powerful and vicious creatures hold the highest positions of power. Many are brutal and unmerciful even toward their own kind and may torture or kill those who do not show complete obedience.

This army is considered to be an elite force and consists entirely of supernatural beings. Standard equipment includes mega-damage body armor (100 M.D.C.), basic equipment, food rations, an energy pulse rifle, and 1D4 ancient weapons of choice (ax, sword, etc.). 40% have heavy weapons such as rail guns and plasma weapons. 50% have a magic weapon or two. These troops are separated into divisions of 144 each.

Typical Division of a Legion

Each division has 144 troops with the following breakdown:

- 5% Alu
- 5% Dar'ota (succubus)
- 5% Dybbuk
- 5% Gallu Bulls
- 5% Malignous
- 5% Tautons
- 5% Gurgoyles
- 10% Gargoyles
- 10% Shedim
- 10% Others (gremlins, jinns, death weavers, hell hounds, entities, worms of Taut, etc.)
- 15% Elementals (50% fire, 20% air, 20% earth, 10% water, but only a total of 10% are major elementals).
- 20% Magots

* High Ranking officers and commanders are raksashas, baal-rogs, mindolars, goquas, sowkis, nightowls, dragons, or experienced gargoyle lords or mages.

Typical Seek & Destroy Squad

- 1 or 2 Gallu Bulls
- 1 or 2 Shedim or Gargoyles
- 1 or 2 Alu or Dybbuk
- 2 Hell Hounds
- 1 Squad Leader: Baal-rog, or death weaver spider demon.

Typical Reconnaissance Squad

- 2 Lasae
- 2 Alu or Shedim
- 2 Dybbuk or Tautons
- 2 Gargoyles or Werebeasts
- 1 Squad Leader: Typically a dar'ota, sowki, dimensional ghoul, or raksasha.

Typical Death Squad

- 1 or 2 Jinn
- 1 or 2 Baal-rogs
- 1 or 2 Dar'ota (succubus)

Sabotage Squad

- 2 to 4 Gremlins
- 2 to 4 Lasae
- 2 Tautons or Gurgoyles

Monster Slave Troops

This army of about 2016 is made up of barbarian slaves and is considered the second most expendable. They are capable warriors who fight like demons. However, 50% will try to escape if a genuine opportunity becomes available. Most defectors will run for the hills as quick and as far as possible. Only five percent will join enemy forces to extract revenge against the Phoenix Empire.

The average warrior is sixth level, with the exception of orcs who are typically second or third level. Standard equipment includes mega-damage body armor (60 M.D.C.), canteen, food rations, an energy pulse rifle, and 1D4 ancient weapons of choice (ax, sword, etc.). Only 10% of the most loyal have any magic weapons or items. They are separated into fourteen divisions of 144 each.

Typical Division of a Legion

- 10% Troll
- 10% Ogre
- 30% Orc
- 20% D-Bee
- 10% Lizard Men of all kinds
- 10% Other (manticore, harpy, wolfen, goblins, etc.)
- 5% Giants (jotan, gigante, & others).
- 5% Minotaur

Typical Monster Slave Squad

- 1 Minotaur or Giant
- 1 or 2 Trolls
- 1 or 2 Ogres
- 2 to 4 Orcs
- 2 or 3 Other
- 1 Squad Leader: Typically a tauton, gargoyle, gurgoye or demon.

The Legion of Ghouls

This is an army of about 2016 and is considered to be the most expendable. The troops consist mainly of ghouls forced into military service. Most of these monsters are only fair fighters, but all are vicious. Zombies and mummies know no fear and will fight till they are destroyed or magically "turned." The grave ghouls are easily intimidated and will retreat at the first sign of trouble if their leaders and the courageous dybbuk allow it. The dybbuk are the most savage and merciless of these soldiers and love to kill other beings, especially soft humans and human-like D-bees. None of these characters will defect to the enemy.

The average grave ghoul is equal to about a second level warrior, while dybbuk are equal to fifth level, and zombies/mummies are only first level fighters. Standard equipment includes mega-damage body armor (60 M.D.C.), canteen, food rations, an energy pulse rifle, and 1D4 ancient weapons of choice (ax, sword, etc.). Only 20%, mostly dybbuk, are given additional high-tech or magic weapons. These troops are separated into fourteen divisions of 144 each.

Typical Division of a Legion

25% Dybbuk
50% Grave Ghouls
15% Mummies
5% Zombies
5% Hell Hounds

Typical Ghoul Squad

2 Dybbuk
2 to 4 Grave Ghouls
2 to 4 Zombies or Mummies
2 Hell Hounds on leashes controlled by the dybbuk.
1 Squad Leader: Typically a dybbuk, dar'ota, gargoyle, or dimensional ghoul.

The Legion of Worms

The Phoenix Empire's least human troops are Pharaoh Rama-Set's Legion of Worms, composed entirely of the demonic Worms of Taut. The semi-intelligent serpent beast directs and more or less controls the more animal-like nippers, fire worms and tri-fang. Only high ranking officers are something other than worms. The commanders of the three legions are: Blood Fang a 7th level za, Kilmore an 8th level Troll and a dragon, a 10th level serpent of the wind. The worms get incredibly caught up in a blood frenzy and attack/kill everything they encounter and fight to the death! Only the serpent beast will exhibit some measure of self-control.

Typical Division of a Legion

15% Serpent Beasts
25% Tri-Fang
25% Nippers
25% Fire Worms
10% Blow Worms

A Typical Worm Squad

2 Serpent Beasts
2 Tri-Fangs
2 to 4 Nippers and/or Fire worms
1 Squad Leader: Typically a tauton, gargoyle, gurgyle or demon.

The Legion of the Dead

Pharaoh Rama-Set, the Gods of Taut, Death and certain demons can also raise the dead and send a legion of animated skeletons, mummies and zombies onto the battlefield. One common tactic is to animate the fallen bodies of the enemy to attack their own people.

The Weapons of the Phoenix Empire

Phoenix Power Armor

The Phoenix power armor is a modified version of the K-Universal light power armor. The K-Universal is a mass market version of the Kittani Manling armor. The armor has been purchased from the Splugorth of Atlantis and the city of Rama has a manufacturing facility (built by the Minions of Splynncryth) that produces 72 units a month, along with spare parts and sand skimmers.

The armor is not quite as powerful as the Manling armor but is a good, reliable combat armor. It is a light weight environmental suit designed for comfort and extreme mobility. The suits come in a variety of sizes to accommodate ogres, trolls, and gurgoyles among others. It can be fitted with a detachable jet pack that provides limited, low altitude flight. However, the jet pack is not designed for prolonged flying, but is meant for jet boosted power leaps and short flights of 30 minutes or less.

Note: Human size minions may use the T-21 Terrain Hopper or virtually any type of body armor available to them.

Phoenix Power Armor (Modified K-Universal Power Armor)

Model Type: Kittani UPA

Class: Light Strategic Environmental Exo-Skeleton

Crew: One

M.D.C. by Location:

Rear Jet Pack (1, optional) — 50

Shoulders (2) — 90 each

Legs (2) — 100 each

Shield (1, optional) — 150

*Head — 80

**Main Body — 200

* Destroying the head/helmet has a 1-70% chance of knocking the pilot unconscious. If conscious, the pilot has two problems, one, no power armor combat bonuses to strike, parry, and dodge, and two, the human head is now vulnerable to attack. **Note:** The head is a small and difficult target to hit (shielded by exhaust tubes). Thus, it can only be hit when a character makes a *called shot* and even then the attacker is -3 to strike.

Depleting the M.D.C. of the main body will shut the armor down completely, making it useless. **Note: Destroying the jet pack will make flight and power jumps/leaps impossible.

Speed

Running: 40 mph (64 km) maximum or leap running at 170 mph (272 km — described under power jumping). Note that

the act of running does tire out its operator, but at a fatigue rate 20% less than normal, thanks to the robot exo-skeleton.

Leaping: The optional jet pack enables the power armor to leap a height of approximately 50 feet (15 m) or 300 feet (91.5 m) in a power jump.

Power Jumping and travel: Getting a running start will enable the individual to leap up to 300 feet (91.5 m) up or lengthwise. The height of the leap is controlled by the pilot.

By leaping, landing, continuing to run a few dozen yards/meters, and power leaping again, the operator can attain and maintain, an impressive ground speed of 170 mph (272 km), even through light forest (speed should be reduced 40% through dense vegetation or hazardous terrain to avoid accidents). Directional control is nearly total, but engaging the jet pack to avoid a collision or bad landing may slow one's speed. Also the flight capabilities enable the pilot to stop in mid-air if necessary.

Flying: The rocket propulsion system enables the armor to hover stationary up to 300 feet (91.5 m) or fly at a maximum speed of 100 mph (160 km).

Flying Range: The nuclear power pack gives the armor a decade of life. It is the jet rockets getting too hot and needing to cool down that the over heating problem arises. A half hour of constant flying is the maximum before the jets overheat and automatically shut down. Remember, traveling by power

jumps can be maintained for an unlimited number of hours at 170 mph.

Statistical Data

Height: 8 to 15 feet (2.4 to 4.6 m)

Width: 4.4 to 6 feet (1.34 to 1.8 m)

Length: About 3 to 6 feet (0.9 to 1.8 m)

Weight: Typically 300 lbs (135 kg) with jet pack.

Physical Strength: Equal to P.S. 30.

Cargo: None

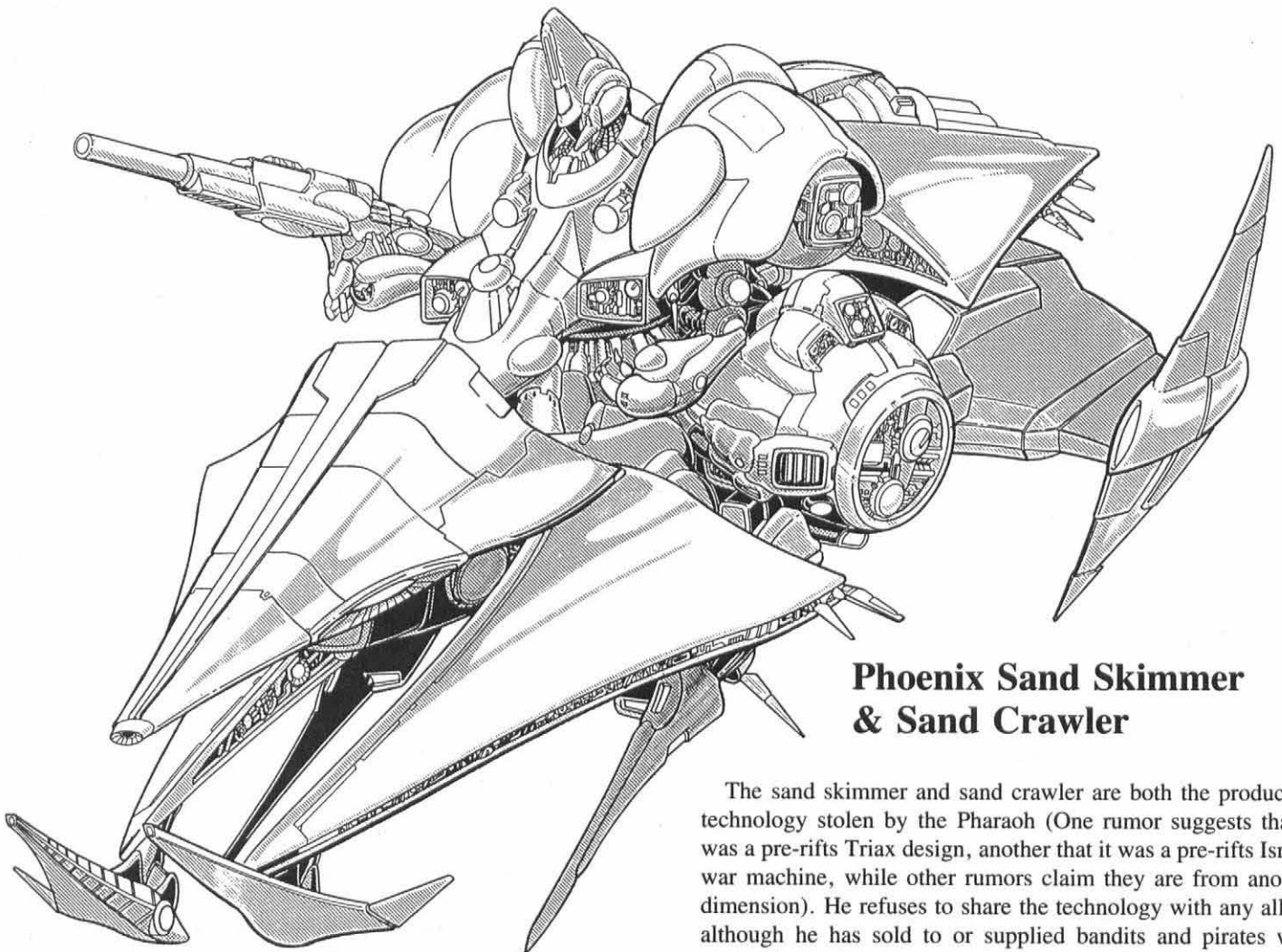
Power System: Nuclear, average life is 10 years.

Special Sensors and Optics: The helmet is equipped with full optical systems, including laser targeting, telescopic, passive night vision (light amplification), thermo-imaging, infrared, ultraviolet, and polarization. Plus all other features common to all power armor.

Sensor Bonuses: +1 to strike is applicable to long range weapon combat only. Hand to hand: +1 to parry and dodge, automatically +2 to dodge while traveling by means of power jumps. See *Power Armor Combat Training* in the Robot Combat section for other bonuses.

Weapon Systems: None. The wearer must arm himself with a hand-held energy weapon.

Market Price: 1.4 million credits for a new, undamaged, full powered suit complete with jet pack (1.3 million without the jet pack). Good availability only at the Phoenix Empire and the city of Splynn in Atlantis.



Phoenix Sand Skimmer & Sand Crawler

The sand skimmer and sand crawler are both the product of technology stolen by the Pharaoh (One rumor suggests that it was a pre-rifts Triax design, another that it was a pre-rifts Israeli war machine, while other rumors claim they are from another dimension). He refuses to share the technology with any allies, although he has sold to or supplied bandits and pirates with several hundreds of the vehicles. Of course this means they have

fallen into the hands of Atlantean and Mediterranean knock-off artists who are developing their own versions. Lord Splynnncryth is already selling them in another dimension.

The most important features of these vehicles are their shielding, and resistance to blowing sand. Most conventional vehicles have problems with desert sand and tiny particles clogging the engine and joints, especially from sand and dust storms. These two vehicles have the truly unique feature of having thousands of tiny robots, the size of mites or lice, that constantly clean and protect vulnerable sections of the vehicle, as well as some unique shielding designs. The tiny bots sound like the lost nanotechnology of Earth before the Coming of the Rifts and would seem to support the speculation that the vehicles are pre-rifts in origin.

The Phoenix Sand Skimmer

Model Type: ATV

Class: Hover Jet Vehicle

Crew: One pilot and two passengers

M.D.C. by Location:

- *Weapon Arm (1) — 30
- *Extendable Utility Arm (1) — 20
- *Forward Air foils (2) — 50 each
- Rear Wings (2) — 80 each
- *Top Sensor Head (1) — 20
- *Rotating Hover Jet Drums (2) — 100 each
- *Directional Thrusters (8) — 10 each
- Pilot & Crew Compartment — 50
- ** Main Body — 250

* The single asterisk denotes tiny and/or difficult targets to hit. The attacker must make a *called shot* to hit them and even then is -3 to strike.

**Depleting the M.D.C. of the main body destroys the vehicle.

Statistical Data

Flying Stats: Hover stationary or fly at speeds up to 660 mph (1063 km), just under Mach one! Maximum ceiling is 1000 feet (305 m).

Height: 10 feet (3 m)

Width: 15 feet (4.6 m)

Length: 24 feet (7.3 m)

Weight: 8 tons

Physical Strength of Utility Arm: Equal to a P.S. 30

Cargo: A small 4×4 foot (1.2×1.2 m) area.

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

Market Price: 6.5 million credits. Good availability only at the Phoenix Empire and the city of Splynn in Atlantis.

Weapon Systems

1. Pulse Cannon (1, right arm): This is a high-powered laser pulse cannon with unparalleled range and power. The weapon is hooked directly to the vehicle's power supply, eliminating the need of an external power pack.

Primary Purpose: Assault

Secondary Purpose: Defense

Weight: Built into the power armor.

Mega-Damage: 1D4×10 M.D. per multiple energy pulse or 2D6 M.D. per single shot.

Rate of Fire: Equal to number of combined hand to hand attacks (usually 4-6).

Maximum Effective Range: 4000 feet (1200 m)

Payload: Effectively unlimited.

2. Concealed Mini-Missile Launcher: A small mini-missile launcher, holding two (2) mini-missiles, is mounted above the right shoulder.

Primary Purpose: Anti-Aircraft

Secondary Purpose: Defense

Missile Type: Any mini-missile can be used, but standard issue is armor piercing (1D4×10 M.D.) or plasma (1D6×10). Fragmentation will be used for anti-personnel operations.

Mega-Damage: Varies with missile type.

Range: Usually about a mile.

Rate of Fire: One or two.

Payload: Two

3. Hand to Hand Combat: Rather than use a weapon, the operator of the vehicle can engage in mega-damage hand to hand combat using the utility arm or weapon arm to hit an opponent.

Restrained Punch 3D6 S.D.C. damage

Full Strength Punch 1D4 M.D.

Power Punch 2D4 M.D., but counts as two attacks

Body Block/Ram 4D6 M.D., plus a 1-85% likelihood of knocking one's opponent down (victim loses two melee attacks and initiative). Counts as two attacks.

Combat Bonuses: Highly maneuverable, +5% on piloting skill.

One additional attack per melee, +3 on initiative, +3 to strike, +6 to dodge.

4. Sensor System Note: Basic jet and robot systems common to most robot vehicles.

The Phoenix Sand Crawler

Model Type: ATV

Class: Hover Vehicle

Crew: One pilot and two passengers

M.D.C. by Location:

- *Extendable Utility Arm (1) — 10
- *Weapon Arm (1, right side) — 50
- *Secondary Weapon Appendage (1, left) — 30
- Crawling & Digging appendage (1, large) — 80
- *Forward Sensor Head (1, large) — 50
- *Rotating Hover Jet Drum (1, undercarriage) — 100
- Main Thrusters (2, shoulder plates) — 100 each
- *Directional Thrusters (6) — 10 each
- Pilot & Crew Compartment — 80
- ** Main Body — 280

* The single asterisk denotes tiny and/or difficult targets to hit. The attacker must make a *called shot* to hit them and even then is -3 to strike.

**Depleting the M.D.C. of the main body destroys the vehicle.

Statistical Data

Flying Stats: Hover stationary or fly two feet (0.6 m) above the surface of the ground. Maximum flying speed 180 mph (290 km). Maximum height is 10 feet (3 m) above the ground but to maintain that height the vehicle's speed is reduced by half. Travelling at two feet above the ground makes the craft invisible to most radar systems (85%).

The vehicle can also pull itself along the ground by using its larger claw-like appendage and directional thrusters. The primary purpose of the claw appendage is to dig and bury itself in the sand or loose soil. The buried vehicle is invisible to radar, infrared, heat and most other detection systems.

Height: 10 feet (3 m) standing on its legs, about half as tall as a jet.

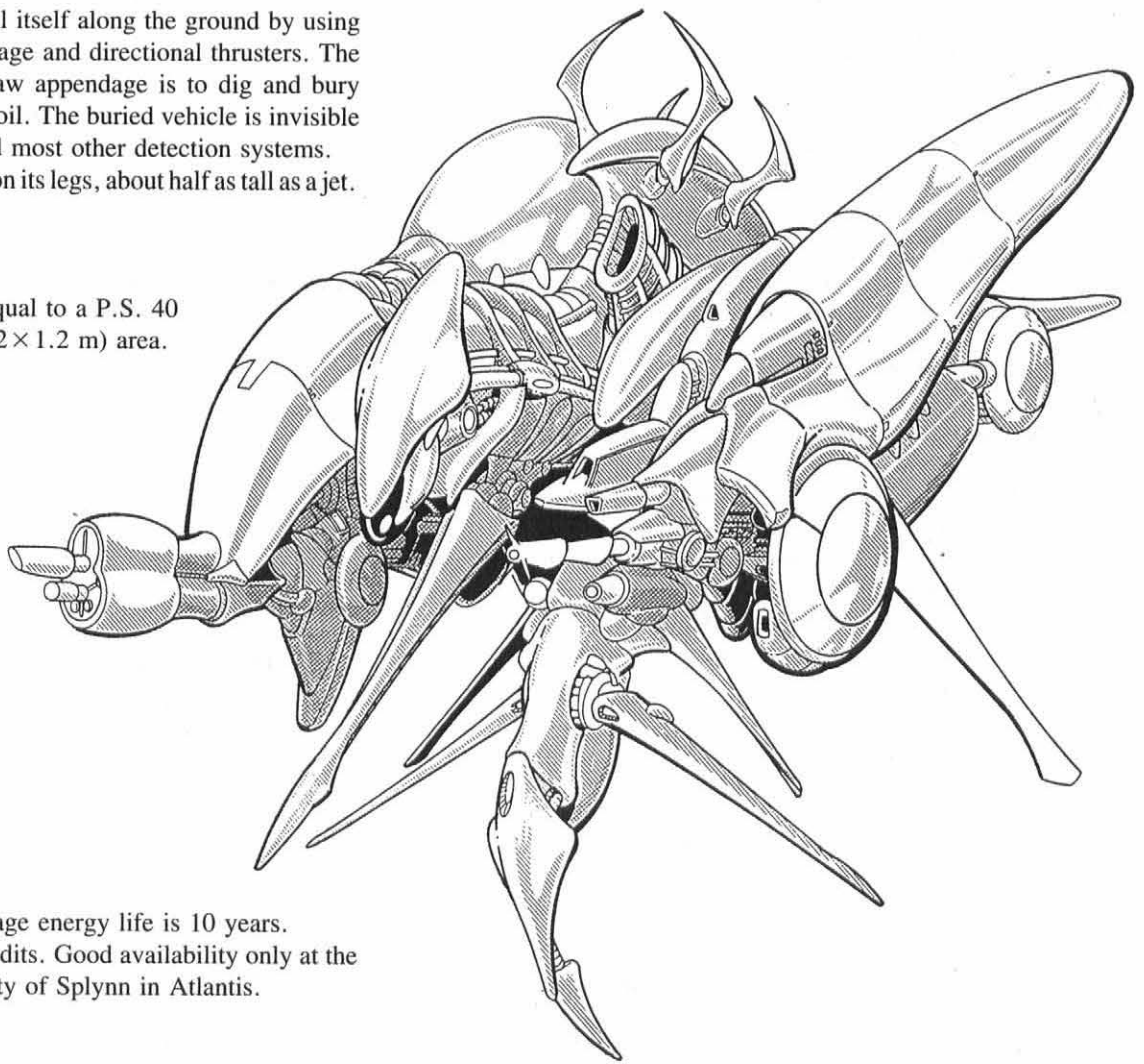
Width: 12 feet (3.6 m)

Length: 15 feet (4.6 m)

Weight: 1.5 tons

Physical Strength of Claw: Equal to a P.S. 40

Cargo: A small 4×4 foot (1.2×1.2 m) area.



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

Market Price: Two million credits. Good availability only at the Phoenix Empire and the city of Splynn in Atlantis.

Weapon Systems

1. Double-Barrel Pulse Cannon (1, right arm): This is a high-powered laser pulse cannon with unparalleled range and power. The weapon is hooked directly to the vehicle's power supply, eliminating the need of an external power pack.

Primary Purpose: Assault

Secondary Purpose: Defense

Weight: Built into the vehicle.

Mega-Damage: 1D4×10 M.D. per one multi-pulse energy blast or 2D4×10 M.D. per double barrel pulse.

Rate of Fire: Equal to number of combined hand to hand attacks (usually 4-6).

Maximum Effective Range: 4000 feet (1200 m)

Payload: Effectively unlimited.

2. Dual Light Lasers & Ion Blaster: The left weapon appendage has three weapon ports. Two are lasers that can be fired simultaneously or individually. The third, bottom mounted weapon port is a powerful, short range ion blaster. All face forward but can be angled up and down 90 degrees. Point and shoot.

Primary Purpose: Defense

Mega-Damage: Lasers: 2D6 per single blast, 4D6 per double shot (counts as one melee attack). Ion blaster: 6D6 per blast.

Rate of Fire: Equal to the pilot's hand to hand.

Maximum Effective Range: Lasers 2000 feet (610 m), ion blaster 1000 feet (305 m).

Payload: Effectively unlimited.

3. Hand to Hand Combat: Rather than use a weapon, the operator of the vehicle can engage in mega-damage hand to hand combat.

Claw Strike 1D6 M.D.

Body Block/Ram 2D6 M.D., plus a 1-50% likelihood of knocking one's opponent down (victim loses two melee attacks and initiative). Counts as two attacks.

Combat Bonuses: Highly maneuverable; +1 on initiative, +1 to strike, +3 to dodge, and prowl 50%.

4. Sensor System Note: The vehicle has seismic sensors which are used when the vehicle is buried to monitor surface movement and earth tremors. It has a full optical system, including laser targeting, telescopic, passive night vision (light amplification), thermo-imaging, infrared, ultraviolet, and polarization. Plus long range directional radar, dosimeter and distress signaler.

Robot Spy Wing

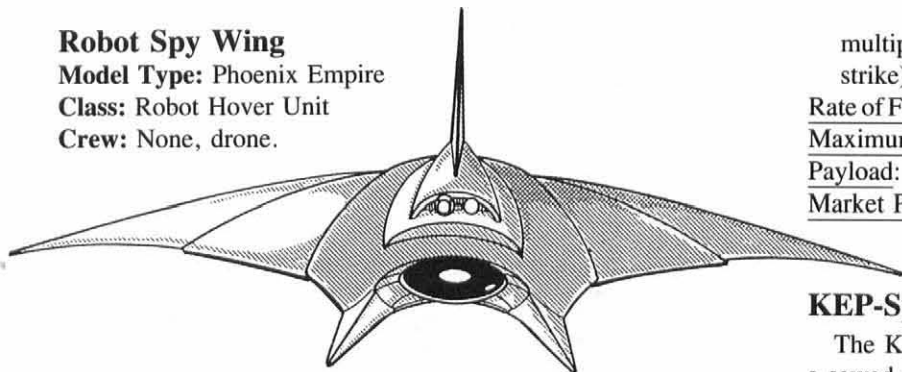
The spy wing is effectively a flying camera that transmits everything it sees back to a video and sound receiver, typically a nearby base, vehicle or portable unit. Transmission range is 100 miles (160 km). It has no weapons. The bot is piloted by remote control; the pilot sees everything the wing sees and can respond accordingly.

Robot Spy Wing

Model Type: Phoenix Empire

Class: Robot Hover Unit

Crew: None, drone.



M.D.C. by Location:

Wings (2) — 10 each

Main Jet Thrusters (1, rear) — 10

** Main Body — 40

** Depleting the M.D.C. of the main body destroys the bot.

Statistical Data

Flying Speed: Hover stationary or fly at speeds up to 140 mph (224 km). Minimum hover height is two feet (0.6 m) to a maximum height of 1000 feet (305 m).

Height: Three feet (0.9 m), including fin.

Width: 6 feet (1.8 m)

Length: 4 feet (1.2 m)

Weight: 90 lbs (40.8 kg)

Power System: Conventional gas or nuclear (two year life).

Market Price: 40,000 credits for a conventional power system or 500,000 credits with a nuclear battery. Good availability only in the Phoenix Empire.

Weapons of Note

The warriors, mercenaries and bandits of the Phoenix Empire and parts of Africa can use just about any type of weapon available to them. Some are stolen, others are knock-off designs from other nations. The most common items are Triax and Kittani items. Atlantis sells thousands of Kittani weapons to the Phoenix Empire. The Empire has the capability to repair weapons and recharge energy clips but not manufacture them. The following items are reprinted from **Rifts World Book Two: Atlantis**.

K-4 Laser Pulse Rifle

A knock-off of the latest design from **Wilk's Laser Industries Inc.** The K-4 is a rapid-fire pulse rifle that has the trademark features of all of Wilk's high quality weapons; sleek, lightweight, black plastic and ceramic construction, long-distance firing range, and reliability in the field.

Weight: 4 lbs (1.8 kg)

Mega-Damage: 3D6 + 6 M.D. per single shot, or 1D6 × 10 + 6 per multiple pulse burst (three simultaneous shots).

Rate of Fire: Standard, see Modern Weapon Proficiency Section.

Effective Range: 3000 feet (910 m)

Payload: 30 shots standard long E-Clip.

Bonus to Strike: +1 to strike on an aimed shot.

Market Price: 75,000 credits.

K-30 Ion Pulse Rifle

A devastating close range weapon. It is a dependable lightweight weapon with the benefit of rapid-fire bursts and greater damage.

Weight: 7 lbs (3 kg)

Mega-Damage: 4D6 M.D. per single shot, or 1D6 × 10 + 6 per

multiple pulse burst (three simultaneous shots, but -2 to strike).

Rate of Fire: Standard, see Modern Weapon Proficiency Section.

Maximum Effective Range: 1000 feet (305 m)

Payload: 15 shots short E-Clip or 30 shots long E-Clip.

Market Price: 45,000 credits.

KEP-Special Energy Pump Pistol

The KEP Special is a short range ion blaster that works like a sawed-off shotgun, with pump action. The range is short but the damage is impressive.

Weight: 4 lbs (1.8 kg)

Mega-Damage: 5D6 M.D.

Rate of Fire: Equal to the user's number of hand to hand attacks (each pump action counts as a melee attack).

Maximum Effective Range: 200 feet (61 m)

Payload: 10 blasts from a short clip or 20 from a long.

Market Price: 26,000 credits.

K-E4 Plasma Ejector

A heavy energy weapon inspired by designs from the people at Northern Gun. Like most of their weapons, the K-E4 is a bit heavy and has minimum range capability. Comes equipped with telescopic sight; can be fitted with any optic system.

Weight: 12 lbs (5.4 kg)

Mega-Damage: 6D6 M.D.

Rate of Fire: Standard, see Modern Weapon Proficiency Section.

Maximum Effective Range: 2000 feet (610 m)

Payload: 20 shots standard clip or 30 shots long E-Clip.

Market Price: 60,000 credits. Good availability.

K-500 Rail Gun

A light rail gun similar to the Triax borg gun. As usual, it is a comparatively lightweight, portable weapon designed for use by borgs and other creatures with a strength of 24 (or higher) and a high physical endurance (or made of steel and hydraulics). It can also be used as a machinegun mounted on a tripod. The K-500 comes equipped with a telescopic, nightvision scope and laser targeting system (+1 to strike).

Weight: Gun: 80 lbs (36.3 kg), Power Pack: 30 lbs (13.6 kg),

One Ammo-Belt: 25 lbs (11 kg), Case of six belts: 150 lbs (67.5 kg).

Mega-Damage: A Burst is 30 rounds and inflicts 6D6 M.D., one round does 1D4 M.D.

Rate of Fire: Standard, see Modern Weapon Proficiency Section.

Maximum Effective Range: 4000 feet (1200 m)

Payload: As a machinegun: 390 round belt (13 full 6D6 bursts).

Or can be fitted with the mini-clip which contains 90 rounds (3 full bursts). Each mini-clip weighs 33 lbs (14.9 kg).

Market Price: 155,000 credits. Fair availability.

Kittani Plasma Axe

An energy weapon used for close in combat originally designed for use with Kittani power armor. This is a man-size version of the giant weapon and can be used as a bludgeon or energized to slice through mega-damage structures like a hot knife through butter. It can also fire a short range burst of plasma. Unlike the power armor version, this weapon draws its power from an E-clip.

Primary Purpose: Assault

Weight: 10 lbs (4.5 kg)

Mega-Damage: 3D6 M.D. per axe strike or 6D6 M.D. per plasma blast. Each blast drains 10 minutes from the power supply. 3D6 S.D.C. damage when not energized.

Rate of Fire: Equal to the number of hand to hand attacks of user.

Maximum Effective Range: Close combat or plasma blast of 100 ft (30.5 m).

Payload: 60 minutes or less per clip, depending on the number of plasma blasts fired. A maximum of six plasma blasts.

Market Price: 32,000 credits; good availability in Atlantis.

Kittani Plasma Sword

A sword that radiates plasma energy like the Kittani axe.

Primary Purpose: Assault

Weight: 3 lbs (1.35 kg)

Mega-Damage: 2D6 M.D. per sword strike or 4D6 M.D. per plasma blast. Each blast drains 10 minutes from the power supply. Or 2D6 + 2 S.D.C. damage when not energized.

Rate of Fire: Equal to the number of hand to hand attacks of user.

Maximum Effective Range: Close combat or plasma blast of 100 ft (30.5 m).

Payload: 60 minutes or less per clip, depending on the number of plasma blasts fired. A maximum of six plasma blasts.

Market Price: 28,000 credits; good availability in Atlantis.

Kittani Class Two Combat Shield

The shield can be used to block and parry physical and energy blasts. Each successful parry with the shield means it suffers half the normal damage. Note that parrying fast flying energy blasts with the shield is possible, but is -4 to parry.

M.D.C.: 120

Market Price: 30,000 credits. Fair availability.

Pharaoh Rama-Set

The Pharaoh is quite insane. He is a necromancer and master of tattoo magic. Publicly, he usually appears as a muscular human dressed in ancient Egyptian garb. He finds the human form pleasing because it represents his source of enlightenment. He also finds the gesture ironic since the "human" Pharaoh rules a country of monsters and human beings are his slaves. However, everybody in his court and most of his subjects know that he is really a powerful Chiang-Ku dragon. He is always accompanied by 2D4 mummies and/or 1D4 of his advisors. His most trusted advisor is Hass Uyban, a 10th level raksasha of considerable power. Another trusted advisor is Mbau Ngbutu, a 9th level witch and psychic with clairvoyant powers.

He is obsessed with causing chaos, mass suffering and death. For these reasons he worships the supernatural being men know as Set, a god that the Ancient Egyptians regarded as the Ultimate Evil. He also worships Anubis, Lord of the Dead. Pharaoh Rama-Set is so dedicated to creating chaos and death that he has become Set and Anubis' favorite agent of doom. This means that the dark gods smile favorably upon Rama-Set and provide him with their aid whenever it is reasonable to do so.

The influences of Pharaoh Rama-Set are most obvious at the Phoenix Empire and surrounding territories, but he has evil tendrils in many places. He enjoys fueling the fires of hatred and chaos in volatile parts of the world. He is constantly agitating monsters who live in the Mediterranean to attack human and D-bee settlements or rival kingdoms. He offers sanctuary to criminals and assassins and welcomes members of death cults and subversive organizations. Pharaoh Rama-Set often supplies both sides of a conflict; rival tribes, competing bandits, pirates and kingdoms. Food, weapons, ammunition, body armor, equipment, information and bedlam are his stock and trade. To top it off, most of these brigands feel indebted to him and will gladly fight at his side. Many also offer him tribute in the way of slaves, booty and information. With time, many of these factions are likely to join the Phoenix Empire. This activity is admired and encouraged by Set.

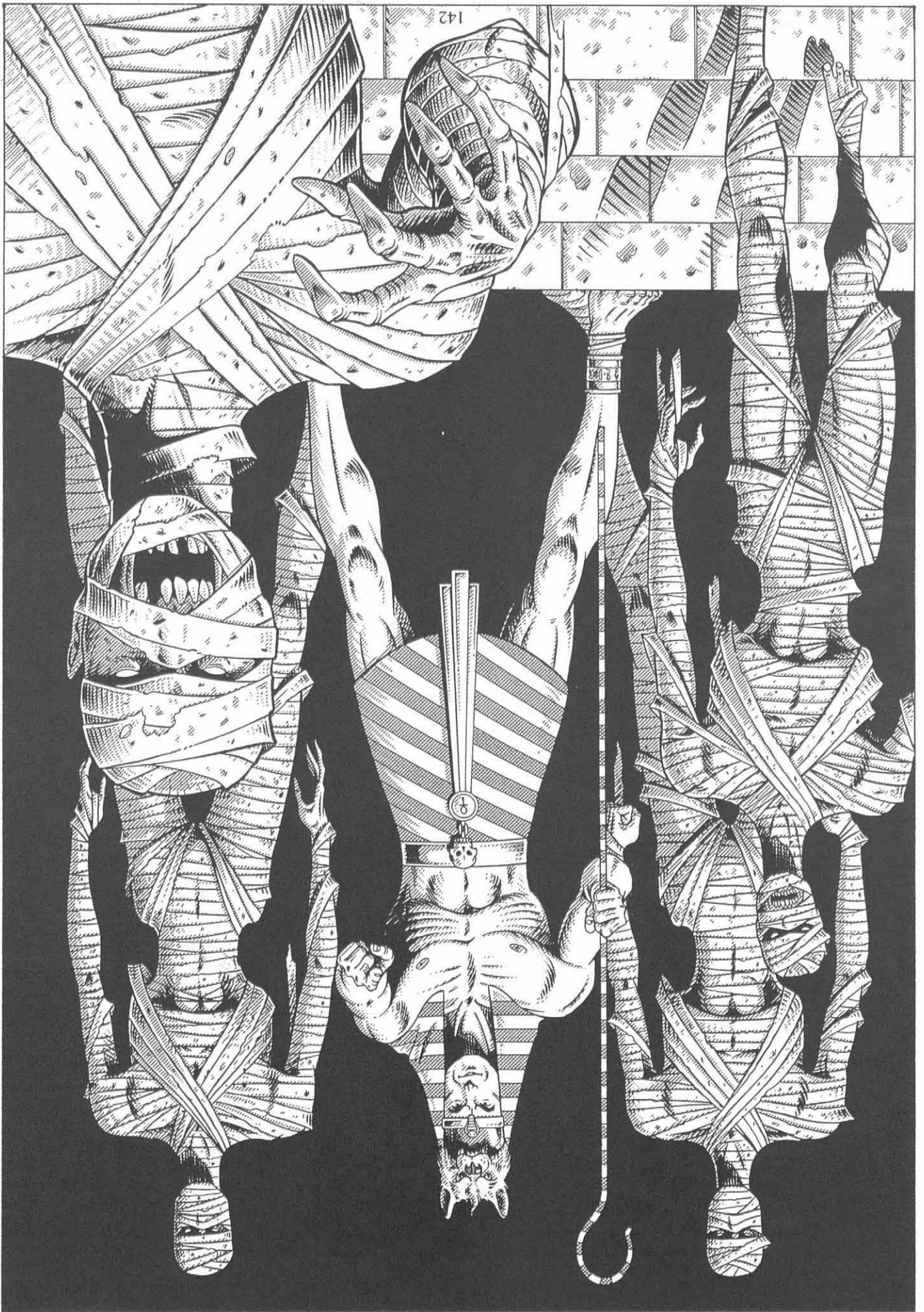
Set and his pantheon have been attracted to Earth, in part, due to the diabolical efforts of Rama-Set. They are impressed

by the Pharaoh's power base in the way of followers, military and resources. They are equally impressed by his guile and cunning. Set finds Earth intriguing, with hundreds of opportunities and fun distractions. One especially tantalizing distraction is the conflict in Germany. Set is considering seizing control of the Gargoyle Empire in Europe and escalating the war with the New German Republic (NGR). He is encouraging the Pharaoh to spy on both factions, even though they are quietly helping the gargoyles. The Gods of Darkness are also appreciative of Rama-Set for successfully establishing numerous death cults throughout the Phoenix Empire and the Mediterranean. Cults that worship Set and his vile pantheon also gives the gods a power base on Earth.

The History of Rama-Set

Rama-Set came to Earth 8000 years ago during its second magic epoch (this is Earth's third and greatest epoch of magic). He was known then as **Lo Li**. He had walked the shores of ancient Atlantis and Europe before settling in China with many other Chiang-Ku, one of whom was **Lo Fung**. He and a few other Chiang-ku, liked Earth so much that when the mystic energy began to ebb they stayed disguised as humans. Over the centuries, he and Lo Fung became casual friends. They would spend months together talking and exchanging observations, ideology and mystic secrets, then part company for decades, sometimes centuries. Lo Fung first noticed something changing in Lo Li, around the 10th Century of Man. He seemed increasingly melancholy and negative, talking of war and death. Lo Li disappeared completely around the 17th Century of Man and did not resurface till after the second World War. Lo Fung had discounted rumors that his friend was involved with the Nazi party as one of Hitler's psychic advisors, but when Lo Li reappeared in the winter of 1945 he was a very different person.

Lo Li spoke only of war, genocide, and war machines. He was excited and pleased to share his revelation that "from chaos comes enlightenment". He called his revelation, "The light of the atomic age." Lo Li seemed almost giddy with excitement. He insisted that humankind gained true enlightenment and great advancement only through war and chaos. He described the wars of the last millennium and each advancement that came from them. He marvelled at the incredible technology that erupted



between the first and second World Wars. He insisted that was the primal lust to destroy and conquer that plunged nearly the entire world into the chaos of World War II. From that chaos was born enlightenment, knowledge and incredible technological advancement.

The atomic bomb, he said, was only the beginning of a new age of chaos and enlightenment. He speculated about what greatness humans would accomplish now that the entire world teetered at the edge of sweet oblivion. He accurately predicted many of the locations of future wars and some of the things man would accomplish because of them. Lo Li rejected any arguments to the contrary. He had seen the light and it was chaos. The two would not see much of each other after that. Lo Fung noted that each time they met, Lo Li seemed a little bit more extreme ... cruel and ... dare he say it, mad.

Lo Li became a voyeur of violence. He was mesmerized by war, genocide, mass murder, serial killings and civil unrest. He studied the causes of conflicts and what effects they had on the people. By the 21st Century of Man, he was deliriously happy with the state of the world. Human augmentation through chemicals, cybernetics, robotics, and bio-genetic engineering all gloriously leading the way to war and a new age of enlightenment.

Lo Fung alerted him to the alarming swell of energy in the ley lines. As the 22nd Century of Man drew nearer, his friend warned him about visions he and other psychics were having that warned of a great disaster. Lo Li's psychics pinpointed the exact moment of disaster and predicted the mass destruction of billions. The two dragons joined forces to survive the approaching holocaust. Together they witnessed the eruption of the ley lines and together they survived.

It was the carnage of the Great Cataclysm that pushed Lo Li completely into the abyss of madness. Lo Li revelled in the beauty of the destruction. Magnificent chaos of a magnitude he had never imagined possible. In its wake, Earth was transformed into a world of pure chaos. He was moved to tears. Lo Fung saw only tragedy, devastation, suffering and the horror brought by the Cataclysm. Lo Li knew at that moment that Lo Fung was his enemy and that some day in the tumultuous future, they will fight to the death.

Lo Li disappeared into the wilderness to meditate and become more enlightened. When he resurfaced his imagination was expanded. He believes the Earth is the means to spread chaos through the Megaverse. The rifts to a thousand different worlds are his doorway of opportunity — all he needs is to strike the right match at the right time to ignite the flames of chaos throughout the Megaverse. Even he can not envision what incredible advancement and enlightenment might result from the destruction of a thousand worlds. All he knows is that he must make it happen.

To accomplish his mad dream of multi-dimensional armageddon, he has successfully summoned the Four Horsemen of the Apocalypse! Unfortunately, his plans have gone awry. Rather than the Four Horsemen appearing together at the Giza rift, they have all been flung to distant corners of Africa. All Rama-Set can do is wait. When he knows where one of the Apocalypse demons is, he'll send a powerful minion or troops to help its progress to Egypt. However, the malevolent creatures will strike these forces down as they would any other, thus they must work from a safe distance away and let the monsters of destruction

make their own way to Giza. Only Pharaoh Rama-Set and the Gods of Darkness will be spared by these monsters.

To help facilitate their successful trek, the Pharaoh has dispatched squads of his minions to locate the Four Horsemen and to strike down any who raise their hand against them. He has also learned about the Gathering of Heroes and has sent out demonic agents to seek out these self proclaimed "heroes" and to capture or destroy them. He has already enjoyed some limited success in this area. He has also alerted bounty hunters, bandits and pirates to be on the lookout for suspicious characters. A reward of 100,000 credits has been offered for the heads of the recognized rebels and knights, 500,000 credits for the head of Fang-Lo, and one million for the head of Abkii the Defiant.

Pharaoh Rama-Set

True Name: Tor Li, also known as Lo Li.

Alignment: Diabolic

Attributes (adult): I.Q.: 25, M.E.: 21, M.A.: 26, P.S.: 26, P.P.: 20, P.E.: 21, P.B.: 10, Spd.: 20; attributes are considered to be supernatural.

M.D.C./Hit Points (adult): 1300 when in human form or 2300 when transformed into his natural dragon form.

Horror Factor: 14

P.P.E.: 900 adult

Level of Experience: A 12th level tattoo master and a 7th level necromancer!

Natural Abilities: Impervious to poison, toxins, drugs, and gases, nightvision 90 ft (27.4 m), see the invisible, fire and cold resistant (does half damage) and can bio-regenerate 1D6 × 5 M.D. points every five minutes.

Metamorphosis: The power of metamorphosis is another natural ability common to all Chiang-ku. Even as a hatchling, the dragon is a shape changer supreme, able to completely alter its physical shape to look like any living animal, from human being to raven, and can even *turn into mist*. Unlike its kin, there are few limitations other than the inability to metamorphosis into inanimate objects or insects. The minimum size of the transformed body is the size of a cat and the maximum size can not exceed its own.

The transformation lasts indefinitely — weeks, months, or years. Even when rendered unconscious or sleeping, the Chiang-ku retains its false shape. Only coma or death will transform the dragon into its true serpentine body. Of course the Chiang-ku can alter its shape any time it consciously desires to do so. The dragon's shape-changing prowess is so great that it can try to copy/imitate a particular person or a specific animal (pet, watchdog, etc.) at a skill proficiency of 10% at level one + 5% per each additional level of experience.

Note: Regardless of his shape, a dragon is a dragon, with all its natural powers and abilities. So a hatchling metamorphed to look like a goat can still talk, cast spells, and kick with the strength of a dragon. The metamorphosis does not instill any of the abilities of the animal or person the dragon is imitating.

Psionic Powers: Major psionic with the following powers: Alter aura, death trance, ectoplasm, levitation, telekinesis, summon inner strength and mind block. **I.S.P.:** 70.

Magic Knowledge: A full understanding of magic, complete knowledge of tattoo magic and the creation of the Elixir of Power and Deceit. He is also a 7th level necromancer.

Magic Tattoos: As a **Chiang-Ku Tattoo Master**, Pharaoh Rama-Set has the Marks of Heritage plus the following:
Power Tattoos:

- Chain encircling a skull (+3 to save vs psionics)
- Eye of knowledge (can speak all languages)
- Eye of mystic knowledge (read all magic symbols and runes)
- Heart with large wings (fly at 130 mph/208 km)
- Phoenix rising from flames (super healing & resurrection)
- Skull with bat wings (animate dead same as the spell)

Weapon, Animal, & Monster Tattoos

Animal: Vulture.

Animal: Lion

Animal: Elephant (which he can ride)

Monster: Tri-Fang, Worm of Taut

Monster: Mokele-mbembe/Erythrusuchus

Simple Weapon: Silver knife (1D4 S.D.C.)

Simple Weapon: Wooden cross

Magic Weapon: Flaming broadsword covered in flames and a coiled snake (2D6 M.D. to most creatures, but 6D6 M.D. to dragons and mega-damage serpents and reptiles).

Magic Weapon: Flaming knife covered in flames and a coiled snake (1D6 M.D. to ordinary opponents, but 3D6 M.D. to dragons).

Bonuses from the Tattoos of Masters: +1 to save vs all magic, +2 to save vs horror factor, +2 P.E. attribute points, and recover P.P.E. twice as quickly as normal.

Combat abilities: Hand to hand: expert.

Combat/Attacks Per Melee (adult): Five by hand to hand combat or tattoo magic or psionics.

Bonuses (adult): +5 strike, +6 parry, +6 dodge, +6 damage, +4 to roll/pull punch, critical strike on unmodified 18-20 and paired weapons. +1 save vs psionics, +3 to save vs spell and illusionary magic, +1 to save vs circle magic and +4 to save vs horror factor.

R.C.C. Skills (includes I.Q. bonus of +11%): Disguise 96%, escape 98%, forgery 91%, intelligence 87%, basic math, and land navigation, wilderness survival, holistic medicine, faerie lore, demon & monster lore, all at 98%. W.P. knife, W.P. sword, W.P. blunt, W.P. energy pistol and energy rifle.

Human Appearance: A muscular human with black hair, green eyes and sinister smile. He stands six feet, four inches tall (1.93 m) and wears the traditional garb of the Pharaoh.

Special vehicles: Sand skimmer.

Weapons: Nothing special, tends to rely on magic.

Body Armor: None

Money: Rama-Set has a personal fortune worth 100 million credits. As Pharaoh he can lay his hands on ten billion credits and has the resources of his Empire at his disposal.

Alliances & Allies: Set and the Pantheon of Taut, Lord Splynncryth, Sunaj assassins, Blood druids and many death cults, priests of Set and the other dark gods, demons and many evil characters. Not to mention the Four Horsemen of the Apocalypse.

Note: Rama-Set is a master of disguise (metamorphosis and alter aura). He is an excellent strategist and tactician, alert, cunning, quick thinking, resourceful, merciless, deadly and a masterful liar. He's become crazier, meaner and more maniacal with every passing year!



The Gathering of Heroes

Non-Player Characters of Note

Katrina Sun — Line Walker & Worshipper of the Gods of Light

This beautiful warrior woman (P.B. 27) is really Isis disguised as a human via magic metamorphosis. Set learned of her disguise and has infected her with an experimental bio-wizard microbe. The virus has been developed to impair and fight gods (harmless to lesser supernatural beings and alien intelligences). It was created by one of Set's Splugorth allies (Splynncryth doesn't know anything about it). He has toyed with the notion of killing Isis while she is in a weakened and confused state, but has decided not to. Instead, he hopes she and the other "heroes" will fail to stop the Apocalypse demons and that her failure and the resulting deaths of millions of innocent people will haunt her forever — perhaps even drive her insane! A far sweeter revenge than simple murder.

The damage of the microbe

The microbe has affected Isis' memory, causing her to forget that she is really the warrior goddess! Instead, she believes that she is Katrina Sun, a powerful human ley line walker. This means Katrina can only cast spell magic. The use of diabolism and stone magic is not possible.

However, Katrina will automatically recognize and identify magic wards, symbols and circles. She can also read magic runes and will instinctively know about the dangers and powers of stone pyramids and stone masters. This knowledge only surfaces when she is directly confronted by these things. She is as genuinely surprised by her subconscious knowledge as anybody else. As time goes on, her mega-damage body and superhuman attributes will also become evident, but the poor woman will be at a loss to explain them. She will plead with her companions to believe her, apologize for her strange powers and she may become concerned to the point of distraction (– 2 on initiative).

Similarly, she has forgotten that she has psionic powers and cannot consciously use any of them! However, she instinctively uses mind block auto-defense and P.P.E. shield without being aware of it. Furthermore, during moments of crisis she may draw on her formidable psionic powers. These instances will typically be life threatening and her psionic response will be defensive or to save the lives of others or her own. Psi-powers most likely to manifest themselves under these circumstances are telekinesis, telekinetic force field, group mind block, and psi-sword (the latter only if she becomes weaponless or needs a weapon immediately). Half the time she won't even know that it was her doing. The other half of the time she will deny it was her and insist that the group must have "a secret ally" who's responsible for these occurrences. "Perhaps one of the gods."

Penalties: The microbe weakens Isis dramatically, making her far more vulnerable to magic. Reduce physical M.D.C., speed (running and flying), all combat bonuses and all bonuses to save by half! Skills are – 20%. She also suffers from fatigue

after intense exertion, still she has twice the endurance of any human and heals three times faster. All penalties have already been applied to the character stats for Katrina Sun.

Game Master notes and plot ideas

Isis under the effects of this microbe can be a fabulous NPC! Katrina Sun is an enigma that can only add to the tension and mystery of our heroes' quest to stop the Apocalypse Demons. Who is she really? Human or supernatural monster? Is she truly a champion of light or a dangerous villain? Does she have a secret agenda? How can she be trusted? And so on. Play on the conflicts and confusion of her own mind. Use the fact that she is genuinely unable to answer questions about her powers and past to mystify and frighten the player characters.

Encourage all kinds of speculation, suspicions and fear. Use her sudden, inexplicable powers at the most dramatic points! Have her engulfed in an explosion that no "human" could have survived. Katrina may even lay on the ground, stunned for a melee round or two, before she rises from the smoke, dusts fragments of her shattered armor away and rejoins the battle; very much alive and pissed off! She may save the day, but only more questions and suspicions are raised.

In the heat of battle Katrina might even start to say things like, "By the gods! Now you shall feel the might of ..." Her words trail off without a name. After these strange and frightening events happen, she may burst into tears and run off to be alone for a while. She is as frightened by these inexplicable occurrences as her companions.

As such a powerful NPC, the Game Master should take great care NOT to let Isis dominate the action. Have her go off to explore dead ends, stand guard or face powerful or numerous opponents away from the main action. She can also be distracted or hesitate, allowing the *player characters* the limelight. Even after a power has manifested itself once or twice, her faulty memory and the microbe-virus is such that she is still unable to use it whenever she desires. In fact, if she tries to re-create the power during another period of combat, it might be fun to have some other helpful power or magic happen instead. On the other hand, she is likely to be able to draw on some of these abilities as she becomes aware of them.

Does Isis as the Katrina character have too much power in the first place? If you think the Katrina character is still too powerful, add more penalties. The GM could give her only 1000 M.D.C. and make her a ninth or tenth level ley line walker, etc. Don't forget about the virus that's ravaging her body. Maybe she gets sicker and/or weaker as time goes on? That's one interesting way to reduce her powers. It also offers yet another plot twist, especially if she and her companions have come to expect a particular level of power or abilities and suddenly it's gone or less powerful. **Note:** No matter how debilitating the virus and its side effects become, the microbe will not kill her and Isis will eventually recover her memory and full powers. It might

take hundreds of years, depending on the plot twists, but she will recover.

Exactly when does Isis regain her memory? I leave this dynamic story element to the Game Master. Remember, the anti-god microbe is experimental and not even Set nor its Splugorth inventor knows how long its effects will last. Isis could wander the Earth or the Megaverse as Katrina for decades or even centuries! It's up to you. It may be appropriate to have her regain her memory and powers at the end of the adventure or during the final big battle with the Four Horsemen of the Apocalypse (if there is a big battle). Perhaps she regains her memory but remains at half her strength. It may be equally appropriate to keep Isis as Katrina the NPC. She may bid the characters farewell to go off on other adventures only to be reintroduced as a regular supporting character for years to come. If the group is associated with her, they may become implicated in things that she does later because they are seen as members of her "gang." She can get into all kinds of trouble and when things start to get really rough, Katrina finds her "old pals" to give her a helping hand. Alternately, she may stay with the player group as an NPC. The latter is completely acceptable if both the GM and his/her players are enjoying the character.

When the other gods realize that Isis is gone without a trace for more than a year, they will search in vain for her. When she can't be found, they will suspect foul play. Set and/or Anubis will be their prime suspects and tensions will mount between the good and evil pantheons of the Nile gods. Only Set knows Isis came to Earth disguised as Katrina Sun, but he won't tell anybody and may even concoct a rumor about when, where and how she died (rumors will run rampant). Even Set is likely to lose track of Isis over a long number of years.

Another plot angle, especially if Isis/Katrina stays with the group, is that, Set might send evil forces to test/challenge, torment or kill Katrina and any who fight at her side (the player characters). It is possible that Isis's affiliation with the player characters will make the entire group the enemies of Set and his minions. Who knows, they may end up fighting gods!

Whenever it is that Isis regains her memory, she will remember the people, places and experiences she had as Katrina Sun. Those characters who befriended and helped her as Katrina will have earned the goddess' eternal gratitude and friendship.

Katrina Sun

Note: All penalties from the microbe have been applied. The numbers that follow are the end result.

Real Name: Isis

Alignment: Principled good

Attributes: I.Q.: 24, M.E.: 25, M.A.: 27, P.S.: 37, P.P.: 27, P.E.: 27, P.B.: 27, Spd.: 38 (penalty included: 28 mph/45 km) running, she doesn't remember that she can fly.

Attribute Notes: Her physical strength and all other attributes are at the supernatural level.

Size: Six feet tall (1.8 m), female, human.

M.D.C.: 6000 (penalty included), wearing human crusader armor (70 M.D.C.). She thinks she has 63 hit points and 30 S.D.C. points.

Horror/Awe Factor: Not applicable in human form.

P.P.E.: 2000, **I.S.P.:** 1500

Experience Level: Katrina believes she is a 15th level ley line walker. Also see stats for the goddess Isis.

Natural abilities: Katrina has forgotten she has these powers, although they may manifest themselves during a crisis, especially to save somebody.

Keen hawk-like vision enabling her to see up to two miles (3.2 km) away. Nightvision 200 feet (61 m), see the invisible, knows all languages, teleport 94%, dimensional teleport 85%, metamorphosis (any humanoid, animal or bird) at will, fly, resistant to heat, cold, and fire (half damage), and she can summon 1D4 Spirits of Light. She can appear completely human through metamorphosis, a natural ability.

Priest or healer abilities include exorcism 81%, turn dead 81% (affecting 1D6 × 100 dead at a time), remove curse 86%, healing touch (restores 3D6 S.D.C. or hit points and can be performed twice per melee round), and bio-regeneration (1D4 × 100 M.D.C. per minute and can regrow a new limb overnight).

Vulnerabilities: Rune magic, bio-wizard weapons/devices and weapons made from silver (they do mega-damage to this being) inflict double damage!

Magic Powers: All she remembers is spell magic, levels 1-12 at 15th level proficiency. Opponents must roll a 15 or higher to save vs any of her magic.

Psionic Powers: She doesn't remember that she has any psi-powers. Again, they may manifest themselves during a crisis, especially to save a life. I.S.P. 1500, 15th level proficiency. Has all healing and sensitive abilities, plus psi-sword, psi-shield, P.P.E. shield, group mind block, and mind block auto-defense.

Attacks Per Melee Round: Four hand to hand actions or five attacks with a longbow. Or two spell attacks. Punches and kicks are normal for a human, however, when facing supernatural foes, angry, or when under great stress, she can inflict the following mega-damage:

Restrained punch — 5D6 S.D.C.

Full strength punch — 4D6 M.D.

Power punch — 1D4 × 10 M.D.

Kick — 4D6 M.D.

Head butt — 1D6 M.D.

Bonuses (penalties included): +2 on initiative, +5 to strike, +6 to parry and dodge, +3 to roll with impact, +3 to pull punch, critical strike on a roll of a natural 19 or 20, +2 to save vs psionic attack, +3 to save vs all types of magic, +3 to save vs poison and drugs, +5 to save vs horror factor and is 92% to evoke feelings of intimidation or trust and 83% to charm or impress.

Skills of Note (penalties included): Basic and advanced math, astronomy, navigation, land navigation, wilderness survival, intelligence, disguise via metamorphosis, holistic medicine, identify plants and fruits, preserve food, cook, horsemanship at 78% and all W.P.s.

Radio: basic, computer operation, prowl, climb, acrobatics, palming and streetwise at 45%.

Weapons of Note: Her magic longbow and a dozen moonbeam arrows. The remaining arrows are a mixture of high-tech and conventional types. She also has a CS plasma rifle and Wilk's laser pistol.

Armor: Crusader armor: 70 M.D.C.

Vehicle: A trained pegasus is her riding animal, a very rare sight! The pegasus has 120 M.D.C., runs at a speed of 22,

flies at 132 (90 mph/148 km) and has four attacks per melee round.

Technology: Katrina is pretty unfamiliar with even simple machines.

Money: Katrina has 100,000 in credits and 17,000 in gems.



LONG

Erin Tarn

The famous adventurer, Erin Tarn, embodies everything one would expect from this legendary figure. She is intelligent, inquisitive, observant, quick thinking, resourceful, modest, gentle, compassionate, selfless, and always concerned about others. She is a dynamic and strong-willed woman driven by an insatiable curiosity and indomitable lust for life. Although Erin would argue otherwise, she is one of the greatest heroes of the age.

In an earlier time, Erin Tarn was a slender beauty with long, flowing hair. Many of her readers have a romantic image of her based on her books, writings, and adventures. The fact that she has never allowed her photograph to be printed in any of her books, although some youthful photos and artist's portraits have seen print in unauthorized editions, only adds to her mystique. As a result, many people think of her as a much younger, athletic looking woman. They are surprised, then, when they first meet the real Erin Tarn. She is an older woman who appears to be in her fifties (she's really 64 years old, although the time distortion during her dimensional journey to Wormwood would suggest that she is 66). Her short, silver hair, gentle round face, warm eyes and sparkling smile gives her the appearance of being somebody's kindly mother or even grandmother.

Erin finds great amusement in people's reactions to her appearance. Inevitably, somebody will remark something like, "Please don't take this wrong, Miss Tarn, but ... you don't look anything like what I imagined." Or, "... you just don't look like a philosopher or adventurer." At which point she'll flash that disarming smile and ask, "Oh? And what does a philosopher or adventurer look like?" A question most cannot seem to answer.

Erin has always thought of herself as common in appearance and has never considered herself a philosopher, although she is renowned as one. An adventurer? Yes, in the sense that she loves to explore the world around her and all the marvels it contains, especially its people.

Although Erin can be soft-spoken and motherly, she is resourceful, brave and a charismatic, natural leader. Not only is she willing to stand up for what she believes in, but time and time again she has stepped forward to speak the truth when no others could find the courage to do so. Her honest, no nonsense, often uncompromising words have made this gentle woman the enemy of such world powers as the Coalition States, Emperor Prosek, and Mrr'lyn among others. She has been a source of inspiration to millions. The "every woman" who transcends racial, social, political, and economic boundaries. She has touched people in all walks of life, human and inhuman, wealthy and poor, king and peasant.

Erin is especially loved and respected by Sir Winslow Thorpe, the cyber-knight who has been with her since they began their journey to the Vampire Kingdoms. He has become a loyal friend and protector who will never leave Erin's side except in death. She has tried to explain to him that he needs to focus all of his attention on defeating the Apocalypse demons. She insists that he is a valuable warrior whose combat skills are needed in this greatest of battles and that he mustn't worry about her. However, Sir Thorpe values her life more than his own or any other and will not abandon her for any reason.

True Name: Erin Tarn, the oldest of seven daughters.

Alignment: Scrupulous

Attributes: I.Q.: 19, M.E.: 24, M.A.: 24, P.S.: 12, P.P.: 10, P.E.: 22, P.B.: 14, Spd.: 15.

Hit Points: 70 H.P. and 25 S.D.C.

M.D.C.: She wears a Millennium Tree leaf poncho (60 M.D.C.).

P.P.E.: 17

O.C.C.: Rogue Scholar

Level of Experience: Fourteenth

Natural Abilities: A natural leader, high intelligence, a curious mind, strong will and pleasant personality.

Psionic Powers: None.

Magic Knowledge: Erin Tarn cannot cast spells, however, she has a reasonable understanding about the fundamentals of how magic, spells, ley lines and magic pyramids work. She can also read and use magic scrolls!

Combat abilities: Hand to hand: basic (9th level proficiency).

Combat/Attacks Per Melee Round: Four

Bonuses: +1 to strike, +2 to parry, +2 to dodge, +2 to roll/pull punch, +2 to S.D.C. damage, critical strike on an unmodified 19 or 20, and judo style body throw/flip (1D6 damage and victim loses initiative and one melee attack). +5 save vs psionics and horror factor, +7 to save vs magic, +12 to save vs magic sickness, +6 to save vs poison and drugs, +6 to save vs disease, +23% to save vs coma/death, and has an 80% ability to evoke trust or intimidation.

Skills of Note (includes I.Q bonus of +5%): Cook, preserve food, basic math, computer operation, radio: basic, writing, reads and writes American, Spanish, Euro, and Dragonese, also speaks Gobblely, anthropology, archaeology, demon & monster lore, land navigation, wilderness survival, first aid, swimming, S.C.U.B.A., climbing, running, horsemanship, pilot sailboats, pilot automobile, pilot hovercraft, pilot hovercycle, all at 98%! She also has W.P. knife and W.P. energy pistol at 14th level proficiency. Streetwise 72%, forgery 90%, palming 55%, prowl 60%, read sensory equipment 90%, T.V./video 42%, and intelligence 89%.

Appearance: Human woman in her fifties.

Special vehicles: A bionic horse, compliments of King Arr'thuu.

Equipment of Note: Articles of clothing and stuff for carrying things. Back-pack, large satchel, small purse, utility belt with eight compartments/pockets, three medium size sacks, hooded robe with many pockets inside, and extra set of travelling clothes, a pair of sandals, a pair of boots, a pair of walking shoes, sunglasses, a pair of leather gloves, six pairs of surgical gloves, two air filters, one environmental helmet with gas mask.

Equipment includes: A portable language translator, pocket mirror, small camera with 30 discs of film (36 exposures each), sewing kit, magnifying glass, pocket flashlight, box of matches, a lighter, a pair of handcuffs, 100 feet (30.5 m) of string, ten feet (3 m) of nylon cord, two spikes, first-aid kit with a half dozen RMK and IRMSS medical nano-bots, tube of protein healing salve, PDD (pocket digital disc) audio player and recorder (with 30 one inch discs), portable pocket computer (with 24 one inch discs), a pair of hand-held communicators, infrared distancing binoculars, multi-optics band, pad of paper and a dozen markers.

Weapons: Silver cross, large survival knife (1D6 damage), tiny pocket knife (1 point of damage as a weapon), Wilk's laser wand, Wilk's laser scalpel, Wilk's 320 laser pistol (1D6 M.D.; 20 shots), squirt gun (for fighting vampires) and six flares.

Body Armor: Millennium Tree leaf: 60 M.D.C. and may also wear Urban Warrior environmental body armor (50 M.D.C.)

Cybernetics: Clock calendar, gyro-compass, and a universal headjack and ear implant. She also has two bio-system fingers on her left hand and a bio-system spleen (lost during her years of adventure).

Money: She rarely has more than 3D6 × 1000 credits and an additional 3D4 × 1000 in gems or precious metals because she spends much of her money helping the needy and on books and ancient artifacts. Her collection of pre-rifts artifacts, predominantly books, recordings of all kinds, and artwork, is worth about 90 million credits and is kept in her home at Lazlo.

Alliances & Allies: Erin Tarn is one of the most famous figures of Rifts Earth. Her name is known in almost every corner of the world and even in some other dimensions. She is most revered by people of learning, but even the illiterate have heard stories about her, her travels, adventures, speculations and commentaries on the times. She has won many friends and allies. Some of the more notable include Plato and the people of Lazlo and New Lazlo, Lord Coake and his legion of cyber-knights, the powers at Tolkeen, King Arr'thuu, the Nog Henge Druids, Lo Fung, Victor Lazlo and many others.

She is especially appreciated by D-bees, mutants and practitioners of magic whom she has defended many times and because of her words about education, freedom, justice, and equality for all life forms, human and inhuman alike.

She has also won the animosity of the Coalition States, the Federation of Magic, Blood Druids, Mrr'lyn and other despotic rulers, dictators, monsters and criminals. Even the New German Republic has some concerns about Erin Tarn, partly because her books are so popular among their citizens and because the CS has branded her as a dangerous subversive and criminal.

Special Weapons & Magic Items

1. **Millennium Tree leaf armor:** 60 M.D.C.; two were given to Erin by King Arr'thuu.
2. **Millennium Tree wand of life with five buds.** The wand was a gift from a Millennium Tree during her visit to England. At the time, receiving the wand was nice, but Erin wondered why she'd been given such a wonderful gift. Now, it would seem that the Tree knew of her impending involvement in combating the Apocalypse demons and gave her something that would help her in this struggle.
Powers of the Wand:
 - Superior healing, restoring 5D6 hit points five times a day.
 - Casts a total of five spells per 24 hour period. Spells available are negate poison, cure minor disorders, cure illness, purification of food and water, and water to wine. All are 7th level in strength and can be cast in any combination.
 - The wand also gives her bonuses (+2) to save vs poisons, drugs, disease and coma (already added to Tarn's bonuses).
3. **Magic Amulet:** This necklace was given to Erin by Plato 34 years ago and has served her well. It provides her with protection against sickness (+6 to save vs magic sicknesses, including Death, Famine, and Pestilence's magic touches; already included in the bonus section above) and protection against the undead, including vampires, zombies, and mummies (see **Rifts RPG**, page 186).
4. **Magic Scrolls:** Erin Tarn can read and use magic scrolls and several are part of her arsenal. Note that if necessary, Lo Fung and other powerful practitioners of magic can create and give her "new" scrolls. Her current scrolls include the following spells, all are 8th level. The number in parenthesis indicates how many of each spell are available: Armor of Ithan (2), chameleon (2), globe of daylight (3), magic net (2), repel animals (2), call lightning (1), breathe without air (1), locate (1), impervious to energy (1), magic pigeon (1), and time hole (1).

Sir Winslow Thorpe Erin Tarn's Cyber-Knight Protector

Sir Thorpe volunteered to accompany Erin Tarn on her trek to the Vampire Kingdoms as her protector from vampires, the Coalition States and other dangers. Little did he know that he'd be swept from one epic adventure to another.

Thorpe is a quiet, serious man of American Indian descent. Erin has often wondered whether he might be related to the famed pre-rifts, Olympic athlete, James Thorpe. The valiant



knight is pragmatic and practical, yet at the same time quite idealistic. He sees their being snatched from Mexico and whisked, via dimensional teleportation, to the world of Wormwood and then to England, as the work of fate. He wonders how else one could possibly explain these unlikely events which ultimately placed them in England, where they met Lo Fung, who would then take them to the Gathering of Heroes where they are needed most!?

The young knight sees his and Erin's inclusion among these heroes in a quest to save the planet, perhaps the entire Megaverse, as an unimaginable honor. He feels that his entire life has led to this moment and that his courage and skills might make a difference in this titanic struggle against unspeakable evil. He also sees himself as the proud representative of all cyber-knights. Many of the heroes have heard about the cyber-knights of the Americas, but few have ever met one. He has vowed to himself to put his best foot forward and to bring honor and glory to the reputation of Lord Coake and his fellow knights.

Sir Thorpe has been fiercely active in developing plans and strategies with some of the others. His knowledge of and expertise in fighting supernatural monsters, much of which he has learned from Lord Coake and Plato, has been a welcomed addition among the heroes. Furthermore, Sir Thorpe has a good head for strategy and tactics. His calm confident demeanor and the presence of Erin Tarn has helped to bring a feeling of direction and positiveness to an otherwise tension filled situation.

Despite his commitment to the struggle, Sir Thorpe's first and most important loyalty is to Erin Tarn whom he has sworn to

protect at any cost! He will not hesitate to sacrifice his own life to save hers.

True Name: Winslow J. Thorpe

Alignment: Scrupulous

Attributes: I.Q.: 14, M.E.: 19, M.A.: 21, P.S.: 22, P.P.: 21, P.E.: 20, P.B.: 12, Spd.: 17.

Hit Points: 70 H.P. and 82 S.D.C.

M.D.C.: Environmental armor with 110 M.D.C. plus cyber-armor (50 M.D.C., A.R. 16).

P.P.E.: 19, **I.S.P.:** 74

O.C.C.: Cyber-Knight (psychic)

Level of Experience: Ninth

Natural Abilities: A natural leader, high intelligence, a curious mind, strong will and pleasant personality.

Psionic Powers: 74 I.S.P.; considered a master psionic. His powers include psi-sword (4D6 M.D.), mind block, sense evil, and see the invisible.

Magic Knowledge: None, other than common lore and rumors.

Combat abilities: Martial arts (9th level proficiency)

Combat/Attacks Per Melee Round: Five

Bonuses: +1 on initiative, +5 to strike, +6 to parry, +6 to dodge, +3 to roll with impact, +3 to pull punch, +7 to S.D.C. damage, critical strike on an unmodified 19 or 20, karate style kick (1D8 S.D.C.), jump kick and leap kick (both critical strikes), paired weapons, kick attack, +2 save vs psionic attack and horror factor, +3 to save vs magic, +3 to save vs poison, drugs, and disease, +10% to save vs coma/death, and has an 65% ability to evoke trust or intimidation.

Skills of Note: Literate in American 98%, speaks Dragonese 96%, Gobblely and Spanish 98%, demon & monster lore 85%, anthropology 75%, paramedic 98%, basic math 85%, radio: basic 85%, land navigation 80%, streetwise 52%, pick locks 75%, intelligence 69%, swimming 98%, S.C.U.B.A. 98%, climbing 90/80%, body building, gymnastics (+5% on abilities), prowl 70%, horsemanship 87%, pilot jet pack 74%, pilot hovercraft 90%, pilot hovercycle 90%, pilot power armor 80%, W.P. targeting, W.P. chain, W.P. sword, W.P. energy pistol and W.P. energy rifle.

Appearance: A muscular human male about 30 years old. Indian from the American West — bronze skin, long black hair, brown eyes, and stands six foot, two inches (1.85 m) tall.

Special vehicles: A bionic horse, compliments of King Arr'thuu.

Equipment of Note: Articles of clothing, back-pack, four medium size sacks, utility belt with eight compartments/pockets, an extra pair of moccasins (great for prowling), a pair of boots, tinted visor, a pair of leather gloves, and tent.

Equipment includes: A small camera with 12 discs of film (36 exposures each), medical kit with a half dozen RMK and IRMSS medical nano-bots, four laser scalpels, tube of protein healing salve, sewing kit, magnifying glass, pocket flashlight, large flashlight, box of matches, a lighter, 30 feet (9 m) of nylon cord, grappling hook, four spikes, a pair of hand-held communicators, infrared distancing binoculars and a hand axe for chopping wood.

Weapons of Note: Large silver cross worn around the neck, large silver plated survival knife (1D6+1 damage), pair of throwing knives (1D6 damage), pair of wood nunchuku (1D8 damage), Wilk's 320 laser pistol (1D6 M.D.; 20 shots), laser rifle, squirt gun and four TW storm flares (for fighting vampires).

Body Armor: Knight's armor from Wormwood, 110 M.D.C.

He may also wear any kind of environmental body armor or use most types of power armor.

Cybernetics: Clock calendar, gyro-compass, and a bionic lung with gas filter and oxygen storage cell.

Money: He rarely has more than $4D6 \times 1000$ credits on him at any given time.

Alliances & Allies: American cyber-knights are known and respected throughout the Americas and much of Africa and Europe. Other knights, warriors and characters of a good alignment are likely to accept any cyber-knight as a comrade in arms. However, the reputation of the cyber-knights is so legendary that great things will be expected of him. Along these lines, a good number of evil and anarchist characters may want to see just how tough, skilled and noble an American cyber-knight really is. Thus, Sir Thorpe is likely to be challenged and tested often in trials of combat and wits.

Among the more notable heroic figures who consider Thorpe an ally are Plato of Lazlo, Lord Coake (his mentor), fellow cyber-knights, King Arr'thuu, Sir Prrcyvel, Sir Dred, Lo Fung, Erin Tarn, Victor Lazlo and Katrina Sun (Isis). Note that Sir Thorpe believes in equality and freedom for all intelligent beings and treats inhuman D-bees with the same kindness and respect as he would a human. This wins him many nonhuman friends.

Special Weapons & Magic Items

1. **A rune flail named Isabart Wind.** It is a greater rune weapon presented to him by Lord Coake and was created by ancient elves from Lord Coake's homeworld, Palladium.

The powers of the rune Flail:

- I.Q. 11 and has a telepathic link with Sir Thorpe.
- Indestructible; blue grey in color and glows a light blue.
- **Scrupulous alignment:** If any creature of evil or anarchist alignment touches it, they suffer $4D6$ points of damage.
- **Mega-damage:** $6D6$ M.D., double damage to vampires, undead, mummies, zombies, animated dead and the Apocalypse demons.
- **Spell Magic:** The flail can cast four air spell per 24 hour period. The spells are float in air, fingers of the wind, wind rush and breathe without air.

Victor Lazlo

Yes, this is the legendary master of parapsychology from 20th Century Earth! Victor was ahead of his time. He was one of the few modern scholars to realize that so-called "magic" was the product of real energy not recognized by modern science. A source of power that could be manipulated, directed and controlled by the mind. A force he called *potential psychic energy* or P.P.E.

He further observed that this energy flowed along invisible, straight lines in the earth. The Chinese knew these line as Feng-shui or "dragon tracks." 19th century dowsers of England and France called them "ley lines." Where two or more lines of potential psychic energy intersected was a place of even greater mystic energy. It was at many of these locations that ancient psychics, oracles, priests and men of magic built great stone pyramids, temples, circles, mounds and megaliths. Victor found that eight out of ten times, places like Stonehenge, the pyramids of Egypt and places of healing or hauntings were ley line junctions which he called "ley line nexuses."

His continued research showed that what ancient people believed as magic was actually a pseudo-science that enabled certain individuals to use the mystic energy. The energy itself was a natural resource which could be used for good or evil purposes. Victor further suspected that the focus of the user could change the end result of the magic. This would explain legends about geomancy, spell

casting, rune magic, alchemy, healing magic, witchcraft and others. Unfortunately, he could never learn to master the mystic arts himself, but learned that there were people, even in the 20th century who could. Arcanists and psychics channeled P.P.E. to perform magic or cause psychic phenomenon. He speculated that both the psychic and the magic user drew their fundamental power from ley lines and ambient P.P.E. — the only difference was their focus and how the P.P.E. was used.

The glow of Victor Lazlo's discoveries quickly faded when he learned that supernatural monsters were also a reality. These horrible creatures had little in common with humans. Many were predatory and sadistic fiends deserving of the names given to them by ancient people: demons, devils, evil spirits, dragons and gods. He correctly speculated that these ancient ... "demons," monsters and gods were actually beings from other dimensions. Creatures with magic, psionic and/or supernatural powers far beyond the average human. These monsters often saw humans as nothing more than slaves, playthings or food. They came out of random dimensional openings at ley line nexus junctions and were attracted to potential psychic energy in the form of ley line energy, places of magic, and the use of magic or psychic powers. Having come to this realization, Victor dedicated himself to inform and educate people about the very real dangers of the supernatural world.

Men of science and education labeled Victor a pop-scientist. They claimed he was using the media and sensationalism to hype his outrageous and unfounded theories to garner fame and wealth through the sale of his books and for lecture fees. Many were even crueler, calling him a crack pot who was setting science back to the Dark Ages. Others believed he was a masterful writer of fiction worthy of the esteem given to authors like Stephen King, but a charlatan, not a scientist. His radical research and theories made him the laughingstock of the scientific world and the embarrassment of the parapsychological community. Few scientists would even consider reading his work. The few that did, read it with such a jaundiced eye that they could only see the ridiculousness and dismissed it as the fantasies of a seriously disturbed person. They took great delight in destroying Victor's credibility and career as a scientist.

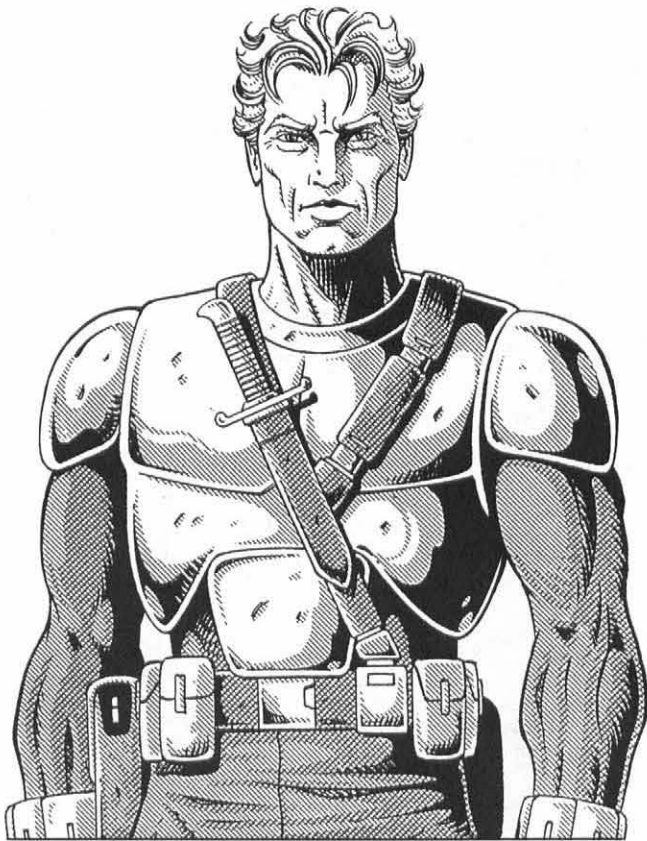
Regardless of what his peers believed, Victor Lazlo felt he had to warn people about the real dangers of magic and the supernatural. Perhaps only one in ten thousand would believe him, but that was one more than before. One more individual who might avoid tragedy or convince others of the danger. After a while, Victor had unwittingly created a loosely knit and informal underground of avant-garde parapsychologists, psychics, arcanists, students who studied the unknown, true believers and victims of the supernatural. They exchanged information, observations, theories and advice.

After Victor Lazlo's disappearance at the indian mound, some of his friends and students established a much more intricate and effective underground network. It was spearheaded by the paranormal investigation group named after their mentor, **The Lazlo Agency**. Unlike Victor who sought mainly to educate and inform, the Lazlo Agency became a group of monster hunters who aggressively sought out supernatural menaces and dispatched them. During the 50 years that the agency was at its most effective, it was responsible for saving and protecting thousands of innocent people. It also helped to train psychics and practitioners of magic. Yet even the Lazlo Agency was not prepared for the eruption of the ley lines and the coming of the rifts. Most were unprepared, with the exception of Lo Fung and a handful of other survivors.

DISCLAIMER: Victor Lazlo is not a real person. His life, ley lines, monsters, magic and theories presented in this and other Palladium titles are all fictional. References to magic and the supernatural as being "real" are elements of the fictional world of **Rifts**. Victor Lazlo was first introduced in the role-playing game **Beyond the Supernatural**.

The Victor Lazlo of Rifts Earth

One minute Victor was standing atop the famous serpent indian mound in Ohio and the next moment he found himself in a strange, alien world. Evidence seemed to indicate that he had been flung into a nightmarish, future Earth. Germany to be exact, some three or four hundred years in the future. For years he couldn't make himself believe it. The world was too alien, too unbelievable, even though it all fit his theories about ley lines, magic and the supernatural. He found it profoundly ironic that much of his writings had survived the "Coming of the Rifts." His books had been reprinted and were considered classics of great historical significance. Still, he hoped that this tumultuous planet was a parallel dimension. It was only when Victor was reunited with his old friend, Lo Fung, that he had finally come to accept that this really was his homeworld.



Victor Lazlo was rifted through space and time to the year 94 P.A. and into a small town near the New German Republic (NGR). His expertise being investigative research, he wisely tried to blend into this strange, new world and observe. He spent the first four years becoming reasonably acclimated to his new environment. During that time he learned about the world, its people, customs, laws and technology before he began to take a more active part in its existence.

He both admires and dislikes the government and goals of the NGR. He admires their technology and fierce sense of survival. He understands that this country is in a war zone surrounded by savage supernatural monsters who seek to crush and enslave humankind. He can understand that this constant peril can make people cold and paranoid, but it still does not excuse the injustices that the NGR humans deliver onto nonhumans. He despises the NGR's human supremacist attitude and finds their inhumane treatment of D-bees, psychics and free thinkers to be despicable. Although, in some ways the NGR is not as fanatical as the Coalition States (or so he believes), they are quite extreme.

In what he now considers an action of complete stupidity, he tried to approach a low level NGR bureaucrat. He made the colossal mistake of telling him that he was "the" Victor Lazlo. Victor foolishly thought the man might believe him and that the Lazlo name would give him some social-political clout. Instead, Victor was perceived to be a lunatic and placed in a psychiatric institution. Eventually, he escaped and joined one of the many subversive underground organizations operating within the NGR. Here at least, he has been accepted as a rogue scientist, though few believe he's really "the" Victor Lazlo. His connection to subversives and his subsequent illegal, vigilante and anti-social activities has caused the NGR to brand him as a dangerously insane sociopath, revolutionary and criminal!

Victor's crimes include educating D-bees, supporting social reform and freethought (contrary to current NGR teachings, history and policies), aiding and abetting suspected and known criminals (mainly helping non-humans, psychics, mutants and practitioners of magic trying to escape the tyranny of the NGR), and the capital offense of helping the enemy, as well as robbery, assault, and many other charges (murder is not one of them). As for the charge of helping the enemy, what this really means is that Victor dares to associate with supernatural beings and members of monster races who are of a good alignment. Together they try to educate, help and defend D-bees and other non-humans from the same demonic forces that the NGR is fighting. In fact, if these good non-humans and humans could work together, they'd have greater success at defeating the supernatural menaces that plague them both.

Unfortunately, the NGR doesn't see it that way. The NGR does nothing to help these people because they are not human and represent a potential enemy for the future (a self-fulfilling prophecy if the NGR doesn't change its ways). From the Republic's point of view, it is a matter of monster killing monster and they encourage them to do so. Thus, D-bees and peaceful monsters fall easy prey to the ravaging demons that dominate the land.

The man out of step with his time has found himself turned into a revolutionary. He spends most of his time on the outskirts and wastelands of the New German Republic and surrounding territories. There, he teaches the backwoods and uneducated D-bees and peaceful members of the so-called monster races how to read and write, make technological advancements, more effectively use their psychic and magic powers and how to better defend themselves against supernatural terrors. Victor, and others like him, hopes to build strong communities where all intelligent life forms are independent, free and equal. The NGR sees any such community of non-humans as an enemy and a threat to humankind and the Republic. Any human who helps these loathsome creatures is a traitor to the NGR and his race! Such is the fate of the famous Victor Lazlo.

Victor Lazlo

True Name: Victor Charles Lazlo, professor of parapsychology; he is also a latent psychic (see *Beyond the Supernatural RPG*).

Alignment: Scrupulous

Attributes: I.Q.: 14, M.E.: 19, M.A.: 19, P.S.: 17, P.P.: 11, P.E.: 14, P.B.: 10, Spd.: 11

Hit Points: 71 H.P. and 47 S.D.C.

M.D.C.: Triax environmental body armor: 80 M.D.C.; **P.P.E.:** 19

O.C.C.: Parapsychologist (roughly equal to a rogue scholar)

Level of Experience: Twelfth level rogue scientist/parapsychologist.

Natural Abilities: A good leader, high intelligence, a curious mind, analytical, strong willed and resourceful.

Psionic Powers: They have never manifested themselves enough to be considered "powers" that are available at will. Instead, they tend to automatically engage during periods of stress or danger, particularly sense magic, speed reading, mind block and impervious to cold (he rarely notices when they occur). Lazlo also gets "hunches" and the occasional dream warning, both are aspects of clairvoyance. The most overt and least often occurring psi-power is see the invisible. Victor also uses meditation to relax.

I.S.P.: 123 points.

Magic Knowledge: Victor is not a practitioner of magic but does have a reasonable understanding about the fundamentals of how magic, spells, and ley lines work. He can read magic runes and symbols, recognizes magic wards and circles (86%) and can read scrolls and perform ritual magic as long as he has comprehensive notes or instructions (94%). His training also gives him some special abilities:

- **Recognize real psychic powers; 98%. He can also determine what degree of power and the type of psychic the character is; 66%**
- **Recognize mind control and whether it is the result of possession, psionics, magic, hypnosis or drugs; 98%.**
- **Recognize psionic and techno-wizard devices; 66%.**
- **Recognize real rune weapons; 98%.**

Combat abilities: Hand to hand: basic (11th level proficiency).

Combat/Attacks Per Melee Round: Four

Bonuses (includes all bonuses): +3 on initiative, +1 to strike, +4 to parry, +5 to dodge, +4 to roll with impact, +4 to pull punch, +2 to S.D.C. damage, critical strike on unmodified 19 or 20, kick attack (1D6 S.D.C.), and judo style body throw/flip (1D6 damage and victim loses initiative and one melee attack). +3 to save vs psionic attack, +3 to save vs horror factor, +2 to save vs magic and poison, +3 to save vs mind altering drugs and potions, +2 to save vs possession, and +8% to save vs coma/death.

Skills of Note: Basic and advanced math, computer operation, biology, psychology, anthropology, parapsychology (including a fundamental knowledge of magic and psychic powers and how they work), research, photography, lore: demons & monsters 90%, lore: geomancy/ley lines 90%, radio basic, radio scramblers, He speaks and is literate in American, French and Spanish, all at 98%.

He also speaks Gobblely and Euro, can read sensory equipment, perform first aid, swimming, climbing, running, wrestling, horsemanship, pilot automobile, pilot power armor (Ulti-Max and Hopper), all around 80%. He also has W.P. knife, W.P. automatic pistol, and W.P. energy rifle, all at 5th level proficiency. **Note:** See *Beyond the Supernatural* for 20th Century skills or fake it.

Appearance: Human male who looks to be in his early forties, but is actually about 55 years old. He should be 63 but is the victim of space and time anomalies. He stands 5 ft, 11 inches (1.79 m), white hair.

Technology: As a man of science, Victor has always loved and used technology. He is fascinated by the advances of Rifts Earth and has adapted well to the use of high-tech computers, weapons and equipment.

Special vehicles: Pilots a stolen Ulti-Max!

Equipment of Note: Basic articles of clothing, backpack, specimen containers, utility belt, box of 100 pairs of surgical gloves, two air filters, one environmental helmet with gas mask, portable video camera with 50 video discs, still camera and tripod with 100 discs of film (36 exposures each), portable computer, pocket computer, portable bio-scan, laser distancer, pocket scrambler, portable language translator, pocket flashlight, medical kit, all nano-robot medical systems, a lighter, PDD pocket digital disc audio player and recorder (with 24 one inch discs), two pairs of handheld communicators, and a multi-optics band.

Weapons: Silver cross, six wooden stakes and mallet, survival knife (1D6 damage), pocket swiss army knife (1 point of damage as a weapon), shotgun (7D6 S.D.C.), .45 automatic pistol with 144 teflon armor piercing rounds (6D6 S.D.C.) and 48 rounds of same but silver coated. Triax laser scalpel, Triax-30 ion pulse rifle (2D6 or 6D6 M.D., 2000 ft/610 m range; dozen 50 shot clips), and a TX-11 sniper rifle (3D6 M.D.; 1600 ft/488 m range).

Body Armor: Fully armed X-1000 Ulti-Max power armor with 309 M.D.C. left on the main body. He also has a Triax T-21 Terrain Hopper suit of power armor as a back-up suit. Can wear any type of armor and use most types of power armor at fifth level proficiency.

Cybernetics: Gyro-compass, dosimeter/radiation detector and amplified hearing (bonuses have been added to combat bonus section).

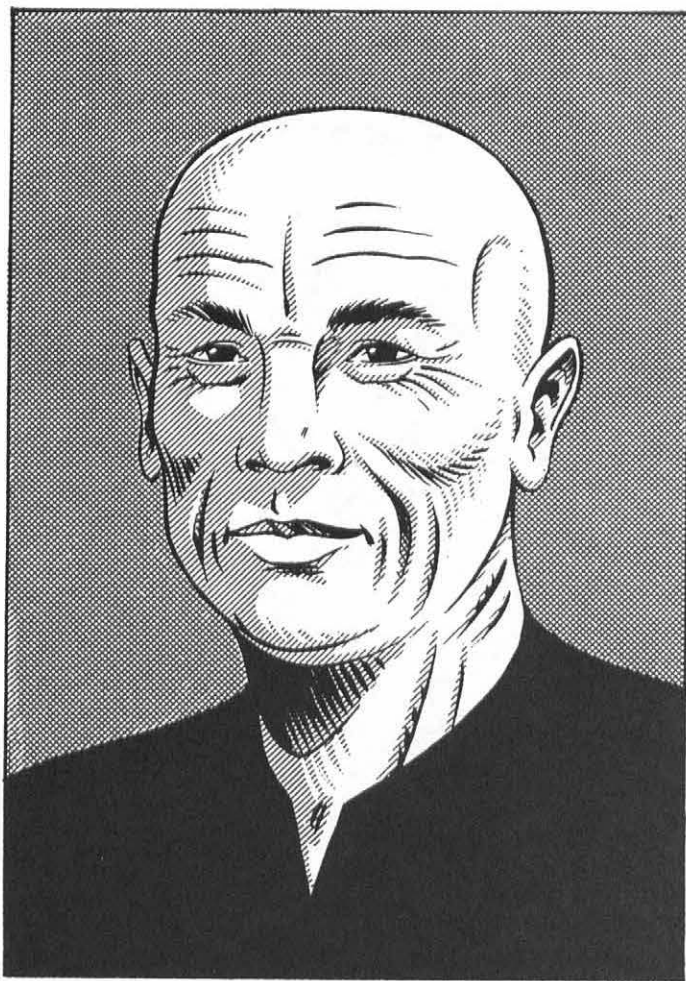
Money: He has accumulated a reasonable amount of money to continue his crusade to help D-Bees in the NGR underground. He has with him 1D6 × 10,000 credits and has approximately 500,000 credits back at his base in Germany.

Alliances & Allies: Victor Lazlo has a lot of friends and connections in and around the New German Republic, especially among D-bees, city rats, and subversive organizations. He is friends with Lo Fung (a chiang-ku dragon) and will become friends with Erin Tarn, Sir Thorpe, and possibly other heroes at the gathering.

Victor is a hunted criminal wanted by the NGR. If any Triax/NGR troops should be encountered, and they do have reconnaissance teams scattered throughout Europe and Africa, they are likely to recognize Victor or that the Ulti-Max is stolen (the serial number is that of a stolen vehicle and no NGR soldier would join forces with mercenaries or Lazlo). This can only mean trouble. They may confront the group and demand they turn the criminal over to them in chains. Failure to comply will cause the soldiers to take offensive action. If the group is too powerful, the soldiers may leave peacefully, but track them while they await reinforcements, and attack at the next opportunity. Or they may attack without warning and try to destroy Victor and/or the group. Characters who protect Lazlo are considered to be fools or dangerous subversives to be eliminated. Associating with dragons or other monsters will brand them as monster loving enemy troops. NGR soldiers will NOT join the group to fight the Four Horsemen of the Apocalypse, although they will report what's going on to their commander.

Lo Fung

Lo Fung is an ancient chiang-ku dragon who has lived on the Earth for over six thousand years. Victor Lazlo met him while visiting Korea in 1963. The chiang-ku's full name then was *Lo Fung, The Dragon*. He was renowned in certain circles as a master arcanist, psychic, and spiritual leader of an oriental cult. Victor and The Dragon became close friends and worked on many projects together, but during all that time Victor never dreamt that his friend was a "real" dragon! When Victor Lazlo disappeared in 1987, Lo Fung secretly used his powers to try to locate him. When that failed, The Dragon became a key force in helping to maintain the underground network of psychics and arcanists founded by Victor, the infamous *Lazlo Agency* (see the **Beyond the Supernatural** supplement of the same name — available late 1993 or early '94).



Lo Fung's mastery of ley lines, knowledge about rifts, and his connections with psychics gave him advanced warning about the Coming of the Rifts. He and a number of his loyal followers were able to prepare, hide and survive the Great Cataclysm, but even Lo Fung was not prepared for the measure of destruction and the new shape of the world.

He has always liked humans and had dedicated his life to their spiritual advancement. He had worked with Victor and later, the *Lazlo Agency*, to protect humans from supernatural menaces. So it was that Lo Fung and his followers went into the new world to help humankind get back on its feet. The first two centuries, Lo Fung spent most of his time in the Orient where his presence was greatly needed. It has only been in the last 25 years that he has begun to explore the rest of the world.

Recently, Lo Fung and other chiang-ku had prophetic dreams about a new danger that threatens the world: The Four Horsemen of the Apocalypse. He has foreseen their arrival to Africa. He has seen the return of the other dark forces, notably Set and his minions, with the insane Pharaoh Rama-Set leading the way.

Lo Fung has speculated that the reason so many chiang-ku have sensed the danger is because Pharaoh Rama-Set is a chiang-ku dragon! It is the Pharaoh who has attracted the Apocalypse demons to Earth in the first place. He is obsessed with death and destruction and wants to wage a campaign of armageddon throughout the Megaverse. He will do everything in his power to make his dream a reality.

Lo Fung feels particularly responsible for the actions of Rama-Set because he has known the villain for several millennia, long

before he turned to evil. Rama-Set was one of three chiang-ku who had lived on Earth for thousands of years. He was also one of the beings Lo Fung helped to survive The Great Cataclysm. Even during the 20th and 21st Centuries, Lo Fung could see Rama-Set (known then as Lo Li) was mentally unbalanced and was becoming increasingly irrational, cruel and obsessed with death. Despite Lo Li's mental instability, the two had been friends for many centuries and Lo Li was still basically a good fellow. It was the carnage of the Great Cataclysm that sent Lo Li into the chasm of insanity. He disappeared for many years, resurfacing about 150 years ago as the self proclaimed Pharaoh Rama-Set. Lo Li/Rama-Set busied himself with rebuilding a twisted version of the Egyptian Empire under the name of the **Phoenix Empire**. An evil empire ruled by an insane tyrant and populated by cruel monsters.

Lo Fung discovered that the Pharaoh was Lo Li only 10 years ago. Now with Lo Li/Rama-Set's plans to destroy the world, Lo Fung has decided he's let things progress out of control. It is because of him that Lo Li exists in this world. A life who now threatens the extinction of all life. His compassion had blinded him to the truth about Lo Li in the past, but no longer. Lo Fung has made it his personal agenda to first stop the Four Horsemen and then put an end to Pharaoh Rama-Set.

Sub-plot & story ideas

Game Masters, after the danger of the Four Horsemen is over, there is still the Pharaoh Rama-Set to worry about. This is an avenue of adventure that might be applicable for the player characters. There is no question that Pharaoh Rama-Set is dangerously deranged and completely evil. Undoubtedly, the characters will have had their run-ins with his minions, if not the Pharaoh himself, during their quest to stop the Apocalypse demons. He is the author of many atrocities, a murderer and slave master bent on tormenting and destroying humans and D-bees if not obliterating all life on Earth. Lo Fung realizes that Rama-Set's continued existence is a threat to the entire world and plans to kill him. The execution (or imprisonment) of Pharaoh Rama-Set is very justifiable.

Player characters may accompany Lo Fung and assist him in his quest (he'll want to be the one to deliver the final death blow), or they may carry on his quest for him should he die during the heroes' battle with the Apocalypse demons. An even better alternate plot line with plenty of room for developing dozens of adventures, might be the characters and the Pharaoh becoming regular adversaries. This can be established from encounters during the Apocalypse story-line, the Pharaoh looking for revenge against those who ruined his plans and so on. Perhaps Lo Fung is captured, tortured and killed at the hands of the Pharaoh. This should incense the heroes and cement a relationship between the player characters and Rama-Set as archenemies. This would establish a continuing conflict, with numerous adventures and story-line possibilities. The mad Pharaoh will make a wonderful continuing or recurring villain! The heroes don't have to kill him, but could become one of his main opponents, interfering with or stopping one insidious plot after another. The Pharaoh and his handiwork can pop-up anywhere, especially in Africa and Europe. See Pharaoh Rama-Set in the section about Egypt.

Lo Fung The Dragon

True Name: He has never revealed his true name, Lon Zin, to anybody. He is also known as Lo Fung, The Dragon, or Lo Fung the Dragon. He always disguises himself as a human, usually an oriental.

Alignment: Scrupulous

Attributes (adult): I.Q.: 26, M.E.: 22, M.A.: 26, P.S.: 24, P.P.: 19, P.E.: 18, P.B.: 15, Spd.: 20.

M.D.C./Hit Points (adult): 1100 when in human form or 2100 when transformed into his natural serpent form.

Horror Factor: 13

P.P.E.: 800 adult

Level of Experience: 15th level tattoo master.

Natural Abilities: Impervious to poison, toxins, drugs, and gases, nightvision 90 ft (27.4 m), see the invisible, fire and cold resistant (does half damage) and can bio-regenerate 1D6 x 5 M.D.C. points every five minutes.

Metamorphosis: Same as all chiang-ku, see Pharaoh Rama-Set.

Psionic Powers: Major psionic with the following powers: detect psionics, deaden pain, exorcism, induce sleep, psychic diagnosis, psychic purification, and psychic surgery. **I.S.P.:** 100.

Magic Knowledge: A full understanding of magic, complete knowledge of tattoo magic and the creation of the Elixir of Power and Deceit.

As a **Chiang-Ku Tattoo Master** Lo Fung has the Marks of Heritage plus the following:

Power Tattoos:

Rose of Healing (healing touch; a Mark of Heritage)

Phoenix Rising (super healing & resurrection; a Mark of Heritage)

Heart Encircled by Chains (limited invulnerability, +1125 M.D.C.)

Heart pierced by a wooden stake (protection from vampires)

Skull Engulfed in Flames (fire power, fire bolt 1D4 x 15)

Eye of Mystic Knowledge (can read magic symbols & runes)

Weapon, Animal, & Monster Tattoos

Animal: Mongoose

Animal: Tiger

Animal: Horse (which he can ride)

Monster: Yazhing Multipede

Simple Weapon: Bow and Arrow (1D6 S.D.C.)

Simple Weapon: Wood staff (1D8 S.D.C.)

Magic Weapon: Flaming shield (indestructible, +2 to parry).

Magic Weapon: Flaming staff covered by a coiled snake (1D8 M.D., to ordinary opponents, 3D8 M.D. to dragons and other mega-damage serpents).

Magic Weapon: Flaming arrows with wings (20 M.D. per arrow, three times normal range).

Combat abilities: Hand to hand: martial arts.

Combat/Attacks Per Melee (adult): Five by hand to hand combat or tattoo magic or psionics.

Bonuses (adult): +5 strike, +7 parry, +7 dodge, +6 damage, +4 to roll/pull punch, critical strike on unmodified 18-20 and paired weapons. +4 save vs psionics, +5 to save vs all magic, +6 to save vs horror factor, and recovers P.P.E. twice as quickly as normal.

R.C.C. Skills (includes I.Q. bonus of +7%): All domestic skills, basic math, art, land navigation, wilderness survival, streetwise, disguise, holistic medicine, climbing, faerie lore,

demon & monster lore, horsemanship, pilot hovercraft, and pilot sailboat are all at 98%. W.P. targeting, W.P. blunt/staff, W.P. sword, W.P. automatic pistol and energy rifle.

Human Appearance: A five foot tall (1.5 m) oriental monk with a shaved head and gentle expression. He typically dresses in oriental robes and sandals. He never wears armor.

Special vehicles: None.

Weapons: An ordinary wood staff, long bow and arrows.

Money: He rarely has more than 2D6 × 1000 credits because he spends most of it helping the poor.

Alliances & Allies: Victor Lazlo, the Nog Henge druids, Prrcyvel, members of his sect in the Orient and various heroes and kings throughout the Orient and parts of Europe.

Fang-Lo

Fang-Lo has been driven to action by bedeviling visions of the emergence of four powerful demon lords and with them, unimaginable suffering and death. She has seen that these four will unleash a plague of destruction so devastating that all life on Earth is threatened unless they can be stopped. She has also envisioned that it is the New Phoenix where the four will unite and become virtually unstoppable. Somehow, Rama-Set and the gods of darkness will play a dangerous role in this affair although exactly what role they will play in this drama has not yet been revealed to her. Fang-Lo has gone to the continent to find the fabled Abkii and other champions to stop the four monsters before they can unite.

Quick Stats

Real Name: Fang Lowana

Alignment: Scrupulous

Attributes (hatchling): I.Q.: 19, M.E.: 19, M.A.: 21, P.S.: 20, P.P.: 17, P.E.: 18, P.B.: 10, Spd.: 15.

M.D.C./Hit Points (hatchling): 200 when in human form or 300 when transformed into her natural serpent form.

Horror Factor: 9

P.P.E.: 80 hatchling

Level of Experience: 5th level tattoo master.

Natural Abilities: Impervious to poison, toxins, drugs, and gases, nightvision 90 ft (27.4 m), see the invisible, fire and cold resistant (does half damage) and can bio-regenerate 1D6 × 5 M.D.C. points every five minutes.

Metamorphosis: Same as all chiang-ku, see Pharaoh Rama-Set.

Psionic Powers: Major psionic with the following powers: Clairvoyance, sixth sense, telepathy, empathy, object read, presence sense, see aura, and sense evil. **I.S.P.:** 110.

Magic Knowledge: A full understanding of magic, complete knowledge of tattoo magic and the creation of the Elixir of Power and Deceit.

Skills: Standard R.C.C. skills at 5th level proficiency.

Age: 497

Abkii The Defiant

Abkii, The Defiant (pronounced Ob-Key) wanders the land in search of good alcohol, parties and adventure. He is a party animal who loves to drink, brawl, make love and have sophomoric fun, as much as he does defending the weak and partaking in epic adventures. He is especially fond of helping the underdog (if they are deserving) and delights in battles where the good guys are outnumbered ten to one or worse. During his

journeys, partying and adventures, he has come to befriend many noble warriors and powerful beings who sometimes join him on his crusades. He recently left on a mission to the Phoenix Empire and has not been seen since.

Quick Stats

Real Name: Ob kee

Alignment: Unprincipled

Attributes (hatchling): I.Q.: 17, M.E.: 20, M.A.: 20, P.S.: 22, P.P.: 21, P.E.: 20, P.B.: 8, Spd.: 12.

M.D.C./Hit Points (hatchling): 400 when in human form or 500 when transformed into his natural serpent form.

Horror Factor: 9

P.P.E.: 60 hatchling

Level of Experience: 6th level tattoo master and warrior.

Natural Abilities: Impervious to poison, toxins, drugs, and gases, nightvision 90 ft (27.4 m), see the invisible, fire and cold resistant (does half damage) and can bio-regenerate 1D6 × 5 M.D.C. points every five minutes.

Metamorphosis: Same as all chiang-ku, see Pharaoh Rama-Set.

Psionic Powers: Major psionic with the following powers: Alter aura, ectoplasm, impervious to fire and cold, resist fatigue, resist hunger, levitation and telekinesis. **I.S.P.:** 80.

Magic Knowledge: A full understanding of magic, complete knowledge of tattoo magic and the creation of the Elixir of Power and Deceit.

Skills: Standard R.C.C. skills at 6th level proficiency, including hand to hand: martial arts, W.P. sword, W.P. targeting, W.P. blunt, W.P. energy pistol, W.P. energy rifle.

Weapons of Note: Sword of Atlantis (rune weapon), Kittani plasma axe, TW-laser pulse rifle and a pygmy shaman's talisman to shadow meld twice a day.

Age: 749

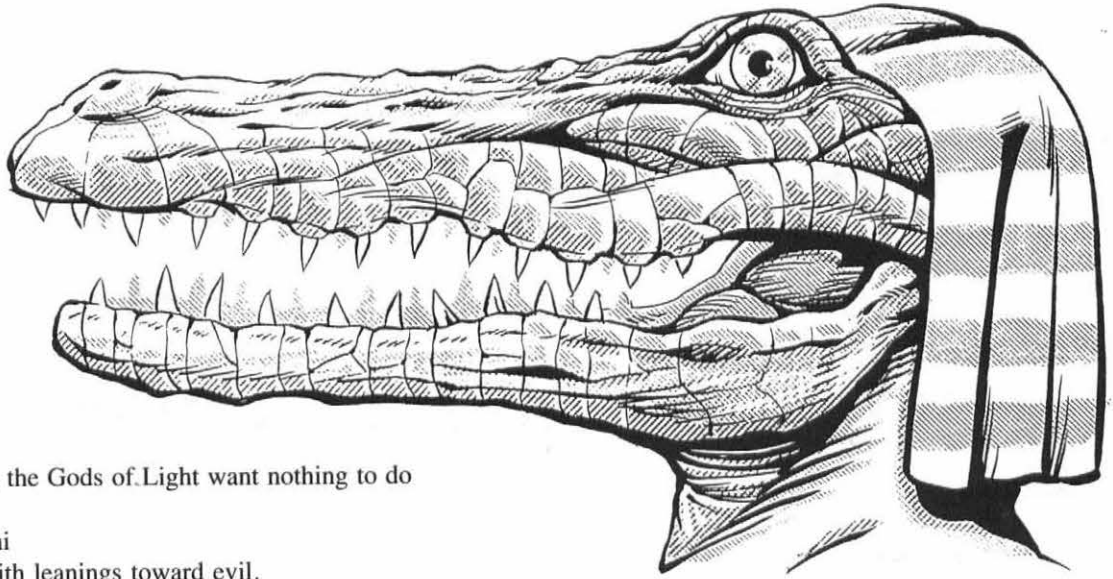
Sebek

The Crocodile God

Sebek is a selfish troublemaker. If anything, Sebek can be considered a god of chaos or mischief, siding with good and evil forces as they best benefit him. He is an agent of anarchy who seems always to have his paws in something. This god is probably at his most dangerous when he is bored, because he will go looking for trouble and if he can't find any, he'll make some. He always has an eye out for a good scheme.

Sebek has little regard for any gods, good or evil, and has a complete disdain for authority and power, unless it is his. The crocodile god can be incredibly cunning but he is equally vindictive, petty and childish. He is happiest when things are going his way. As an ally he is completely unpredictable. The real reasons behind any alliance are strictly his own, despite anything he might claim to the contrary. Nine out of ten times, if Sebek wants in on something, especially something that costs him, you can bet that he expects some great reward or advantage (for him) to arise out of his involvement. Similarly, it could mean that it's all a trick and the crocodile god really plans on betraying his ally. Then again, he may be sincere and helpful. Unfortunately, when things go wrong or he loses interest, Sebek and his forces will disappear without a word of notice or a bit of regret.

The crocodile-headed god was once a member of the Pantheon of Taut, but has fallen from grace among the Gods of Darkness.



Unfortunately for Sebek, the Gods of Light want nothing to do with him either.

Real Name: Sebek Arimi

Alignment: Anarchist with leanings toward evil.

Attributes: I.Q.: 20, M.E.: 19, M.A.: 19, P.S.: 40, P.P.: 18, P.E.: 28, P.B.: 10, Spd.: 33 (22 1/2 mph/36 km — double swimming).

Attribute Notes: His physical strength and all other attributes are at the supernatural level.

Size: 18 feet (5.5 m) tall, male.

M.D.C.: 6470

Horror Factor: 15

P.P.E.: 930, **I.S.P.:** 120

Experience Level: 15th level con artist and 10th level line walker.

Natural Abilities: Nightvision 200 feet (61 m), see the invisible, knows all languages, metamorphosis into crocodile or crocodillian, teleport 94%, dimensional teleport 83%, swim 98%, never fatigues, seldom sleeps, is always alert, summon and command and control 1D4 × 100 crocodiles, summon and command 2D4 crocodillians, and can bio-regenerate (1D4 × 100 points of damage per minute and able to regrow a new limb within a week).

Priest or healer abilities include exorcism 50%, turn dead 50% (affecting 1D6 × 10 dead at a time), remove magic curse 34%, resurrection 10%, and healing touch (restores 2D6 S.D.C or hit points and can be used without limit).

Vulnerabilities: Holy weapons, weapons made from silver (they do mega-damage to this being), the wood of a Millennium Tree, and some rune weapons inflict double damage. Magic fire also does double damage.

Magic Powers: All ley line walker spell magic, levels 1-6, plus dispel magic barrier, negate magic, metamorphosis: human, life drain, minor curse, spoil, circles of protection, close rift, dimensional portal and teleport: superior. All ley line magic is equal to that of a 10th level spell caster. Opponents must roll a 14 or higher to save vs magic!

Psionic Powers: Major psionic with 120 I.S.P., powers are limited to telepathy, mind block, and the super psi-powers of hypnotic suggestion, mind wipe and mentally possess others.

Attacks Per Melee Round: Seven hand to hand actions or psionic attacks or two spell attacks.

Restrained punch — 6D6 S.D.C.

Full strength punch — 5D6 M.D.

Power punch — 1D6 × 10 M.D.

Tail slash — 5D6 M.D.

Bite — 5D6 M.D.

Bonuses (includes attribute and skill bonuses): +4 on initiative, +6 to strike in hand to hand, +3 to strike using an energy weapon, +8 to parry and dodge, +4 to roll with impact, +4 to pull punch, critical strike on a roll of a natural 19-20, +5 to save vs psionic attack, +7 to save vs all types of magic, +7 to save vs poison and drugs, and +6 to save vs horror factor.

Skills of Note: Basic and advanced math, escape, forgery, pick pockets, pick locks, palming, land navigation, pilot hover vehicles, and boats, all at 98%. Radio: basic, radio: scrambler, computer operation, streetwise, literacy in Dragonese and Euro are at 60%, W.P. blunt, W.P. energy pistol, W.P. energy rifle.

Favorite Weapons: Loves magic items but can use anything.

Armor: None.

Technology: Sebek finds it fascinating.

Description: Humanoid body with the head of a crocodile — grey skin with some green highlights, and yellow eyes. Very alert and cunning.

Money: For Sebek, money comes and goes; he currently can lay his hands on 2D4 million credits worth of precious metals and jewels, as well as an arsenal of weapons (ancient and modern), and a smattering of magic items, magic weapons and technological devices.

Alliances: The Gathering of Heroes for the moment. His main reason for fighting the Apocalypse demons is to get even with Set and the other dark gods. Sebek is worshipped by crocodillians, the occasional cult and some tribes in Africa.

Minions: His only completely loyal minions are the crocodillians, but he has worked with demons, men of magic, and just about anybody who can help him achieve his goals.

Enemies: The Gods of Darkness, especially those in the pantheon of Taut, dislike Sebek immensely. The Gods of Light try to avoid and ignore him.

Special Weapons

- The Scepter of the Serpent — A Greatest Rune Weapon.** This black mace-like rod with twin crocodile heads is one Sebek's most prized weapons.

The powers of the rune weapon:

- I.Q. 14 and has a telepathic link with Sebec.
- Indestructible; reddish grey in color.
- Anarchist alignment; if any creature of good alignment touches it, the scepter inflicts 6D6 points of damage, and will continue to do so each melee it is held.
- The crocodile heads can breathe magic fire: 1D6 × 10 M.D., range: 1000 feet (305 m).
- Drinks souls.

- Mega-damage as a club: 1D6 × 10 M.D.
 - When parted from the scepter he can summon it back to him no matter where it is, even from other dimensions — it teleports to him.
2. **Magic dagger:** It inflicts 2D6 M.D., is indestructible, never dulls and returns when thrown.
 3. **Boom Gun:** A Glitter Boy Boom Gun which he carries with him often. Standard damage and range. He got himself one because Anhur has one.

Encounters & Adventure Ideas

Necromancer in league with the Dark Forces of the Nile gods and/or the Phoenix Empire. Level of experience is 1D4 + 4. One nasty fellow. He has used his powers to give himself extra limbs and powers. He is accompanied by a dozen animated dead and two humanoid (ogre, orc, troll, or similar) assistants. Both are equal to fourth level fighters.

Caravan of the dead! A merchant caravan with a score of wagons and a hundred package bearers who are all animated corpses (60% human, 30% D-bee, and 10% monsters, including a few gargoyles). Two D-Bee necromancers (2D4 + 2 levels of experience, miscreant evil) own the caravan or have been hired to protect the caravan from bandits. Their six living assistants are tough non-human warriors or demons. Ten percent of their bearers are actually grave ghouls.

The caravan leaders eye strangers closely, especially if they are predominately human. If the characters look vulnerable and have obvious items of value, the necromancers *may* send their warriors or legion of dead to attack. The goal is robbery, so they won't pursue characters who flee or who offer too much resistance. These evil-doers are interested in easy profit not bloodshed.

If the player characters prove to be too powerful and defeat them, the necromancers will surrender and pretend that they thought the characters were bandits. They'll apologize and offer a few hundred credits worth of water, wine, food and trinkets. If the group demands restitution for their trouble or losses (damaged property) and makes serious sounding threats, the merchants will pay them a total of 4D6 × 1000 in universal credits, gold or gems. However, they will remember the characters and may seek revenge should they ever meet again.

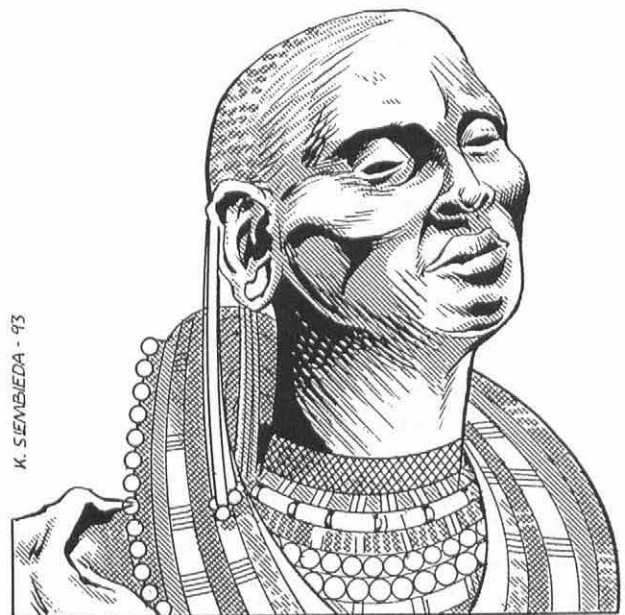
If the group looks too poor they'll be ignored. Any captives from a battle will be sold as slaves. Nothing will come of any reports made to the authorities regarding a confrontation.

Wagon driven by a lone driver. The driver says he doesn't want any trouble and will move on without incident if left unmolested or ignored. If investigated further, the player characters will find 30 skeletons and/or corpses inside the wagon. The driver claims to be a healer or medicine man transporting these tragic victims of a plague/accident/battle to a place to be burnt and buried or that he's returning them to their home village for a proper burial among family. Another story might be that he is an assistant mortician or a lowly servant obeying his master. Which is he? Any one of these things is a possibility, but more likely he is a **necromancer!** The dark sorcerer will attack if annoyed, threatened or if he sees something valuable among his

questioners that he wants. He will only attack if he believes his zombie legion can overpower his questioners: There may also be 1D6 grave ghouls (assistants) among the corpses.

Additional or alternative ideas. The driver may have important news about the Phoenix Empire, the Four Horsemen or bandits in the area which he might be willing to share depending on the circumstances and his disposition. He might claim that an area is safe, otherwise how could one lowly peasant come this far? In reality the area of passage is fraught with danger (bandits, witches, monsters, etc.) but the wily necromancer knows a secret way or is so feared by these brigands that they leave him alone. If our heroes believe him, they walk into danger. Another idea: If the area is troubled by bandits or an aggressive tribe, perhaps the driver giggles and says something like, "Oh, I don't think they'll be a problem anymore," and reveals his cargo, which is the dead bodies of many or all of these people. He then rides away laughing.

Pirate raiding party! Pirates can be humans, D-bees, demons, monster races or a combination of any or all. Their base of operation and transportation is from a ship. A secret base or port can be on an island or mainland — several pirate organizations are based on the Arabian peninsula, India and Indonesia. There is also a small, secret base on the east side of Madagascar and three in Morocco (northern Africa). Non-human pirates are welcome and given sanctuary at the Phoenix Empire as well.



Most pirates are part of a larger group and are typically the crew of 1D4 ships. They will attack or invade land based caravans, outposts, temples, towns and villages (rarely cities), take what they came for and flee, returning to their ship(s) and heading back out to sea. Most pirates will venture more than one or two hundred miles away from their ship. The purpose of a raid is typically one of the following:

01-14 Food and Supplies

15-28 Booze, brawling, fun and relaxation

29-42 Slaves

43-58 Booty: Gold, gems, jewelry & similar valuables for resale.

59-74 Booty: Only after weapons (usually high tech or magic).

75-87 Kidnappers: Kidnap, hold hostage and sell or trade a particular person or persons to whomever hired them or to the highest bidder.

88-00 Mercenaries: Pirates also accept jobs of assassination, sabotage, and destruction (burn down a village, etc.).

Bandits. There are all types of bandits and scoundrels in every sort of environment on the continent. Most are small, dishevelled groups of brigands who steal what they need and want, use it up and steal some more. They are all criminals of anarchist and evil alignments. Some are humans, some D-bees, and others are monsters or a combination of them all. Some are high tech, some magic oriented and some rely only on their natural or supernatural abilities. Most are independent operations not affiliated with the Phoenix Empire.

Mind bleeder spy or assassin. This is a character who uses his mind tripping powers for the purposes of espionage, robbery and/or assassination. His selection of skills will reflect his thieving and combat orientation rather than the more typical skills of that R.C.C.; most assassins and spies will be anarchist or evil alignments.

Witch looking of trouble for the fun it. She may be accompanied by 1D4 + 1 other witches or werebeasts, buti-fas, demonic cannibals or other "evil spirits" (demons). The witch and her friends may rob or extort protection money/valuables from the player characters, may cause trouble, sickness, murder, bad luck and other "bad medicine." One-third of the witches, especially to the north, are in contact with the Phoenix Empire and will know about the rewards offered for specific troublemakers, dead or alive.

Taboo shrine or temple. A taboo warning is etched into its surface telling all to stay away or suffer terrible consequences (G.M. indicate what those consequences are). Inside the place is an important, helpful or powerful or legendary item (gem, weapon, charm, talisman, artifact, etc.). Does greed triumph or do the characters respect the taboo and avoid the area? A taboo place, animal or object can be found in the jungle, forests, savanna, desert, mountains and even at temples and death cults in villages and cities.

Additional or alternative possibilities. Village or tribal warriors are hunting for outsiders who have broken a taboo and have brought bad medicine to their village. They have mistaken our heroes as those responsible and will try to capture or lead the group back to the village to receive punishment for their crime. These warriors will not take no for an answer and will engage in life and death combat to capture the characters. Note that the warriors are likely (80%) to be of predominately good alignments. Player characters who are made aware of this are not likely to fight.



K. SIEMBIED - 93

The capture of the player characters can lead to all kinds of adventures in and with the village. First, they must prove their innocence. This can be accomplished in any number of ways (trial by combat, psionic probe, ceremony by a priest or medicine man to determine the truth, etc.). Next, they might become involved in helping the villagers find the true culprits (evil guys, possibly bounty hunters or minions of Pharaoh Rama-Set), or help defend the village against a local witch who has appeared to add to their misery or take advantage of their strife. Who knows, maybe slavers or pirates show up. Perhaps the village is in the path of one of the Apocalypse demons! Many acts of heroism may make our heroes honorary members of the village or tribe, which can become a base of operation. Alternately, perhaps our heroes' presence only brings more misfortune to this beleaguered village.

City Ruins. These are found mainly around the coasts of North and South Africa and the countries of Nigeria, Berkinia, Niger, Chad, and Sudan. The ruins are the domain of any or all of the following: boogie men, cannibals, bandits, escaped slaves (they may have news or information to share), witch, a foul tempered dragon beast, a hungry manitcore on the prowl, a man-eating lion and similar.

Nightmare Zombies created by Death. The Death Apocalypse demon can create horrible zombie-like monsters with multiple heads, limbs and mismatched body parts. He sends many of these monstrosities into the world on a mission of death. The zombies try to kill every living creature they encounter, including animals and defenseless women and children.

Regardless of what these animated dead things may look like, most have the same basic stats.

Attributes (supernatural): P.S. 24, P.P. 20, P.E. 20, P.B. 6, Spd. 14. The zombies' actions are usually very direct and straightforward. I.Q. is roughly equal to an intelligence of six, without any imagination.

They show no fear, are impervious to drugs, gases, poison, possession and mind control. The magic spells of turn dead and protection circles will only repel them or hold them at bay. Weapons made of silver or magic and magic spells inflict double damage.

M.D.C.: 1D4 × 100 for human to horse size creations, 1D6 × 100 for huge creatures the size of an elephant or larger.

Horror Factor: 14 for human sized zombies or 16 for giants.

Attacks Per Melee: Two attacks per melee, plus one additional melee attack per every two additional arms, tentacles or tail.

No extra bonuses for multiple heads or wings, although most winged zombies can fly at a speed of 44, roughly 30 mph (48 km).

Bonuses: Human to horse sized monsters are +4 to strike, parry and dodge. Giant monsters with multiple limbs are +6 to strike, parry and dodge, +10 P.S., and +10 Spd.

Note: See the description of Death for full details.

There are many other possibilities. Animal encounters, stampedes, tribal wars, demonic cannibals, mutants, aliens or monsters from another dimensions, death cults, rogue minions of Splugorth, earthquakes, and on and on. In some of the monster, world and character descriptions, there are suggestions and ideas for their possible use in adventure scenarios. These are all meant to help stimulate ideas for adventures. Of course, the ultimate conflict is the showdown with the Four Horsemen of the Apocalypse (and possibly Rama-Set).

The Four Horsemen of the Apocalypse

Where did the Four Horsemen appear in Africa?

Game Masters can put them anywhere they think is best for their campaign, but here are my suggestions.

Famine: Northern Ethiopia

Pestilence: South Africa

War: The Congo or Ivory Coast

Death: Southern Tanzania

The Four Horsemen are instinctively drawn to the Giza complex of ley lines for two reasons. First, it is one of the most powerful ley line nexus centers on the continent. Second, because it was Pharaoh Rama-Set who has attracted them to Earth and is an ally. Although Egypt is their ultimate destination, they may travel all over the continent, particularly to meet one another somewhere before they embark on their journey to Giza. The Horsemen cause hatred, fear, suffering and death wherever they go. See the powers, tactics and motivations of each of the Horsemen.

Our heroes will be plagued by insect swarms, nightmare zombies, animated dead, disease, and be troubled by unusually hot or cold temperatures, droughts, sudden storms, unusually hostile villagers, putrefied food and water, increased activity by witches, evil sorcerers and demons, bounty hunters, and so on. All in addition to random encounters, side adventures, and the hardships of the wilderness.

Pharaoh Rama-Set has sent out his inhuman minions to destroy any who try to stop or hurt the Four Horsemen, so these demonic assassins and military death squads will also be a constant problem, especially when an Apocalypse demon is located or close by.

Some Specific Elements

Heroes and Champions

The hero characters, descriptions and story elements that follow are provided with the intention to add color, excitement and drama to the game. It is always fun for player characters to rub shoulders with famous people. Exactly which, if any, of these famous characters will be available as Non-Player Characters (NPCs) is left entirely to the Game Master. Note that the heroes who have gathered are likely to divide into many smaller groups to tackle a multitude of problems and enemies.

Other Heroes

Game Masters can use this opportunity to introduce other characters, from other game settings and dimensions, as NPCs or even as player characters. It's possible that these characters appear only to fight the Four Horsemen of the Apocalypse and then disappear, returning to their rightful time, place or dimension. It's possible that cosmic forces, such as the gods of light, may intervene and bring these unusual heroes to Earth to help fight a menace of epic significance. The Game Master may also elect to let his or her players select and play superhuman or supernatural beings, including some of the gods of light and NPCs listed in this book, as a sort of mini-campaign outside of the usual characters' realms of adventure. As always, the possibilities are many and they are all yours to explore.

Gods of Light

The gods of light, particularly those of ancient Egyptian and African mythology, may take an active hand in helping the people of Earth in their fight against the Apocalypse demons. However, in many cases, there are equally powerful evil forces and political entities also at play. These dark forces may prevent some gods or heroes from taking a direct hand in the conflict. This may force these god-beings to take subtle action in the way of visions, warnings, messages, information, clues, the location/acquisition of special weapons, magic healing, and similar means of assistance.

In other cases, the involvement of one godling or a group of gods may mean that old enemies, like the gods of darkness, may become involved to thwart the good deeds or wishes of their hated enemy. This can lead to additional skirmishes for innocent people, heroes and gods alike. This can also escalate the battle and even lead to conflicts that will continue long after the threat from the Four Horsemen has passed (a great opportunity for developing subplots and continuing story elements).

In still other situations, the gods may directly confront each other, using other intelligent creatures as their pawns, slaves, warriors or champions. There can also be one-on-one combat between god-like beings and supernatural forces that might be limited to a tiny area or involve and affect an entire nation. Just remember, when beings with god-like powers engage in combat, it is likely that many innocent humanoids will suffer and/or feel the consequences of the conflict for years to follow. Such confrontations might change the face of the land, alter the weather, open dimensional rifts, bring new alien life forms to Earth, destroy cities, or even annihilate an entire race.

Mrr'lyn & New Camelot

Mrr'lyn doesn't want the champions of Camelot involved in this conflict because he knows the number of casualties will be high. The loss of too many of New Camelot's heroes and defenders would weaken the kingdom, but more importantly, set Mrr'lyn's present schemes back by a decade. The death of King Arr'thuu would be devastating at this point and could lead to the collapse of the kingdom and everything Mrr'lyn has set in motion over the last two hundred years.

As a result, the enchanter will try to dissuade Arr'thuu from joining the crusade himself, as well as try to keep some of New Camelot's greatest champions out of the conflict. To achieve this end, Mrr'lyn will sabotage the gathering of the army and cause minor disturbances on Camelot's borders to suggest the kingdom may be under a more immediate threat of attack from other forces. The forces in Africa will receive little help from New Camelot when they most need it.

Ultimately, King Arr'thuu will take a personal hand in mobilizing the troops he promised, but this intervention will come too late to help in the major confrontation against the Four Horsemen of the Apocalypse. However, they may be important in combating other dangers that arise from this conflict.

GM Notes: 1. The heroes of New Camelot may be brought in like the calvary to rescue players from secondary villains and/or to "mop up" the remaining enemy forces and help victims of the war to rebuild their communities, but they are not likely to be directly involved in battling any of the Four Horsemen.

2. Mrr'lyn may feel pressured into taking a direct hand in helping the forces in Africa from time to time, especially if his timely intervention will prevent Arr'thuu from joining the quest.

The enchanter will always conceal his true identity and is most likely to attack or help from a distance and in the shadows. He might strike an enemy down from behind, heal a hero, create favorable or helpful weather, send a warning of danger, and so on. He might even wrestle with one of the Horsemen for a few minutes. Even though he doesn't want to jeopardize everything he's built at New Camelot, he does recognize that the Four Horsemen of the Apocalypse are a genuine danger to the entire world and will want to see them stopped. He may also know what's going on within a particular group by sending a few of his Nexus Knights to assist (and spy on) them.

3. Mrr'lyn, like so many of the god-like beings drawn into this conflict, can be played with great dramatic timing and effect. However, the enchanter will keep an extremely low profile and try to avoid any direct confrontations. He has little regard for the people involved in this conflict.

The Chiang-Ku Dragons

The chiang-ku dragons have been drawn into this conflict because of their moral and philosophical view of the Megaverse and their place in it. Furthermore, they feel more directly involved because it has been two of their kind, Fang-Lo and Lo Fung, who have foreseen the coming of the Apocalypse and because Rama-Set, an insane chiang-ku dragon, plays a key role in the entire affair. It is Rama-Set, working with ancient gods and the forces of evil, who plans to help the Apocalypse demons bring oblivion to the Megaverse. See the section describing **Egypt** elsewhere in this book.

Atlantis & The Minions of Splugorth

Lord Splynncryth keeps vacillating as to what action he should take, if any. He is a realist and knows that despite the power of the Apocalypse demons, it will take them millions of years to destroy even half of the Megaverse. Besides, other powers are likely to unite and stop them before that ever happened. Until the Horsemen are stopped, he is confident that he and his minions can avoid their onslaught with a little creative dimension hopping. Still, he has a very good thing going on Earth with tremendous potential for expansion and profit — he'd hate to lose that. On the other hand, if he joins the forces of Earth to fight the Apocalypse demons and they lose, the Horsemen are likely to hunt him out of revenge and destroy him. Then again, if he was crafty, how would they ever know? On the other hand, he has a reputation to consider and probably shouldn't associate with slave-stock such as humans, nor would he want to illustrate just how powerful he really is.

Decisions, decisions, what to do? That pretty much covers Lord Splynncryth's current train of thought. His gargoyle minions are quick to point out that their kin in Europe, with whom he has a loose alliance, will be among the first to fall before the Horsemen's might. Of course, Lord Splynncryth is quick to point out that it is a "loose" alliance and one can always make new friends and allies. The Kittani warriors love a challenging fight, so they're hot to leap into battle. However, their involvement en masse will definitely implicate the Splugorth and things could get messy.

Lord Splynncryth's likely action will be to send a few elite combat troops and powerful lone operators into the fray. He may also allow some powerful slaves to escape to Africa where they will be drawn into the conflict. **GM Note:** I leave it up to the individual GM to decide how involved the people of Atlantis might become. This is certainly a good opportunity to introduce player characters from Atlantis into other parts of the world.

As for True Atlanteans, most of those in other dimensions have no idea what is transpiring on Earth. Even most of those on Earth don't know about the arrival of the Four Horsemen, but you can bet your bottom dollar that there are some True Atlanteans counted among the heroes.

The Americas

Most of the people of North and South America, Mexico and Central America are oblivious to what's happening on the plains of Africa. Only a few of the elite at the city of Lazlo are aware of events as they unravel, thanks to limited communications with Erin Tarn.

The Coalition States do not involve themselves in foreign affairs and have no inkling about the titanic war about to erupt in Africa. Even if they are told about it, they won't believe it and will ignore all pleas for help.

Europe & Asia

Like the Americas, few beings living in Europe and Asia know anything about the Four Horsemen of the Apocalypse, let alone that the entire planet is in danger. Only the most powerful practitioners of magic, priests and supernatural beings may become aware of the danger and might travel to Africa to lend a hand. The NGR and even kingdoms along the Mediterranean are oblivious to the events unfolding on the dark continent. Ironically, should the Horsemen be defeated, the NGR, CS and

most kingdoms will never believe how close to extinction life on Earth came, nor will they appreciate the sacrifices of those who fought the monsters.

Story ideas for the Pharaoh

Armageddon Lost

If the Four Horsemen are defeated, the Pharaoh's dreams will be shattered. He will become melancholy and give in to depression. For 4D6 weeks he will ignore all but the most pressing affairs of the state and lock himself away to brood. After a time, melancholy will give way to anger and thoughts of revenge. He is likely to launch a campaign of revenge against all those known to have been involved in "his" defeat. He will see the destruction of the Apocalypse demons as a defeat against himself. After all, his plans to experience the ultimate in chaos and subsequent cosmic enlightenment have been lost, perhaps forever. Those singled out for persecution are likely to include the player characters. This could lead to confrontations with assassins, bounty hunters, witches and demons. The group could be captured and brought to the City of Rama to face punishment at the hands of the Pharaoh. Or they might return to Africa to help one of their allies, like Lo Fung, escape the clutches of the Pharaoh. They may also become embroiled in the affairs of the Gods.

Pharaoh Rama-Set will then turn his attention to his other schemes and escalate conflicts between other kingdoms and groups. His quest for cosmic enlightenment ruined, he will become even more cruel and dangerous than ever!

Demons from the Past

The oracles who counsel Pharaoh Rama-Set have warned that his "past is coming to confront him." He has taken this to mean that his old friend, Lo Fung, is finally coming for him. He has always known this day would come and he is prepared for that inevitability. However, his confrontation with his past might not be represented by Lo Fung, but by *Victor Lazlo*, who also knew Lo Li (although not nearly as well). Rama-Set is not aware that Lazlo is among the Gathering of Heroes.

Although Lo Fung, and possibly Victor Lazlo, may feel compelled or obligated to destroy Pharaoh Rama-Set, this doesn't necessarily mean a suicidal confrontation. Lo Fung and Lazlo are both extremely intelligent and clever. They are more likely to bide their time and strike when they have the best opportunity. Meanwhile, the character(s) is likely to sabotage the Pharaoh's many other schemes and rescue those under his crushing thumb.

Victor Lazlo has responsibilities back at the New German Republic and will not stay in Africa for very long after the Apocalypse demons have been defeated. He will welcome Lo Fung's presence in the Phoenix Empire operating as a spy. Lo Fung can sabotage weapon and supply shipments to the monsters in Germany and warn Lazlo of the Pharaoh's increased involvement in fighting the NGR. Lazlo may have his differences with the heads of government at the NGR, but his loyalty is to his fellow human beings and all innocent humanoids.

A Great Returning Villain

Pharaoh Rama-Set can be a marvelous, continuing or reoccurring villain. He has his claws in many evil plots in Africa and places as far away from his empire as India, the New German Republic and Atlantis. He has been supplying the Gargoyle Empire of Germany and many other tribes, bandits, and non-human cutthroats with weapons, equipment and protection for

years. Publicly he denies this activity, claiming ignorance and helplessness or pointing to one of the many death cults as the one to blame. Of course, it was Rama-Set who established many of these cults and it is he that encourages and supports them. He constantly provokes and encourages acts of violence and terrorism against humans and D-bees. War criminals, terrorists, assassins and supernatural monsters are always welcomed in his Empire and treated like visiting dignitaries. Among his friends are the Splugorth, the Gargoyle Empire, Blood Druids, Gods of Darkness, and numerous monster tribes, bandits, pirates, kingdoms of monsters and the foulest of individuals.

O.C.C. & R.C.C. Experience Levels

<u>Tree People, Pygmy Hunter</u>	<u>Pygmy Shaman</u>	<u>Agogwe & Crocodillians</u>
<u>& Tautons</u>	<u>& Ramen</u>	
1 0,000-1,935	1 0,000-2,050	1 0,000-1,825
2 1,935-3,870	2 2,051-4,100	2 1,826-3,450
3 3,871-7,750	3 4,101-8,250	3 3,451-6,900
4 7,751-15,400	4 8,251-16,500	4 6,901-13,800
5 15,401-20,000	5 16,501-24,600	5 13,801-19,200
6 20,001-30,000	6 24,601-34,700	6 19,201-29,200
7 30,001-40,000	7 34,701-49,800	7 29,201-39,200
8 40,001-60,000	8 49,801-69,900	8 39,201-49,200
9 60,001-80,000	9 69,901-95,000	9 49,201-70,300
10 80,001-110,500	10 95,001-130,100	10 70,301-99,500
11 110,001-140,000	11 130,101-180,200	11 99,501-130,500
12 140,001-180,000	12 180,201-230,300	12 130,501-180,500
13 180,001-230,000	13 230,301-280,400	13 180,501-230,500
14 230,001-280,000	14 280,401-340,500	14 230,501-280,500
15 280,001-350,000	15 340,501-400,600	15 280,501-320,500
<u>African Priest</u>	<u>African Medicine Man</u>	<u>African Rain Maker</u>
1 0,000-2,000	1 0,000-2,110	1 0,000-2,160
2 2,001-4,000	2 2,111-4,220	2 2,161-4,320
3 4,001-8,200	3 4,221-8,440	3 4,321-8,640
4 8,201-16,400	4 8,441-16,880	4 8,641-17,280
5 16,401-24,500	5 16,881-24,880	5 17,281-25,280
6 24,501-34,600	6 24,881-34,880	6 25,281-35,560
7 34,601-49,700	7 34,881-48,440	7 35,561-50,840
8 49,701-69,800	8 48,441-68,440	8 50,841-72,280
9 69,801-94,900	9 68,441-92,480	9 72,281-97,560
10 94,901-129,000	10 92,481-128,480	10 97,561-132,840
11 129,001-179,100	11 128,481-178,480	11 132,841-190,280
12 179,101-229,200	12 178,481-228,880	12 190,281-240,560
13 229,201-279,300	13 228,881-278,880	13 240,561-297,880
14 279,301-329,400	14 278,881-324,480	14 297,881-360,280
15 329,401-389,500	15 324,481-388,880	15 360,281-420,560
<u>African Witch</u>	<u>Necromancer & Phoenixi</u>	<u>Mind Bleeder</u>
1 0,000-1,950	1 0,000-2,200	1 0,000-2,130
2 1,951-3,900	2 2,201-4,400	2 2,131-4,260
3 3,901-7,800	3 4,401-8,800	3 4,261-8,580
4 7,801-15,600	4 8,801-17,600	4 8,581-17,160
5 15,601-30,200	5 17,601-27,700	5 17,161-24,910
6 30,201-45,400	6 27,701-37,800	6 24,911-34,190
7 45,401-60,600	7 37,801-53,900	7 34,191-49,290
8 60,601-85,800	8 53,901-75,100	8 49,291-67,390
9 85,801-110,200	9 75,101-100,200	9 67,391-93,490
10 110,201-150,400	10 100,201-140,300	10 93,491-131,590
11 150,401-210,600	11 140,301-200,400	11 131,591-182,690
12 210,601-265,800	12 200,401-250,500	12 182,691-225,790
13 265,801-325,200	13 250,501-300,600	13 225,791-272,890
14 325,201-375,400	14 300,601-350,700	14 272,891-333,190
15 375,401-450,600	15 350,921-425,800	15 333,191-399,690

Note: The Children of Amon can be any O.C.C.



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