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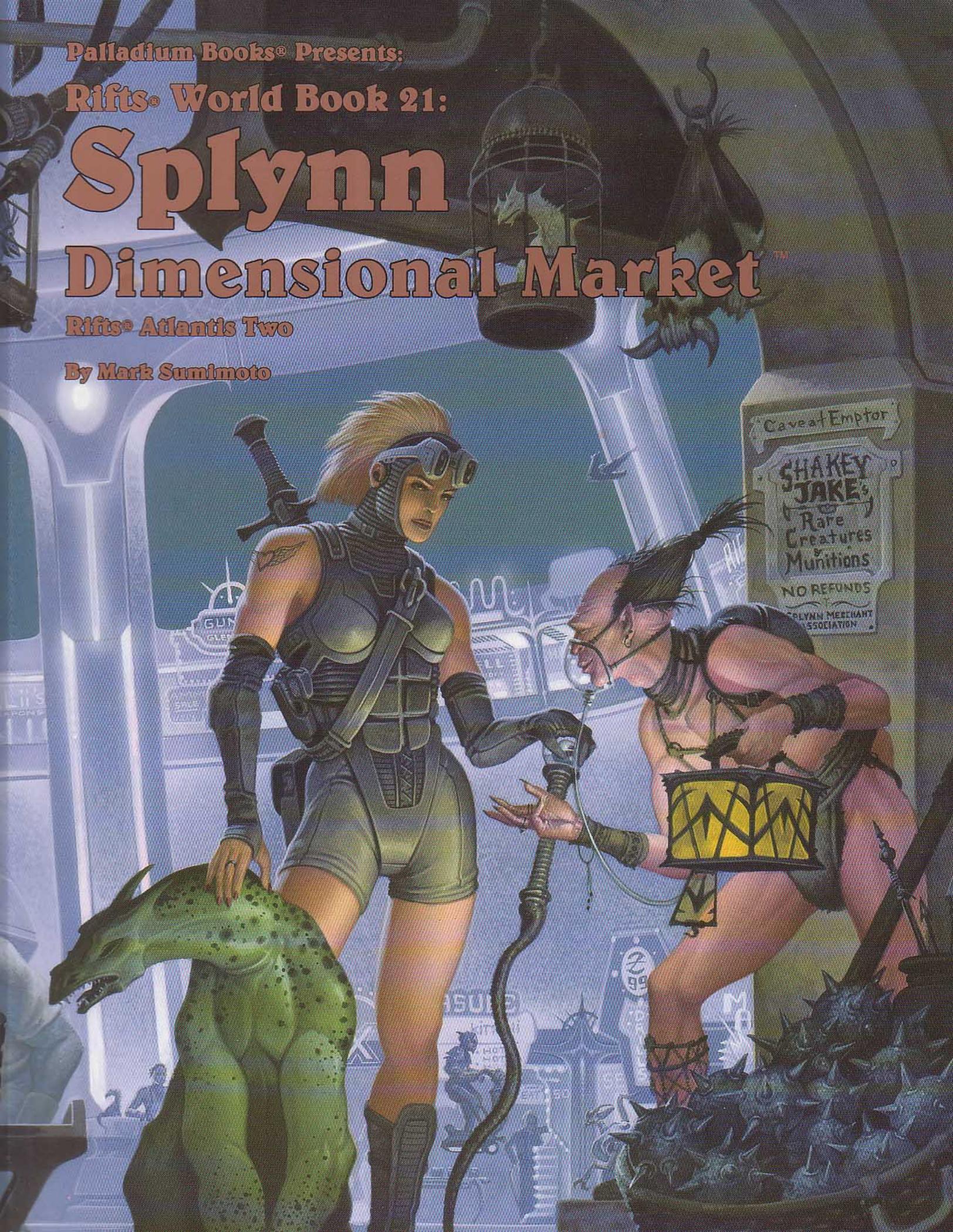
Rifts® World Book 21:

Splynn

Dimensional Market™

Rifts® Atlantis Two

By Mark Sumimoto



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Dedicated to my parents for taking care of me while I wrote my first two submissions, and to my girlfriend for putting up with me while I wrote this one.

Mark Sumimoto

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The cover is by John Zeleznik, and depicts just one small part of the Splynn Dimensional Market on Atlantis.

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Rifts® World Book 21:

Splynn Dimensional Market

Rifts® Atlantis Two

Written by: **Mark Sumimoto**

Additional Text & Concepts: **Kevin Siembieda**

Editors: **Alex Marciniszyn**

Jim Osten

Wayne Smith

Proofreader: **Julius Rosenstein**

Cover Painting: **John Zeleznik**

Interior Artists: **Kent Buries**

Wayne Breaux Jr.

Michael Dubisch

Ramon Perez Jr.

Scott Johnson

Art Direction & Keylining: **Kevin Siembieda**

Typography: **Maryann Siembieda**

Based on the RPG rules, text, characters,
concepts and Megaverse® created by **Kevin Siembieda**.

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Special Thanks to Mark for expanding upon my original ideas and breathing life into the famed Splynn Dimensional Market. Through his efforts we have added another gem to the world of Rifts®.

Also special thanks to the art wizards who helped bring it all to life: Mike, Kent, Ramon, Wayne, Scott and Johnny Z. And to Maryann, Steve, Alex, and the usual Palladium Dimensional Raiders.

— *Kevin Siembieda, 1999*

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The Splynn

Dimensional Market

By Mark Sumimoto & Kevin Siembieda

"Never in my life have I seen so many marvels as I did on that one day at Splynn.

*"I like to think of myself as a seasoned traveler and expert in the **otherdimensional**. Although I am no Erin Tarn, I have visited three other worlds in my time and have encountered a bevy of different creatures. But even with all my experiences, I have never seen nor even imagined a place in all the Megaverse that can compare with the beauty and wonder of the City of Splynn and its legendary Dimensional Market.*

*"From my vantage point high above the spiraling towers in an airship, I could see no smog nor smell any of the pollution which plagued all of the other big cities I have been to. The air was as clean as any I have ever tasted. My transport circled the titanic stone pyramid that dominated the center of the city. Its western side sparkled in the sunset like a sheet of pure gold. Its shadow extended from its opposite side to cast a shroud over everything it touched. This only seemed to emphasize the power its **Splugorth** Lords held over the city's inhabitants. Indeed, the populace must certainly live in the shadow of the Splugorth.*

"The pointed edifice clearly served as the heart of the city. Around it stood the tallest of the buildings, but even these multi-leveled towers were insignificant, eclipsed by the giant pyramid. The immense lines of power that trailed into the city intersected at the pyramid and really seemed to emphasize the pyramid's importance. Tracing the lines were what must be the main highways of Splynn. They were teeming with activity, but from my position all I could see was a blur of motion, like a swarm of ants. Following these roads with my eyes, I could see how the buildings shrank down to speckles as they spread out from the great pyramid.

"Our descent continued. The bustling crowds below became less a teeming mass and more a living mosaic of different sizes and colors. The buildings were largest near the center of the city, but still looked like pebbles next to the mountainous pyramid. I still struggled to make out the images of the various buildings. Only the barest details were clear to me. Even so, I could see that they were clean of the grime and grit that I would expect from a city this large and the air actually seemed to be getting fresher as we drew closer to the ground. At this altitude, otherflying chariots and airships shared the sky with us and there was even a mighty dragon gliding alongside at one point.

"Our path took us right over the marketplace. I swear, there must have been a hundred, no, a thousand different species walking the streets. Most of them were monstrous and many looked quite deadly. Even in these clean, civilized streets, these monsters appeared quite at home. From here, the blurred shapes I saw earlier took definite form. Bizarre and horrific statues and sculptures stood guard over the city streets. Twisted, misshapen

columns held up equally grotesque, but strangely elegant, structures. Organic shapes intertwined with lifeless stone in a way that seemed disturbingly appropriate considering the bio-technology that has made the Splugorth and their minions the powers that they are.

"As we grew ever closer to the city, it struck me that the buildings were much larger than I had first thought. Next to the giants that walked the streets, the buildings appeared to be as large as any I had seen on this world. I had assumed them to be small dwellings or single story shops. After the descent, I could see that they were much larger than that, with some at six stories or more. Then I saw a group of humans being led by a beastly master. Contrasted against the buildings and their master, these humans seemed like dwarves. I could not make out the looks on their faces, but I could sense that they were tired and worn. Their body language alone spoke volumes.

*"The landing of our elegant ship was as smooth as its flight. The **'landing'** was actually a close hover to the ground rather than physically resting upon it. The large ramp that I tread to enter the vehicle was lowered. The pre-evening sun was welcoming and strangely foreboding at the same time. My host stepped down from the upper level to show me and my fellow passengers the way off his flying vessel. One by one, we emerged from the dark interior into the dim, yet harsh light of **'The Market.'** The direct and full warmth of the fading sun filled me with a feeling of renewal and hope. I knew that my arrival at this horror-infested pit of iniquity would lead me to new adventure. The only thing I had left to worry about was whether I would be sold as a slave or as a meal. But then again, that should always be the main concern of the newly enslaved in the Splynn **Dimensional Market.**"*

— An excerpt from an audio diary of a slave;
from the archives of Lazlo, circa 96 P.A.

The Splynn Dimensional Market, or simply **"The Market,"** is the most extensive and varied marketplace and center of commerce on Rifts Earth and one of the largest in the Megaverse. It is said that anything one can imagine can be found there, including forbidden magic and other sentient beings for sale as slaves.

Goods, services and beings from all across the planet Earth and from scores of alien worlds and dimensions scattered throughout the infinite Megaverse fill this fabled marketplace. Most everything is available for purchase. Even the people. For at the **Splugorth's** Dimensional Market at Splynn, it is said that one can find and acquire his heart's greatest desire, provided he or she is willing to pay the price. A price that may involve something other than cash, credits, gold or gems, but which may involve living slaves, human life, magic, a nefarious service, or even, it is whispered, one's soul.

One must be constantly wary, not just for thieves, con-artists and treachery, but it is said that one may come to face his own fears and failings in this place of decadence and the bizarre. Alien beings and cultures frequently clash. And although a life may fetch a great price, freedom has little meaning to the denizens of Atlantis, and morals or ethics may all change hands, sometimes without the visitor ever knowing it.

Of course, many of these stories are the results of hyperbole, rumor, fear, lies and propaganda. Some of these tales are propagated and circulated by Lord **Splynncryth**, the **Splugorth** ruler of Atlantis. Others are born from merchants, traders, or Minions of Splugorth intent on attracting new customers (and potential slaves and victims), or to impress, confuse or frighten outsiders. Still others are tall tales, myths and rumors embellished and passed on by those who have "heard" stories from adventurers, escaped slaves, or those who claim to have visited and who swear the stories they tell are true. These myths and rumors have taken on a life of their own and some have grown in legendary scope (as is prone to happen with rumor and myth). Exactly who, how and where these wild stories originated is forever lost and doesn't really matter. What does is that they continue to be told, embellished and spread. They are given birth in part, from the mystery and fear that surrounds the **Splugorth's** Atlantis. Few mortal humans or D-Bees have ever visited the island continent, and the few who have, return with stories of unbelievable beauty, grandeur, power and magic that goes hand in hand with unspeakable horror, monsters, cruelty and evil.

Every man, woman and child in North America, Western Europe, the Mediterranean and Africa can recite tales of splendor and evil concerning Atlantis.

A short description of Atlantis and the Market at Splynn might go something like this:

Atlantis is a kingdom of monsters, demons, aliens and dragons. A continent once lost in a bygone age returned into being but ruled by the enigmatic, alien intelligences known as the Splugorth — creatures said to be as old as the universe and spawned in some alien dimension. Evil beings possessing incredible magic power and forbidden knowledge. The Splugorth's Atlantis is ruled by a creature called *Lord Splynncryth*, and the free people of his Atlantis are demons and aliens from other worlds, for it is said that the Splugorth have conquered, enslaved and destroyed the people of hundreds of worlds.

Humans and alien people of unimaginable origin and diversity are forced to serve or labor for the Splugorth and their minions. The less fortunate are beaten, made to fight in gladiatorial arenas or used as frontline infantry slaves in combat on distant worlds. The least fortunate humanoids are tortured for the entertainment of their captors and made the subjects of hideous, disfiguring Bio-Wizard experiments or kept as food stock and eaten by the citizens of Atlantis who prefer the flesh of humanoids to that of cattle.

The only humans and humanoid D-Bees allowed to walk free in Atlantis are the most wicked **and/or** powerful, and those who willingly serve evil and demonic masters.

The Dimensional Market of Splynn is a place of wonders and the horrendous at the same time. A place where alien and demonic creatures arrive from throughout the Megaverse to shop for slaves, exotic weapons and equipment, alien vehicles and technology, rare magic and illicit pleasure. The Market is said to encompass a hundred square miles and has dimensional portals to

a hundred different worlds, or more. It is a lawless place where a visitor may become a victim of his own lust, greed or desires, and from where many a traveller never returns. Some say that it is Hell's market and to buy or trade for anything is to make a deal with the devil — whether it be with the Splugorth or some other vile being from an unknown world. The Dimensional Market and all of Atlantis is a place best feared and avoided by humankind and all god-fearing creatures. Those who dare to visit it, dance with death and walk among unspeakable evil.

Everybody knows that it is said that one can purchase "anything," including dark magic, rune weapons and other living beings at the Dimensional Market of Splynn. That's been the word for over one hundred years. However, it is not true. While one can find an incredible selection of magic items, alien weapons, vehicles and equipment, and what may seem to be a nearly limitless variety and quantity of goods, services, and slaves passing through "**The Market**" every day — and for many, it may seem that everything anyone could possibly need or want is available — there are limits.

For one, **Naruni** items are absolutely forbidden and truly impossible to find anywhere in the City of Splynn. For another, while an amazing amount of rare magical and alien items do pass through "**The Market**," exactly what is available varies dramatically every few days. Moreover, the Splugorth have complete control over the commerce at Splynn. While it may look like a massive shopping free-for-all at a giant open market with endless shops and services that spans for miles, the Splugorth get a large cut of *everything* sold there. Often they deliberately *limit* the availability of select goods and services. This may be done to prevent potential rivals (and enemies) from acquiring too powerful an arsenal, as is the case with Bio-Wizard items, Rune Weapons, Parasites and Symbiotes, or because the item is truly rare, difficult **and/or** costly to manufacture. Actually, the Splugorth may also deliberately cause market fluctuations and rivalry for their own personal amusement (or insidious plans), delighting in watching the resulting panic, rivalry backstabbing, and general chaos.

Even when an exotic item is available, the big trick is finding it at a price one can afford or is willing to pay. Prices tend to be high (out of this world in some cases) and vary dramatically from one shop to another. The same holds true of services from getting simple repairs to eating at a restaurant to hiring assassins or purchasing illicit pleasure. Often the purchase price is something other than "credits" or trade goods.

Humans and D-Bees who visit The Market will find themselves in a very unfavorable position. Most merchants in the marketplace, as well as most free beings in Atlantis, are members of the so-called "monster races," or are supernatural creatures and demons. Most of them are of evil or anarchist alignment and hate non-monsters, such as humans, **Psi-Stalkers**, and Dog Boys (and virtually every humanoid D-Bee race). Those who do not outright hate humanoids but see most "mortals" as their inferiors, will almost always have at least some level of prejudice toward them. In fact, many of them see humans only as food or slaves. Consequently, any monsters who are friendly to human or D-Bee players will almost certainly have some secret agenda — many like to manipulate and trick them into doing their dirty work. Player characters **beware!**

The Past, Present, & Future of The Market

Ever since Lord **Splynncryth** and his minions first set foot on the Atlantean continent, plans were in the works for the Splynn Dimensional Market. Lord Splynncryth had laid claim to three entire worlds, negotiated the alliances with the **Kittani** and **Sunaj**, and was one of the most prominent of the **Splugorth** Intelligences in the Megaversal trade business. However, despite the trillions of credits traded every day on each of his other worlds, Splynncryth dreamed of creating the ultimate **trans-dimensional** trading port. A place of commerce that would stand alone as one of the greatest markets in the Megaverse! For one, he never had the right location. A world is a world. Even with dimensional magic and portals to warp space and time, the clientele is limited. His dream was to build an unparalleled market at a dimensional crossroads. A place where all manner of creatures would come flocking to him. When he happened to learn about Rifts Earth becoming a new magical hot spot and a true nexus to the Megaverse, he knew he had found the ideal transdimensional location. The trick would be claiming and holding a spot to build his market. This was solved with the reappearance of the continent of Atlantis which was free of natives, and so open for easy conquest, as well as being situated along powerful ley lines and a ley line triangle. Such a magical place would make it easy for Splynncryth to harness its dimensional properties and to establish a stepping stone to an empire.

The early construction of the City of Splynn and the other Atlantean cities was overseen by the **High Lord Stone Masters**, for it would be they who would clear the ruins and build stone pyramids to tame the wildly fluctuating energy of the ley lines. The main pyramids of Atlantis were fully functional within a few weeks. This allowed the High Lords to Rift in millions of minions and slaves to begin work on the cities themselves. Stone Masters drew granite from the earth, which was put into place by the slave laborers. **High Lord Shifters** commanded an army of earth and water Elementals in their efforts to build the foundations of the cities. The leaders of the various minion races oversaw the work and architecture of their race's particular cities.

After establishing the major cities, the work was shifted to the suburban and rural areas that would house the soldiers and grow food. Lord Splynncryth was content to let his High Lords and the other leaders attend to the details of the other cities, but The City of Splynn was designed under his direct supervision.

As the foundations were laid out for the city, Splynncryth took extra care in planning the design of "his" marketplace. Its boundaries needed to be close to the pyramid(s) to allow visitors direct access to it. The area designated for the marketplace was on the east side of the pyramid to allow tourists and shop owners to get an early start in the morning without sitting in darkness as the shadow of the Imperial Pyramid blocked out the sun. In the early evening, the pyramid would provide cover for the creatures of the night who might also want to get an early start. Boundaries for temporary stands in the outer regions of the market were established, while permanent structures closer to the center of town were set up for vendors who intended to stay longer. Periodic fountains, statues, public facilities, and other embellishments were added in, as well as the hidden security features. Rune statues, golems, Eyes of **Eylor**, wards, and other forms of magical defenses were the final touches to the marketplace. With the

magic of his High Lords and the sweat of his slaves, Lord **Splynncryth's** vision was completed. Now he just had to wait for the business to roll in.

Even before the plans were laid out for the Splynn Dimensional Market, Lord Splynncryth and his minions were already seeking out investors and entrepreneurs for it. Halfway into the construction of the city, more than a thousand merchants had signed on to be long-term vendors in the market and five times that number were eager to set up short-term shops. In addition, consumer excitement over the new market was incredible. Between the propaganda being circulated by Splynncryth and the eagerness of the businesses to set up in Splynn, it was not surprising that well over a hundred million beings were anxious to attend the opening of the **Splynn Dimensional Market**. A mere five years after laying claim to Atlantis, Lord Splynncryth's minions and slaves had all the major cities built and the City of Splynn was brimming with visitors. The early hype generated by Splynncryth brought more than a billion visitors and merchants into the Splynn Dimensional Market in the first week **alone!** This sent Atlantis and "**The Market**" into the history books as having the biggest customer turnout for a new place of commerce ever!

As time progressed, things settled down to more reasonable levels. However, interest was kept high by the fact that Earth was still a newly discovered location by Megaversal standards. Its rich magic environment alone was very inviting to most beings. Opportunity has become the key word in describing "**The Market**." Whether it was the wealth of new and exotic products one could buy at the marketplace or the prospect of ruling a piece of this new world, opportunity kept the visitors and customers coming into Splynn and keeps them coming today. Of course, Lord Splynncryth and his minions still spread their propaganda throughout the Megaverse and still do their best to keep interest high, but now they don't have to work quite as hard to do so.

Presently, the Splynn Dimensional Market has surpassed all others. Even the Splugorth Trading Post operated by Lord Klynncryth in *Center, on Phase World*, once the biggest Splugorth marketplace in the Megaverse, has lost business to The Splynn Dimensional Market. Few others even come close. Although the actual number of beings living at Splynn is lower than those of **Klynncryth's** Trading Post, the amount of traffic that enters The Market is much higher. Visitors typically spend a week or less in The Market before moving on to explore the other wonders of Rifts Earth (or other worlds). There is so much to see in *Center, on Phase World*, that visitors tend to stay longer, thereby slowing down traffic considerably compared to the constant free-flow of Splynn. Furthermore, unlike Center, Splynn caters to supernatural evil and practitioners of dark magic, attracting demons and other dark forces in droves, making it one of the few places in the Megaverse where they are truly welcomed. **Note:** For details concerning Center, the Splugorth Trading Post, and Phase World™, refer to **Rifts® Dimension Book Two: Phase World™**.

The City of Splynn and the Splynn Dimensional Market continue to expand. There seems to be no end to the number of new entrepreneurs that want to set up business there, but Lord Splynncryth has regulated growth to keep things under control. The last thing he wants is a market that grows so fast that there is an equally strong backlash of recession later on. The current rate of growth is 8% per year. As time goes on, Lord Splynncryth would like to establish a number of sub-markets that are effec-

tively outgrowths of Splynn. Perhaps it will even match Center in terms of size and population someday, but that is far into the future. Right now, it looks like Splynncryth has all the time in the world.

Size & Population

Land Area: The marketplace is so large and expansive that it covers a sizable portion of the City of Splynn, about 200 square miles or 520 square kilometers. About one quarter of this area is taken up by the **upper-class** shops, with the remainder being divided roughly equally between the middle and lower class merchants.

Population: The actual population living in the marketplace proper is only about two million. This includes merchants, shop owners, and paid employees, but not slaves, customers, visitors, or the Splugorth minions who generally do not live in the marketplace. As merchants come and go, their numbers can vary as much as 25% up or down, but are so quickly replaced that the population generally remains stable at around two million.

Slaves belonging to and sold by the Splugorth and other slavers account for another five to eight million people, but can vary from less than half to more than twice that, depending on the season and the market for slaves.

Visitors generally number between ten million and fifteen million at any given time, but during festivals and celebrations that number can increase by more than double. Remember, this is just the number of visitors who are present in the market at one time. Within a week, about double that amount has already come and gone. Within a month, well over a hundred million visitors may have stopped to visit before going on to other parts of Rifts Earth or to other worlds entirely.

The minions of Splugorth present and on duty in the marketplace at all times contribute another five million, but as many as two million others can be found there during their off time.

Merchant Population & Racial Breakdown: Hundreds, if not thousands, of different races make up the merchants, slaves, and visitors of the marketplace. Many of them are members of races uncommon to this part of the universe — members of obscure and scarce races, and even one of a kind creatures. To list them all would be a wasteful and pointless task. So, listed here is a rough percentage breakdown of the types of creatures living in the marketplace. There are roughly two million "free" inhabitants, including paid employees.

Supernatural creatures: 50%

Creatures of magic: 23%

Monstrous aliens (not very human-like in appearance): 12%

Giants (including Ogres): 4%

Humanoid D-Bees (including **Floopers**, Kittani, etc.): 8%

Humans: 3% (mostly mages, mutants and psychics)

Slave Population and Racial Breakdown: Roughly five to eight million at any time and does not include non-sentient creatures.

Humans: 30%

Humanoid D-Bees: 35%

Monstrous Aliens: 18%

Giants: 2%

Creatures of magic: 10%

Supernatural creatures: 5%

Surviving in The Marketplace

Buyer Beware!

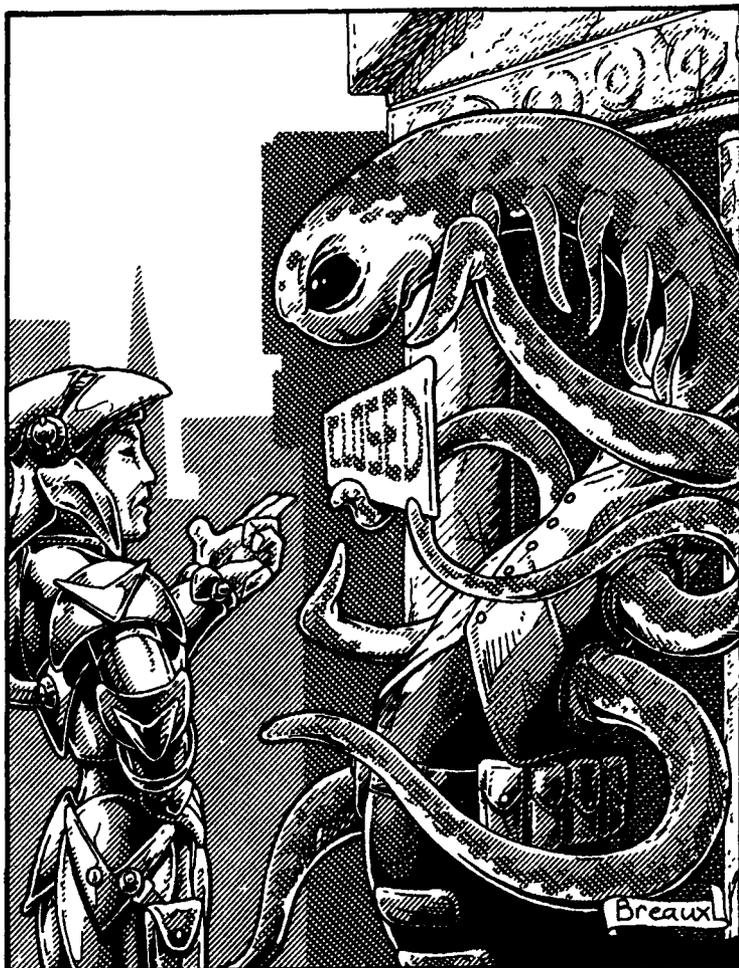
Most salespeople and merchants are rather laid back in their sales tactics. Many merchants can be seen sitting behind their stands waiting for prospective customers to walk up. Others will verbally hawk their goods, yelling out at the passing crowds, offer discounts and specials, or purposely use music, stunning displays and visuals, or pleasant aromas to entice people to come and look at their wares. People walking through the marketplace will have to deal with relentless hucksters and hustlers trying to push them into a sale. Potential customers may find themselves drilled with a persistent verbal banter that wears them down to the point of saying "okay." Fast talking salespeople can maneuver a reluctant customer into opening his wallet or accepting a deal before he has a chance to think things through. Player characters will have to stay a few steps away from these merchants or have a high M.E. to keep their money in their pockets.

Other merchants rely on physically imposing bruisers to convince customers to agree to terms, either through tacit intimidation or actual physical injury. For some, simply having a powerful hulking monster looming over you, waiting for you to buy something, can be incentive enough to make a purchase. Few of these merchants will actually sanction physical force for fear of disturbing the marketplace and angering the Splugorth, but the intimidation tactic is often enough to make a sale. Whether through simple force of presence, verbal threats, or physical harm, these large bouncer-types are always difficult to refuse.

However, there are many who use harsher and extreme tactics to attract potential customers. Such aggressive tactics include fast-talking con-men, beautiful women (often shapechangers), magical special effects, illusions, physical coercion and even psionic influence (empathic, telepathic, and sensory stimulation; sometimes hypnotic suggestion) or **possession!** One must never forget that mortal humans and D-Bees are in the minority, and generally seen as potential victims and fair game for all kinds of skullduggery. In a land dominated by evil supernatural creatures, there is the constant threat of magical persuasion or psionic domination. In (most) human markets, these kinds of business dealings would be considered illegal. However, in the monster-dominated market of Atlantis, treachery, cheating, lying, and intimidation are considered high-art to be appreciated, not condemned, and the overriding rule is survival of the fittest. This is definitely not a place for the weak-willed. Player characters will definitely have to stay on their toes or stay out of the market.

Hypnotic suggestion, magical domination, and other forms of mind control are often used by unscrupulous salespeople and confidence artists to make their sales. Psychics with the power of mind block will have the best chance of resisting these sales methods, as well as **Psi-Stalkers** and any other Master Psionic. Magical spells of mental influence are usually easier to spot. However, with all the activity in the marketplace, even verbally cast spells can be difficult to detect and there are always unknown mind powers or magic possessed by unfamiliar aliens which may go unnoticed. Even high level mages and **Mind Melters** will have to be cautious when dealing with merchants at Splynn.

Note: The following information should provide G.M.s with some elements to keep in mind and players with some things to look out for when visiting *The Splynn Dimensional Market*. Hopefully, this information combined with a hefty dose of imagination will result in great fun, excitement, unexpected complications and many subplots if not outright adventure ideas.



**Yes, it's for sale ...
but not to the likes of you!**

There are a few merchants who are very particular about whom they sell to. These are usually the more well-off merchants who can afford to specialize in what they sell and to whom they sell it. Trying to force one of these exclusionists to sell to you when they don't want to is not recommended. They usually cater to powerful, demonic or wealthy patrons who don't take lightly to having their favorite shop vandalized or their merchant friend, Bob, being roughed up. Also, Lord **Splynncryth** does not like it when business in his market is disrupted. It interrupts his cash flow and can cause merchants to leave. Not surprisingly, his security forces are on constant patrol and will do their best to keep the *merchants* safe, as well as enforce his will. There are also racist shop owners who only sell to a select race(s) or, more commonly, don't sell to a few particular races. Or in the alternative, jacking the price up 500-1000% to those whom the merchant dislikes. Trying to force any of these merchants to sell something they don't wish to sell can bring about legal repercussions or personal vengeance on the individual pressing the issue, not the shop owner.

Anti-Human/D-Bee sentiments and the law

Please keep in mind that like the Minions of **Splogorth** themselves, most of the merchants at the market are *inhuman* monsters. Like the Coalition with their hatred and attitude toward non-humans, many of these monsters will be openly hostile to fragile humans and D-Bees. Many of them have human slaves and many others **view** humans only as toys to play with and discard or as food. Since humans and D-Bees are generally used only as slaves and livestock, they are rarely seen walking freely around the marketplace. Humans and D-Bees who are free are not necessarily thrown into the slave pits on sight. In fact, they are often given a small measure of respect. Free humans and D-Bees are generally *assumed* to be working for some powerful being or possess some measure of power themselves. This does not protect them from being treated as inferiors or being excluded from certain establishments, but is likely to allow them to move around and make purchases unmolested by shop owners and their clerks. Instead they often suffer from snide remarks, poor service and general mistreatment at the hands of merchants, with verbal attacks, threats, and physical violence coming from inhuman shoppers who may find their very presence an affront or reason to cause trouble. Most visitors will do well to try to ignore such remarks and poor treatment.

Human characters who visit the market will have to be very careful and try their best not to anger anyone. Even if they get into a fight and survive, they will still have to deal with the Splynn Justice System. A law enforcement agency and courts that are quick, pragmatic, and very prejudiced toward non-monster races. Humans and D-Bees have very limited rights and can be terminated for any number of reasons. Even minor crimes, such as assault or shoplifting, can have serious or even terminal consequences simply because humans are considered to be so worthless. Serious crimes usually carry a penalty worse than death: Bio-Wizard experimentation. By contrast, supernatural beings and monsters can literally get away with murder when it comes to dealing with humans and D-Bees. A defense as simple as, "**The** human provoked me, so I killed him," is likely to get the villain acquitted with nothing more than a warning or a small fine for contributing to the disruption of (or damage to) business.

Humans in trouble with the law have a few options open to them. The easiest way to get out of trouble with the law is to *buy* one's way out of it. By paying for one's freedom and paying for any damages caused by the incident, a human or D-Bee can completely avoid any punishment. Of course, this is always a very expensive proposition with cash amounts ranging from several thousand to many millions of credits in expenses, far beyond the means of most humans and D-Bees. Also, crimes committed directly against Lord Splynncryth, government officers of Atlantis, the Splogorth or their Empire cannot be bought out of no matter how much money is offered.

Another option is to convince a high ranking or well-respected citizen or merchant to speak on one's behalf. An ancient dragon, godling, or greater demon can often convince a court to release the defendant into his custody provided that the human is kept under control. However, once the greater being has done this favor for the individual(s), he will always have some "favor" to ask in return or as payment. This usually involves some sort of dangerous task or nefarious mission. But it can also be something seemingly simple, although the consequences for this favor will usually turn out to be much worse than expected.



Lastly, if the defendant has some sort of special ability or uncanny skill, he may **find** his sentence commuted in exchange for performing some task for the **Splugorth**. This task will always be something very dangerous and is often the equivalent to a suicide mission. Such "tasks" usually involve an objective for which the individual's special ability or skill is superbly suited. For example, a mutant human who can survive extreme pressure may be sent to the ocean bottom to retrieve an item from a sunken ship or a specially trained computer hacker may be needed to hack into an enemy or alien computer system. Many times, this "task" will involve performing something in which Lord **Splynncryth** or the **Splugorth** wish to remain completely anonymous. In these cases, it is the individual's non-affiliation with the **Splugorth** which makes him valuable, as well as his special skills. Regardless of how the human or D-Bee avoids punishment by the **Splugorth**, it will always come at a price, either financially or morally, and it is not uncommon for that price to be higher than that of the punishment itself.

In the alternative, those wanted by **Splugorth** law officers can go underground. Unless the crime was too serious to ignore or an attack against Lord **Splynncryth** or one of his High Lords (these guys never forget an affront and never give up on seeking revenge), human and D-Bee ruffians are low priority and easily forgotten. Unless they are later spotted by the merchant or one of the authorities who had a personal run-in with the characters, most law enforcers could care less, provided the fugitives stay out of trouble. On the other hand, the merchant or other nonhuman offended party may take the law into his own hands and personally seek revenge or hire somebody to do it for him (my, oh my, those Sunaj assassins certainly get around).

Everything you may ever want is right here ... or there

Let us just assume for a moment that everything a character might truly want really is waiting in the market. Well, where exactly would that be? The **Splynn Dimensional Market** is a humongous place with too many different merchants to list (some prefer it that way, others come and go, displaying only when they have suitable stock). So what are the odds that a group of people dropped into the middle of this mess will find everything they want? An adventurer group may walk from storefront to storefront for days without seeing even half of them. In addition, if they do not quickly find the item(s) they are looking for, it may be sold to someone else before they get there or the person selling it may leave before they locate him.

There are **City Guides** who will take visitors to wherever they wish to go, for a price, that is. One can expect to pay as little as 30 credits for a full day's work from street urchins claiming to be, or willing to work as a "guide," to as much as **50-100** credits an hour for a reliable, certified **City Guide**. Goblins, **Orcs**, **Floopers**, and lesser demons and Deevils (particularly Gargoylites, Gurgoyles, Brodkil, Succubus, and Imps), as well as other lazy slobs, make up that first batch and are the least expensive (and least trustworthy) guides, but some are actually quite good. These street people usually look unkempt dirty and rough around the edges. About half are thieves. Shortly after accepting, the travelers can expect to find their wallets missing along with **their** guide. Another problem with these "freelance" guides is that they may deliberately lead arrogant and irksome clients into trouble. Such activities are not condoned by Lord **Splynncryth**, but there is lit-

tle he can do about it. Even in **Splynn**, his minions and watchdogs can not be **everywhere**.

To confuse and complicate matters, most of the "certified" **City Guides** are honest businessmen looking to make a fair living. With the size of the market, these guides are necessary, so **Splynncryth** has officially sanctioned "City Guides." These guides wear slick, clean uniforms and are usually polite, competent and capable. Most are the equivalent of **City Rats** or retired thieves who know their way around the city better than most. On the downside, about half of these legitimate **City Guides** accept bribes from a multitude of specific merchants to recommend their stores and bring customers to them.

Taking a "tour" to get a feel for the city and some sense of the lay of the land can be a good idea too. The very best "tours" are the aerial ones offered by **Skyborne Excursions** and cost between 75 and 500 credits depending on the length and number of stops on the tour.

Down on Your Luck? Splynn is the place of Opportunity!

Speaking of working for the **Splugorth**, it is not always the unfortunate would-be inmate or experiment who winds up having to toil for these powerful beings. As the controllers of some of the wealthiest empires in the Megaverse, the **Splugorth** are swarmed by millions of applicants for employment in their cities and armies. All of the details of these **hirings** are handled by the High Lords. Many humans and D-Bees are included in these applicants, but very few are ever hired. Actually, only a small percentage of outside mercenaries are hired by the **Splugorth** since most of their needs are provided by their loyal minions.

With an army of trillions of soldiers and workers, the **Splugorth** rarely need any frontline warriors or laborers, unless there is a big conflict brewing and they would rather sacrifice fools than loyal minions. However, they often have a passing need for temporary agents and specialists. Again, these hirelings are often needed to perform tasks in which the **Splugorth** wish to remain anonymous. Usually, these are covert assignments which require acts of theft, sabotage, espionage, and murder. Stand-up combat is rarely a requirement of the mission, but sometimes mistakes do happen which result in grievous conflict. Obviously, only evil or anarchist characters will consider working for the **Splugorth**, but even good and noble heroes may find themselves forced to seek employment with the **Splugorth** or be tricked into it. The **Splugorth** frequently use "front men" to act on their behalf. In fact, they and many other supernatural beings operating in the city are so cunning that the heroes may never learn who they are really working for.

In addition to the **Splugorth** themselves, merchants, demon lords, powerful mages, dragons, guilds and other individuals and groups may have use for bold and cunning adventurers, warriors, spies and thieves. Mortal humans and D-Bees are favorite pawns of the supernatural because they are seen as highly expendable, fun to use and abuse, and because most supernatural beings are instinctively drawn to torment mortals, particularly humans. In some cases, these conflicts, skirmishes and plots of intrigue and sabotage are nothing more than part of a long-running feud or contest between two old rivals or enemies. The humanoids they hire serve as nothing more than the "playing pieces" in their little game.

Trade of goods for services

Sometimes a hero will find a special antidote or magic device in the Market which is needed to save a village or loved one back home. More often than not, the item costs much more than he can afford. If the hero intends to return to the village or loved one and save them, he will have to either steal the item, which as noted previously can have dire consequences, or find work which will pay enough to buy the item. Many merchants are always looking for some mighty or clever warrior to work for them or fight in the arena on their behalf.

Some argue that it is better to buy a slave to do their bidding rather than hire a mercenary. It is always much cheaper to buy a slave than to hire a special agent. However, many find it much more advantageous to use such hirelings. There is no paper trail, and the hireling (at least in cases like the one noted above) is often highly motivated, and highly expendable. In most cases, hirelings who are sent on a dangerous mission work on the agreement that they are paid upon the successful completion of the job. Thus, if they fail or die, it is of no concern to their employer. If they succeed, both the employer and his hirelings benefit. A surprising few clients ever renege on a deal or try to kill those they hire to do a job. For one thing, they may want to use such resourceful individuals again, and for another, there is no reason to make new enemies. Obviously, such motivated hirelings (whether from greed and the promise of riches, or from more altruistic reasons) make for excellent agents, and are more reliable (and predictable) than a slave. Moreover, there is the promise of that rare bonanza in which the hirelings accomplish their mission but get killed (through no involvement of their employer), which makes success all the sweeter and more profitable; not to mention severing any connections to their employer.

Volunteering to fight in the **Arena of Champions** is another way to make a lot of money fast. Unfortunately, the line for competitors is quite long and full of powerful warriors, demons, monsters and the slaves of powerful masters. All this means that it could be months before the noble warrior finds his way into the arena. Other arenas may have a much shorter waiting period, even same day service in some places, but will not pay **anywhere** near as well (typically 80% less).

Regardless, the big bucks will take a long time to collect. For those with a deadline, like getting a cure to a village before everyone dies, it may take too long. The only way to circumvent this wait will be to offer one's service to a major sponsor in the arena, even Lord **Splynncryth** himself. Someone going this route will have to fight a few unpaid small skirmishes to prove his mettle, but if he survives he will be on the "fast track" to a major competition and big money. He just has to survive long enough to spend it.

Another way to work for the **Splugorth** is unintentionally. There are a number of merchants in the marketplace who are actually secret or part-time agents for the Splugorth. Working for these merchants means that in a roundabout way the player characters will actually be working for the Splugorth (or other powerful evil forces). These merchants will usually pay a lot better than independent merchants for services rendered. Characters who wish to avoid working for the Splugorth in any way should watch out for these secret minions. A good warning sign is the better than average wages they offer. Other signs are less obvious, like a better than average location in the market or a good availability of **Bio-Wizard** items in the shop. But usually these agents are very secretive and are nearly impossible to ferret out



All That Glitters ...

So your character finally has that rune sword or magic potion that he's always wanted. Now, he's all set to take on the world and everything will work out just fine, right? Wrong! Many times, customers find that what they paid for is not necessarily what they got.

Many, if not most of the merchants in The Market, will overhype their products, making claims that are beyond the actual capabilities of the items up for sale. Everything from payload to range to damage capacity may be anywhere from 10% to 75% less than what was promised or portrayed. Customers who wish to get the most honest deal should insist on handling, examining, and testing every **item** before purchasing **it**. But even this does not necessarily insure the quality of the item. Furthermore, some things, like magic potions and toxins, are one-time use items that can not be tested in advance. Sometimes samples of these products are available for testing prior to their purchase, but they do not necessarily ensure that the product sold will have the same effects. The sample may even be a totally different product than the item actually sold.

That having been said, most merchants want repeat business, so while they may exaggerate the quality and fairness of their price ("Best price in the city, for the quality yer buying"), the majority are reasonably honest and reputable. This is especially true when it comes to magic. Semi-regulars and transient merchants are usually less honest or are just downright swindlers, but not always. In fact, some transients are completely honest businessmen who actually enjoy making an honest buck. Psionic

empathy, telepathy, or certain magic spells will be very helpful in determining between honest and dishonest merchants, but many will have their own psionic or magical defenses to hide their true intentions and inhuman natures.

Most swindlers offer items at prices too good to be true (40-60% below average), justifying misrepresentations **and/or** the sale of faulty, broken, or **mislabeled** products with, "What did you expect for that price? Now go away. All sales are final."

Besides an item being less powerful than anticipated, some items have other, more detrimental or less obvious flaws. Many times the customer will find that an item has a finite payload or is a one-time use item. Magic items may even be cursed or blatantly defective or unpredictable because they are experimental or flawed in their creation. These types of defects are most common among the transient merchants who are likely to be gone before the customer discovers anything wrong with it and returns to demand a refund or extract revenge. However, even regular City Merchants and semi-regulars may, either intentionally or unwittingly, traffic in such items. Usually such items are reserved for customers they do not know or like, or who annoy them. Other times, a higher power, such as a demon lord or the **Splugorth**, may request that the merchant allow the item to be sold to a particular individual or group for any number of reasons.

Cursed Items

Many powerful magic items and weapons, such as rune swords, will be cursed. Sometimes even low powered magic items, like TW items, or mundane weapons, like Kittani weapons, will also be cursed, although this is very uncommon. In any case, unless the purchaser is a practitioner of magic, cursed items can be difficult to identify. Many items are marked by the previous owner, but those unfamiliar with magic commonly mistake this as a property of the weapon and not a warning sign. Furthermore, such marks can often be removed by the seller. The exact effect of the curse varies from item to item, but can range from a minor disorder, like a sore stomach, to a crippling disease to death. The duration of the curse also varies. Sometimes, the curse lasts only as long as the individual is using the weapon. Other times, the curse lingers long after the individual stops using the weapon. G.M.s can make up suitable curses or consult the various books, especially the **Rifts® RPG** (spell magic), **Rifts® Africa**, and **The Federation of Magic™** for some specific curses. Also, take a look at the great section on curses in the **Palladium Fantasy RPG® 2nd Edition**.

Finite Payloads

Most modern and magic weapons have a limited, but **refillable** payload. Once all the shots are fired, the item can be recharged back to full capacity using the right equipment, or in the case of **Techno-Wizard** and some other magic items, one's own P.P.E. However, some weapons and energy supplies cannot be recharged. These items will only be able to be fired or activated a certain number of times and then become inert, leaving them useful only as fancy paperweights. Many times these items will be experimental prototypes which are still under development. Other times, they are alien devices which may be rechargeable, but not with local technology. Even rail guns, missile launchers, and other projectile weapons of alien design that can be reloaded may fall into this category, since the odds of finding ammunition that will work are slim to none.

The semi-regulars and permanent merchants who traffic in these items will usually make a point of explaining any limitations or potential problems (often even with a limited payload, the item has real value). Reputable merchants will be up front about the limited payload or life span of the item and sell it at a reasonable price.

Those who fail to mention flaws and limitations are usually transients and crooks who are likely to leave the area before their customers discover any problems. These fast-talking, two-faced flimflam men are just out to make a fast buck and don't care who might get hurt as a result of their subterfuge. Note: Operators, Rogue Scientists, **Techno-Wizards**, and psychics with the powers of Object Read or Telemechanics will be very useful in detecting flaws, curses, limited payloads, and other mechanical problems, while **Techno-Wizards** and mages of all kinds should be able to detect limited use magical items.

Disposable Weapons

Not all weapons are designed to be used more than once. Even more limited than weapons with finite payloads are the weapons designed for one use only. Items like grenades, missiles, and explosives of all sorts fall into this category and are advertised as such. But many other types of weapons can be designed to be used and discarded. A good example of this is the X-Ray laser. This powerful weapon uses the radiation pulse released by a nuclear explosion to generate a powerful laser beam capable of cutting through just about anything. Of course, the weapon itself is consumed by the explosion shortly thereafter, but the results are spectacular.

Thankfully, most weapons of this nature do not result in the destruction of everything within a hundred miles (**160 km**) of the weapon. However, most of them do result in the loss of the weapon itself. Many times, the disposable weapon's internal circuitry is fused together by the heat of its energy blast. Other times, the weapon fires a single missile and cannot be reloaded. Merchants will almost always inform the customer about this limitation before the time of purchase since the customer is likely to find out about it immediately. These types of weapons are very popular among assassins. Weapons that self-destruct after use allows an assassin to kill his mark and discard the murder weapon without worrying about having it traced back to him.

Despite the up front practices of most merchants who sell these disposable weapons, customers will still have to be wary of them. Very powerful one-time use weapons often self-destruct in a large explosion that will injure or kill anyone who is holding it at the time. Other weapons will release dangerous levels of radiation. Also, there are a few merchants who are greedy, gutsy or cruel enough to neglect to tell their customers (at least those they don't like) about the one-time use or collateral damage of the item.

Blatant Defects

Sometimes customers simply get ripped off. Cheap or faulty circuitry, magic items that get weaker with every use, substandard armor (20-50% less M.D.C. than it should have), and defects of all sorts are all common problems with the less reputable and more seedy areas of The Market. These areas are frequented by scavengers, thieves, smugglers, fences and poor merchants who deal primarily in used, stolen, rebuilt, or low-end merchandise, all usually at discount prices (**10-40%** below aver-

age). However, even some wealthy merchants sell used or rebuilt goods as new or like new.

Defective merchandise is usually the result of scavenged equipment or piecemeal repaired items. Defective magic items are usually the result of experiments created by low level mages and can have unstable or reduced power levels, inconsistent effects, or periods of no energy. In many cases, defective high-tech machines can be repaired by a competent mechanic, although some repairs cost more than the device is worth. Occasionally, defective magic items can also be repaired by a high level **Techno-Wizard** or Alchemist. However, most defective goods, especially magic items, are **unsalvageable** and can never be made to work properly. Defective goods are invariably sold at rock-bottom prices by the poorer merchants in The Market, and most reputable merchants, poor and wealthy, will point out the flaws as to why the price is so good.



Targeted for Theft

Okay, your character has avoided all of the pitfalls of shopping at Splynn, is a shrewd haggler and has managed to acquire items he wanted at fair prices. They are all flawless and in excellent condition. The character is ready to put them to good use. He had just better remember to keep one eye on the prize and the other one out for trouble, because the marketplace is crawling with thieves (and worse). Besides the unscrupulous merchants and monstrous customers, there are thieves and muggers sitting behind every corner waiting to take advantage of people who are still giddy over their new toys. Flashing around credits, gold, or gems, or polishing a shiny new weapon or fancy new magic item is a sure-fire way to attract the criminal element.

And just because one has acquired a new, all-powerful weapon, it does not mean he can handle the group of hoodlums (perhaps sorcerers or demons counted among them) who want to relieve him of it. Even the toughest warriors will be hard-pressed to fend off a group of well-prepared thieves. In addition to M.D. energy weapons, thieves in Atlantis are armed with magic nets, **Bio-Wizard** shackles, and alien gas grenades. The authorities are quick to respond to these disturbances, but professional robbers can often hit their targets and disappear long before the police can get there. If there is any good news, it's that most thieves are not out to kill anybody, but to "grab the goods" and make their escape. This means many "attacks" are designed to create confusion and take advantage of the element of surprise than to do anything else. The victims may get knocked down, bruised, dirty, and embarrassed, but they are not likely to suffer serious physical injury, although the blow struck to one's **pocketbook** may be financially devastating.

And who says criminals have to be blatant in their attack? Pickpockets can make a killing in the crowded streets of the Splynn Dimensional Market. Even a well-hidden prize may not be safe from the skills of these professional thieves, many of whom use magic to ply their trade. Invisibility, Time Slip, **Levitation**, Telekinesis, and **Teleportation** spells, among others, are all great for stealing an item without being immediately detected or at least getting caught. The high number of beings in Atlantis who can see the invisible or detect magic makes this a more risky venture than most elsewhere, but even the Eyes of Eylor that watch the bustling streets can not see everything, so **Mystic Thieves** are ready and willing to take their chances, especially with unsuspecting tourists.

In addition, there is the constant threat of Dimensional Raiders (including Temporal **Raiders/Wizards** and Warriors, who are more numerous on Atlantis and England than anywhere else on Rifts Earth). These raiders often appear and disappear, taking what they can during the brief time they are present at a raid location. This short window of opportunity means that the raiders can not pick and choose whom they steal from, so they grab whatever appears to be of value and, within a few minutes, hop to another dimension or place in space and time. If an individual happens to be at the wrong place at the wrong time, standing there with an armful of goodies and a group of raiders pop in, he had better run because they will take those goodies just the same as anyone else's. They might even take "him" along with them if they think he's worth anything. The "mean streets" of Splynn are meaner than most.

Maybe the newly acquired items will help the character win the day, and maybe not. Most demons and monsters *fear personal power* much more than powerful weapons. To their thinking, reliance on a weapon for power is a sign of weakness. Furthermore, all of the power that weapon provides can easily change hands, if someone is willing and strong enough to take it. Personal power, such as magic, psionic abilities, and mutant or supernatural powers are unseen and cannot be taken away so easily. Consequently, they do not have the same respect for a warrior with a rune sword as they would for an unarmed Wizard, Mind Melter or dragon. A character will have to be a powerful being without his toys to avoid having to constantly deal with thieves and brigands. Fortunately, this also means that those who exhibit great (or unexpected) power, including fearlessness, great cunning and excellence in combat, let alone psionics or magic, are

likely to send these brigands scurrying back into whatever holes they crawled out of. Most thieves are looking for easy prey, and are not willing to engage in what looks like serious life and death combat — they value their own miserable lives too much for that!

Targeted by Rivals & Enemies

Even if a character makes it out of the Splynn Dimensional Market with all of the goods he wanted, that individual must still watch his back. Old enemies, new opponents, and even false friends (including other player characters) may be waiting for him to let his guard down so they can exact some revenge. Yes, this revenge can include something as simple as taking away his new toys to as ironic as using them against him, or as foul as using them in a crime and leaving the item and other evidence to implicate him.

One of the bad things about a place like Splynn, crawling with demons and brigands, is that one can make an enemy without even realizing it. Some punk who stepped out of line and got put in his place, a bully who got his comeuppance, a gambler who lost to the character in a game of cards, someone who got out-bid at an auction, or a demon or monster who took **offense** because of the character's race, occupation, alignment, the way he looked, or something he said or did. Most demons, power-mongers and many characters of anarchist and evil alignment tend to be petty, envious and vengeful in the extreme.

Law Enforcement at Splynn

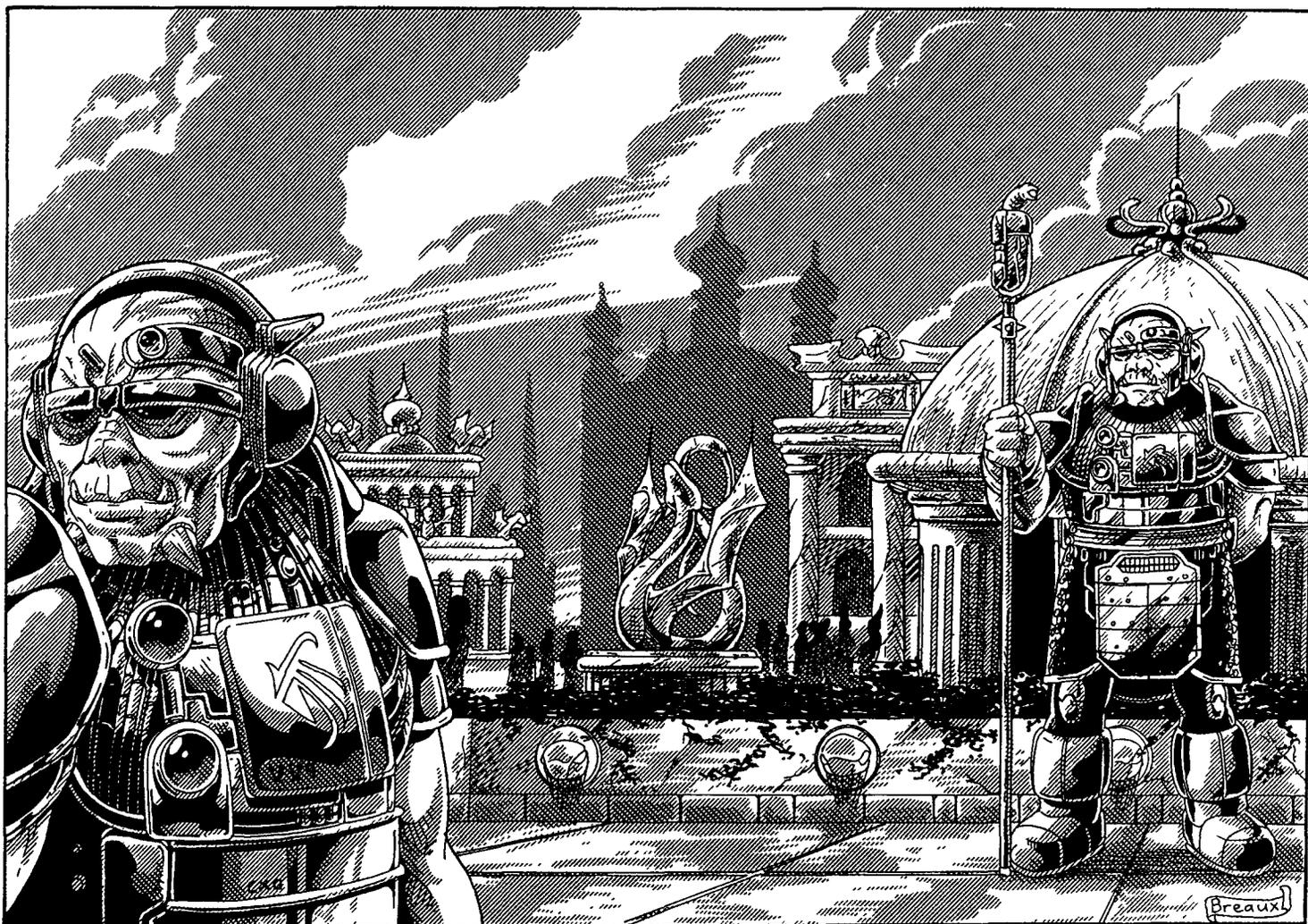
Laws in the City of Splynn and the Dimensional Market are strict and strongly enforced. A police force of **Splugorth** Minions, particularly Overlords and Powerlords, can be expected within minutes of the outbreak of any public disturbance. Punishment is always brutal and cruel. Lenience is reserved for important and powerful citizens and visitors. The word of the merchant is usually taken above the word of others, and humans and most mortals are presumed **guilty!**

Still, there are many actions which are legal in Atlantis, but totally inappropriate in human societies. Slavery, assault, battery, robbery and even murder is perfectly legal so long as it is restricted to humans, D-Bees, and creatures of good alignment. By contrast, things as petty as littering and vandalism carry a heavy fine and brutal punishment. The really serious crimes are those committed against the Minions of Splugorth, including the merchants allowed to establish permanent and semi-permanent places of business in the city. Punishment for assaulting a Splugorth Minion can range from imprisonment and a fine to torture, banishment or death. The murder of a Splugorth Minion by a human or D-Bee typically results in either a death sentence or Bio-Wizard torture or experimentation. Ultimately all laws and their enforcement in Atlantis are the will of Lord **Splynncryth**. He is "the" power in Atlantis and he has the absolute ability to pass, rescind, enforce, ignore and exempt any laws as he desires. His will is the law, and his Minions are the enforcers of that will.

Business related crimes, such as fraud, are not heavily pursued in the Splynn Dimensional Market. Even though it is prevalent, especially among the transient merchants, Lord Splynncryth does not seem to have a problem with it. The basic rule of The Market is survival of the fittest. If a customer is stupid enough to buy something without making sure it works first, then that's too bad. Lord Splynncryth and his minions do not care, and they are not going to raise a finger to help some whining crybaby try to get his



money back. By the same token, if a **ripped-off** customer takes revenge on the store owner, that's fine as the retribution is seen as fitting. An unwarranted assault on a shop owner or an extreme act of revenge, such as murder, is discouraging to the other shop owners and frowned upon. Therefore, it is important for the assailant to prove that his grievance with the shop owner and the



measure of retribution is justifiable. If so proven, the offending party gets a lecture about controlling his temper in the future, but is usually let go without punishment and the other shop owners are reminded to be more careful in their business dealings (i.e. to make sure they don't get caught making dirty deals). Of course, if the assailant was a human or D-Bee, the crime is likely to be found reprehensible no matter how justifiable it may have been (even an act of **self-defense**)! In this case, those involved are likely to be sentenced to death, end up as **Bio-Wizard** experiments, or be condemned to slavery and sold.

Meanwhile, *stealing from a merchant* is totally unacceptable. Lord Splynncryth needs to maintain commerce and that will not happen if the businessmen think that they will lose everything to shoplifters and robbers. Consequently, the penalty for stealing from a merchant is rather high, anywhere from a stiff fine and complete recompense for stolen property and any damage caused during the theft, to imprisonment or being sold into slavery, to torture and death. The latter two are typically reserved for repeat offenders, grievous injury or death committed during a robbery, and theft of very valuable items. This law is made very clear to everyone entering the Splynn Dimensional Market through the verbal greeting of the Overlord soldiers, posted signs on the doors of the establishments and video public service announcements.

Dragons & the Law

Another important rule to remember is that **dragons** are highly respected and even worshiped members of Splugorth society.

Dragons, especially adults and ancients, can literally get away with murder in Atlantis without repercussions. Only an unprovoked assault on a Splugorth Minion may bring some legal consequences, but even then a good excuse from the offender *may* get him off the hook. Only the High Lords and the Splugorth themselves are above dragons in this respect. Hatchlings do not get such leeway and are likely to receive stiff punishment for serious crimes, but even they can bully and threaten mortals and get away with showing little or no respect to the lesser minions, like the Sunaj or Altara, provided they don't actually defy or attack them. However, serious and continuous offenses by any dragon will not be tolerated. Punishment for repeat and serious offenses is banishment from the city or even the continent, but never imprisonment, torture, or death. Even dragons who try to undermine or usurp the **Splugorth's** power are usually allowed to live and are banished. By contrast, even High Lords who break Lord Splynncryth's laws will find themselves on a quick trip to the transmutation chambers.

This reverence for dragons makes it highly illegal to deal in dragon components, such as bones and blood, which are highly prized for their alchemical applications. Although their sale is technically not illegal, even treacherous dragon hatchlings (i.e. those who associate with humans and D-Bees) are rarely seen in the slave markets. When dragons are for sale, they are either of good alignment or are one of the primitive species, like the Wooly or Hydra. Even then, the dragons of Atlantis dislike seeing their primal brothers on display with the lower life forms and sometimes buy them for their own army, where they will be given

the respect due to a true dragon. However, they could care less about the weak or insane, goody-goody dragons who defend lesser beings, and don't mind seeing these disgraceful creatures treated as poorly as the worthless mortals they coddle and protect.

On the other hand, creatures who prey on dragons, such as the *Pogtal Dragon Slayer* and the vampiric *Dragon Juicer*, are welcome additions to the slave pens — better yet, the gladiatorial arena where they may face their betters in duels to the death. Even though they are evil monstrous giants, the Pogtal are shunned and hated because they hunt dragons and wear their flesh. Likewise, the Dragon Juicer needs dragon blood to survive and also makes a practice of wearing "dragon skin armor." Neither are welcome in **Splugorth** cities and they are very likely to be assaulted by one or more dragons or a group of their minions or worshippers. Even if the victim is killed in the assault, the authorities will do nothing since it is not illegal to kill Dragon Hunters in Atlantis, and such individuals visit Atlantis at their own risk.

As one would assume, the marketplace is constantly patrolled and defended by a veritable army of Splugorth Minions. At regular intervals, a squad of **Kyidian Overlords** can be seen tromping down the street. High overhead, the dull roar of turbines can be heard as a squadron of **Kittani** clad in high flying Power Armor or a pair of **Kyidian Powerlords** whiz by. Occasionally, a monstrous **Murex Metzla** accompanied by a pair of **Murvoma** or drones can also be seen watching a busy street. Slavers and **Altarian** Warrior Women as well as the occasional Conservator, Sunaj Assassin, Gargoyle, Witch and Tattooed Man servant of the Splugorth can also be encountered. Slavers and Gargoyles are especially common in the poorer parts of town and at the gladiatorial arenas and slave markets. The point is, the Minions of Splugorth maintain a firm physical presence in the market at all times and can be expected to respond to trouble within minutes, with Kittani and Kyidian Overlords and Powerlords serving as the primary law enforcers and defense troops.

Furthermore, there are numerous less overt means of security all over the city of Splynn. Many of the statues that decorate the streets and buildings are silent observers. Often the eyes of these statues are really **Eyes of Eylor** programmed to record everything they see and inform the High Lords of any trouble. Others are rune statues that can leap into action with a command from a High Lord or Overlord. The High Lords themselves invisibly watch over the marketplace using divining magic and psionic abilities. However, even with all these measures in place, there is still much that escapes the attention of the Minions of Splugorth, especially in the back rooms of shady merchants who know how to block magic and psionic probes. Still, the word around The Market is that the Splugorth have eyes everywhere and the walls definitely have ears.



Notable Splynn Merchants

Primary Merchants

A number of merchants have long-term arrangements to sell their wares at The Market; some have even been invited. These businesses are both small and large, and often referred to as the "regular" or "permanent" merchant establishments. At least half have been in business since the first year the Dimensional Market opened, a quarter have been doing business for decades and the rest are comparatively new. Many of them plan to sell what they can for as much as they can before retiring with a healthy amount of money saved up. Others see this as the ultimate business coup and plan on operating at Splynn till the day they die (and even then passing their fabulously lucrative business on to their heirs). Some of them plan on building their business and reputation, and then sell the business for a tremendous profit when they retire. Still others are using their presence at Splynn and growing reputation as a stepping stone to franchise their business at "hot spots" throughout the **Megaverse** (for example, a third have similar businesses at Center, on Phase World). Those with long term plans and strong reputations are among the most reputable, honest and tolerant of other species.

Whatever the alignment, disposition, race, or plans of the business owners, most share the common, often all consuming goal of fame and fortune. Especially fortune. Many regular merchants in the Splynn Dimensional Market are rather wealthy to begin with, and it is their reputation or unique goods **and/or** services that make them an attractive addition to The Market. The permanent merchants get the best locations in the marketplace and tend to cater to the most powerful of creatures. Roughly 25% have built their shops using loans and credit from the Splugorth, which they must pay back with healthy interest. The Splugorth maintain (for life) 10-20% ownership in the business, and the owner is generally considered to be in the **Splugorth's** debt for life. The unlucky few who fail in such business ventures, **and/or** fail to repay the loan or try to cheat their Splugorth benefactor, must face the wrath of a Splugorth debt collector, typically a Conservator backed by a squad of Powerlords and Gargoyles. Ultimately, such individuals find themselves being sold on the slave market or simply disappear, never to be seen again.

There are a few merchants who started off working in the less opulent areas of The Market and worked their way up to a prime location. As stated previously, the regular merchants tend to be more reputable and offer higher quality products than the semi-regular and transient merchants. However, this is not always the case, so customers are well-advised to keep an eye on their wallets and know what they are buying.

The following are just a small sample of the regular merchants that can be found at the market. Aside from these, there are hundreds of others out there just waiting to make a buck. There are also countless mundane shops that sell everyday items, foods and services. Fine restaurants, simple diners, dance clubs, theaters,

convenience stores, markets, massive department stores, clothiers, jewelers, gymnasiums, massage parlors, tattoo parlors, garages, repair shops, and other standard fare for a city can be found everywhere. G.M.s, just plop them in as needed and use your imagination to fill in the rest.

The Water Merchant

"Welcome strangers to my humble shop. I can tell you are beings who value a cool refreshing glass of pure, clean water. Please help yourself. The pool is there. It fills perpetually so drink all you want. The glasses are on the left. Taste how crisp and clean it is. If you wish to fill your water skins or canteens with it, the price is one mere credit. A bargain for the purest water you will ever find. Ah — but I can tell that you are more than mere travelers looking to quench your thirst. I can see a glimmer of the wandering spirit and the lust for adventure within you. If you are true adventurers, then my story will be of interest to you. If not, then please take your time in making your purchases, look at all I have to offer, and continue on your travels.

"Ah yes, I knew I recognized the life of challenge and discovery within you. Or perhaps you sense an opportunity. In either case, you will be most interested in what I have to say. As you know, I deal in water, not simply drinking water, but enchanted waters from around the world and the Megaverse. On every continent of this planet, there can be found wells, ponds, and streams that flow through some sacred place or magically charged location. The water that flows or collects there becomes enchanted in some way. Ordinary water can become a liqueur of empowerment or a powerful magic potion. In most cases, the enchantment is very slight, hardly even noticeable. But when used in the creation of other magic potions, it boosts the potency of the elixir two-fold.

"I have visited the enchanted baths in Gargoyle-infested Germany and enjoyed the soothing, healing waters found there. In England, the land of enchantment, there are alien plants that collect water and turn it into a mind-numbing intoxicant. I have many connections among the Druids that inhabit the British Isles and I make many of my purchases from them. In other locations so secret that I dare not share them with you now, I have discovered water which is ordinary in every way, except that it is charged with pure magic energy. Yes, I have gathered much enchanted water from all over this world and others, but there is one well that I have yet to visit.

"I have heard the legends of a well located deep within the region once known as Central America. It is a place guarded and haunted by the undead. Tales of Cyber-Knights and other warriors entering the region are many. Tales of their return are few. The well is said to be somewhere in the interdimensional peninsula known as the Yucatan. In addition to the vampires that swarm over Central America, there are countless other monsters and undead creatures roaming freely through the dense jungle that covers the peninsula and ancient ruins that were built long before the return of magic to this world. They mark the location of a powerful nexus point. Within one of these ancient temples there is a well that flows with powerfully enchanted water. It is said that a sip of it can heal even the most mortal of wounds and that the well can even resurrect the recently deceased by bathing their bodies in it. But the temple is guarded by an army of undead commanded by one of the dreaded Vampire Intelligences. I have



also heard tales of one other living in the temple. A being of great power rumored to be a god. I have never had more than a few vials of this water in my possession and will pay a great fee to anyone who delivers more of it to me. Of course, having access to this magic potion is a reward in and of itself. But my gratitude is an everlasting gift that will continue even after the last drop of enchanted water has dried up. That is a promise.

"So if you are interested in seeking the prize, luck be with you and I offer you best wishes for a safe return. If not, allow me to show you some of my special waters."

Any **G.M.s** who wish to send the player characters on a mission into the Yucatan for the well water will have to consult **Rifts® World Book One: Vampire Kingdoms™** for more information. Travel arrangements will be easy to make, provided that the characters have a good amount of cash. Unless they already have the proper equipment, they will also need to purchase anti-vampire weapons and the gear necessary for such an expedition. Many different **Bio-Wizard**, **Techno-Wizard**, and conventional anti-vampire weapons are commonly available in Atlantis, thanks in no small part to the **Splugorth's** enmity with Vampire Intelligences. The exact means of transportation and route is entirely up to the **G.M. and/or** players, but remember that the Yucatan peninsula cannot be accessed directly by air or sea. Any monsters or obstacles they encounter are also left for the **G.M.'s** determination. Any number of beasts and landmarks are detailed in the **Vampire Kingdoms™** book. The Well is at Chichen **Itza** and is guarded by a number of vampires, the Intelligence, its demon familiar, and the Mayan god, **Camazotz**. If the characters are exceptionally powerful or resourceful, other defenses or minions can be added at the **G.M.'s** discretion. Note: The shop owner will not fund or support the effort in any way. It's just too expensive. However, he will pay approximately 8,000 credits for each eight ounce vial or two million credits for 20 gallons (75 liters); enough for a human-sized being to bathe in and to get **resurrected!** An additional 30% will be offered if the seller will take "trade" or house credit rather than Universal credits or cash (gold, gems, etc.).

Available goods at the Water Merchant: A shopper can find just about any type of enchanted water ever created, from water blessed by priests to the samples from the cursed pools of **Baden**. His magical waters also include healing potions and truth serums. Prices vary from a few hundred credits to several thousand, depending on the enchantment and potency of the water (typically top book price). He also offers a huge selection of prepared teas and herbal concoctions/remedies that are drunken (see **Rifts® England** for types and prices), as well as wine (including Faerie drinks), other alcoholic beverages, and fruit drinks from **1D6** credits a glass to **1D6x10** a bottle depending on the beverage.

One product which the Water Merchant seems to be the only supplier of is something he calls "Magic in a **Vial**," water that is somehow magically charged with **P.P.E.**! One vial of the water costs 45,000 credits. Drinking it provides the imbiber with 20 extra points of **P.P.E.** It is commonly used by practitioners of magic to replenish lost **P.P.E.** or as a booster before combat, but it can also be used by ordinary people to, momentarily, use **Techno-Wizard** devices. This magical **P.P.E.** boost only lasts **1D6+8** minutes, so it must be used fairly quickly after drinking. Moreover, the body seems to hit its maximum tolerance at 40 additional **P.P.E.** (60 for practitioners of magic), meaning that

drinking more than two vials (three for mages) will not increase the **P.P.E.** level beyond 40 (60 for mages), and offers no additional benefits. In fact, drinking more than two vials will cause a terrible headache, irritability and other symptoms common to **overexposure** to ley line energy (duration **1D4** hours). Likewise, the benefits are halved (**10 P.P.E.**) if drunken by a practitioner of magic who is already fully charged with his own natural **P.P.E.**, and it has *no* effect on Creatures of Magic (dragons, Faerie Folk, etc.) or supernatural beings.

Behind the scenes, a half dozen Herbalists and Druids work around the clock to keep the shop fully stocked. However, there are a number of items, including the **P.P.E.** charged water, which must be obtained from other sources. The Water Merchant seems to have easy access to these sources, since his shelves are usually full, but, sometimes there are shortages and a lack of availability that can stretch for weeks. The **P.P.E.** enchanted water, in particular, runs out quickly, so the merchant limits its sale to two per customer. Still, exceptions are made, especially if the customer has a large bank roll or is a very prominent citizen or powerful being.

The Water Merchant

Real Name: Unknown, even Lord **Splynn** calls him "The Water Merchant."

Alignment: Anarchist, but very honest in his business dealings

Race: Unknown, appears to be a sub-demon of some sort.

Horror Factor: 10

M.D.C.: 153

Attributes: **I.Q.** 17, **M.E.** 16, **M.A.** 24, **P.S.** 10, **P.P.** 12, **P.E.** 12, **P.B.** 6, **Spd.** 15

Experience Level: 12th level **merchant/scholar**

Natural Abilities: Nightvision 200 feet (61 m), see the invisible, and bio-regenerates 2D6 **M.D.C.** per hour.

Magic Abilities: None, but knows all lore about magic, ley lines, Faerie Folk, creatures of magic, and demons. He employs a number of Herbalists, Druids and low level mages.

Psionics: All sensitive abilities and has 55 **I.S.P.**, but is considered to be a Major Psionic.

Appearance: Stands only 5 feet, 6 inches (1.7 m) tall and appears to be very old. His skin is gray and wrinkled and very tough. He is always seen wearing heavy robes with only his bald head and hands exposed.

The Antique Weapons Dealer

"Well now, how can I help you on this *fine* day? Of course, it's always *afine* day in **Splynn**, thanks to the magic of the great golden pyramid and its masters. Why I could go on and on about the paradise that the **Splugorth** have made of this city, but seeing as how they're not here, I won't bother. Now let's get down to business. You've come to the top dealer of fine antique weapons in this or any other dimension. Well, maybe that's an *overestimation*, but it ain't that far from the truth either. Well, some of those other arms dealers may try to sell you *top-of-the-line*, brand-spanking-new energy guns, but I tell you that they still *don't* make them like they used to. Look at this fine black powder weapon from the old North American west. The detail and styling are all *handcrafted*. The sight was skillfully aligned by an expert craftsman, not by some automated robot. Well now, it's only a collector's item in this day and age, but I tell ya it's *afine* work of an. And if yer looking for something with a classic feel but with a



modern punch to it, I have a small, but fine selection of Techno-Wizard six-shooters an' rifles from the wilds of the New West.

"There is another piece o' history out there that is a fine work of art an' which is a weapon to be feared even in these days of high technology and magic. Well now, ya 'all seem to have perked up a bit at the mention of that little masterpiece. Well, I suppose the hired help can handle the store for a bit, while I share a little story with ya 'all, iffen you 're interested that is.

"Good, now let me tell ya a story of a faraway land that once held great mystic and technological power, and may still hold some today. Across this ocean, over the land, an' into the next ocean, there is the land o' the setting sun. A place called Japan. Well, a long time ago, the lands of Japan were under feudal rule enforced by these honor bound warriors called the Samurai. Them warriors walked the land, choppin' people's heads off with this pair of razor sharp blades called the Daisho. One of 'em was a long sword called the *Katana* an' the other was shorter, called the *Wakizashi*. With this pair of swords, the Samurai were the deadliest swordsmen around.

"Well now, I've been hearin' rumors of new Samurai popping up around the islands of Japan, an' carrying the swords of their ancestors. These swords are charged up now full of magic and have been used to hack and slash through armies of Japanese

demons an' dragons, an' such. Well, as ya might reckon, these ancient swords have a great deal of interest to me. I would pay a pretty penny to get my hands on even one of these swords and twice as much to get the pair. Well, if I've still got your attention, maybe I can arrange for your passage to that faraway place. Maybe you'd like to take a few authentic antique weapons with ya. I have a sale on my non-magic firearms selection goin' on right now. Let me show you a few, come this way ..."

This possible scenario idea is really only appropriate for characters who aren't needed elsewhere and players who would like to see their characters visit Japan (with no absolutely certain way back to Atlantis or home). Groups that are predominantly selfish may plan to steal several of these blades, and good characters may believe these enigmatic "Samurai" to be evil and therefore, fair game (the shopkeeper may imply as much or suggest there are indeed evil ones to plunder). He will pay 350,000 credits for one ancient sword or one million for a matched Daisho. And yes, he'll gladly take as many as a dozen pair! Game Masters who wish to send the player characters on this adventure will have to consult *Rifts® World Book Eight: Japan* for more details on the Rifts Samurai and their swords. As it turns out, most of these new Samurai are carrying new swords created after the Coming of the Rifts. Unfortunately, there is no way for the player charac-

ters to know this and they may wind up returning to the weapon dealer with a Daisho that are only a few years old — and he *will* know how to determine their true nature and age.

The best way for the characters to proceed on their way to Japan from Atlantis will be to book passage on a *Horune pirate ship*. A means of transport the shopkeep, called "Old West", can arrange. The pirates have peripheral knowledge concerning the happenings in Japan and can brief the group on rumor and hearsay along the way (there can also be any number of seafaring adventures and side trips). If all goes well, the group will be dropped off at a suitable location very close to where traditional Samurai can be found. The Horune pirates will stay for a couple days and then leave to plunder the neighboring seas. They will come back for **1D6+4** hours once every few weeks over the next 2-3 months to rendezvous with the group before leaving for good. See *World Book Seven: Rifts® Underseas™* for details on the Horune.

The Antique Weapons Store offers old-style black powder pistols, revolvers from the old American West, bows and arrows, eons-old alien devices, and ancient melee weapons from the past, many of which hang from the walls. Most of these weapons are S.D.C. and have little value in the modern world of Mega-Damage weaponry. However, collectors just adore these archaic items and are willing to pay handsomely to get their hands on one (typically 100,000-500,000 credits per item, sometimes two to five times more for truly rare and exotic items).

Among the more practical M.D. items available at the shop are **Techno-Wizard** revolvers and rifles built to look like the weapons of the Old West (very accurate, but magical replicas), and black powder weapons from **Wormwood**. There are also minor magic melee weapons (swords, axes, pole-arms, maces, etc.) from the Palladium World, and energy weapons plundered from **pre-Rifts** armories. Prices for these items, when available, are two to ten times the normal market value. Sometimes, the dealer even has an authentic pre-Rifts Glitter Boy in stock! But don't wait too long to make a purchase because as soon as one pops up, it usually sells within hours.

Old West, Quick Stats of the Owner

The owner of this shop is actually a creature who calls himself "Old West." He is a peculiar chap who appears to be a member of the **Sowki** race. The usual **Sowki** is a power-hungry manipulator who rarely allows others to see his true face. Old West wears no such disguise, but dresses like a Gunslinger from the old (and new) American West and speaks with a similar accent. He even emulates the classic Gunslinger's behavior and mannerisms. To the casual observer, it would appear as if Old West has taken his last charade a little too far. However, this cunning creature is actually using this behavior itself as his disguise. As a humble shop owner and eccentric antique weapons dealer, he is able to gain the trust of most customers and has made many connections with real warriors and assassins. Connections enhanced by special deals and favors that gives Old West a network of mercenaries at his disposal. Beings who think of him first when they have some ancient weapon to trade, and acquaintances on whom he can draw upon for special favors and secret missions. Old West even sometimes acts as the "agent" of mercenaries (humanoids, aliens, monsters and demons) looking for work or who need a casual and smooth go-between.

Alignment: Miscreant.

Horror Factor: 14

M.D.C.: 140

Attributes: I.Q.: 20, M.E.: 20, M.A.: 24, P.S.: 32, P.P.: 16, P.E.: 15, P.B.: 4, Spd.: 14

Experience Level: 8th level Ley Line Walker and 3rd level Gunslinger.

Natural Abilities: Standard for the Sowki race, including superior vision (can spot a rabbit up to two miles/3.2 km away), nightvision 600 feet (183 m), see the invisible, and magically knows all languages.

Magic Abilities: All **illusionary**, concealment, and metamorphosis magic and all speed oriented spells. Has 92 P.P.E.

Psionics: Mind block, sense magic, speed reading, summon inner strength, total recall, object read, and hypnotic suggestion. Has **30 I.S.P.**

Special Equipment: He sports a pair of authentic pre-Rifts revolvers from the American Old West, which he displays proudly in his very stylish leather holsters. He also keeps a number of **Techno-Wizard** revolvers handy and a magic sword from the Palladium World that inflicts 5D6 M.D. and is magically invisible.

Appearance: Appears to be an average Sowki, but is dressed in a classic Gunslinger wardrobe. He also speaks with a strong old west accent.

The Feline Cages

*"They are a fierce species, aren't they? They have claws and fangs designed to rip the flesh from their prey. They have the instincts of a hunter and a killer. I used to offer a variety of slaves skilled in hunting before settling on ferocious cats. Now I have lions, tigers, and big cats of all kinds up for sale to the highest bidder. In the cages in the rear, I have Chimera, **Emerin**, and other supernatural felines. Sometimes, I even have a Sphinx or **Werecat** fall into my possession. Right now, however, I have my sights set on a different kind of cat. You're familiar with the mutant cats from the Coalition State of Lone Star, I'm sure, but travelers from South America have brought me tales about a secret nation of intelligent mutant cats with great psionic powers. **Don't** believe me, take a look at this fine and rare specimen. A showpiece in my personal collection, not for sale — but proof that these feline humanoids do, indeed, exist.*

*"This nation is a dream come true for an opportunist and feline slaver like myself. If I could get the financing, I would send an army of slavers into the nation and capture thousands! Perhaps even take the entire community. Then I could elevate myself out of this old and overcrowded facility, and build a glorious slave market of my own. But **I'm** getting ahead of myself. What I'm really looking for is some reliable intelligence on about this nation of intelligent cats, their leaders, strengths and weaknesses. From what I hear, there is a triad of cat gods calling themselves the Divine Felines who serve as the **nation's** spiritual leaders. I would pay a hefty price to know everything about these **'gods'** and their people. Particularly how they might be defeated. I would pay an even greater price to anyone who banished or ... eliminated these cat gods for me. Yes, a high price indeed.*

*"**Oh**, but I see this beautiful cat has caught your eye. It is the fastest cat native to this world, the cheetah. It is a sleek and streamlined beauty with a top speed of ..."*



The scenario hinted at above would probably interest only human supremacists, or characters of selfish or evil alignment. However, good characters who find this suggestion abhorrent may later encounter or become embroiled with less scrupulous individuals (or monsters) who have accepted the task. This could place our heroes at odds with these slavers or mercenaries, especially if the player group is currently operating in South America. Game Masters will have to consult **Rifts® World Book Six: South America** for details about the Divine Felines and Omagua, their nation of humanoid cats. It is unlikely that anybody (NPCs or Player characters) will be able to drive a wedge between the cat people and their gods, but they can snoop around and gather intelligence, presuming they can even find this secret place. The South American jungle that surrounds their nation is dense and difficult to navigate and the humanoid felines are not without their own resources.

Arranging travel to South America will be easy since Lord Splynnecryth has a trading post and an alliance with another kingdom on the continent. The trading post is primarily a slave trading facility with connections to most of the pirates that live along the Amazon River. If they are paid the right amount, one of the pirate factions will be able to lead the player group (or NPCs) to the general location of Omagua. Alternately, the characters could travel to New Dragcona. This city is loosely affiliated with Atlantis through their leader, **Meleastirith**, an ancient dragon working for **Styphathal**, the dragon-god of Dragcona in Atlantis.

As stated previously, the Feline Cages is a comparatively small slave market that specializes in the sale of all sorts of cat-

like creatures, from wild animals to creatures of magic, to feline monsters and humanoid mutants and aliens; except for the mutant felines of South America, of course. Prices are competitive with other vendors, but the Feline Cages have a well-earned reputation for quality and experience with the feline races that makes it the premier locale for these beautiful creatures. Buyers are warned that all cat-like creatures are fierce, agile, and cunning enough to escape even the strictest confinement. Domesticated cats sell for 30-100 credits, big cats sell for 1,200 to 6,000 credits, Gryphons for 100,000 credits (double if a trained riding animal), monsters like the Chimera a quarter of a million or more. The current, limited selection of humanoid felines sell for 50,000 to 100,000 credits. Rassa anticipates that the South American varieties should fetch upwards of 250,000 credits.

Rassa, Owner and Operator of the Feline Cages

Ironically, the owner of the Feline Cages is an animal-like creature himself. Rassa appears to be a boar-like humanoid with bright yellow fur. In reality, he is a Raksasha demon, a race of shape-shifters who naturally appear to be humanoid cats. He is a slick negotiator and sneaky manipulator. Customers can expect to find the best felines at his shop and always walk out with at least one when Rassa's on duty. If he were to get a footing in the nation of Omagua, he will slowly bleed it dry as he sells off the inhabitants for a hefty profit. In addition, Rassa likes to gamble and has ties with a number of professional assassins and thieves as well as slavers.

Alignment: Diabolic.

Race: Greater Demon of immense power and cunning.

Horror Factor: 14

M.D.C.: 4,500

Attributes: I.Q.: 20, M.E.: 19, M.A.: 21, P.S.: 30, P.P.: 18, P.E.: 23, P.B.: 11, **Spd:** 30

Experience Level: Equal to a 3rd level Wizard and an 8th level psychic.

Natural Abilities: Standard for the **Raksasha** race with nightvision 120 feet (27.4 m), see the invisible, track by smell 45%, **teleport** self and up to 300 lbs (122 kg) five miles (8 km) away, dimensional teleport 51%, bio-regenerate 4D6 M.D. per minute, resistance to fire and cold, and magically knows all languages. His main power is the ability to change his form to match that of any living creature. He can also use this ability to turn into mist. Natural disguise skill is 96% with exposure to the subject.

Magic Abilities: All metamorphosis, **illusionary**, and protective magic spells, plus a number of other conventional Wizard spells no higher than level five. P.P.E. is 900.

Psionics: All Healing, Sensitive and Physical psionic powers! Plus, Psi-Sword (a scimitar shaped weapon), **Psi-Shield**, P.P.E. Shield, Mind Block Auto-Defense, Mentally Possess Others, Hypnotic Suggestion, Bio-Manipulation, **Empathic** Trans-mission, Hydrokinesis, and Telekinetic Force Field. All Raksashas are considered Master Psychics and Rassa has **130 I.S.P.**

Special Equipment: Carries a cane that is topped with a cat emblem which is actually a greater rune weapon. Possesses all standard abilities, plus the ability to control cats and cat-like beings! Can be used four times per 24 hours. Up to **1D4x10** animal-level felines or one intelligent cat can be commanded at a time and intelligent victims can save vs magic at 14 or higher; **18** or higher for animals.

Appearance: Resembles a large, muscular, boar-like humanoid, but his natural form is that of a well-muscled humanoid with the head of a tiger. See **Rifts® Conversion Book One** for more details about the Raksasha and many other demons, monsters and races that may be found at Splynn.

The Bone Merchant

*"Greetings my fellow sentients. Are you counted among those who commune with the dead? If so, then you have come to the right place. I am **K'Rynn** Katar, the Bone Merchant. Along the walls you see the bones of a hundred species from across the Megaverse. I do not traffic in common human and D-Bee bones, but only in the remains of truly rare and powerful creatures.*

*"You see here the skull of a mighty **Baal-rog** demon, very rare. Here, I have the wings of a sphinx, very rare and very expensive. But there is one creature whose remains I cannot lay my hands on. That creature is the mighty and noble dragon. They are a highly revered race on **Splugorth** worlds. One of the cities on this very continent is ruled by a god-like serpent and the Cult of the Dragonwright is everywhere. Thus, the grandest of all serpents has the only bones of power not **available**."*

The Bone Merchant's shop is filled with the **skulls**, bones, and skeletons of creatures from all across the Megaverse. Costs are about standard for most bones. Anyone asking about dragon bones will be quietly ignored or told that no law abiding resident of Splynn deals in dragon bones. However, if K'Rynn sees cash

up front and if the prospective buyer passes a thorough magic sensory inspection, then he *may* consider showing a private room to discuss the possible acquisition of this highly illegal contraband. If K'Rynn feels the least bit uncertain about the customer, he will promptly show him to the door. However, while dragon bones are "officially" taboo, the proprietor has cultivated a market for them within and outside of Atlantis, and on other worlds. Any dragon components sold by the Bone Merchant cost 5-10 times the standard market price, since their sale in Atlantis is a death sentence if caught. Furthermore, to cover his own nefarious activities, K'Rynn often works with the Splynn authorities setting up "sting" operations and turning in those trafficking in dragon bones (this reduces competition and keeps suspicion away from him). Of course, he is incredibly discreet about any sale of dragon bones and is always careful that such "cash" transactions can not be traced back to him. Consequently, the following offer is made only to characters he is certain he can trust.

*"As you can guess, my dear friends, this appalling reverence for the damned reptiles makes it somewhat tricky to deal in dragon components anywhere on Atlantis. Not that it can stop those, **um**, especially skilled and discreet in their **craft** ...if you catch my drift. So should you come across the bones of a dragon, particularly skulls and teeth, well, do mention it ever so carefully, shall you?"*

Meanwhile, there is a prize K'Rynn desires more than the skull of an ancient Great Horned or Chiang-Ku Dragon.

"And while we are on the subject of ...collectables, there is one magical artifact that I would value far more than any other.

*"**From** across the infinite universe comes a story of treachery and vengeance. The murder of the Egyptian god, Osiris, at the hands of his brother, Set. It is said that Set tore his brother into thirteen pieces and scattered them across the Megaverse. Each of these pieces still possesses a portion of the god's former power. The most potent of these components are said to be his heart and skull. Now I have no idea where the heart might be, but I have heard rumors concerning the skull.*

*"After the recent defeat of the Four Horsemen of the Apocalypse in Africa, I am told that the Pharaoh Rama-Set, who summoned the Horsemen, asked **Set** for the means to avenge himself against those who derailed his plan for Armageddon. Set responded by sending him the skull of Osiris. However, an opponent of Rama-Set interfered with its delivery and forced the skull to appear somewhere else on the continent. It was discovered by a Necromancer who fled Rama-Set's Phoenix Empire soon after the defeat of the Horsemen. He is said to have bonded with the skull using his powers of Necromancy and is roaming that continent destroying anything that lives. He has the power of a demigod and he is completely deranged. An evil nearly as great as one of the Horsemen, so putting him to an end would be a blessing and, perhaps, earn those responsible the reputation of being great and powerful heroes. Ah, but what to do with such a powerful and dangerous artifact? That is where I could be of tremendous service. I could take that item off your hands and assure you that it would remain in my personal collection, safe and sound. In addition, I would pay a king's ransom to anyone who brought me the skull of Osiris. Yes, to have the skull of Osiris that would be a prize worth any ... um ... millions. So this act of bravery would garner you fame and fortune, yes? Oh, should you find yourself not up to the task, I would still pay a generous reward to anyone who could prove these rumors to be true and provide me*



with the general location where this pitiful, mad creature may be found. Then, I could, perhaps, take matters into my own hands. Think about it.”

This could turn out to be a real challenge for the player characters. Not only will their characters have to defeat a Necromancer with tremendously expanded powers, but they will have to find him first. The African continent is huge and has a harsh climate. Characters should not expect to reach the continent and find the insane Necromancer within a few days. If they do go, they will be in for a long trek through deserts, grasslands, and thick rainforests, filled with disease-laden insects, wild beasts, and hostile D-Bees and natives — not to mention the forces of the Pharaoh (who’s not completely sane himself) also searching to recover the skull. Fortunately, Atlantis has a direct connection to Africa with its outpost located on the Ivory Coast. This will provide the player group with a definite starting point and place to gather supplies and information, for the right price, of course.

Game Masters who wish to turn this into an even tougher challenge for the player characters can make the Necromancer twice as tough by arming him with the rib cage of Osiris, as well. Linked to both the skull and the rib cage, the Necromancer will have over a thousand M.D.C. and be the equivalent of a godling in power. Also, don’t forget about the army of dead that a Necromancer can command or the evil minions he undoubtedly has at his disposal. Perhaps the real **challenge** will be fighting through the Necromancer’s minions before the death mage has a chance to escape. And there is always the possibility that this story is completely false and our heroes wind up chasing after the

wrong mage or get into another adventure entirely. Consult **Rifts® World Book Four: Africa** for details concerning Necromancers, the Egyptian Gods, the Pharaoh Rama-Set, and the continent itself.

Quick Stats for K'Rynn Katar, The Bone Merchant

The smell of death seems to linger in The Bone Merchant’s shop. It is not that his products are still decaying, but K'Rynn himself seems to radiate **morbidity**. He appears to be a typical C’ro Demon Mage (see **Rifts® Sourcebook Three: Mindwerks™** for details) who has turned his interest in Necromancy into commerce. Actually, K'Rynn set up the store as a means to obtain new components. He just sells his surplus to keep his business running.

Alignment: Diabolic, but he conducts most of his business on the up and up.

Race: Greater Demon.

Horror Factor: 15

M.D.C.: 550, plus any gained from Necromantic augmentation.

Attributes: I.Q. 16, M.E. 22, M.A. 20, P.S. 18, P.P. 14, P.E. 14, P.B. 4, Spd. 10

Experience Level: 8th level Necromancer.

Natural Abilities: Standard for the species; nightvision, see the invisible, dimensional teleport 75%, bio-regenerate 4D6 M.D. every melee round, impervious to disease, possession, symbiotic union, vampire mind control, and normal fire and cold, resistant to M.D. fire and cold (half damage), and magically knows all languages.

Magic Abilities: All 1-5th level common spells, plus a handful of 6-12th level spells and all Necro-Magic and abilities at 8th level. He has 350 P.P.E.

Psionics: None

Special Equipment: Carries the bones from several creatures on him at all times and also has a ceremonial silver-plated dagger encrusted with one million credits in gems.

Appearance: Looks like a typical C'Ro Demon Mage with red skin, yellow eyes, and six articulated stingers protruding from his back. See *Rifts*® **Sourcebook Three: Mindwerks** for details.

Skyborne Excursions

Look up in the sky! It's a bird! It's a plane! No, it's Skyborne Excursions!

Skyborne is the city's primary **transporation** operator and premier place to enjoy great tours, rent the best flying machines, and ride the finest winged beasts. The owners are two enchanting fellows who turned a small shop with only a handful of wing boards and a few flying creatures into a multi-trillion dollar business.

See the section on Skyborne Excursions elsewhere in this book for more details.

Chaotic Spirits

This den of iniquity is the finest tavern in all of Atlantis. The 60 foot (18.3 m) high entrance way has been elegantly sculpted by a High Lord Stone Master. Its beauty extends into the foyer, where an equally stunning hostess stands ready to greet the next customer. The ceiling towers as high as the entrance. Winged beasts perch right over the heads of colossal giants. The sounds of revelry blend in with the laughter of wicked creatures, as slave girls and boys dance to the beat of eerie melodies and thunderous harmonies. The smells of sweat and blood are shoved into the background by the more potent aroma of alcohol and incense. From behind the bar walks the most beautiful and evil looking woman ever, Dionna, the **godling/demoness** who owns Chaotic Spirits; that's spirits as in alcohol.

She was one of the first beings to open a permanent establishment in the Splynn Dimensional Market, and at the rate things are going she will be there for a long time to come. Reputed to be the illegitimate daughter of the Greek god, Dionysus, after a drunken affair with a demoness, Dionna is an accomplished Herbalist with a flare for enchanted alcohol, including brews that can intoxicate a dragon. She caters to the most powerful and wealthy supernatural beings and creatures of magic. Only the finest liquor, food, and enslaved dancers and servants are available here. In fact, her servants often end their term of service by becoming equally choice meals (remember, the customers are **monsters**)!

She has a staff of twenty Druids and Herbalists working constantly to keep her bar fully stocked. In addition, she has forty Faerie Folk in iron chains busy making enchanted faerie drinks which she sells at exorbitant prices. Prices range from 5-15 credits for normal alcohol to 600-1,200 per drink for enchanted brews, sometimes more. Bottles run about ten times the cost. She usually also has a number of non-intoxicating magic potions available for sale. Prices for these potions are about 10-20% higher than standard market cost, but that's because Dionna gives her personal reassurance that the potions are real and will do what

is advertised, provided the victim is not able to resist the effects, of course.

Chief among the delights found at Chaotic Spirits is the house wine, known as the Nectar of Dionna or simply as "The Nectar." The effects of the wine are the same as any other, but can also intoxicate most living beings, including the demons and monsters who frequent Chaotic Spirits. Basically, any supernatural being who drinks The Nectar will have to save vs magic or feel its effects. The effects are cumulative, so drinking enough of it will make a greater demon or even a full-fledged god completely drunk. Non-supernatural beings, like humans, who drink even a sip of this elixir will have to save vs magic with a penalty of -4 or fall into a coma-like state for 1D4 hours. Slugging down an entire glass can kill a mortal — roll to save vs coma and death at -15%! Failure to save means the individual's heart stops and cannot be revived without extreme medical measures or life saving magic. The price for this beverage is 1,000 credits per glass or 15,000 per bottle, but could easily sell for ten times as much elsewhere. This magic wine, along with many of the potent liquors in her collection, is said to be of Dionna's own devising. However, some claim she stole the recipes and processes from her reputed father. Dionna denies these claims and uses them as twisted proof of her divine parentage. **Note:** Many of the drinks designed for supernatural beings are laced with poisons, foul ingredients and



magic that will kill an ordinary human (inflicts 2D6x10 Hit Point/S.D.C. damage and causes extreme nausea and illness to those who survive for 2D6 hours; reduce attacks per melee round, combat bonuses, speed, and skill performance by half). Fortunately, most of these drinks smell or taste so bad that most humans and D-Bees are unable to get the glasses to their lips, let alone down their throats.

Dionna - Alleged Daughter of Dionysus and Owner of Chaotic Spirits

Alignment: Miscreant.

Race: Demi-God.

Horror Factor: Radiates an aura of evil that gives her an H.F. of 13, yet at the same time she is very attractive in a decadent, dangerous and evil sort of way.

M.D.C.: 852

Attributes: I.Q. 22, M.E. 25, M.A. 22, P.S. 23, P.P. 17, P.E. 26, P.B. 24, Spd. 18

Experience Level: 10th level godling/demon hybrid.

Natural Abilities: Dionna is able to recognize all poison, toxins, and magic potions by taste. This includes complete knowledge of its effects, duration, and possible antidote, but not who created it. She can also negate any and all poisons, toxins, and magic potions by touch, even if she has already imbibed it. Her other abilities include the power to project magic flames from her eyes (range is 500 feet/152.4 m and damage is 4D6 M.D.), see the invisible, nightvision 600 feet (183 m), bio-regenerate 4D6 M.D.C. per minute, dimensional teleport45%,

and resistance to heat and fire (half damage).

Vulnerabilities: Holy water is like acid to Dionna, inflicting 3D6 M.D. per vial. She also has another less publicized vulnerability to natural and magically created lightning and electricity. Real and magically created lightning inflicts double normal damage, but artificially created electricity and ion weapons do their normal damage. This weakness may be the result of a curse cast on her by Zeus, adding credence to her claim that her father is Dionysus.

Magic Abilities: Full knowledge of mystic herbology and all magic and demon lore skills. 323 P.P.E.

Psionics: All healing and sensitive powers. 73 I.S.P. and considered to be a Major Psionic.

Special Equipment: She has a magic chalice that doubles the potency of all potions that are poured from it. She also has a lesser rune dagger that inflicts 6D6 M.D.

Appearance: Chalk-white skin, dark red, almost black hair, red eyes, and fangs mar her otherwise incredible beauty.

Enchanted Apparel

Magic cloaks, enchanted armor, and fineries of all kinds can be found here. Ordinary clothing, armor, and even magic garments can be found at thousands of shops all over The Market, but only the finest (and most expensive) such items are found here. The most popular item Enchanted Apparel sells is called the *Wardrobe Amulet*. By rubbing this mystic gem, it creates an illusion that alters the appearance of the user's clothing. Even if he



is completely nude, the amulet will enshroud him in the magic illusion. The amulet can create one of four different pre-programmed outfits. Cost for a standard amulet is 500,000 credits. A customized amulet with images selected by the purchaser costs up to two million credits. The amulet is most popular among **shapechangers** who want clothing that will change with them. Mages like it for its elegance, thieves and spies for quick changes and disguise, while warriors like the convenience of having the appearance of a change of clothing after a battle.

The owner of the shop is a well-dressed humanoid named Halick who always has a monstrous mask covering his face. Most believe the mysterious shopkeeper is a member of the Sunaj race, while others think he is a shapechanger. Actually, Halick is a **13th** level, **Elven** Shifter who secretly aids the *Liberated Underground*. Most of this aid comes in the form of armor which he carelessly allows to be "stolen," or old clothing that gets "discarded" and picked up by fleeing hopefuls. Sometimes, he even allows a Wardrobe Amulet to find its way to the Underground. He would like to do more, but he knows that one of **Splynncryth's** High Lords has become suspicious of his activities. For now, he keeps a low profile so he can keep on helping others in the future.

Help Yourself Buffet

This place is reputed to offer the biggest buffet on the continent. It is a hot spot among man-eating monsters because a cover charge of 50 credits gets one through the door and what you get is amazing. Mountains and mountains of food are piled on long, sturdy tables. An endless stream of blood or wine gurgles from a pair of big fountains in the middle of the eatery. The only house rules are:

"Eat everything you put on your plate and do not cut in line, there is plenty for everyone."

At least four hundred hungry guests visit the place every night to gorge themselves. Many regulars have gluttony down to an art. Quantity makes up for the poor quality of the food, which is not all that good even by monster standards. Most humans and D-Bees would find the place horrifying, and not because of the inhuman clientele. They serve a lot of stews, soups, hashes, meat pies and patties, and ground meats made from slaves and kills in the arenas who died earlier that day, and criminals who got the death sentence, as well as animal by-products and god knows what else. A huge pile of humanoid and animal bones are also available for those patrons who like to munch on such treats or suck the marrow from them.

The owner of the Buffet diner is a remarkably well-mannered giant by the name of **J'hrptbgh**, but who everyone calls Joe. He is skilled in the art of negotiation and he loves to eat. These two qualities came together when he made an arrangement with Lord **Splynncryth** to dispose of his dead (Splynncryth, of course, gets 20% of all receipts in return, even though 40% of the food stock comes from other sources). Assassins and murderers have also found this eatery to be a wonderful place to "donate" the bodies of their victims — Joe has a no-questions-asked policy. Only dragons and the Minions of **Splugorth** are off limits, and the authorities are immediately notified whenever a dead one is left on their doorstep. So that's how Joe started up his little venture.

Butterfly Fields

An unlikely name for a shop in the Splynn Dimensional Market, but it is oddly fitting. The store is managed by an inhuman looking, slithering beast who claims to be a Master Alchemist. To back up this claim, he stocks his shelves with the greatest variety of hallucinogenic drugs that one can imagine. A person looking for an escape from reality can find everything from LSD to mystical illusion-inducing potions. There are even hallucinogens that are strong enough to affect dragons and demigods. The effects of the drugs differ greatly. Some induce random hallucinations or delusions. Others offer very specific effects, such as the sensation of flying or being in another world. Prices vary greatly, and range from 100-20,000 credits a dose.

The house special is *The Butterfly*, which is also the shop's namesake. Price for a human-sized dose is 500 credits. This magically created powder is inhaled to get its effect, and sends the user on a mental journey through endless clouds and swirling mist. Sound familiar? It should. The Butterfly imparts a form of Astral Projection upon its user. For 1D4 hours, the user's Astral Form leaves his body and floats aimlessly through the Astral Realm (conscious direction is impossible). The drug also makes the user's mind clouded and slowed for the duration of the journey. The feeling is so unreal that most users do not even realize that they are in another dimension. Most assume it is just a construct of the mind. Even experienced Astral Travelers may not realize where they are right away. Another effect of the drug leaves the user absent-minded and dazed for **1D6** hours after the journey ends (reduce melee attacks by one and skill performance by half). **Note:** Surprisingly, most Butterfly travelers do not encounter problems during their excursion to the Astral Plane, and most return to their bodies without incident. Scholars believe that the serenity and calming joy that the drug and the experience brings its user, keeps him from being perceived as a dangerous invader or a threat of any kind. Consequently, the denizens of the Astral Realm leave these "Butterfly Zombies" alone — there's just no sport in killing or harassing somebody who doesn't recognize the danger. As for returning back to the body, unless the drug wears off too suddenly (which is possible among those with regenerative powers) and the person panics, the Butterfly Zombie naturally glides back to his body as the effects of the drug slowly wear off. The individual probably couldn't do it if consciously trying, but in his fugue state, it just occurs naturally on a subconscious level.

Fresh Meat

That's all the sign says and that is exactly what they sell. Behind the large, heavy counter, a big burly fellow wielding a massive cleaver stands ready to assist. Behind him are live humans and D-Bees hanging from racks, animals trapped in cramped cages, and all sorts of butchered "livestock" sitting in cold storage. For a handful of gold or credits, the big bruiser will pull any of those humanoids from the rack and chop **'em** into steaks, drumsticks and such. This gruesome display draws customers from all across The Market. But what keeps the monster races coming back is the exquisite selection and truly fresh to order service. In addition to humanoids and (comparatively) conventional meats, are such rare delicacies as the Armored Devil Fish or **Tri-Tops**, which are absolutely delicious. Fury Beetle is also becoming increasingly popular. Their selection of

humanoids is culled from the slave markets with extra care and attention paid to muscle tone and flavor. This dedication to quality makes Fresh Meat the place to find the best butcher shop meats, and is the choice for the most discriminating (and monstrous) connoisseurs.



R'rryl the Body Artist

Tattoos are signs of toughness in the human world and the monster world is no different. The process is just like the normal human process, except that the needle is M.D.C. and the ink is enchanted to permanently color the flesh. If not for this special ink, most customers would lose their tattoos in a matter of hours, thanks to their regenerative abilities. The ink is not strong enough to affect greater supernatural beings and creatures of magic, but lesser monsters soak it right up.

Gargoyles, **Brodkil**, other sub-demons, lesser demons and minor M.D.C. beings of all kinds frequent the shop, eager to enhance their already formidable physical appearances. Prices range from 100 credits to 100,000 depending on the complexity and size of the pattern; remember, monsters are typically more than twice the size of humans. R'rryl and his team of artists also offer body and face painting for those creatures who are too powerful to be tattooed. Prices are about a quarter of what compara-

ble tattoos would cost, but the artwork lasts for only 1D4+4 weeks before it wears off.

As one might expect, R'rryl is very interested in learning Tattoo Magic. He hasn't vocalized this interest because he knows the **Splugorth** are very protective of their secrets. But if somebody offers him the opportunity to learn (very unlikely), he'll jump at the chance.

Tick Tock Timepieces

Tyk and **Tak** are brothers who are members of a race called the *Gemini Demons*. Gemini Demons are born in pairs and each pair is sympathetically linked. They possess minor psionics including Sense Time, Sense Dimensional Anomaly, Total Recall, and Mind Block, plus three Sensitive powers of choice. They are also naturally inclined to learn magic and their link allows one to augment his magic with that of the other and vice versa. Tyk is a

Techno-Wizard. Tak is a Temporal Wizard. They have pooled their abilities to produce **Techno-Wizard** devices which are functional watches and possess Temporal Magic power! All resemble old-style pocket watches (or locket) with the flip-top cover and belt chain. They are considered to be very fashionable.

The following items are among their most popular timepieces; all come in a variety of styles. Tyk and Tak also sporadically offer new, experimental items and prototypes to test The Market. Note: In all cases, to cast a magic "spell" or magical effect, the user of the timepiece must pump the required amount of P.P.E. into the timepiece to cast/activate its magical property. Unless noted otherwise, these TW timepieces have 60 M.D.C.

Auto-Timer Spellcaster: A timepiece with all the basic features of the Time Master and the special ability to cast one particular 1-6 level Wizard spell. In this regard, it is like a talisman, the difference is the P.P.E. required to cast the spell can be placed into the device, but its effects are *delayed* for up to 24 hours until a particular "time." This time is set via the alarm feature and will engage at that precise moment whether the character remembers or not, and whether he has changed his mind or not.

The spells used for this item are typically defensive-protective, or concealing (i.e. Chameleon, Shadow Meld, Mask of Deceit, etc.). Defensive spells include Armor of Ithan, Invulnerability, Escape, Breathe Without Air, Globe of Daylight, Mute (self, to prevent being interrogated) and so forth. Combat and offensive spells (energy blasts, weaponry, etc.) are NOT possible. The P.P.E. cost is whatever is normal for that spell. Duration is equal to 10th level proficiency. Market cost ranges between 4-6 million credits. Only *one* spell can be built into the watch.

Eyes of Time: The cover of this watch is designed to look like a large round eye or sculpted with a pair of eyes. Many models use gems as the pupil of the eye, or eyes, and some are literally covered with gems designed to look like tiny eyes. It can produce two magical effects, although not at the same time. The first is the Temporal Magic spell, *Remote Viewing*. The second is the Temporal Magic spell, *Retro-Viewing*. The P.P.E. cost is 45 for the first and 30 for the second. In both cases, the user must flip open the watch cover to view the images because they appear on the watch face. Duration and range is equal to 7th level proficiency. Market cost ranges between 10-20 million credits.

The Stopwatch: This watch has a number of precious jewels inlaid in its cover arranged to coincide with the positions of the numbers within. Most are silver-plated or made mostly of silver, but some use white gold. It requires 20 P.P.E. and the push of a button to use. Effects are identical to the Wizard & Temporal Magic spell, *Time Slip*. Market cost ranges between 1 to 1.5 million credits, depending on the artistry and jewels used in its construction.

The Snail: This watch is usually **crafted** to look like a large snail shell, but other designs, like coiled serpents and ram's heads, are common. Some are decorated with a number of gems and all are made of gold. It requires 50 P.P.E. and the winding of a spring to use. Effects are identical to the magic spell, *Speed of the Snail*, at 8th level proficiency. Market cost ranges between 4-6 million credits, depending on the artistry and jewels used in its construction.

Time Keeper: All the abilities of the Time Traveler, plus the Temporal Magic spell, *Suspended Animation/Stasis Field*. The watch can be set for up to 70 years and can be set to awaken the

wearer at an exact time down to the minute. Duration is equal to 7th level proficiency and limited to the wearer of the timepiece. Market cost ranges between 60-75 million credits.

Time Master: A watch that keeps absolutely perfect time and never requires winding because it draws its power from the P.P.E. (one point per 24 hours) of its wearer or ambient magic energy from ley lines. It also has an M.D.C. of 15 and can withstand tremendous shock, falls and water pressure. It comes with a built-in alarm feature. Cost is 5,000-15,000 credits depending on the artistry of its design and the use of gems.

The Time Traveler: All the attributes of the Time Master, plus it is impervious to time distortions and has a dual time mechanism that will indicate passage of time in the dimension of origin (presumably Rifts Earth) and the "real" time for the wearer of the watch in Time Holes, Loops, Pockets and alien dimensions where time is different, distorted or stopped. It also keeps perfect time(s) when under the influence of other dimension and reality altering magic and influences such as D-Phase, D-Shift Phantom, D-Shift: Two Dimensions, T-Dep, Fast Forward Time, and so on. Cost is 3-5 million credits.

The Turtle: This watch is finely crafted to look like a miniature turtle shell. Most are jewel studded and gold-plated or constructed mostly of gold. It requires 25 P.P.E. and the push of a button to use. Effects are identical to the Temporal Magic spell, *Time Warp: Slow Motion*, at 8th level **proficiency!** Market cost is between 2-3 million credits, depending on the artistry.

The Re-Animator

This shop is owned and operated by a Necromancer who specializes in raising the dead.

Standard price for this "resurrection" is 20-100 million credits depending on the value of the deceased, plus a pint of blood. However, "trade" of one's services is also possible, provided one has something to offer of value. This can include years (even a lifetime) of servitude, allowing oneself to be sold into slavery to one or two special "jobs." Special jobs always involve something nefarious such as the theft of a particular item, murder, sabotage, etc.

The **Re-Animator** is said to be some sort of Necromancer who is constantly shrouded by mystic shadows and wisps of smoke, although a variety of rumors abound about her, everything from being a powerful dragon in human guise, to a demonic empress of the dead. She claims to do all the work herself and insists on doing her work in absolute privacy. Those who refuse or try to sneak a peek are thrown out, their dead companion with them. Consequently, those who bring a body to her for resurrection must wait in the foyer for 1-3 hours. **Note:** Everybody familiar with this unique service knows that the sooner one can bring the in the dead, the better the chances of success; ideally the deceased should not be dead for more than six hours. A flat service fee of 10,000 credits is charged for unsuccessful attempts at resurrection and the body is returned.

In addition to whatever powers the **Re-Animator** may (or may not) personally possess, she has a team of two dozen Tattooed Men chained in the back, each endowed with the Phoenix power tattoo to Resurrect the Dead, as well as a few greater demons and other healers with the power of extreme healing and resurrection. Using the *Phoenix Power Tattoo* to raise the dead has a hefty cost both in P.P.E. expended temporarily and permanently. After a few



uses the T-Man will not have enough energy to use it again, at least until he receives a few more magic tattoos. The Re-Animator does not care and just works the slaves until they bum out and then keeps them for use as living batteries on her other secret projects. Rumors and whispers report that the **Re-Animator** was an advisor to the Pharaoh Rama-Set before she left to set up shop in Splynn. Countless stories offer speculation over why she is here, but the one constant element to all the stories is that it she is up to no good.

Other services include:

- Identify the Dead, from corpses to bones via Object Read the Dead: 5,000+ credits.
- Commune with the **Dead/Spirits**: 10,000+ credits.
- Divine Tombs or Graves: 20,000 credits plus expenses and at least 5,000 credits a day if travel is involved.
- Commune with Ghouls: 2,000 credits.
- Remove Ghouls: 20,000+ credits; the price increases depending on how many ghouls are involved.
- Banish entities: 20,000 per entity, double for Tectonic and Possessing Entities.
- Exorcism: 20,000+ credits.
- Turn the Dead: 1000+ credits per group of six.
- Animate and Control Dead: 1,000 credits per each animated body, per hour.
- Summon Insect Swarm (usually sent against an enemy or as a prank): 30,000+ credits.
- Summon Vampires: 100,000 credits per each Wild Vamp, 500,000 per each Secondary Vamp. Can not summon Master Vampires. The price may be double or higher to summon a specific or notorious vampire and travel expenses are likely to be involved since there are no vampires on Atlantis.
- Create Mummy (under the relative control of the purchaser): One million credits.
- Create Zombie : 2.5 million credits.
- Magical Restoration (reattach limbs, etc.): 10-20 million credits depending on the extent of the restoration.

The shop also offers a number of charms/amulets to protect against the undead, books on how to identify and battle the undead (10-50 credits each; all are very good), and a variety of common weapons to combat them, including **Techno-Wizard** devices, all at 20% less than standard book prices! Other special Necromantic services can be discussed, but prices are very high.

**Quick Stats for the Re-Animator
(true name & identity unknown)**

Alignment: Aberrant evil; her word is her bond.

Race: Unknown; appears to be human or human-like.

Horror Factor: 14

M.D.C.: 180 (not including armor or magical defenses).

Attributes: I.Q.: 20, M.E.: 22, M.A.: 16, P.S.: 20, P.P.: 20, P.E.: 16, P.B.: 17, Spd.: 14

Experience **Level**: 14th level Necromancer.

Natural Abilities: In addition to all Necromancer O.C.C. powers, Nightvision 100 feet (30.5 m), see the invisible, and magically knows all languages. Other demonic or demigod powers are suspected but unknown. She is believed to be more (much more) than human.

Magic Abilities: All Bone magic and Necro-Magic and related Wizard spells. 200 P.P.E.

Psionics: Unknown, but suspected to be at least a minor psychic; needs 12 or higher to save.

Special Equipment: A large selection of bones plus weapons and equipment for battling the undead, spirits and demons.

Appearance: Appears to be an attractive, young, human woman who never ages. She has a number of tattoos, including T-Man images, but is not a True Atlantean nor empowered by Tattoo magic.

Wild Will's Dead Boy Outlet

Everyone knows that the Pecos Bandits, Federation of Magic and other groups are devoted enemies of the Coalition States and regularly raid their convoys and outposts for supplies. But what do they do with captive soldiers? Well, most of them kill Dead Boys on sight, no questions asked. Others take the captives back to their camps and eat them, which is the most common practice among the Simvan and, to a lesser extent, other nonhumans. Feral Dog Boy bandits usually, but not always, let CS Dog Boys and **Psi-Stalkers** loose, but rarely let the human Dead Boys live. The rest usually end up being traded away to slavers, the most notable of whom is Wild Will.

This self-proclaimed "wild man" of the Pecos Empire is a *Lyvorkkian Ley Line Walker* who specializes in the sale of Coalition soldiers. Wild Will is a long-time acquaintance of the Warlord Don Marco, head of the Silver Dagger gang in the Pecos Empire. Through a special arrangement with him, Wild Will gets all the CS soldiers Marco can lay his hands on for only 1000 credits a head. The only real thing that Marco wants in exchange is information, specifically anything and everything Will can tell him about Atlantis. Ever the schemer and planner, Marco ultimately hopes to expand his operation enough so that he can do business in Atlantis. From all reports, Atlantis is the richest place on Earth and Marco would not mind getting a piece of that. In the meantime, he wants to learn as much about it as possible and does not mind sending CS soldiers to horrible fates in the process.

At Wild Will's Dead Boy Outlet, one can find the largest assortment of captive Coalition soldiers around. In addition to human soldiers, Will carries a large variety of civilized Psi-Stalkers, Dog Boys, and other mutant animals created at Lone Star. Sometimes his inventory even includes psychics, like the Nega-Psychic and **Psi-Slayer**, all of whom are said to be captive CS soldiers. Monsters, especially those who know of the Coalition, eagerly pay top dollar for these high and mighty human supremacists, usually 4,000-8,000 credits; extremely high for a mere human. Truly proud and stubborn soldiers sell for no less than 12,000 credits, just because the buyer wants to have the fun of breaking the human's pride personally. Dog Boys and most other CS mutant animals sell for 3,000-6,000 credits, but truly powerful or impressive mutants, like the Kill Hounds, can sell for two to three times as much. Psi-Stalkers usually sell for 4,500-6,000 credits, sometimes more, and other psychics can sell for as much as 30,000-50,000 credits, depending on their power level. For more details on the Pecos Empire, Warlord Don Marco, Dog Boys, and the Lone Star State, check out **Rifts® World Book 13: Lone Star**.

Note: A small selection of CS body armor and weapons are also available at 20% higher than common Black Market prices.

Music in a Box

The sweet sound of a child at play emanates from this delicate looking shop. But, looks are deceiving. Little boxes decorated with arcane patterns litter the shelves. They look very much like ordinary music boxes, right down to the rotating dancing figure within — although some are in the shapes of skulls. Opening one of them, however, reveals the big difference as it lets loose a melody of screams or melancholy, haunting melodies that are both enchanting and disturbing. Only an evil being or deeply depressed individual could tolerate listening to it for more than a minute or two, and only those of diabolic alignment can actually enjoy them.

The owner of the shop is an ebony robed **humanoid** who seems to be a seasoned master psychic. He claims that each box is a window into a place he calls the "Nightmare Realm," and that the music or sounds they play are captured from the dreams and nightmares of others. Whether he's telling the truth or not is anyone's guess. Still, the music boxes are very popular among the more "cultured" of the evil monsters and sell in the range of 1,000 to 100,000 credits, depending on the size and styling of the box and the depth of despair or terror in its sounds.





Wrapped in Leather

Rather than use conventional armor, many supernatural creatures prefer to wear M.D.C. leathers, hides, and bones for protection. For one thing, it is more comfortable and has that "natural" feel. Secondly, monsters simply find dead flesh to be very fashionable clothing. Suits are patchwork style with the customers deciding how they should look. Vambrace wraps, heavy shoulder pads, and helmets shaped from skulls are very popular. M.D.C. varies with the weight of the suit.

- Light suits and human-sized armor typically have 50-75 M.D.C. with movement penalties from -5% to -15%. Prices range from 20,000-40,000 credits.
- Heavy plated and bigger than human-sized suits (7-10 feet/2.1 to 3 m) have 90-150 M.D.C. with movement penalties from -10% to -20%; double if P.S. is under 24, half if P.S. is supernatural. Prices range from 60,000-100,000 credits.
- Extremely heavy and giant-sized suits (12-30 feet/3.6 to 9 m) have 180-250 M.D.C. and movement penalties range from -25% to -35%. These suits can only be worn by creatures with a *supernatural strength* of 24 or higher. Humans and D-Bees can barely move in them. Prices range from 100,000 to 250,000 credits.

Prices may be 30% to 100% higher for elaborate custom designs and expensive additions such as artwork and gems. Magical armor is rare at this facility, but special requests will be considered. These armored suits are rarely environmental.

The owner of the shop is never around, but the manager is always present. She is a Tattooed Maxi-Man named Sheila and she is incredibly attractive (P.B. 24!). She walks smoothly about the shop, like a snake in search of prey, and loves to tell customers how good they look in leather. She also personally advertises her wares by dressing in a manner that mirrors the name of the shop. Needless to say, there are always a good number of "window-shoppers" outside the store, but with a little flattery and a subtle sales pitch, she usually turns most of them into well-paying customers.

Stone Terror

A pair of stone figures frozen with the look of horror or surprise etched on their faces stand on either side of the entrance to this rather small shop. One can find an impressive variety of statues sculpted from smooth stone. The owner is a Miscreant, 12th level, adult *Basilisk dragon* who goes by the name of Old Rock. While Basilisks are generally disliked, even in Atlantis, Old Rock has a certain charisma to him that keeps customers coming back. It also helps that 85% of his statues were once real people turned to stone by his petrifying stare, something that is especially appealing to demons and monsters.

As a 6th level Stone Master, Old Rock also reshapes his victims to assume truly bizarre poses and to enhance the expressions (usually of terror) on their faces. The monsters who frequent this

establishment adore his creations, and always return when they have a new lair to decorate or a castle that needs something special. The average cost for one of Old Rock's statues is 10,000-30,000 credits, which makes for a good profit margin since Old Rock typically pays about a tenth of that for the raw materials (i.e. the low-cost slaves he petrifies and reshapes with his powers, and petrified people brought to him by other Basilisks and sold for about 2,000 apiece). Custom orders usually go for two to three times his standard price, but it could rise to ten times that much, especially if Old Rock feels he adds unique touches to it.



Semi-Regular Merchants

Many semi-regular merchants are dimensional travelers who maintain a regular circuit throughout the Megaverse. These travelers appear in more or less regular intervals at The Splynn Dimensional Market, but sometimes disappear for extended periods. Most can be found for 6-8 weeks, 2-4 times a year. Other semi-regulars are part-time merchants who leave to pursue other interests, but eventually return to continue business. A small percentage make an appearance only when a prime opportunity presents itself, while still others are found selling their wares at The

Market 6-10 months out of the year, disappearing only briefly to acquire new stock or to take a vacation. A few seem to constantly offer going out of business sales or vanish for a few months only to reappear with a new name and sometimes a new line of business. Of course, there are those businesses (about 10-15%) who genuinely go out of business after 1-4 years and are never seen again. Consequently, buyers are wise to purchase rare, exotic or coveted items when they see them, especially among the semi-regulars and transient merchants, because it may actually be a one of a kind or handful of items that won't be seen again, at least not by that merchant at those prices.

Like the "regulars," these semi-regular merchants tend to cater to the wealthy **and/or** adventurers, and most (but not all) are extremely prosperous. While the majority may have a small fortune locked away and do well in their chosen business, others (about 20-25%) barely make ends meet. These are typically the less scrupulous **and/or** desperate dealers who will consider (if not actually engage in) dangerous **and/or** illegal deals and schemes, barter in unusual or illegal goods and services, as well as engage in acts of sabotage, theft and revenge against their rivals (and may deliberately or inadvertently involve the player characters in such plots). Of course, most of the semi-regular merchants dream of building a successful, permanent business at Splynn, but lack the resources or ability to keep their shelves stocked.

Shack of Antiquities

The quartet who operates "The Shack" will buy, sell, or trade almost **anything!** They are not fussy, as one look at the place will tell you. The building is very much a "shack" put together with scraps of wood and other materials. It is so poorly made that this trading post looks worse than most of the transient merchant stands set up in town for a day or less. This is because The Shack is owned and operated by a group of some of the laziest species in existence, *Floopers*. In fact, customers must carefully step, bend and weave to even enter the shop. Failure to do so will cause the visitor to knock down a tower of junk and probably one of the displays or a portion of an interior wall (not that the commotion or mess will upset the proprietors).

After successfully entering without causing an avalanche, customers will be unimpressed by the assortment of "true" junk, scrap, and garbage the four Floopers offer for sale. However, if one bothers to carefully move stuff around as he navigates the junk heaps, and take a good look throughout, one does occasionally find something valuable. Useful items can range from a magic item or alien weapon to a useful spare part or collectable artifact. In fact, twelve years ago, a group of alien adventurers paid the Floopers a million credits to close the shop for a week in order to let them search every junk pile, nook and cranny because it was rumored that the fabled *Hammer of the Cosmic Forge* was buried somewhere in the shop! Of course, it was not, but the Floopers profited nonetheless (some say they started the rumor).

If there is one thing Floopers do not like it is work. And if there is one thing Floopers are good at it is stealing. That's right, just about everything worthwhile in this ramshackled shop is stolen. The rest has been scavenged, with the occasional item acquired in trade. Furthermore, most of the really good stuff is carefully hidden beneath the crap. With their nimble hands and powers of **teleportation**, Floopers are among the best pick pockets in the Megaverse. Every day, some ignorant fool loses a

weapon from his holster or gemstone from his pocket and it winds up here, so some other person can buy it (perhaps only to have it stolen away from him too). Their **teleportation** powers also enable them to get at items located on the bottom or middle of a pile, provided they can remember where it is.

Consequently, one *can* find some pretty interesting items at The Shack, and most are good bargains selling for 25-50% below list price. After all, anything the Floopers make off a sale is profit, because they did not pay anything for it in the first place. The trick is finding the items one needs or wants. The shop is completely disorganized. There are broken weapons here, half written scrolls there. To even find something that works is a challenge in and of itself. But when that rune sword eventually gets pulled from the rubble, the effort is well worth it. Of course, they do not usually have a rune sword resting under the pile, but there are "proverbial gems" of all kinds waiting for those adventurous and patient enough to look for it.

There are two other aspects of this establishment that visitors have to contend with. One, is haggling to get the best price. If one of the Floopers gets the impression that the item is valuable (even if it's only of value to that individual) the price will double, triple or quadruple. Floopers can be horribly stubborn, so once their mind is set (even if they are wrong), it is difficult to get them to change it. However, if the strange creatures believe the item is junk or has minimal **value**, they will sell it for 25-50% below list or market price. Of course, to test the waters, the Floopers usually start at some outrageous amount (double or greater than list price) to see how the potential buyer reacts. If the reaction is outrage and putting the item back, the price will suddenly drop by half. Then half again (usually putting it at or slightly below market price). Although lazy and more than a little bizarre, Floopers are not stupid or crazy and will rarely drop the price below 50% of its fair value.

The second strange aspect to this place is finding it. Floopers do not like to stay in one place for any length of time. They steal most of their goods and they do not want to make it too easy for victims to find them, and it is in their strange transdimensional nature to be constantly on the move. Consequently, the Shack of Antiquities is usually moved to a different location at least once a month! For more details on Floopers, consult **Rifts® World Book One: Vampire Kingdoms**.

The Super-Being Vendor

Step right up and see the strongest and most powerful mutants in the world. The Super-Being Vendor is one of only a very few merchants who deal exclusively in **superpowered** humanoids and mutants. He leaves and returns to Splynn as he pleases with no set pattern, but whenever he returns, he always brings at least a hundred superpowered mutants with him.

These "slaves" are taken from a variety of worlds and dimensions, often at a young age (10-20) when their level of power has not yet reached full maturity, and they are still insecure, inexperienced and comparatively easy to handle. **Note:** These "super beings" can include any number of characters created from the **Heroes Unlimited™ RPG** and can include the Power Categories of *Alien*, *Experiment*, *Mutant* and *Mega-Hero* (occasionally others). **Rifts® Dimension Book 4: Skrayers®** is another excellent source for human and nonhuman beings with super abilities. In fact, the main supplier of this shop *may* be the **Tarlok**, who have

conquered the planet Seeron (among others) in the general area of the Three Galaxies. Seeron is a world teeming with **superbeings** who call themselves "**Skraypers**."

Prices for superhumans vary greatly, according to the power level of the being in question. A being with a handful of minor powers, or one major, or one major and one minor super ability usually sells for **4D6×100,000** credits, but higher prices are common if the being has rather spectacular or several powers (as much as 1D6 million and up). As always, prices depend greatly on what the buyer wants and how much he or she is willing to pay.

Rumor has it that the proprietor employs a handful of super-powerful slavers and protectors, including a high level Sunaj Assassin, a pair of Maxi-Men and a few **supervillains**.

Snake Venom

Not only does this merchant carry venom from snakes, but he also sells toxins taken from just about every serpentine creature alive. Venom from Worms of Taut, dragons, and many serpents of myth can be found here. Antidotes for *most* of these venoms are also sold here, but keep in mind that not all of them have antidotes. The owner and operator of the shop is an eccentric, aging Lizard Mage who of late has devoted his life to collecting snake and serpent venoms. He comes and goes on trips to acquire new stock regularly and always returns with a large stockpile of one or two "special" toxins. He sells his surplus supply so that he can continue to satisfy his obsession.

Prices are competitive for lethal toxins, ranging between 100 and 10,000 credits per dose, depending on the potion and ingredients involved. Venom from magical serpents ranges between 5,000 and **100,000** credits. Antidotes always cost between two to five times as much as the venom, but the person who needs it is usually quite willing to pay the price.

The most potent venom the shop ever carries is that of the **Midgard Serpent of Asgard**. When it is available, and it rarely is, this ultimate toxin sells for no less than one million credits per dose. It commands such a high price because it is effective against dragons, other creatures of magic and most (not all) supernatural beings (has no effect on the undead, and does half damage to ancient dragons, demon lords, demigods, and gods). A single dose of the venom inflicts **1D6×10** M.D. every melee round for 1D6 rounds and totally negates the regenerative powers of the victim for 3D4 minutes. Obviously, one dose is enough to kill many lesser supernatural creatures. Moreover, its effect on the victim's bio-regenerative abilities leaves him vulnerable to further attack. **Note:** The Venom of the Midgard Serpent only inflicts **1D6×10** points of damage direct to Hit Points when used on mortals, although it also causes violent vomiting and the victim's attacks per melee round, speed, and combat bonuses are all reduced by half for 3D4 melee rounds.

Fruit of the Gods

One stop in this shop and there can be no denying that the best fruits come from the realms of the gods. Everything from grapes claimed to come straight from the vineyards of Olympus to dates direct from Ma'ip can be found here. Prices vary with the fruit, but never fall below 200 credits a pound (0.45 kg). The current big seller is the **Warwise** fruit from Megalopolis, a world that is connected very closely to the Olympian gods. Legends and myth

claim that these fruits are borne from trees which were the first to sprout in a region of that world which was left desecrated by war. The legends further state that these trees were planted by Artemis in an effort to recycle the pollutants left by the conflict. The region was soon covered by groves of these trees and the inhabitants harvested their delicious fruits. It has since found its way into the Splynn Dimensional Market and is popular even among the monster races. Prices range between 400 and 600 credits a pound (0.45 kg), depending on the season. **Note:** Only a few of these "fruits" and wines have any magical properties (among the most popular are those wines capable of getting a supernatural being drunk), instead most just have incredible flavor or an exotic taste, and last in storage twice as long as normal fruits.

Giant Custom Armor

This shop employs skilled giant metalworkers who have reputations as the finest makers of armor for giant-sized beings and creatures of supernatural origin and shape. Over half of the armor must be custom-made, although a large number of common giant-sized armors are always in stock, and all are of superior quality. The owner is recognized as one of the best custom armorers on Earth. His real name is **Brundim Grugg**, but he is more commonly known by his pseudonym, **Rahu-Crusher**, champion of the arena. His primary occupation is running his armor shop, but his true passion is arena combat. Actually, he enjoys all kinds of physical competitions as well as brawling, but he gets a special thrill in the arena. Rahu-Crusher is a favorite in the arena

although he rarely accepts battles to the death — he likes knowing that he can back out if he does not feel up to it or surrender and walk away if things do not go his way. This may sound cowardly to some, but don't tell that to Brundim or he will twist his accuser into a pretzel or beat him senseless with his four arms and phenomenal strength.

Brundim spends about half his time training and fighting. The rest is dedicated to his shop. While the sign on his shop says "Giant Armor," most of his wares are produced by his expert staff of slaves (including Dwarves and other races known as excellent smiths). Brundim oversees most of the work, except when he is off fighting. During this period, he shuts down the store until his return, hence his semi-regular status.

Customers can expect to find over a hundred different styles of **pre-made** armor in stock, in both giant and human sizes. Archaic styles are most popular, but some new styles, including full environmental armor, are available as well. Only the best, strongest, and lightest alloys are used in their construction. These suits cost about twice as much as comparable ones, but the usual movement penalties are half.

Custom-made armor costs five times as much as pre-made, but is well worth the price. Prowl and movement penalties are reduced to one third that of comparable pre-made suits and the comfort level is amazing. Typically, a custom suit made from scratch costs about 8,000 credits per M.D.C. point, but weighs roughly half, and movement penalties are only -5% for every 100 M.D.C. Full environmental capabilities add an additional 30,000 credits to the price of human-sized suits and 150,000-250,000



credits to giant-sized suits. Maximum M.D.C. for a human suit is 150, while giant-sized armor (12 feet/3.6 m and larger) can have up to 450.



The Third Eye

The Third Eye is a peculiar little shop that moves around the Dimensional Market quite a bit, but never disappears for more than a few days (1D4) at a time. Standing outside its door are a pair of Gigante giants who make the already small shop seem even smaller. Inside, a robed figure sits at a little round table. In a raspy voice, he tells visitors that he can foresee their future, for a price. However, he never states exactly what that price is. He goes on to say that it is up to the customer to decide how much his or her future is worth. He does have a minimum price of 100 credits. Anyone who offers less gets a fortune something like, "I see your insincerity and cheapness (or lack of self-worth) will be your downfall. Now, leave me."

His basic service involves divining magic and a psychic reading. He only gleans a glimpse of his customer's future, but embellishes it into a full color picture of what is to come. He is quite adept at making his stories sound authentic, so customers walk away convinced of what is to come. This is the service that cheapskates who offer under 1000 credits get. For a higher fee, his reading becomes frighteningly accurate.

Those who pay more than 1000 credits (especially if it is over five thousand) will get a genuine reading of their future, including any impending or life-threatening danger. Depending on the danger, and assuming it will appear on Atlantis within the next few days, he *may* offer the customer the protection of his personal bodyguards, for the customer's own safety, of course. The price for this pair of giants can range from 100,000 to one million

credits depending on the level of danger, and may not be a bad deal. However, not everyone wants to have a couple of giants hanging around, or they may assume the seer is a charlatan trying to scam them out of credits, so the offer is frequently turned down. In that case, the fortune teller will close the ceremony with a little chant and let the customer be on his or her way.

If the seer is offended, the end ceremony and chant is a luck curse which is likely to expedite or initiate the danger foreseen. If he takes a liking to the client, including those who pay him a generous fee (or if it serves his purpose), he may offer an additional word of advice, clue or warning. An evil being, he will not reveal the identity of the danger even if he has clearly seen it, but he may offer some cryptic clues or hints. Anybody who tries to read his mind or manipulate him in any way will invoke his lasting ire, be struck down, cursed, and thrown out of his establishment. Those who dare to battle him will be killed and their possessions claimed as compensation for his trouble and any damages.

Note: His 7th and 9th level Gigante bodyguards are under the telepathic control of the seer, who is a 10th level, aberrant, **Cernun** Mystic. The **Cernun** are natural mystics and have the added power to control Gigantes. This means it costs him next to nothing to keep them working for him, but he does have to occasionally hire them out to pay for their meals. See **Rifts® World Book Three: England** for details on the Cernun Mystic.

Crazy APs House Of Crazies

Crazy AI is a strange slaver and amateur technologist. He is a Master Psychic and Mega-Damage being (236 M.D.C.) who leaves and returns to the marketplace every few months. Every time he returns, he always brings a big **truckload** of Mind Over Matter (M.O.M) augmented humans and humanoids back with him. For some reason he just loves Crazies. In fact he is obsessed with them. Consequently, he deals exclusively in these augmented beings and all their variants, including those offered by the infamous Angel of Death (see **Rifts® Sourcebook 3: Mindwerks™**). Whenever he returns, customers can expect to find at least a hundred standard Crazies and half as many "exotic" variants, such as the Ultra-Crazy from South America, Ninja Crazy from Japan, the Psynetic variants from **Europe/Mindwerks**, and specimens from all over the Megaverse. He is also one of the few **non-Splugorth** merchants who deals in the *Kill Crazy*. Prices are usually standard with a 10% discount offered for the first week after he returns from a buying trip.

He also deals in M.O.M. conversions. Standard conversion is available at standard prices and is 100% safe. However, he also offers experimental M.O.M. technology at rock bottom prices. Crazy AI offers these low prices for one reason: He wants to see if they work.

In addition to being a merchant and slaver, Crazy AI is also a scientist interested in M.O.M. technology. He captures and studies Crazies just to observe their behavior and to take a look at their implants to see how they work. Rather than trying to remove the brain implants to inspect them, AI tries to duplicate the design using his Telemechanic psionic powers while the implants are still in the subject. This is a rather difficult process since the neurological interface interferes with his probes. Accordingly, his "knock-offs" are not always perfect.

Some might wonder why he does not just remove the implants and study them directly. The truth is Crazy AI really is **crazy!** In addition to being obsessed with Crazies and **M.O.M.** technology, he is jittery, easily excited, psychotic, and is unwaveringly convinced that if the implant is removed from a living subject it is wrecked and impossible to study. Sometimes this is true; many Psynetic implants, for example, do self-destruct, but most others do not.

Note: Crazy AI is a miscreant, 12th level Master Psychic. Rumors suggest he may have once been a Mind Mage or a Psi-Tech, but his powers are limited (perhaps from trauma and insanities). **I.S.P. 210**, Psi-Powers: Mind Block, Meditation, Psychic Surgery, Psychic Diagnosis, Detect Psionics, Sense Magic, See the Invisible, Telekinesis (basic), Machine Ghost, Bio-Manipulation, Electrokinetics and all Telemechanic abilities.

The Rumble House

At least once a week, a big pile of rubble is seen sitting where this establishment once stood. And after a day or two, a whole new building is standing where the old one was. This is The Rumble House, "**The best place to find the best fights.**" Only the roughest, toughest creatures dare set foot in the door. All others risk having that foot crushed beneath somebody's boot heel. Big piles of meat and bones line the tables, and liquor and blood pour from access tubes in the ceiling. Arm wrestling matches, card games, drinking contests, and just about any bar sport is played at the many tables all the time. In fact, friendly roughhousing and

brawling are encouraged, which tends to attract the most savage, aggressive and violent beings. When someone is caught cheating or tempers flare out of control, a fight breaks out! Forget about breaking chairs over people's backs, fisticuffs, biting, clawing and the use of melee weapons, psionics and magic frequently become part of these brawls as the fight quickly escalates into a small riot. It is such "brawls" that regularly trash the Rumble House, but that's all part of the charm of this establishment. Many a demon, sub-demon or monster prides himself on having "trashed" an opponent (and the building) at Rumble House.

The owner is not bothered by this at all because he makes a fortune from the brutes who patronize his business — many of whom are unwanted elsewhere and return regularly. In fact, he builds the place from normal stone, instead of M.D.C. materials, because it is easy and inexpensive to rebuild. The owner is a 13th level, anarchist Earth Warlock who goes by the name of Warlow. Every time his place gets destroyed, he just summons up some Elementals to rebuild it. All his stock is kept underground so little of it is destroyed in the frequent carnage. The record is five brawls that destroyed the building in a single day; however, destruction is typically held down to 1-6 times a week. It takes 1D6 hours to rebuild the simple structure. The best part is that his loyal customers love the joint and eagerly await every "reopening."



Transient Merchants

Whether he is a ragged salesperson in a shack or a slick swindler in a sparkling boutique, the transient merchant is always a character to watch out for. They make up more than 35% of the merchants and vendors in the Splynn Dimensional Market and offer the greatest variety of unusual and previously owned goods from across the Megaverse. The majority are opportunists who typically set up their stands of wares for 1-4 days at a time and vanish. At least two thirds are never seen again, while others reappear 2-8 times a year. Moving around a lot means these sellers are very difficult to identify and track down at a later time. In fact, those who sell goods or services on a regular basis frequently change the name of their business (sometimes their own name and appearance too) as well as what it is they are selling. The actual variety of goods, slaves, and other services for sale by the transient vendors changes on a daily basis. One day, a peddler could sell a traveler a rune sword which he claims can kill a demon with a single blow. The next day, when he returns to complain after having narrowly escaped death at the hands of a **Baal-Rog**, the merchant is nowhere to be found, and some entirely different merchant sits in his spot. Remember, these are opportunists and scam artists who offer whatever it is that they have managed to "acquire" for resale. One time they may be selling used weapons and the next, **Tupperware!**

Many of the transient merchants are criminals — confidence artists, snake oil salesmen, forgers, smugglers, thieves, fences and so on — however, most are somewhat straightforward with their patrons and do not target them directly for crime; other than cheating them on the price or selling something that's worthless or broken. Instead, most of what they sell was acquired through crime; theft, robbery, swindling, fencing, etc. Yes, most of them certainly do exaggerate the quality and value of their products, but most do not engage in out and out trickery or backstabbing, it's bad for business and dangerous too.

It is from these vagabonds and scoundrels that market-goers can sometimes find the rarest, strangest and most unique items, provided one does not mind purchasing items which have been stolen or are otherwise outlawed or forbidden in Atlantis or other parts of the Megaverse. The majority of items, particularly rare or powerful weapons and magic sold by transient merchants, are "hot" goods that need to be unloaded quickly, often at bargain prices. Bargain, that is, until the true owner or authorities come looking for it or for the brigand who stole it (presumably whoever it is who has the item in his possession). Counted among the *contraband* in Atlantis are components and weapons made from dragon parts; highly illegal in Atlantis where dragons are revered.

A large gathering of transient merchants is one of the oddest sights. A guy selling pottery from a wooden shack could be next to a Brodkil selling high-tech weapons from the back of a hover tank. Next to him might be an individual selling meats and spices, and next to him a tent where exotic females offer their services by the hour. A wild Fury Beetle might be caged, chained, and up for sale directly across from another merchant selling magic charms. Next to that might be an alien vagabond with a cart full

of junk or all kinds of odds and ends, or a dragon offering healing, magic or demons' bones trying to make a quick buck. Nor is it unusual to see a lone salesman sitting at the foot of a giant robot or other vehicle with only that one vehicle up for sale at a very steep price or ridiculous discount depending on the seller's situation.

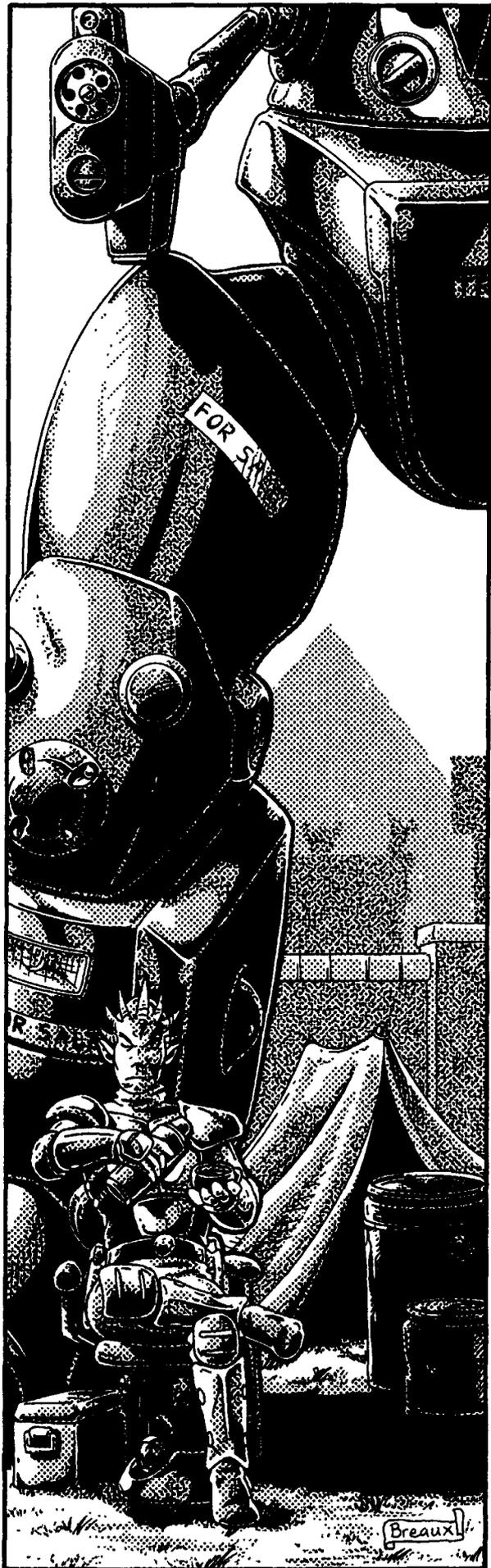
To list the transient vendors is futile because they are constantly changing, so it is up to the G.M. to introduce them as he or she wishes, remembering that most sell junk, low-end items and used (i.e. stolen or pawned) items. This is the perfect opportunity to introduce plot devices, new characters from distant worlds and just about anything the G.M. may want. Just remember to maintain game balance and that you do not have to let the player characters lay their hands on everything they want. Just because anything (in theory) is available at Splynn, does not mean the player characters can afford or even locate it. And besides, as noted earlier, the line, "everything one desires is available at Splynn," is *hype* and untrue. Many items are not available at any given time, or are so expensive (or require a terrible pact) that they are effectively unavailable.

Ideas for Transient Merchants

The following is a common range of transients who come and go. Remember that 66% of these "transient" sellers are not affiliated with other merchants or businesses and vanish after the sale (or a few days), moving on to never be seen again.

Antique Dealers: Strange items from across the Megaverse make their way into the Splynn Dimensional Market every day. Sometimes these artifacts are ancient and hold some secret or special power. Other times they are simply relics of a past age, pretty to look at, but not worth much else. Other times they are parts and components that can be retooled and reused. Regardless, many collectors and optimists frequent the stands of antique (and junk) dealers hunting for some rare prize or arcane key to power. More often than not, a customer browsing through the wares will find something of interest, even if it is nothing more than a decoration. Still, repeat business is uncommon for this type of business and they make the majority of their profit from new customers looking for something in particular. When the customer can find that specific item, he buys it and moves on, but is not likely to return. This lack of return business is the primary reason why most antique dealers are transients.

Giant Robot Vehicles (and other war machines): A common enough sight in the marketplace is a giant robot vehicle standing alone in a lot with its owner sitting next to it hoping someone will take it off his hands. He may have a handful of other items to sell, and sometimes a full stand where he sells other possessions, but it is quite common for him to only have one big item for sale. Such sellers are typically adventurers, meres and merchants who are down on their luck. Since most buyers know this, such sellers are lucky to get more than 50% of its genuine value; 20-40% of the full value is most common, unless the item has special features or is like new. However, even used it is probably worth millions of credits, so this can be a profitable venture. Half the time, the vehicle is stolen. Anyone buying a giant robot off a transient, especially if purchased at a bargain, may be surprised if the true owner comes looking for it later.



Magic Weapons (or other powerful magic items): Instead of selling a single technological war machine for millions of credits, a vendor may have a single, powerful magic weapon to sell. The big selling point for such an item is the mystique that goes into it. Since most rune weapons are (supposedly) relics from a lost era, there is a wealth of history, as well as power, that is a part of the weapon. The idea of wielding a sword that once killed an ancient god or was carried by a legendary beast, may be just as enticing as the weapon itself. Even if the stories are all false, the thought that they could be true combined with convincing storytelling, makes magic weapons even more desirable and valuable than the power alone merits.

As with the robot vehicle, magic items, especially rune weapons, are often worth hundreds of thousands to millions of credits. Also like vehicles, about half are stolen or taken from a fallen opponent, and 10% are forgeries (any display of power is fake). Frequently, the person selling the item cannot actually use it, because of conflicting alignment or lack of genuine knowledge or ability; which is common among thieves and adventurers trying to unload booty. The limitations of magic items also means the number of possible customers may also be severely limited, thus, as soon as an interested party proves to be compatible with the item, the vendor will deluge the person with compliments and stories about the weapon in order to entice him/her/it to purchase it. An experienced buyer should recognize a seller's desperation and need to find a buyer, which gives him the advantage in bargaining on the price. Of course, not all sellers are not thieves, fools or desperate, and those who know what they have may hold out for the going price or even 10-30% higher if it is something special. Still, most are willing to part with such items for 10-40% below its real value. Moreover, there are *rare* occasions when an offish seller does not realize the true value and sells it for 50-70% below its real worth. At any rate, most sellers will make a handsome profit from its sale, although those who believe they were swindled by the buyer may look to steal it back or get some other form of revenge.

Keep in mind that if the last owner of a "rune" weapon is still alive, the weapon can not bond with a new master. So if a link with the weapon cannot be established, the new owner can eventually expect a visit from the real owner. However, by the time the buyer finds out, the seller will be long gone with his money and the buyer is stuck with any repercussions (he'll probably lose the item, if not be accused of its theft).

The Alchemist: Although sellers of magic are common enough among the regular and semi-regular merchants, there are many who prefer the transient life. These transients are typically one of three types: 1) low-life swindlers/con men who are not alchemists at all, 2) low level and/or incompetent alchemists, 3) lazy practitioners of magic (alchemists and others) who make goods for resale only when they need money. All three give alchemists a bad name. The vendors who claim to be alchemists, but are not, are usually con artists who sell false cures and potions, then leave before their deception is discovered (often setting up a sales tent for less than a day). Such sellers typically have a standard sales routine and scam that is repeated in every market they visit. Sometimes, these scoundrels really are alchemists, but they are either low (1-3) level and just not very good, or are lazy and don't want to spend the time to make properly working and risk-free magic potions and items. Others are just evil or self-serving cretins who enjoy tricking and cheating

people with items that are less than they claim, flawed, or outright fakes. Authentic, but crooked, alchemists are notorious for claiming an item or potion instills permanent, longer lasting or superior effects and deliberately over-hype lesser magic items.

These ploys are most effective against those who need the item desperately and don't know much (if anything) about magic. Their desperation (need it for a battle, to save a life, etc.) makes the buyer trusting and careless. Most charlatans and cheats do not worry about the customer returning for a refund or reprisal because typically the crook has moved on by the time the buyer realizes **he's** been had, the buyer is far away when he realizes he's been cheated, or the deception results in the buyer's demise. Should the crooked or fake alchemist be confronted, most have genuine magic to protect and defend themselves with, **and/or** will do some fast talking and give the angry customer something of (seemingly) genuine value as compensation. However, even such acts of restitution may involve fraud and treachery (i.e. it's a real rune sword alright, but cursed, or yeah, he gave the character his money back and six potions of healing, only the potions restore only one point of damage or are really tap water — tricked again). Only after this time, the brigand will be ready for the character and his friends and will either be long gone or prepared to do battle.

All in all, it is recommended that shoppers stay away from transient sellers of magic, even if they do offer the absolute best prices. However, transients rarely advertise themselves as such and will often attempt to convince the shopper that he will always be there, even if they plan to leave later on that day.

Techno-Wizardry: Atlantis and Splynn is one of the few places outside of North America where one can find **Techno-Wizards** and their creations. However, because it is a "human" developed mystic art, there are few nonhumans who know of it, leaving the making of **TW** items limited to rare, free humans on Atlantis or human slaves. Even the latter is fairly uncommon, because skilled **Techno-Wizards** will use their cunning and magical creations to escape. Consequently, the majority (80%) of **Techno-Wizard** items found in Splynn have been legitimately purchased by human, D-Bee or **shapechanging** "agents" working for the merchant or **Splugorth**, and who bought them from unsuspecting **Techno-Wizards** and **TW** weapon dealers on the mainland. The rest are made by slaves and a handful of free (and usually anarchist or evil) **Techno-Wizards**.

Their human or human-like D-Bee appearances and corresponding low status in **Splugorth** society mean the few free **Techno-Wizards** are allowed to market their wares only in the poorest and least reputable part of the Dimensional Market, the transient section. Worse, those who start to show any sign of growth or a strong presence in The Market are sabotaged, vandalized, robbed, and their reputation is maligned by both the semi-regular and permanent merchants, as well as the authorities who do nothing to protect them from any of these injustices. Those who agree to make and sell **TW** products for the established shops (at a superior discount) suffer the least amount of trouble, but even they make only a fraction of what the semi-regular and permanent shops do. The rest can barely make ends meet and often fall prey to skullduggery. Note: As a result, **Techno-Wizard** items are comparatively rare, especially devices that are not weapons, and the cost is always 50-200% higher than in North America, even in the transient merchant zone.

Mercenaries: Want to hire an army for the day? How about an elite strike force of six to ten? Tattooed Men? Assassins led by a Sunaj, perhaps? Men of Magic? Creatures of magic? Demons?

Then step right up and select from the finest that The Market has to offer.

Many human, D-Bee and supernatural beings offer their services as mercenaries, and their representatives have stands or offices in the Splynn Dimensional Market where potential clients can find them easily. The largest, most powerful **and/or** notorious mercenaries have permanent offices located among the regular merchants. Smaller and less renowned (and usually considerably less expensive, but also less experienced) forces are found among the semi-regulars and transient areas of The Market. These are typically small, mixed groups of warriors, mages, thieves and monsters ranging in size from 3-60, with bands of 3-10 being the most common. Lone mercenaries, heroes and criminals are also available. The criminal element for hire includes professional thieves, safecrackers, pickpockets, hackers, smugglers, dimensional raiders, mages, forgers, spies, confidence men, gamblers, **seductresses**, and assassins to musclebound thugs, and two-bit bandits — humans and D-Bees to monsters and demons.

As noted earlier, most, but not all, of those individuals or small bands offering their services in the transient part of The Market are comparatively inexpensive and sometimes downright cheap (the low end of the mercenary pay scale). Many are either adventurers, fighters or criminals down on their luck, broke and desperate for work (any kind of work), some are outlaws on the run and trying to keep a low profile, and still others are inexperienced (under level four), incompetent or slothful and **untrustworthy**. Of course, an entire mercenary army of 400-2400 can get dropped to "transient" market status if their last battle went poorly, or if the market for mercenaries suddenly shrinks.

Other Notable Locations in Splynn

The Imperial Palace of Splynncryth

Although located outside of The Dimensional Market, the stone pyramid called *The Imperial Palace of Splynncryth* is still the most important and impressive edifice in the city (and arguably the entire continent). It has dozens of dimensional portals linked to other worlds from which scores of new merchants and thousands of customers enter into Rifts Earth every day. Restrictions on who or what can pass through the dimensional barrier and into Atlantis are rather loose. The main restrictions against free trade and visitation apply to vampires, True Atlanteans, agents of **Naruni Enterprises** and other enemies of the **Splugorth**. Beings of good alignment **and/or** affiliated with champions of light and goodness are mocked, mistreated and disliked, but tolerated, provided they do not cause trouble. Of course they, and lesser beings like humans, must be constantly on their guard against other "visitors" who may bully, threaten, challenge, or assail them out of some sense of duty, revenge, spite, or pure meanness.



The pathways leading from the portals out of the pyramid are wide and elegant. The view from within is spectacular. From the bottom of the pyramid to the edge of the horizon, the city of **Splynn** is displayed in all of its beauty. Shimmering pools of water, pristine marble statues, and powerful, imposing structures fill one's vision. Flying creatures and aircraft of all kinds flow to and from the pyramid. New arrivals can not help but to be thoroughly impressed by the massive scale, beauty and power that radiates around the Palace. Of course, that is exactly the impression Lord **Splynncryth** wants to make.

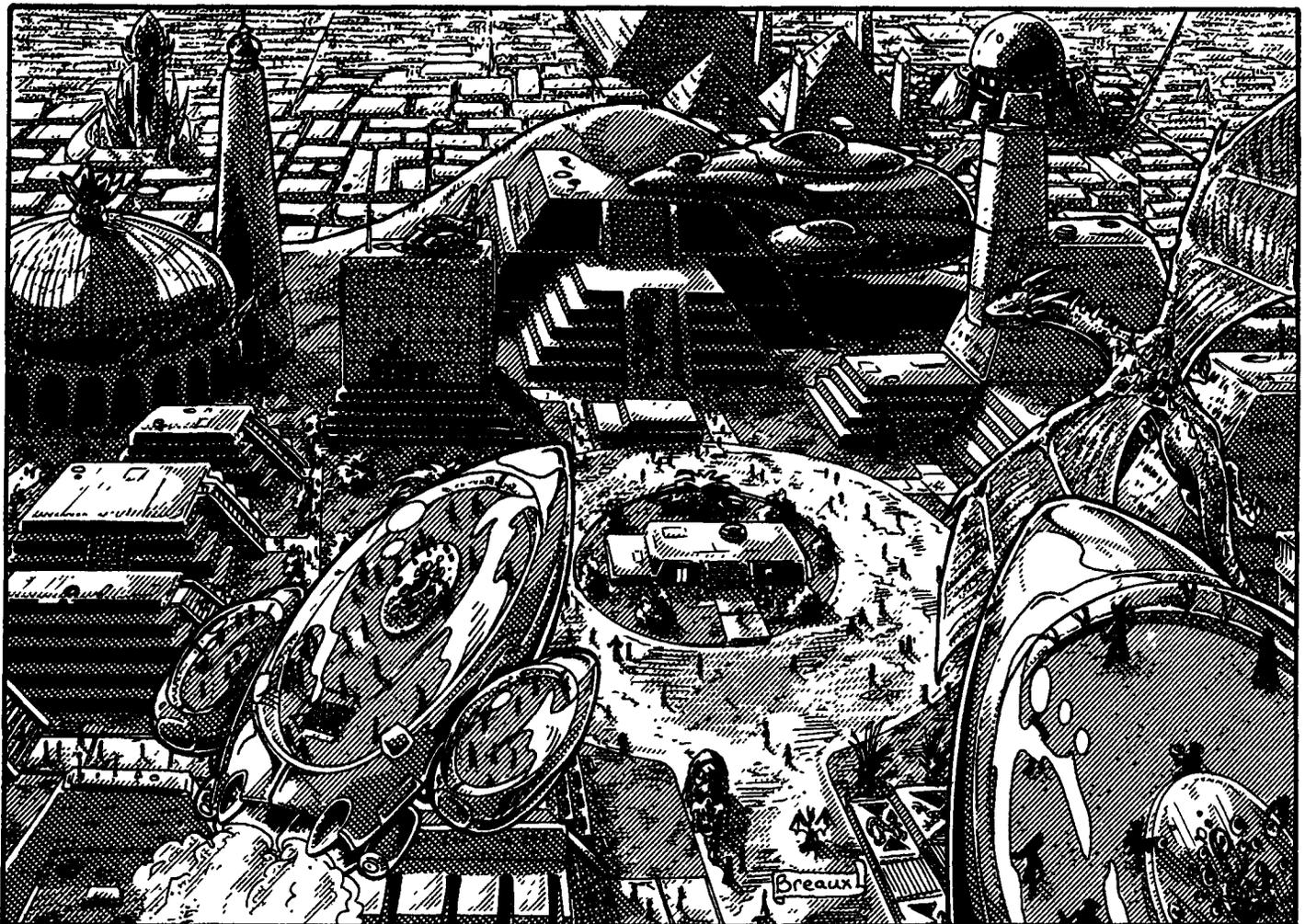
There are exits from the middle level of the pyramid with easy access to Splynn's Dimensional Market via floating platforms provided courtesy of **Skyborne Excursions**. Those who would prefer to walk, can, but it is a long and tiring journey of nearly two miles (3.2 km) and pushing through crowds to get to the beginning of the Dimensional Market. Of course, there is also an array of taxi-like ground and air transportation, and visitors who can fly or **teleport** can do so. The floating platforms take visitors to the ground level of Skyborne Excursions where they are given a brochure about the many transportation and touring services provided by Skyborne, and a coupon that provides a 15% discount on one of their 3-6 hour tours. There is also a **Visitors' Information Station** where Skyborne representatives cheerfully point the way to exits, ground and air transportation, and provide basic tourist information (with an emphasis on services provided by Skyborne) and inexpensive maps of the City of Splynn and the Dimensional Market with key sites and shops indicated (namely those suggested by the **Splugorth** and merchants who give

Skyborne a kickback). The cost of these maps ranges from 2-5 credits. See the section on *Skyborne Excursion* for more details about this business. **Note:** Skyborne Excursions is a massive place located at the edge of The Market, so it is only a matter of a few hundred yards to get to the sprawling Dimensional Market itself. The finest and best stores, as well as the most luxurious and expensive places to stay are located around the Palace and Skyborne Excursions. The grounds are clean and spotless.

Clearly, anyone traveling from the pyramid outward can see how central and important the pyramid is to the look and feel of the city as well as the prosperity of the marketplace. In addition to bringing in new customers and merchants, the magic of the pyramid keeps the weather and climate comfortable year round. Even when rain is allowed to fall, it is a gentle spray which keeps the day cool. Furthermore, **ley line** storms and extreme weather patterns are nonexistent in Splynn and The Dimensional Market. Another less overt purpose of the pyramid is to serve as a symbol of the **Splugorth's** power. As the largest structure in Splynn, its shadow touches every corner of the permanent section of The Market at one time or another. Its presence alone is intimidating and a deterrent against disobedience. Without question, the Imperial Pyramid of Splynncryth is an unmistakable reminder of the power of the Splugorth.

Imperial Bio-Wizard Center

Located near the Palace and the marketplace, is the largest **Bio-Wizardry** augmentation facility in Atlantis. Owned by Lord Splynncryth and operated by his High Lords, virtually every type



of **Bio-Wizard** augmentation can be obtained here and all are one hundred percent safe and effective. However, only visitors who have the approval of Lord Splynncryth or one of his High Lords can enter, let alone get augmented by symbiotes and parasites or acquire any of the **Splugorth's** legendary **Bio-Wizard** or Rune weapons. All prices are standard with experimental forms of augmentation sometimes going for half price or less, sometimes free, to "friends and associates." This is also where the most advanced **Bio-Wizard** experimentation, the creation of the **Maxi-Killer Bio-Wizard Juicer** and **Bio-Borgs**, and government interrogation (i.e. torture and punishment involving **Bio-Wizardry**) takes place.

The Imperial **Bio-Wizard** Center is also the only place in the Splynn Dimensional Market where patrons can purchase additional magic tattoos for their slaves. Prices for this service range from 50,000 credits for simple weapons and animals, 100,000 credits for magic weapons and monsters, and 200,000 credits each for power tattoos. While these prices may sound unreasonable, especially considering that a T-Man can be purchased for the price of a handful of tattoos, many people are more than willing to pay it. For one, the **Splugorth** have a virtual **strangle-hold** on this commodity of magic, so most people have nowhere else to go for the service. Also, good slaves are hard to find, so many slave owners opt to spend their money on "upgrading" *loyal slaves* rather than purchasing new ones. **Note:** The Center never serves independent Tattooed Men who are not minions of the **Splugorth**. Any human, ogre, or True Atlantean who attempts to purchase magic tattoos for himself is refused and detained under suspicion of being a renegade slave or enemy of the **Splugorth**. True Atlantean Undead Slayers are not even allowed in Atlantis, so entering the shop is nothing short of suicide.

The Stables

The largest slave pen on Atlantis is personally owned by Lord Splynncryth and is found on the edge of the Splynn Dimensional Market. Most of the slaves captured or purchased for resale by **Splynncryth's** minions are sold here. Thousands of unfortunate life forms are sold to inhuman masters here every day. Roughly one third of all the slaves sold in the city of Splynn come from The Stables. The actual population in the pen fluctuates constantly, but rarely drops below one million.

Security is very high. Fifty High Lords manage a security force of roughly 2,000 Overlords, 400 Powerlords, 1000 Slavers, 5000 **Altara** Warrior Women, and 500 **Kittani** in power armor. In addition, the High Lords can "Rift" in an additional 6,000 troops at a moment's notice or call upon help from the millions of minions who are in the city at all times. Despite the overwhelming odds, the Liberated Underground launch raids to free slaves and undermine the slave market's operations on an annoyingly regular basis. It is estimated that they manage to free or steal away as many as 50,000-100,000 slaves annually. Sadly, that's less than one percent.

The Cost of Slaves

The following is the price list for the average slave by occupation (O.C.C.). All prices are for "human" slaves. Prices for other races vary depending on the abilities of the species. Creatures with better than human attributes, life spans, psionics or other special abilities will get 2-5 times the price or better. Creatures with supernatural abilities can get 10-20 times the

price. Likewise, skills and experience will affect the price accordingly (a good rule of thumb is +10% per each level of experience above 5th; +20% if a practitioner of magic or Master Psionic). Most other slave dealers in The Market use the prices at The Stables as a guide for their own pricing, with many charging the same to 20% less.

Men of Arms: Ordinary soldiers, mercenaries, scouts, thieves, smugglers, spies, City Rats, and warriors get **3D6x1,000** credits.

Special Forces, Commandoes, Tundra Rangers, Gunslingers, **Gunfighters**, assassins, and/or "gifted" warriors, such as the Psi-Slinger, Indian Mystic or Totem Warrior, or Russian Cossack command top dollar as combatants in the arena or soldiers in private armies, at least **1D4x10,000** credits. Headhunters and others with partial bionic systems can get an additional **4D6x1,000** credits.

Knights, Bogatyrs, **Cyber-Knights**, Reid's Rangers, Demon Slayers and other noble warriors of renown get even more, **1D6x10,000** credits, primarily because the evil monsters enjoy the challenge of breaking their spirits. Double or triple if high level (7 and up) or especially powerful and purchased for forced combat in the arena.

With their M.D.C. bodies and internal weapon systems, **Borgs** are technological powerhouses and can sell for **3D6x10,000** credits.

Juicers are very popular arena combatants and sell for **5D6x10,000** credits, while the **Mega-Juicer** and **Psycho-Stalker** sell for two to three times as much.

Crazies are just as popular, but sell for slightly less, **4D6x10,000** credits, however, the Ultra-Crazy or Psynetic Crazy can sell for twice as much.

Power armor, robot, and combat pilots usually sell for **2D4x10,000** credits, but often sell for half that since fancy toys are not popular among the standard clientele.

Scholars and Adventurers: Doctors and medical professionals command top dollar, at least **3D6x10,000** credits. The usual supernatural customers of The Stables do not have any need for such professionals themselves, but such men of medicine are important in maintaining their other slaves. Another growing market comes from the Gargoyle and **Brodkil** Empires who need doctors to remove rail gun rounds from their wounded. Strange rounds used by the NGR interfere with the monsters' natural healing ability, making their removal a necessity. The **Brodkil** also have need of Cyberdocs to maintain and improve their bionic augmentations and weaponry.

Operators/Mechanics also fetch a good price, **2D6x10,000** credits. Again, the Gargoyle and **Brodkil** Empires buy at least half of them to keep their war machines running and their weapons working.

Scholars, Scientists and other well-read academics sell for **1D4x1,000** credits, but the market for them is often poor with sales at half price being commonplace.

Most young, elderly, unskilled and other characters sell for **3D6x100** credits apiece, unless they have some exceptional skill, attribute or ability or are of high level.

Practitioners of Magic: Ley Line Walkers, Mystics, Shifters, Witches, and other "common" mages can sell for **1D4x100,000** credits, half that if under 5th level, double if considered exotic/unique/rare.



Warlocks and Druids typically get **1D6x100,000**; half if under 5th level.

Healers and herbalists sell for no less than **1D6x100,000** credits, sometimes more. Again, they are in high demand by the Gargoyle and Brodkil Empires, slave masters, and other beings in need of the service of healers.

Warrior mages such as the Battle Magus, and **wielders** of Temporal Magic fetch a good price, around **2D4x100,000** credits. They are usually earmarked for the arenas and forced combat duty. Techno-Wizards are becoming increasingly popular because of their ability to make magic weapons and comparative lack of personal power. The typical price for an average **TW** is **2D4x100,000** credits and experienced ones sell for two to three times as much.

Note: Sales with discounts of 30-70% on the standard price are common for most practitioners of magic. The reason is that they are often considered too strong-willed, cunning and powerful to control as slaves. Most would-be buyers are more than a little afraid of magic users. Even warrior mages who should be in higher demand are not because they are seen as extremely dangerous. Ironically, one might think that *Shifters*, *Summoners*, and *Necromancers* would be especially difficult to sell, since they are known for commanding dark forces, however, they are among the few that are seldom discounted and command prices of **1D4x100,000** — this is because most buyers are evil and monstrous themselves and feel they can reach a mutual understanding if not loyalty.

The most difficult to sell are Priests of Light, Shamans, and other servants of gods, good and evil. The enemies of the priest's patron will seldom purchase these clergy, except to defy a rival god or to kill and eat. Only a fool who wishes to tempt fate will keep a cleric alive as a slave in any capacity — after all, priests and shamans are the eyes of their gods and spirits, and the enemies of evil supernatural beings. Moreover, most are charismatic and natural leaders likely to cause insurrection among the other slaves. **Thus**, they are typically used as cattle for slaughter. Typical price, **1D6x100** credits.

Psychics: Again, healers command top dollar, **1D6x100,000** credits. They are purchased in large quantities by the Gargoyle and Brodkil Empires, since psychic surgery works just as well on the **NGR's** strange bullets as conventional surgery.

Psychic warriors and psychics with offensive abilities, such as Bursters and Zappers, also get a good price and sell for **1D6x100,000** credits, double if experienced (7th level plus).

Anti-magic and anti-psionic psychics can fetch a similar price, **1D4x100,000** credits, usually as anti-magic warriors.

Mind Melters, Mind Bleeders, and other dominators are as feared and tainted as practitioners of magic. The usual price for these master psychics is **3D6x10,000** credits, sometimes more, but more often less.

Major and minor psionic abilities add **1D6x10,000** credits to a slave's value, depending on the power level and abilities. Doctors with minor or major healing powers sell for double the going price or at the same price as master healers, depending on the doctor's skill and level of power.

D-Bees & Humanoid Mutants: Human-like and slightly sub-human D-Bees, including orcs, ogres, Dog Boys, other mutant animals, Gene-Splicer mutants, Quick-Flex Aliens, Vanguard Brawlers, Great Hunters, Mastadonoids, Noli Bushmen,

Fennodi, and others sell for around the same price as their human counterparts. Price wavers up or down accordingly with the attributes and natural abilities of the D-Bee. Average young, old, unskilled or low level (1-2) beings sell for **3D6x100** credits.

Beings such as Simvan and **Psi-Stalkers**, as well as other beings who display unique abilities, will also command higher prices. For example, the typical Simvan Monster Rider gets **2D4x10,000** credits, and Psi-Stalkers **3D6x1,000** (considerably less than Simvan, because they are natural enemies of the supernatural); both mainly for their ability to control animals.

Superhuman and M.D.C. D-Bees usually sell for double the human price, sometimes more depending on the abilities. So do humanoids with long life spans, such as Elves, Yeno and **Grackle Tooth**.

True supernatural beings and creatures of magic sell according to their own level of power and ability. Such beings may command as little as **1D6x10,000** credits for sub-demons and lesser beings to millions for powerful ones.

Note: Remember that most purchasers of slaves at Splynn and throughout Atlantis are evil monsters and slave masters who regard their human and other sentient slaves as cattle, cheap labor and playthings no better than an animal.

The Arena of Champions

The largest **bloodsport** arena on the planet has got to be The Arena of Champions in Splynn. Hundreds of slave owners, merchants, sportsmen, demon lords and even demigods and gods bring their warriors to the arena every week in the hopes that their "boy" has what it takes to beat the competition. Every day, hundreds of these warriors fall at the hands of other, more powerful warriors and hideous monsters. Millions of credits trade hands during each match in the form of purses and wagers, but the fighters rarely see a dime. Wagering ranges from hundreds to millions of credits depending on the wealth of the gambler and the expectations of the contest. Purses also vary according to these factors, but organized contests will often have a non-monetary prize, as well. This prize is usually a **Bio-Wizard** augmentation, impressive weapon or lesser magic item. However, major events can offer a magical weapon, lesser rune weapon, and sometimes even greater and greatest rune weapons or other powerful **items!**

Despite what most think, these contests, although bloody, are not usually lethal. Most combatants would rather submit and survive than fight to the death. Even honorable warriors know it is better to live and fight another day than die foolishly for sport. Injuries sustained in the arena are usually serious, but most "free" competitors have bio-regenerative abilities or access to magic or psychic healing. This means that crippling injuries are very rare and competitors are usually back on their feet within days, ready to do battle all over again. Of course, the arena also has its share of lethal events too. Slaves and prisoners are often sent out to slaughter. These include warriors, psychics, sorcerers and supernatural beings of good alignment, especially those with reputations as demon slayers, monster hunters, lawmen, knights and Champions of Light. Most of the spectators (the overwhelming majority being inhuman and evil) delight in seeing such "noble enemies" being torn to shreds. Those good-guys who triumph are



also a big draw, as they become the "villain" everyone loves to hate (yes, a hero is seen as the despicable villain by evil beings). In this case, the hero's opponents usually get tougher and tougher until he/she or the group is finally slain (usually to the thrill of the audience and fanfare that can last for days).

On that note, one of the most popular activities in the arena is organized slaughter. These are events in which helpless mortals are thrown into the pits to face supernatural predators and other monsters. These events are just as popular as the true contests, if only because the spectators are monsters themselves. Most of these fodder combatants come straight from the slave pens direct to their deaths. This is one reason most people say that no one returns from Atlantis alive.

Every week, Lord Splynncryth holds a Contest of Champions where the big winners from the week compete for even bigger prizes and winnings. Only the most powerful creatures ever make it to these events, which makes the contest that much more exciting to watch. Winners of the weekly contest are quite the celebrities in Atlantis and are given respect throughout the City of Splynn. These champions come and go frequently, but there are several who make their home in Atlantis and can be regularly seen in The Market, as well as at the arena. Larger tournaments are also held every season around the equinox or solstice. The current crop of well-known champions and local celebrities are:

The Demon of Splynn: A Bio-Borg with oversized wings (flight speed is 200) and rock hard flesh (450 M.D.C.). He can inflict 1D4x10 M.D. with a slash of his wing and 4D6 M.D. with his flame breath. He charges into battle with a bloodcurdling scream that can shake even a Conservator (H.F. 15) and strikes with incredible strength (6D6 M.D. with a supernatural P.S. of 45, plus 2D6 M.D. using his claws; nine attacks per melee round). He is the current toy of choice of Lord Splynncryth who has armed his gladiator with a Mace of Eylor and a Shield of Invincibility.

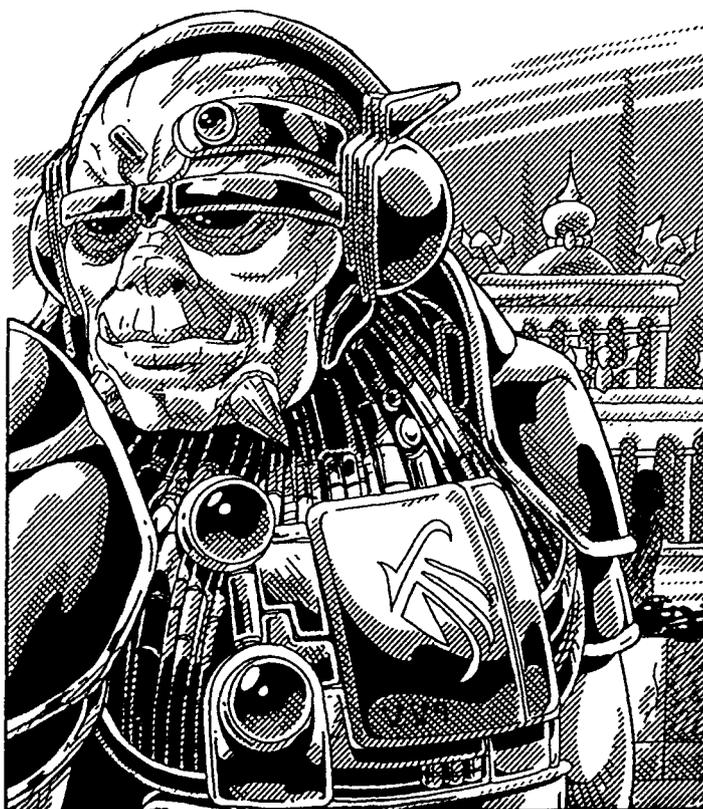
Momus, the False Atlantean: Named for the Greek god of satire, this warrior is a Tattooed Maxi-Man designed to look like a True Atlantean Undead Slayer. The disguise is complemented by Momus' dark hair, handsome features (P.B. 18), great height and build (P.S. 26). It is completed by his collection of tattoos which are similar to those of a true Undead Slayer, right down to the Marks of Heritage (his flaming sword tattoo resembles a Sword of Atlantis). He was originally one of Splynncryth's slaves, but was sold to an ancient dragon who has armed the warrior with a Millennium Staff of Purity, which works well against most supernatural opponents and further enhances his appearance as an Undead Slayer.

Sight-Stealer: A female T-Archer, this warrior is graceful (P.P. 25), beautiful (P.B. 20), and deadly all at once. She glides into combat wearing little more than a smile, her bow in her left hand, and a serpent wrapped around her right. This creature is a tattoo monster in the shape of a Spitting Serpent (36 M.D.C., same fundamental stats as a cobra or poisonous snake). This creature is capable of spraying painfully blinding acid (victims are -5 to strike and -10 to parry and dodge, no saving throw other than a dodge at -2) up to 50 feet (15.2 m) away. Combined with her Sight-Stealer Power Arrows and Blind tattoo, she is able to incapacitate most opponents within seconds. Then with blinding speed (excuse the pun), she flays her victim with her flaming whip (2D4 M.D.), strikes at a distance with her flaming bow and arrows (2D6 M.D.; also has the wings feature), or beats him to a

pulp using either her brute strength (4D6 M.D. when using her strength tattoo) or the Death Touch. Her owner is a Splugorth who reigns over a handful of worlds in the Three Galaxies.

Rahu-Crusher: This Bio-Wizardry enhanced giant is the owner and operator of the Giant Armor business described earlier in the merchant section. Having undergone extensive Bio-Wizard reconstruction, he is far tougher than the average giant. His strength and stamina are enhanced dramatically (P.S. 60, P.E. 40, and 614 M.D.C. with heavy natural armor). He also sports an additional pair of arms, which, in addition to his beating several Rahu-Men in combat, garnered him the nickname "Rahu-Crusher." His weapon of choice is a Crystal Fire Rod, which he won at the Winter Solstice Battle Royale four years ago.

Well-Fed the Fool: Considered a joke among the city's inhabitants, this human warrior is an enslaved Cyber-Knight (10th level, principled alignment, I.Q. 17, M.E. 24, M.A. 13, P.S. 22, P.P. 21, P.E. 18, P.B. 12, was 17 before his captivity and battles in the arena, Spd. 20). He is owned by an anonymous Alien Intelligence or god. Before every match he is forced to fight, the Cyber-Knight marches into the center of the battleground and publicly berates Lord Splynncryth, vowing to all that he will do everything in his power to destroy Splynncryth and his empire of evil. Of course, no one takes this seriously and everyone has a good laugh. Even when this speech is followed by a stunning victory (which is often), everyone continues to enjoy the human's antics and laughs just as hard through the speech that follows the victory. Secretly, however, a few High Lords have become worried about the Knight. The warrior seems to win his matches through sheer determination and willpower, something which is implausible. They attribute most of his victories to luck, but his luck seems too good to be natural. They have started to suspect that his mysterious benefactor has somehow been manipulating the fights or is secretly assisting his champion. They just can't believe that a mere human could have beaten so many powerful creatures on his own.





Life Outside the Market

The commercial activities of Splynn are not limited to the boundaries of the Splynn Dimensional Market. There are well over a thousand shops, **restaurants**, and other businesses throughout and all around the City of Splynn. Unlike the shops of the Dimensional Market, these businesses are much more subdued and are not focused around the "tourist trade." They still have their share of unscrupulous salesmen, but it is, for the most part, a much safer and straightforward environment.

Although it has a large commercial presence, the city is largely residential. More than ten million Minions of **Splugorth** call the city home, plus there are another 2D4 million "visitors" at any given time. Residents live very normal lives (well, normal for monstrous and alien minions). They leave for work every day (or night) and return when their shift is over. They have families and children. Rather large families, in fact, since **Kydians** reproduce at an amazing rate. A family of Kydians with twenty children is a common sight. The **Kittani** have smaller families of 4-8, on average, but still live very much the same lifestyle as loyal servants and warriors of the Splugorth. Loyal **Maxi-Man** minions are also allowed to enjoy relative freedom. The **High Lords** have small families of their own too, although they live in the most affluent areas of Splynn, typically closest to the pyramid and other places of power.

The City of Splynn also has many suburban communities surrounding it. Most are rather similar to human communities with nice neighborhoods, quaint homes, and (relatively) friendly people. There are a few differences. Most manual labor is performed by slaves, including garbage collection and all cleaning. Even the

Minions' homes are cleaned and maintained by slave labor. The pace is a lot slower than in the city, and comparatively peaceful and serene, even among demons. While this sounds nice, the warlike **Kydians** and **Kittani** do not care for it much and are eager for the action they get at "work." They are happy with the tradeoff since it gives them room to grow which they wouldn't have in the cramped city. Population in these suburbs totals four million.

Of course, not all minions live like this. **The Slavers** are born aquatic creatures and dwell in the waterways until they undergo Bio-Wizard conversion. **The Metzla** are hive creatures who dwell mainly in their own city and in other areas outside of Splynn.

Although they are official "Minions," the **Altara Warrior Women** are not allowed to congregate in family-like groupings. Instead, they are quartered like soldiers in training and are chaperoned at all times by their Slaver leader or some other elite Minion. They are only a cut or two above "slave," and not entirely trusted.

The Sunaj live in very closed, very private societies and are never seen in their home environment. Exactly where and how they live is a secret.

There is minimal crime in the suburbs and neighboring, smaller cities, mainly because the society is militaristic and strict in its structure, and because most "Minions" are pleased to serve their Splugorth masters. Lord Splynncryth does not feel much need to spy on his Minions so the security, although high, is not as paranoid as in the Splynn Dimensional Market.

The main area of trouble comes from drunk and disorderly "tourists," the many enemies of the Splugorth and insurrection from slaves. **The Liberated Underground** and other self-styled freedom fighters frequently raid their slave pens, launch tactical strikes, engage in sabotage and generally cause trouble and mischief.

The Ley Lines of Splynn

The soft blue glow of ley line energy illuminates the City of Splynn at night. Eight ley lines intersect at the Imperial Pyramid of Splynncryth and three others cross the boundaries of the city. Through the use of the pyramids that rest on them, the ley lines are the main means of transportation, communication, lighting and power at Splynn, and its neighboring city suburbs. They also connect Splynn with three other major population centers on Atlantis. Whether by Sky Boat, Wing Board or Dimensional Portal, large numbers of personnel can be moved from one city to the other within minutes along these lines of power. The longest of the ley lines runs directly from Splynn to **Dragcona** in the west. The second longest connects to the pyramid at **Azlum the Asylum** and the third connects to the **Kittani city of Ki-Talan**. The other five ley lines that connect to the pyramid extend out into the wilderness. The lengths of all the ley lines are patrolled by Minions looking for raiders and slave liberators. **However**, even a million Minions would find it difficult to patrol the thousands of miles covered by all eleven lines. So, the 100,000 or so Minions who are assigned to this task are definitely not going to be able to find every raider, adventurer, refugee or freedom fighter present.

Thanks to the control of the Imperial Pyramid, ley line storms are infrequent in the city and those that do occur are dispelled in minutes. Only the three ley lines that do not intersect at the pyra-

mid erupt into storms with any regularity. These "loose" ley lines lack the power of the larger ones, so their storms do not last long either. Likewise, the pyramid keeps control over the energy of the ley lines strictly in the hands of Lord Splynncryth and his High Lords. Anyone wishing to tap into the power of the nexus point that Splynn is built upon will have to do so at the pyramid itself. The army of Overlords and the multitude of Stone Masters stationed at the pyramid at all times makes it impossible for unauthorized individuals to tap into this energy without permission. Even a High Lord will have to get permission from his superior before using its power.

There are no shops actually built directly on the path of the ley lines. Instead, long strips of highway are built along their lengths. These are the main roads of Splynn and in more ways than one. There are numerous ground vehicles and endless foot traffic that animate these roads, but overhead the sea of Sky Boats, Wing Boards, flying platforms, other ley line flyers and winged creatures seems just as crowded. Alongside the streets, stands and stores are crowded one next to the other trying to attract customers from the traffic. Most of these street-side vendors do have their stands or shops built within the technical boundaries of the ley lines, but legally, only the center quarter mile (0.4 km) needs to be reserved for travel.

The ley lines also make it possible for Dimensional Raiders to pop in on the city unannounced. Even though the pyramid has control over Rift activity at the nexus point, **D-Raiders**, Deevils, and other enemies can still use their magic to pop in anywhere else on the ley line. Actually, they could conceivably pop in anywhere they want to, but the power of the ley line makes escape a lot easier. Furthermore, some dimensional travelers, like Dimensional Ghouls, can not dimensionally **teleport** except while on a ley line. Guards and members of the **D-Squad** patrol the lengths of the lines more heavily than the other areas of the city and market. This gives street-side store owners a little added sense of security, but still does not guarantee that raids will not occur. Most creatures of magic and wizards prefer being able to access the ley line **anyway**, so they can put up with a raid now and then. All the others just like having access to the tourists and customers that walk the main streets and travel the main highways, so they put up with the raids too, as long as profits are good.

Freedom fighters, like the Liberated Underground, also use the ley lines as a source of power, transportation and escape. Unlike the D-Raiders, these trespassers rely on the ley lines as a path rather than an **entryway**. Using ley line phasing and **teleportation** spells, a team of skilled Shifters and Ley Line Walkers can send a raiding party into The Market or other strategic locale, and pull them back within a few minutes' span. Common practice is to have a couple of Ley Line Walkers scope out the target zone as lookouts, before every raid. They create observation balls and float above their target, giving them a good point from which they can watch for Minions. Once the sorcerers give the okay, the raiding party **teleports** in to carry out their mission. Once they see the authorities en route, the Ley Line Walkers send a ley line transmission to the home team, signaling them to teleport the others out right away — Ley Line Transmissions are used to stay in contact with the raiding party at all times. The mages follow suit with their own ley line phasing shortly afterwards. The only danger with this method is that it might be possible for a psychic or other mage to intercept the Ley Line Transmission and figure out where it was sent to. However, with the high use of such trans-

missions and telepathic communication in the City of Splynn, it is nearly impossible for someone to deliberately pinpoint a specific one.

The Power of the Splugorth

As Supernatural Intelligences, the Splugorth have vast P.P.E. and magic knowledge at their disposal. In addition, they have thousands of M.D.C. and incredible psionic ability. As a race, they are among the most powerful beings in the Megaverse. However, when one refers to the might of the Splugorth, more often than not it is in reference to the incomparable military strength of their army which includes trillions of loyal Minions and their vast resources. Truly, it is the strength of their Minions and the resources of numerous worlds that garners the Splugorth the respect, awe, fear, and power that they command. What are the factors that make their army one of the most feared in the Megaverse?

Beyond the individual strengths and overwhelming multitude of their troops, it is the absolute loyalty of their elite Minions that unites the Army of the Splugorth. This loyalty is much more than the fealty one might pay to a king. Instead, it mirrors the homage and tribute that one would offer to the gods. In terms of raw personal power, the Splugorth are certainly on the level of the most powerful of gods. However, that is not the sole or even primary source of the respect their elite Minions give to them.

In the case of the Kydians and **Kittani**, the Splugorth are truly their saviors. The Kydians were trapped on their home planet and treading toward extinction because of their phenomenal birthrate. Then, the Splugorth found them and opened their world to the Megaverse. The Kittani were, and still are, a proud space-faring race who were the dominators of their solar system. Dominant, that is, until they had the misfortune of crossing paths with the merciless Mechanoids who are driven to push all bipedal creatures into extinction. Like all others who defied the Mechanoids, the Kittani seemed destined to meet their doom. And they would have were it not for the intervention of Lord Splynncryth who delivered them from the relentless cyborgs. These two races owe their very existence to the Splugorth and treat them with the gratitude, loyalty and respect they deserve.

With their great physical strength and ever growing numbers, the Kydian Overlords and Powerlords form the backbone of the Splugorth army. They have served the Splugorth for millennia and will continue to serve them for eternity, forever grateful for their lives, and proud to be their humble servants. Advanced technology and love of war have made the Kittani a crucial part of the Splugorth Empire. They are awed by the supernatural power of their masters and serve faithfully in hopes of someday joining the ranks of the truly Elite Minions. Without a doubt, it is the loyalty and destructive power of the Kydians and Kittani that makes the Splugorth Empire the force that it is today. They do not question their masters. They do not falter in their duties. They march with pride, each of them armed with high-technology, magic and supreme confidence. They do not fear anyone. They are Minions of the Splugorth, and all too often that distinction alone is enough to bring a world to its knees.

The High Lords are the elite among the elite. Through their bodies courses a fragment of the **Splugorth's** own might. They alone have been given the knowledge of Bio-Wizardry and Tattoo Magic. These gifts and the responsibilities given to them by the Splugorth make the High Lords the Generals, **administra-**



tors, and priests of the **Splugorth Empire**. They are the vessels through which the Splugorth command all other Minions, and they are the windows through which the Minions commune with their Splugorth gods. When the orders of the High Lord are given to the troops, it is the voice of the Splugorth that is heard. When a Minion brings news of a victory to the High Lord, it is the accolades of the gods that shower him. When news of defeat is delivered, it is divine wrath which must be feared. To defy the High Lords is to defy the gods themselves. It is very similar to the old feudal kingdoms in which the king was believed to be directly descended from a higher power. The High Lords are trusted by the Splugorth to handle the day-to-day affairs of their Empire. Their loyal watch allows the Splugorth to search for even greater opportunities and be confident that their transdimensional Empire will be secure.

The Splugorth recognize the importance of the loyalty of their Minions and reward them well for their service. Food and shelter are the most basic of these rewards, but there are countless others. The High Lords have been taught the secrets of magic and given the position at the highest echelon of their society. Without the Splugorth, they would be no more powerful than mere humans and no doubt be among those races bought and sold at the Splugorth slave markets everyday. The Kydians are free to grow and prosper far beyond the confines of any one world. They would have been an extinct race without the Splugorth, choked to death on their own numbers and pollution. The Kittani are allowed to develop and discover even greater technology and science, as well as satisfy their conquerors spirit and lust for battle. They would have been consumed by the Mechanoids were it not for their saviors. The Slavers are bestial creatures who would be backwater primitives without their masters. The Metzla have been given the opportunity to spread their race to dimensions they would otherwise be barred from. Even the lowly Sunaj have their own hidden rewards.

Individual rewards are also given to those who deserve them. Among the most common boons are **Bio-Wizard** augmentation and advancement in rank. With few exceptions, the Minions of Splugorth receive great respect and reward from their masters. In return, the Minions offer their unyielding loyalty and the strength to maintain their way of life. Considering the **Splugorth's** talent with symbiotes, this two-way relationship seems quite fitting. By making their Minions' prosperity dependant on their own, the Splugorth have ensured the enthusiastic loyalty of those who serve and worship them.

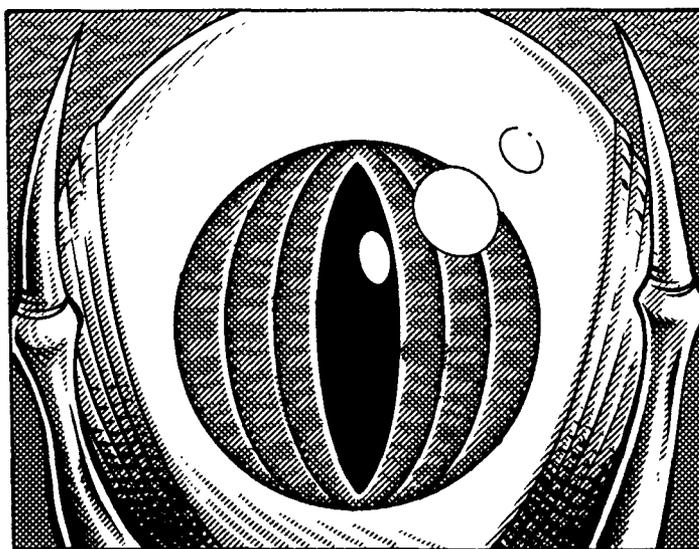
Coupled with this loyalty is the pure ferocity that most Minions possess. The Kydians are an aggressive and war-like people who enjoy using their brute strength to slay their enemies. The Kittani are **spacefaring** conquerors who had already subjugated a hundred worlds before they were found. They know the sweet taste of conquest and live for its challenge and the satisfaction that comes with victory. The Slavers are natural aquatic predators possessing instincts that make them deadlier than sharks. The Metzla are inhuman monsters who gladly kill any who oppose them, using the raw power and psionic might available to them. These predatory instincts and tendencies are nurtured by the Splugorth to forge a fierce and lethal weapon, the perfect counterpoint for their usual devices of negotiation, intimidation and duplicity.

Backing this ferocity is the sheer overwhelming number of Minions under the Splugorth. Billions of Kydian Overlords can

be killed in combat, but that wouldn't leave a dent in the trillions that already span the **Megaverse**, or the billions born to replenish the masses. Meanwhile, the Kittani command armies of power armor and robot pilots along with millions of mindless drones.

As if the loyalty, ferocity, and sheer numbers of these Minions were not enough, they also have powerful magic, advanced technology, and their own personal powers to back them up. Each of the trillions of Kydian Overlords is equipped with **Bio-Wizard** armor and weapons, as well as possessing supernatural strength that makes each one the equal of an NGR power armor soldier. Many Kydians are transformed into the dreaded Powerlords that are even stronger, faster, and more powerful than their unenhanced brothers. **Bio-Wizardry** gives the Slavers powerful tentacles, lightning reflexes, and a link to their slave barge and its extensions. These gifts allow the Slaver to go toe-to-toe with a squad of Juicers. Add to that their standard complement of six **Altara** Warrior Women, each of whom is equal in power to a Commando if not a Crazy, and you have a seven man squad that can handle a platoon of Coalition soldiers. With drone warriors possessing thousands of M.D.C. and their elite being Master Psionics, the Metzla are equal in power to giant robots and greater demons. The Kittani are the masters of technology, power armor and robot vehicles, years ahead of most Earth weapons. In addition, there is the magical might of the High Lords — each the equal of a **Godling** in terms of magical power. As if that were not enough, there are legions of Gargoyles, allied races, Stone Masters, Tattooed Men, and others at their command. Finally, should all else fail, there are the Splugorth themselves with power far beyond mortal comprehension. Rounded out by the powers and talents of the lesser Minions, the Splugorth Army may well be invincible.

Bound together by loyalty, fueled by their love of battle and conquest, and backed by their raw power and sheer numbers, the Minions of the Splugorth sustain and assure their masters' prosperity and place in the Megaverse. Without them, the Splugorth would be just another of the multitude of so-called gods striving for greatness in the Megaverse. With them, they are a power to be reckoned with (and feared). They are free to walk the path of the Old Ones who came before them, but if the Splugorth should ever reach the heights of power once held by the legendary Old Ones, they will do so through cunning and the additional strength of their proud and loyal minions.





The Authorities

High Lord T'Lan

Calculating and calm under pressure, High Lord T'Lan manages to maintain law and order in the marketplace and keep it operating like a well-oiled machine. Throughout its two hundred plus year history, High Lord T'Lan has been in charge of the police, settling mercantile disputes and dispensing law in the Dimensional Market and has done so without serious problem. His drive to perform is the key to his success. He never sleeps; he just takes brief meditative rests lasting no more than twenty minutes at a time, and he never engages in leisure activity, leaving him nothing but his work.

High Lord T'Lan has worked hard to gain the pinnacle of power he has achieved, and he will let nothing take it away from him. He is the second highest authority in the City of Splynn and answers only to Splynncryth himself. Only a Rune Master could conceivably reach a higher position of power.

His chosen area of study is that of the Shifter. His mastery of dimensional magic allows him to sense the intrusion of Dimensional Raiders and send troops after them virtually anywhere in the Megaverse. His D-Squads are specially trained in

counter-insurgency and dimensional travel, however, at any given time, High Lord T'Lan can send as many as a million troops to investigate or retaliate against a disturbance. And, if need be, he has the authority to take command of millions of Minions stationed at Splynn, but will only do so if the situation truly requires it. If the situation does not, High Lord T'Lan will have to explain his actions to Lord Splynncryth.

Alignment: Aberrant, totally dedicated to Lord Splynncryth

Attributes: I.Q.: 22, M.E.: 20, M.A.: 17, P.S.: 28, P.P.: 18, P.E.: 18, P.B.: 3, Spd: 16

M.D.C.: 400

Size: 7 feet, 6 inches (2.3 m) tall and 180 lbs (81 kg)

Horror Factor: 14

Disposition: T'Lan is very cool, calculating and under control at all times. Even during large, unexpected raids, he never seems upset or unnerved, and can formulate complex counter-actions instantly. He is proud of the status he has achieved and never puts himself before his job. He is entirely loyal to Lord Splynncryth and the thought of betraying him has never crossed his mind. Should The City of Splynn or the Dimensional Market ever fall under siege from a superior power, he will remain in the city to the very end, even while his master teleports to safety. Such is the extent of his loyalty and dedication to his job. He is a crafty and wise antagonist

who rarely underestimates an enemy. Lord **Splynncryth** has never had reason to disapprove of High Lord T'Lan's motives or actions and trusts him completely.

Experience Level: Tenth level Tattoo Master, Line Walker, and Shifter.

Natural Abilities: Same as per all High Lords: Nightvision 1000 feet (305 m), excellent color vision, turn invisible at will, see the invisible, bio-regenerate 1D4×10 M.D.C. per minute, and dimensional **teleport** 98% to Lord Splynncryth as often as once every 24 hours.

Magic Knowledge: Knows all spell magic, levels 1-15, plus all Stone Master powers, the power to create Magic Tattoos, and all Shifter abilities.

P.P.E.: 520

Psionic Powers: Major psychic with the powers of Astral Projection, Empathy, Mind Block, Object Read, Sense Magic, Speed Reading, Telepathy, and Total Recall. **L.S.P.:** 88.

Combat Skills: Five physical or psionic attacks per melee or two by magic.

Bonuses: +2 on initiative, +3 to strike, parry, and dodge, +2 to roll with **punch/impact**, +2 to pull punch, +1 to strike with body **block/tackle**, +1 to save vs psionics, +1 to save vs magic, and +6 to save vs Horror Factor.

Weapons Of Note: He always carries several sets of different **Bio-Wizard** shackles, two or three are always **D-Shackles**, and owns a Call Staff greatest rune weapon.

Armor and Equipment: Typically wears none, unless combat is expected, then it is usually magical in nature. As the High Lord responsible for the Splynn Dimensional Market, High Lord T'Lan can lay his hands on just about anything else he may need, including rune weapons.

Skills of Note: High Lord T'Lan is familiar with several different scientific fields, myriad languages, and all lore skills. He has also taken the time to study military strategy and is considered to be one of Splynncryth's foremost military advisors.

Description: He looks typical of the High Lord species. His teeth are very sharp, his limbs are long and slender and his eyes large and very dark, perhaps even darker than most.

Powerlord Cronus

Born on the harshest world in Splynncryth's empire, a young Kydian warrior named K'Ronn Sol worked his way up the hierarchy through diligence, relentless hard work, and by beating the snot out of anyone who got in his way. He wasn't the strongest, nor the fastest, but he was the most driven. From an early age, he trained longer and harder than his peers, with the mastery of fighting his life-long obsession and military strategy his passion. He took on opponent after opponent, each one stronger and tougher than the former, and still he triumphed by combining skill and cunning with fighting prowess. Eventually his masters took notice of the young warrior and began grooming him for officer training. It was a challenge he accepted with glee and excelled.

The only thing standing in his way was the fact that he was physically weak compared to most other Kydian Overlords. **However**, his sharp mind, head for strategy and tactics, and natural fighting acumen made him a candidate for **Bio-Wizard** augmentation. K'Ronn Sol became a Powerlord, but not just the run of the mill Powerlord, he was offered a very special, but very

dangerous experimental process reserved for only the most elite warriors. Of course, he accepted and so it was that Overlord K'Ronn Sol became **Powerlord Cronus**, Head of Splynn Security.

Like all Powerlords, all his physical attributes have been enhanced and he is an M.D.C. creature. In addition, his five senses are also enhanced and supplemented by additional psionic abilities. However, his greatest and most unique power lies with the array of magic powers that even many Conservators are not offered. **Moreover**, he was given a Temporal Link, a symbiotic organism that enables Cronus to see the ripples in the time stream that indicate the use of Temporal Magic and most forms of dimension altering magic (including dimensional portals, **teleportation**, Time Slip and others). This gives him a tremendous edge in combating Shifters, True Atlanteans, Temporal Wizards and Raiders and supernatural beings who can dimensionally teleport and manipulate time and reality. Unfortunately, the parasite also dramatically shortens its host's life span. Cronus is well aware of this fact and knows that he may only have 3-5 years left. Still, he knew the risks when he volunteered for the augmentation and is proud to lay down his life in service to Lord Splynncryth as one of his greatest champions. Such is the dedication of Powerlord Cronus.

Real Name: K'Ronn Sol

Alignment: Aberrant

Attributes: I.Q.: 15, M.E.: 21, M.A.: 18, P.S.: 50, P.P.: 21, P.E.: 21, P.B.: 10, Spd: 44. Strength and endurance are considered to be **supernatural**.

M.D.C.: 325, plus he can transfer 597 M.D.C. from his Absurr Life Node to himself at any time.

Size: 10 feet (3 m) tall and about 550 lbs (247.5 kg), all muscle. Age: 32 years

Disposition: Stern and abrupt, he has no concern for other people's feelings and no compunction about hiding his opinions. If a High Lord issues him a command he disagrees with, he will make it known. This has made him rather unpopular among the other High Lords, but not with High Lord T'Lan who recognizes Cronus' competence and military talents. His directness in interpersonal dealings is quite consistent with his vigilance and responsiveness. Powerlord Cronus' sharp mind and head for tactics enables him to recognize the full scope of any danger and how best to counter it. Supported by the small army under his command, Powerlord Cronus has managed to successfully defend against and reap revenge upon hundreds of raids and raiders. He is genuinely feared by the enemies of Splynncryth, as well as his men.

Experience Level: 12th level Powerlord, Head of Splynn Security.

Natural Abilities: Same as per all Kydians, plus he has the Bio-Wizard enhancements of enhanced attributes (already added in), the Eyes of **Eylor** (in place of his natural eyes), two additional arms, retractable forearm blades for all four arms, an Absurr Life Node symbiote (see M.D.C. and combat bonuses), the Mindlink symbiote, and a Temporal Link parasite at the fourth level of power (see the description under New Parasites for details).

Magic Knowledge: None, other than the limited power provided by his Temporal Link.

P.P.E.: 36



Psionic Powers: Mind Block Auto-Defense and limited telepathy which allows him to mentally communicate with the elite Minions of **Splugorth** only. **I.S.P.:** 62

Combat Skills: Martial arts, boxing, and paired weapons.

Attacks Per Melee: Eight physical attacks per melee and two magic per melee using his Temporal Link, maximum 10 spells per day.

Bonuses: +3 to initiative, +8 to strike, +13 to parry, +12 to dodge, +5 to roll with **punch/impact**, +5 to pull punch, +3 to strike with a body **block/tackle**, +4 to disarm, +2 to save vs psionics, +8 to save vs Horror Factor, +3 to save vs poison and magic, +2 to save vs temporal magic, +30% to save vs **coma/death**, and a critical strike on a roll of **18-20**, includes all applicable bonuses.

Weapons of Note: Despite his position of power, Powerlord Cronus does not carry much more than his Staff of Power and a number of D-Squad special weapons. He relies heavily on his own personal might and cunning. If required, he has access to just about any weapon available to the Splugorth. He is even allowed to use greatest rune weapons, when the situation truly requires it.

Armor and Equipment: Standard Overlord power armor, modified to accommodate his extra pair of arms and symbiotes. He always has a number of **Bio-Wizard** and **Techno-Wizard** restraints with him to restrain captives.

Skills of Note: Knows the skills common to all Kydian Overlords and Powerlords plus all military and many espionage skills at 98%.

Description: A hulking monster of a Kydian with four arms (the result of his unique augmentation) and muscles rippling across his body.

Ren the Hunter

All Sunaj Assassins are masters of disguise and skilled man-hunters, thus, the head of the D-Squad Pursuit Unit is known only as "Ren," and he is a Sunaj Assassin. His mission is to track down and kill or capture Dimensional Raiders who manage to escape to other dimensions, as well as those hiding within the fabled City of Splynn. He is quite good at his job and has captured the attention of both High Lord T'Lan and Lord Splynncryth.

As a Sunaj working so closely with Splugorth security, he is expected to report any juicy findings back to the Sunaj elders. Which he does and in doing so, hears a lot about the plans being formulated by them. Too bad for them, he is easily bought. As it turns out, he also keeps Lord Splynncryth updated on the activities of that particular Sunaj group. But that's not all. In addition to working both sides of the **Splugorth/Sunaj** street, he is also a prominent member of a transdimensional team of raiders and mercenaries. In exchange for a percentage of the profits, Ren informs this band on the best times to raid the market. He also pretends to be unable to track them down.

Despite all of his infidelities, Ren is regarded by T'Lan and Cronos to be quite good at his job and a valuable asset. Not that

either trusts the assassin, or has any delusions that he would at least consider cutting their throats for the right price, but they certainly like him. This, along with his skills as a manhunter, spy and assassin, makes Ren one of the most respected Sunaj in all of Atlantis. He is so highly regarded that even many Kydians step aside for him. And for a Sunaj to get any respect at all is a feat in and of itself, so Ren is very special indeed. He never abuses this respect in any overt way, but he does enjoy its perks. Naturally, he does not allow himself to get too comfortable with his position. He knows that his allies will discover his triple dealings sooner or later, and has a number of contingency plans for when that day comes.

Real Name: Alaren Aehizara of the Aerihman clan.

Alignment: Diabolic

Attributes: I.Q.: 22, M.E.: 28, M.A.: 20, P.S.: 32, P.P.: 18, P.E.: 22, P.B.: 20, Spd: 33

M.D.C.: 157

Size: 7 feet (2.1 m) tall and 220 lbs (99 kg), powerfully built.

Age: 78 years

Disposition: Difficult as it may be to believe, Ren is even more seditious and traitorous than most of his fellow Sunaj. Not only does he participate in the genocide of his own people (i.e. True Atlanteans), he is even willing to sell out his own clan. His only true loyalty is to himself. Still, he *seems* quite dedicated to his job, probably because of the power and freedom it offers. In the field, tracking down fleeing raiders, he is a consummate professional. Cool, calm, efficient, he picks every shot carefully and never lets his prey know he is being followed until it is too late. While dealing with his superiors and allies, he is equally proficient. No one, not even High Lord T'Lan or Sunaj Lord Aerihza, has any idea that he is working with transdimensional mercenaries. Of course, they both suspect that he is working for the other, but this third party is completely unknown. And what other allies may Ren have waiting in the wings.

Experience Level: Tenth level Sunaj Assassin.

Natural Abilities: Same as per all Sunaj Assassins, extended life span, increased P.P.E. recovery, cannot be physically transformed, sense vampires, operate dimensional pyramids, sense ley lines, nexus points, and Rifts, and ley line phasing.

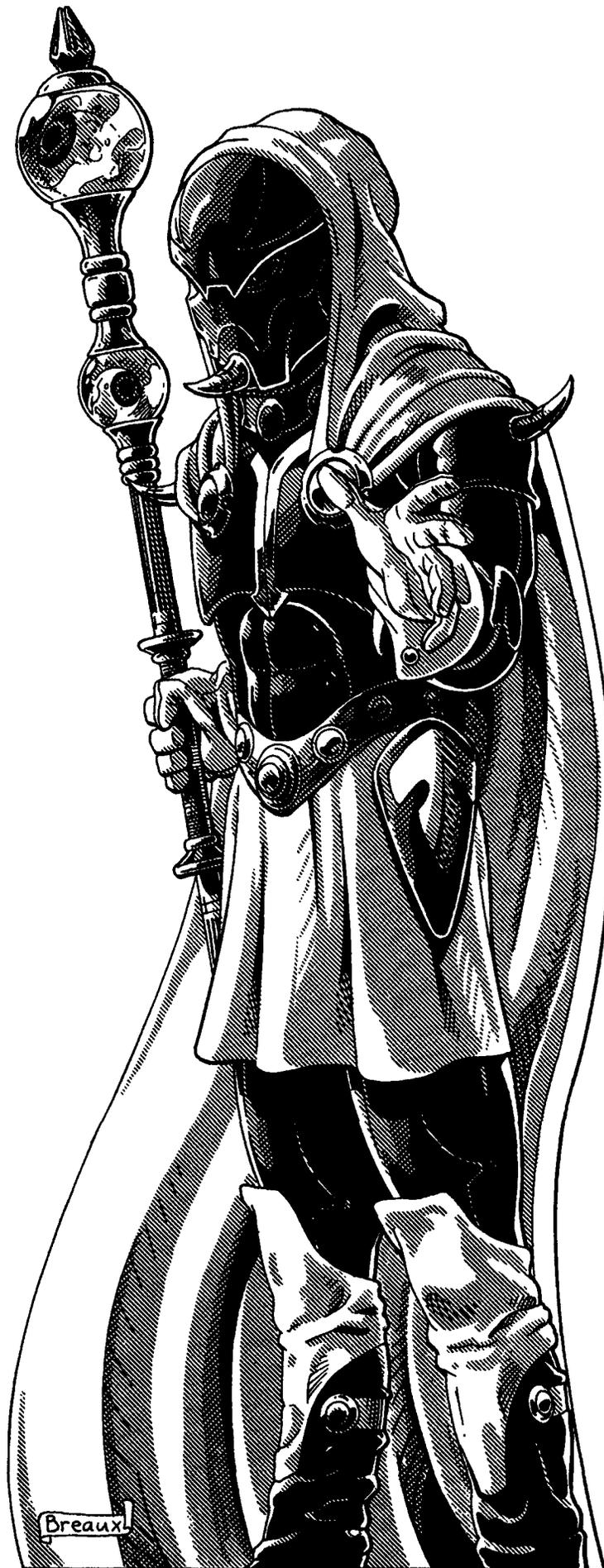
Magic Knowledge: 13 magic tattoos cover Ren's body. In addition to the Marks of Heritage, his tattoos include: The Skull Coiled with Thorns (Death Touch), the Flaming Shield (indestructible shield), Heart Encircled with Chains (invulnerability), Chain with Broken Link (supernatural strength), Eye of Mystic Knowledge (power to recognize magic symbols and items), Chain Encircling a Skull (resistance to mind control), The Beautiful Dancer (hypnosis), Black Sun (darkness power), Wolf's Head (tracking powers), Skull Engulfed in Flames (fire powers), and Eye Impaled by a Dagger (blind).

P.P.E.: 88

Psionic Powers: Major Psychic with the powers of Sixth Sense, See Aura, See the Invisible, Mind Block, Alter Aura, and Impervious to Poison. Requires a 12 or higher to save vs psionics. I.S.P.: 105.

Notable Combat Skills: Hand to Hand Combat: Assassin and Boxing.

Attacks Per Melee: Six physical, tattoo magic, or psionic attacks per melee round.



Bonuses: +3 to initiative, +4 to strike, +7 to parry and dodge, +5 to pull punch, +3 to roll with **punch/impact**, +3 to disarm, +21 to damage, critical strike on 18-20, Death Blow, +6 to save vs magic, +4 to save vs Horror Factor, +7 to save vs psionics, and +4 to save vs mind control.

Weapons of Note: Carries an Eylor Exploration Staff and several Bio-Wizard restraints at all times. In addition, he has access to any number of **Splugorth** weapons as part of his job (as well as others through any number of connections).

Armor and Equipment: Wears standard Sunaj body armor with 110 M.D.C. He also has a set of Overlord **Bio-Wizard** power armor, which he reserves for special occasion. His complement of equipment varies from assignment to assignment. He also has well over a hundred million credits in gold and gems stashed away in his personal treasure **trove**.

Skills of Note: All espionage and rogue skills, plus basic math, disguise, lore: demons and monsters, lore: magic, and literacy in Greek, American, and Dragonese at 98%.

Description: A tall, handsome man with short dark hair and dark green eyes, but he never shows his true face in public. His favorite disguise is that of an old man with a long scar running down the left side of his face.

D-Squad

D-Squads are elite teams of Splugorth Minions who specialize in anti-Dimensional Raider strategies and **countermeasures**. Although they have the authority to police the entire City of Splynn and most other cities on Atlantis, their primary responsi-

bility is to the City of Splynn and its Dimensional Market. They are specially trained to deal with D-Raiders and transdimensional disturbances that occasionally find their way to The Market. As such, they are equipped with advanced Bio-Wizardry and the finest Kittani technological equipment.

The D-Squad Division is under the direct command of **Powerlord Cronus**, who is in turn under the command of High Lord T'Lan. Second in command is **Powerlord Reytan**, a 10th level Powerlord who recently received the Temporal **Link** parasite. He is scheduled to take command of the D-Squad Division once Cronus disappears into the timestream, barring any accidents, of course. The Division is divided into several smaller mobile units of 6-12 troops, although several D-Squads may join forces to combat a large number of invaders and may also work with other parts of the Army and Minions of Splugorth. However, if they encounter a problem that is too much for them, Powerlord Cronus is able to assume command over two full battalions, and High Lord T'Lan can direct well over a million minions to assist them. Thus far, there have been few dimensional intruders that D-Squad is unable to handle. Two thirds are thwarted and driven back from whence they came before they can get away with loot or succeed in their mission, and manhunts in Atlantis are 96% successful (75% elsewhere on Rifts Earth and 50% in other dimensions).

Racial Breakdown of D-Squad: A minimum of 1,600 minions are assigned to D-Squad Division at all times. Even if the entire Division is killed or otherwise lost, there are enough stand-ins trained and ready for duty to replace them in a time of crisis. 20% Powerlords with the Temporal Link as one of their augmentations. None are as powerful as Cronus.



- 30% Overlords
- 20% Kittani Power Armor Pilots
 - 5% Slavers
- 10% Altara Blind Warrior Women
 - 1% Sunaj Assassins (All are members of Ren's unit)
 - 4% Metzla
- 10% Other Minions of Splugorth.

Although the entire Division must be ready to deploy in full force at a **moment's** notice, it is typically broken down into smaller patrols and teams. **The typical D-Squad** is composed of 2-4 Powerlords, 4 Overlords and 2-4 other Minions, excluding the Sunaj. The typical D-Squad Platoon is composed of 12 Powerlords, 8 Overlords, and 12 other minions, minus any Sunaj. The Sunaj form a special branch of D-Squad who specialize in the pursuit and tracking of raiders, spies and refugees who manage to elude capture or death. Their leader is Ren the Hunter. However, a Sunaj may be assigned to, or asked to lead, a D-Squad or platoon for special missions.

In addition to their standard equipment, all D-Squad Powerlords and Slavers are issued four sets of **D-Shackles** and three other D-Squad special weapons. All other members of D-Squad are issued two sets of D-Shackles and are allowed to carry one to three other types of D-Squad special weapons, in addition to standard gear. See the section entitled **Special Weapons of D-Squad** for details.

The Liberated Underground

*"You will never break our spirits. You will never imprison our minds. And though you may chain our bodies you will never imprison our minds. Our will is indomitable. Beat us and force us to obey, but we quietly plot our **escape** ...and our revenge. We are determined. We are brave. We do not fear you or that which you stand for. If you think you can break us, then we laugh at your arrogance. As long as one of us lives, we will oppose you and fight to free others from your yoke of oppression. We are not cattle! We are free and sentient beings! Kill me, you may. But I die a free man and my death will inspire **insurrection**."*

The words spoken by a captured lieutenant of the Liberated Underground shortly before a long day of torture that ended with his death.

The Liberated Underground is the most successful freedom fighting organization in Atlantis to date. The purpose of the LU is simple, but next to impossible: To free all beings enslaved under the yoke of Lord Splynncryth's oppression. Lord Splynncryth is very aware of this organization, but he remains confident that, despite their small successes, he will eventually eliminate them as he has all others before them. There are always a dozen or two loose-knit groups of "rabble-rousers" and "heroes" at work trying to undermine his rule or to free slaves — it comes with being a tyrant lord. However, most perish within a few years, crushed under the heels of his capable Minions. However, the Liberated Underground threatens to be different.

Already they have outlasted all predecessors, having been in existence for nearly a decade. And while their successes are indeed small, rescuing a pitiful handful of slaves, refugees and enemies of the state at a time, these tiny successes account for as many as **60,000-100,000** intelligent creatures liberated from their chains, every year. While this may sound like a lot, it is a tiny drop in the bucket considering *millions* of slaves are sold annually in the City of Splynn alone. Still, considering the security and power of the Splynn Dimensional Market, to be able to make repeated raids on the slave markets and other acts of rebellion is impressive. No other group in the history of the **Splugorth's** Atlantis has ever successfully executed more than a half dozen raids on the Splynn Dimensional Market before being destroyed. To date, the Liberated Underground has performed close to a thousand.

Equally annoying, is the very fact that they manage to elude millions of his Minions, as well as sympathizers, friends and allies. A fact that crawls under the skin of the powerful Splugorth Lord like an itch that can't be scratched. To add insult to (superficial) injury, the Liberated Underground "tags" walls, spray painting **anti-Splugorth** sayings, threats, jokes and insignias where all can see and get a little chuckle or elicit a sigh of surprise — and Lord Splynncryth hates being made a fool. Worse, the ruler of Splynn knows that their existence gives slaves hope and sows the seeds of rebellion and thoughts of freedom (and revenge) in the hearts of others. A situation he finds intolerable.

The reasons for the Liberated Underground's success are many. First and foremost, is its key leaders, all of whom are highly trained and dedicated to the cause. Second, they have allied themselves, officially and unofficially, with powerful supporters, from **Lazlo** and Camelot to Archie Three and the Vampire Kingdoms of **Mexico!** And third, there appears to be a mysterious benefactor unknown even to the members of the Underground, but suspected to be a clan of True Atlanteans. A benefactor who helps remove obstacles from the organization's path.

All the regular members of the Liberated Underground are dedicated to the cause, and most are more than willing to lay down their lives to protect the organization. The largest its ranks have ever swelled to was 5,000 strong. Currently, its official membership falls in the 2,400-3,000 range, led by four charismatic leaders. These four, main leaders are even more dedicated than the average freedom fighters of the LU (well, outwardly anyway). At the top is **Max, the Undead Slayer**. He has been fighting the Splugorth and their Minions for more than two hundreds years, and at least one Splugorth Empire is said to have been toppled thanks, in part, to his efforts. With centuries of experience in fighting the Splugorth and the fighting skill to prove it, he is the most respected person in the Liberated Underground. He is also the liaison between the Underground and other True Atlanteans.

Next on the totem pole is **White Raven**. She is a Wilderness Scout said to be a **Godling**, and the person in charge of coordinating all activities outside the Atlantean cities. Her skill in the wilds is matched only by her willingness to serve the cause. In addition, she functions as the organization's connection to one of their more powerful supporters. Needless to say, she is quite indispensable, to the point that most of the other members go out of their way to make sure she stays safe, which, ironically, irritates her to no end.



Considered to be third in charge, or possibly tied for second, is **Sergeant Beta**. This alien robot claims to be a member of a race of intelligent machine-beings that was enslaved and later wiped out by the **Splugorth**—less than one hundred are believed to exist throughout the Megaverse. His dedication to the cause appears to be motivated out of vengeance rather than noble pursuit, but he delivers results. His ability to devise effective tactics is paralleled only by Max. Well planned, quick attacks, rescues and equally swift retreats seem to be his forte. Incredibly resourceful and quick-thinking, Sgt. Beta has performed miracles of improvisation. Added to his tactical genius are his phenomenal strength, fighting prowess and vast knowledge in many subjects. He is also the direct link to another supporter who remains unknown to the rest of the group. All this makes him incredibly critical to the continued success of the organization.

Rounding out the Liberated Underground's leadership is a human Shifter known as **Planeskipper**, but who is usually referred to as "**Skippy**." He is a young mage, only 23 years old, but remarkably powerful. He hails from **Lazlo** where he was considered a prodigy destined for greatness. One day he decided that he was great enough to stand against the Splugorth all by himself. He learned he was not, the hard way, but his attempt to prove himself did manage to hook him up with the Liberated Underground, where his dimension warping powers are greatly needed. He has also brought greater awareness of the cause to Lazlo, which has since become a major supporter. In addition, the supernatural force he is linked to also contributes to the **cause**, albeit for its own purposes. Regardless, his ability to navigate the Rifts and open new ones makes him invaluable in the rescue of slaves and the fast extraction of his teammates to safe havens.

Behind the Scenes

Helping the Liberated Underground are some powerful supporters. Some of them are governments and other groups who are sympathetic to the cause and would like to help as much as they can. Others have their own (selfish) reasons for helping. Accepting help from selfish and even evil sources is unsettling to most members of the Liberated Underground, and downright disgusting to others. However, beggars can not be choosers, and any who dare to defy the Splugorth definitely need all the help they can get. The following are among the most notable supporters:

True Atlanteans and the Chiang-Ku: With a veteran Undead Slayer leading the Underground, it should come as no surprise that a good number in their ranks are True Atlanteans. Nearly a hundred True Atlantean Undead Slayers, Nomads, and practitioners of magic are members of the Liberated Underground. In addition, they have connections with a couple of clans of True Atlanteans on Rifts Earth who offer encouragement if nothing else.

Likewise, the Chiang-Ku, who have been allies of the True Atlanteans since before the disappearance of Atlantis, also support the Liberated Underground. The *Nog Henge Druids* (see Rifts® **England**), who are secretly Chiang-Ku dragons, welcome refugees from Atlantis into the safety of the Millennium Trees. But as far as military support goes, the only things these two scattered forces can offer are volunteers and the occasional weapon or gift from a Millennium Tree.

Archie Three and Cyberworks: The one force Archie Three hates most in all the world is Lord **Splynncryth** and his Minions.

He blames them for a great loss he suffered and longs to extract his revenge (See **Rifts® Sourcebook One** for details). His first act of revenge was the unleashing of his **Shemarrian Warriors** and **Monst-Rex** mounts to combat the Splugorth Slavers along the North American east coast. Now, he has gone a step further to bring the conflict to them.

Unknown to all, Sergeant Beta is really a highly advanced neural intelligence robot created by Archie Three! His express purpose was to gather intelligence on Atlantis and Splynncryth, however, through lucky circumstances Beta stumbled across the LU and has joined them. This has enabled him to not only send Archie a wealth of information but to strike blow after blow against Lord Splynncryth. Archie Three is so happy with the way things are going that he has deployed a battalion of robots into Atlantis to aid his creation. Most of them hide in the background until called upon by Beta—just one of the mysterious benefactors unknown to the organization itself. There are also some bots on independent assignment too. In addition, Archie Three has supplied a good deal of weapons to the organization. His long-term plans are still under development, but for now he continues to gather information and amuses himself by helping the Liberation Underground resist Lord Splynncryth.

The Vampire Kingdoms: The Vampire Intelligences on Rifts Earth wage war against each other constantly, but they do have one common enemy, the Splugorth. Consequently, they have conspired independently to undermine Atlantis. They quickly discovered each other's presence, but have struck a truce to avoid fighting amongst themselves. In fact, they sometimes even help each other.

The vampires serve the Liberated Underground in three ways. One, is to provide them with sensitive information and warnings concerning the Minions of **Splugorth's** plans and actions against them. The vampires' warnings have saved the group more than once.

Second, to waylay the Minions of Splugorth, providing the group with a secret strike force to cover their backs. Invariably, a squad of Minions comes in hot pursuit of the renegades and escaped slaves and waiting in the deep shadows of the night and the mist of the fog that frequently covers the island kingdom are the vampires. Unaware of their presence (vampires are killed on sight and none are believed to exist on Atlantis), the Splugorth goons fall easy prey to them. Moreover, while High Lord T'Lan and Powerlord Cronos suspect a few vampires may be present in the city, they have no idea that over one hundred of them really exist, nor that they are in league with the Liberated Underground. Third, the vampires use the activities of the LU to cover their own acts of vandalism, sabotage, and murder.

The leaders and many members of the Liberated Underground find working with vampires on any level, and for any reason, to be distasteful and disturbing. However, most have accepted them as the lesser of two evils. The vampires' ability to turn into mist and bats have enabled them to silently penetrate the Splugorth's defenses, and not only do they help thousands of slaves to escape, but they are the ones largely responsible for taunting Lord Splynncryth and his minions with acts of vandalism and graffiti in places one would not think a rebel could gain access to. The vampires love to torment their Splugorth rivals. Personally, Max the Undead Slayer, would like to hunt down and kill every one of these bloodsucking demons, but he is pragmatic enough to realize that they do a lot of good for the LU. Besides,

if the two evils want to destroy each other, who is he to stop them? So for the time being, the Liberated Underground goes by the policy, "You help us and refrain from feeding on innocent people, and we will tolerate your presence and accept the helping hand of the **undead**." The vampires know that this tenuous truce between them and the mortals of the LU will cease if even one vampire takes a bite out of any slave, refugee, or rebel, so for now they comply. Lord **Splynncryth** and his minions have not yet confirmed the existence of vampires in Atlantis, but the clues they find are making them very nervous. The vampires have been careful not to leave any obvious, tell-tale signs (i.e. few new vampires born from their victims, no bite marks, etc.), but their savagery and tactics do not go unrecognized by Lord Splynncryth or High Lord T'Lan. Both are painfully aware that even a small colony of vampires can explode into a full infestation if left unchecked. The leaders of the Liberation Underground know this too, but are confident that even if the undead did invade Atlantis, they would not pose much of a threat to the rest of the world. **Note:** The undead who have come to Atlantis have done so via magic, and the island continent has no land link to any other continents, trapping them here (vampires can not cross water). Magical and dimensional travel are their only avenues of escape, and most have accepted the assignment to Atlantis as a suicide mission. Still, they represent a danger that cannot be ignored.

Should Splynncryth discover hard evidence that vampires exist in Atlantis, he will launch a full search to uncover them. Even now, High Lord T'Lan and Powerlord Cronos conduct covert operations to root out and destroy any vampires. So far only two have been uncovered, but slain before they could be interrogated. Finding a couple of undead is not alarming and such incidents occur every year. However, if more are discovered, it suggests a nest of the monsters and serious danger. The devilishly clever vampires are leaving behind false clues that point to their possible presence in the Great Stone Mountains. Consequently, most efforts currently focus on that vast region of the wilderness where trouble with vampires has occurred in the past. This troubles the Liberated Underground because many of their exodus routes take them through these mountains. A full-fledged investigation of them could expose many of the LU's secret routes and force them to find new ones.

Although vampires prefer the taste of human blood, they are perfectly capable of feeding on just about any intelligent non-supernatural being, including Kydians and Kittani. More troubling is the fact that they can convert many of these races into vampires. In fact, the vampires in Atlantis have added about twenty Kydians and a dozen **Altarains** to their ranks. **A note on D-Bee Vampires:** D-Bees, such as Kydians and Kittani, who are turned into vampires are identical to human vampires, except for their appearance. D-Bees that are converted will have all the attributes, abilities, and vulnerabilities of the undead with all attributes re-rolled, even if they were better than those of the vampire to begin with. So a Kydian who is turned into a vampire will not retain his resistance to burning sunlight and will melt just as quickly in daylight as any other vampire. However, gross physical changes, such as a prehensile tail or four arms, and the abilities that come with them, such as bonuses to climb or parry, will be retained. Most T-Men can be turned into vampires, despite their magical powers. However, while they will retain their magic **tattoos**, they lose the ability to use them. The only

Tattooed Men who cannot be turned into vampires are the Undead Slayers because they are considered to be supernatural creatures. Bio-Borgs may have been ordinary humans and D-Bees at one time, but are now so infested with alien creatures and warped by magic, that they too cannot be turned into vampires.

New Camelot and Mrrlyn: The Zillyphan have always been bitter rivals of the **Splugorth** and **Zazshan/Mrrlyn**, who happens to be a Zillyphan, is no different. Backed by the forces of New Camelot and King **Arthuu**, he has launched several raids against the Splugorth forces in England, but desires to do more. With little effort, he has convinced the king that more should be done about the forces in Atlantis. He has gone so far as to recommend that **Prrcyvel**, the king's top aide and **Mrrlyn's** opposition in controlling the king, lead a squad of knights into Atlantis to gather intelligence. The recommendation was met with little fanfare, but did make the king consider some alternatives.

He had heard stories about the Liberated Underground and decided that he should try to support their noble cause. Through a group of druids, he managed to make contact with the organization and has offered them limited military aid and the freed slaves safe haven in England. So far he has allowed a handful of knights, all volunteers, to join the ranks of the rebellion, and frequently welcomes new refugees into New Camelot. This development irritates Mrrlyn, but he is confident that he can eventually twist this to his advantage, especially when the kingdom is powerful enough to launch a full assault on Atlantis. See **Rifts® England** for more details about New Camelot and Mrrlyn.

Lazlo: As stated previously, they became fully aware of the organization thanks to **Skippy**, who was a gifted student at Lazlo until he ventured to Atlantis on his own and fell in with the Liberated Underground. The government of Lazlo offers little in the way of military or financial support, but they do offer something more valuable: safety. At least half of the refugees freed by the LU are sent to Lazlo via dimensional magic. Most of them are given the opportunity to return to their homeworlds, but a good percentage stay on Rifts Earth at Lazlo. Sadly, the homes of many of these beings have been completely dominated by the Splugorth, or are unknown to the mages of Lazlo, eliminating any chance they have of returning. The refugees' stories about slavery only add fuel to the increasingly hot fires that burn in the hearts of many citizens of Lazlo who wish to do more for the millions of slaves left behind. For now, they must remain cool and prepare themselves for more pressing problems at home.

Zeus and the Olympian Gods: For quite some time, Zeus has been pondering taking action against the Splugorth. Now, he has a personal interest in the matter: his daughter, White Raven. The noble warrior woman is yet another offspring of the incredibly fertile and virile Zeus. Through her, he can keep a close eye on the activities going on in Atlantis and even take a few jabs of his own. Every now and again, the Liberation Underground finds themselves in a bit of a pickle, and from out of the blue, a storm washes down on their enemies or a bolt of lightning strikes down the Conservator leading the charge. Zeus would like to get more involved, but he knows that even he can not risk a full siege from the powers of Atlantis. Sometime in the future, he would like to help the True Atlanteans regain their homeland, but he knows he and they are not ready for that yet. For now, he does what he can to help out his daughter and her noble allies. See **Rifts® Conversion Book Two: Pantheons of the Megaverse®** for

more details about Zeus, the Olympian Gods, and other divine entities and pretenders.

The Naut'Yll: The Underground has begun good relations with several factions of the aquatic **Naut'Yll** race on Earth (see **Rifts® Underseas** for details about these people). They first discovered each other when a Liberated Underground reconnaissance party wandered across the path of a pair of **Splugorth** Slavers who were pulling a net full of humanoids onto shore. The LU group managed to chase off the Slavers and released the Naut'YH captives from their bindings. Upon their release, the aquatic beings vowed that they would return to their people and convince them to aid in their cause. They did, and the result has been an unofficial alliance with the Naut'Yll.

Before this alliance, the LU never had a safe haven where they could send aquatic refugees. That changed when several Naut'YH groups offered to welcome those refugees into their fold. Having no other options, the LU accepted the deal. Unknown to them, the Naut'Yll are nearly as ruthless as the Splugorth. Slaves freed from the Splugorth are "welcomed" into Naut'Yll society, but before they know what is happening, they suddenly find themselves enslaved again, this time by the warlike Naut'Yll. The refugees are tested to determine their aptitudes and put to work as slave labor. So far, no one has escaped (alive) to tell the Liberated Underground about the gross mistake they have made, but it would seem to be only a matter of time before they do. That discovery will shock and horrify the freedom fighters, and damage morale.

Other allies: The *Symbiote Liberation Front (SLF)* formed and founded by the Psymbiote race are loosely allied with the LU. The key difference between the two organizations is that the SLF is more interested in exacting bloody revenge upon the Splugorth than saving lives. This more aggressive approach has created a barrier between the two organizations, but they do share information and sometimes come to each other's aid when they can. Perhaps in the future, the two will work more closely together, but right now, the SLF prefers to follow its own agenda.

There are also slaves currently in the service of the Splugorth and the rare merchant and individual citizen of Atlantis who sympathize with the plight of the slaves and use their position to secretly oppose slavery. They do what little they can to help when they can. Their support typically comes in the form of information gathered from eavesdropping on the conversations of their masters or associates, small amounts of money **and/or** stolen goods, and sometimes providing a temporary place for fugitives to hide. Enemies of the Splugorth (especially among visitors to the city) may turn a blind eye to the LU's activities or provide unexpected help in the form of medical treatment, money, escape, or information. Such intervention is often unexpected and spontaneous among Splugorth enemies and rivals who happen to be at the right place at the right time, and decide to give the Splugorth a jab by helping runaway slaves or the underground.

Resources of the Liberated Underground

With the support of so many powerful backers, the LU has quite a bit of resources available to it. However, most of this is in the form of food reserves, medical supplies, and hand-held weaponry and armor with only a limited amount of heavier weapons, power armor, and magic items. Heavy vehicles, robots, and large equipment are difficult to conceal and ineffective for the guerilla warfare they are waging, thus, big items are held in

reserve. The LU maintains a number of small armories positioned around Splynn and its suburbs. Should one be discovered by a Splugorth scouting party, the Liberated Underground will know about it instantly thanks to advanced electronic monitoring equipment. Magic forms of security also protect them. There are a dozen such caches scattered around Atlantis, most around Splynn where the LU is most active. Only the four leaders know the location of all of them. The other members only know of the one or two nearest their area of operations. This is to prevent the Splugorth from ever learning the location of them all from a captured freedom fighter. Still, the Underground has to move each depot every year or so and maintains a list of new locations that should last for the next year. So far, the Minions of Splugorth have only managed to uncover a handful of armories, and only once have they found any LU members there at the time.

The typical armory holds 100-250 suits of body armor, 100-150 light weapons, 25-50 heavy weapons, and 10-25 suits of power armor. These are all fairly low-end items, such as Northern Gun and Black Market weapons and equivalents. Most of the better gear, like Naruni, **Cyberworks**, and Kittani equipment is kept with the main camp.

The LU also maintains scores of safehouses (places where agents and slaves can hide for at least short periods of a few days), medical facilities and a network of spies, informants and sympathizers.

Members of the Liberated Underground

The exact make-up and number of members in the Liberated Underground changes constantly. It climbs when new volunteers and escaped slaves join up, and it drops when veterans need to move on and others become casualties. Still membership is steadily on the rise and is expected to continue that way.

Racial and occupational breakdown of the Liberated Underground: Currently, about 2,400 to 3,000 intelligent beings count themselves as members of the Underground.

Humans: 600-700

True Atlanteans: 200-250

Ogres: 250-300

Elves: 100-150

Shaydorians and Hawrk bird people: 250-350

Straphra of varying O.C.C.s: 120-200

Dragons: 10-15, all **hatchlings**.

Zembahk: 20-30

Other Creatures of Magic: 100-200

Other humanoid D-Bees, mostly slaves: 800-1200

The occasional renegade Splugorth Minion: 10-30

Leaders of the Liberated Underground

Max The Undead Slayer

Known only as Max, this True Atlantean Undead Slayer has had centuries of experience dealing with the Splugorth and their minions. He has traversed all across the Megaverse and only recently decided to return to the home of his ancestors. Like most of his people, he was outraged when he learned the full extent of



the **Splugorth's** conquest and corruption of Atlantis. Were it not for his decades of experience and cool head, he may have launched a fool's assault on the City of Splynn and died for it. He knew that toppling this empire would be impossible with the comparatively meager resources shared by his kinsmen. Instead, he decided to turn his talents towards a more humanitarian purpose by rescuing slaves.

He was aware that many True Atlanteans were involved in assisting slaves escape Atlantis, but was surprised at how disjointed their efforts were. At the time, only small groups of no more than a dozen freedom fighters operated together and they rarely coordinated their activities with other groups. Such liberation efforts were limited to a chaotic jumble of irregular raids and insignificant assaults. It seemed to him that the policy of restricting themselves to small groups had become a great disadvantage. Furthermore, most of these rebels were young and inexperienced warriors, and many were slaves who joined the group to free other slaves. Most had little chance against the Minions of Lord Splynncryth on their own.

Being quite pragmatic, Max realized that against such an opponent, only a large unified force with a "network" of agents, informants and supporters would be able to make any kind of significant difference. So he began to rally the splintered groups together and convinced them that only their combined efforts would accomplish the results they all wanted. On their first mission, with less than fifty brave souls willing to follow him, Max planned and executed a rescue attempt into the heart of the

Splynn Dimensional Market and managed to escape with over a hundred slaves while suffering only a handful of casualties. The tale spread like wildfire among the freedom fighting groups, and soon over a hundred warriors joined Max and his league, which was later named the Liberated Underground.

Max is extremely uncomfortable with his group's informal truce with the vampires of Atlantis. He realizes that they are currently helpful to their cause, but he knows that they will turn on them sooner or later. For now, he is willing to let these monsters "associate" with the LU and help to strike against the Minions of **Splugorth** and cover the retreat of liberation strike forces. Still, he knows this truce can not last. Already the undead fiends have defied his request to refrain from creating new vampires, even out of **Splugorth** Minions (something he considers to be a fate worse than death). So it is that he and a band of his closest and most trusted warriors (two mid-level Undead Slayers and a Japanese Demonqueller among them) watch the vampires closely and secretly plot how to find and destroy them when it becomes necessary. They are more than ready to deal with them and have gathered a large, secret cache of anti-vampire weapons.

Real Name: Unknown.

Alignment: Scrupulous.

Attributes: I.Q.: 19, M.E.: 27, M.A.: 22, P.S.: 28, P.P.: 18, P.E.: 20, P.B.: 21, Spd: 30. Strength and endurance are considered to be supernatural.

M.D.C.: 423

Size: 7 feet, 2 inches (2.2 m) and 225 lbs (101 kg).

Age: 329, but looks to be a very healthy man in his forties.

Disposition: Cool under pressure, Max very rarely feels the need to raise his voice. Usually a stern look of disapproval is all that is required to get his troops in line. Among the other leaders of the Underground, he is more talkative, but is an "all about business" sort of individual. Thus, he gets along well with Beta who is also focused on their private war against the **Splugorth**, although there is something about Beta that Max finds disturbing. He has had lengthy conversations with White Raven, as well, but the two often have opposing views on how to do things. He finds Planeskipper (he never calls him "Skippy") to be annoying, overconfident and undisciplined, but respects his abilities and courage, if only he would take matters more seriously. In battle, Max is a consummate professional, keeping his attacks swift and deadly, staying focused on the agenda of the mission, and is concerned for the safety of innocent lives and the warriors who follow him.

Experience Level: 14th level Undead Slayer!

Natural Abilities: As is common among all True Atlanteans, Max can sense the presence of vampires, operate stone pyramids, sense ley lines and nexus points, sense Rifts, ley line phasing, and cannot be transformed by any means. In addition, his P.P.E. recovers at a rate of 20 per hour of rest or sleep and he is considered to be a supernatural creature.

Magic Knowledge: 33 magic tattoos cover Max's body. His most used tattoos include the Flaming Shield (indestructible shield), Flaming Sword with a coiled serpent (magic sword 2D6 M.D. and family crest), Heart Encircled with Chains (Invulnerability), Chain with Broken Link (strength), Eye of Mystic Knowledge (Power to recognize magic symbols and items, very useful in Atlantis), Chain Encircling a Skull (resistance to mind control), and the Gryphon and Pegasus monster tattoos.

P.P.E.: 398

Psionic Powers: None.

Combat Skills: Hand to Hand Combat: Martial Arts, Boxing, and Wrestling.

Attacks Per Melee: Eight physical or magic tattoo attacks per melee round.

Bonuses: +1 on initiative, +4 to strike, +7 to parry and dodge, +6 to roll with **punch/impact**, +3 to pull punch, +7 to save vs magic, +6 to save vs psionics, +8 to save vs Horror Factor, and +8% to save vs **coma/death**.

Weapons of Note: He relies primarily on his magic tattoos and cunning, but also carries a **TW** Lightblade Sword that inflicts 1D4×10+6 M.D. to most opponents and double damage to vampires, as well as a pair of silver daggers and a wooden knife. Additional or specific weapons are selected for each mission according to the needs and likely opponents of that job.

Armor and Equipment: None, relies completely on his magic tattoos and M.D.C. body for protection.

Skills of Note: All wilderness, physical, and lore skills, plus basic math and **language/literacy** in Dragonese, American, and Greek at 98% and the following ancient W.P.s at 14th level proficiency: W.P. Archery, W.P. Targeting, W.P. Knife, W.P. Sword, and W.P. Spear, plus W.P. Energy Pistol & Rifle.

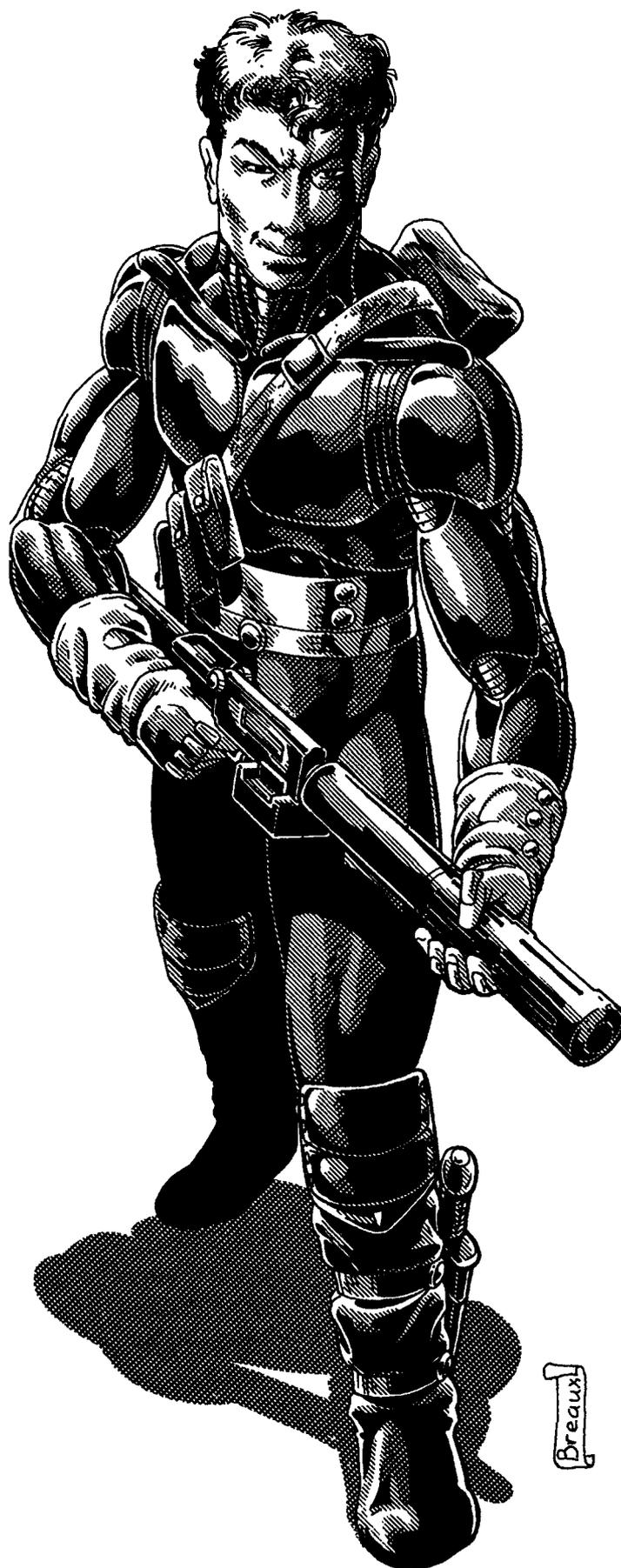
Description: A distinguished man with chiseled features and sculpted muscles. Some grey in his hair at his temples and wrinkles around his eyes show signs of his age and maturity, but he moves as if he is in the prime of his life.

Sergeant Beta

Sergeant Beta claims to be a member of a D-Bee race of intelligent robots which was wiped out by the **Splugorth** long ago. He says they were a gentle race until war with the Splugorth forced them to arm themselves with weapons of destruction. Now, he is one of only a handful of survivors and craves revenge on the monsters who destroyed his people. Actually, while this is a rather twisted version of his origin, it has some elements of truth to it (from a certain point of view) and his programming is such that he believes the story himself.

Argent Beta, as he called himself at first, is actually an Argent Model Class n neural intelligence robot created by the enigmatic **Archie Three**. Sgt. Beta's express purpose is to spy on and undermine Lord **Splynncryth** and his Minions. Sgt. Beta was operating in the wilderness outside of Splynn when he happened upon a unit of the Liberated Underground leading a group of escapees into the woods. They were well on their way when they ran into three Slavers and their Altara Warrior Women. The unit and runaway slaves were overmatched and would have fallen if not for the intervention of Beta. Several well-placed shots from his rail gun ripped right through the lead Slaver, putting it out of commission, while a few more shots scattered the remaining Minions and led them to believe they were facing an entire squad of rebels laying in ambush for them, and caused them to retreat. Beta was heralded as a hero and invited to join the unit on its journey. Beta accepted the offer, eager to learn more about the organization.

Argent Beta was introduced to Max and White Raven, both of whom instantly recognized his sharp tactical mind and military



potential. After a brief trial period, Argent Beta officially joined the operation. He soon became known as Sergeant Beta, both out of a common mispronunciation of his name and as a denotation of his unofficial rank.

Unknown to the others, Sgt. Beta is the only member of the Underground who has his own private troops to command. Beta's real master, Archie Three, has graciously provided him with a small army of fifty robot troops. All of them are **AA-60** Hunter-Destroyers (see **Rifts® Sourcebook Two: Mechanoids®** for details), each armed with either the Arch-25 Particle Beam Cannon or Arch-26 Plasma Rifle. Sgt. Beta communicates with them via direct laser communication, allowing them to operate behind the scenes as he once did before joining the Liberated Underground. The rest of the LU never see these secret operatives, and the 'bots frequently engage the Minions of **Splugorth** in operations not affiliated with the LU. However, should he need them for an LU operation, he can summon them.

G.M. Note: Archie Three has also dispatched thirty other AA-60 Hunter-Destroyers and a dozen **Shemarrians** with Monst-Rex mounts to Atlantis. These robots are operating under Archie's direct command and have a separate agenda from Sergeant Beta. However, they do recognize Beta as a superior and will assist him if necessary. Part of the assignment of this second robot front is to spy on the Minions of Splugorth and gather intelligence, but more importantly, they are there to implement an experiment which Archie Three and his idea man, Hagan have devised. Gradually, these robots are smuggling Mechanoid style robots onto Atlantean soil and hiding them for use later. The plan is to have them attack the **Kittani** city of **Ki-Talan** and sit back to see what happens. According to Archie's projections, there is a good chance that this move will cause dissent among the Kittani as they consider pursuing their ancient foes. If this happens, Archie will launch a full assault of Mechanoid robots that may split the Kittani from Splynnncryth and leave Atlantis more vulnerable to attack. Of course, this is all speculation on Archie and Hagan's part (and probably will not work). **Note:** See **The Rifter™ #4** for more details about Archie Three's quest for power, as well as the new **Cyberworks** weapons mentioned here.

Real Name: Argent Model Class II, Designation: Beta.

Alignment: Currently Aberrant with increasing leaning toward good (may ultimately become Principled or Scrupulous).

Attribute Equivalents: I.Q.: 26, M.A.: 14, P.S.: 40, P.P.: 24, P.B.: 20, Spd: 120, other attributes do not apply.

M.D.C.: 350 (as seen in the illustration), plus he usually wears light cyborg armor with 135 M.D.C. He also has a suit of heavy 'Borg armor (420 M.D.C.) for use when heavy fighting is expected.

Size: 1 feet, 6 inches (2.3 m) tall and 600 lbs (270 kg).

Age: 2.5 years, but looks to be in his upper thirties. His power source is nuclear with a life expectancy of twenty years, plus a back-up battery in his CPU that can maintain his normal capabilities for 24 hours. Should he reach the limits of his nuclear energy, his memory can be placed in another body if so desired.

P.P.E.: None; **I.S.P.:** None.

Disposition: Beta has already developed a rather distinct personality and should become more human-like as time goes on (he is programmed to learn and think). So far, he is a bit cold and distant, but everyone assumes this is because he is thinking about the group's next strategy. In a sense, this is true. After

every skirmish with the Splugorth's Minions, he analyzes the results and calculates exactly how every action occurred. He cross-references this with other data and determines the best ways to apply this information in the future. He also transmits all usable data to Archie Three via a series of secret relay stations, a process which requires much of his attention and which others mistake for deep thought.

So far, he has not yet exceeded his programming, but the influences of his comrades have started to make an impression on him. Every now and then, he manages to come up with an anecdote to tell. Even more amazing is that he has "felt" twinges of empathy towards those he has rescued and almost feels proud of his accomplishments. Moreover, he genuinely likes Max, White Raven, Skippy and many of the freedom fighters under his command. So far, this has not interfered with his mission, but even if he should truly be able to feel emotions someday, he is programmed to obey and support Archie Three above all others. To break Archie's hold, Sgt. Beta would probably need to be reprogrammed.

Experience Level: Third level robot, but this only applies to his secondary skills and emotional development. All other skills and abilities do not change with experience and make him equal to a **15th** level tactician and warrior.

Magic Knowledge: None, but knows Lore: Magic at 94%.

Psionic Powers: None, but knows Lore: Psychic at 94%.

Combat Skills: Hand to Hand: Assassin, Boxing, Wrestling, Robot Combat: Elite in all Titan robots and power armor, and all weapon proficiencies at **12th** level proficiency.

Attacks Per Melee: Eight attacks per melee.

Bonuses: +6 to initiative, +8 to strike, +10 to parry and dodge, +6 to roll with **punch/impact**, +3 to disarm, +4 to entangle, and impervious to Horror Factor and any attack that can only harm organic beings.

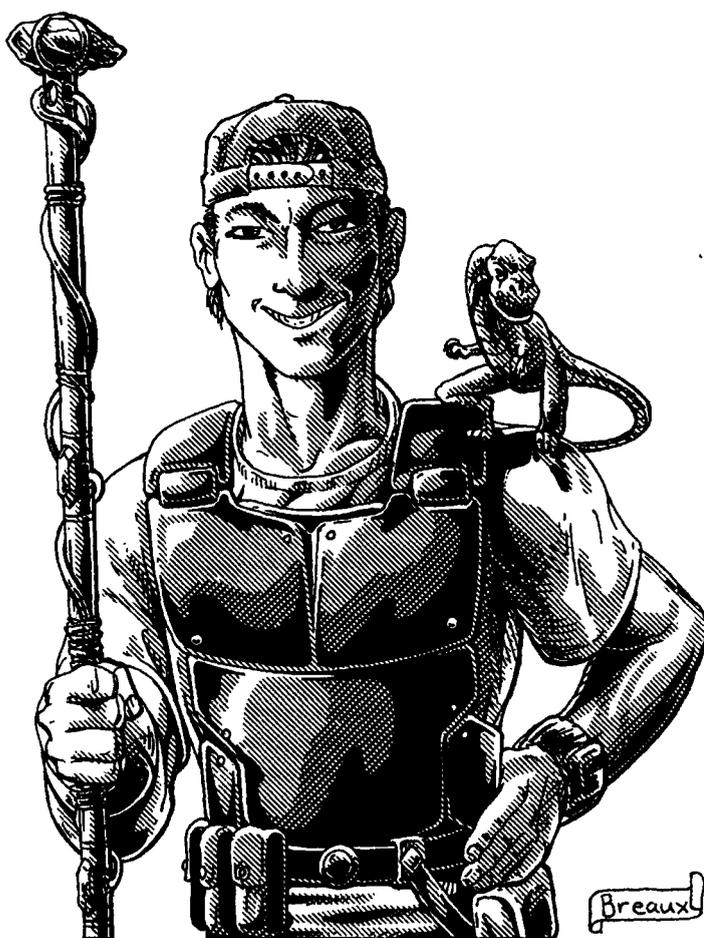
Skills of Note: Tactical knowledge of military strategies is the core segment of his basic programming. In addition, he is programmed with all communications, domestic, electrical, mechanical, military, physical, pilot, pilot related, science, and computer skills at 94%. Speaks and reads all Earth human languages, plus Dragonese at 94%. All other skills have been part **programmed/part** learned. All wilderness, rogue, espionage, and lore skills are at 80%, except those with military applications, which are also at 94%.

Cybernetics: None, he is a robot.

Weapons of Note: His primary weapon is an Arch-50 light rail gun. It is basically a smaller version of the classic **Shemarrian** rail gun, but with less range and damage. The rifle weighs 80 lbs (36 kg), has a range of 5000 feet (1524 m), and is +2 to strike. It inflicts **1D6×10** M.D. per round (no bursts) and can carry a payload of 320 rounds per belt or 60 per clip. He also uses a variety of other heavy weapons, including plasma ejectors and particle beam rifles. He does have some internal weapon systems, but tries to keep them a secret. If need be, he can use an ion rod concealed in each leg (3D6 M.D.; range 500 feet/152 m), an ion blaster that remains hidden beneath his **chestplate** (4D6 M.D.; range 300 feet/91.5 m), and a retractable **Vibro-Blade** (2D4 M.D.) in his right forearm.

Description: A very handsome humanoid, whose mechanical body is sleek, human-sized and resembles a suit of light body armor. His face has been modeled after the famous Julian **Amici** from the Juicer Deathdance novels. His body is

designed to look sleek and comely, yet a bit alien and exotic. His appearance is quite striking and most who meet him will agree that Beta definitely must be an alien android.



Skippy

Seemingly destined to greatness, this powerful Shifter was born Seven Williamson, the seventh son of one of the most powerful citizens in the City of Lazlo. At the age of 10, Seven was already capable of weaving the simple magic. By the age of 16, he had become a full-fledged spell caster and Shifter. He became one of the darlings of the Lazlo community. Many magic guilds were clamoring to get this prodigy to join them, like colleges trying to recruit a top athlete.

At this time, his father began to act quite strange, becoming short-tempered, exhibiting violent outbursts, and growing quite distant. After a month of this odd behavior, his father seemingly snapped and went on a mad rampage through the streets. He was a raving lunatic making wild claims that his son was no longer his. Before anyone else could step in, Seven arrived and pleaded with his father to stop his rampage. His words fell on deaf ears, however, as his father launched a volley of fire bolts at him. Seven dispelled the flame, but soon a full conflict broke out. With his father's years of experience and superior magical knowledge, it was doubtful that Seven stood a chance. Remarkably, Seven managed not only to match his seasoned father, but defeated him. At the last moment before Seven could apprehend him, his father expended the last of his energy in a suicide spell that should have consumed them both. Instead, Seven walked away battered but alive. All that was left of his father was ashes. Nobody, not even

the wisest of mages, could explain what happened, but Seven was viewed with suspicion.

After this incident, Seven isolated himself from the community and contemplated his past, present, and future. He emerged three months later with a new goal in life. He gathered his belongings, stepped into a Rift, and disappeared into the dimensional portal. He reappeared two weeks later in the Splynn Dimensional Market. Like a man possessed, he tossed spell after spell at the city defenders, but soon, he was depleted and the Minions threatened to fall upon him. He would have been killed or worse, were it not for the intervention of Max and a squad of his resistance fighters who managed to rescue him.

Seven was confused, but grateful. He could not explain his rash decision to assault the **Splugorth** on his own and could remember nothing that happened since the traumatic confrontation with his father (and he could barely remember any details of that event). Regardless of his lost memory, he knew that it was the Liberated Underground that saved his life. To repay them, he has offered his services as a master of dimension hopping. He even took a new name, "**Planeskipper**," but soon became known simply as Skippy. Now, he is a dedicated member of the Liberated Underground and has become one of their most charismatic and energetic leaders. His abilities have saved them on many an occasion and his sense of humor has lightened many bad situations. However, "Skippy" tends to be rash, overconfident (often underestimates his opponents and the full ramifications of a given situation), frivolous, wisecracking, dislikes rules and lacks self-discipline.

Planeskipper

Real Name: Seven Williamson

Alignment: Unprincipled, but is leaning increasingly towards Anarchist.

Attributes: I.Q.: 21, M.E.: 19, M.A.: 20, P.S.: 11, P.P.: 13, P.E.: 16, P.B.: 14, Spd: 14

Hit Points: 59; **S.D.C.:** 34.

Size: 5 feet, 8 inches (1.7 m) and 175lbs (78.75 kg)

Age: 23.

Disposition: Skippy is a friendly, good mannered young man, who is a bit obnoxious at times. He is generally fun to be around, can party with the best of them, but takes things a bit too cavalierly for Max and White Raven's taste. In fact, he seems to try too hard to always be the life of the party and leaps at the opportunity to sneer into the face of death and laugh.

In truth, he holds much grief in his heart and compensates by hiding behind a laughing face and forced revelry. He has great power and experience for his age, but realizes that his power is inconsequential compared to what the **Splugorth** possess. Shifters generally link to a supernatural force and draw a good deal of power from them. Unbeknownst to him, his host actually provides Skippy with most of his. He calls this entity "**The Crystal One**" and often implies that it is a benign creature, but never speaks directly of it. In truth, he knows very little about the creature and has no idea that it is slowly, but surely corrupting him and using him as a tool against the **Splugorth**.

Experience Level: 6th level Shifter.

Magic Knowledge: Standard for the Shifter O.C.C., plus a great deal of additional power provided by his host. He can sense Rifts up to 25 miles (40 km) away, navigate through the

dimensions and **teleport** home from another dimension at the cost of only 50 P.P.E. He knows all dimensional travel and related magic, all concealment spells, all spells that summon, command and dominate other beings and all common wizard spells from levels 1-5!

P.P.E.: An amazing 452!

Psionic Powers: None.

Combat Skills: Hand to Hand Combat: Basic.

Attacks Per Melee: Five hand to hand attacks per round, or one by magic.

Bonuses: +1 to initiative, +1 to strike, +2 to parry and dodge, +4 to roll with **punch/impact**, +6 to save vs psionics, +3 to save vs mind control, +1 to save vs poison, +5 to save vs magic, +1 to spell strength, and +10 to save vs Horror Factor. Includes all attribute and O.C.C. bonuses, plus additional bonuses provided by The Crystal One.

Weapons of Note: Relies heavily on his magic, but does carry a **TW Firestaff** as his weapon of choice. The staff does 3D6+2 M.D. as a magical melee weapon, 1D4 M.D. from a slight touch, or 1D6 if one of the **staff's** metal ends is grabbed by an opponent, and allows the user to cast the following spells at 5th level proficiency: Ignite Flame (5 PPE), Fuel Flame (5PPE), Fireblast (8 PPE), Fire Ball (10 PPE), Fire Blossom (20 PPE), Ballistic Fire (25 PPE), Ten Foot Wheel of Fire (40 PPE; 5D8M.D.), and Extinguish Fire (8 PPE: cast up to 150 feet/46m away and effects a 100 foot/30.5 m area)

Armor and Equipment: Wears light non-environmental armor with 40 M.D.C. and the TW features, Armor of **Ithan** (80 M.D.C.) and Invulnerability (35 M.D.C.); both require 10 P.P.E. and a conscious command to activate them.

Skills Of Note: Tends to rely on his magic powers, but regularly uses his language skills (Dragonese and American at 98% and Spanish, Gobblely, Wolfen, and Faerie Speak at 80%), and lore skills (magic, faerie, D-Bee, and demon and monster at 98%).

Description: A young lad with blonde hair and green eyes. He dislikes robes and enjoys dressing like a baseball player. He has taken a small predatory dinosaur as his familiar and is always seen with it.

White Raven

Rumor has it that White Raven is one of the many illegitimate offspring of the ancient god, Zeus, however, she never speaks of it, saying only that she has never met her father. However, her supernatural attributes, long life, and youthful appearance confirms that she is much more than human.

White Raven was born to a comely peasant woman who was sure to die at the hands of a Gargoyle, when a mysterious stranger stepped in and saved her. The stranger was a handsome man and quite virile. The two enjoyed a brief affair together, but the heroic stranger disappeared soon after. Nine months later, Raven **Whitford** was born. Thirteen years later, she went on her first hunt and was a full-fledged Wilderness Scout within a year. Now, she is the best tracker and counter-tracker in the Liberated Underground and a **marvelous** storyteller. In their off time, many of the Underground members enjoy listening to stories of her hundreds of adventures. She is always eager to share her wisdom with the younger members of the group and helps train volunteers to be better warriors.

In rescue operations, she uses her expertise to lead groups of rebels and refugees through the wilderness and to safety. So finely honed are her counter-tracking skills, that even Conservators and **Altara** Warrior Women find it next to impossible to track her.

Real Name: Raven Whitford

Alignment: Scrupulous.

Attributes: I.Q.: 17, M.E.: 19, M.A.: 22, P.S.: 25, P.P.: 17, P.E.: 32, P.B.: 26, Spd: 27. Physical attributes are all supernatural.

M.D.C.: 363

Size: 6 feet tall (1.8 m) and 150 lbs (67.5 kg).

Age: 113 years, but looks to be in her early twenties.

Disposition: She is surprisingly light-hearted, spirited, and compassionate despite her years of fighting against the Minions of **Splugorth**. In the company of her troops, she is rather matronly and protective, always watching out for others before herself. She is fair but firm, and actively tries to keep the group **upbeat** and optimistic. Her skills as a masterful scout often require her to scout ahead on her own, where she becomes cold, serious, and ready for action.

Experience Level: Tenth level Wilderness Scout.

Natural Abilities: As is common among all Demigods, White Raven is resistant to fire and cold (½damage) and regenerates 1D6×5M.D.C. per minute. She also possesses nightvision 800 feet (243.8 m) and the ability to sense the coming of storms within 3D6 minutes. Her attributes are superior to humans, supernatural in nature, and she ages at an incredibly slow pace.

Magic Knowledge: None.

P.P.E.: 26

Psionic Powers: A Minor Psionic with the sensitive abilities of Sixth Sense, Intuitive Combat, See the Invisible, Sense Evil, Sense Time and Mind Block. I.S.P.: 54

Combat Skills: Hand to Hand Combat: Expert, Boxing, and Wrestling.

Attacks Per Melee: Seven hand to hand attacks per melee.

Bonuses: +2 to initiative, +5 to strike, +5 to parry and dodge, +4 to roll with **punch/impact**, +4 to pull punch, +2 to disarm, +10 to save vs magic, +10 to save vs poison and disease, +4 to save vs Horror Factor, +3 to save vs psionics, and +52% to save vs **coma/death**.

Weapons of Note: Raven carries a **Scathach** Magic Bow that gives its user a bonus of +1 to initiative and strike when firing arrows from it. In addition to a number of regular arrows and explosive tipped ones, a secret benefactor (Zeus) provides her with a small supply of Cyclops lightning arrows that just appear in her quiver or near where she sleeps. She does not know how long the supply will last so she uses them sparingly, typically reserving them only for heavy combat and against supernatural foes. She usually has no more than six of them at one time and each arrow inflicts 1D4×10M.D. She also carries a Millennium Bark Shield with 90 M.D.C. and a **bola** made from M.D.C. leather.

Armor and Equipment: Typically Millennium Leaf Armor with 60 M.D.C., but she also relies heavily on her own natural toughness.

Skills of Note: All wilderness skills at 98% and all lore and physical skills at 80%. She also knows W.P. Archery, W.P. Targeting, W.P. Shield, W.P. Staff, and W.P. Blunt at tenth level proficiency. Language skills include: Dragonese, American, and Faerie Speak, at 98%.





Description: A dark haired, fair skinned woman of incredible beauty and strength. With her M.D.C. flesh and divine parentage, even a century of harsh living conditions has not marred her beauty and youthful appearance.

Note: Unknown to White Raven, Zeus secretly admires her and follows her activities regularly. Furthermore, he sometimes helps her and her colleagues via sudden storms, concealing fog, freak lighting strikes and magic — Zeus is a proud father.

New Slave Stock

The following creatures are just a few of the species which can be found at **Splugorth** slave markets. Many of them are races who have been conquered by the Splugorth and are almost exclusively found as their slaves. Others are lesser beings who are occasionally culled from their homeworlds, much the way humans on Earth are. Additional slave races can be found in **Rifts® World Book Two: Atlantis**. Many are available as optional R.C.C.s.

In addition to those listed in this and the previous book on Atlantis, the Splugorth Slavers offer a wide variety of beings too numerous to list. These include virtually all races on Rifts Earth as described in other Rifts® titles, as well as aliens and mutants from across the Megaverse. Some beings are available in large numbers on a regular basis, others are rare and some may be one of a kind. They may also offer the occasional renegade Minion of Splugorth (Gargoyle, Kydian, Kittani, etc.), as well as captured enemies and exotic animals.

Listing of new alien beings available on the Slave Market

Demonrunner
Kryygorth Hunter
Kryygorth Lesson
Kryygorth Pegasus
Kryygorth Shellback
Octoman
Nurilian Plant People
Pythonan
Rulian Translator
Staphra Warrior
Staphra Warlord
Staphra Mystic
Were-Dragon
Monster Were-Dragon

Demonrunner

Slave Animal

Touted as one of the fastest land animals in the Megaverse, the Demonrunner is indeed hell on four legs. It is a long animal and its body appears to be a cross between a cat and dragon or dinosaur, with the face of a demon. Its large claws retract slightly while running, allowing the tips of its claws to grip the ground. Its long tail is slightly flattened to help guide the beast, similar to

the rudder of an airplane. The fastest members of the species can reach speeds that surpass that of a speeding hovercycle. This incredible speed has made the Demonrunner one of the most popular animals offered by Splugorth Slavers. Born on the open plains, these creatures evolved their great speed to evade their much larger predators and to catch fast running prey. The domesticated Demonrunner is used as a riding animal, hunting animal, guard animal and pet.

Rather single-minded and wild, **Demonrunners** live only for the hunt. They are also pack animals similar to wolves and obedient to the strongest of the pack's members. This "pack" mentality makes them relatively easy to control and domesticate, so long as the one in control is clearly powerful. If handled by an inferior, timid or uncertain master, the Demonrunner is likely to exert its own dominance, be disobedient and even tear him apart if provoked. For the most part, the beast is easy to handle and makes as good a pet as it does a hunting or riding animal.

In Splynn, Demonrunners are extremely popular as racing animals, and a perennial favorite in the Demonrunner **Murderthon**. This arena sport is similar to the Juicer Murderthon, except that it pits Juicers and similar "speed demons" against the faster and deadlier Demonrunners. The event usually has a dozen cyborgs, Juicers and other fast, capable warriors, running for their lives from 2-4 Demonrunners. The odds would seem to be fairly even were it not for the fact that the humanoid participants are unarmed. Despite consistently ending in the slaughter of the humanoid contestants, the sport is always a sold out event and invariably results in a surge of Demonrunner sales.

Demonrunner NPC

Domesticated Animal or Predator

Alignments: Considered to be anarchist or miscreant.

Attributes: High animal intelligence, I.Q.: 1D6, M.E.: 1D6+12, M.A.: 1D6+6, P.S.: 2D6+18, P.P.: 1D6+16, P.E.: 2D6+12, P.B.: 1D6+6, Spd: 1D6×10+120. Strength and endurance are considered to be supernatural.

Speed Note: The average Demonrunner has a speed of 130 or about 88 mph (141 km), but the fastest have a speed factor of 180 or 120 mph (192 km). This amazingly fast pace can be maintained for a number of minutes equal to the creature's RE. attribute (e.g. a RE. of 14 means it can run at top speed for 14 minutes), after which it must slow down to half **and/or** rest for ten minutes. Note that the Demonrunner can romp at a leisurely (for it) pace of half its top speed (roughly **40-50**



mph/64-80 km) without pause for up to six hours straight. Furthermore, it can run in short bursts lasting 1D4 melee rounds (15-60 seconds) at 50% faster than its normal top speed! However, this can only be done a maximum of once every two hours. Reduce speed by 25% in forests and rocky, uneven terrain as the Demonrunner's natural habitat is flat grasslands and low, grassy hills.

Size: 8 to 10 feet (2.4 to 3 m) long, plus the tail which adds another 2-4 feet (0.6 to 1.2m). It stands about 3.5 to 4 feet (1.1 to 1.2 m) tall at the shoulder and generally holds its head lower than shoulder level.

Weight: 400-800 lbs (180 to 360 kg).

Average Life Span: 30 to 40 years, but some have lived up to 60 years in captivity and without a violent lifestyle.

M.D.C.: 1D6x10+50 plus P.E. attribute number.

Horror Factor: 12 for a lone individual, but 15 for a pack of four or more, especially when seen bearing down on you at break-neck speeds.

P.P.E. Base: 4D6

Natural Abilities: Phenomenal speed and endurance, can go with comparatively little water getting much of its fluids from the blood and juices of its prey, nightvision 1000 feet (305 m), superior color vision, can see movement up to a mile (1.6 km) away, excellent senses of smell and hearing, semi-prehensile tail (can be used to strike opponents or prey), prowl 60%, climb 25% (built for flat lands), swim 45%, and can leap up to 100 feet (30.5 m) lengthwise and 50 feet (15.2 m) high with a short run, half that from a standing still position, double when running at full tilt.

Psionics: None.

Magic Powers: None.

Combat: Six physical attacks per melee.

Damage: 3D6 M.D. with a foreleg claw strike, bite, or head butt, 4D6 M.D. with a hind leg claw strike or running head butt (the latter counts as two melee attacks), 5D6 M.D. with a running pounce attack (counts as two melee attacks, but victims under 15 feet/4.6 m tall are 90% likely to be knocked down, lose initiative and lose two melee actions from the impact), 1D6x10 M.D. with a power pounce, and 1D6 M.D. with a tail strike.

R.C.C. Bonuses: +6 to initiative, +4 to strike, +2 to parry, +6 to automatic dodge (i.e. can dodge without using up a melee action), +4 to roll with **punch/impact**, +3 to save vs Horror Factor, and +1 to save vs poisons and toxins, all in addition to attribute bonuses.

R.C.C. Skills: Domesticated animals can be trained to understand verbal commands, roughly equal to that of an Earth canine.

Habitat: Native to flat plains and feels most comfortable on Earth prairies, savannahs, and grasslands, but can adapt to light forests and even city streets (or ruins). The only environments it truly avoids are dense forest and mountains. On Rifts Earth, a number of escaped Demonrunners inhabit the plains of the American West, the African savannah and the open plains of Atlantis.

Value: 100,000 credits for an untamed animal, 250,000 credits for a trained hunter or riding animal (-20% on riding skill even if the rider is an expert with exotic animals). After a **Demonrunner Murderthon**, the demand for these creatures

shoots through the roof, and the market price typically doubles or even triples.

Alliances and Allies: Not generally applicable, but they tend to form packs of their own species. Away from their brethren, they tend to keep to themselves, but may become the riding animals of Simvan Monster Riders and others who love the incredible speeds of these animals.

Rivals and Enemies: Larger and more powerful predators, but no others per se.

Kryygorth Slaves

"Eons past, there existed the most powerful of all the Splugorath Intelligences. He was lord over a hundred worlds and the undisputed master of the mystic science of Bio-Wizardry. Thousands of amalgamated organisms were the fruit of his genius. The most notable of these creations still bear his name as if they were his children, but such power and prestige always comes at a price. Those who would usurp such power for themselves conspired together against the powerful lord. They succeeded. But victory, too, comes with a price.

*As his enemies toppled his empire, the lord took steps to insure that all of his secrets fell with him. Millions perished and entire worlds died. Those who took part in the conspiracy watched in horror as all that they coveted turned to dust. Only a handful of the lord's creations survived the cataclysm. Even fewer have managed to prosper and survive into the present. Those who did manage to survive still bear his name, **Kryygorth**."*

— A common tale known by many in the Splynn Dimensional Market

The Splugorath are renowned across the **Megaverse** for their use and mastery of **Bio-Wizardry**, but not all Splugorath are created equal. Some are more powerful than others. One notable powerhouse was the Splugorath named Lord Kryygorth. During his life, Kryygorth was responsible for creating thousands of new and different organisms. Of these thousands, only a dozen species survived when Lord Kryygorth perished, taking as much as he could with him. Among the few that survived are the fearless Kryygorth Hunters, the delicious Kryygorth Shellbacks, the majestic K-Pegasus, and the cursed Kryygorth Lessons.

Kryygorth Hunter R.C.C.

These instinctively vicious, **semi-humanoid** predators are named after the Splugorath who first discovered them. On their homeworld, they were at the top of the food chain, the undisputed rulers of their world. Then, Kryygorth the Splugorath found them and all that changed. Cruelly, these once supreme hunters were chained and sold into slavery.

As slaves, they are purchased primarily for their hunting skills and savagery in combat. They are incredibly difficult to control, but successful Slavers find that they are well worth the effort. Stories abound of how a single Kryygorth Hunter can successfully stalk and kill well-armed groups of experienced warriors. Of course, this story *may* be exaggerated and is most often heard

from merchants trying to sell the unruly creatures, but seeing the creature in action is frightening.

Constantly hunched over and ready to spring into action, Kryygorth Hunters are armed with razor-sharp claws and powerful jaws. Hard, pointed fangs line the mouth of its demonic, reptilian head. From its hunched position, it can leap thirty feet (9.1 m) in the air, perform aerial acrobatics and strike a target in mid-leap with outstanding accuracy. Supported by its powerful yet slender limbs, its claws can tear into even the toughest Mega-Damage hide or armor. These adaptations are the result of preying on the animal called the Kryygorth Shellback, which has also been enslaved by the Splugorath. The K-Hunter's own tough hide is colored with various shades of green and brown; a natural camouflage for its original hunting ground of forests and jungles. Along with a firm grip, the creature has a long prehensile tail which helps it maneuver through the trees like an Earth monkey. It has a large nasal passage protected by a thick skull and can pick up scents from miles around. Coupled with its sharp nightvision, the **K-Hunter** can track or locate a target through even the thickest brush or darkest night.

On its homeworld, the feral creature was an animalistic predator who had never preyed on humanoids or other intelligent creatures and could, originally, be out-thought and tricked by smarter opponents. Lord Kryygorth recognized this flaw and decided to do something about it. He had his **Bio-Wizards** work on giving the K-Hunters heightened intelligence and psionic powers. It worked and now the Kryygorth Hunter is clever enough to differentiate between friend and foe and learn a number of human level skills and battle tactics. Furthermore, its array of psionic powers enables the Kryygorth Hunter to track and battle creatures of magic, even if hidden from its normal senses. The most powerful of these psychic abilities is the power to turn invisible at will. All of these abilities combine to make the Kryygorth Hunter one of the most feared predators in the Megaverse.

Kryygorth Hunter R.C.C.

NPC villain/predator and Optional Player Character.

Alignment: Wild K-Hunters and those used in the arena are generally anarchist, miscreant, and diabolic, but about half of the domesticated ones are typically aberrant. If exposed to characters of good alignment, free K-Hunters can become unprincipled, nothing better.

Attributes: I.Q.: 2D6, M.E.: 3D6, M.A.: 2D6, P.S.: 3D6+20, P.P.: 2D6+12, P.E.: 2D6+18, P.B.: 1D6+2, Spd: 1D4×10+18 on the ground, double swinging and leaping through the trees. Strength and endurance are considered to be supernatural.

Size: 6 to 7 feet (1.8 to 2.1 m) tall, but usually appears to be 30% shorter because of their crouched stance.

Weight: 200 to 250 lbs (90 to 112.5 kg).

Average Level of Experience: 1D4+1 for NPCs, player characters use the same experience table as the *Dog Boy*.

Average Life Span: 50 years, but some have lived to 70.

M.D.C.: 3D6×10

Horror Factor: 14

P.P.E. Base: 4D6+P.E. attribute number.

Natural Abilities: Psionic Invisibility similar to the Super-Psionic power of the same name, but this version is a bit more powerful. Unlike the standard ability, the K-Hunter can have hostile intentions and still remain cloaked. The power of invis-



ibility can remain in effect until the K-Hunter actually pounces. This power also shields the creature from being detected or "sensed" by magical means, but psionic powers will still work against him. This is a natural ability which can be used at will and requires no I.S.P. to use.

Other natural abilities include: Acrobatics 85%, climb 95%/85%, prowl 80% +1% per level of experience, night-vision 500 feet (152.4 m), alert to movement, prehensile tail, smell prey up to 2 miles (3.2 km) away, track by smell 70% +2% per level of experience (+10% if following a blood scent), recognize scent 75% +1% per level of experience, leap up to 30 feet (9.1 m) across or 20 feet (6.1 m) up, and they feed on P.P.E. just like a **Psi-Stalker**, but can feed on non-magical and non-psionic beings too. Love to hunt and fight.

Psionics: Considered to be a Major Psychic. In addition to the psionic invisibility noted previously, they also have the following standard psionic powers: Sixth Sense, Sense Magic, See the Invisible, Detect Psionics, and two sensitive powers of choice. Requires a roll of 12 or higher to save vs psionics.

I.S.P.: 1D6×10 plus 1D6 per level of experience.

Magic Powers: None.

Combat: Six hand to hand or psionic attacks per melee, plus one additional attack at levels 3, 5, 8, and 13.

Damage: Varies with supernatural strength, plus claws add 2D6 M.D. to punch and kick damage, leap kick inflicts double damage, tackle/pounce does standard punch damage plus knockdown penalties, head butt does 2D6 M.D., bite inflicts 4D6 M.D.

R.C.C. Bonuses: +5 to initiative, +3 to strike (with claws or tail), +2 to parry, +3 to dodge, +6 to roll with **punch/impact** (very flexible and resilient), +5 to pull punch, +3 to disarm, +4 to entangle using its prehensile tail, +3 to save vs poisons and disease, +4 to save vs magic illusions, +1 to save vs other magic, and +5% to save vs **coma/death**. All are in addition to attribute and possible skill bonuses.

R.C.C. Skills: **Kryygorth Hunters** are intelligent enough to learn a handful of skills, but are only taught what is necessary to fulfill their function as hunters and guardians.

One Language of choice (+10%).

Swimming (+5%, they are not natural swimmers)

Tracking (+15%)

Track Animals (+10%)

Trap/Mine Detection (+5%)

Detect Concealment (+15%)

Detect Ambush (+10%)

Wilderness Survival (+20%)

Any Wilderness skill (+10%)

Hand to Hand Combat skill is not available, limited to natural abilities noted previously.

R.C.C. Related Skills: None.

Secondary Skills: Normally a Kryygorth Hunter is not taught nor does it bother to learn any additional skills. However, free K-Hunters, such as player characters, are likely to teach themselves a few additional skills. Select three Secondary Skills at level one and one additional skill at levels 3, 5, 7, 10, and 13 from the categories of Rogue, Wilderness, W.P. (any), or Technical, minus any computer and machine skills. These are

additional areas of knowledge without the benefit of the bonuses listed in the parentheses. All start at the base skill level.

Standard Equipment: None to start. **Kryygorth** Hunters typically do not have any need for equipment. Even free K-Hunters will not have more than a backpack or sack, maybe a belt, a few trophies and one or two ancient weapons with them. Although a K-Hunter can learn to use guns, most prefer to use their bare hands, teeth and tail in close combat, or ancient styles of melee weapons.

Money: None to start. Kryygorth Hunters are fairly animalistic and have little need for money. They will take what they want from slain opponents.

Cybernetics and Bio-Wizardry: None to start. K-Hunters will not volunteer to get implants and most owners prefer to keep their slaves implant-free.

Habitat: Prefer forests and jungles, but can be found anywhere the **Splugorath** are.

Value: As a fairly intelligent and psychic humanoid and all-around superb hunter, a trained Kryygorth Hunter sells for an average price of 3D6×100,000 credits. A Hunter with a history of loyalty, high **attributes/M.D.C.**, or high experience will sell for two to three times as much, sometimes even higher.

Alliances and Allies: None per se, but free Hunters often ally themselves with "feral" Dog Boys, wild **Psi-Stalkers**, Simvan and other primitive and/or aggressive people and intelligent predators.

Rivals and Enemies: None per se, but their masters' enemies usually become theirs.

Kryygorth's Lesson

At first glance, one would assume that these powerfully built, muscular humanoids are just one of the many brutes who serve the Splugorath. In truth, these robust humanoids are actually magic users. The beings known as "**Kryygorth's Lessons**" are supernatural creatures who, thanks to **Bio-Wizard** manipulation, must bow to the will of others.

According to legend, the Lessons (their original name is lost to the ages) were a small, but clever race of slender humanoids who were renowned as dimensional raiders. They were well on their way to becoming as notorious and feared as the Temporal Raiders, until they made one fatal mistake. They dared to steal from the legendary Lord Kryygorth. It is said that this transgression, performed by only a handful of Lessons, so enraged the Splugorath Lord that he decided to make an example of these beings. Thus, he ordered his minions to go out and enslave all of them, and destroy any who resisted.

Less than ten million in number to begin with, only four million survived the brutal assault the Minions of Kryygorth levied against them. Those who survived were gathered together and sent to the **Bio-Wizards**. Lord Kryygorth wanted their punishment to be far more terrible than their crime. He wished for them to be so humbled that their story would give pause to anyone who even thought about crossing him or any Splugorath. This would be his "lesson" to the Megaverse, hence the name that forever brands these beings.

After decades of horrible experiments that resulted in the deaths of over half of those that survived the initial onslaught, the

beings that would be known as Kryygorth's Lessons were created. Warped on the genetic level by magical transmutations, their magical powers were amplified and altered. This increased their P.P.E. and gave them massive, if bloated, **supernaturally** strong bodies. Unfortunately, it also greatly reduced their natural ability to dimensional **teleport** and, more importantly, stole their free will. Lessons can take no action without the express consent of their masters — making them the ultimate "slaves."

At birth, a Kryygorth's Lesson must bond to a master, usually a High Lord, or die within hours. This master cannot be another Lesson. Once linked to this master, ownership of the Lesson can be transferred to another with a command from the current master, but he can not be set free unless that master dies (and even afterward, Lessons tend to be indecisive and lack initiative). While linked, the Lesson has no choice but to be completely loyal. No matter what order his master may give, the Lesson is compelled to carry it out, even suicide. Nor can the Lesson take action against his master in even the slightest way. Even if he wants with all his heart to kill or otherwise attack or undermine his master, he cannot raise a finger to do so. Moreover, the Lesson can be ordered to refrain from communicating with any other beings, greatly reducing his chances of defying or disobeying his master, or helping others. In addition, the Lesson can be given a standing order to try to kill anyone who might try to free him. Needless to say, this imprisonment is quite frustrating and complete.

Kryygorth's Lessons who are freed from a master, commonly called "Emancipated Lessons," are truly rare. These few have usually been inadvertently freed thanks to the help of strangers or heroes who had a score to settle with their masters. However, there are some who have managed to "arrange" their freedom on their own through cunning and patience. These beings are proud and free to choose their own path, however, they pay a terrible price for freedom. All their incredible powers vanish, and their supernatural attributes and M.D.C. are reduced by half.

Today, less than one million Lessons are believed to exist. Of these, only twenty percent are slaves owned by the Splugorath. Even Lord Splynncryth only owns one hundred of the creatures, all linked to him. Less than a hundred are known to be on Rifts Earth and most of them are in Atlantis. For some reason, the Splugorath do not like to keep these powerful creatures for themselves. Whether this is because of the threat of betrayal or because part of the lesson is to serve others, or some other factor, is unknown. What is known is that the creatures are sold by the Splugorath whenever practical and with little fuss over the price. However, their limited numbers still means that finding one is always a rare event and none are known to have ever been sold at the Splynn Dimensional Market!

Kryygorth's Lesson R.C.C.

NPC villain and Optional Player Character.

Player Character Note: Kryygorth's Lesson is usually an evil creature who has become bitter and cruel from years of mistreatment as a slave, or a drone unable to choose his own path. Emancipated Lessons may be used as player characters, but they are much less powerful than their enslaved brothers, indecisive and slow to take action. Most tend to be bitter and vengeful toward their former masters and the Splugorath, and sometimes, life in general. In addition, many of them will be angry about losing their once formidable powers too. Most

will have to **relearn** what it is like to be self-sufficient, free and to be a useful part of society. They will also have to learn to get over their misfortune and deal with their anger and dark emotions. Player characters will probably be the rare Lesson who hated the evil deeds he was forced to do during his life and now wants to leave all of it behind him.

Alignments: Most are evil or anarchist, very few are known to be of good alignment. Even Emancipated Lessons are usually evil or selfish beings who return to a life of raiding and crime.

Attributes: I.Q.: 3D6+2, M.E.: 3D6+2, M.A.: 2D6+1, P.S.: 3D6+22, P.P.: 3D6, P.E.: 3D6+18, P.B.: 1D6+1, Spd: 4D6. Strength and Endurance are considered to be supernatural. Emancipated Lessons have the same mental attributes, but their physical attributes are reduced by half; thankfully strength and endurance remain supernatural.

Size: About ten feet (3.05 m) tall with a robust build.

Emancipated Lessons shrink to 6-7 feet (1.8 to 2.1 m).

Weight: 500 lbs (225 kg), mostly muscle. Emancipated Lessons are likely to have more flab and fat.

Average Life Span: Potentially 1000 years, but most die within the first 500 years, either by being sent to fight unreasonable battles or from emancipation.

Average Level of Experience: 1D4+4, few rise to become 10th level or higher. Kryygorth's Lessons use the *Dragon experience table* and player characters should start at level one or two.

M.D.C.: 6D6x10 plus 2D6 per level of experience (On S.D.C. worlds they have 3D6x10+P.E. attribute number for Hit Points and 1D6x10+60 S.D.C. with a natural armor rating of 14). Reduce by half when emancipated.

Horror Factor: 13 normally, but Emancipated Lessons only have a Horror Factor of 9.

P.P.E. Base: 4D6x10 plus 4D6 per level. The P.P.E. of Emancipated Lessons is reduced by half.

Natural Abilities: See the invisible, excellent color vision, and nightvision 600 feet (182.9 m). Their eyes glow with power at all times. Light projected from the eyes can illuminate an area with a range of 500 feet (152.4 m) with a 90 cone of illumination. This energy can also be focused into destructive blasts that inflict up to 4D6 M.D. (reduce to half when emancipated); range is 500 feet (152.4 m) and rate of fire is equal to the Lesson's hand to hand attacks per melee. Dimensional teleport: Chance of success is 44% +4% per level of experience and can be attempted up to four times every 24 hours (half when emancipated). Bio-Regenerates 4D6 M.D.C. per minute, but only 1D6 per minute after emancipation. Note: Once **emancipated/freed**, the Lesson can be recaptured and enslaved in the conventional sense, but his or her original link, constraints and powers are forever lost when that bond is first broken.

Psionics: None; I.S.P.: None.

Magic Powers: Lessons are Ley Line Walkers who know all spell magic from levels 1-5 plus an additional 10+3D6 from levels 5-12 (spells can be selected by the G.M. or players can be allowed to pick them). Emancipated Lessons can only learn one new spell per level of experience after emancipation and nothing above level 12.

Combat: Varies with hand to hand combat skill, plus a bonus of two additional attacks per melee, or two magic attacks, plus one additional at levels six and 12. Emancipated Lessons lose



the two bonus attacks and are limited to two magic attacks per melee.

Damage: Varies with supernatural **P.S.** attribute.

R.C.C. Bonuses: +3 on initiative, +4 to strike and parry, +2 to dodge, +2 to roll with punch or impact, +4 to save vs magic, +2 to save vs psionics, +10% to save vs **coma/death**, and is impervious to poisons and disease, in addition to any attribute bonuses.

R.C.C. Penalties for Emancipated Lessons: No initiative bonus from any source (tend to be indecisive and slow to react), -10% on all **skills**, and lose their invulnerability to poisons and toxins. However, they do receive a bonus of +2 to save against poisons and disease. The Lesson's transformation and reduction of power takes place within 24 hours after they are freed from their linked master. Note that the slave link can be made to no more than two people at a time (i.e. husband and wife, father and son, etc.), and can be transferred as long as the current master(s) is alive.

R.C.C. Skills:

Language: Dragonese and two of choice at 98%.

Literacy: Dragonese and one of choice (+20%).

Lore: Demon and Monster (+15%)

Lore: Magic (+15%)

Math: Basic (+25%)

Wilderness Survival (+10%)

Wrestling

Climbing (+5%)

Swimming (+10%)

Hand to Hand Combat: Expert; can be upgraded to Martial Arts or Assassin at the cost of one R.C.C. Related skill selection.

R.C.C. Related Skills: Select seven skills at level one, plus one additional skill at levels 3, 6, 9 and 12. All new skills start at level one proficiency.

Communications: Any

Cowboy: None

Domestic: Any (+5%)

Electrical: None

Espionage: Any, except Disguise, Forgery, and Sniper.

Mechanical: None

Medical: First Aid or Holistic Medicine only.

Military: None

Physical: Any, except Acrobatics and Boxing.

Pilot: Hover vehicles (basic types only), Horsemanship: Basic **and/or** Exotic Animals only (+5%).

Pilot Related: Read Sensory Equipment only (+5%).

Rogue: Any, except Computer Hacking (+5%).

Science: Any (+10%)

Technical: Any (+15%)

Weapon Proficiencies: Any

Wilderness: Any (+5%)

Secondary Skills: Select five Secondary Skills at level and one additional skill at levels 4, 7 and 13 from the previous list. These are additional areas of knowledge without the benefit of the bonuses listed in the parentheses. All start at the base skill level, plus any possible I.Q. bonuses.

Standard Equipment: As slaves, **Kryygorth's** Lessons are typically given very little. Standard items include clothing, an ancient style weapon, and whatever its slave master may consider to be appropriate for the slave's current assignment.

Emancipated Lessons will have standard gear such as a utility belt, backpack, bedroll, canteen, an energy weapon, an ancient weapon, some provisions and other odds and ends for adventuring. A suit of body armor is likely to require a customized order due to the character's size and bulk. Like all Lessons, most tend to rely on their magic.

Money: None for slaves. Emancipated Lessons start with **4D6x100** credits (probably stolen when they escape slavery).

Cybernetics and Bio-Wizard Implants: None to start, other than the manipulations ingrained in their genetic structure and magical nature. Furthermore, they cannot receive any other forms of Bio-Wizard implants or transmutations. Any attempts to do so will be fatal. Even **Bio-Wizard** weapons will not function in their hands — another **Splugorth** punishment and safeguard. Cybernetics can not be used because the Lesson's natural regenerative abilities reject them (and they interfere with magic).

Habitat: Their indigenous world is unknown, but is believed to have either been destroyed or is one of the many Splugorth dominated and held worlds. Now, they can be found infrequently among the Splugorth and throughout the Megaverse.

Value: Very rare, very powerful, and absolutely controllable, the Lesson usually sells for **2D6x10** million credits, but often sells for twice that much. For some reason, the Splugorth do not like to keep the Lessons around. Presumably, because they hold them in disdain **and/or** their punishment is to serve lesser beings.

Alliances and Allies: None per se. Emancipated Lessons may join up with anybody and share an affinity for creatures of magic and dimensional travelers. A few free Lessons have joined the Liberated Underground to get revenge on the Splugorth.

Rivals and Enemies: The Splugorth and their Minions. Most champions of good feel some level of sorrow for the Lessons, but will recognize those who are inherently evil.

Kryygorth Pegasus

Also called the “**K-Pegasus**” or “**K-Peg**” for short, the **Kryygorth Pegasus** is a beautiful winged creature, very reminiscent of the true Pegasus. Their wings are large and majestic. Their eyes are the deepest shade of blue. And their body is toned and muscular, like a finely crafted statue. In all ways, they are the equal of the true Pegasus in terms of grace and beauty. They might even be mistaken for the legendary creatures were it not for one fact. The Kryygorth Pegasus has human-like forearms and articulated hands with two thick fingers and an **opposable thumb!** While it is natural for them to run on all fours, they often stand and sit on their hind legs like a biped. In addition, the K-Peg possesses human-like intelligence, has a delightful singing voice and wields a limited amount of magic. Their true origins are unknown, lost to the sands of time, but it is believed that they are yet another hybrid **Bio-Wizard** creation of the ancient Splugorth, Lord Kryygorth.

The famous **Kryygorthian Pegasus** is a huge attraction at the Splugorth Slave Market and always commands top dollar. Dwindling availability and high demand keeps the price steadily on the rise. These intelligent but manageable beings are preferred over flying animals, because they can become as much a trusted



companion and ally as a beast of burden. K-Pegasus who like and respect their slave masters (or friends if free-willed) stand with them to the bitter end and allow them and others to ride them without difficulty. As intelligent free-willed creatures with personalities similar to humans and other humanoids, they can be difficult to train and control if abused and mistreated, but respond well to kindness and patience. They are by nature, social beings and work well with others. Most are white, pale grey, bluish white or bluish light grey in color. Only 10% are dark grey and 5% black.

Kryygorth Pegasus R.C.C.

NPC slave or villain and Optional Player Character.

Alignments: Can be any alignment, but most are principled, scrupulous, unprincipled or aberrant. Few are completely selfish or lawless.

Attributes: I.Q.: 1D6+7 (equal to average human intelligence), M.E.: 2D6+7, M.A.: 3D6+7, P.S.: 3D6+14, P.P.: 2D6+7, P.E.: 2D6+14, P.B.: 2D6+14, Spd: 5D6+22 running on the ground and 2D4×10+63 flying (minimum speed is 83, roughly 57 mph/91 km). Strength and endurance are considered to be supernatural.

Size: 5-6 feet (1.5 to 1.8 m) at the shoulders, with an overall height of 7-8 feet (2.1 to 2.4 m) and a wingspan of 15-18 feet (4.6 to 5.5 m) when wings are fully extended.

Weight: 800-1200 lbs (544 kg).

Average Life Span: 75 years. A few are known to have lived up to 110, but running and flying speed are reduced by 5% for each decade after 70 and combat bonuses are reduced by half after 70.

Average Level of Experience: 1D4+2 for NPCs, player characters start at level one and use the same experience table as the *Psi-Stalker*.

M.D.C.: 2D4×10+28 plus P.E. attribute and 2D6 M.D.C. per level of experience.

Horror/Awe Factor: 12

P.P.E. Base: 1D6×10+P.E. attribute number and 1D6 level of per experience level.

Natural Abilities: Natural flight, able to carry up to two tons aloft, excellent vision allows it to see a small target as far as two miles (3.2 km) away, nightvision 2,000 feet (609.6 m), swim 40%, climb 60/40%, land navigation 80%+1 per level of experience. The K-Pegasus can leap up to 50 feet (15.2 m) across and 30 feet (9.1 m) high without actually attaining flight, and has incredible endurance that allows it to fly for six hours straight before requiring rest (reduce by half if carrying greater than 50% its maximum load, as per supernatural P.S.). The K-Pegasus can pull twice as much as it can carry, but only while on the ground, not in flight. Can bio-regenerate wings! If one or both wings are damaged, they regrow and heal quickly (three times faster than humans). If a wing is completely lost it will regrow, but takes 1D6+8 months to get to the point where the K-Pegasus can fly again.

Psionics: None.

Magic Powers: The K-Peg is limited to the following magic spells at the standard P.P.E. cost: Globe of Daylight, Chameleon, See the Invisible, Levitation, Breathe Without Air, Heal Wounds and one level one spell of choice.

Combat: Four hand to hand or two magic attacks per round, plus one additional physical attack at levels 4, 7 and 14.

Damage: Varies with supernatural strength. Rear leg kicks inflict an additional 2D6 M.D. and a bite does only 1D4 M.D.

R.C.C. Bonuses: +3 on initiative, +1 to strike, +2 to parry, +2 to dodge on the ground or hovering, +5 to dodge while flying, +4 to pull punch or kick, +1 to save vs poisons and disease, +1 to save vs magic, and +5% to save vs coma/death; all are in addition to attribute and skill bonuses.

R.C.C. Skills: The Kryygorth Pegasus are just as intelligent as humans, but are taught only a handful of skills.

Language: Dragonese and two of choice (+10%)

Astronomy (+15, allows it to navigate by the stars).

Basic Math (+10%)

Dance (+10%)

Sing (+15%)

Wilderness Survival (+5%)

Running

Note: Hand to Hand Combat skill is not available in any circumstance; limited to natural abilities.

R.C.C. Related Skills: Select four skills at level one, plus one additional skill at levels 3, 6, 10, and 14. All new skills start at level one proficiency.

Communications: Any

Cowboy: Herding Cattle, Roping, Whittling and Lore only (+5%).

Domestic: Any (+10%)

Electrical: None

Espionage: None

Mechanical: None

Medical: First Aid and Holistic Medicine only (+5%).

Military: None

Physical: Any, except Acrobatics, Boxing, or Hand to Hand Combat.

Pilot: None

Pilot Related: Any, except Parachuting (+7% to Navigation)

Rogue: Any (-5% to pick pockets and palming due to its large size and two-fingered hands, -10% to computer hacking due to its two thick fingers. -15% to seduction unless another K-Pegasus).

Science: Any (+5%)

Technical: Any (+10%, -5% to computer skills due to its large fingers)

Weapon Proficiencies: Any

Wilderness: Any (+5%)

Secondary Skills: Select two Secondary Skills at levels 1, 3, 7, 10, and 14 from those listed above, except those marked None. These are additional areas of knowledge without the benefit of the bonuses listed in the parentheses. All start at the base skill level.

Standard Equipment: None to start as a runaway slave. Free Krygorth Pegasus typically acquire basic equipment and gear such as a bandolier, saddlebag, canteen, one or two energy weapons, one or two melee weapons (dagger, spear, etc.) and some personal items. Most feel confined and laden down by **barding** (horse armor) and tend to avoid it.

Money: None to start.

Cybernetics and Bio-Wizardry: None to start. K-Pegs regard Bio-Wizardry as an abomination and will not willingly acquire them. Cybernetics are not seen as evil, but are considered nearly as unnatural and shunned.

Habitat: Prefer plains or mountains, but can be found anywhere.

On Rifts Earth, free K-Pegs are known to exist in and around the Andes mountain range, the Himalayas, and the Appalachian Mountains of North America.

Value: A beautiful creature and excellent worker. A "domesticated" Krygorth Pegasus (i.e. obedient and trustworthy) sells for 600,000+ credits. Wild or unmanageable ones sell for as low as 100,000 and are typically chained, their wings clipped and used for hard labor.

Alliances and Allies: None per se, but free K-Pegs often ally themselves with other peaceful creatures, like Zembahk and real Pegasus. A few have joined the Liberated Underground in order to help others of their ilk to escape.

Rivals and Enemies: The **Splugorth**, their minions, and just about every other evil creature.

Krygorth Shellback

This docile, tireless animal has become one of the **Splugorth's** main food sources. The Shellback is a large, slow-moving creature with a super-tough shell that protects delicious tasting meat enjoyed by the Splugorth and their Minions (humans find it tasty too). Its hard shell and M.D.C. skeletal system are also useful, especially in making M.D.C. armor. Besides being a valuable source of food and resources, the Krygorth Shellback is recognized as a good work animal. It never seems to tire and one animal can pull well over ten tons! It was originally discovered by the Minions of Lord Krygorth, but has since been domesticated



like Earth cattle and is found throughout the **Splugorth's** holdings. Now, it is one of the most important resources in the **Splugorth** empire and one of their favorite livestock animals.

On Rifts Earth, the Shellbacks have been transplanted to a few places besides the farmlands of Atlantis. One of these places is the Phoenix Empire in Africa, another is the Splugorth colonies at Newfoundland. A few may have found their way to North America and other places on **Earth**, but with the Splugorth's blessings. The butchered meat of the Shellback is sold to the Gargoyle and **Brodkil** Empires as well as other "allies" and trade partners. Shellback meat is also served at numerous restaurants and its meat and armor are sold at many shops in the City of Splynn. The animal itself is only occasionally offered to outsiders in the slave market.

Humanoids would find it an excellent beast of burden like an ox, useful for plowing fields, pulling carts and hauling heavy cargo. They make for useful riding animals for wilderness folk who do not need to get anywhere in a hurry or have to haul a lot of stuff, **and/or** who have a need to locate water. They are easily domesticated — well controlled like cattle, but are stupid animals. Like domestic cows, these creatures are not inclined to run or turn on their masters, unless frightened or provoked.

Kryygorth Shellback — NPC Animal

Alignment: Considered to be unprincipled or anarchist; herbivore.

Attributes: Low animal intelligence (basically an armored cow or ox), I.Q.: 1D4+1, M.E.: 1D6+2, M.A.: 1D6, P.S.: 28+1D6, P.P.: 1D6+4, P.E.: 32+1D6, P.B.: 2D4, Spd: 1D6+12. Supernatural P.S. and endurance.

Size: About ten feet (3 m) long, six feet (1.8 m) tall, and five feet (1.5 m) wide.

Weight: 2-4 tons, very heavy for its size because of its thick shell. It resembles a large blue and green speckled beetle with a long, rounded head.

Average Life Span: One to five years as cattle for slaughter, but could potentially live up to 35 years.

M.D.C. by Location:

Head — 80+1D4×10

* Eyes (4; one pair concealed under the plating on its head) — 6 each

Legs (6) — 90+2D6 each

** Outer shell main body — 3D6×10+200

** Soft Underbody — 1D6×10+100

* Destroying the eyes renders the creature blind and next to helpless. They are a difficult target to hit and even a Called Strike is done with a penalty of -8.

** Destroying either the main upper body or lower body will kill the creature, as will destroying its head.

P.P.E.: 3D6

Horror Factor: 10 for those who do not know what it is. None for those who know it is just about harmless.

Natural Abilities: Natural M.D.C. armor, unbelievable endurance and strength, swim 65%, and the ability to sense water (range: one mile/1.6 km). It is also resistant to fire, cold, and disease; half damage.

Combat: Three attacks per melee round. It has a pair of horns used for self-defense as well as for scraping tree bark and digging up certain types of roots, but is an unaggressive herbivore and fights only long enough to chase away those who threaten or attack it.

Bonuses: +1 to strike and parry, +6 to save vs poison and disease, +4 to save vs Horror Factor, plus those from attribute bonuses.

Damage: As per supernatural **P.S.**; +1D6 M.D. from horns. Its bite does only one M.D. If forced to run, it can inflict 6D6 M.D. with a trample attack (counts as all three melee actions).

Value: A riding animal is worth very little, only about 20,000 credits. A breeding Shellback, female or male, is rare (mainly because the Splugorth don't like to share) and costs over one million credits. Its meat sells for 5-10 credits a pound (0.45 kg), depending on the cut.

Armor made from the shell has anywhere from 40 to 120 M.D.C. Light armor with 40-50 M.D.C. costs around 30,000 credits, medium armor with 60-80 M.D.C. 50,000 credits and heavy armor with 90-120 M.D.C. for 75,000 credits. Costs are low, despite the versatility of the beast, because it is so plentiful in Splugorth markets and comes in both non-environmental (-20% to cost) and environmental varieties (+10% to the above costs).

Habitat: Prefer grassy plains, but can do well in light forested areas too. They are always found in Splugorth territories, but rarely off the farms.

Enemies: The Kryygorth Hunter is their natural predator. Other than that, they have no real enemies, unless you count the Minions of Splugorth who use them for food.

Octoman R.C.C.

These beings were given their name because they resemble large walking "octopi." They have eight tentacle appendages attached to a small, spherical torso and a bulbous head with two large eyes and a small beak-like mouth. Four of its tentacles function as its legs. These tentacles move in an undulating rhythm that make it seem as if the Octomen is rolling on wheels when it walks. The other four tentacles serve as arms. They have slender, tapered tips which are capable of pulling triggers, pushing buttons, and just about anything else a human hand can do. Despite their appearance, Octomen are not sea creatures and many don't even know how to swim! They have tough, rubbery skin in shades of red and brown, and unlike real squids and octopuses, Octomen are not able to change the color of their skin. Their voices are hoarse and rough like a 60 year old chain smoker.

Much of their race has been captured and enslaved by the Splugorth, who encountered them about 500 years ago during routine dimensional exploration. The multi-limbed "Octomen" as the Splugorth Minions called them, were hardy and dexterous — promising traits for potential slave stock. Soon, the Splugorth launched a full invasion. The few Shifters among the Octomen opened dimensional portals to spirit away as many of their fellows as they could, but most were lost to the slave pits. On the slave market, their dexterity makes them very desirable as Operators/mechanics and **gunfighters**. Consequently, they are two or three times more expensive than human slaves with comparable skills and training.

The Octomen absolutely hate their enslavement and suffer many indignities and physical abuse at the hands of the Splugorth and their Minions. As a result, most free Octomen will attack the Minions of Splugorth with the **slightest** provocation and a strong underground has developed to rescue their kin from enslavement.

A good number have also joined the Liberated Underground. Of the free Octomen, most are adventurous explorers and travelers who enjoy the challenge of life in the wild. Many have found their way to Rifts Earth, either through dimensional travel or escape from Atlantis. They can be most any O.C.C. but lean toward Wilderness Scouts and men at arms. In fact, a couple have discovered the life of the Cyber-Knight, while others are independent champions who roam the land and play the role of hero and liberator — they hate tyrants and slavers. Most have a high regard for life, justice and freedom.

Evil and selfish Octomen can be mercenaries, Gunslingers, or any criminal O.C.C. Their four arms and high dexterity makes them superb **Gunfighters** and Gunslingers capable of firing four revolvers at once.

Their greatest disadvantage is their monstrous, not even remotely humanoid, appearance. Many humans and D-Bees are frightened and repulsed by them, and whether the individual Octoman wants to or not, his inhuman appearance intimidates others. Worse, they have no idea on how to find their way to other communities of Octomen on Earth or in other dimensions. Thus, they feel more alone than most aliens trapped on Rifts Earth. Unfortunately, this has made many frustrated, gruff and irritable. They tend to treat others somewhat harshly, and are rather intolerant of stupidity, prejudice and the abrasive treatment they receive from most bipeds. Despite this, good Octomen have a caring and kind heart hidden beneath their tough exteriors. Those who make genuine friends are trustworthy, compassionate and loyal to the end.

Octoman NPC Villain and Optional Player Character

Alignments: Any

Attributes: I.Q.: 3D6, M.E.: 3D6, M.A.: 2D6, P.S.: 3D6+8, P.P.: 3D6+6, P.E.: 3D6, P.B.: 1D4, Spd: 2D6+6

Size: 4 to 5 feet (1.2 to 1.5 m) tall normally, but can triple that height by stretching up and standing on the tips of their leg tentacles. The arm tentacles have an average reach of five feet (1.5 m), the somewhat thicker legs, 10 feet (3 m).

Weight: 150 to 200 lbs (67.5 to 90 m).

Average Life Span: 150 years!

Average Level of Experience: 1D4+3 for NPCs. Player characters start at first level and use the experience level table suitable for his character's chosen O.C.C.

M.D.C.: 1D6×10 plus the P.E. attribute number, plus an additional 1D6 per level of experience (On S.D.C. worlds, the character has P.E. attribute number +2D6 for Hit Points, plus 1D6 per level of experience, and 1D6×10S.D.C.; Natural A.R. of 11).

Horror Factor: 13

P.P.E. Base: 4D6, unless a magic O.C.C. is selected.

Natural Abilities: Ambidextrous, double-jointed and able to use all four arms in a simultaneous attack or two in a simultaneous attack and two to parry. Octomen have an incredible aptitude for mechanics and enjoy a bonus of +5% in addition to any O.C.C. bonuses. They are also natural and superior climbers with a bonus of +20% and get a +10% bonus to prowl and pick locks if either of these skills are selected.



Heals at the rate of 2D6 M.D.C. per day and lost tentacles will completely regenerate within 2D6+22 **days!**

Psionics: None

Magic Powers: None, unless a magic O.C.C. is selected.

Combat: As per O.C.C. and combat skill, plus two additional attacks per melee round regardless of O.C.C. due to its two pairs of arms and quick reflexes.

Damage: Tentacle strike does 2D6 S.D.C. plus any possible PS. bonuses, tentacle kick does 3D6 S.D.C. plus PS. bonus, and head butt does 1D6 S.D.C.

R.C.C. Bonuses: Natural paired weapons skill, +1 to strike, +4 to parry, +3 to entangle, and +2 to disarm, all in addition to any O.C.C., skill, or attribute bonuses.

R.C.C. Skills and Instincts: None, but can select most conventional O.C.C.s.

Available O.C.C.s: Most select Operator or a man of arms, excluding cyborg and Coalition and NGR military ones (can not pilot power armor either, but can pilot vehicles and giant robot vehicles). However, any Scholar and Adventurer O.C.C.s can be selected, as well as Magic O.C.C.s (the Ley Line Walker and Shifter are most likely). Slaves are usually considered to be the equivalent of Vagabonds/servants, Operators, and City Rats.

Standard Equipment: As per O.C.C., plus most have a few extra ancient and modern weapons (remember, they have four arms). Clothing and body armor must be custom made. Escaped slaves may have no equipment.

Money: Standard as per O.C.C., but most spend it freely.

Cybernetics and Bio-Wizardry: Standard as per O.C.C. Most are not opposed to minor cybernetics or limited and partial bionics. Most avoid extensive bionic conversion; M.O.M. and Juicer conversions will not work on these strange aliens. Likewise, the typical Octoman will not volunteer for Bio-Wizard augmentation. The Splugorth have turned a few of these creatures into Bio-Borgs against their will, but don't usually augment them in any way.

Habitat: Oddly enough, they prefer warm, dry climates. Many are found in the New West of North America and a few are scattered about the rest of the continent. Escaped slaves from Atlantis can be found scattered among the Refuge and Preserves on that island kingdom, as well as here and there in Africa and southern Europe.

Value: As warriors and mechanics, they can sell for two to three times as much as humans. Octomen **Gunslingers** can sell for as much as a human Tattooed Man. An unskilled or juvenile Octoman sells for around 20,000 credits.

Alliances and Allies: None per se. Most enjoy the company of humans and D-Bees, but don't mind creatures of magic either.

Rivals and Enemies: Only the Splugorth who are hated and despised by most Octomen even beyond personal enemies. The Coalition will kill these creatures on sight, but, other than the Splugorth and their Minions, they have no other natural enemies.

Nurilian Plant-People

Most of Atlantis is still claimed by wilderness with cities and farmlands cutting a swath through it. Around the cities and suburbs of Atlantis, slaves toil in the fields to raise the livestock and crops needed to help support the island Kingdom (whatever is needed can be imported from other worlds, but Lord Splynncryth likes to see Atlantis be reasonably self-sufficient). For a variety of reasons, humans and D-Bees of Rifts Earth are the favored slaves to work these fields, but another race has a very strong presence as well. Their real name is forgotten, so they are now known only as "Nurilians" or more commonly just, as "Plant-People."

An army of Plant-People tend the fields of Atlantis, as they do on all the **Splugorth** worlds, because they are amazingly skilled farmers attuned to the land and plants around them. They can actually commune with the earth and plant life to completely sense and understand the growing conditions they have to work with and any deficiencies in the soil or problems with the crops. This enables the Plant-People to attain and maintain perfect growing conditions and optimal crop growth. They can do all this and more because, as their name suggests, they are some sort of intelligent form of plant life themselves!

Their understanding of plants and lack of any viable means of personal self-defense, made Plant-People the ideal farm slaves. Unfortunately, they are also born immobile and rooted in the ground. On their homeworld, there were no predators to speak of, and everything they ever needed could be drawn from the soil or absorbed from the sun. Unfortunately, this made them very vulnerable to enslavement at the hands of the Splugorth, who immediately recognized their potential and set about to resolve their immobility problem.

Millions of Plant-People have been "harvested" from their natural habitat and subjected to magical transmutation to give them limited mobility. It took centuries to achieve, but the **Splugorth's** mages finally succeeded. Now millions of Plant-People are gifted (or cursed, depending on one's point of view) with the ability to walk. This enables them to work the fields while retaining their empathy with plant life. The work is back-breaking, the hours are long, and their only rewards are the sun beating down on them the whole time, and the chance to sleep and rest at the end of the day. Not that they really mind the work, the sun, or the lack of reward. What really bothers them is their physical deformity and the exhaustion that comes with physical exertion.

Originally, they never had to move, so physical labor is something alien to them. Not just from a philosophical point of view, but from a physical perspective. In the sun with the earth beneath their "feet" and plenty of available water, they can work all day without a break, but it is uncomfortable, requires intense concentration and they hate it. All that movement makes them dizzy and having to use their "muscles" causes them to ache in ways they have never known in the past. If it were not for the positive vibes they get from the plants they nurture, they would just let the Splugorth Minions chop them into mulch.

Plant-People do not really have the same drive and values as exhibited by animal life. They really go with the flow and do not have much concern about the future, the pursuit of goals, or accomplishments. Life is and growth just is. They enjoy the little things like the earth beneath their feet, a cool summer breeze, a



gentle rain, beautiful blue skies and fields of flowering green. They know and enjoy nature and natural beauty, and feel out of place in man-made towns and cities. Consequently, they rarely try to escape and don't mind their captivity. "Live free or die" is not a phrase in the Plant-People's vocabulary. Those who are freed from the yoke of oppression by circumstance or the action of others find the air of freedom to be quite sweet, but it is not an overwhelming desire or drive. As long as they are allowed to be part of nature (i.e. work on the farms), they are relatively happy and at peace. Of course they prefer to be free and allowed to live a more simple and sedentary life, but they do not suffer in **Splugorth** captivity like other slaves. Consequently, their alien minds do not understand mammalian life, social behavior, law, order, morals or philosophy. For them there is life or death, bliss or discomfort, and little more. Consequently, very few Plant-People learn to become motivated nor do they join any resistance groups, even the one that may have freed them. The few that do, help out, not out from any sense of obligation or revenge, but simply because they have nowhere else to go and feel comfortable with them.

Special R.C.C. Abilities of the Plant-People

1. Natural Affinity with Plant Life: As plants themselves, the Plant-People have a natural "green" thumb. This makes them superior farmers with a feel for the amount of watering, type of soil, need for sunlight, and other conditions that affect plant growth. Part of this ability is the equivalent of the human skills of Botany and Identify Plants and Animals at 80% +1% per level of experience.

2. Commune with Plant Life and the Earth: Plant-People can commune with the earth and other plant life to sense the condition of soil right down to its exact chemical composition, as well as the condition and needs of plants. This power can determine if there is any blight, disease, insect infestation, animal infestation, insufficient water, too much water, suffering from toxins/poison or heat, and so on. This enables the Plant-People to attain and maintain perfect growing conditions and optimal crop growth. In addition, they recognize and can commune with True Earth Elementals (who consider Plant-People to be kindred spirits) and Earth Warlocks.

3. Bio-Wizard Transmutation: A Plant-Person who is a Splugorth slave is subjected to **Bio-Wizard** transmutation that gives him the ability to walk. The transmutation is such that the walking plant-being grows three, root like feet and legs and can walk at a slow and ponderous pace. Plant-People had gnarled arms and hands to begin with, but the transmutation makes them more articulated. The process is painful and the act of walking and prolonged labor (more than an hour at a time) causes discomfort to the character. Walking also feels unnatural because the plant-being is not "rooted" to the ground.

4. Nourishment: As plants, the Plant-People do not require the same foodstuffs as animal life does. The only substantive food a Plant-Person needs is a good supply of water and a small amount of soil. Like humans, they can only go a few days without water before dehydrating and dying. Soil is required in much smaller quantities than one would think, only a few ounces or grams a day.

What is really important to Plant-People is sunlight. At least four hours of sunlight are needed every day to maintain good health. Six to ten hours is preferable. At night or otherwise locked

away from the sun, Plant-People can only operate at peak efficiency for two hours. Beyond that, performance is impaired, and attacks per melee round, combat bonuses and speed are halved. Note that these two hours do not necessarily have to follow immediately after being put in the dark and may be conserved until later. Plant-People can survive up to four days without sunlight, but after that they must remain immobile to conserve energy, and enter a coma and die after **1D6+6** days of total darkness (even overcast skies are sufficient to keep them alive).

Sunlight is also vital for healing and regeneration.

Plant-People R.C.C. and NPC

Player Note: Not recommended as a player character. If it is used, the character will be slow, ponderous and have trouble understanding the needs and actions of humanoids. Moreover, it will have no understanding of human society or laws. Any player character will be slow to act, distracted, often confused and thinks in a limited alien way (i.e. is really only concerned about those few it considers to be traveling **companions**/friends and plants). Tends to avoid trouble, never (intentionally) instigates trouble, ignores insults and will prefer to leave rather than fight.

Alignments: Unprincipled and (passive) anarchist **alignments** are overwhelmingly common, good uncommon and evil ones rare.

Attributes: I.Q.: 2D6+2, M.E.: 3D6+2, M.A.: 2D6+2, P.S.: 3D6+10, P.P.: 2D6, P.E.: 2D6+10, P.B.: 1D6+2, Spd: 1D6+5. Non-mutated Plant-People have the same stats, except for Spd (they are rooted to the ground).

Size: 7 to 8 feet (2.1 to 2.4 m) tall and a little slimmer than the average human in build, but ancient ones can be twice that size.

Weight: 200 to 300 lbs (90 to 135 kg)

Average Life Span: 200 years, but non-mutated Plant-People can live for ten times as long.

Average Level of Experience: 1D4; rather laid back and unmotivated, use the same experience table as the dragon.

M.D.C.: On Rifts Earth Plant-People are Mega-Damage creatures with P.E.x20 **+1D4x10** per level of experience (On S.D.C. Worlds, it has Hit Points equal to P.E.x10 **+1D4x10** per level, and **1D6x10**S.D.C.; Natural Armor Rating: 10).

Horror Factor: 8 for those not familiar with them. None, if their peaceful nature is known.

P.P.E. Base: **6D6+1D4** per level of experience.

Natural Abilities: In addition to those listed previously, the Plant-Person has no need for oxygen, but does need a small, but steady amount of carbon dioxide to survive. They can also tell the time of day by the position of the sun, accurate down to 1D6 minutes.

Resistant to cold down to freezing (no damage), colder than that and magical cold does half damage (unless in hibernation, then only one tenth damage, but hibernation must be maintained for at least two weeks). Resistant to heat up to 100 degrees **Fahrenheit/38** Celsius (half damage); fire and magic fire do full damage. Impervious to disease that affects animals or humanoids, but may be vulnerable to plant diseases (however, will instinctively know how to treat themselves and others). Impervious to most airborne gases and toxins that affect animals and humans.

Regeneration (special): While exposed to sunlight, Plant-People can heal up to 6D6 points of damage per hour, and regrow lost limbs or hunks taken out of them in a matter of six months. Deprived of sufficient sunlight (less than four hours per day), damage is healed at the rate of **1D6** points per day and regeneration takes four times as long.

Provided there is light and a base amount of nutrients and water, Plant-People can go into hibernation like earth trees. This deathlike state can be maintained for 60 days +10 per level of experience. While in this **hybernative** trance, the creature is unaware of what's happening around it except for within the ground and with plants around him. People passing by, battles, etc., are not its concern. During hibernation, the Plant-Person continues to heal as normal.

Psionics: Most have some measure of psionics; roll percentile.

01-50 means Minor psionics with four sensitive abilities.

51-80 means Major psionics with eight sensitive powers, plus natural empathy which has no **I.S.P.** cost.

81-00 means no psionics.

I.S.P.: M.E. attribute number plus 3D6 for Minor psionics and the M.E. attribute x3 for Major. Add 1D6 I.S.P. per level of experience for Minor Psychics and **1D6+2** for Major.

Magic Powers: None

Combat: Three physical or psionic attacks per melee round plus one attack at levels 6, 12 and 18.

R.C.C. Bonuses: See Natural Abilities.

R.C.C. Skills & Instincts: Preserve Plants & Fruits, Preserve Foods, Lore: Cattle/Animals, Astronomy, Basic Math and Camouflage at 70% +2% per level of experience. Plus the select a total of five human skills from the following skill classifications: Navigation skills (any including Land Navigation), any Lore, any Language (-5%), and any Science skills (+5%). One additional skill can be selected from the categories above at levels 4, 8, 16 and 24, and can also include W.P. Ancient (rare to know more than one).

Available O.C.C.s: None.

Standard Equipment: Has little need for the tools or weapons of men. May have a few bags or sacks for soil, seeds, herbs, roots and plant medicine, a canteen or skin for water, possibly a backpack or satchel and perhaps a few basic tools like a knife, hand axe, pruning shears, hedge clippers, and folding shovel. Never wears body armor, dislikes energy weapons and explosives. Plant-People does not really understand magic and avoid it.

Money: Starts with none and do not really need any.

Cybernetics and Bio-Wizardry: Starts with none and can not get any cybernetics designed for mammals since they don't work on plants! Few **Bio-Wizardry** implants and symbiotes are compatible with them either.

Habitat: Anywhere the **Splugorth** are, there are bound to be thousands or even millions of Plant-People working their farms. Roughly two million are on Rifts Earth, mostly in Atlantis. Only ten thousand are known to be free and are scattered about the globe. In their natural environment, they prefer any climate where water and sunlight are plentiful. They would love South America and parts of Africa and Asia.

Value: As farmers, their expertise is unparalleled, except by certain practitioners of magic and psychics. Average cost is **1D6x10,000** credits.

Alliances and Allies: None per se, but they would enjoy the company of Druids, Biomancers of South America, Earth Warlocks, nature spirits and other naturalists. Most Shamans will regard Plant-People as nature spirits to be respected and honored.

Rivals and Enemies: Only the **Splugorth** and their Minions. Others are judged on a case by case basis and despoilers of nature are viewed with sorrow and disgust.

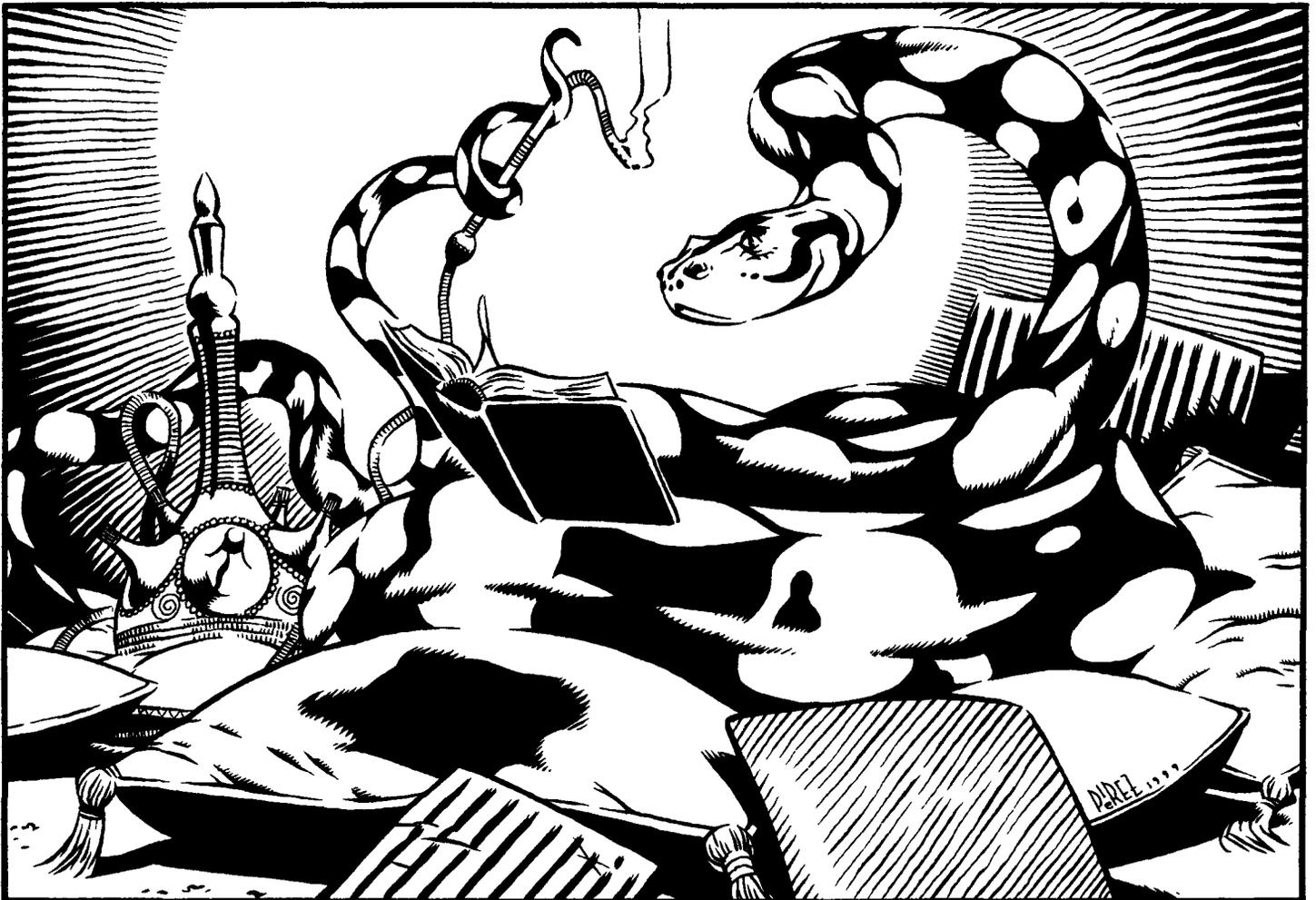
Pythonan R.C.C.

Pythonans look just like large snakes with scales in various shades of green, gold and black with different color patterns. At first glance, a human might mistake them for an animal or just another supernatural predator. However, Pythonans are incredibly intelligent and civilized beings who respect all life forms and appreciate most cultures. They love philosophy and **science**, find magic as well as human behavior absolutely fascinating, and possess an acute sense of humor and irony. Despite their lack of limbs they easily manipulate tools with their highly prehensile and sensitive tail and powers of telekinesis. In fact, most humanoids, who rely on their hands, tend to greatly underestimate these strange beings. The **Pythonans'** keen intellect and psionic power of telekinesis (among other powers) more than compensates for their lack of hands. By simply willing it, they can build simple tools, shape pottery, flip pages, operate machines, and use weapons. Many are amateur (and professional) artists who use their fertile imaginations, tail **and/or** telekinet-

ic powers to mold clay to make pottery and statues, and manipulate paints on a canvas without physically touching a brush; sometimes without using any brushes at all!

Their homeworld is a lush green place with small settlements, but few large cities. Most of their technology is relatively primitive, but they are advanced "thinkers" with a keen sense of knowledge in the areas of science, philosophy, communication, diplomacy, the arts, and behavior. They are quick thinkers, can usually see the big picture, and are resourceful and wise. Consequently, most of their time is spent observing, learning, studying, and discussing ... well ... everything. Most are scholars and philosophers, with a good 20% being practitioners of magic (mainly **Ley Line Walkers/Wizards**, **Mystics**, **Shifters** and **Temporal Wizards**). Those familiar with dimensional travel have journeyed to other worlds, including **Rifts Earth**, and can be found scattered throughout the world, with a couple dozen or so in North America (nine at **Lazlo** alone), a few in England and several dozen in demon-ridden China. Several hundred free Pythonans have been brought to Earth by the **Shifters** and **Temporal Wizards** among them, but the vast majority have been brought to Earth as property to be sold in the **Splugorth** slave markets or to serve vile masters in the Kingdom of Atlantis.

The **Splugorth** have discovered that other beings, particularly humanoids and demonkind, find Pythonans to be "exotic" and appealing, which means they fetch a good price as slaves. Personally, the **Splugorth** find the "little serpents" to be a bit of a bore and too philosophical and good-spirited for their tastes. However, many slave buyers buy Pythonans for their abilities as



good **talkers/companions**, teachers, philosophers and artisans. In fact, their artistic nature and ability to hold intelligent (and when desired) heated yet inoffensive debates and conversations makes them very desirable. **Pythonans** regularly sell for as much as 200,000 credits depending on the style and skill of the individual and often, as of late, up to 50% more. Most people, other than demons, seem to overlook the fact that the charismatic Pythonans also make excellent spies, thieves, con-artists, assassins and even warriors. Those who recognize such "qualities" in anarchist and evil Pythonans can get a real steal for their money, although sometimes such hot property becomes caught in a bidding war that can garner as much as 600,000 credits. Pythonans of evil alignments often learn to enjoy working for their slave masters, often becoming actual partners rather than slave and master.

Most Pythonans are cool-headed and remain calm under pressure. This may or may not be because they are cold-blooded reptilians and can't get hot under the collar. Regardless, they are easy going in demeanor and have a good sense of humor, and tend to be philosophical and introspective. They are slow to anger and think out situations before acting. Pythonans enjoy the company of other peaceful creatures and get along well with humanoids who aren't prejudiced against them for their serpentine form.

Pythonan R.C.C.

NPC Villain and Optional Player Character

Alignments: Any, but most lean toward good or selfish. Evil Pythonans tend to be very evil, clearly displaying their "cold-bloodedness."

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

Size: 7 to 9 feet (2.1 to 2.7 m) long

Weight: 150 to 250 lbs (67.5 to 112.5 kg).

Average Life Span: 200 years

Average Level of Experience: Level 1D4+4 for NPC villains.

Player characters start at first level. Note: Use the experience table of the *dragon* regardless of the chosen O.C.C. or R.C.C. M.D.C.: A minor Mega-Damage creature on Rifts Earth, M.D.C. is equal to P.E. attribute +1D6 per level of experience (On S.D.C. worlds, Hit Points are P.E. attribute +1D6 per level, and S.D.C. is 4D6+6; Natural Armor Rating: 8). Also see Psionics.

Horror Factor: 12 due to their "snake" appearance.

P.P.E. Base: 3D6+10; the usual for a magic O.C.C., if selected.

Natural Abilities & Instincts: Acute sense of smell, hearing, and touch. Can sense minute temperature changes in the air, can tell the temperature within two degrees, and track by smell alone at 70%. They also heal at twice the rate of humans. Climb 80%/60%, swim 60%, and prowl 40%. Natural artistic aptitude provides a bonus of +10% to all art related skills. They are also +10% to learn to read, speak new languages and seduce (rogue skill). Also see Psionics.

Weakness: Vulnerable to Cold: The Pythonan is cold-blooded and slows down in temperatures below 70 degrees Fahrenheit/21 Celsius. In colder climates, they suffer from the following penalties: -2 to strike, parry, and dodge; initiative, attacks per melee, speed and skill performance are halved. In freezing temperatures, they completely shut down, only one attack and no bonuses. Cold based magic does double damage.

Psionics: Considered to be a Master Psychic. Requires a 10 or higher to save vs psionic attack.

Powers include: Telekinetic Acceleration Attack, Telekinetic Push, Lift, and Punch, Levitation, Ectoplasm, Alter Aura, Deaden Senses, Impervious to Cold, Mind Block, Telepathy, Speed Reading, Hypnotic Suggestion, and Telemechanics. One additional Physical **psi-ability** of choice can be selected at levels 1, 3, 6, 9, 12 and 15, and one Super-Psionic power at levels 5, 10 and 15. Note: If a magic O.C.C. is selected, *no* additional psionic powers are available, because of the energy and focus placed on mystic study and spell casting.

All Pythonans also have the following pair of special powers. Advanced Telekinesis (special): Fundamentally the same as the Super-Telekinesis power, but with twice the range and duration at half the I.S.P. cost. Up to four objects can be held at once, but only one can be manipulated at a time. Both ancient style and modern weapons can be manipulated and used (fired) without penalty. Bonuses for manipulating weapons with telekinesis are +1 on initiative, +3 to strike and +4 to parry. Telekinetic Push, Punch and other psionic powers may be used instead.

Bonuses with modern weapons are per any weapon proficiencies as if the serpent was using hands to fire the weapon. There are no penalties to strike using telekinesis to manipulate modern weapons.

Telekinetic Body Field (special): This power provides the Pythonan with a personal force field that has 30 M.D.C. plus 10 per additional level of experience. It protects against all physical and energy attacks, but not gas, poison, psionics, or magic, except for energy and physical types. I.S.P. cost is 10 and duration is five minutes per level of experience. Unlike the standard Telekinetic Force Field, the Body Field can not be cast around others (self only) and costs less to maintain.

I.S.P.: Base I.S.P. is the M.E. attribute number x3 plus an additional 2D6 per level of experience (only 1D6 per level if magic is studied).

Magic Powers: None, unless a magic O.C.C. is selected.

Combat: Four physical or psionic attacks regardless of O.C.C., plus one melee **attack/action** at levels 4, 8 and 12. Note that Pythonans cannot engage in conventional "hand to hand" combat. Weapons must be manipulated with their tail or mouth or via telekinesis. Physical attacks can only be parried using a weapon held in its mouth or tail or via **telekinetic** force or TK manipulated object.

Damage: Bite 3D6 S.D.C. (no venom), head **butt/jab** 2D4 S.D.C. plus any P.S. bonuses, tail slash 2D6 S.D.C. plus any P.S. bonuses, and grapple/constriction attack does 4D6 S.D.C. per each constriction (each constriction counts as one melee action), but first the Pythonan must wrap himself around his victim which counts as two melee actions. A constriction roll to strike of 18 or higher means the limbs (arms and legs) of his victim are pinned and unable to fight.

R.C.C. Bonuses: +2 to initiative, +1 to strike using bite, head butt or constriction attacks, +2 to strike and parry using tail, +3 to dodge, +3 to pull punch, +3 to roll with punch or impact, +2 to save vs possession and +4 to save vs Horror Factor. These are in addition to attribute bonuses, but any O.C.C. bonuses do NOT apply.

Available O.C.Cs.: Any type of scholar, philosopher, story teller, or artist (this is the majority), as well as Rogue Scientist,

Vagabond (with scholastic skills) or Practitioner of Magic (any). However, in all cases the Pythonan gets only half the usual O.C.C. Related and Secondary Skills.

If a Practitioner of Magic O.C.C. is selected, the Pythonan gets half the O.C.C. Related Skills and no Secondary. Furthermore, any O.C.C. bonuses (other than spell strength) do not apply.

At least 40% of all Pythonans are a special **Scholar/Philosopher R.C.C.** common to their people and described following this stat block

Standard Equipment: Standard equipment per O.C.C. minus body armor and clothing.

Money: As per O.C.C., but most accumulate less monetary wealth and more in the way of books, artifacts, artwork and magic items.

Cybernetics and Bio-Wizardry: None, at least not willingly. Some Pythonans slaves under the control of the **Splugorth** have been given **Bio-Wizard** limbs which do not interfere with magic **and/or** are experimented upon with symbiotes and parasites.

Habitat: Prefer warm climates, but can be found almost anywhere. As intelligent beings, they use the same methods of building shelter, fire, heat, etc., as humanoids to stay warm in cold climes and winter months. Free Pythonans can be found scattered about the globe and parts of the Megaverse.

Value: Fluctuates with their skills and aptitudes, but 200,000-600,000 credits is common. Some artists of renown can command even more.

Alliances and Allies: Most enjoy the company of humans and D-Bees. Unfortunately, because of their inhuman appearance, they are often persecuted **and/or** never completely trusted. Most Pythonans are also comfortable among dragons and creatures of magic, but unless evil, they are very uncomfortable among demons and evil supernatural beings.

Rivals and Enemies: Most hate evil reptilian beings, especially **Lyvorkkians**, who have the ability to temporarily control the minds of other intelligent reptilians. This makes them dangerous to the Pythonans and a hated enemy. They also recognize the **Splugorth** and demons as the evil enslavers that they are.

Pythonan Scholar/Philosopher or Artist R.C.C.

A large percentage (about 40%) of Pythonans fall into this category of occupation and knowledge, with another 10-15% being skilled artists of one kind or another (including musicians, painters, sculptors, singers, and writers, among others).

R.C.C. Skills:

Language: Three of choice at 98%.

Literacy: Three of choice (+20%).

Basic Math (+30%; half if an artist).

Art (+10%; +20% if a professional artist).

Whittling & Sculpting (+10%; +20% if a professional artist).

Anthropology (+20%; half if an artist).

Streetwise (+10%)

Seduction (+10%)

Lore: Magic (+15%)

Lore: One of choice (+20%)

Wilderness Survival (+10%)

W.P. One of choice (any).

R.C.C. Related Skills: Select six skills at level one, plus one additional skill at levels 3, 6, 9, 12 and 15. All new skills start at level one proficiency.

Communications: Any (+10%)

Cowboy: None

Domestic: Any (+5%, but +15% to those with artistic and cultural merit such as sing and play musical instrument, often employing telekinesis or ectoplasm to do so).

Electrical: Basic only.

Espionage: Any, but +10% to only to Disguise, Escape Artist, Forgery, and Tracking; +15% to Intelligence.

Mechanical: Basic only.

Medical: First Aid, Brewing and Holistic Medicine only.

Military: None

Physical: None

Pilot: Horsemanship: Basic and/or Exotic Animals and any basic type of vehicle (no military, power armor or aircraft).

Pilot Related: Any (+10%).

Rogue: Any (+5%)

Science: Any (+10%)

Technical: Any (+10%; +15% for those involving language, lore, history or art)

Weapon Proficiencies: Any

Wilderness: Any

Secondary Skills: Select two Secondary Skills at levels 1, 4, 8, and 12 from the previous list. These are additional areas of knowledge without the benefit of the bonuses listed in the parentheses. All start at the base skill level, plus any possible I.Q. bonuses.

Standard Equipment: Basic gear and equipment. Love magic items but such things must be acquired through experience and role-playing.

Money: Free Pythonans start with 1D6x1,000 in credits or tradeable goods.

Note: Otherwise the same as described above.

Rulian Translator R.C.C.

"The night is dark and empty. I can hold on to this life no longer. For all the labor I perform, I can go no further in this society. I have served only evil during my years and have stood witness to hundreds of atrocities — unable to summon the courage needed to defy my masters. It is ironic indeed that it is my fear of death which has ultimately driven me to this point. I now truly believe that my life has been a waste and there is no longer any reason for me to continue it. Perhaps in the next world I can find the peace and prosperity I have always wanted. I see now that this world holds none for me."

— From the diary of an unknown Rulian.

Rulian Translators are in high demand at the Splynn Dimensional Market. Even powerful god-like creatures are not all familiar with every language. Those who know magic will probably know the Tongues spell, but magic speech is unnerving to some who hear it and limited in its duration. Psionic communication also shares part of this stigma, even more so for those who do not like others to hear their "thoughts" or read their emotions. Mechanical translators and technology in general are limited, can not account for all languages, and are not used by most supernatural creatures. The synthesized voice is also unnatural sounding and the interpretation can be slow and off by as much as 20%. This leaves only the humble, living Rulian Translator to bridge the communication gap.

Actually, having a Rulian Translator is seen as trendy in Atlantis and the Three Galaxies. Truly powerful creatures are often accompanied by a sizeable group of attendants and worshipers. Likewise, many lesser beings who want to be powerful, or at least appear that way, will also have their own small personal entourage. A skilled translator/interpreter is a common member found among both of these entourages, and chief among them are the Rulian race.

Rulian Translators are natural telepathic and empathic receivers who have an unmatched talent for understanding, translating and learning new languages. Their vocal chords are both strong and flexible, allowing them to create an incredible range of sounds, including super-low vibrations and ultrasonics. In addition to being superior **translators/interpreters**, the Rulian's natural aptitude with language also makes them masters of linguistics and mathematics (which is just another language to them), as well as decryption.

However, these beings are not the living computers they may seem to be. Hidden beneath a Rulian's seemingly cold, alien exterior lies the heart of a poet. Appropriately, words and evoking emotion are both their tools and their art. Words of knowledge and wild imagining, words of love and peace, words of war and sorrow, words and ideas of all kinds. Coupled with their telepathic and empathic abilities, the words of a Rulian have been known to touch even the most hardened of hearts. Sadly, these talents are very often overlooked because of the Rulian's more practical abilities — one can make more money from a translator/interpreter than a poet. Even sadder, the pain these truly emotional people are forced to witness and actually feel during their enslavement to evil masters drives many to suicide.

Conversely, a Rulian Translator who has been set free is like releasing a flock of doves into the wind, allowing their mind and soul to take flight and soar. The wonders of the world are like fuel to their artistic fires. Most become travelers who, like Erin Tarn, convert their experiences to words, but usually in the form of poems, verse or song. Unlike the esteemed Ms. Tarn, Rulians make their writings more fantastic than factual. A simple battle becomes an epic struggle and lowly warriors become great heroes, or symbolic of good and evil. Of course, this makes their work fun and interesting to read, if not historically accurate.

Special R.C.C. Abilities of the Rulian Translator

1. Natural Telepathic and Empathic Receiver: Rulians automatically sense the basic feelings/emotions and thoughts behind the words they hear, whether they want to or not. Only basic thoughts can be sensed (in other words, no complex plans or inner secrets), but emotions, especially strong ones, cut through them like a knife or hit them like a hammer. That having been said, subtle, secondary and conflicting emotions are often missed by Rulians, overshadowed by the most powerful and immediate ones. This receiving power also enables the Rulian to sense the approach and presence of living creatures, feeling their turbulent and intense emotions like the wind and rolling thunder of an approaching storm. Feeling a general disturbance or the emotional storm that rises from hate, revenge, anger, sorrow and such, can be sensed up to 200 feet (61 m) +50 feet (15.2 m) per level of experience. Double if they come from an ancient dragon, demon lord, god, or alien intelligence. However, while the Rulian can tell if these powerful, linear thoughts **and/or** emotions are coming closer, moving away or subsiding, the empath can NOT



pinpoint them to a specific individual until he faces that individual directly (must be within 10 feet/3 m). The range for reading specific thoughts and emotions from a specific individual requires line of sight, concentration and a distance no greater than 100 feet (30.5 m).

Ultimately, the ability to literally read into the spoken words enables the Rulian Translator to focus on and emphasize that which is most important to the speaker and helps to facilitate a very accurate and heartfelt translation. **Base Skill:** 83% +1% per level of experience. There is no I.S.P. cost to use this power.

2. Learn New Languages Instantly: Any new spoken language the Rulian encounters can be immediately understood at 98% proficiency and it can speak it at 75%. This knowledge is gained in part from the Rulian's psionic abilities and, in part, from their natural gift for languages. The ability to understand and speak an alien tongue is temporary and only lasts for as long as the Rulian is in the company of the person speaking that language. However, if the character deliberately spends the time to learn it, he becomes fully acquainted with the language, speaking it fluently at 90% proficiency in a matter of days (needs to spend 60 hours on its study over a two week period to master it). Likewise, the written word is easy for the Rulian to interpret/translate at 75% efficiency, but to learn a new written language the character starts with the basic literacy skill and a +20% bonus. Over time, Rulians can speak hundreds of different languages and dialects and read scores of them. There is no I.S.P. cost to use this power.

Rulian Translator/Interpreter R.C.C.

NPC and Optional Player Character.

Alignments: Any, but most are good or selfish.

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

Size: A bit shorter than humans at shoulder height, but their extended craniums give them an extra foot of height. The average Rulian is 6 to 7 feet (1.8 to 2.1 m) tall.

Weight: 150 to 180lbs (67.5 to 81 kg)

Average Life Span: Can live for 100 years, but most die much earlier (20-35) either at their own hands or those of a cruel master.

Average Level of Experience: 1D6+1, use the same experience table as the Rogue Scholar or the one suitable for the chosen O.C.C. **Hit Points:** Standard, P.E. attribute number plus 1D6 per level of experience

S.D.C.: 4D6, plus those gained from physical skill bonuses

Horror Factor: 6 for those unfamiliar with their alien appearance **P.P.E. Base:** 2D6

Natural Abilities: Only those listed previously.

Magic Powers: None

Psionics: In addition to their special, empathic and telepathically enhanced language skills noted earlier, the Rulian Translator also has the conventional **psi-abilities** of Meditation, Telepathy, Empathy, Speed Reading, Total Recall, Mind Bond and five sensitive powers of choice. One additional sensitive psi-power is gained at levels 2, 5, 8, 12 and 15. Note that Mind Block is not an automatic ability. Considered to be a Master Psychic (albeit a very limited one), the character needs a roll of 10 or higher to save against most psionic attacks, but a 15 or higher to save vs Telepathy, Empathic Transmission and Possession (Rulians are vulnerable to such things).

I.S.P.: 1D6×10 plus the M.E. attribute number and an additional 2D6 I.S.P. per each additional level of experience.

Combat: Varies with hand to hand combat skill, typically basic.

R.C.C. Bonuses: None, other than bonuses to the language skills noted previously.

R.C.C. Skills: All Rulians raised under the supervision of the **Splugorth** are taught the following skills. They function primarily as language interpreters/translators, but also make wonderful singers, because of their great vocal range, as well as storytellers, bards and minstrels because of their excellent use of language and emotion. Rulians born outside the Splugorth slave pens may choose to become any scholar or adventurer, but reduce the number of O.C.C. Related and Secondary Skills by half.

Languages: Dragonese, Demongogian, Atlantean, Ancient Greek, American, Gobblely, and six of choice at 98%

Basic and Advanced Math (+30%)

Radio Basic (+25%)

TV/Video (+20%)

Cryptography (+25%)

Sing (+25%)

Lore: Demon and Monster (+10%)

Lore: Two of Choice (+10%)

Cooking (+10%)

Hand to Hand Combat must be selected as an R.C.C. related skill selection. Hand to Hand Combat: Basic counts as one skill selection and Expert counts as two. Martial Arts and Assassin are *not* available.

R.C.C. Related Skills: Select four skills at level one, plus one additional skill at levels 3, 7, 11 and 15, and one new language at every other level of experience, starting at level two. All new skills start at level one proficiency.

Communications: Any (+10% to performance, +5% to all others)

Cowboy: None

Domestic: Any (+10%)

Electrical: Basic only.

Espionage: None

Mechanical: None

Medical: Holistic Medicine only (+5%, but counts as two skill selections).

Military: None

Physical: Any, except Acrobatics, Boxing, and Hand to Hand Martial Arts or Assassin.

Pilot: Any, except Robots and Power Armor, Tanks and APCs, and any aircraft.

Pilot Related: Any

Rogue: Any (+5%)

Science: Any (+5%)

Technical: Any (R.C.C. bonus of +35% to most languages, +25% to Literacy, Writing, and Computer skills, +10% to all others)

Weapon Proficiencies: Any, except **Sharpshooting**

Wilderness: Any, except Hunting and Skin & Prepare Animal Hides

Secondary Skills: Select three secondary skills at level one and one additional skill at levels 4, 8, and 13 from the previous list. These are additional areas of knowledge without the benefit of the bonuses listed in the parentheses. All start at the base skill level, plus any possible I.Q. bonuses.

Standard Equipment: Slaves start with very little, one set of clothing and a few personal items. Escaped slaves may start with one set of body armor and some other tools and items for survival in the wilderness or city.

Money: Slaves start with none. In cities friendly to D-Bees and other advanced cultures, Rulians can make an excellent living as paid interpreters, journalists, writers, poets and personalities.

Cybernetics and Bio-Wizardry: Starts with none and most slave owners do not provide any. Free Rulians will avoid both like the plague.

Habitat: Their homeworld is very earth-like, so they can live in all but the most hostile of places on Earth.

Value: 100,000-150,000 credits on average, but their popularity rises on occasion.

Alliances and Allies: None per se, but most enjoy the company of other like-minded and educated humanoids.

Rivals and Enemies: The **Splugorth**, their minions, and all evil enslavers.

Phase World Note: In the Three **Galaxies**, there is a fairly large population of Rulian Translators, both freed and enslaved. Instead of the beginning languages listed here, Rulians on Phase World know all six Trade Languages and two others at 98%. Translators are vital to the economy of the Three Galaxies since there are over a million races, each with their own language, trying to do business with each other. Even with the standard Trade tongues, translation devices, and magic, there will be communication gaps and misunderstandings that the Rulians can fill.

The Staphra

On an ancient world in a dark corner of the Megaverse, the Staphra were the primal masters of their destiny. They are a humanoid race blessed with psionic powers, great physical prowess, and rudimentary skill in magic. To be more accurate, the females of the species possess great strength, speed, and endurance, while the more fragile males master their limited abilities in the mystic arts — both have their share of psionic might. Females had to be strong to bear young and protect the new generations. Males turned their attention to the more esoteric arts to become the healers and armorers of their society. For eons, they were the dominant race on their world and spent all of their efforts in the betterment of their people. Things changed the day the Splugorth arrived.

Respectful of power, the **Straphra** were humble before the Minions of Splugorth. They offered the invaders food and shelter and even demonstrated their skills for their amusement. At first appearance, it seemed that the Staphra would become a new member race to the willing Minions of Splugorth. However, things did not work out that way. Instead, the Splugorth who discovered them decided the Staphra were too primitive, independent and weak to be worthy of becoming true Minions. So it was that the shackles of slavery were cast upon yet another sentient race.

Even a century after having been enslaved by the Splugorth, the Staphras still labor as slaves for their new masters. Fortunately, many of the **Staphra's** native societies operated on a caste system that included slavery, so the transition was unpleas-

ant for them but easier to accept than for other races. In their native social system, it was possible for a Staphra to move up the social ladder with hard work and dedication. Accordingly, most Staphras believe they can rise above their current status as slaves and are working hard to do so. This desire to move upward and the work they put into doing so makes them excellent slaves. But, more important, it *has* put them on the fast track to Minion status. In fact, they have already come to the attention of the Kittani who speak highly of them and their "potential."

Now that the Staphras are being groomed for Minion status, the Splugorth would like to "upgrade" them physically as well. As a slave race, the Staphras have already been subjected to a number of **Bio-Wizard** experiments and augmentations. Recently, a final process has been developed for augmenting the female Staphra Warriors, but it is being held in reserve until they achieve full Minion status. The process is currently reserved for female warriors who are of exceptional quality, but it will be used more frequently as they continue to win the favor of the Kittani and their Splugorth masters.

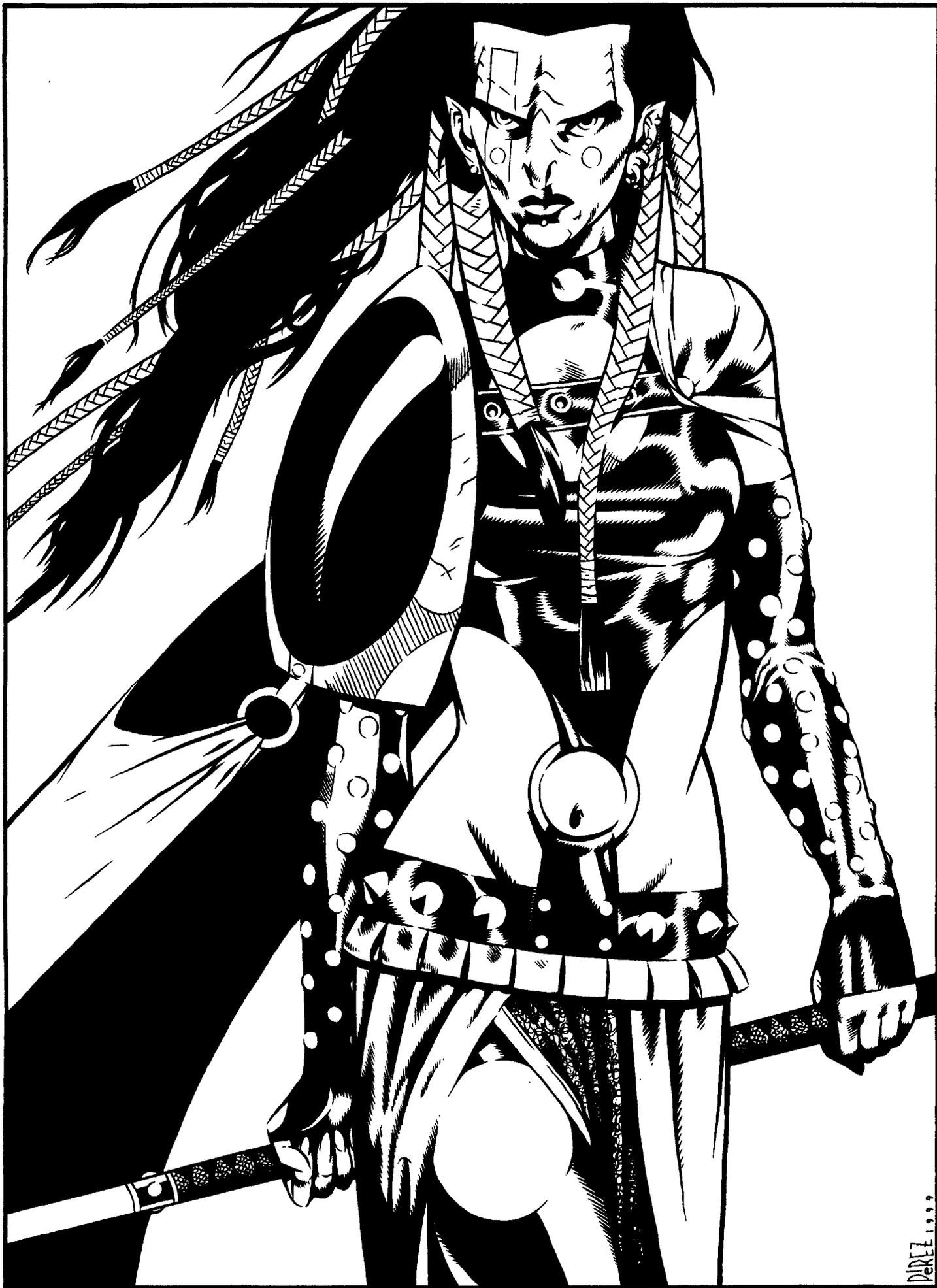
Of course, not all Staphras are happy with these developments. Some would like to see themselves free of the Splugorth entirely. Others want to become Minions, but are uncomfortable with having any members of their race augmented beyond recognition or turned into **Bio-Borgs**. Still, the overwhelming majority of Staphras would like to be elevated to join the ranks of "official" Minions of Splugorth.

Even though they struggle to expand their understanding of magic and advanced technology, the Staphras were a primitive race when they were discovered and they still retain many of their traditions today. For example, they gather together for monthly ceremonies, and still prefer to use their traditional weaponry, including the double spear (although it now incorporates Vibro-Blades). The Staphra's double spear looks like a small glaive with a blade mounted on both ends of the shaft. It is not suitable for throwing in the usual manner, but it can be twirled overhead and tossed in a spinning fashion. The modification with Vibro-Blades makes it a deadly Mega-Damage weapon, especially in the hands of the Staphra warriors (3D6 M.D., +1 to parry and disarm, +1 to strike when thrown).

All Staphra have the standard humanoid features, two eyes, two arms, etc. Their eyes are red, orange, or yellow in color with a dark red pupil. Their skin color varies from grey-green to dark green. Their bodies are hairless, except for the mane of black or dark red hair on their heads. Both males and females tend to grow long manes of wild hair, although the females usually wear braids, while the males usually let their hair grow wild and unkept. The Staphras nasal cavity is much larger than a human, and their nostrils are large slits. These nasal features contribute to the Staphra's superhuman sense of smell.

The differences between the genders are quite pronounced. As stated previously, the females are the hunter/warriors. Their bodies are strong, lean, and muscular, standing seven to eight feet (2.1 to 2.4 m) tall. They are not the bulky, lumbering hulks that the Kydians are, but are much more sculpted and toned. By contrast, the males are small and relatively frail. They are roughly human-sized at six to six foot, six inches (1.8 to 1.95 m), but on the slim side and less muscular. They serve as the educators, advisors, mages and spiritual leaders of the Staphra.

The birthrate of females to males is five to one. Accordingly, the males are expected to mate with more than one female, and



the females are expected to fight for the right to mate. While this sounds like a good deal for the male Staphra, it is not. Staphra females are very aggressive and physical, especially when mating. Males are rather frail by comparison and surviving a mating encounter with an especially aggressive and rough female can be a task in and of itself. For a male to survive a dozen **matings** without injury is an impressive feat worthy of an Olympic medal. To survive more is just short of miraculous. Appropriately, elder males of the Staphra species are just as respected as their elder female warrior chiefs.

Staphra Warrior R.C.C.

In Staphra society, all warriors are female. From birth, Staphra girls are taught the fundamentals of combat and the philosophies behind it. These skills are honed over the years and backed up with physical training and mental toughening. At the age of 10 (and six **feet/1.8 m** tall), a Staphra Warrior is expected to have mastered the fighting arts and be ready to engage enemy forces. By age 13, she should have proven herself as a skilled hunter and fighter. By age 16, she is ready to mate!

The females are extremely aggressive and volatile. They don't take insults or challenges lightly, are easily provoked, and are quick to action. They tend to be stern, demanding and well organized. They are ruthless in combat and rarely show the enemy mercy other than a quick kill. They are excellent at strategies and tactics, self-sufficient and resourceful.

NPC Villain/Splugorth apprentice Minion and Optional Player Character

Player Character Note: A Staphra Warrior as a player character can only be a spy working for the **Splugorth** or a renegade who has gone AWOL. The danger to the group from the former is obvious. As for the renegade Staphra, she will be a stern, no nonsense warrior who kicks butt and takes numbers. She'll take no guff from jokers or male chauvinists, and can take punishment as good as she gives. Most are roughly the equivalent of Cossacks, Tribal Warriors or Commandos, and as strong, tough and capable as any **man!** Probably tougher. Players should probably play them as hardnosed, down to business, butt-kicking career military officers with a narrow focus and ingrained military structure and approach to everything. Although she is a "team player," she will also watch out for herself above all others and is suspicious of everybody. At least at first. However, most Staphra Warriors will lighten up, mellow out and learn some measure of true camaraderie and friendship if those around her are patient and consistently exhibit such virtues. Staphra are sharp, intuitive and adaptive, so such a player character will slowly come around and become more sociable and pleasant. Have fun.

Alignments: Any, but most NPCs are aberrant or anarchist. Player characters are more likely to be anarchist or unprincipled, but can be any.

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

Height: 7 to 8 feet (2.1 to 2.4 m) tall.

Weight: 350 to 500 lbs (157.5 to 225 kg); all muscle as hard as coiled steel.

Average Life Span: 70 years.

Average Level of Experience: 1D6+3 for NPCs, player characters use the same experience table as the **Headhunter**.

Hit Points: P.E. attribute number plus 2D6 per level of experience. Must wear armor or use magic for M.D.C. protection.

S.D.C.: 2D6×10, plus any gained from physical skills.

Horror Factor: 9

P.P.E. Base: 4D6

Natural Abilities: Nightvision 500 feet (152.4 m) and excellent sense of smell: 60% to track by scent (+10% to follow a blood scent), and 75% to recognize common odors. Ambidextrous, quick reflexes, excellent flexibility and high pain threshold. Also see Psionics and R.C.C. Bonuses below.

Psionics: All Staphra females are major psionics with the following powers: **Telekinetic Punch**, **Telekinetic Leap**, Resist Fatigue, Resist Hunger, **Resist Thirst**, Impervious to Fire, Impervious to Cold, Impervious to Poison, Mind Block, Summon Inner Strength, and Suppress Fear. Requires a roll of 12 or higher to save vs psionics.

I.S.P.: 1D6×10 plus the M.E. attribute number. Add 1D6+1 at each additional level of experience.

Magic Powers: None

Damage: 2D6 S.D.C. from a punch or kick, plus any P.S. bonus.

R.C.C. Bonuses: +3 to **initiative**, +1 to strike, +2 to parry and dodge, +5 to pull punch, +3 to roll with **punch/impact**, +2 to disarm, and +1 to save vs magic and poisons, +3 to save vs mind control and possession, and +1 to save vs Horror Factor at levels 1, 3, 4, 6, 7, 8, 10, 12 and 15; all are in addition to attribute and skill bonuses.

R.C.C. Skills:

Language: Dragonese and Atlantean at 90%

Math: Basic (+20%)

Boxing

Acrobatics

Gymnastics

Climbing (+10%)

Swimming (+15%)

Camouflage (+10%)

Tracking (+10%; humanoids)

Track Animals (+15%)

Two Wilderness skills of choice (+15%)

W.P. Staff

W.P. Spear

W.P. Blunt

W.P. Archery and Targeting

W.P. Two of choice (any)

Hand to Hand: Expert; can be upgraded to Martial Arts or Assassin at the cost of one R.C.C. Related Skill selection, or a special combat style (Commando or other) for the cost of two.

R.C.C. Related Skills: Select eight skills at level one, plus one additional skill at levels 3, 6, 9 and 13. All new skills start at level one proficiency.

Communications: Any

Cowboy: None

Domestic: Any

Electrical: None

Espionage: Any, except Forgery and Disguise (+5%).

Mechanical: None

Medical: First Aid only (+5%).

Military: Any (+10%)

Physical: Any

Pilot: Any, except Robots, Power Armor, Tanks, APCs, and any aircraft.

Pilot Related: Any

Rogue: Any (+5%), except Computer Hacking.

Science: Advanced Math and Astronomy only.

Technical: Any, except Computer Programming (+5%)

Weapon Proficiencies: Any, except Sharpshooting

Wilderness: Any (+5%)

Secondary Skills: Select four Secondary Skills at level and one additional skill at levels 2, 4, 7, 10 and 14 from the previous list. These are additional areas of knowledge without the benefit of the bonuses listed in the parentheses. All start at the base skill level, plus any possible I.Q. bonuses.

Standard Equipment: Starts with a few personal items, including native charms and adornments, a set of clothing, cape (they love capes), a set of light and medium body armor, one weapon for each corresponding W.P. plus six ammo clips (if applicable), plus double-bladed **Vibro-Spear** and Vibro-Knife or sword. Other standard equipment includes a backpack, utility belt, satchel, canteen, tinted goggles, binoculars, language translator, communicator, two signal flares and some personal items.

Additional modern weapons, explosives and equipment may be assigned as required or may be acquired later.

Money: Slaves and would be Minions have all their needs taken care of by their master and/or the Splugorth military. They don't get a salary. Player characters start with 2D4x100 in credits or tradeable goods.

Bio-Wizardry and Cybernetics: None to start. Additional Bio-Wizard augmentation may be acquired (or even required) later or given to them by their masters. Cybernetics and bionics will not be added nor considered for implantation. **Staphra** love **Bio-Wizard** weapons and all types of magic weapons and armor, but currently only officers and select elite Staphra Warriors are given any.

Habitat: Can be found anywhere the Splugorth are, but their natural habitat is forested regions and grasslands.

Slave Market Value: The Staphra are still classified as a slave race, but that will change in the near future. Consequently, only rogues, renegades and the disobedient are offered for sale. Staphra Warriors get around the same amount as human Military Specialists and Special Forces or a little more, typically 30,000-50,000 credits, due to their psionic powers and renowned warrior abilities, but are relatively uncommon and sometimes go for twice as much.

Alliances and Allies: Even though they are technically still considered slave stock, the Staphra consider themselves to be allies to the Minions of Splugorth and Minions in training. The Splugorth and their Minions (**Kittanni** in particular) certainly like the Staphra, but most do not yet respect them. Only the **Kitanni** and **Altara** Warrior Women truly respect the Staphra Warriors as near equals, although even they admit the Staphra are still a bit rough around the edges. Still, it is only a matter of 3D4 years before the female Staphra Warriors and the male Mystics are welcomed into the ranks of full Minion status.

Rivals and Enemies: All enemies of the Splugorth are considered to be enemies of the Staphra. Of course, renegades will probably consider their own people, the Splugorth and their Minions to be their enemies (and vice versa). Such "traitors"

are not looked upon kindly by the Staphra loyal to the Splugorth.

Staphra Warlord R.C.C.

Female **Staphras** are born with great strength and aptitude. This natural aptitude is honed with training in the fighting arts and physical exercise. It is enhanced by their physical psionic powers. A select few of these warriors have been chosen for Bio-Borg conversion as the next step toward Minion status. This is common practice for the Splugorth, as evidenced in the Kydian Powerlords and the Conservators. The Staphra Bio-Borg is given even greater strength and endurance than before by a **Bio-Wizard** conversion that focuses her psionic powers inward to enhance her physical abilities tenfold. Such an "upgraded" Staphra Warrior is known as the Staphra Warlord.

The Warlord is similar in appearance to the Warrior, except for a few noticeable changes. The most noticeable is that the Warlord is much larger and muscular than the Warrior. Another less apparent, but important, difference is a small, round creature mounted on the base of her skull. This is the organism that converts the Warlord's psychic power into physical might. It has been specially designed for the Staphra race and cannot be used on other peoples.

Special R.C.C. Abilities of the Staphra Warlord

1. M.D.C. Transformation: The **Bio-Wizard** transformation increases the Warlord's natural physical psionic powers and converts it into actual physical might. This makes her the equivalent of a lesser supernatural creature with 50+5D6 M.D.C. The Warlord can also temporarily increase her M.D.C. by 15 points per level of experience. This can be done as often as twice per level of experience every 24 hours and each use lasts 15 minutes.

2. Supernatural Attributes: In addition to M.D.C. flesh, the Staphra Warlord has supernatural strength, speed, and endurance. Accordingly, she can inflict Mega-Damage with her bare hands, run, leap and climb at great speed, and go without sleep and with minimal rest for days at a time. She can remain fully alert and operate at full efficiency (no penalties) for 24 hours per level of experience before requiring any sleep. Normally, she only needs three hours of sleep per day. She can also leap 50 feet (15.2 m) lengthwise or 25 feet (7.6 m) high with a short running start, half from a dead stop.

3. Resistance to the Elements: The Staphra Warlord's former psionic powers of resistance are reconfigured into natural immunities that are constantly in effect. This makes her impervious to fire, cold, and poison. In addition, her resistance to magic, possession and Horror Factor are also increased.

4. Psi-Channeling: Not only are all of the Warlord's psionic powers channeled inward, but she can also channel a portion of it into a conduit. This conduit can be any non-magical inanimate object the Warlord may be holding, but is typically a non-powered replica of the traditional Staphra double spear, knife and/or sword. Using her Psi-Channeling power, the Warlord can turn this normally S.D.C. object into a Mega-Damage weapon. Damage is regulated by the Warlord and can be made to inflict one M.D., 1D4 M.D. or 1D6 M.D. at level one, plus another 1 M.D. at levels 2, 4, 6, 8, 10, 12 and 14. This is in addition to punch damage from her supernatural strength. Her usual P.P. and combat bonuses apply to the use of this weapon.



The initial act of "charging" a weapon via **Psi-Channelling** counts as one melee attack and can be maintained for fifteen minutes per level of experience before a ten minute rest is required. Intermittent periods of use lasting no longer than five minutes per level of experience each will allow the Warlord to use her Psi-Channelling power indefinitely. **I.S.P. Cost (special):** Two per each initial use of Psi-Channelling powers and each subsequent 15 minute period.

Energy Bolt: In addition, the Warlord may focus some of her channeled energy into a blast of destructive power. Damage from the blast is regulated by the Warlord and can be made to inflict one M.D., 1D4 M.D. or 1D6 M.D. Range is 50 feet (15.2 m) per level of experience. Each blast counts as one melee attack and is +1 to strike; no other bonuses apply. **I.S.P. Cost (special):** Two per blast.

Staphra Warlord R.C.C.

NPC Villain/Splugorth apprentice Minion and Optional Player Character

Player Character Note: Basically the same as the Staphra Warrior.

Alignments: Any, but most NPCs are aberrant or anarchist. Player characters are more likely to be anarchist or unprincipled, but can be any.

Attributes: I.Q.: 2D6+4, M.E.: 2D6+8, M.A.: 1D6+4, P.S.: 2D6+24, PP.: 2D6+12, P.E.: 2D6+14, P.B.: 2D6, Spd: 4D6+20. Strength is considered to be supernatural. All physical attributes have been enhanced by **Bio-Wizard** augmentation and do NOT increase with physical skill bonuses.

Height: 8 to 9 feet (2.4 to 2.7 m) tall.

Weight: 350 to 500 lbs (157.5 to 225 kg), all muscle.

Average Life Span: 55 years.

Average Level of Experience: 1D4+3 for NPCs. Player characters start at level one and use the same experience table as the *Bio-Borg* (new and described elsewhere in this book).

M.D.C.: 50+5D6, plus M.D.C. body armor may be worn.

Horror Factor: 13

P.P.E. Base: 4D6

Natural Abilities: Nightvision 500 feet (152.4 m) and excellent sense of smell: 60% to track by scent (+10% to follow a blood scent), and 75% to recognize common odors. Ambidextrous, quick reflexes, excellent flexibility and high pain threshold.

Also see the Special R.C.C. Abilities above, and R.C.C. Bonuses below.

Psionics: Only those noted earlier as Special R.C.C. Abilities. The normal range of abilities as possessed by the Warrior is transformed via the Bio-Wizard Transmutation process that creates the larger, more powerful Warlord.

Magic Powers: None.

Damage: Varies with supernatural P.S., typically 3D6 or 4D6 M.D. with a full strength punch.

R.C.C. Bonuses: +1 on melee attack, +4 to initiative, +1 to strike, parry and dodge, +6 to pull punch, +3 to roll with **punch/impact**, +2 to disarm, and +2 to save vs magic, +3 to save vs mind control, +6 to save vs possession, and +1 to save vs Horror Factor at levels 1, 2, 3, 4, 6, 7, 8, 10, 11, 12 and 15; all are in addition to attribute and skill bonuses.

R.C.C. Skills:

Language: Dragonese and Atlantean at 90%

Math: Basic (+20%)

Radio: Basic (+10%)

Boxing

Wrestling

Gymnastics

Climbing (+15%)

Swimming (+15%)

Tracking (+15%; humanoids)

Recognize Weapon Quality (+15%)

W.P. Staff

W.P. Spear

W.P. Blunt

W.P. Archery and Targeting

W.P. Two Ancient Weapons of choice (any).

W.P. Two Modern Weapons of choice (any).

Hand to Hand: Martial Arts or Assassin; no other is available.

R.C.C. Related Skills: Select six skills at level one, plus one additional skill at levels 3, 6, 9 and 13. All new skills start at level one proficiency. Use the same skill list as the **Staphra Warrior** with the same limitations and bonuses.

Secondary Skills: Select two Secondary Skills at level one and one additional skill at levels 2, 4, 7, 10, and 14 from the **Staphra Warrior's** list. These are additional areas of knowledge without the benefit of the bonuses listed in the parentheses. All start at the base skill level, plus any possible I.Q. bonuses.

Standard Equipment: Starts with a few personal items, including native charms and adornments, a set of clothing, a set of medium (60 M.D.C.) and heavy (100 M.D.C.) body armor, one weapon for each corresponding W.P. and six **E-clips** for energy weapons, plus an S.D.C. double-bladed Spear, Vibro-Knife **and/or** Vibro-Sword. Other standard equipment includes a backpack, utility belt, satchel, canteen, tinted goggles, binoculars, language translator, communicator and two signal flares. **Note:** The Warlords are currently the elite of the Staphra so all get one of the lesser Bio-Wizard pistols and commanding officers among them get a *Staff of All Seeing* or *Staff of Pacification*. A magic staff is NOT available to player characters, but the pistol may be (G.M.'s discretion).

Additional modern weapons, explosives, magic items, and equipment may be assigned as required.

Money: Slaves and would-be Minions have all their needs taken care of by their master **and/or** the **Splugorth** military. They don't get a salary. Player characters start with **2D6x100** in credits or tradeable goods.

Bio-Wizardry and Cybernetics: See above for starting augmentation. Additional Bio-Wizard augmentation *may* be granted to loyal minions at a later time (not to player characters). Cybernetics and bionics will not be added nor considered for implantation. Staphra love **Bio-Wizard** weapons and all types of magic weapons and armor, but currently the availability of such items is extremely limited.

Habitat: Can be found anywhere the Splugorth are, but their natural habitat is forested regions and grasslands.

Slave Market Value: Only rogues, renegades and the disobedient are offered for sale. Staphra Warlords command **100,000-300,000** credits, sometimes a little more.

Alliances and Allies: Same as the Warrior, but the Warlords are especially liked by Kydian Overlords who see them as kindred spirits.

Rivals and Enemies: All enemies of the Splugorth are considered to be enemies of the Staphra.

Staphra Mystic R.C.C.

Males are the shamans, healers, and spiritual leaders of the Staphra race. All are natural Mystics with all the powers and special abilities of that O.C.C. However, it has only been since becoming slaves of the Splugorth that they have learned to master their connections with the supernatural and magic. The **Staphra's** homeworld was very light in magical energy so magical powers were minimal, and the Mystics relied more on their psychic abilities than anything else. Since coming under the "guidance" of the Splugorth, the Staphra Mystics have learned much about magic, the supernatural and the Megaverse.

The Staphra males are the traditional educators, **nurturers**, and caretakers of the young. They are also responsible for most of the domestic and social needs of their tribe, taking care of cooking, making clothes, etc., as well as organizing the social structure of the group, making and enforcing laws and morals, and generally providing emotional and spiritual guidance. On a psionic level they are slightly more powerful than the Traditional Mystic, but this is due, in part, as compensation for their slightly diminished physical capacity.

Staphra Mystic R.C.C.

NPC Villain/Splugorth apprentice Minion and Optional Player Character

Alignments: Any, but most NPCs are aberrant or anarchist. Player characters are more likely to be anarchist or unprincipled, but can be any.

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

Height: 6 feet to 6 foot, 6 inches (1.8 to 1.95 m).

Weight: 120 to 160 lbs (54 to 72 kg).

Average Life Span: 80 years.

Average Level of Experience: 1D4+3 for NPCs. Player characters start at level one and use the same experience table as the *Mystic*.

Hit Points: Standard; P.E. attribute plus 1D6 per level of experience.

S.D.C.: 4D6, plus any gained through skill bonuses.

Horror Factor: Not applicable.

P.P.E. Base: 1D6x10, plus the P.E. attribute number. Add 2D6 P.P.E. at each additional level of experience.

Natural Abilities: Nightvision 500 feet (152.4 m) and excellent sense of smell: 50% to track by scent (+5% to follow a blood scent), and 65% to recognize common odors. Fair to good reflexes and physical abilities (poor compared to females).

Psionics: Fundamentally the same as the Mystic O.C.C. described on page 85 of the **Rifts® RPG**. Psionic Powers #1, 2, and 6 are unchanged, however, there are some differences, mainly the result of racial factors, different needs and social orientation.

3. Common Psionic Powers automatic to all Staphra Mystic: Empathy, Healing Touch, Psychic Diagnosis, and Psychic Surgery.



4. Additional Psionic Powers: Select three additional powers from the Healing Category and three from Sensitive.

At level four the **Staphra Mystic** can select one ability from the Super-Psionic Category.

5. **I.S.P.:** $1D6 \times 10$, plus the M.E. attribute number. Add $1D6 + 1$ I.S.P. at each additional level of experience.

Magic Powers: Standard as per the Mystic O.C.C.; no changes.

Damage: Standard, same as humans.

R.C.C. Bonuses: Use the same bonuses as the Mystic O.C.C., plus the bonuses of +1 to initiative, +2 to roll with **punch/impact**, +2 to pull punch, +1 to save vs Horror Factor, and +1 to save vs poisons and disease; all are in addition to attribute and skill bonuses.

R.C.C. Skills: Use these rather than those common to the traditional Mystic O.C.C.

Language: Dragonese and Atlantean at 90%

Math: Basic (+25%)

Holistic Medicine (+15%)

Identify Plants & Fruits (+15%)

Preserve Food (+10%)

Brewing (+15%)

Cook (+20%)

Sewing (+10%)

Sing (+15%)

Dance (+15%)

Swimming (+10%)

W.P. Staff

W.P. Two of choice (any).

Hand to Hand Combat: Basic; can be upgraded to Expert at the cost of one "other" skill selection. Martial Arts and Assassin are not available.

R.C.C. Related Skills: Select **five** skills at level one, plus one additional skill at levels 3, 6, 9 and 13. All new skills start at level one proficiency.

Communications: Any

Cowboy: None

Domestic: Any (+10%)

Electrical: None, other than Wilderness Survival (+5%).

Espionage: Escape Artist and Intelligence only (+5%).

Mechanical: None

Medical: None, other than R.C.C. skills.

Military: Camouflage only (+5%).

Physical: Any, except Acrobatics and Wrestling.

Pilot: Any, except Robots and Power Armor, Tanks and APCs, and any aircraft.

Pilot Related: Any

Rogue: Any, except Computer Hacking (+5%).

Science: Any (+10%)

Technical: Any, except Computer Programming (+10%).

Weapon Proficiencies: Any, except **Sharpshooting**.

Wilderness: Any (+5%)

Secondary Skills: Select two Secondary Skills at level one and one additional skill at levels 2, 4, 7, 10 and 14 from the previous list. These are additional areas of knowledge without the benefit of the bonuses listed in the parentheses. All start at the base skill level, plus any possible I.Q. bonuses.

Standard Equipment: Starts with a few personal items, including native charms and adornments, a set of clothing, a set of light body armor, a weapon for each W.P, traditional ceremonial cloak and garments, dagger, belt with many pouches,

backpack, sunglasses, language translator, notebook, markers, and personal items. Modern weapons and additional or special equipment may be assigned as required or may be acquired later.

Money: Slaves and would-be Minions have all their needs taken care of by their master **and/or** the **Splugorth** military. They don't get a salary. Player characters start with **2D4x100** in credits or tradeable goods.

Bio-Wizardry and Cybernetics: They shun cybernetics and other mechanical forms of augmentation because they are both unnatural and interfere with magic. They also tend to stay away from **Bio-Wizardry**.

Habitat: Can be found anywhere the Splugorth are.

Value: 700,000 to 1.2 million credits because of their healing and magical abilities.

Alliances and Allies: Generally the same as the Warrior, but the male Mystics are not as respected as the female warriors. In fact, they may be held back from becoming "official" Minions for a few years after the women are accepted.

Rivals and Enemies: All enemies of the Splugorth are considered to be enemies of the Staphra.

Were-Dragon R.C.C.

Although not a true werebeast or a true dragon, nor even a real creature of magic, this shapechanger is nonetheless called the Were-Dragon because of its impressive ability to transform from a slender hairless **humanoid** to a small, winged serpent. Although true dragons are respected and worshiped in Atlantis, Were-Dragons do not share this esteemed position. In fact, most evil dragons consider them to be an abomination and an embarrassment. Dragons, evil dragons in particular, enjoy harassing, belittling and beating Were-Dragons, as well as wholeheartedly encourage the sale of these pretenders at slave auctions. Thus, these "false dragons" as dragons often choose to call them, are used exclusively as slaves and suffer many indignities and abuses, especially while in Atlantis. Worse, over the passage of time, some evil dragons have launched campaigns to obliterate these impostors from the **Megaverse**. Between this random and unsustainable attack and their enslavement and other abuses, the Were-Dragon population is depleting rapidly. In an attempt to survive, they have scattered throughout the Megaverse and gather in small clans. Since Were-Dragons have recently been added to the Slave Market at Splynn, a number have managed to escape their captors, while other Were-Dragons have come to Rifts Earth to either try to rescue some of their brethren **and/or** find seclusion and peace in the magic rich but wild environment. Others see Rifts Earth and its many dimensional portals as a means to travel to other worlds where they hope to escape the watchful eyes of the Splugorth and their Minions. Note that an estimated 55% of the surviving members of their race live in slavery, and half of those under the yoke of the Splugorth.

In its humanoid form, the Were-Dragon is a delicate, slender, and attractive hairless, smooth-skinned humanoid with deep blue eyes (no pupils) and powder blue or pastel green skin. Their head is oval, like an egg, with a large cranium and a face that tapers down to the chin. Within seconds, it can shift from humanoid form to that of an even more stunning creature — a long winged serpent with shimmering blue or emerald scales, white underbel-



ly, limber leather wings, a long prehensile tail, and the same beautiful blue eyes. In this "dragon" form, the creature can soar through the air with a grace that rivals that of the feathered **Kukulcan**.

On its homeworld, the humanoid's power of transformation was used to evade predators and navigate the towering mountains that covered the globe. Until the **Splogorth** discovered them, they lived in peace and prospered as their natural enemies failed to match the Were-Dragons' wondrous abilities.

When the Splogorth found them, the Were-Dragons were out-matched and effectively defenseless. Their power of flight was not fast enough to evade power armor and aircraft. Their humanoid form allowed them to hide on the ground among the pale white trees that covered their mountains, but not well enough to evade the all-seeing Slavers or the tracking skills of their Blind Warrior Women. Hundreds of enslaved Were-Dragons quickly turned into thousands and soon thousands turned into millions. Within a year, two thirds of their population was subjugated and their beautiful planet was being stripped of its natural resources and colonized by Kydians. Currently, the Were-Dragon is a very popular, but dwindling commodity in the Splogorth Slave Markets. Their beautiful appearance and grace make them prized pets and servants for many different peoples. To evil true dragons and many demons, however, they have become their playthings, whipping boys and vermin to be used and tortured as they will.

Special R.C.C. Metamorphosis of the Were-Dragon

Metamorphosis into Dragon Form: Within seconds (one melee round), the Were-Dragon can transform from its humanoid form into that of a small winged serpent. The metamorphosis is completely natural and can be maintained indefinitely. The dragon form offers the character greater mobility and natural defenses.

Wings sprout from its back, allowing it to fly, and hard claws form from its hands. A prehensile tail allows it to grab objects while in flight or to help perch itself on a tree limb. In addition, its body becomes denser, making it tougher and more resilient to the elements. Bonuses while in dragon form are as follows:

Bonuses from the Dragon form are as follows:

- Existing M.D.C. doubles when in dragon form (On S.D.C. worlds the dragon form has **1D4x100+25** S.D.C. and gains a natural armor rating of 12).
- +1D4+6 to P.S., but is not supernatural.
- Hover and fly: Flight Speed is **1D4x10+50**, roll once when the character is created, not for every time the character transforms. Typical speed is 40-53 **mph** (64 to 85 km).
- Bonuses while in flight: +1 attack per melee, +2 to initiative, +1 to strike and parry, and +3 to dodge. All are in addition to attribute and skill bonuses.
- The prehensile tail itself has a bonus of +1 to strike, parry, and dodge and offers one additional melee attack per round. It can grab objects and use simple melee weapons, but firing a gun, operating machinery or performing a skill with the tail is difficult. Skills performed with the tail are at **-40%** and -2 to strike using a hand-held weapon (-6 to accurately fire guns).
- Dragon Claws inflict 3D6 S.D.C. plus any P.S. or combat bonuses, but a power punch (counts as two attacks) inflicts **1D4** M.D. A bite does 2D6 S.D.C.

The Monster Were-Dragon

For centuries, the Were-Dragons have been persecuted by the Minions of Splogorth. Countless experiments have been conducted on them to discover how they manage to **metamorph** so dramatically without magic (at least as magic is commonly understood, the gentle beings do have high P.P.E.). This research has garnered very little in practical applications for other experiments, but it has yielded one very important result. By undergoing a series of painful **Bio-Wizard** treatments, the Were-Dragon can be transformed into a *true creature of magic*. Unfortunately, the process also transforms the alien into a monstrous terror. Although still mortal in humanoid form, the transmuted Were-Dragon gains supernatural strength, increased M.D.C. flesh, and the ability to breathe fire when in dragon form. The Monster Were-Dragon is noticeably tougher and bulkier in appearance with rippling muscles and a thick, dark hide. Jagged points protrude from its joints and spine. Its wings are much larger and lined with razor sharp spikes that can rip through S.D.C. steel like butter. Their eyes are turned from blue to dark red, a color that stays with them in humanoid form.

The so-called "Monster" Were-Dragons have become all the rage in the arenas and are equally desirable as guardians and **shocktroopers**. In fact, many Conservators use them as attack dogs and minions (their loyalty enforced with mind controlling symbiotes). Monster Were-Dragons are somewhat difficult to control, especially when provoked and enraged, but that only makes them more ferocious and frightening fighters.

Ordinary Were-Dragons are gentle, peace-loving creatures that used to gather in small tribes of 100-400 members. They lived off the land as hunters and gatherers, fighting only in self-defense and for food. Even Monster Were-Dragons are serene when left alone. Unfortunately, the **Bio-Wizard** treatments that transform them into hulking beasts, also reduces their intelligence and make them irritable, aggressive, cruel and violent. Once provoked, the Monster Were-Dragon will fight with merciless savagery and the worst will engage in torture and kill for pleasure!

Special R.C.C. Metamorphosis of the Monster Were-Dragon

Metamorphosis into "Monster" Dragon Form: About one third of all Were-Dragons have been subjected to Bio-Wizard alterations that transform them into a true creature of magic and an aggressive and monstrous creature that is more to the **Splogorth's** and their evil clientele's liking. This monster-dragon form is similar to the dragon form of the normal Were-Dragon in its basic serpentine shape, but is darker in color, larger and much more powerful. Flesh becomes Mega-Damage hard more like a real dragon. The wings are covered with spikes and look larger and stronger. The prehensile tail is a thick appendage made for striking an opponent, rather than picking up items.

The most dramatic change is the ability to breathe fire and P.S. becoming supernatural (in dragon form only). The transformation takes one melee round to perform and can be maintained indefinitely.

Bonuses of the Monster Dragon form are as follows:

- Existing M.D.C. triples when in dragon form.
- +10 to P.S., which becomes supernatural in dragon form.
- Hover and fly: Flight Speed is **1D6x10+62**, for an average speed of around 53-75 mph (85 to 120km).



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- Bonuses while in flight are: +1 attack per melee, +3 to initiative, +1 to strike and parry, and +1 to dodge, in addition to R.C.C. and attribute bonuses.
- **A'swipe** from a wing inflicts 1D6 M.D. and a full speed, full strength flying slash inflicts 3D6 M.D. plus normal supernatural P.S. damage, but counts as two melee attacks.
- The tail itself has a bonus of +1 to strike, parry, and dodge and offers one additional melee attack, but it cannot grab or manipulate weapons, objects, or machinery.
Damage from a tail strike is 3D6 M.D. at full strength, 6D6 for a power strike and 1D4 M.D. on a restrained strike.
- Claws inflict 1D6 M.D. plus supernatural P.S. punch damage.
- A bite does 2D6 M.D.
- Fire Breath does 4D6 M.D. and has a range of 40 feet (12 m). It can only be used once per melee round, but counts as an extra melee attack!
- +2 to save vs magic and possession.

Penalties for the Monster Were-Dragon: The magical transmutation of the Were-Dragon is physically and mentally torturous and transforms it both physically and mentally. All of the following apply.

- Alignment change. Those of any good alignment are transformed to anarchist or aberrant evil. Those who work to better themselves may eventually achieve the unprincipled alignment; rarely anything better. Those who started off as unprincipled will become anarchist or miscreant. Those who started as anarchist will become miscreant or diabolic, and those rare individuals who were evil to begin with stay that way.
- Reduce I.Q. by 30%.
- Reduce M.E. by 20%.
- Reduce M.A. by half.
- Reduce P.B. by 30%.
- Develops one of the following cravings or behaviors (roll percentile dice):
 - 01-20% Aggressive, violent and likes to fight and kill.
 - 21-40% Loves the taste of humanoid blood and flesh; often devours enemies defeated in combat. Aggressive and war-like.
 - 41-60% An aggressive bully who enjoys threatening, intimidating and hurting those weaker than him. Probably gets along well with **Spugorth** Minions, evil characters and those who enslave and enforce their will upon others. Respects power.
 - 61-80% Lusts for power and respect. Tends to be ruthless, even treacherous, in acquiring the things he desires.
 - 81-90% Childlike innocence and mentality. Trusts his slave master and **superiors/commander** (or friends if free), and tends to follow orders without considering the morality or consequences. A living weapon that does as it's told (usually) without question, like an attack dog. Tends to be slow to react (no initiative bonus), because he is used to waiting for orders. Fiercely loyal to friends, master or those it trusts, and will attack anybody who threatens said individuals without hesitation or regard for his own welfare.
 - 91-00% Ironically, this Monster Were-Dragon hates brutality, slavery and cruelty. He/she tries to avoid violence and killing! Restore 1D4+2 to M.A. and 1 point to intelligence.

Were-Dragon NPC Villain,

Spugorth Slave or Optional Player Character

Alignments: Any, but the majority of ordinary Were-Dragons are Unprincipled (30%) or good alignments (42%).

Monster Were-Dragons exhibit a greater range of alignments with 35% good, 30% selfish and 35% evil.

Attributes in Humanoid Form: I.Q.: 2D6+3, M.E.: 3D6, M.A.: 3D6+3, P.S.: 2D6+3, P.P.: 3D6, P.E.: 2D6+3, **P.B.:** 4D6+3, Spd: 3D6 walking. Don't forget to add the appropriate bonuses gained from the transformation into a dragon.

P.P.E.: 6D6+6 for ordinary Were-Dragons, and 6D6+60 for Monster Were-Dragons.

Size: 5.5 feet (1.6 m) to 6 feet (1.8 m) tall with a slender, muscular build in humanoid form.

Length as a slender and serpentine dragon is about 12 feet (3.6 m), half of which is tail.

Monster Were-Dragons are about 15 feet (4.6 m) long, and much bulkier, robust and strong looking in dragon form. The tail of either dragon form is about half the body length.

Weight: In humanoid form, the ordinary Were-Dragon weighs 110 to 135 lbs (49.5 to 60.8 kg); double in dragon form.

The Monster Were-Dragon is three times heavier in its monstrous dragon form.

Average Life Span: 70-100 years for normal Were-Dragons, but half for Monsters due to the strain put on them by the Bio-Wizard treatments.

Average Level of Experience (NPCs): 1D4+2 for normal Were-Dragons and 1D4+1 for Monsters. Normal Were-Dragons use the same experience table as the *Psi-Stalker* and Monsters use the same table as the *Bio-Borg*.

M.D.C.: 1D4x10 +P.E. attribute number for normal Were-Dragons in humanoid form, double in dragon form.

Monster Were-Dragons have 3D4x10 M.D.C. +P.E. attribute number when in humanoid form and that number triples when in dragon form.

Both varieties of Were-Dragons get an additional 1D6 M.D.C. per level of experience (yes, it applies to the increased M.D.C. in dragon form).

Horror/Awe Factor: None in humanoid form, 9 in normal dragon form, +2 if mistaken for a real dragon.

Monster Were-Dragons have a Horror Factor of 12 in dragon form, +2 if mistaken for a real dragon.

P.P.E. Base: 1D6x10 +P.E. attribute number for the normal Were-Dragon, 3D4x10 +P.E. attribute number for the Monster Were-Dragon.

Natural Abilities: Good color vision and a sharp sense of smell in humanoid form, but not superhuman. See powers and abilities in dragon form.

Psionics: None

Magic Powers: None, except those gained through Bio-Wizard manipulation.

Combat: As per hand to hand combat skill. Also see powers for additional combat abilities in dragon form.

Damage: Standard in humanoid form as per P.S. See powers for additional combat abilities in dragon form and remember, Monster Were-Dragons have supernatural strength in dragon form.

R.C.C. Bonuses in Humanoid Form: +2 to initiative, +1 to parry and dodge, +2 to pull punch, +1 to roll with **punch/impact**, +1 to save vs poison, +1 to save vs Horror Factor. These bonuses are added to the bonuses gained when in dragon form (also add any attribute and skill bonuses).

R.C.C. Skills (Normal Were-Dragon): Rather limited, because the these beings tend to lead simple lives as hunters and gatherers and rely on their shapechanging ability and subsequent powers.

Language: Dragonese and native tongue at 95%.

Dance (+20%)

Sing (+10%)

Hunt

Track Animals (+10%)

Wilderness Survival (+15%)

Land Navigation (+20%)

Astronomy (+10%)

Athletics: General

Acrobatics (+5%)

Prowl (+5%)

W.I. Staff or Blunt.

W.P. of choice (any)

Hand to Hand: Basic; can be upgraded to Hand to Hand:

Expert at the cost of one R.C.C. Related skill selection or Martial Arts (or Assassin, if evil) for two skill selections.

R.C.C. Skills (Monster Were-Dragon): Rather limited.

Language: Dragonese and native tongue at 90%

Detect Ambush (+5%)

Track (humanoids; +10%)

Wilderness Survival (+10%)

Land Navigation (+15%)

Astronomy (+5%)

Wrestling

Athletics (General)

W.P. Staff or Blunt

W.P. One Ancient of choice.

W.P. One Modern Weapon of choice.

Hand to Hand: Expert; can be upgraded to Hand to Hand:

Martial Arts (or Assassin, if evil) at the cost of one "other" skill selection.

R.C.C. Related Skills (for both types): Select two skills from the Physical Category, two from the Wilderness Category, and four other skills at level one. Select one additional skill at levels 2, 5, 8, 11 and 14. All new skills start at level one proficiency.

Communications: Radio: Basic only (+5%)

Cowboy: None

Domestic: Any (+10%)

Electrical: None

Espionage: Intelligence only.

Mechanical: None

Medical: Paramedic or Holistic Medicine only (+5%)

Military: Camouflage only (+5%).

Physical: Any, except Gymnastics.

Pilot: Horsemanship (general +5%), or Hover Vehicle, Hovercycle, Sail or Motor Boat, and Automobile only.

Pilot Related: Any

Rogue: Any, except Computer Hacking, but only if the character has a selfish or evil alignment.

Science: Any, but with a *penalty* of -5%.

Technical: Any, except Computer Programming; +5% to languages and lore skills.

Weapon Proficiencies: Any for Monster Were-Dragons. Normal Were-Dragons cannot select Heavy Weapons of any kind.

Wilderness: Any (+5%)

Secondary Skills: Select four Secondary Skills at level and one additional skill at levels 3, 6, 9, 12 and 15 from the previous list. These are additional areas of knowledge without the ben-

efit of the bonuses listed in the parentheses. All start at the base skill level, plus any possible I.Q. bonuses.

Standard Equipment: Starts with very little. Beginning gear includes some personal items, a staff or blunt weapon, one light energy weapon, and a loincloth or other loose garb that can adjust when the Were-Dragon transforms. Monster Were-Dragons also start with a couple of heavy ancient-style weapons, one of which is usually magical. Free characters can have additional basic gear and personal items. Any magic items or special weapons must be acquired later (and through role-playing).

Money: Slaves have none and all their needs are taken care of them by their masters. Player characters start with 3D4x100 credits or the equivalent in tradeable goods. Tend to enjoy the simple things life has to offer.

Cybernetics and Bio-Wizardry: Ordinary Were-Dragons start with none, and avoid them like the plague; symbiotes and bionics are viewed as dangerous and unnatural.

Monster Were-Dragons are already altered as much as possible.

Habitat: Prefers wilderness regions, particularly mountainous and heavily forested regions, but can be found anywhere.

Value: Ordinary Were-Dragons command 100,000 to 400,000 credits. Manageable Monster Were-Dragons are used as guardians, attack animals, soldiers and combatants in the arena, and command 800,000 to 1.5 million credits.

Alliances and Allies: Most normal Were-Dragons have an affinity for other good creatures, especially those close to nature (including the American Indians). Monster Were-Dragons tend to be attracted to other ruthless and powerful beings, with half tending to be subservient to those of equal or greater power.

Rivals and Enemies: Since being discovered by the **Splugorth**, dragons have persecuted them for centuries, and the Splugorth, their Minions, demons and other evil, and supernatural beings are also regarded as enemies. Even Monster Were-Dragons dislike true dragons. However, while ordinary Were-Dragons are a bit fearful and suspicious of most dragons, including hatchlings, they don't automatically hate them or try to hurt them. They try to accept everybody for who they are, dragon or not.

Note: Only a few hundred ordinary Were-Dragons are believed to exist on Rifts Earth. There are even fewer Monster Were-Dragons (a couple dozen?) who have managed to escape the Splugorth or other slave masters. Some of these have joined resistance forces, like the *Liberated Underground*, to try to rescue other Were-Dragons and all slaves in general. Others have left the continent for parts of England, Europe, and North America where they can live free. Three Were-Dragons are also found at **Lazlo** and one at **Tolkeen**. Four Monster Were-Dragons work among the Federation of Magic and two at **Tolkeen**.



New Magic Tattoos

Magic Weapon Tattoos

Weapon Smashing or Impaling a Heart (Anti-P.P.E.)

P.P.E. to Activate: 20, 30 if combined with the wing feature.

Duration: 15 minutes per level of experience or until canceled.

Powers: Instead of physical damage, this weapon inflicts damage to the target's *P.P.E. base!* Only affects living creatures.

Damage is equal to the normal S.D.C. damage for that weapon, except this amount is subtracted from the victim's P.P.E. For example, a tattoo of a knife which would normally inflict 1D6 S.D.C. would instead take 1D6 P.P.E. from its victim. The attack can be parried or dodged as usual, and a successful saving throw vs magic of 14 or higher will resist the attack (no P.P.E. loss). Cannot be combined with the dripping blood or covered in flame tattoo effects.

The magical tattoo weapon can also be used against magic force fields and barriers. S.D.C. damage does the equal damage in M.D. against the barrier. Only defenses composed entirely of magic energy (P.P.E.), such as Armor of **Ithan** and Energy Field, can be damaged in this way. Bio-Wizard or **Techno-Wizard** enchanted armor, magically hardened steel, Millennium Tree armor, and similar items will not be harmed by this magic weapon.



Weapon Smashing or Impaling a Skull (Anti-I.S.P.)

P.P.E. to Activate: 10, 20 if combined with the wing feature.

Duration: 15 minutes per level of experience or until canceled.

Powers: This weapon inflicts no physical damage. Instead, it inflicts damage to the target's *I.S.P. base.*

Damage is equal to the S.D.C. normal damage for that weapon, except this amount is subtracted from the victim's I.S.P. For example, a tattoo of a sword which would normally inflict



2D4 S.D.C. would instead take 2D4 I.S.P. from its victim. The attack can be parried or dodged as usual or a saving throw vs magic at 14 or higher is possible against successful strikes. Cannot be combined with the dripping blood or covered in flame, tattoo effects. Only affects living creatures.

The weapon can also inflict damage equal to its S.D.C. damage as M.D. to defenses composed entirely of psionic energy, such as the Telekinetic Force Field and **Psi-Shield**. This does not include physical matter which has been strengthened through the use of psionic powers, like the stone weapons of the South American Pucara Giants.

New Power Tattoos

Beautiful Dancer (Hypnotic Gaze)

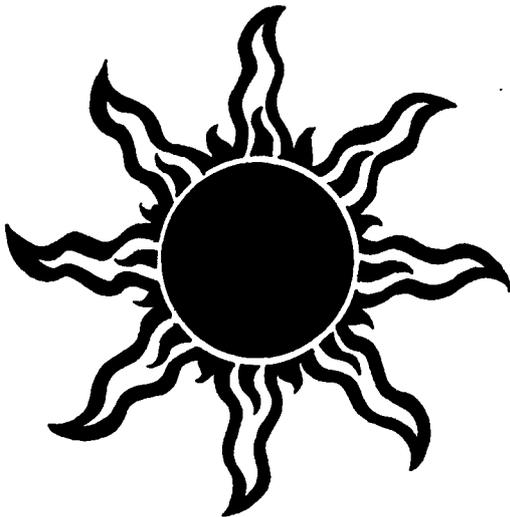
P.P.E. to Activate: 15

Duration: Duration of the effects varies with the command. The T-Man retains the ability for two minutes per level of experience.

Range: 12 feet (3.65 m) and eye contact.

Number of Attacks: Equal to the number of hand to hand attacks per melee.

Powers: Hypnotic Suggestion, equal to the Super-Psionic power of the same name.



Black Sun (Darkness Powers)

P.P.E. to Activate: 40

Duration: Five minutes per level of experience.

Range: Self or a 5 foot (1.5 m) radius per level of experience

Number of Attacks: Equal to the number of hand to hand attacks per melee

Powers: Offers the T-Man the following (limited) powers over darkness:

- **Nightvision** 600 feet (182.9 m), see in magic darkness, and the ability to recognize Shadow Beasts and other shadow-linked creatures, even when melded into the shadows.
- Shadow Meld; same as the spell.
- Cloak of Darkness; same as the spell in **Rifts® Federation of Magic™**.

Bleeding Heart (Power Punch)

P.P.E. to Activate: 20

Duration: Two minutes per level of experience or until canceled.

Powers: Enables the user to inflict Mega-Damage with his

"bare" hands as if his P.S. attribute was supernatural. Note that lifting and carrying abilities are not affected by this magic, nor is the P.S. attribute number increased. Its sole purpose is to allow the T-Man to inflict Mega-Damage with his fists. The tattoo user may also parry Mega-Damage attacks with his bare hands, but no bonus applies for attempting to parry energy blasts and projectile attacks and he is -10 to parry them.

Cracked or Broken Skull (Mental Attack)

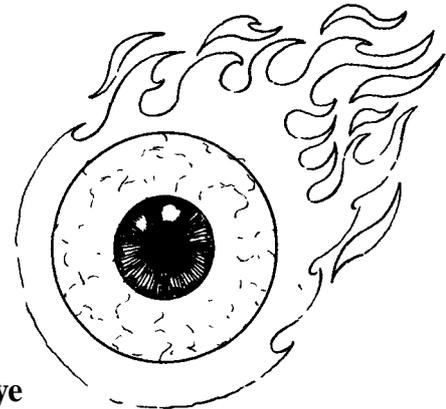
P.P.E. to Activate: 25

Duration: Victims suffer the effects for one melee round and the T-Man retains the ability for one minute per level of experience.

Range: Touch.

Number of Attacks: Equal to the number of hand to hand attacks per melee.

Powers: The T-Man using this magic can cause a victim to be overcome with a mind-splitting headache pain with a mere touch. The effects are similar to the Agony spell, except that the attack is clearly targeted at the **head/brain**. Potential victims may roll a saving throw vs magic of 14 or higher. A successful save means the attack fails and no penalties are inflicted. A failed saving throw means the victim has his attacks per melee and speed reduced in half, suffers a penalty of -2 to all combat bonuses, is -25% on most skills, and skills that require a great deal of concentration, such as Sniper and Cardsharp, are impossible.



Flaming Eye

(Fire Projection and Thermo-Imaging)

P.P.E. to Activate: 20

Duration: Five minutes per level of experience.

Range: 100 feet (30.5 m), plus 50 feet (15.2 m) per level of experience for the flame attack.

Number of Attacks: Equal to the number of hand to hand attacks per melee.

Damage: 1D4 M.D. per level of experience.

Bonuses: +2 to strike, but no other bonuses apply.

Powers: Provides the T-Man with the ability to see infrared radiation (heat waves) equal to a **thermo-imager** with a range of 600 feet (183 m) and the power to project flame from his eyes with a range of 60 feet (18.3 m), damage is 1D4 M.D. per level of the T-Man's experience.

Heart in Two Pieces (Strength Drain)

P.P.E. to Activate: 30

Duration: Victims suffer the effects for one melee round per level of the T-Man's experience. The Tattooed Man retains the ability for one minute per level of experience.

Range: Touch.

Number of Attacks: Equal to the number of hand to hand attacks per melee.

Powers: At first, the victim of this attack feels nothing but a simple touch or the strength of a punch. But when he attempts to return the blow, its effects are apparent. Unless the victim makes a successful saving throw vs magic of 14 or higher, he will find his **P.S.** attribute temporarily reduced in half! Reduce all damage stats appropriately and even lesser supernatural creatures and creatures of magic will suffer from the strength loss. Greater creatures, such as demon lords, godlings, demigods, gods, the undead and adult dragons, are *immune* to its effects.

Heart of Steel (Courage)

P.P.E. to Activate: 25

Duration: Five minutes per level of experience.

Range: Self.

Powers: Provides the T-Man with resistance to fear and the following abilities.

- +4 to save vs Horror Factor and all fear inducing attacks.
- +2 to save vs illusions and mind control.
- +5 to save vs possession.

Heart Wrapped in Thorns (Poison Touch)

P.P.E. to Activate: 25

Duration: Effects last one minute per level of the **T-Man's** experience. The T-Man retains the ability for two minutes per level of experience.

Range: Touch.

Number of Attacks: Equal to the number of hand to hand attacks per melee

Powers: The T-Man using this magic can cause a victim to feel as if he has been poisoned. Potential victims may roll a saving throw vs magic of 14 or higher. A successful save means the attack fails and no penalties are inflicted. A failed saving throw means the victim believes he has been poisoned and suffers from the following psychosomatic penalties: Attacks per melee and speed are reduced by half, suffers a penalty of -4 to all combat bonuses, is -4 to save vs real poisons and toxins, is -30% on all skills and feels dizzy, nauseous and ill.

Skeleton in Chains (Constrain the Undead)

P.P.E. to Activate: 20

Duration: One minute per level of experience.

Range: Touch or up to 200 feet (61 m) away.

Number of Attacks: Equal to the number of hand to hand attacks per melee.

Powers: The T-Man using this power can keep the undead at bay. With the wave of a hand, he can cause any one undead to freeze in its tracks for 1D4 melee rounds. Only one undead can be affected at a time. Mummies, zombies, and similar unintelligent undead have no saving throw against this magic. Most others, like vampires, can attempt to resist the magic and have a saving throw of 14 or higher. Master Vampires and other superior undead are immune to the magic's effects.



Wolf's Head with Glowing Eyes (Hunting Prowess)

P.P.E. to Activate: 30

Duration: Five minutes per level of experience

Range: Self

Bonuses: +1 to initiative

Powers: Similar to the magic spell, Eyes of the Wolf, but with some modifications.

- Nightvision 100 feet (30.5 m)
- Recognize and track animals by sight — 50%
- Identify edible plants, fruits and meat — 75%
- Sense traps — 35%

Power Arrows

Exclusive to the T-Archer O.C.C. (new)

This variation on the standard magic tattoos has some advantages to it. First of all, it allows the T-Man to send the effects of a power tattoo over much greater distances than normal. Secondly, they have a much greater duration than most power tattoos. All Power Arrows have the same duration as all magic weapon tattoos, 15 minutes per level of experience. By contrast, most power tattoos with offensive capabilities have a duration of five minutes per level of experience or less. On the negative side, Power Arrows can only be used in conjunction with a magic tattoo bow. When not in use, the Power Arrows rest on either the leg or arm of the T-Archer (his choice) and vanish when their magical duration comes to an end or the T-Archer is rendered unconscious.

Most Power Arrow tattoos appear as four arrows pointing out from each other as if the tails were connected with the source tattoo covering it.

Most (not all) Power Arrows can be combined with the "wings" feature, but the T-Archer must have the weapon tattoo that shows four arrows with wings on them. To activate this **Weapon with Wings** tattoo, the cost is an additional 20 P.P.E., but arrows enchanted with the winged weapon tattoo fly three times farther than normal (roughly 2000 feet/610 m), and immediately return to the T-Archer, effectively giving him an unlimited payload for the full duration of the magic! Normal range varies with the bow type used to fire them, typically 600 to 700 feet (183 to 213 m).

The **Splugorth** have struggled for millennia to create new magic tattoos. Until recently, there were only a handful of tattoos attributed to the Splugorth, including the Death Touch and the



Poison Touch. Now, the **Splugorth** have finally managed to create a new type of Tattoo Magic which merges Power Tattoos with Magic Weapon Tattoos. The result is tattoos that create magically powered arrows.

The main downside to this new type of magic tattoo is that it costs the traditional classes of Tattooed Men (i.e. those in **Rifts® Atlantis One**) twice the standard P.P.E. listed to activate one. This high P.P.E. cost goes down to the listed amount only when the **T-Man** has the Power Bow and at least six Arrow Weapon Tattoos. The Power Arrows will also have half their duration, power, and range, until the T-Archer has six of them. Furthermore, the Power Arrows must be used in conjunction with a magic Tattoo Bow that appears as the tattoo of a bow in flames. These factors seriously hinder the use of the Magic Tattoo Power Bow and Arrows as a secondary weapon by the current crop of Tattooed Men. Until these glitches can be worked out, the Splugorth have settled for creating an entirely new class of Tattooed Men who specialize in using the Power Bow and Arrows. This variant is appropriately known as the Tattooed Archer or T-Archer. The Tattooed Archer is described after the arrow tattoos descriptions.

Alarm Arrow

Source Tattoo: A single arrow with a screaming mouth for its head.

P.P.E. to Activate: 15

Powers: Creates a single arrow that when fired up into the air, unleashes a screaming, siren-like shriek that fills the air for five full minutes. This noise can be heard up to one mile (1.6 km) away (up to 3 miles/4.8 km at sea or in the wilderness where it is very quiet). It is designed for sounding an alarm or alert and as a signal to allies. However, it does have the side effect of startling those who hear it when it first goes off. A save vs a Horror Factor of 13 is required. Failure to save means those startled lose one melee attack and initiative for the first melee round that the alarm sounds. This arrow can not be used with the Winged Weapon tattoo and will not return to be reused, it disappears into the sky.

Death Arrows

Source Tattoo: Skull coiled in thorns with a broken arrow.

P.P.E. to Activate: 30

Powers: Creates four magic arrows that strike with the power of the Death Touch: **1D6** points of damage straight to Hit Points when used against mortal creatures (bypasses physical S.D.C.), or **3D6 M.D.** to Mega-Damage creatures. **Note:** The damage passes right through *body armor*, but not power armor, robots or vehicles. Those struck by the arrow may roll a saving throw vs magic to avoid suffering *any* damage.

Energy Disruption Arrow

Source Tattoo: Four arrows crackling with energy.

P.P.E. to Activate: 30

Powers: The arrow only does one point of damage to the target it strikes but sticks into it and begins to *disrupt energy* in the same way as the Energy Disruption spell (see **Rifts® RPG**, page 174). Duration is three minutes per level of the T-Archer or until the arrow is physically removed. However, removing the arrow before its magic ends will cause an explosion that does **1D6 M.D.** per level of the T-Archer, whether he wants it

to or not. Note that combining this arrow with the Winged Weapon arrow will triple the possible range, but the arrow not does return to the shooter, even after being removed (it explodes) nor at the end of its magical effect (because it is used up and vanishes afterwards).

Fire Arrows

Source Tattoo: Skull engulfed in flames or a flaming eye.

P.P.E. to Activate: 20

Powers: Creates four arrows that transform into fire bolts upon leaving the bow. They inflict 2D6 M.D. and an additional +1 M.D. per level of the **T-Archer's** experience (i.e. the arrow from a 3rd level **T-Archer** does 2D6+3 M.D., a 6th level **T-Archer** 2D6+6, and so on).

Force Arrows

Source Tattoo: Bleeding heart with an arrow through it.

P.P.E. to Activate: 15

Powers: Creates four arrows that, when launched, strike with the force of a **supernaturally** strong punch. Damage is equal to normal punch damage for the T-Archer's P.S. attribute, but at supernatural levels (typically 3D6 to 5D6 M.D.).

Lightning Arrows

Source Tattoo: Lightning bolts radiating from an arrow or an arrow with a lightning bolt for its head.

P.P.E. to Activate: 30

Powers: Creates four arrows that transform into mini-lightning bolts upon leaving the bow. They inflict 1D6M.D. per level of the T-Archer's experience. **Note:** Lightning Arrows augmented by the Winged Weapon tattoo do NOT return after being fired, this magic is used up after the arrow strikes.

Psi-Arrows

Source Tattoo: Cracked or broken skull.

P.P.E. to Activate: 30

Powers: Creates four arrows that cause their target to be overcome with mind-splitting pain. The effects are identical to that of the Cracked Skull Power tattoo. Those struck by the arrow may roll a saving throw vs magic of 14 or higher to avoid any damage.

Shadow Arrows

Source Tattoo: An arrow piercing a black sun.

P.P.E. to Activate: 35

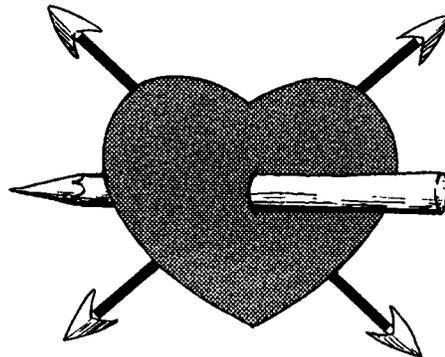
Powers: Creates four magic arrows that inflict 2D6 M.D. to most targets, but double damage to Shadow Beasts, Silhouettes, and other beings linked to shadows and the night including many Russian Demons (as well as Nightlords, Night Princes and the Nightbane). Even mortal mages using the Shadow Meld or Cloak of Darkness spell suffer double damage while hiding in the darkness. In addition, when using Shadow Arrows the **T-Archer** suffers half the usual penalty to strike these beings while they are hiding in the shadows, even though he may not actually be able to see them.

Sight-Stealers

Source Tattoo: Eye with a dagger or arrow in it.

P.P.E. to Activate: 25

Powers: Creates four magic arrows that blind their targets. Effects are identical to the Blind spell, but the duration is only one melee round per level of the T-Archer. Those struck by the arrow may roll a saving throw vs magic to avoid any damage.



Vampire Arrows

Source Tattoo: Heart pierced by a wooden stake.

P.P.E. to Activate: 15

Powers: Creates four arrows that inflict 2D6 S.D.C. to most creatures and 4D6 points of damage direct to Hit Points when used against vampires. Moreover, the arrow can immobilize the vampire, if struck directly in the heart, as if it were made of real wood.

Water Bomb Arrow

Source Tattoo: An arrow from which rain falls.

P.P.E. to Activate: 20

Powers: Creates four arrows that when they strike, hit as one gallon (3.8 liters) of water. It does no damage to humans and most creatures (other than drenching them in water), but does 3D4x10 damage to vampires and 3D6 M.D. to Elementals and other supernatural beings and creatures of magic composed of fire. Furthermore, if fired into an ordinary fire each arrow will successfully douse a 10 foot (3 m) radius of fire, instantly! Even more impressive, if all four Water Bomb Arrows are fired straight up into the sky in rapid succession (and all within one melee round) there is a 30% +3% chance per level of experience of the T-Archer, that it will cause a sudden rain burst, even during a drought! The rain is slight but steady (not enough to put out a raging fire, but enough to bring some momentary relief) and lasts for two minutes per level of the **T-Archer**. **Note:** When used to douse a fire or to cause rain, the arrows are used up and will not return even if they have been combined with the Winged Weapon Tattoo. In addition to their obvious use in combat, they can also be used for practical jokes and cheap shots at rivals and enemies.



New Tattooed-Man Variants

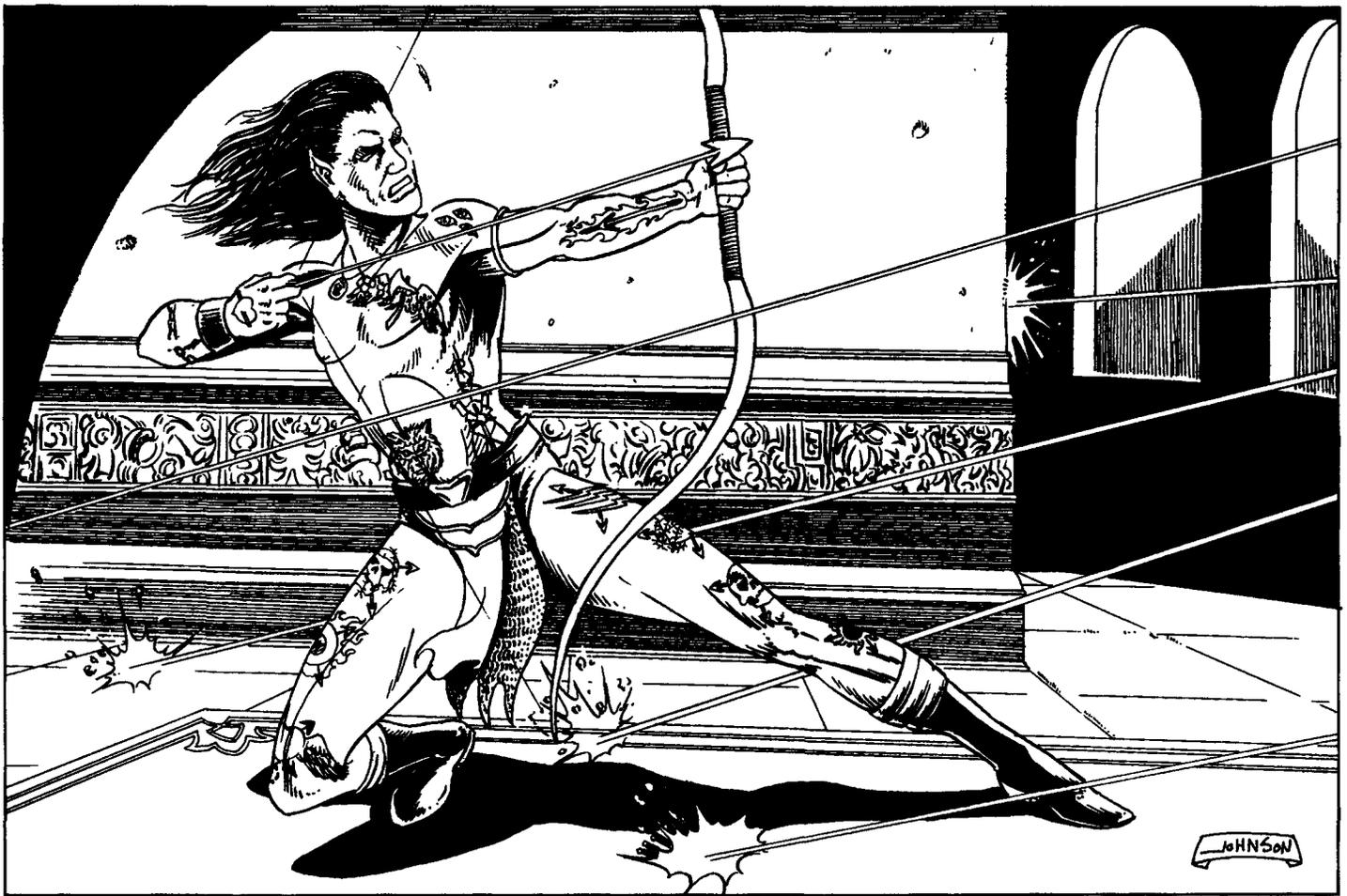
There are a number of variations on the standard Tattooed Man conversion performed by Splugorth High Lords. The **T-Monster Man** is one of the more common ones, and the elite **Maxi-Man** is another. Remember too that the **Undead Slayers** and **Sunaj Assassins** are also Tattooed Men and there is also a unique variant in South America called the *Monster Hunters*. The following Tattooed Archer O.C.C. is a new T-Man variation created by the Splugorth.

Game Masters, you may feel free to unleash your own T-Man variants on your players (although not particularly recommended). If so, try to keep things within reason. Tattooed Men are slaves and their masters will not want them to get too powerful, no matter how loyal they may appear. More importantly, most T-Men are Splugorth Slaves, and they are not known for sharing their knowledge, so any Tattooed Man not operating under their control is likely to be a runaway slave or a renegade with a price on his head. Even True Atlanteans do not give their T-Men and Undead Slayers too much power. They tend to believe that power must be earned, not granted. That is why they give new tattoos only to those who earn them (i.e. upon reaching new levels of experience).

A note concerning human mutants and Tattoo Magic: It should be noted that most human mutants cannot utilize Tattoo Magic. This includes humans with supernatural level abilities, such as those listed in **Skrappers™** and **Heroes Unlimited™**. However, the human variants from the Skrappers environment who do not have superpowers can use Tattoo Magic and may become T-Men (not that this technology is known to those people, so only victims sold into slavery to the Splugorth are viable candidates). Any humans who have been altered to the extent that they can be considered supernatural creatures also can not receive magic tattoos. Examples of this include the *Neo-Humans* and *Amazons* from South America and *The Corrupt* from the Magic Zone. Remember, only humans, True Atlanteans and other human variants, Chiang-Ku, Ogres, and, to a lesser degree, Elves, can receive magic tattoos.

In most cases, Master Psychics can not receive magic tattoos either. Tattoo Magic creates a link between the subject's P.P.E. base and the magic tattoo. Master Psychics, however, have burnt up most of their P.P.E. to develop their psionic powers. This means they have already built up and spent the P.P.E. that would otherwise be necessary to use magic tattoos and cannot build any more. Minor and Major Psionics have a much lower level of psionic power and do not encounter this problem and can become T-Men.

True Atlanteans are one exception to this rule. True Atlanteans with Master Psionics can use their *Marks of Heritage* and any other Magic Tattoos they received during their youth without problem. They probably lack the P.P.E. to use any major tattoos, but minor weapons **and/or** one magic weapon are usually possible. However, while they can receive additional magic tattoos, they will not gain any additional P.P.E. nor will they become M.D.C. creatures. Also note that the reverse is also true. A True Atlantean, or any human for that matter, who already is a T-Man can not develop Master level psionics later in life.



Tattooed Archer O.C.C.

The Tattooed Archer, or “T-Archer” for short, is the latest innovation of the Splugorth. As noted earlier, it took even these masters of magic and their skilled Minions thousands of years to create this new aspect of Magic Tattoos and develop the T-Archer O.C.C. Unlike the T-Men who came before them, the T-Archer is highly specialized with the focus on the use of the Bow and Magic Tattoo Arrows as the root of the warrior's power. Power Arrows give the T-Archer an advantage in terms of range, but he lacks the close combat power most people expect from T-Men. The number of Power Arrows the T-Archer must receive in order to use them to full capacity (i.e. at the listed P.P.E. cost rather than double) greatly limits the types of other tattoos the character can receive — but then, the strength of this character is his area of specialty. Basically, one can think of the Tattooed Archer as a magical longbowman able to launch an array of magical bolts.

Power Arrows take twice as much effort for the High Lord Tattoo Master to impart as compared to other magic weapons. Consequently, because of the effort that must be put into making them and the uniqueness of this “new” area of Tattoo Magic, the Splugorth have decided to keep most of these **T-Archers** for themselves. Armed with magic that is silent and deadly, T-Archers make ideal candidates for assassin training. Each prospective T-Archer is tested for hand to eye coordination, physical prowess, and natural aptitude with the bow. Those who test high enough are put through a rigorous course of archery training, which involves learning quick-draw, targeting, sniper,

and sharpshooting skills before undergoing the torturous process of receiving their magic tattoos.

In field tests, T-Archers have proven quite capable. Even a group of soldiers can be cut down easily by the silent accuracy of the T-Archer and his Power Arrows. A few well-placed shots with the right arrows and the enemy troops are quickly incapacitated (killing is not always required to win a battle or make an impact). If a killing blow is necessary, those who are incapacitated fall without a struggle. Another effective tactic is to organize T-Archers in pairs or small teams to rain down a flurry of magic arrows before the enemy even realizes he is under attack. Crossfires, ambushes and similar tactics are all taught to the **T-Archer**.

These enchanted bowmen are also being groomed as anti-vampire warriors, because they can use a number of Tattoo Magic arrows to combat and slay the undead. Another promising application of the T-Archer is in the area of manhunters to track down and capture runaway slaves, spies and select enemies and bring them back alive for interrogation. They are aided in this endeavor by the fact that many of the Power Arrows incapacitate rather than kill their target. This means they are also useful in riot control and containing arena contestants who have gotten out of control.

The success of the T-Archer has exceeded expectations and pleased the Splugorth. However, it has rankled the sensibilities of the Sunaj who see these new T-Men as more competition. For one thing, the Sunaj assassins see themselves as the premier manhunters. For another, their leaders are Tattoo Masters and the Splugorth have yet to share the knowledge to create this new tattoo variant with them. So far, the Sunaj have relied on diploma-

cy to get this knowledge, but to no avail. It will not be long until they resort to their more favored skills of espionage to garner the secrets of Power Arrows for themselves. Whether they are discovered stealing this knowledge or not, the **Splugorth** will definitely notice if the Sunaj start using Power Arrows. This does not necessarily mean that the Splugorth will break off their alliance with the **Sunaj**, but they will not be pleased. They have always known the Sunaj can only be trusted to a point (something they actually admire about them), so this small betrayal will not be unexpected. More **importantly**, the Sunaj joined the Splugorth as part of their plan to exterminate the True **Atlantean** race and there is no way the Splugorth will jeopardize that plan over such a small indiscretion.

Special O.C.C. Powers & Abilities of the T-Archer

1. M.D.C. Transformation: Beginning base M.D.C. is 10. Male **T-Archers** receive an additional 10 M.D.C. for each magic tattoo above six, and females get an additional 11 M.D.C. for each magic tattoo above six. The typical male starts out with 100 M.D.C., while females start with 109 M.D.C.

2. Power Arrows: The special techniques used to create the T-Archer combine the effects of power tattoos with that of the magic tattoo bow weapon. The resulting combinations are known as Power Arrows. Each Power Arrow activation counts as a separate tattoo activation, but can only be used in conjunction with a Magic Tattoo Weapon of a bow or crossbow in flames. They can not be fired from a man-made bow, not even a magical one.

The T-Archer starts with the following Magic Tattoos: The Bow as a Power Weapon and six Power Arrow tattoos at level one. T-Archers designed for vampire hunting will always have the Vampire Arrows as a part of their initial tattoo complement.

3. Other Magic Tattoos: In addition to the Power Arrow tattoos listed above, the T-Archer is also given the following Magic Tattoos for a total of 15 tattoos: One showing four arrows with Wings (to impart the ability of Winged Weapon and the longer range and ability to return to the shooter for most Power Arrows), two other magic weapons of choice, one simple weapon of choice (often a bow weapon), The Knight (magic armor), Eyes: Three (supernatural vision), one animal or monster tattoo of choice, and one other magic tattoo from any category, other than weapons. **T-Archers** designed for hunting vampires will be given the Heart Pierced by a Wooden Stake (vampire protection) and Skull Engulfed in Flames (fire powers), in exchange for one magic weapon and a tattoo of choice.

At each additional level of their experience, the slave's master, typically the Splugorth, will usually endow the character with one additional Power Arrow tattoo. In the alternative, two simple tattoos (animal or simple weapon) or one major tattoo (magic weapon, monster, or power) can be substituted for the Power Arrow tattoos. If the slave has been rebellious or undeserving, a new tattoo may be withheld.

4. P.P.E.: Base P.P.E. for an adult male T-Archer is 5D6, plus six for adult females. Boys and male teenagers start with 1D4×10 P.P.E., plus eight for females. Add 10 P.P.E. for each level of experience and 6 P.P.E. for each magic tattoo.

5. R.C.C. Bonuses: +2 to initiative in hand to hand combat, +2 to disarm with a "called" shot from an arrow, +1 to save vs magic, +4 to save vs Horror Factor, +2 to M.E., +2 to P.P., and 44 to Spd.

6. Penalties and Insanities: The T-Archer suffers from the same emotional and psychological problems as the other T-Men. Roll twice on the Tattooed Man Insanity Table found in *Rifts® Atlantis*, page 94. If you want your character to be really insane, then pick two. Roll again for every five additional tattoos gained at later levels.

7. Master of the Bow: All T-Archers are expertly trained in the use of the bow. This includes the long bow, short bow, and the crossbow. The bonuses from W.P. Archery, Targeting and Sniper skills are all cumulative. The T-Archer also possesses the **Sharpshooting** skill, but only with the bow and arrow (short bow and long bow of any kind).

8. W.P. Sharpshooting: Bow & Arrow (exclusive to the T-Archer): Sharpshooting is a combination of special expertise and trick shooting with a particular type of weapon. In the New West it is typically revolvers, pistols, energy pistols, and sometimes rifles, but in the case of the T-Archer, it applies exclusively to the *bow and arrow* — conventional type bows and pull string only. The **T-Archer's** skill does not include the crossbow.

Restrictions & Conditions:

- All bonuses and tricks are only possible with the bow and arrow. Thus, the T-Archer can not **sharpshoot** with a pistol or revolver, or even a crossbow.
- Only the *T-Archer O.C.C.* automatically gets the Bow and Arrow Sharpshooting skill among their O.C.C. skills.

W.P. Sharpshooting Bonuses: All bonuses are in addition to the conventional W.P. bonuses.

- The Sharpshooter's "Aimed" Shot: +1 to strike with a P.P. 20 and every additional five P.P. points above 20, but the bonuses are only applicable when the appropriate type of weapon is used. Aimed shots only. No bonuses for shooting wild.
- The Sharpshooter's "Called Shot": The Sharpshooter's "aimed" shot bonuses are NOT applicable when using this special "Called Shot." Instead the Sharpshooter uses the following superior bonuses: +1 to strike with a P.P. of 18 and for every additional three (3) P.P. points above 18, but the bonuses are only applicable when the appropriate type of weapon is used and this special called shot counts as two melee attacks/actions. Aimed shots only.
- Quick Draw: +1 to initiative at a P.P. of 18 and for every additional four (4) P.P. points above 18, but the bonuses are only applicable when using weapons in which the Sharpshooting skill has been applied. **Note:** This is in addition to other initiative bonuses.
- The Bonus Attack: +1 melee attack when using that specific weapon for the entire melee round.

Trick Shooting with a Bow & Arrow:

1. Can fire a traditional two-handed bow weapon, using his teeth to draw the string back! Reduce strike bonus by half (normally the shooter loses all strike bonuses).

2. Can shoot over his shoulder at a strange, twisted or acrobatic angle as well as using a mirror and the reflection to aim (typically the mirror or mirrored surface is held by someone else or is mounted somehow). Reduce the bonus to strike by half.

3. Accurately shoot while riding a horse or a moving vehicle (normally a wild shot), but strike bonuses are half and a "called" shot is impossible (normally -8 to strike and strike bonuses do not apply).

4. Shoot accurately while standing on head or hanging upside down; all bonuses applicable at full.



5. Dodge, roll or somersault and come up shooting (normally a wild shot), no bonuses or penalties to strike; straight roll of the dice.

6. Ricochet shot! The shooter can bounce arrows off of one surface and angle the shot in such a way that the projectile **ricochets/bounces** off and hits a **different/second** target! Inflicts only one point of damage to the first surface and full damage to the second. Reduce bonuses to strike by half.

T-Archer O.C.C.

NPC Villain and Optional Player Character

Player Character Note: Most player character T-Archers will be escaped **Splugorth** slaves on the run and wanted "alive" for interrogation and punishment. Any escaped T-Man is seen by the Splugorth to be a dangerous *animal* that needs to be hunted down. Because the T-Archer is new and still a bit experimental, they will be captured and interrogated, perhaps tortured, and they sold at the Slave auction where they command 750,000 to one million credits. Those who manage to make it to freedom will have to leave Atlantis and Splugorth territory as soon as possible or find themselves at the bad end of a hunting party. One that probably includes other **T-Archers!**

Once in the clear, the T-Archer will have to be reoriented into human **and/or** D-Bee society. They tend to be a bit more sophisticated than the standard T-Man, even though trained to be level-headed killers — civilized, yet deadly. This means the character will be much more prepared for the complexities of society. Since there are so few T-Archers on Rifts Earth outside of Atlantis, many opponents will not know exactly what to make of this character and are likely to underestimate him.

Alignment: Any, but those who willingly or gladly serve the Splugorth are evil or anarchist.

Attribute Requirements: P.P. 14 or higher. A high I.Q., M.E., and P.E. are also recommended, but not required.

Race Restrictions: Humans, Ogres, and Elves only. The typical racial breakdown of the T-Archer Arsenal is as follows:

40% Human males	
32% Human females	5% Elf males
18% Ogre Males	5% Elf females

O.C.C. Skills (applicable to all T-Archers regardless of race):

In addition to the Special O.C.C. Powers & Abilities of the **T-Archer** noted earlier, the character knows the following:

Language: Two of choice (one will most likely be his native language; +15%)

Disguise (+15%)

Escape Artist (+10%)

Surveillance Systems (+5% on the use of electronic equipment, but +20% to tailing).

Tracking (+15%)

Camouflage (+10%)

Detect Concealment (+10%)

Prowl (+10%)

Streetwise (+8%)

Sniper

W.P. Archery and Targeting

W.P.: Two Ancient of choice.

Hand to Hand: Assassin

O.C.C. Related Skills: Select five skills at level one, plus one additional skill at levels 4, 8 and 12.

Communications: Any (5%)

Cowboy: None

Domestic: Any (+5%)

Electrical: Basic Electronics only.

Espionage: Any (+5%)

Mechanical: Basic only.

Medical: First Aid only (+5%).

Military: Camouflage only (+5%).

Physical: Any, except Wrestling.

Pilot: Any, except robots and power armor, tanks and APCs, or any aircraft.

Pilot Related: Any

Rogue: Any, except Computer Hacking.

Science: Math: Basic only.

Technical: Any, except computers.

Weapon Proficiencies: Any

Wilderness: Any (+5%)

Secondary Skills: Select three Secondary Skills at level one, plus one additional at levels 3, 6, 9 and 13 from those listed, excluding those marked "None". These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All Secondary Skills start at the base skill level.

Standard Equipment: Typically items are provided by the slave's owner on a basis of need. This includes access to weapons, ammunition, field equipment, vehicles, and so on. Slaves who have proven themselves with years of loyal servitude, may be allowed to keep personal weapons and possessions in their quarters. The availability and quality of items will depend on the wealth of the slave's owner.

Renegade slaves will have in their possession only items held at the time of their escape or what they can steal (neither of which is likely to be much). Remember, most Tattooed Men rely on their magic tattoos more than on material things. The most tattoos any T-Man, even a Maxi-Man, can get at any one time is two (2). There must be at least six months between the acquisition of another pair of tattoos.

Money: None! Slaves are provided with everything they need. Loyal and high ranking slaves may be given a personal allowance, which varies in amount with each situation, owner, and character. Runaway slaves will have **1D4x100** in credits or trade goods.

Average Level of Experience: 1D4+3 for NPCs. Player characters start at level one.

Market Value: Thanks in large part to their newness and scarcity, as well as their unique powers, the going price for a **T-Archer** is quite high at 750,000 to one million credits (sometimes a bit less, other times a bit more).

Cybernetics and Bio-Wizardry: None. If cybernetics is required at a later date, the character will strive to get bio-systems, because mechanical bionics will reduce the potency of his magic. Even a single mechanical arm or leg will reduce the effects, range, damage, and duration of the magic by 25%.

T-Archer O.C.C.		
1	0,000-2,500	8 64,001-85,000
2	2,501-5,500	9 85,001-110,000
3	5,501-10,500	10 110,001-160,000
4	10,501-21,500	11 160,001-210,000
5	21,501-31,500	12 210,001-285,000
6	31,501-46,500	13 285,001-360,000
7	46,001-64,000	14 360,001-440,000
		15 440,001-550,000

Bio-Wizard Organisms

By Mark Sumimoto & Kevin Siembieda

New Parasites

Remember, all Bio-Wizard parasites are dangerous and potentially deadly creatures who may offer short-term benefits to their host, but also bring a certain level of detriments along with them. Some parasites offer no advantage to their host and are merely more tools of bondage created by the great enslavers, the **Splogorth**. In any case, parasites are ultimately destructive, regardless of the powers they may provide, and are best to be avoided. However, they are sold at the best prices and conniving salespeople may try to pass them off as the much safer symbiotes. They may even be bold enough to jack the price up to symbiote levels just to make the deal appear more authentic. Purchasers beware! Parasites and Symbiotes are both commonly available in the Dimensional Market at Splynn.

Alphabetical

List of Parasites

Beastifier

Black Claw
Brain Helmet
Brain Leash
Faceshaper
Free Breather
Heaven's Wings
Living Armor
Locator
LungLock
Magic Booster
Mend & Melt
Mind-Blossom
Muscle Boots
Para-Sym Transformer
Psi-Receiver
Psychic Vapor
Spinetwister
Temporal Link

Beastifier

This small parasite appears to provide its host with supernatural power. In reality, the organism is simply a vessel for another, more powerful creature.

Host Type: Humans, D-Bees, and any mortal creature. M.D.C.

D-Bees can also receive this augmentation, but not supernatural beings or creatures of magic.

Host Environment: Anywhere on the body, but the organism is generally placed on the chest area.

Reproduction: None, the organism is a genetic clone that contains another essence.

Hit Points: An M.D.C. creature with 4D6 M.D.C.

Average Life Span: The parasite can survive without a host for up to ten years before bonding to a host, but dies 1D4+6 months after union.



Alignment: Not applicable for the organism, but the contained essence is anarchist or evil.

Powers: Immediately bonding to the host organism, the subject feels stronger and invigorated. Within a day, his strength will be enhanced to supernatural levels (beings who already have a supernatural P.S. will get a bonus of +6). After another 4D6 days, his S.D.C. and Hit Points are transformed into M.D.C. and his endurance becomes supernatural (M.D.C. D-Bees will see their M.D.C. doubled). A month later he can bio-regenerate 4D6 M.D.C. per hour. After another month passes, the host's P.S. is increased to a maximum of 3D6+20 (no bonus if already higher). A month after that his M.D.C. is boosted to 1D6×100 or +200, whichever is higher. Each subsequent

month he also gains one of the following powers: nightvision 100 feet (30.5 m), see the invisible, and immunity to poisons and drugs.

Bonuses: None, other than those listed above.

Side Effects: After 1D4+1 months, the organism dies and drops off the host body, but all powers remain. By this time, the organism is no longer necessary. In truth, the only thing the organism did was to slowly infect the host with the energy essence of a Boschala. This creature, also called *The Living Nightmare*, usually forms a warped physical body when it enters a physical plane. Normally, it cannot infect another living being. However, the parasitic organism links the Boschala's energy essence to the life force of the host being. This link begins slowly, providing the host with supernatural strength and M.D.C. But when the link is completed (after the 7-10 month period), the Boschala takes over. A short time after the final stage (no more than three months), the host's body will twist and **morph** and his presence of mind will slip away, until he is completely transformed into the Boschala. Sadly, the host's mind is not completely lost, but remains locked away in the recesses of the monster! Thus, he sees and lives the terrible things this creature does, as if trapped in an unending nightmare. Actually, the nightmare ends when the monster is slain. See the **Rifts® Conversion Book One** for full details about the appearance and powers of the Boschala.

Size: A flat, disc-shaped creature that is about six inches (151 mm) in diameter.

Means of Elimination: Surgery to remove the parasite any time before it begins to empower the host will break the link and prevent transformation without injury to its victim. After the transformation begins, only exorcism has a chance of purging the Boschala's essence and saving the host. Up to three exorcisms can be attempted. If the creature successfully resists all three attempts, then the host is lost forever. When the Boschala's essence is successfully exorcised, the parasite dies and falls off, and all powers and bonuses are lost. However, reduce the host's M.E. by one point for every two months he was connected to it. Note: The parasite (and Boschala) is oblivious to all other organisms and will allow them to inhabit the host's body. Once the transformation is complete, any other organisms attached to the host will be destroyed, absorbed and incorporated into the Boschala without injury to it.

Market Cost: 250,000 credits

Black Claw

Initially, this parasite appears to be little more than a small, black, hard-shelled segmented worm. It is capable of crawling around at very slow speeds, but can rear up and jab its body into the flesh of another larger being at lightning speed. Using this attack, it can insert itself into a host body. Once in the limb, it starts feeding on the host's bone and tissue. As it feeds, it grows until it replaces the limb's flesh. Initially, this instills supernatural strength and toughness to the limb, turning it black and giving it long, M.D.C. hard claws. However, eventually it results in the loss of that **limb!**

Host Type: Humans, D-Bees, and any other mortal creatures.

M.D.C. D-Bees, supernatural beings, and creatures of magic cannot be infected with this parasite.



Host Environment: The arm, leg, tail, or most any limb (tentacles, etc.; but not wings).

Reproduction: The Black Claw is asexual and spawns three new organisms three months after infesting its host. The original organism dies immediately after the birth of the offspring.

Hit Points: Twelve; very tough despite its diminutive size.

Average Life Span: The parasite can live for two years without a host (most of that time in hibernation, awakening when it senses a suitable host nearby).

Alignment: Not applicable.

Powers: 24 hours after being infected by the parasite, the host will feel his infected limb become stronger. Overnight, the nails of that limb will become harder and sharper and turn pitch black. Claw attacks from that limb will have a damage bonus of +8 S.D.C.

48 hours later, the limb starts to turn grey and scaly, but its strength becomes *supernatural*, able to inflict Mega-Damage with a punch or claw strike (or kick, depending on which limb was infected). In addition, the claw now adds +8 M.D. in addition to M.D. from supernatural P.S. **Note:** Only that one, affected limb has supernatural P.S.

The limb becomes progressively darker and covered in hard, M.D.C. scales as the parasite grows. After 1D4+4 weeks, the limb is completely black and a Mega-Damage structure with 3D6+33 M.D.C.! Furthermore, the black limb regenerates damage at the rate of 2D6 per 24 hours. The host will be able to inflict Mega-Damage with impunity, able to parry other M.D.C. weapons such as **Vibro-Blades** and magic weapons with the claws and even the arm itself (it takes combat damage only if the attacker is deliberately trying to damage the Black Claw portion of the limb).

Bonuses: Once the limb becomes M.D.C., it gains the bonuses of +1 to strike and parry. Furthermore, it can be used to parry M.D. weapons without penalty or damage. If both legs are infected, the above damage is inflicted by kicks and the character can leap 50% farther than normal and run 10% faster.

Side Effects: After six months, the Black Claw limb begins to slowly wither, becoming gnarled and thin. Worse, the bonuses disappear, every week 1D4 M.D.C. drains from it, and the M.D. bonus (of 8) is reduced by one point. When all M.D.C. is gone, the shriveled limb falls **off!** That's right, it falls off. If there is a good side, it is that where the limb falls off the skin is sealed, so there is no blood loss or risk of infection.

Note: From the remains of the crumbling husk squirm three new Black Claw parasites looking for a host (got another arm or leg?). The damage to the nerves prevents replacing the lost limb with a Bio-System flesh and blood artificial limb, but a mechanical bionic one can be used as a replacement.

Size: The organism itself is only one inch or roughly 25 mm long, but it expands in the limb and spreads out into its entire length.

Means of Elimination: In the first two weeks, the magic spells of Restoration or Purge as well as the psionic power of Psychic Purification can completely eliminate the parasitic organism without side effects. For the next two months after that, only psychic or physical surgery or the Restoration spell can remove it, but the limb will be weakened by the ordeal. Reduce P.S. and P.P. (and Spd, if a leg) of the limb by 20%. After that, Restoration magic will not work on a Black Claw, and the parasite can not be removed without destroying the limb. However, up until the fifth month, the limb can be surgically removed and replaced with a Bio-System prosthetic limb.

Note: The parasite will ignore any other organisms in other parts of the body, but will attack any in the limb it has infected. As the other organism is being attacked, red hot pain will shoot through the limb. This gives the host a penalty of -3 to strike and parry and -25% to skill performance with that limb for 1D4 days as the offending organism is ejected. If the other organism has more Hit Points than the Black Claw, then the Claw will not be able to eject it. However, it will continue to try, causing the penalties to linger until one of the organisms is removed or dies.

Market Cost: 100,000 to 150,000 credits.



Brain Helmet

This parasite appears to be related to the Kill Crazy parasitic organism, but is less powerful and versatile and has different side effects.

Host Type: Humans, D-Bees, and other mortal creatures.

Supernatural beings and creatures of magic cannot be bonded to this organism.

Host Environment: The top of the head.

Reproduction: Laboratory cloning. This is an artificially engineered organism created through Bio-Wizardry.

Hit Points: 3D6

Average Life Span: Two years without a host body or as long as 50 years after bonding.

Alignment: Not applicable.

Powers: The parasite provides the host with the minor power of Mind Block and the equivalent of the Super-Psionic power, Psychic Body Field. I.S.P. to activate is only 10. The field has 60 M.D.C. and does not increase in power with experience.

Bonuses: Add 20+3D6 I.S.P. to the base amount of the host. If the host is not already psychic, this amount plus the number from his M.E. attributes become his base I.S.P. He will be considered a Minor Psychic and requires a 12 or higher to save vs psionics. The host is also +7 to save vs possession thanks to the organism.

Side Effects: The physical/psionic interface the parasite shares with its host interferes with his normal brain functions. The result is the permanent loss of two I.Q. points and one M.A. point. In addition, the parasite is disfiguring, reducing the P.B. of the host by 40%.

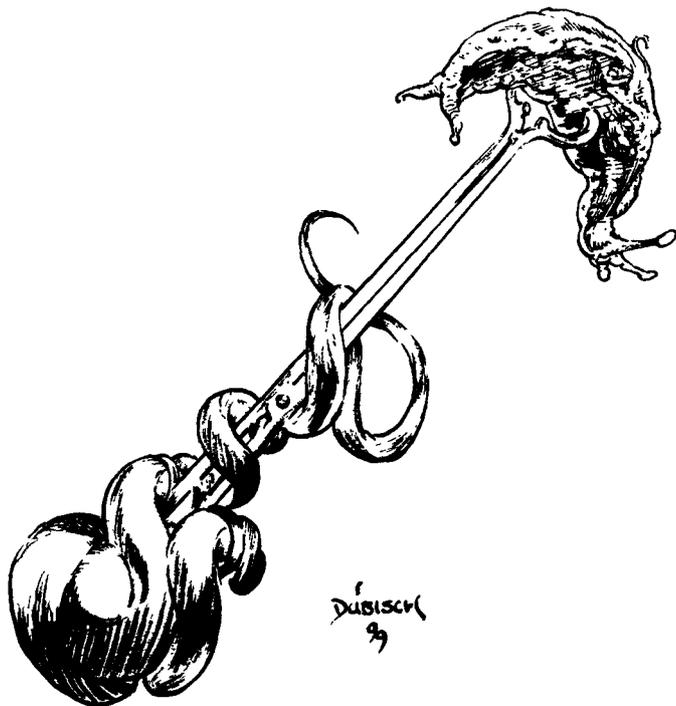
When in place, the psionic field cuts off the tactile senses of the host, during which time all skills that require the sense of touch suffer a penalty of -30% or -4 to strike whenever the field is activated. If the parasite is killed at any time while linked to its host, the character loses all I.S.P. gained from the union plus an additional 3D6 points. The damage to the host's I.Q. and M.A. is permanent, although P.B. increases by 20% (scarring and hair loss are permanent). Once lost, a replacement Brain Helmet will only restore half the usual I.S.P., but the full range of penalties to I.Q., M.A. and P.B. reapply with cumulative effect.

Size: About the size of a large, padded cyclist helmet, usable by creatures who are roughly human-sized. They are sometimes available in larger sizes which can be used by creatures up to 12 feet (3.6 m) tall.

Means of Elimination: Surgery can be used to remove the organism at any time with the same penalties as killing it. Roll on the Surgery Penalty Table for organisms attached to the brain.

Note: The Brain Helmet is oblivious to other organisms attached to the host body, but will not allow any other creatures to bond to the brain in any way. Any organism which attempts to do so will be bombarded by psychic energies. This will kill most S.D.C. creatures within 1D6 minutes and the remains will be expelled after a few hours. During the attack the host will **feel** as if his head is on fire. For those few minutes, he will be reduced to two attacks per melee, lose all combat bonuses, and perform all skills with a penalty of -60%. If the offending organism has more than ten Hit Points, it will survive the attack. The Brain Helmet will continue to assault the creature, repeating the attack and the associated penalties to the host every 1D6 hours until the other organism(s) is dead.

Market Cost: 300,000-500,000 credits



Brain Leash

The most efficient means of keeping a disobedient or potentially dangerous slave under control is to have this organism surgically implanted in his brain.

Host Type: Any (including M.D. characters), except supernatural beings and creatures of magic.

Host Environment: The brain.

Reproduction: Laboratory cloning only. The Brain Leash is an artificially engineered organism which cannot reproduce on its own.

Hit Points: Four

Average Life Span: Two years.

Alignment: Not applicable.

Powers: Capable of completely overriding the mental processes of its host body. Once the organism is implanted, all voluntary muscle responses, including speech, are controlled by it. The organism is "programmed" to obey the words and wishes of any *one* being, typically the slave's owner or taskmaster. The host will be completely aware of everything he is being forced to do, but will be unable to do anything about it. Even acts which are contrary to his alignment can not overcome the parasite's hold. The mind and personality of the host is completely submerged and he becomes very much like a passenger in his own body, able to see, hear, and feel everything his body is doing, but unable to control it.

Bonuses: None

Side Effects: Completely incapacitates the host's control over his body. The host is absolutely incapable of performing any act without the verbal command of the parasite's controller.

Size: About the size of a large slug.

Means of Elimination: Surgery to remove the organism *may* cause brain damage. Roll on the Surgery Penalty table on page 114 of **Rifts® World Book 2: Atlantis** for organisms attached to the brain.

Note: This organism is totally oblivious to other parasites and symbiotes and ignores them.

Market Cost: Two million credits.

Faceshaper

This parasite offers its host the chance to look young again or make other minor alterations in his facial appearance. However, not only is this power temporary, but it leaves permanent side effects when the parasite leaves.

Host Type: Humans, D-Bees, and any other S.D.C. being. Supernatural beings, creatures of magic, and M.D.C. beings can not be infected by this parasite.

Host Environment: The face of a living host.

Reproduction: A mated pair can produce up to 2D4 young during their lifetime.

Hit Points: 1D6 each.

Average Life Span: Two years as a larva, one year as an adult.

Alignment: Not applicable; low animal intelligence.

Powers: The host's face can be molded and reshaped for as long as the young Faceshaper lives on it. The signs of aging or abnormalities can be smoothed away (+3 P.B.) or grotesque features can be created (maximum H.F. 10). If the host knows the disguise skill, he can alter his facial features to match those of another individual (+25% to the disguise skill). The changes are locked into place until the host decides to alter it and can remain in effect indefinitely.

Bonuses: See powers.

Side Effects: When the implanted larva reaches full maturity, it emerges from the side of the host's face, like a beetle pulling itself from an earthen lair. A minute later, it flies away never to be seen again. Unfortunately, the malleability it gave the host's face deteriorates rapidly after it leaves, causing the facial features to sag and warp until his face becomes limp and droopy, -6 to P.B. or reduce by half, whichever is greater.

Size: About a half inch (12 mm) long.

Means of Elimination: Surgery to remove the parasite can be done without side effects during the first four months of implantation, but for every four months thereafter, there is a



cumulative penalty of -1 to the host's P.B. attribute when the parasite is removed. Good plastic surgery or some form of magic reconstruction can restore the host to his or her original P.B. Otherwise, the penalties are permanent.

Note: The parasite is oblivious to other organisms in the body and will allow them to inhabit the host body, provided they do not attack the face. If so, the Faceshaper will suffer whatever damage the face does, usually resulting in its death. The same penalties apply if the parasite is killed after the four month period.

Market Cost: 100,000credits

Free Breather

This minor parasite enables its host to breathe more efficiently and sharpens the olfactory senses.

Host Type: Humans, D-Bees, and other mortal creatures. Supernatural beings and creatures of magic can not bond with this organism.

Host Environment: The breathing passageways from the nose to the lungs.

Reproduction: The Free Breather parasite is asexual and produces a new offspring every four months. The new parasite is vomited from the host body and can survive up to one month before finding a host.

Hit Points: Four

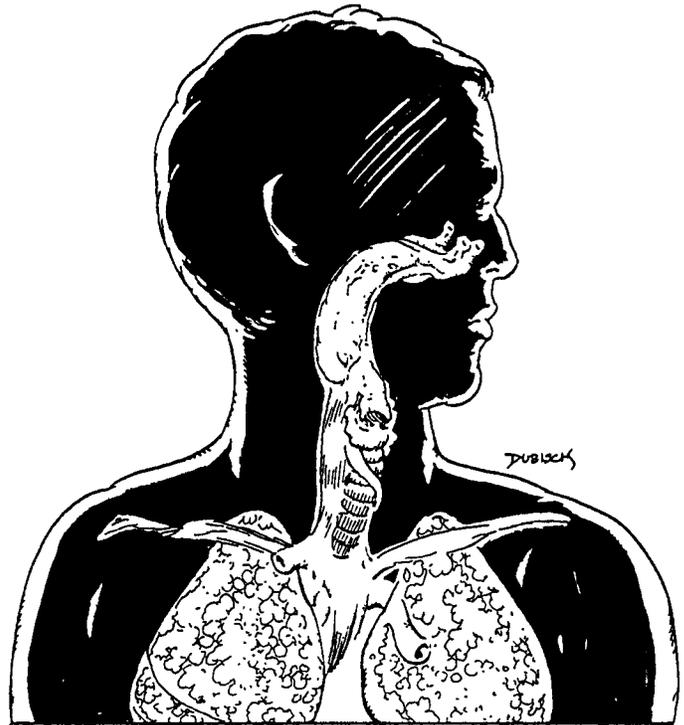
Average Life Span: Two years.

Alignment: Not applicable.

Powers: Enables its host to breathe more efficiently and enhances the olfactory senses. The host can exert himself for twice as long as normal and suffers only half the normal penalties from fatigue. Additionally, the character can recognize known scents at 80%, track by smell at 55%, and recognize poisons and toxic gases by smell at 80%.

Bonuses: See powers

Side Effects: The heightened olfactory sense makes foul odors and toxic gases seem stronger and more pungent. Foul smells are absolutely putrid and penalties for stench and gases are



doubled. Moreover, the character is -3 to save vs toxic gases, pollution and foul odors. After the parasite dies, the host loses all the olfactory augmentation he had gained from it and his normal sense of smell is blunted by about 20%.

Size: About a foot (.3 m) long and stretches in width to fill the breathing passage of the host. The organism is hollow and clings to the walls of the nasal passage and throat; air passes through it.

Means of Elimination: Surgery to remove the parasite may cause permanent damage. Roll on the Surgery Penalty Table as found on page 114 of *Rifts® Atlantis* for organisms attached to the body.

Note: The parasite is oblivious to other organisms and will allow them to inhabit the host body unmolested.

Market Cost: 100,000credits.



Heaven's Wings

Not quite the name one would expect from a **Spugorth Bio-Wizard** parasite, but it does adequately describe its effects. The organism provides its host with the power of mystic flight and fills him with a sense of euphoria. However, like a drug, these benefits are accompanied by harmful side effects and a debilitating low.

Host Type: Humans, D-Bees, and any other S.D.C. being only. Supernatural beings, creatures of magic, and M.D.C. beings cannot be infected by this parasite.

Host Environment: Anywhere along the spine or on the base of the skull.

Reproduction: The organism mates after leaving its host and the mated pair retreats to a safe place to reproduce. Females give birth to up to four live young that can survive for months before finding their own hosts. Males are killed and consumed by their partners after mating.

Hit Points: 1D4 at the time of union, but increases to 1D6+6 when it reaches full maturity and leaves the host.

Average Life Span: Four years.

Alignment: Not applicable; low animal intelligence.

Powers: The organism possesses the power of magic flight which it transfers to its host. Maximum flight speed is **75 mph** (120 km/h). Flight can be maintained indefinitely. Maximum altitude is 4000 feet (1219.2 m). In addition, the power of flight invigorates the host and provides him with enhanced reflexes and combat abilities. See bonuses for these powers.

Bonuses: In flight, the host feels more alive and exhilarated than any time in his life, providing him with the following bonuses: +4 to initiative, +2 to strike, +4 to dodge, +4 to roll with punch or impact, +2 to save vs mind control, +4 to save vs Horror Factor. The euphoric sensation also encourages the character to be reckless and to take foolish risks.

Side Effects: For the parasite to pass its power of flight onto its host, it must secrete certain chemicals and magical energy into the body. This provides the "high" and euphoria as well as the enhanced reflexes and bonuses. Unfortunately, they act like a drug in the system, causing the character to become addicted to the induced feelings felt during flight. In fact, characters with Heaven's Wings quickly learn to prefer to fly than walk and hover above the ground even when flight is not necessary. After **1D4 months**, the host becomes so addicted to it that he will insist on remaining aloft constantly (16-20 hours a day),

coming to land only to **sleep!** This causes a number of problems above and beyond addiction.

1. The leg muscles and general physical endurance weaken because flying does not exercise the legs or body; reduce Spd. attribute by 10% for every 6 months that the Heaven's Wings parasite is kept (up to four years).

2. Likewise reduce RE. by one point for every year that the parasite is kept. Note that after the parasite is gotten rid of, 10% of Spd. and one P.E. point can be restored for every two months of intense exercise and frequent activity.

3. Since the character insists on hovering and flying all the time, it is impossible to maintain a low profile. Flight without the use of wings is rather uncommon and therefore quite noticeable. Anyone who insists that the host not fly for some reason will be adamantly rebuffed. Hostile forces are likely to mistake the flying individual for a sorcerer or superhuman and make him one of the first targets of attack.

4. After 3-4 months, the euphoria makes the character lazy and sloppy, so skill performance is -20%.

5. After six months the character becomes emotionally sensitive/touchy to those who criticize him about anything, but especially his flying all the time and possible addiction or other negative aspects of having Heaven's Wings. Touchy to the point of violent outbursts, temper tantrums, and confrontational behavior, not to mention a bit of paranoid delusions ("Oh yeah! You're just jealous of my abilities. You resent me because I can fly." Or, "Go to hell. I don't need you losers!" and so on).

6. After two years, the bonuses gained from the parasite fade to half, and flying speed is also reduced by **half!** This is something that bothers the addicted individual to no end. Reduce skill performance another -10% and the character suffers from feelings of inadequacy and *may* turn to alcohol or drug use.

7. Losing the parasite via its natural life span (i.e. after having it for 3-4 years) or via surgical removal is devastating to the addicted individual. Not being able to fly is horribly traumatic. Deep depression and low self-esteem instantly set in with the following penalties. First, the ability to fly and all bonuses from the parasite are completely gone. Second, the character has no initiative (is always the last to take action), is -1 melee **attack/action**, and all of his normal combat bonuses, saving throws and skill performance are reduced by half! Don't forget the accumulative Spd and P.E. penalties noted earlier. The depression and penalties will last for 1D4+2 months before they lessen, at which point the lost attack per melee returns, reduce the combat penalties by **half**, and the skill performance penalty becomes only -20%.

Note: The character can never be completely restored to his old self prior to the Heaven's Wings, except via the Restoration spell, but even then he will remember the old euphoria and continue to crave that heightened sense of power. The first six months of withdrawal are the worst, and there is 01-65% chance that the character will seriously consider getting a new Heaven's Wings parasite to restore himself. However, after the first use of the parasite for six months or more, acquiring subsequent Heaven's Wings will only impart *half* their usual bonuses, speed and high. This often leads addicts to seek additional **Bio-Wizard** augmentation to "restore" or "improve" themselves, which will only result in more problems and probably physical disfigurement. The

Splugorth love it. Turning to Juicer or Crazy augmentation is another possibility but less appealing.

After six months of being free of the parasite, the individual's trauma diminishes and the likelihood he'll think about "hooking up" with the parasite again is only 01-30%. Reduce an additional 5% for every year that he is clean, until down to five percent; there is always a chance that he can be tempted into taking the parasite (or other Bio-Wizard augmentation) again. It takes four months to become addicted to the Heaven's Wing, but even those who plan to get rid of it after only 1-3 months are usually reluctant to do so after they get a taste of flying and the good feelings that come with the parasite.

Size: About two inches (50 mm) in length.

Means of Elimination: Surgery to remove the parasite may cause permanent damage. Roll on the Surgery Penalty Table on page 114 of *Rifts® Atlantis* for organisms attached to the body.

Note: The parasite is oblivious to all other organisms and will allow them to inhabit the body unmolested.

Market Cost: 500,000 to one million credits (typically a high price for characters who are obviously addicted).

Living Armor

The cheapest form of **Bio-Wizard** armor available, this dull grey organism grows over the entire body of its host to provide him with Mega-Damage protection. In reality, the parasite is simply protecting its meal while it slowly feeds on the host's flesh.

Host Type: Humans and D-Bees of all sorts, including mortal Mega-Damage beings, but not supernatural ones or creatures of magic.

Host Environment: The outer flesh.

Hit Points: A Mega-Damage creature with $60+2D4 \times 10$ M.D.C.

The creature serves as a kind of body armor for its host so any attacks on the character will damage the creature first.

Average Life Span: Up to 32 years, but usually does not survive more than ten.

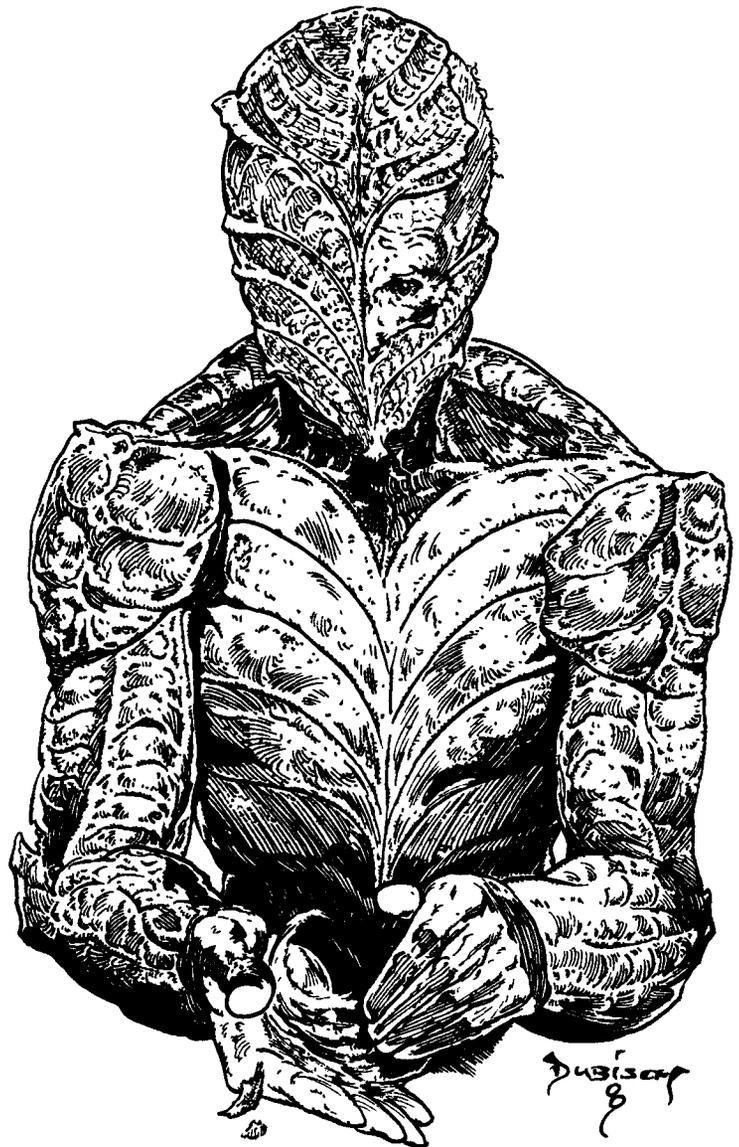
Alignment: Considered anarchist because of its rudimentary animal intelligence and aggressive nature.

Powers: Provides its host with a Mega-Damage covering which serves as protection from all physical attacks. The armor is lightweight and as comfortable as the individual's own skin. There are no movement penalties and other forms of armor can be worn over it. The creature regenerates damage at a rate of 2D6 M.D.C. per day and it is impervious to poisons, toxins, and disease, as well as natural (non-magical and non-M.D.C.) **heat/fire** and cold. Furthermore, the creature is nearly mindless and cannot be mentally controlled in any way. On a human, the Living Armor typically adds about 20 lbs (9 kg) to the total weight.

Bonuses: None, other than the added M.D.C.

Side Effects: The Living Armor parasite sustains itself by feeding on the flesh and nutrients of its host. The process is slow and painless and the victim is not likely to know that it is even happening. After one month of being bonded to the parasite, the host will have lost half of his S.D.C. and 1D6 Hit Points or, if a mortal Mega-Damage creature, 10% of his natural M.D.C.

Thankfully, after the first month the feeding cycle slows down and the parasite is mostly sated by consuming the new flesh as it is regrown. However, each subsequent year the character Permanently loses 1D4 S.D.C. and one Hit Point (1D4 M.D.C. if a Mega-Damage being). Furthermore, reduce P.E. by one point per decade that the Living Armor is worn. **Note:** The armor typically covers the entire body except for the eyes, mouth, fingers and palms of the hands, feet and groin area. The covered ears and nose have enough space or small holes to allow those organs to continue to work unimpaired. However, armor that is over 20 years old will often grow over the mouth (leaving a movable flap by which to eat and speak) and other times leaving only a narrow slit through which to see, breathe, speak and eat. Psychics (even Minor ones) can link in such a way that they can mentally command the Living Armor to shift and curl or slide away to reveal large portions of their face as they desire, and cover most of it back up when in danger or entering combat.



When the parasite dies or is killed (i.e. M.D.C. reduced to zero), its remains will drop off of its host like a lizard shedding its old skin. The shedding character is immediately struck by intense **pain** and will be shocked to see pitted and raw flesh beneath the protective armor. The pain and shock of seeing his body in such a state will make the host completely

unable to function for 1D6 hours as he struggles to cope with his new frail and scarred condition. If the armor is lost in the middle of combat, he will have absolutely no armor protection and is likely (01-80%) to run away until he finds a safe place to hide and rest. Unfortunately, the Hit Points and S.D.C. (or M.D.C.) eaten by the parasite are permanently gone, plus the character's P.B. is permanently reduced by half! With time and proper medical care the damaged flesh will heal, but it is permanently pockmarked and scarred. Note that there is nothing stopping the character from getting himself another suit of Living Armor, although it will permanently weaken him.

Another side effect is that the armor clad character effectively turns himself into something that looks strange and alien; -1 on P.B and M.A with an accumulative -1 penalty for every subsequent 10 years the Living Armor is part of him. Creatures with a natural Horror Factor get +1 to H.F.

Size: Roughly the size of a basketball, it can spread its form out to cover 80% of a humanoid host as large as 12 feet (3.6 m) tall, and cover another 15% within one year's time. It can typically cover 50-65% of larger or bulky humanoids and grow to cover an additional 10% with each passing year until 95% is protected. It can also grow on animal life forms, but seems to prefer humanoids. Of course, those sold at Splynn are usually intended for use by humanoids, although sometimes they are used on riding animals.

Means of Elimination: Killing the parasite (rendering M.D.C. to zero) at any time within one month of its joining the host will result in no permanent damage to the host other than a temporary loss of half his S.D.C. and 1D6 Hit Points or 10% of his M.D.C. All but one Hit Point or M.D.C. point can be recovered in a week's time. It is only when the Living Armor has been part of the character for longer than that, that the above penalties under Side Effects apply. Magical means of eliminating the parasite via Restoration will have the same effect as killing it, and one of every 1D6 points of magical healing goes to the armor rather than the individual, restoring one M.D.C. per die of magical healing (psionic healing has no effect on the armor).

Note: A nearly mindless creature, it will allow other organisms to inhabit the host's body unmolested. Symbiotes and organisms attached to the outside of the body will also be covered.

Market Cost: 650,000 to one million credits.

Locater

Top of the line in the area of slave control, this parasite allows the owner to keep track of his slave wherever he may go.

Host Type: Humans, D-Bees, and other mortal creatures.

Supernatural beings and creatures of magic cannot be implanted with this parasite.

Host Environment: Anywhere in the skull or spine.

Reproduction: None. This organism is a mutant created by Bio-Wizard engineering and cannot reproduce naturally.

Hit Points: 1D6

Average Life Span: Up to twenty years.

Alignment: Not applicable; non-sentient creature.

Powers: None for the host, but the parasite transmits a psionic signal that can only be sensed by the person designated by the Bio-Wizard who implanted it. Range of the transmission is 20 miles (32 km).



Bonuses: None.

Side Effects: None for the enslaved host, but his owner or slave master gains a bonus of +40% to track him and can sense his general distance and location when within 20 miles (32 km).

Size: About the size of a pea.

Means of Elimination: Surgery to remove the parasite will not cause any permanent damage, unless the surgery roll fails. If the surgery is botched, a roll on the Surgery Penalty Table for implants in the body is required (page 114 of *Rifts@ Atlantis*).

Note: This organism is oblivious to any other organisms.

Market Cost: 250,000 credits.

LungLock

This parasite (actually a pair) offers no benefits to its host, only detriment. The purpose for using the parasite is to keep unruly slaves under control. Implanted in the lungs, the parasite consumes air which would ordinarily be used by the host. This restricts his endurance and weakens him considerably, especially when running or swimming. The only way to get around this limitation is with the *Aerobe micro-organism*, which the slave's owner dispenses only when he wants his slave to perform strenuous activities.

Host Type: Humans, D-Bees, and other mortal creatures.

Supernatural beings and creatures of magic cannot be implanted with this parasite.

Host Environment: The lungs.

Reproduction: A mated pair of LungLock parasites bond to one host, for most creatures that is one in each lung. The pair produce one new offspring every year, which is expelled from the host through the mouth. The newborn parasite has 48 hours to find a mate and a host before it dies.

Hit Points: 1D6+1

Average Life Span: 2D6 years.

Alignment: Not applicable; low animal intelligence.

Powers: None

Bonuses: None

Side Effects: Reduce endurance by half and suffer from an asthma-like attack in which the character cannot catch a full breath of air. The attack comes after 1D4+1 minutes of running or swimming or other extremely strenuous, fast-paced activity, like combat! It may also occur if the character is extremely stressed out or terrified. During such an attack, the character's



number of melee actions/attacks is reduced to one, he has no initiative, all combat bonuses are reduced to zero (straight die roll only), Spd is reduced 95%, and skill performance is -60%! It will take 2D4 minutes of complete rest and gasping for air to return to normal. If the character continues to be active, using up his "one melee action" per round on something other than rest, the asthmatic condition and penalties continue as if he were still running. An Aerobe micro-organism will restore the host to full capacity within one melee round, but without any bonuses.

Size: Three inches (76 mm) long and one inch (25 mm) wide. It is flat and dark blue in color.

Means of Elimination: Surgery to remove the parasite will not cause any permanent damage, unless the surgery skill roll fails. A failed surgery roll requires a roll on the Surgery Penalty Table found in *Rifts Atlantis*, page 114.

Note: This organism is oblivious to other organisms in the host body.

Market Cost: 150,000 credits.

Magic Booster

The Magic Booster actually increases the base P.P.E. of its host, but this is not as wonderful as it may sound.

Host Type: Humans and D-Bees of all sorts, but not supernatural creatures or creatures of magic.

Host Environment: The base of the neck or the spine.

Reproduction: Magic Boosters mate before linking to their hosts. Females bond to a host, gestate for eight months, then die. 1D6 new Magic Boosters are born at a time. Males die immediately after mating and do not bond to a host.

Hit Points: Ten

Average Life Span: Eight months.

Alignment: Not applicable, low animal intelligence.

Powers: See bonuses.

Bonuses: The host receives an extra 1D4×10+12 P.P.E. and a bonus of +2 to save vs magic. Practitioners of magic also receive a bonus of +1 to spell strength!

Side Effects: The host will feel slightly lethargic during the union, giving him a penalty of -2 to initiative and -10% to skill performance. Once the parasite dies or is removed, all the extra P.P.E. and bonuses it provided go with it and the host continues to feel lethargic (penalties continue) for 2D6 weeks. While P.P.E. is "boosted" by this parasite, the spell caster lacks his usual control over his magic. Roll on the following table each and every time magic is used. In all cases, the normal amount of P.P.E. is expended, regardless of the result.



01-20% Damage of duration is 20% greater than normal.
21-40% Damage or duration is 20% weaker than normal.
41-60% Damage or duration is 50% greater than normal.
61-80% Damage or duration is 50% weaker than normal.
81-100% Normal spell except there is an energy backlash that does 1D6 M.D. to the spell caster and everybody within 10 feet (3 m) of him.

Furthermore, the recovery of expended P.P.E. is half of the normal rate.

Size: Shaped like a fat caterpillar, the parasite is about five inches (127 mm) long.

Means of Elimination: Surgery to remove the parasite may leave minor scarring if not performed properly but nothing very noticeable; no other damage is done. Killing the parasite will cause scarring at the point of bonding (-1 to P.B.) and in its death throes it will unleash 1D6x10 P.P.E. from its host! The P.P.E. is recovered as normal. The parasite is impervious to magic and even Restoration has no effect on it.

Note: Only one Magic Booster can be used at a time. The parasite is oblivious to other organisms and will let them inhabit the body.

Market Cost: 500,000 credits; very attractive to low level mages, but archmages find it demeaning.

Mend & Melt

This parasite, or more accurately, swarm of parasites are actually micro-organisms. In their natural environment, they live on the undersides of leaves until an unsuspecting herbivore consumes them. Once in the body, they enter the bloodstream and take over the job normally handled by the white blood cells. They perform this job fabulously, providing the host with greater regenerative powers than any mortal could imagine. Unfortunately, they do not stay for long and steal vital proteins from the host when they leave.

Host Type: Humans, D-Bees, and any other S.D.C. being. Supernatural beings, creatures of magic, and M.D.C. beings cannot be implanted with this parasite.

Host Environment: The bloodstream.

Reproduction: 1D6 months after infecting a host, the Mend & Melt splits into 1D4 new microbe collectives.

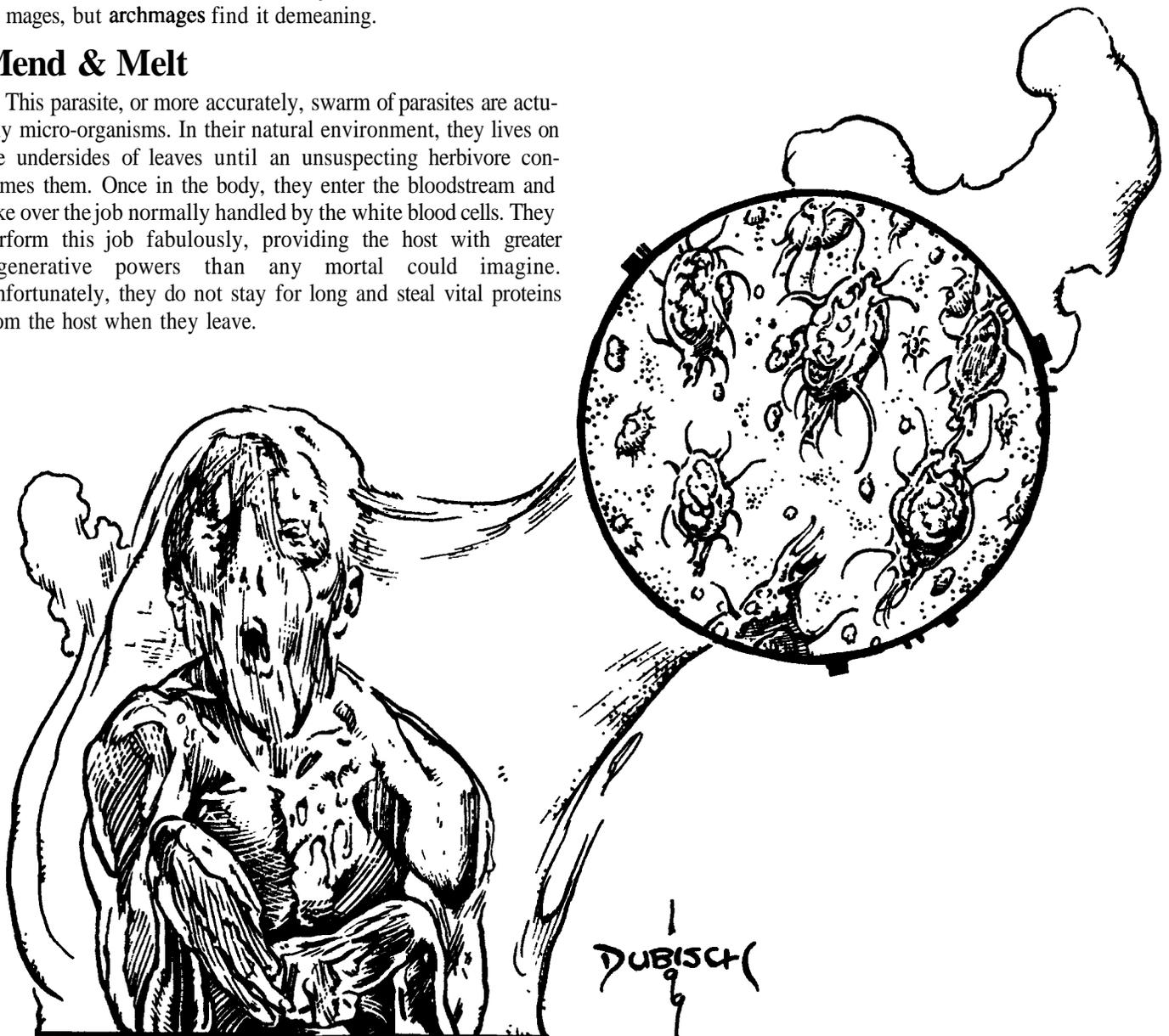
Hit Points: 1D4

Average Life Span: 1D6 months.

Alignment: Not applicable; no discernable intelligence.

Powers: Provides the host with phenomenal bio-regenerative abilities. Damage is healed at the rate of 1D6 Hit Points and S.D.C. per melee round! And damage down to -75 Hit Points can be survived unless the brain is destroyed! Severed limbs, lost organs, and just about all other damage can be healed within 72 hours, provided the brain is more or less intact. Serious damage to the brain can also be healed, but intelligence may be impaired (-1D4 at the G.M.'s discretion).

Bonuses: Effectively immune to poisons, toxins, drugs, and disease. Even toxic gases and magic potions do only half damage and last half their normal duration.



Side Effects: When the parasite undergoes reproduction, it stops providing healing powers to its host. More importantly, it steals nutrients and protein from the host to produce its offspring. This causes a cellular breakdown in the host that results in the flesh melting off his body! Not all the flesh, but enough to result in the permanent loss of 75% of the host's S.D.C. and 50% of his Hit Points. P.S. and P.E. are also permanently reduced by -3, and P.B. by 70%. Also, the host's natural immune system is permanently weakened: -4 to save vs poisons, toxins, drugs, and disease, and injuries take twice as long to heal.

Size: Microscopic.

Means of Elimination: Surgery cannot be used to eliminate this parasite. Only the spells, Purge Self, Purge Others, or Restoration, can effectively eliminate it. The first two are only effective *before* the parasitic horde reproduces. Restoration can be used to restore the character back to his original health, but P.B. remains permanently reduced by 20%.

Note: The parasite is oblivious to other organisms and will let them inhabit the body. The cellular breakdown does not affect any other organisms linked to the host.

Market Cost: 350,000 credits.



Mind-Blossom

Also called Algernon's Flower, this parasite is the result of a Bio-Wizard experiment on a spore-producing alien plant. The mutated members of this species produce spores which can germinate and take root in the brain of an animal. In the brain, this spore grows roots which create a stronger link between both hemispheres of the brain, increasing the rate of interface. Meanwhile, its sprouts produce a chemical stimulant that triggers increased brain activity which results in a much broader imagination, genius-level problem-solving abilities, and enhanced intelligence. Unfortunately, when the plant lives out its artificial life cycle, these benefits wither away and new problems arise.

Host Type: Humans, D-Bees, and any other S.D.C. creature. Supernatural beings, creatures of magic, and M.D.C. beings cannot be infected by this organism.

Host Environment: The brain. Infection is usually caused by injecting the spore into the bloodstream or being implanted at the base of the skull. However, there are a few rare cases where the spore entered the body through the respiratory system and managed to survive and take root.

Reproduction: None. This organism is a mutant created by Bio-Wizard engineering and cannot reproduce naturally.

Hit Points: 1D4

Average Life Span: 3D6+6 months.

Alignment: Not applicable; non-sentient creature.

Powers: Within 1D4 days of being infected with the Mind-Blossom, the host will begin to feel its effects. His I.Q. attribute will immediately climb at a rate of one point per day for 2D4 days. If he is a psychic, he will also receive a bonus of 1D6 I.S.P. every day over the same time period. After 1D4 months, the parasite will be fully functional. At this time, the host will receive a bonus of 10% to all of his skills and a bonus of +2 to his M.E. attribute. In addition to these bonuses, psychics will receive an additional 2D6 I.S.P. and a bonus of +1 to save vs psionics. Scholarly mages, such as Ley Line Walkers and Shifters, who receive this organism will get all the applicable bonuses above, plus they will have figured out how to cast 1D4+1 new spells at the end of the 1D4 month period. Spell level cannot exceed the wizard's current level of experience.

Bonuses: See Powers above.

Side Effects: When the plant dies, its husk remains rooted in place where it slowly decomposes. The bonuses to I.Q., M.E., skill proficiency, and I.S.P. disappear with the death of the organism. Even worse, the rotting remains of the Mind-Blossom produce a weak corrosive chemical. Outside the body, this chemical would produce little more than a rash. Within the brain, however, it is debilitating. 1D4 days after the organism dies, the host loses one I.Q. point every week for 2D4 weeks (that's 2-8 I.Q. points!). If the I.Q. attribute drops below the host's O.C.C. requirements, it takes him twice as long to increase in level of experience. If his I.Q. drops by half or more, skill performance is -30% and the character becomes forgetful and easily distracted.

Practitioners of magic can only cast one spell per melee round and rituals are beyond their capability to perform.

Psychics also lose 1D6 I.S.P. every week over the same period. If the I.S.P. loss ever drops to zero or below, the psychic loses his powers forever! Even psionic powers that do not require I.S.P. to use them will be gone.

If I.Q. is reduced to three or four, the individual becomes dim-witted and forgetful; at best the intelligence level and attention span of a seven year old child will remain. Mages will only remember a handful of their favorite spells and psychics only a few of their favorite and most frequently used psionic abilities. If the I.Q. is reduced to two or lower (yes even below zero) the character becomes a vegetable with no hope of recovery.

Size: Initially, the size of a grain of sand. At full maturity, the organism spans about four inches (101 mm) in length.

Means of Elimination: Surgery to remove the parasite may cause brain damage. Roll on the Surgery Penalty Table for organisms attached to the brain on page 114 of *Rifts® Atlantis*. If surgery is attempted shortly after its death and before the end of the initial 1D4 day infection period, no

penalties will be incurred; all damage done after the Mind-Blossom dies and rots is permanent.

Note: This organism is totally oblivious to all other organisms and will allow them to inhabit the body. However, the Mind Helmet will kill the Mind-Blossom organism instantly and the Brain Feeder will consume the spore before it can germinate. If the *Brain Feeder* parasite is introduced into a being already infected with the Mind-Blossom, it will not provide the host with bonus I.S.P. and still devours the brain, as well as the Mind-Blossom.

Market Cost: 350,000 credits.



Muscle Boots

This parasite fits over (or engulfs) the foot of its wearer. Prior to fitting on humanoid or animal feet, it appears as a light green jellyfish-like creature. It begins life in the grasslands where it waits for another creature to stumble upon it. Once a target arrives, the parasite clamps onto its leg, conforms to the shape of the foot and lower leg, and turns into a tough leathery material. The Muscle Boot, as it is called, offers the host increased strength in his leg in exchange for nutrients and a safe place to live.

Host Type: Humans, D-Bees, and any other S.D.C. creature.

Supernatural beings, creatures of magic, and M.D.C. beings cannot be infected by this organism.

Host Environment: The foot and leg.

Reproduction: Before finding a host, the parasite mates and holds the 2D6 fertilized eggs in a special pouch. The eggs are held for 1D4 years while the young form. Then they are released upon the world and the parent dies shortly thereafter.

Hit Points: 6D6

Average Life Span: 1D4+1 years.

Alignment: Not applicable; low animal intelligence.

Powers: Each parasite boosts the strength of one of the host's legs. A boosted kick can inflict 2D6 M.D. and a leap kick inflicts double damage. A leap can propel a character up to 20 feet (6 m) high and lengthwise. If two parasites are used, the leaping range is doubled and running speed is also doubled.

Bonuses: +2 to strike with kicks, +1 to strike with a leap kick. Also see powers above.

Side Effects: The boot parasite is cumbersome, inflicting a penalty of -15% to prowl. Also, the parasite requires five straight hours of sleep a day. This is not a big deal if the host maintains a regular sleep pattern since the parasite will match it. However, if he must wake up abruptly, the parasite will not wake up with him. As one might expect, all powers and bonuses offered by the parasite cannot be used while it is asleep, but it also reduces the host's Spd attribute and natural leaping ability in half, prowling is impossible, and most other physical skills suffer a penalty of -20%.

Size: About the same as a thick human-sized boot.

Means of Elimination: Surgery or killing the parasite will eliminate it without penalty. Otherwise, it falls right off and dies after it releases its eggs.

Note: This organism is totally oblivious to all other organisms that might inhabit the host body.

Market Cost: 150,000 credits.

Para-Sym Transformer

This large parasite has eight long tendrils extending from the sides of its tough, round body. Upon contact with a host body, these tendrils drill into the host's chest and rib cage. The experience is painful beyond belief, but only for a few minutes. After that, the pain subsides and the host gains strength, speed, and energy greater than that of a Juicer. The good news is this power lasts for the rest of one's life. The bad news is the host has only 48 hours to live once bonded to the organism!

Host Type: Humans, D-Bees, and any other S.D.C. creature.

Supernatural beings, creatures of magic, and M.D.C. beings cannot be infected by this organism.

Host Environment: The chest and internal organs.

Reproduction: See side effects.

Hit Points: Not applicable; an M.D.C. creature with 1D6x10 M.D.C.

Average Life Span: Can live up to a month after reaching maturity without a host, but dies within 48 hours of bonding.

Alignment: Not applicable; low animal intelligence.

Powers: Provides the host with enhanced speed, strength, and agility superior to that of a Juicer. See Bonuses for details.

Bonuses: For 48 hours straight, the host gains the following bonuses:

- Gains 5D6x10 M.D.C., +4 to P.E., and operates at full efficiency for 48 hours straight without rest or sleep.
- Heals 2D6 M.D.C. per minute and is impervious to poisons, toxins, drugs, and disease.
- +3D6 to P.S. (Minimum P.S. is 30) and is considered to be supernatural!
- +2D6x10 to Spd, and increases leaping ability by twenty feet (6.1 m) high and lengthwise.
- +2D6 to P.P. (Minimum P.P. is 22), gains an automatic dodge, and add +4 to initiative, +3 to strike, parry, and dodge, +4 to roll with **punch/impact**, and +8 to save vs Horror Factor.



Side Effects: After 48 hours of bonding to the host, the parasite explodes into a red mess, taking the host with it. All that is left moving in the pile that was the host and parasite are a pair of new **Para-Sym** organisms. They reach maturity in six months.

Size: Large enough to cover a human's chest and weighs about 50 lbs (22.5 kg).

Means of Elimination: None! Once the parasite is bonded to a host, it cannot be removed without taking the host's rib cage and vital organs with it — radical surgery and having a clone or bionic body waiting to receive a brain transplant is one's only chance for **survival!**

Note: The creature is oblivious to other organisms and will allow them to inhabit the body. However, these other organisms are likely to die when the host's body explodes.

Market Cost: 1.8 to 2.5 million credits, depending on availability and the desperation of the buyer. There are a number of notorious, bloody incidents throughout the Megaverse in which squads or entire armies have been given this parasite either with the promise of clone or bionic bodies waiting for them (usually an empty promise), or without being made

aware of the deadly consequences of its usage. Of course, 48 hours later, there is nobody to complain except for widows and orphans. The **Para-Sym** tends to be rare and expensive.

Psi-Receiver

Implanted in the brain, this mated pair of organisms are similar to the **Talo Mind Worms** only more powerful and with more detrimental side effects.

Host Type: Non-psionic humans, D-Bees, and mortal S.D.C. creatures. Mega-Damage creatures, supernatural beings, creatures of magic, and psychics can not be infected with this parasite.

Host Environment: The brain.

Reproduction: 2D4 new **Psi-Receivers** are born after roughly two years of the first mated pair's union to their host.

Hit Points: 1D4 each.

Average Life Span: Can survive up to four months without mating or finding a host. They live for two years after mating.

Alignment: Not applicable.

Powers: Shortly after infecting their host, the **Psi-Receivers** begin to stimulate the brain causing psionic powers to develop. Initially, these powers are limited to Presence Sense and Sixth Sense. After 1D4 months, the powers of Telepathy and Empathy develop. 1D4 months later, the range and duration of these powers increase by 50% and after another 1D4 months they double and the powers Sense Dimensional Anomaly and Sense Time appear.

Bonuses: Initial I.S.P. is 1D6×10 plus the M.E. attribute number. Another 1D4×10 I.S.P. is added when the range and duration increase by 50% and again when they double.

Side Effects: As time progresses, the psionic powers become more potent and eventually grow out of the host's control. 1D4 weeks after the range and duration of the psionics double, they begin to activate on their own. Twice a day, the host will pick up the surface thoughts or the emotions of those around him. These episodes last for the full duration of the psionic power and cannot be turned off. It is completely random and cannot be directed by the host in any way.

After two weeks of experiencing these annoyances, the real problems begin. Thoughts and emotions begin to flood the augmented character's mind perpetually. The power of Presence Sense picks up every living creature and Sixth Sense activates with the slightest *potential* for danger. The host will constantly be looking over his shoulder and start to withdraw from other people as their thoughts and emotions continue to overwhelm him. Eventually, the constant feeling of being followed or smothered in humanity will make the host paranoid and reclusive (desires solitude). Furthermore, after a short while the character begins to have trouble telling which thoughts are his and which belong to others. Worse, he is likely to act on some of these alien thoughts and show signs of advanced schizophrenia. This also means sleep is difficult (if not impossible), the performance of skills is reduced by 50% and it is difficult for the individual to focus. About 50% commit suicide within one year of receiving the parasite. Naturally, the psionic powers will disappear when the Psi-Receiver parasites die, but the insanities will remain.

Size: Roughly three inches (76 mm) long each.

Means of Elimination: Surgery can be used to remove the parasite at any time, but may cause brain damage; roll on the usual Surgery Penalty Table for organisms attached to the brain. However, Psychic Surgery can be used to remove it without damage.

Note: The Psi-Receiver parasite will allow other organisms to link to the host. However, the Brain Feeder parasite will kill the Psi-Receiver once it finishes consuming the brain.

Market Cost: 80,000 credits.



The Psychic Vapor

Born from an innocuous-looking sphere, this parasite rises towards its prospective host like a living fog. Its gaseous body rolls up into the mouth and nose, temporarily choking and gagging its victim. Once its entire form has entered the host body, breathing returns to normal and the host feels strangely calm and aware with new intensity. The parasite is actually a strange sort of astral being with powerful psionic abilities, which it provides to its host. In exchange, all the astral parasite requires is most of the host's P.P.E. and a piece of his life force.

Host Type: Humans, D-Bees, and other mortal creatures.

Supernatural beings and creatures of magic cannot be infected by this parasite, but mortal Mega-Damage beings can.

Host Environment: The parasite is a massless being that permeates the entire body.

Reproduction: A mated pair of the mature Psychic Vapors produce a litter of 1D6+1 eggs once in their lifetime or three times as much if either of them drained more than 50 P.P.E. away from their host. The eggs are the spheres from which a new Psychic Vapor is released.

Hit Points: 4D6, but can only be harmed by psionics and magic.

Average Life Span: Up to eight years with its host and ten years after that.

Alignment: Anarchist or miscreant; high animal intelligence.

Powers: Immediately after bonding with its host, it provides him with the following psionic powers: Psi-Sword (30 I.S.P.), Psi-Shield (30), Psychic Body Field (30), and six physical psionic powers (the player or G.M.'s choice). Psionic powers are equal to a fourth level Master psionic. Likewise, the saving throw versus psionics is 10 or higher. Base I.S.P. is 1D4×10+20, but additional I.S.P. can be converted from the host's P.P.E. at a rate of two per every one of his P.P.E. I.S.P.



recovers at a rate of 10 per hour, with or without rest, and P.P.E. is recovered normally.

Bonuses: See powers.

Side Effects: Every month after bonding with the parasite, the host loses one P.P.E. point permanently. Once the host loses 50 P.P.E. or all but one, whichever comes first, the parasite exits the body the same way it entered. The newly emerged creature is much larger than when it entered the body, about the same size as the host. Within minutes, the creature congeals into a solid sphere and floats away from the host in search of a mate, never to be seen again. In addition, the creature drains the host of part of his life energy and takes it with it. 2D6 Hit Points and 2 P.E. attribute points are permanently drained from the host.

Size: As a vapor, the creature looks like a large pink wisp of smoke. When it emerges, it is much larger, like a rolling fog, eventually solidifying and floating away.

Means of Elimination: Only exorcism can drive the creature from its current host and in search of a new one.

Note: The organism is oblivious to all other organisms.

Market Cost: 400,000 credits; super rare.



Spinetwister

Initially attached to the spine, this mated pair of parasites eventually work their way into the body where they begin the mating cycle which includes sending tendrils out into the major nerve endings of its host. At first, these tendrils serve to increase the reflexes and quicken the reaction time of the host. As time progresses, the parasite takes what it needs and leaves the host in a twisted, crippled heap.

Host Type: Humans, D-Bees, and other mortal creatures. M.D.C.

D-Bees, supernatural creatures, and creatures of magic cannot be infected with this parasite.

Host Environment: The spine.

Reproduction: Every three months a new Spinetwister is born and ejected from the body through a small opening in the back.

Hit Points: Three each.

Average Life Span: Each mated pair survives for one year after infecting their host.

Alignment: Not applicable.

Powers: Within a few hours of being infected, the host feels more awake and alert. In addition, his reflexes and agility are increased, resulting in a number of bonuses.

Bonuses: Add a bonus of +2 to the P.P. attribute and double the Spd attribute. Also, add +5 to initiative, +4 to strike, +5 to parry and dodge, and +2 to roll with punch or impact.

Side Effects: After the first six months, all of the combat bonuses are reduced by -1. Every month thereafter, the bonuses are further reduced by -1. A year after being infected, the mated pair of parasites complete their mating cycle and die. All powers and bonuses from the parasites die with them. In addition, the parasites' tendrils shrink and harden around the host's spinal column. The results are painful and crippling. The host will forever be hunched over and lean toward one side. P.S., P.P., and Spd are reduced by one third, P.B. by 20%.

Size: Each parasite is about the size of a large peanut.

Means of Elimination: In the first six months, the Spinetwister parasites can be removed by surgery or magic with minimal damage or scarring. After that, removal will require a roll on the Surgery Penalty Table found in **Rifts® Atlantis**, page 114, for organisms attached to the body. Damage done to the spine can only be repaired by magic Restoration or Bio-Wizard Transmutation. The only other alternative is an expensive bionic body or severe bionic reconstruction.

Note: The creature is oblivious to organisms attached to other parts of the body, but organisms attached to the spine have a 01-50% chance of being attacked by the Spinetwister parasites. The offending organism will survive the attack if it has more than ten Hit Points. The Spinetwisters will continue to attack the organism for 1D4 hours once every 1D6 days. During the attack, the host will suffer from incredible pain running up and down his spine, causing a penalty of -2 to all combat bonuses, -1 attack per melee, and -25% to skill performance.

Market Cost: 100,000 credits.

Temporal Link

Discovered by complete accident, this parasitic organism is very rare, very powerful, and very dangerous. A freak temporal warp during routine dimensional exploration caused thousands of these creatures to fall into the lap of the **Splugorth**. After a brief period of study, it was found that these creatures offered Temporal Magic abilities to their hosts. Later, it was tragically discovered that these powers eventually absorbed the host into the **Timestream!** Centuries of research went into finding a solution or the cause for this occurrence, but no progress was made. Eventually the last remaining specimens were archived and their study was put on the back burner.

In the last twenty years, another cache of these creatures has been discovered. As with their initial discovery, they were found completely by accident with the same sort of temporal warp as before. Research on the creatures has become a priority once again, but still no progress has been made. Over two hundred thousand Temporal Link parasites were found this time and are already being offered for sale. They are currently going for out-



rageous prices, but that is expected to change once their dark secret becomes widely known. Unknown to all, even the Splugorth, the parasites are even more dangerous than they know.

Host Type: All beings, except for gods and alien intelligences.

Host Environment: The chest area.

Reproduction: Unknown, the creatures have never reproduced in captivity.

Hit Points: Not applicable; a Mega-Damage creature with 6D6 M.D.C.

Average Life Span: After uniting with a host the creature lives until the host dies or is absorbed into the **Timestream**. A few specimens have been saved from their first discovery and are still alive and healthy centuries later.

Alignment: Not applicable; appears to have a low animal intelligence.

Powers: Initially, the only powers imparted on the host are the abilities to automatically See and Sense Dimensional Anomalies, equal to the Temporal Magic spells at fourth level, and can attempt to save against Temporal Magic spells which

only Temporal beings would normally be able to resist. As the host advances in experience, his Temporal Magic abilities also grow as follows:

- At the host's next level of experience after receiving the parasite, he gains the ability to cast the following Temporal Magic spells: D-Phase and D-Shift Two Dimensions. Up to six spells can be cast per 24 hour period without P.P.E. cost.
- At the next level of experience, he gains the following spells: **Retro-Viewing** and Wink-Out. He can now cast up to eight spells per 24 hour period.
- At the next level of experience, he gains the following spells: Time Warp: Slow Motion and Time Warp: Age. He can now cast up to ten spells per 24 hour period.

Bonuses: +2 to save vs Temporal Magic.

Side Effects: Once the host has advanced by three levels, his powers fade and so does **he!** Within 4D6 weeks after achieving the third level of experience and power the host becomes an immaterial ghost. Over the next 1D4 hours, he slowly fades away into nothingness. No saving throw applies and the character is gone forever!

Size: A round, smooth creature about one foot (.3 m) in diameter and 25 lbs (11.25 kg) in weight.

Means of Elimination: Surgery to remove the creature may cause permanent damage. Roll on the Surgery Table for organisms attached to the body, see **Rifts® Atlantis**, page 114. However, once the host begins to fade, there is no hope of recovery. Furthermore, physically removing the Temporal Links cause all the magical powers to fade and leaves the character feeling a little out of sync. The individual loses a sense of time and is 1D4x10 minutes late or early for everything. Plus, there are brief periods, usually when alone or in quiet times, when time seems to stand still, i.e. the character spends 20 minutes cleaning his home, reading a book or just thinking, but only 1D6 minutes have passed in the real world. He can not control or will this to happen, it just occurs randomly at least 1D6 times a week.

Note: The creature is oblivious to other organisms and will allow them to inhabit the body, but they will fade away with the host, as well.

Market Cost: Five million credits, sometimes more, but will drop sharply once its fatal side effects become well known.

G.M. Note: Unknown to everyone, including the Splugorth, the parasite is actually linked to an unknown, slumbering Alien Intelligence, similar to the Old Ones. When the host fades away, he is actually being absorbed into the Intelligence. The purpose behind this is unknown. It is possible that these parasites are creations of the Intelligence and are gathering power which will be used to awaken it or to be used after it awakens (presumably it is devouring their life essence). The parasite may also be fragments of the Intelligence itself. Their purpose and true nature remains an enigma, but it is likely to have dire consequences for somebody, someplace, sometime in the Megaverse.



Symbiotic Organisms

Unlike the harmful parasites, symbiotes typically offer much reduced side effects or none at all. They provide power to the host for the pair's mutual benefit, and are not intended to inflict harm or pain on him. On the down side, they are very expensive and rare when compared to the parasites. The **Splugorth** and their High Lords typically reserve these organisms for their elite as rewards. However, they do have a fair availability in the *Splynn Dimensional Market*. Also note that the prices listed here are the average prices. Actual prices will fluctuate with the availability of the organism and current market demand. So shoppers should not be surprised if you see a **Solara** on sale for five million credits or a Titanizer that costs a hundred million. That's just the way the market goes sometimes.

Alphabetical List of Bio-Wizard Symbiotes

Aqua-Mask
Electrone
Line Feeder
Musical Nymph
Solara
Storm Breather
Storm Screamer
Symbiotic Heart
Thundergut
Titanizer
Zembahk Appendage

Aqua-Mask

Originally designed to produce the **Aquarobe** micro-organisms, this creature has been further modified for use as an underwater diving system.

Host Type: Humans, D-Bees, and other mortal creatures. M.D.C. creatures, supernatural beings, and creatures of magic cannot receive this augmentation.

Host Environment: The face.

Reproduction: The creature is artificially engineered and can not reproduce naturally; it must be cloned.

Hit Points: 1D4×10

Average Life Span: Three months.

Alignment: Not applicable; low animal intelligence.

Powers: Once the Aqua-Mask is donned, it floods the host's lungs with **Aquarobes** that enable the host to breathe underwater like a fish. It also filters the water and destroys pollutants. Additional magic features enable the host to swim at 98% and endow him with sonar abilities.

Maximum swimming depth is double the hosts normal depth tolerance; that's about 300 feet/91.5 m for humans.

Bonuses: +2 to dodge underwater, +2 to save vs poisons, and can function underwater without vision.

Side Effects: The Aqua-Mask completely covers the user's face. It allows him to breathe freely, but totally obstructs his vision. Underwater, the symbiote compensates by offering the host sonar powers. However, while he will be able to make out shapes and distances, he will not be able to see colors or make out painted insignias, symbols or details, which limits the appeal of this particular symbiote.

Size: Big enough to cover a human's head, but can be grown to twice as large.

Means of Elimination: The creature can be removed at any time without repercussion, unless done underwater, of course.

Note: The creature is oblivious to other organisms and will allow them to inhabit the body unmolested.

Market Cost: 300,000 credits. It is often issued to non-aquatic Minions of Splugorth involved in missions that may require underwater activity. Extended missions underwater are usually assigned to **Metzla**, Slavers, or Minions in power armor.

Electrone

This organism wraps its tentacles around the torso or arm of its host and sinks them deep into his flesh. Once in the body, the tentacles emit low level electric pulses which stimulate the natural bio-electric energies of the user. After a period of adjustment, this energy rises to impressive levels, resulting in a number of electric powers for the host and protection for the symbiote.

Host Type: Humans, D-Bees, and other mortal creatures. Supernatural beings, creatures of magic, and M.D.C. creatures can not receive this augmentation.

Host Environment: The torso or the arm.

Reproduction: The creature can reproduce as often as once every year, but rarely gets the opportunity more than once during their life. To do so, its host must come within one foot (0.3 m) of someone else with an Electrone of the opposite sex. Alternately, it is possible for someone to link to a mated pair of **Electrones**, one on each arm, or one on an arm and one on the torso, or one on each arm plus torso. **Note:** Having more



than one **Electrone** does not provide cumulative bonuses nor an increase in power or damage.

Hit Points: Not applicable; has 5D6 M.D.C.

Average Life Span: Twenty years is average after bonding to a host, but some have been known to live for twice as long.

Alignment: Not applicable; low animal intelligence.

Powers: After a month of being linked to the **Electrone**, the host develops powerful electric abilities. A symbiote linked to a host will offer the following abilities:

- **Jolt Touch:** Damage can be regulated by increments of 1D4 S.D.C. up to a maximum of 1D4×10S.D.C. Each touch counts as one melee attack. Or a touch that inflicts 1D6 M.D. can be used as often as once per melee round.
- **Electric Bolt:** Damage can be regulated by increments of 1D4 S.D.C. up to a maximum of 3D4. Each bolt counts as one melee attack. Or a bolt that inflicts 1D4 M.D. can be used as often as once per melee round. Range is limited to 200 feet (61 m). Only **Electrones** bonded to the arm offer this ability and only from that arm.
- **Electric Recharge:** The host can use his power to recharge electric batteries, including **E-clips**. Small batteries for most electrical appliances can be recharged in one melee. **E-clips** require an hour to recharge it with 10 blasts. No other electric powers can be used while recharging or for 2D6 minutes after.
- **Electric Aura:** Once every other minute, the host can generate an electric field that can inflict 1D6×10S.D.C. to anyone that touches him. Once per hour, he can generate an M.D. aura that inflicts 2D6 M.D. The aura also makes him resistant to electric attacks, half damage. Duration of the aura is one minute. Only **Electrones** bonded to the torso offer this ability.

Bonuses: The increased electricity in the body enhances the character's reflexes. Bonuses are: +2 to initiative, +2 to parry and dodge, and +1 to roll with punch or impact, but -1 to pull punch.

Side Effects: None from the symbiote per se, but the electric powers have their own negative effects. The host attracts lightning and electric arcs. Anyone directing these attacks at

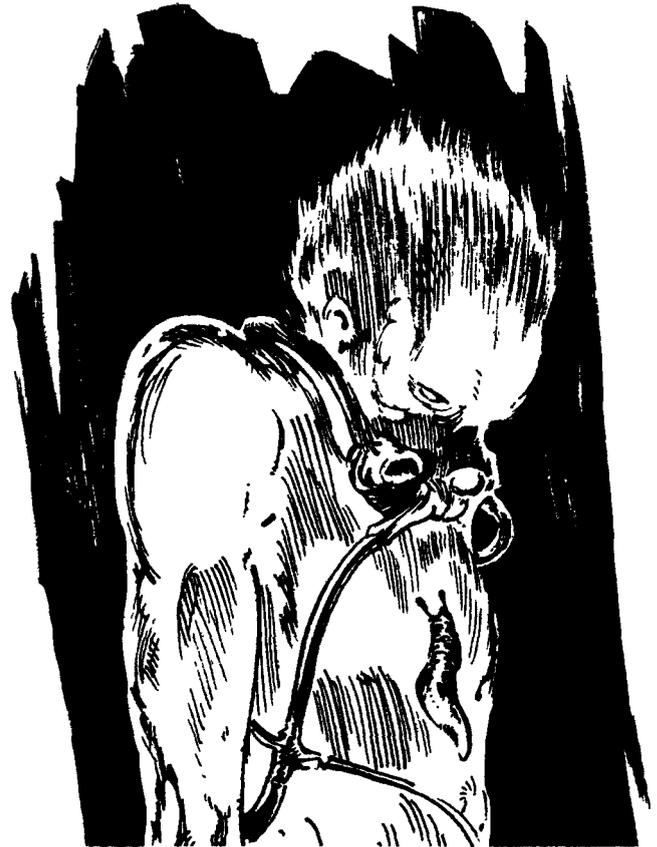
the **Electrone** enhanced character will receive a bonus of +2 to strike him. Likewise, random lightning strikes are likely to seek out this individual like a lightning rod. He also carries a constant static charge, even when not using his powers. This causes dust to collect on his body, papers to rustle in his presence, and gives a little tingle to anyone who touches him.

Size: Looks like an ordinary beetle, but after bonding to a host, its legs turn into tentacles that enwrap and burrow into the host body. Length of the body is four inches (101 mm). It's about half as wide.

Means of Elimination: Surgery to remove the parasite is easy and will not cause side effects if properly done. Roll on the Surgery Penalty Table for organisms attached to the body if the surgery roll fails. Killing the organism may also cause permanent damage and will release an electric charge that inflicts 3D6 M.D. damage to everyone and everything within 10 feet (3 m).

Note: The organism is oblivious to other organisms and will allow them to inhabit the body. More than one **Electrone** can be attached to the host, with one on the torso and one on each arm. The **Elom** symbiote interferes with the powers of this organism, neutralizing any powers gained from it. The **Elom** also reduces the life expectancy of the **Electrone** by half.

Market Cost: One million credits for a single **Electrone**. For a mated pair, the price skyrockets to ten times as much, since it allows the host to produce more **Electrones** that can be sold wholesale to dealers for 250,000 to 300,000 credits.



Line Feeder

This fat little slug rests comfortably anywhere on its host's body, clinging to it like a barnacle. In return for a free ride to a ley line from time to time, the creature offers its host the power to sense ley lines.

Host Type: Any mobile living creature is a suitable host for this symbiote.

Host Environment: Anywhere, but preferably somewhere on the torso.

Reproduction: The creature can mate as often as once every four months, producing one offspring each time.

Hit Points: 2D6

Average Life Span: Can survive up to ten years with regular feedings, but usually lives about five.

Alignment: Not applicable; low animal intelligence.

Powers: The Line Feeder psionically provides its host with the power to sense ley lines and nexus points. The ability is identical to the Ley Line Walker, but is limited to the **equivalent of 4th level proficiency**. Note that this ability is limited to ley lines and nexus points only, and does not include the ability to sense Rifts or magic energy. The host can also sense the approach of ley line storms within 2D6 minutes of its onset.

Bonuses: None, other than the powers.

Side Effects: None, other than having the organism attached to the body.

Size: Five inches (127 mm) long and looks like an ordinary, fat black slug.

Means of Elimination: Pulling the Line Feeder off will eliminate all effects and will cause no permanent damage, but will hurt quite a bit, just like ripping a strip of duct tape off your skin; 1D4 S.D.C. damage.

Note: The creature is oblivious to other organisms and will allow them to inhabit the body. However, the draining power of the Mystic Leech will also drain the Line Feeder and kill it within 1D4 days.

Market Cost: 300,000 credits.

Musical Nymph

It is said that music can soothe the savage beast, but this symbiote can soothe the savage beast and is more reliable, too. The creature is an insect that spends its larval stage in the protection of a host body. In exchange, it keeps its host calm and peaceful, but at the same time, alert and levelheaded, and able to better deal with threats to itself and its partner. This symbiote is most often used to keep wild animals and hostile slaves more manageable, but some warriors use it, too.

Host Type: Humans, D-Bees, and other mortal creatures, but is most often applied to wild animals and monsters. Supernatural beings and creatures of magic can not be bonded with this creature, but M.D.C. D-Bees and creatures can.

Host Environment: The inner ear.

Reproduction: After reaching maturity, the creature emerges from its host and flies off in search of a mate. As many as 3D6 eggs are produced shortly before the mated creatures die.

Hit Points: One

Average Life Span: Three months as a larva with a host and up to one month afterwards while searching for a mate.

Alignment: Not applicable; low animal intelligence.

Powers: The symbiote produces sound waves that have a calming effect on its host. This makes the host resistant to overpowering emotions, including fear and hate. Frenzies and similar rages take twice as long to build and last half as long. Likewise, magic and psionics that instill strong emotions have only half their normal effects, duration, penalties, etc. Even aggressive, excited behavior and berserker rages that might be normal for a species are dulled to some extent.



Bonuses: +3 to save vs Horror Factor, Empathic Transmission, magical fears, and similar attacks and influences. +1 on initiative and no skill penalties when under stressful conditions.

Side Effects: Happiness, love and other strong emotions are also slightly blunted, making the host is a little dull and unemotional.

Size: Looks just like a maggot about one eighth of an inch long (3 mm).

Means of Elimination: Killing the organism will eliminate it and have no lasting effects on the host.

Note: The creature is oblivious to other organisms and will allow them to inhabit the body.

Market Cost: 50,000 credits. It is very popular among slave merchants as a temporary means of taming wild animals and unruly slaves. Too bad for the buyer, the effects pass within a few months and the untamed or partially tamed, or temperamental animal or slave reverts back to **its/his** wild or violent ways.



Storm Breather

This small creature was discovered on a wind torn planet, where vast valleys were enclosed by enormous plateaus. On this world, huge clouds of dust rained down on the creatures that resided in the valleys. In this dusty environment, the only relief the inhabitants could rely on was a simple symbiote that created winds to keep the dust out of their lungs. When the **Splugorth** discovered this world, they found the little symbiote and with a little **Bio-Wizardry**, tweaked and twisted it into a pair of magically powerful variants. One of these new variants, called the Storm Breather, imbues its host with powerful wind powers and other air related abilities.

Host Type: Humans, D-Bees, and other mortal creatures. **M.D.C.** creatures, supernatural beings, and creatures of magic can not receive this augmentation.

Host Environment: The neck around the throat.

Reproduction: The males of the original species expel their spore-like sperm into the air, hoping that it will find a female. The new variants cannot reproduce and new Storm Breathers must be altered from the original.

Hit Points: 2D6

Average Life Span: Two years.

Alignment: Not applicable; low animal intelligence.

Powers: The following magic abilities can be used at will without P.P.E. cost to the host or the symbiote. Unless otherwise stated, effects are identical to the Air Elemental spells of the same name, except that the host projects the magic from his mouth:

- **Lightning Breath:** Damage is 2D6 M.D. Can be used as often as once per melee round (15 seconds). Range is 200 feet (61 m).
- **Blizzard Breath:** Effects are identical to the **Northwind** spell. Can be used as often as once per melee. Range is 200 feet (61 m) with a 45 cone of influence.
- **Wind Rush:** Can be used as often as once per melee. Range is 120 feet (36.6 m).
- **Whisper of the Wind:** Can be used at will at a rate equal to the host's hand to hand attacks per melee. Range is limited to line of sight or up to 2000 feet (610 m).
- **Fingers of Wind:** Can be used at will at a rate equal to the host's hand to hand attacks per melee. Range is 90 feet (28 m).

Bonuses: None.

Side Effects: The organism renders the host mute. The only way he can communicate verbally is through his *Whisper of the Wind* ability. While this may seem like a fair trade-off, it does have its negative points. He will be unable to use radios and other audio transmission equipment and mages who rely on verbal spells will be rendered nearly powerless. Moreover, the *Whisper of the Wind* power cannot penetrate robots and heavy vehicles, so he will not be able to talk to anyone in these vehicles, unless they open a door.

Size: About the size of an outstretched human hand.

Means of Elimination: Surgery to remove the organism will not cause permanent damage if done properly. A failed surgery attempt may permanently damage the host's vocal chords, 01-50% chance of remaining mute or forced to speak in a low, husky whisper. Killing the creature will have the same side effects. If the symbiote dies naturally, it leaves the host fully intact and the voice returns.

Note: The creature is oblivious to other organisms and will allow them to inhabit the body. However, other organisms that attach to the throat obviously cannot be used while this symbiote occupies that space.

Market Cost: 1.5 million credits.

Solara

When the **Splugorth** first stumbled upon the **homeworld** of this energy organism, they thought that every living thing on the planet was filled with magical power, since they all glittered in the sun. After further investigation, they found that it was an energy symbiote that made everything shimmer. Of course, this pleased the **Splugorth**, because they had a new exotic commodity to sell. The **Solara**, as they are now called, have taken the **Splynn Market** by storm and are very popular among slave owners who want their slaves and performers, especially dancers and gladiators, to sparkle.

Host Type: Humans, D-Bees, and other mortal creatures, including Mega-Damage beings. Supernatural beings and creatures of magic can not receive this augmentation.



Host Environment: Surrounds the host's entire body during the day with soft, glowing light and permeates it at night.

Reproduction: When the creature reaches the limits of its life span, it explodes harmlessly into a hundred fragments of light. A few minutes later, these shards reform into 1D4 new **Solara**, one of which will usually stay with its parent's former host.

Hit Points: A Mega-Damage creature with 1D4×10M.D.C., but only takes damage from weapons specifically designed to injure energy beings. Otherwise the symbiote itself is impervious to lasers, most energy weapons, lightning, heat, and radiation, but the resistance is not imparted upon the host who remains as vulnerable as always.

Average Life Span: Roughly four to four and a half years.

Alignment: Usually unprincipled or anarchist, but has little personal ambition; high animal intelligence.

Powers: During the day, the symbiote emerges from the host and surrounds him with a shimmering aura that extends about a foot (0.3 m) around him. It also provides him with enhanced vigor. See bonuses for details. At **night**, the host glows with a light from within.

Bonuses: In broad daylight, the symbiote provides the host with the following bonuses: +2 to the **M.A.**, **RE.** and **P.B.** attributes, +1D4×10 **S.D.C.** (or 2D6 **M.D.C.**, if a mortal **M.D.C.** creature), +5% to save vs **coma/death**, +1 to initiative and a sense of confidence.

Side Effects: During the hour preceding dusk, all bonuses disappear. An hour after the sun goes down, the host suffers from the following penalties: -1 to **P.S.**, -4 to **Spd**, -2D6 **S.D.C.** (or 1D4 **M.D.C.**), and -1 to parry and dodge. The penalties are incurred because the symbiote requires constant nourishment, which it normally draws from the sun. During the night hours, it is forced to draw this nourishment from its host. An hour after dawn, the host returns to normal and regains all his bonuses later. Bright artificial light will keep the symbiote content, eliminating any penalties, but not enough for it to give the host any bonuses. Also, characters who radiate light are likely to be considered wizards or magically empowered and draw attention, and therefore trouble to themselves.

Size: Varies, enveloping the body of its host.

Means of Elimination: Surgery will not work because the symbiote is not a physical creature. The Purge Self or Purge Other spell will push the symbiote immediately out. Exorcism also has a 01-50% chance of working. However, most hosts, including most slaves, enjoy being linked to the creature.

Note: The creature is oblivious to other organisms and will allow them to inhabit the body.

Market Cost: 2.5 million credits.

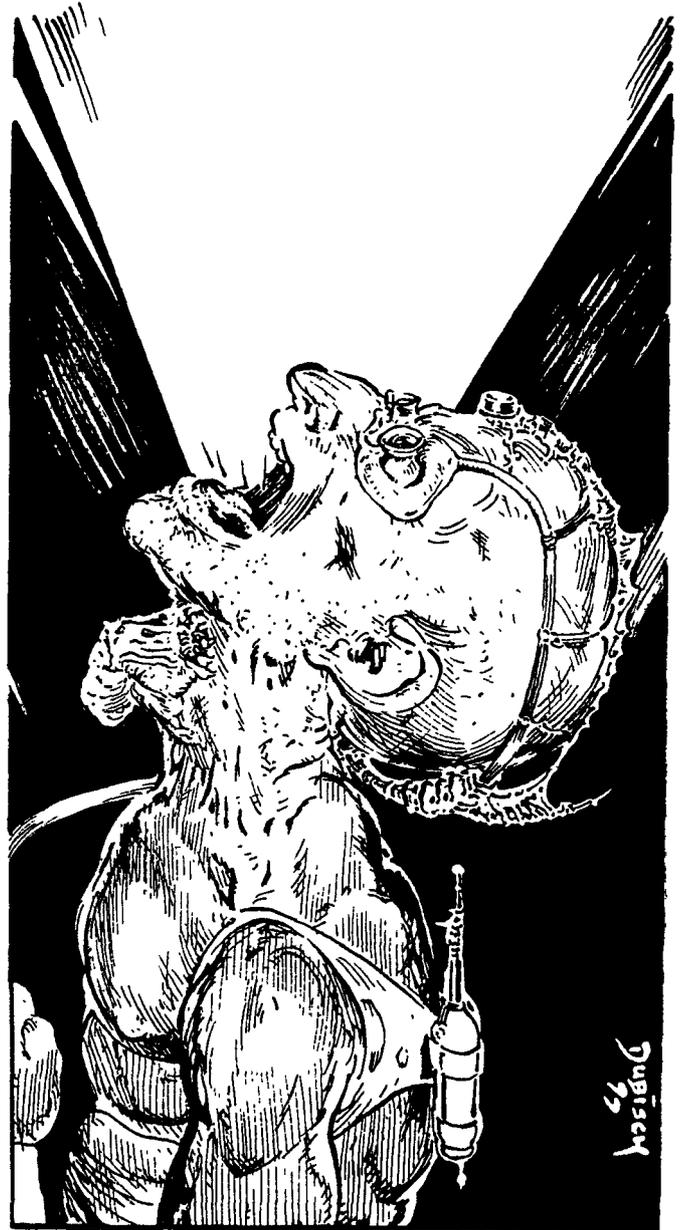
Storm Screamer

This is the other variant developed from the same creature as the Storm Breather. The creature looks nearly identical to the Storm Breather, but its powers are noticeably different.

Host Type: Human, D-Bees, and other mortal creatures. **M.D.C.** creatures, supernatural beings, and creatures of magic can not receive this augmentation.

Host Environment: The neck around the throat.

Reproduction: The males of the original species expel their spore-like sperm into the air, hoping that it will find a female. The new variants cannot reproduce and new Storm Screamers must be altered from the original.



Hit Points: 2D6

Average Life Span: Two years.

Alignment: Not applicable; low animal intelligence.

Powers: The following magic abilities can be used at will without P.P.E. cost to the host or the symbiote. Unless otherwise stated, effects are identical to the air elemental spells of the same name, except that the host projects the magic from his mouth:

- **Sonic Scream:** Effects are identical to the Sonic Blast spell found in **Rifts® Federation of Magic™**. Can be used as often as once per melee round. Damage is 3D6 **M.D.** Range is 20 feet (6.1 m) with a 45 cone of influence.
- **Thunder Roar:** Effects are identical to the Thunderclap spell. Can be used as often as once per melee round. Can be heard up to one miles (1.6 km) away.
- **Howling Wind:** Can be used as often as once per melee. Range is 100 ft (30.5 m) with a 45cone of influence.
- **Ultrasonic Speech:** The host can speak in hypersonic frequencies which only Dog Boys, certain D-Bees, mutants, animals and those with the Ultra-Ear cybernetic implant can hear.

Bonuses: None

Side Effects: The organism renders the host mute. The only way he can communicate verbally is through his Ultrasonic Speech ability. This means only those listed few can hear him speak. The host must use sign language, telepathy, or other means to communicate with most others.

Size: About the size of an outstretched human hand.

Means of Elimination: Surgery to remove the organism will not cause permanent damage if done properly. A failed surgery attempt may permanently damage the host's vocal cords, 01-50% chance of remaining mute. Killing the creature will have the same side effects. If the symbiote dies naturally, it leaves the host fully intact and his voice returns.

Note: The creature is oblivious to other organisms and will allow them to inhabit the body. However, other organisms that attach to the throat obviously cannot be used while this symbiote occupies that space.

Market Cost: 1.2million credits.



Symbiotic Heart

This organism is surgically implanted in its host and replaces the recipient's real heart. The symbiote then takes over all functions the real heart once performed, but at increased efficiency and control.

Host Type: Humans, D-Bees, and other mortal creatures.

Supernatural beings and creatures of magic can not be implanted with this symbiote.

Host Environment: The chest in the heart cavity.

Reproduction: Symbiotic Hearts mate once per year before bonding to a host and produce one offspring at a time. The bonding is an artificial process that prevents mating.

Hit Points: 4D6

Average Life Span: Five years without a host and can live for as long as its host after bonding to him.

Alignment: Not applicable.

Powers: Increases the host's P.E. attribute, provides him with the equivalent of the psionic power of *Summon Inner Strength*, without I.S.P. cost, up to ten times per 24 hours, and the host

fatigues at half the normal rate and can go with as little sleep as 4-5 hours a day. Plus, this heart is impervious to most types of heart disease and clogging of the arteries.

Bonuses: +3 to P.E., +5% to save vs coma and death, and +1 to save vs Horror Factor.

Side Effects: None.

Size: About the size of a human heart, but size varies from half the size to twice as large. Typically, the symbiote chosen for bonding will roughly match the size of the host's natural heart.

Means of Elimination: Surgery to remove the symbiote will work, but will kill the host unless a replacement heart is available.

Note: This organism is oblivious to most other symbiotes and parasites and will let them inhabit the host body unmolested. One notable exception to this are the Heart Worm parasites which can consume the Symbiotic Heart the same as a real heart.

Market Cost: Two million credits.

Thundergut

This organism enters the host body through the mouth and makes its home in the digestive tract. In exchange for a safe place to live, the symbiote provides the host with enhanced strength and stamina.

Host Type: Humans, D-Bees, and other mortal creatures. M.D.C. creatures, supernatural beings, and creatures of magic can not receive this augmentation.

Host Environment: The stomach and intestines.

Reproduction: The organism joins a host shortly after being born. There it stays until it reaches maturity. Then it gets regurgitated, goes out to find a mate, and produces 1D6 offspring.

Hit Points: 2D6+2

Average Life Span: Three years, two of which are spent in a host. **Alignment:** Not applicable; low animal intelligence.

Powers: None, but see bonuses.

Bonuses: +1D6 to P.S., 1D4 to P.E., +1D4×10 S.D.C. and +6 to save vs poison and disease that afflicts the stomach!

Side Effects: In its natural environment, the organism bonds only with carnivorous beasts who benefit greatly from the added strength and endurance. The main consequence of this is that the symbiote needs raw meat to survive, so the host must eat



a minimum of one pound (.45 kg) of raw meat a day or see his extra P.S. and P.E. reduced by -1 per day. After a week of going without food, the symbiote dies and gets expelled from the body, taking all bonuses with it.

Size: Originally the size of an earthworm, about three inches (76 mm) long. When it leaves the host, it has grown to about five times that length, and is very difficult to regurgitate.

Means of Elimination: Surgery to remove the organism will not leave any permanent damage, unless the surgery is botched. A failed surgery roll requires a roll on the Surgery Penalty Table for organisms attached to the body; see page 114 of *Rifts® Atlantis*.

Note: The Thundergut is oblivious to most other organisms and will allow them to inhabit the body. However, any other organisms attached to the digestive tract will be attacked and destroyed within 2D6 hours. If the offending organism has more Hit Points than the Thundergut, it can not be killed by the symbiote. However, the symbiote will continue to attack it, causing stomach cramps resulting in a penalty of -2 to all combat abilities.

Market Cost: 1.5 million credits.

Titanizer

This symbiote sustains itself by feeding on its host's P.P.E. In exchange, it offers the host supernatural strength and power for brief periods of time. In its natural environment, the symbiote only provided this power in times of danger. Now, it is used to

create powerful combatants for heavy labor, combat and the especially for gladiatorial arena.

Host Type: Humans, D-Bees, and other mortal creatures. M.D.C. creatures, supernatural beings, and creatures of magic can not receive this augmentation.

Host Environment: The organism must bond to a location close to the heart, such as the chest or back.

Reproduction: The organism can reproduce up to once every year. If one comes within 20 feet (6 m) of a prospective mate, it can signal using pheromones. If they manage to get within five feet (1.5 m) of each other, they extend tentacles that make the connection. Gestation time is 2D4 months and only one new organism is born at a time.

Hit Points: 4D6, but triples and becomes M.D.C. when "Titanized."

Average Life Span: Up to twenty years. Young Titanizers can survive up to 1D6 years before bonding to a host.

Alignment: Not applicable; low animal intelligence.

Powers: Up to four times per day, the symbiote can release its magic energy to create an effect identical to the magic spell, Giant, found in *Rifts® Federation of Magic™*. Duration of the magic is five minutes. Effects during this period are:

Height is increased by ten feet (3 m) and weight by 1000 lbs (450 kg).

Horror Factor is 13 or +4, whichever is higher.

Hit points and S.D.C. are tripled and converted into M.D.C. (600 M.D.C. maximum).

P.S. is increased by 50% and becomes supernatural (P.S. 60 maximum).



Bio-Regenerates 2D6 M.D.C. per melee round.

+1 additional melee attack.

+1 to strike and parry.

Bonuses: See powers.

Side Effects: P.P.E. is permanently reduced by half while the symbiote is bonded to the host. Even practitioners of magic will lose half their P.P.E. to the symbiote. Additional penalties apply while "Titanized":

P.P.E. cannot be tapped during this period. No magic can be cast and no **TW** items can be used.

Clothes and body armor are shredded in the process.

Speed is reduced by 20%.

-3 to dodge.

The Titanizer organism is also the host's Achilles Heel. If it is killed while the power is being used, the host instantly returns to normal and will be weak and disorientated for 2D6 minutes afterward. Penalties during this period are: -3 to initiative, -2 to strike, -3 to parry and dodge, and speed is reduced by half. Striking the symbiote requires a "called" shot and attempts are performed with a penalty of -3 to strike.

Size: The creature is normally about the size of an open hand, but increases proportionally in size along with the host when the "Titanizing" power is used.

Means of Elimination: Surgery to remove the organism may cause permanent damage. Roll on the Surgery Penalty Table for organisms attached to the body as presented on page 114 of **Rifts® Atlantis**. Killing the symbiote will definitely remove the organism, but may also cause permanent damage. Otherwise, the symbiote drops off harmlessly when it dies of natural causes.

Note: The organism is oblivious to other organisms and will allow them to inhabit the body. If a *Mystic Leech* is also bonded to the host, it will starve the Titanizer to death in a matter of 2D4+2 days. Also, while the host is "Titanized," no powers from any other symbiotes or parasites can be used, but penalties will still apply.

Market Cost: 40 million credits!

Zembahk Appendage

As the name suggests, this is a Zembahk mystic worm which is physically attached to a host body. The Zembahk is **lobotomized**, as it is in so many **Bio-Wizard** weapons, and no longer has any intelligence of its own. The powers provided by the appendage are the same as those provided by the various Zembahk Staves, but customization is possible for a price.

Host Type: Humans, D-Bees, and other mortal creatures. M.D.C.

D-Bees, supernatural creatures, and creatures of magic cannot receive this augmentation.

Host Environment: Anywhere on the body. The appendage may be placed beneath the natural arm or even in place of it (-35% to skills requiring the use of hands). A common practice is to place the appendage near one of the shoulder blades so that it can get into a position right next to the head.

Reproduction: None. Zembahk in the wild or in captivity may reproduce as usual, but those that are turned into weapons or appendages cannot.

Hit Points: Not applicable; a Mega-Damage creature with 70 M.D.C. and regenerates 2D6 per day.

Average Life Span: Up to 150 years while linked to its host.

Alignment: No longer applicable due to its lobotomy.

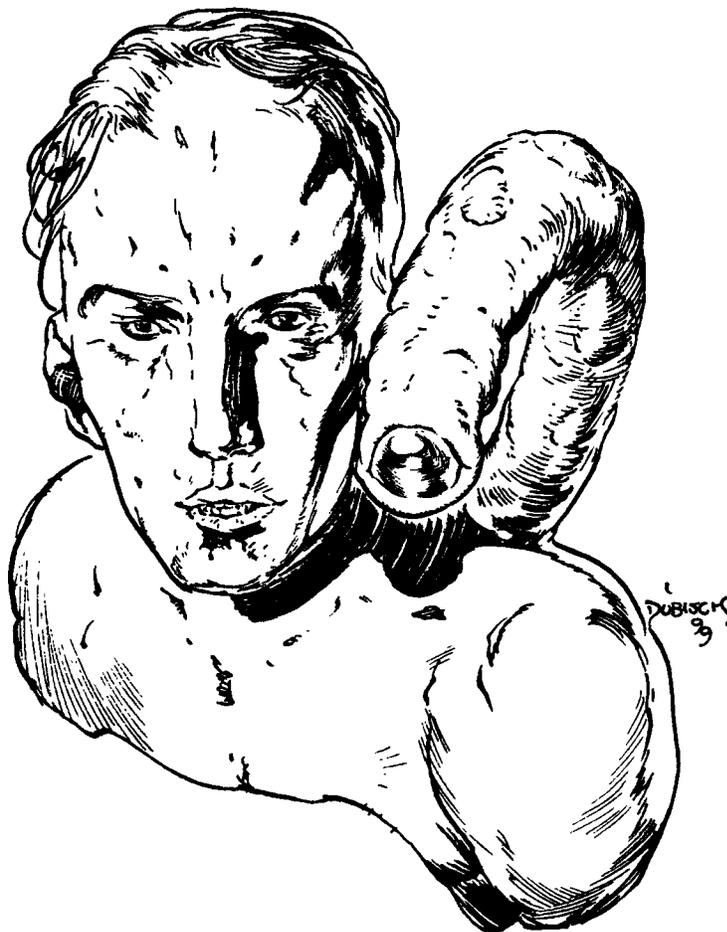
Powers: Select *one* from the many possible magic or psionic powers available to the various staves empowered by the Zembahk Mystic Worms.

In the alternative, the appendage can be "designed" with up to six different spells from the common spell listing, levels 1-8. Spell strength will be equal to a fifth level Line Walker, a 13 or higher is required to save against the appendage's magic. The appendage possesses 80 P.P.E. which it uses to cast its magic or the host may draw on this energy for his own purposes.

Rather than cast magic, the purchaser can get a Zembahk appendage designed to provide him with psychic powers. Psionic strength will be equal to a sixth level Master Psychic. Appendages with psionic powers will have 92 I.S.P. and 20 P.P.E., both of which can also be used by the host. Psychic abilities are limited to a total of five of choice from the Sensitive or Physical categories, plus two Super-Psionic powers of choice.

P.P.E. and I.S.P. regenerate at the rate of 10 points per hour. Each magic or psionic attack from the appendage counts as one of the host's own attacks and up to two magic spells can be cast per melee round. See pages 120-122 of **Rifts® Atlantis** for details concerning the various staves.

Bonuses: None, other than the magic or psionic powers, for the host. The appendage itself is +4 to automatically dodge all attacks directed at it. A physical attack from the appendage inflicts only 1D6 S.D.C., without any bonuses from the host's P.S. attribute.



Side Effects: Only that one has a brain-dead **Zembahk** attached to his/her body; reduce P.B. by 1D4 points and -1 to M.A.

Size: About 6 to 10 lbs (2.7 to 4.5 kg) and 3 to 5 feet (.9 to 1.5 m) long.

Means of Elimination: Surgery to remove the appendage will leave no permanent damage, provided the surgery attempt is successful. If not, roll once on the Surgery Penalty Table for organisms attached to the body, page 114 of **Rifts® Atlantis**.

Note: The organism is oblivious to other organisms and will allow them to inhabit the body.

Market Cost: 10-20 million credits, depending on the powers of the appendage and availability on the market, which is rare.

The Art of Bio-Wizardry

Those who are familiar with the **Splugorth** know that their entire commercial empire depends on two industries: Slavery and Magic. Every place touched by the Splugorth must live in fear of their brutal enslavers. Even more fiendish is the fact that slavery is an integral part of their magic. **Bio-Wizardry** is the magic of *enslaving* the living to empower the living. The armies of the Splugorth are armed with weapons built from the parts of living creatures. Some weapons even incorporate the entire creature in its construction. Even the Splugorth soldier himself is augmented by other living creatures fused into his being.

The use of other creatures to create magic is not unique to Bio-Wizardry. Most masters of the mystic arts recognize that taking energy from the living is an effective way of creating the most powerful magical effects and results. Necromancy requires the use of the remains of other creatures to create magic. Some practitioners of this dark art, like the Harvester or the Murder-Mage, steal life energy from others to make themselves more powerful. Necromancy definitely has its share of enslavement incorporated into its nature. However, most of those under the command of the Necromancer are already dead. This is a far cry from the enslavement of free-willed, living beings. A worrisome few fear that **Techno-Wizardry**, another art that creates magic weapons, will become like Bio-Wizardry someday. This is doubtful since **Techno-Wizards** in general do not make a practice of incorporating living creatures into their devices. Those few **TW** items that are powered by living creatures are different from **Bio-Wizardry** devices in that the **Techno-Wizard** item does not usually change or otherwise harm the creature in the process. Mystic Herbology also takes components from the living to create magic. But in this case, the living creatures being used are plants and the components taken from them do not leave the plant with any permanent damage.

On the reverse side of the equation is the Biomancer who uses his power to protect life. In return, the living provide him with the power and resources he needs to continue to protect them. But no one uses the living quite like the **Bio-Wizard**.

The Bio-Wizard takes living creatures, including peaceful ones, and twists them into weapons of destruction. Whether they be the traditional hand-held types of weapons, or those integrated into a host body, these "living weapons" take the base energy of the creature and put it under the control of another. In most cases, the subjugated creature has no say in the matter and no will of its own. Its new purpose is to serve its creator.

Unquestionably, **Bio-Wizardry** is a truly dark science. With slavery and mutilation being the source of its power, this mystic art is one that only the truly evil will pursue. Other mages who practice the enslavement of the living, like Shifters and Summoners, do so to command the summoned creature itself, not to make its power their own. Frequently, even the recipients of the magic are crippled or horribly disfigured. Even those who are not physically harmed by **Bio-Wizard** conversion are invariably left with psychological wounds. So without any further rhetoric, here are more products of this dark craft. Remember, only the truly evil or the truly ignorant will desire these tainted weapons, since they draw upon the energy of enslaved creatures. And only the Splugorth, their High Lords, and a scant few others know the secrets behind their creation. Anyone else wishing to learn their secrets will be hunted down and slain by the Minions of Splugorth or given the opportunity to experience the Bio-Wizardry conversion process **firsthand!**

New Bio-wizard Weapons

Faerie Folk Components

The callous Splugorth High Lords have devised a number of weapons that take advantage of the powerful magic of Faerie Folk, among many other creatures of magic, the most famous of which include the Eyes of **Eylor** and the noble **Zembahk**. To use the faerie in Bio-Wizardry, it is first rendered comatose and bound with magic bindings. Then the poor creature is entrapped in a housing similar to that used for the **Zembahk** devices. From that point it is incorporated into a weapon based on the type of faerie enslaved.

The enslavement of these free-spirited creatures consigns them to a fate worse than death, as is true of most living creatures used as components in **Bio-Wizardry**. The process leaves them in a dream-like coma in which they experience constant pain. The few who are rescued and reawakened are horribly traumatized. Only time and the comfort of their fellow Faerie Folk can possibly return the freed faerie to its former fun-loving self.

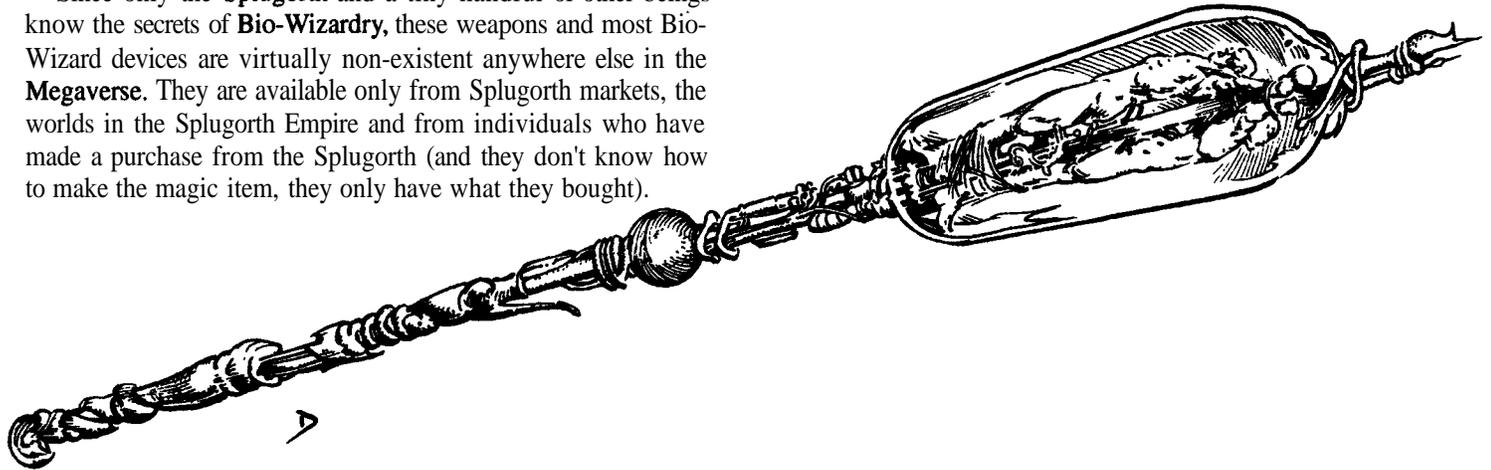
The magic of the Faerie Folk is powerful enough to keep most Minions of Splugorth away from their mounds and free from oppression. However, the Splugorth Slavers are resilient and relentless, and have at their disposal the services of the **Hawrk birdpeople**. Their species are impervious to all magic, including Faerie Magic. They are capable of walking into a forest full of faeries with relative impunity. A Hawrk-Ka can swoop down on a Faerie Mound and snare dozens of them before they can devise an alternate means of defense or take cover. This allows the Splugorth to maintain a constant supply of the faeries for their slave markets and Bio-Wizard weapons. The British Isles and southeastern Canada provide the monsters with a vast supply of these enchanted beings.

Faerie Weapons would be more popular were it not for the fact that most other faeries will fight tooth and nail to free their enslaved fellows. If the holder of a faerie weapon ever wanders too close to a Faerie Mound, he will be assaulted by the magic of a hundred or even a thousand of the tiny creatures, and even one lone faerie will do his best to free his kinsman. Remember,

faeries may be small, but they are backed by the strength of magic and great numbers. Undoubtedly, the faerie weapon **wielder** will be forced to dance himself into unconsciousness, then **wake** up to find himself miles away from the Faerie Mound with all of his weapons destroyed and valuables (and maybe body armor and clothing) stripped and gone.

Note: Most characters of a good to unprincipled alignment will NOT use Bio-Wizard weapons that enslave Faerie Folk. Many won't use any Bio-Wizard item that enslaves a living being. **Cyber-Knights** and many other champions of justice destroy them and free the suffering creatures held captive inside.

Since only the **Splugorth** and a tiny handful of other beings know the secrets of **Bio-Wizardry**, these weapons and most Bio-Wizard devices are virtually non-existent anywhere else in the **Megaverse**. They are available only from Splugorth markets, the worlds in the Splugorth Empire and from individuals who have made a purchase from the Splugorth (and they don't know how to make the magic item, they only have what they bought).



Blizzard Staff

The Blizzard Staff is one of the most powerful of the faerie based Splugorth weapons. Two Frost Pixies are bound and trapped as the main components of this impressive weapon. Unlike the other faerie weapons, in this instance the pixies must be kept alive and "conscious" to power the weapon. Whenever one of the staff's powers is used, the pixies are subjected to incredible pain, usually accompanied by incredible screaming. When heard through the transparent housing of the staff, the screams sound like an eerie, shrieking wind. This sound only adds to the **staff's** mystique and desirability among evil beings. If the pixies are ever freed, they will be much more traumatized than with any of the other faerie weapons and may never fully recover; randomly roll for one Psychosis and one Phobia on the insanity tables in the **Rifts® RPG**. Furthermore, the tiny creatures may be of an evil alignment and will most certainly distrust and dislike *all* Big Folk.

Weight: 20 lbs (9 kg).

M.D.C.: 60, plus the faerie containment housing has 30 M.D.C.

It can only be damaged if attacks are directed at the weapon itself.

Mega-Damage: As a blunt weapon, it inflicts 2D6 M.D. Double damage to creatures vulnerable to cold. Also see the powers listed below.

Magic Powers: See **Rifts® Conversion Book One** for details concerning Warlock magic spells, as well as Elemental magic in **general**.

1. Snowstorm: Equal to the Water Warlock spell at fifth level proficiency (half the true level of the pixie). Can be cast only once per hour.

2. Encase in Ice: Equal to the Water Warlock spell at fifth level proficiency. Can be cast once per melee.

3. Wall of Ice: Equal to the Water Warlock spell at fifth level proficiency. Can be cast once per melee.

4. Shards of Ice: Equal to the Water Warlock spell at fifth level proficiency. Can be used at a rate equal to the user's number of attacks per melee. Range is only 150 feet (45.7 m) and it inflicts 1D4 M.D. Double damage to creatures vulnerable to ice.

Maximum Effective Range: Varies with the magic spell.

Payload: Unlimited; the weapon draws all its power from the constantly renewing energy of the faerie.

Market Cost: 10 to 12 million credits. Not often available even in Atlantis and other Splugorth markets. Non-existent elsewhere.

Dark Lightning

With its ebony appearance and twisted organic design, simply seeing this huge handgun can be frightening. The shooter puts one hand in the back of the gun where the handle and trigger are concealed, and the other is needed to support the weapon to fire accurately (otherwise -3 to strike). Only shooters with a **P.S.** of 24 or higher can fire it one handed. Once its power is unleashed, it becomes downright horrifying. With the pull of a trigger, a burst of pitch-black energy shaped like an electric arc rips through the air. Those who expect it to strike like a white-hot bolt of lightning are surprised when it surges through them with a painful immobilizing chill. The frame of this weapon is constructed from the skin and bone of the evil faerie folk, like Black Faeries, Pucks, and Toad Stools, and it is powered by a Bogie.

Weight: 50 lbs (22.5 kg).

M.D.C.: 60; it can only be damaged if attacks are directed at the weapon itself.

Mega-Damage: 1D4×10, plus the target must save vs magic at 14 or higher or suffer additional damage. A failed save means the target feels as if his heart has been frozen, suffering an addi-



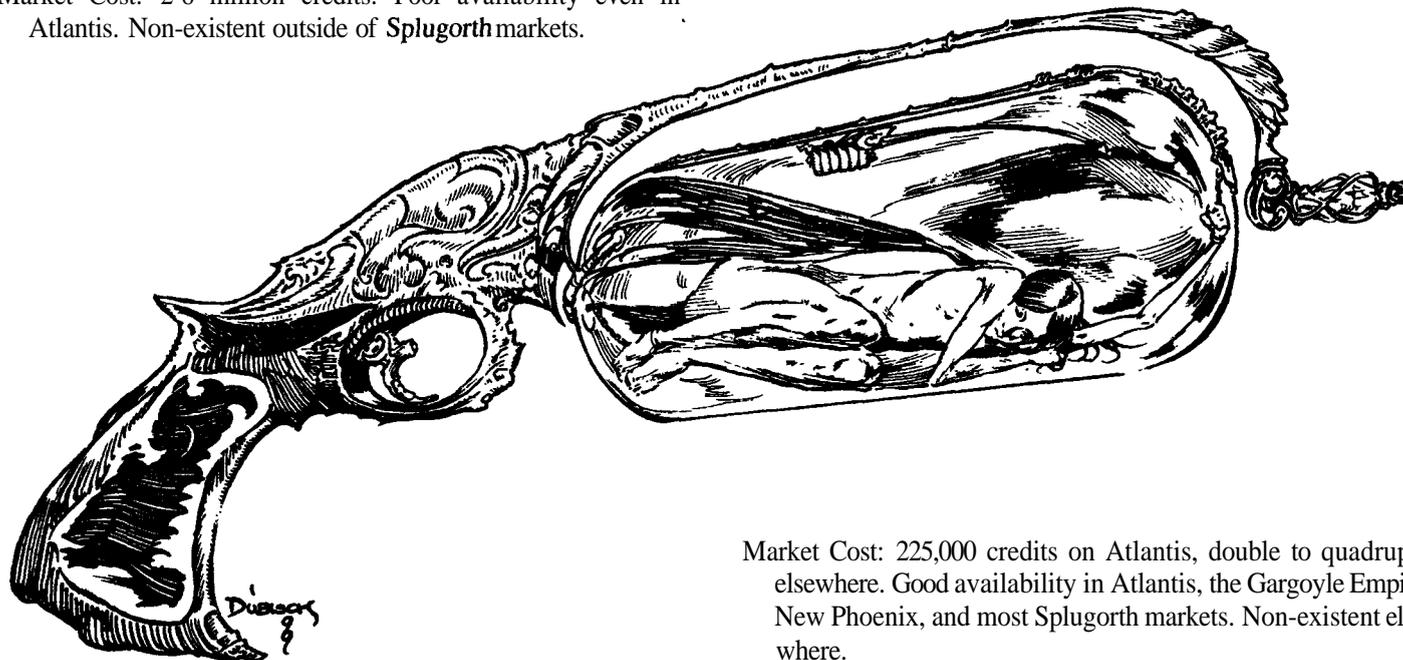
tional 4D6 points of damage direct to Hit Points (bypassing body armor) or M.D.C., if a Mega-Damage creature. Additional penalties are -2 to all combat bonuses, -1 attack per melee, and -30% to skill performance for 1D4 minutes. A successful saving throw means no additional damage or penalties are incurred.

Rate of Fire: Four per melee round. Each shot counts as one melee action.

Maximum Effective Range: 600 feet (183 m).

Payload: Unlimited; the weapon draws all of its power from the constantly renewing energy of the faerie.

Market Cost: 2-6 million credits. Poor availability even in Atlantis. Non-existent outside of **Splugorth** markets.



Market Cost: 225,000 credits on Atlantis, double to quadruple elsewhere. Good availability in Atlantis, the Gargoyle Empire, New Phoenix, and most Splugorth markets. Non-existent elsewhere.

Vinewrapper Pistol or Rod

This weapon requires the containment of a Green Wood Faerie or a Tree Sprite. It tweaks the natural plant-based magic powers of the faerie or sprite to create entangling vines. The weapon fires a bright green beam toward its target. Once it strikes, a series of **supernaturally** strong vines appear from nowhere and suddenly wrap around him. The weapon appears to be a rod or a pistol with a glass jar mounted on top of the rod or replacing the barrel of the pistol. The jar contains an enslaved, unconscious faerie or sprite that powers the **weapon**.

Weight: 5 lbs (2.25 kg).

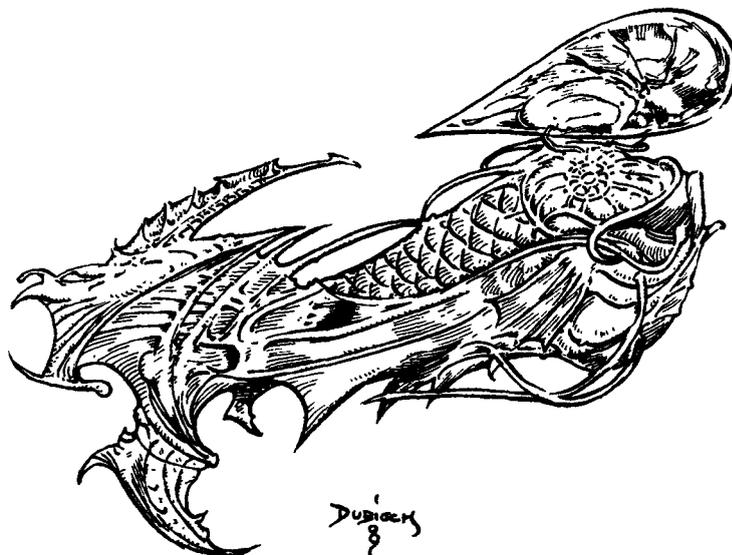
M.D.C.: 25 for a pistol, 40 for a staff; it can only be damaged if attacks are directed at the weapon itself, and attackers are -1 to strike due to its small size and the fact that it is likely to be a moving target.

Mega-Damage: None, but the vines require a supernatural P.S. of 30 or 5D6 M.D. inflicted to them to break free. Otherwise, the vines will constrain the victim for 2D4 melee rounds. The victim entangled by them cannot use any weapons to break free other than his own strength, but others can use their weapons and brute strength to help.

Rate of Fire: Four per melee round. Each shot counts as one melee action.

Maximum Effective Range: 500 feet (152 m).

Payload: Unlimited; the weapon draws all its power from the constantly renewing energy of the faerie.



Floodwater Pistol or Rod

This weapon is quickly becoming the official anti-vampire weapon of the Splugorth Empire. Powered by an enslaved Water Sprite, it is capable of shooting powerful streams of water. The weapon usually has a fish-like or aquatic design to it. The faerie housing is usually shaped like a water drop and located in place of the barrel for pistols or on the top of rods.

Weight: 4 lbs (1.8 kg).

M.D.C.: 25 for a pistol, 40 for a staff; it can only be damaged if attacks are directed at the weapon itself, and attackers are -1 to strike due to its small size and the fact that it is likely to be a moving target.

Mega-Damage: None, but shoots a stream of water that will inflict 6D6 Hit Point damage to vampires and 4D6 M.D. to other creatures vulnerable to water.

Rate of Fire: Four per melee round. Each shot counts as one melee action.

Maximum Effective Range: 400 feet (122 m).

Payload: Unlimited; the weapon draws all its power from the constantly renewing energy of the faerie.

Market Cost: 120,000 credits. Good availability in Atlantis, the Gargoyle Empire, New Phoenix, and most **Splugorth** markets. Non-existent everywhere most else. The Splugorth have smuggled a number of these weapons into Mexico, but they have limited popularity because most potential buyers find **Bio-Wizardry** to be as abhorrent as the vampires they fight.



Faerie P.P.E. Battery

Faerie Folk have a vast amount of constantly renewing P.P.E. This high P.P.E. makes them desirable sacrifices for evil sorcerers. It also makes them useful for the construction of **Bio-Wizard** P.P.E. batteries. These batteries look very much like the housing for most faerie weapons, but with a golden cap that resembles that of a conventional battery.

Weight: The battery weighs only three pounds (1.4kg).

M.D.C.: 35

Payload: Provides 2D6+50 P.P.E., but regenerates P.P.E. at the rate of 2D6 per hour.

Windstream Pistol or Rod

An enslaved Silver Bell faerie or a Wind Puff Sprite is the power source for this weapon. It creates a stunning burst of wind that rushes from its barrel. It is especially effective in defending against gas attacks because it will blow the gas away and completely disperse it in half a melee round (7 seconds). It looks nearly identical to the Vinewrapper, except for the faerie or sprite in it contains, and some design variations.

Weight: 5 lbs (2.25 kg).

M.D.C.: 25 for a pistol, 40 for a staff. It can only be damaged if attacks are directed at the weapon itself, and attackers are -1 to strike due to its small size and the fact that it is likely to be a moving target.

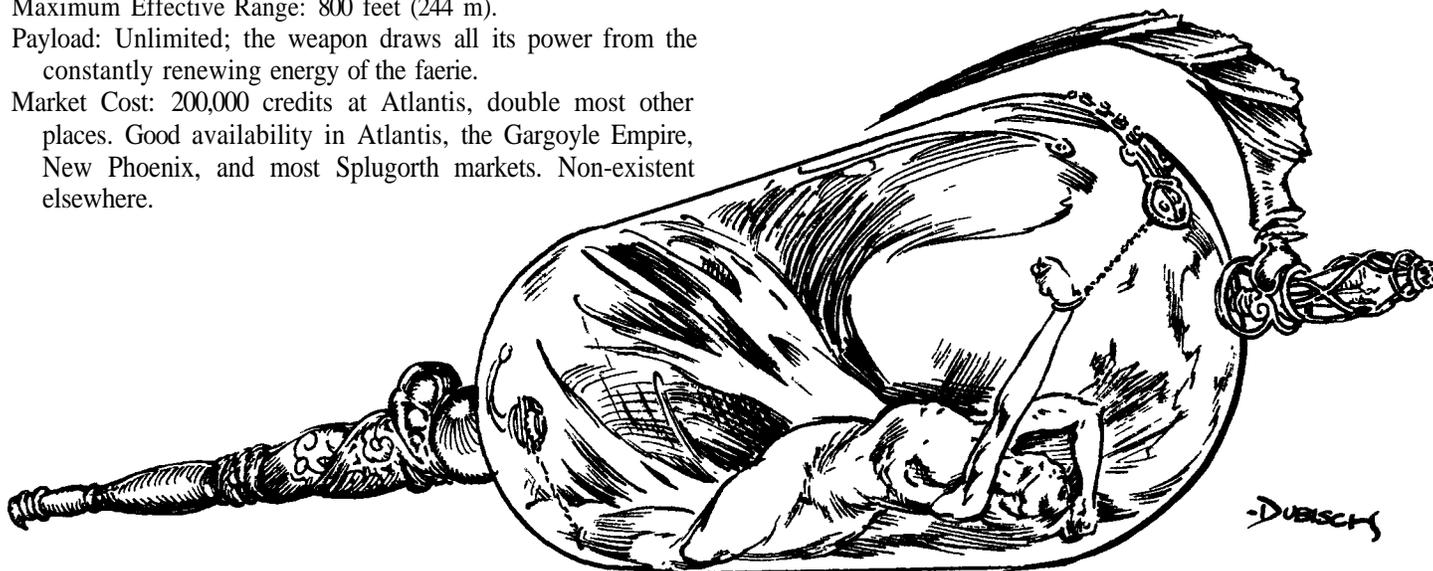
Mega-Damage: None, but creates a powerful wind that knocks over anything weighing less than 200 lbs (90 kg). Anybody knocked down by the wind loses initiative and one melee action.

Rate of Fire: Four per melee round. Each shot counts as one melee action.

Maximum Effective Range: 800 feet (244 m).

Payload: Unlimited; the weapon draws all its power from the constantly renewing energy of the faerie.

Market Cost: 200,000 credits at Atlantis, double most other places. Good availability in Atlantis, the Gargoyle Empire, New Phoenix, and most Splugorth markets. Non-existent elsewhere.



This battery can also be fitted to just about any **Techno-Wizard** weapon or device to provide it with a nearly limitless power supply. Payload and duration varies with the power demands of the weapon. Most light weapons will be able to fire 100 shots per hour, while heavy weapons may be able to fire 50. Hooking it up to a one-man vehicle that rides the ley lines will enable it to move or fly away from ley lines but only at 20% its normal speed and not other **features/abilities** will work, even if other batteries are attached.

Cost: 60 million credits and up. Rare even in Atlantis, only because the **Splugorth** do not want to give their enemies and rivals too much power. Such batteries are most commonly seen being used by the elite Minions of Splugorth.

Entity Bio-Wizard Weapons

Entities, supernatural energy beings, are the living components for these Bio-Wizard weapons. They utilize the psionic powers of these entities for a number of different purposes. Unlike the faerie weapons, if these creatures are freed from their confinement, they are never traumatized and will wreak havoc in the world around them, probably starting with revenge visited upon their last user.

Unlike other Bio-Wizard weapons, these weapons do not have a self-renewing power source. Instead, they require the theft of P.P.E. or I.S.P. from others. This may seem like a drawback, but is actually an advantage. The weapon is capable of stealing P.P.E. or I.S.P. from other individuals within a 20 foot (6 m) radius (animals **and/or** humanoids) as well as P.P.E. from ley lines or Faerie Batteries. In the alternative, it can draw 2D6+6 P.P.E. or I.S.P. by touching a specific individual (prisoner, fallen opponent or teammate, etc.). I.S.P. is always stolen and drawn into the weapon before P.P.E. even if the target has a larger base of P.P.E. Stolen I.S.P. is transferred directly to the weapon's battery, while P.P.E. is converted on a one to four basis into I.S.P. This is an especially useful attack on psychics and practitioners of magic. In addition, all entities have their own 20 I.S.P. reserve to draw upon in case of an emergency and can also utilize the I.S.P. **and/or** P.P.E. of the weapon's wielder, but only if the character is willing to do so.

Note: Like the faerie weapons and most **Bio-Wizard** devices, weapons, and organisms, these weapons have good availability in Atlantis and other Splugorth markets, and fair availability in the Gargoyle Empire and New Phoenix. Non-existent elsewhere.

Bio-Wizard TK Rifle

Similar to the **Techno-Wizard** TK-machinegun, this rifle fires telekinetic bolts at incredible speed. It requires a Tectonic Entity as its power source.

Weight: 10 lbs (4.5 kg).

M.D.C.: 60, but it can only be damaged if attacks are directed at the weapon itself; a called shot is required.

Mega-Damage: 4D6 M.D. per blast.

Rate of Fire: Equal to the user's hand to hand attacks per melee round. Each blast counts as one attack.

Maximum Effective Range: 2000 feet (610 m).

Payload: Two per every four I.S.P. or one P.P.E. Can store a maximum of 25 shots.

Targeting Bonus: +1 to strike on an aimed shot.

Market Cost: 150,000 credits and up.



Fear Pistol

Using the power of Empathic Transmission possessed by most entities, this pistol is capable of instilling paralyzing fear in its target. Haunting Entities are the most common to power this weapon, but Poltergeist and Syphon entities can also be used.

Weight: 3 lbs (1.4 kg).

M.D.C.: 35, but it can only be damaged if attacks are directed at the weapon itself; a called shot is required.

Mega-Damage: None, but targets have a 01-60% chance of retreating unless a successful save vs psionics is rolled. Those who fail the save, but manage to hold their ground, will be -2 to strike and -4 to parry and dodge for 1D4 minutes.

Rate of Fire: Equal to the user's hand to hand attacks per melee.

Maximum Effective Range: 400 feet (122 m).

Payload: One per every four I.S.P. or one P.P.E. Can store a maximum of ten shots.

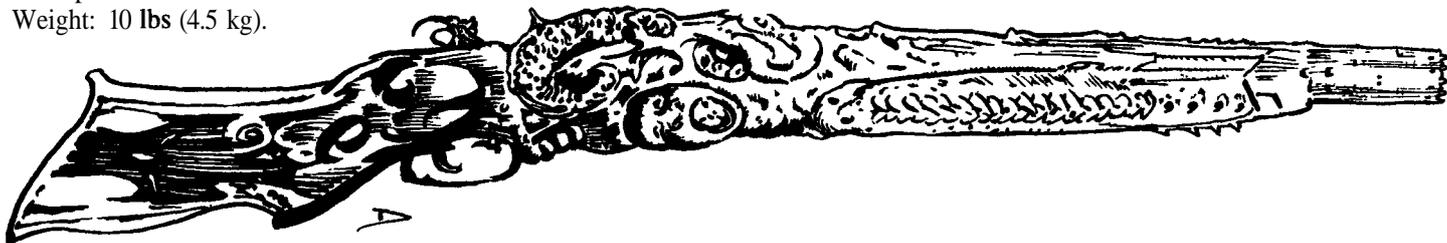
Market Cost: 50,000 credits.

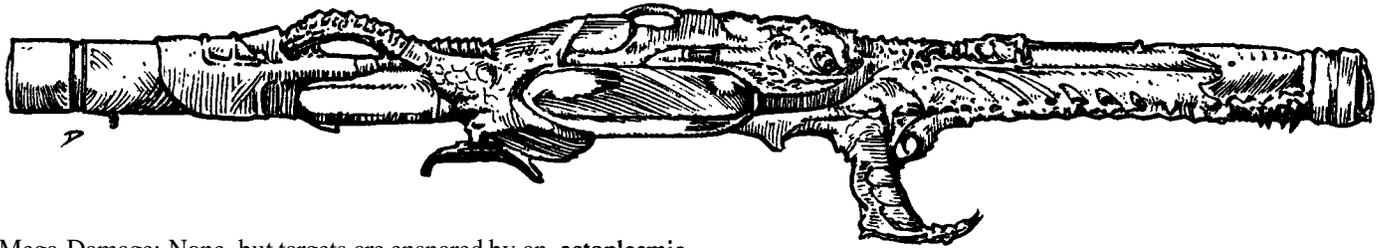
Ectoplasmic Net Launcher

All entities are capable of creating ectoplasm. This weapon takes that ability and channels it into a usable form. The result is a bazooka type weapon that can fire large **ectoplasmic** nets that are strong and resistant to all forms of damage, except magic and psionics. The common Poltergeist is the entity typically used in this weapon, but any are usable.

Weight: 20 lbs (9 kg).

M.D.C.: 60, but it can only be damaged if attacks are directed at the weapon itself; a called shot is required.





Mega-Damage: None, but targets are ensnared by an **ectoplasmic** net that is stronger than steel. Only a combined supernatural P.S. of 30 or higher is capable of breaking the net within one melee. Otherwise, the net lasts for 4D6 minutes. The net itself has 30 M.D.C. and conventional weapons will only inflict one quarter damage to it. Magic and psionic attacks will do full damage.

Rate of Fire: Equal to the user's hand to hand attacks per melee.

Maximum Effective Range: 800 feet (244 m).

Payload: One per every forty **I.S.P.** or ten P.P.E. Can store a maximum of five nets.

Market Cost: 75,000+ credits.



Paralysis Rifle

This rifle uses the Bio-Manipulation power possessed by Syphon and Possessing Entities to create a beam that will instill paralysis in whoever it strikes.

Weight: 12 lbs (5.4 kg).

M.D.C.: 60, but it can only be damaged if attacks are directed at the weapon itself; a called shot is required.

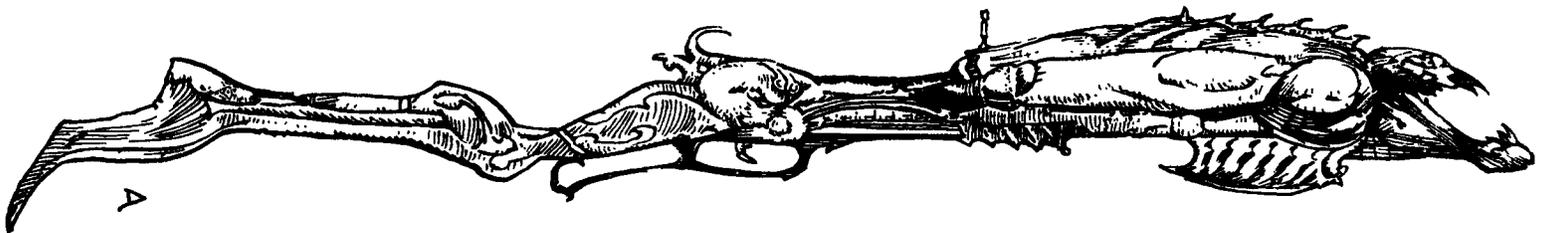
Mega-Damage: None, but the target will be paralyzed from head to toe, unless he makes a successful save vs psionics, for 1D4 minutes!

Rate of Fire: Equal to the user's hand to hand attacks per melee.

Maximum Effective Range: 600 feet (183 m).

Payload: One per every eight I.S.P. or two P.P.E. Can store a maximum of ten blasts.

Market Cost: 100,000+ credits.



Pain Inducer

Similar to the Paralysis Rifle, this weapon also uses the Bio-Manipulation power of certain entities to inflict intense pain in the target.

Weight: 12 lbs (5.4 kg).

M.D.C.: 60, but it can only be damaged if attacks are directed at the weapon itself; a called shot is required.

Mega-Damage: None, but the target will suffer from intense pain, unless a successful save vs psionics is rolled. A failed save means the target will be racked with pain and is -4 to strike, parry and dodge, and -30% to Spd for 1D4 minutes.

Rate of Fire: Equal to the user's hand to hand attacks per melee.

Maximum Effective Range: 600 feet (183 m).

Payload: One per every eight I.S.P. or two P.P.E. Can store a maximum of ten blasts.

Market Cost: 120,000+ credits (evil beings seem to prefer a weapon that delivers pain and suffering).

Domination Staff

Containing the trapped essence of a powerful Possessing Entity, this staff enables the user to mentally dominate anyone. Actually, the user of the staff is simply using the trapped Possessing Entity inside it to take possession of someone and then commanding the entity. This means the victim of the possession can perform any physical tasks it is capable of, but knowledge and skills are limited to those known by the entity. Still, it is a powerful means of usurping control of someone and is incredibly dangerous in the wrong hands. The staff is a relatively simple looking shaft with a heavy ball at the top, a skull and a cluster of interwoven tentacles that is meant to represent the Splugorth.

Weight: 10 lbs (4.5 kg).

M.D.C.: 100 M.D.C., but it can only be damaged if attacks are directed at the weapon itself; a called shot is required.

Destroying the staff will release the Possessing Entity from its bond of servitude and it will probably try to possess its last master for revenge.

Mega-Damage: 2D6 M.D. as a blunt weapon.

Special Powers: Possession of others: Four times per day, the staff's user can release the Possessing Entity trapped inside to try to possess anyone of the user's choosing. Same rules apply as normal possession, except the staff's user is in control of the entity and failure to take possession means it returns to the staff for six hours. Note that the entity can only target one individual at a time.

Duration: If possessed, the victim can remain under the control of the Domination Staff's wielder for up to six hours, before the entity must return to the staff.

Saving Throw: Standard save vs possession.

Payload: Four attacks are possible per 24 hours. It costs the user one P.P.E. point or four I.S.P. to unleash and command the Possessing Entity. Once unleashed, the entity is his to control.

Market Cost: Between 1-2 million credits. A hot commodity among evil beings, slavers and some practitioners of magic, particularly Shifters, Summoners and Necromancers.

Kinetic Staff

This weapon combines the power of three Tectonic Entities to create potent telekinetic effects. An ornate weapon, this staff is covered with carvings and designs from top to bottom with a glowing orb at the top. The designs on the shaft usually resemble thousands of outstretched arms, a tangle of vines or roots, or anguished faces.

Weight: 12 lbs (5.4 kg).

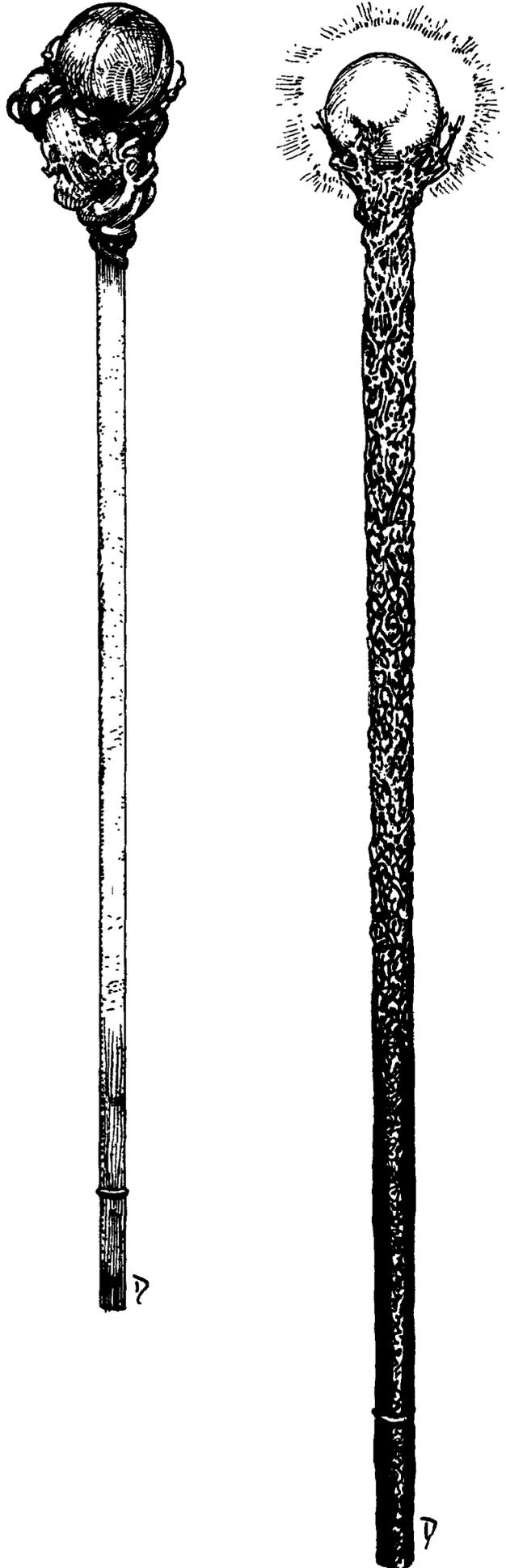
M.D.C.: 100 M.D.C., but it can only be damaged if attacks are directed at the weapon itself; a called shot is required.

Destroying the staff will release the entities from their bond of servitude and they will probably try to get revenge on their last master.

Mega-Damage: 2D6 M.D. as a blunt weapon or via the following psionic attacks.

Psionic Powers: The user of the staff controls and directs the psionic attacks, but the psychic energy comes from within the staff itself.

1. Telekinetic Bolts (2 I.S.P.): Each bolt inflicts 1D4 M.D. and has a range of 500 feet (152.4 m).



2. Telekinesis: Super (10 I.S.P. per 100 lbs or 45 kg being moved): Equal to the super-psionic power at sixth level proficiency.

3. Telekinetic Force Field (30 I.S.P.): Equal to the super-psionic power at sixth level proficiency.

Rate of Fire: Equal to the user's hand to hand attacks per melee.

Maximum **Effective Range**: 500 feet (152.4 m) for the telekinetic bolts and equal to a sixth level psionic for the other powers.

Saving Throw: Not applicable.

Payload: 60 I.S.P., but the staff can draw I.S.P. and P.P.E. from other people as listed previously. I.S.P. regenerates at a rate of 10 per hour.

Market Cost: About three million credits, depending on the seller and market conditions.

Corrupted Millennium Weapons

Note: All of these weapons are made from the *wood* of the fabled Millennium Tree.

Millennium Trees are famous for their vast size, magical power, and for the powerful weapons created from their branches, leaves, and bark. The tree naturally produces these weapons for the use of good and noble Champions of Light in their fight against the forces of evil. However, **Bio-Wizards** are able to take these noble and pure weapons and corrupt them for the use of evil beings. Fortunately for the forces of good, a corrupted Millennium weapon is always less powerful than the original. Most notably, original powers which are always active are lost and the number of magic abilities and regenerative capabilities are significantly reduced. However, the **Bio-Wizards** make up for this deficiency by augmenting the weapon with their own magic. The descriptions listed below are just a few of the most popular and powerful Corrupted Millennium Tree variants.

Corrupted Millennium Tree Weapons were plentiful during the early years of the Phoenix Empire in Egypt. The Empire was ruled by an evil ancient dragon and engaged in slavery and Necromancy.

It was also located near a lone Millennium Tree. The evil citizens of the Phoenix Empire pillaged the tree, stripped it of most of its gifts, and used them for their own dark purposes. The surplus was sold to the Lord Splynncryth and Atlantis for a handsome profit. This caused a short boom in the availability of Millennium Tree items, which quickly faded when the tree was stripped bare. Now, most Millennium Tree items in Atlantis are stolen from the inhabitants of England or taken directly from the trees themselves. For more details on Millennium Trees, their gifts, and corrupted wands and staves, see *Rifts® England* or *Rifts® Japan*. For more on the Phoenix Empire, as well as Necromancy, see *Rifts® Africa*.

Millennium Slayer

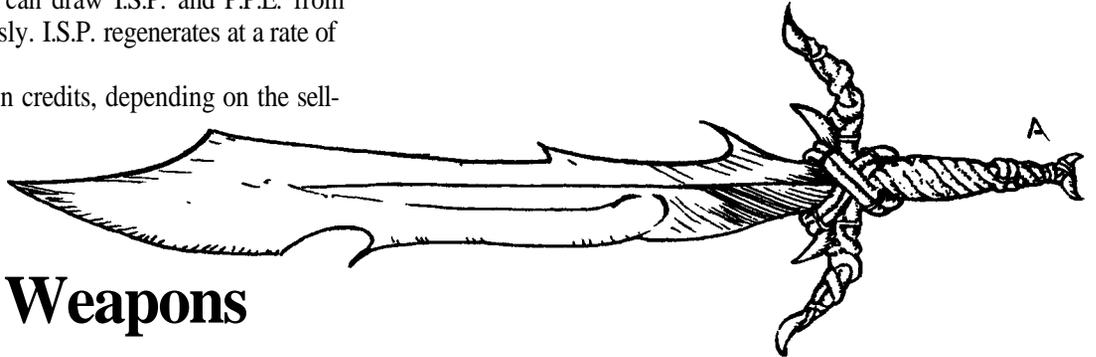
This weapon uses the power of a Millennium Wand and twists it into what must be its true antithesis. Fashioned into the hilt of a mighty sword, the corrupted wand allows the weapon to inflict great amounts of damage to other Millennium items.

Weight: 10 lbs (4.5 kg).

M.D.C.: The sword has **1D4×100**, but only takes damage when specifically targeted. Damage is regenerated at a rate of 3D6 M.D.C. per 24 hours.

Mega-Damage: 4D6 M.D. to most creatures and materials, but inflicts double damage to all plant life and triple damage to the Millennium Trees and items made from them!

Magic Powers: Gives its wielder a bonus of +2 to save vs the magic of a Millennium staff or wand. Also, the sword has a



Horror Factor of 15 to Millennium Druids, since they can recognize its twisted power. It is so corrupted, in fact, that the wand can not be reabsorbed into the Millennium Tree. However, if the wand portion of the weapon is incinerated, its ashes can be spread around the tree's roots and reabsorbed instantly.

Saving Throw: Not applicable.

Market Cost: This weapon is really popular among those who often clash with Millennium Druids and other friends of the tree. Cost of the weapon is two million credits and up; rare. Actually, most of these weapons are created specially for those who bring in the wand to be corrupted, but the cost remains the same.

Serpent-Slayer

This weapon, usually shaped as a spear, javelin, or trident, is one of the few corrupted Millennium weapons that requires a specific type of staff for its creation. This weapon is made from a Millennium Staff of the Serpent and combined with other components. The result is a weapon specifically designed for use against serpentine creatures, such as dragons, and it is very effective.

Weight: 10 lbs (4.5 kg).

M.D.C.: The weapon has **2D4×100 M.D.C.**, but only takes damage when deliberately targeted. Damage is regenerated at a rate of **1D4×10 M.D.C.** per 24 hours.

Mega-Damage: 4D6 M.D. to most creatures and M.D.C. structures, but inflicts double damage against dragons and other supernatural serpents. If a natural twenty is rolled, the serpent will be momentarily stunned and loses two melee actions/attacks. Moreover, the wielder of the Serpent-Slayer is impervious to dragon fire and breath attacks of all kinds.

If a dragon or supernatural serpent is impaled with the weapon, and the weapon is left in it, the creature can not touch it to pull the weapon out of its body and magically interferes with the dragon's natural **teleportation** ability. Attempts to **teleport** inflict 4D6 M.D. to the beast, and are done at -30%. If a dimensional teleport is done, the creature takes 4D6 M.D.

and suffers the **teleport** penalty, but the enchanted weapon falls to the ground, it does not go to the other dimension. Otherwise, either the wielder or some being other than a dragon **can** pull the weapon from the dragon.

Rate of Fire: Equal to the combined hand to hand attacks of its wielder. If thrown, should it miss or strike a non-serpent, it will return to its master's hand. The complete trip counts as two melee actions.

Maximum Effective Range: Can be thrown as far as 1200 feet (366 m) or used in close combat.

Bonus to Strike: +1 to strike when thrown.

Saving Throw: A standard dodge or parry is required to avoid being struck by the spear.

Market Cost: This rare and powerful weapon has an average selling price of 2D4 million credits, but is very rare. Dragon Juicers and The Society of Sages absolutely love this weapon and are willing to pay 16-20 million for it. It is "officially" outlawed in Atlantis, but this does not stop its sale from time to time.

The Executioner's Blade

This weapon combines the most powerful Necromantic spells with the destructive power of a Millennium Staff twisted into the handle for a menacing double-bladed axe. The blade is forged from mystically enchanted metal and is usually black or blue-black in color.

Weight: 22 lbs (9.9 kg).

M.D.C.: The weapon has 2D4x100 M.D.C., but only takes damage when deliberately targeted. Damage is regenerated at a rate of 1D4x10 per 24 hours.

Mega-Damage: 5D6 M.D. normally, but inflicts double damage when the Death Strike magic is invoked.

Magic Powers: Both spells are cast at sixth level proficiency and cost no P.P.E. to use.

1. **Death Strike:** When activated, opponents must save vs magic every time they are struck or suffer double damage. See *Rifts® Africa* for details. Duration is six minutes.

2. **Strength of the Dead:** By plunging the blade portion into the carcass of a slain creature, the wielder will be given half the S.D.C. and Hit Points (or M.D.C.) that the creature had when it was alive. See *Rifts® Africa* for details. Duration is 12 minutes.

Payload: Both magic spells can be cast up to four times each per 24 hour period. The weapon stores 2D4x10 P.P.E., but it is not depleted by the use of its magic powers.

Saving Throw: A roll of 14 or higher is required to save against the Death Strike magic. Not applicable for the Strength of the Dead.

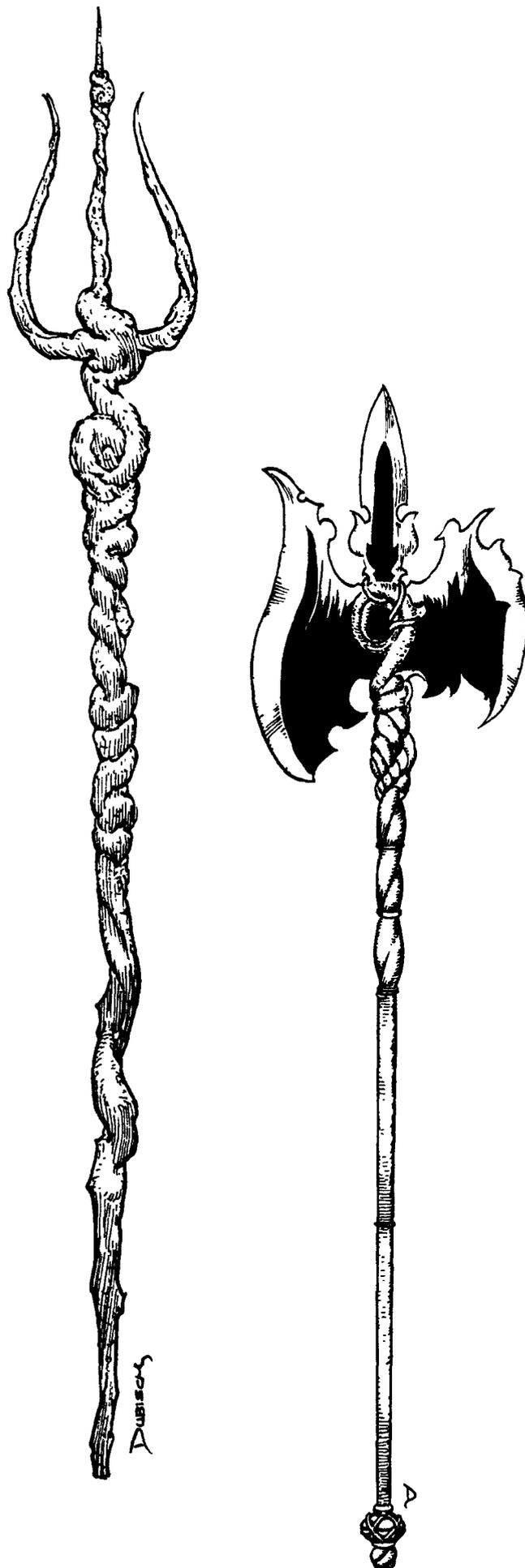
Market Cost: Two to four million credits is average, but has been known to sell for twice as much.

Mantle of Power

This cloak and hood are fashioned from the leaf of a Millennium Tree, and dyed red or black for effect. Its innate magic properties have been enhanced by the **Splugorth's Bio-Wizardry**.

Weight: 7 lbs (3.15 kg).

M.D.C.: 100 (magically enhanced) and worn as enchanted body armor.



Eye of Eylor Weapons

Eylor Assault Staff

This weapon is designed specifically with heavy combat in mind. It uses two of the famous Eyes of Eylor as opposed to one in the Staff of Eylor. Both of the Eyes are programmed with the same spells to give it double the usual payload and P.P.E. of one Eye. Its capabilities are mostly offensive, so it is only issued when heavy combat is anticipated. Usually only special operatives, such as Conservators and Powerlords, are considered for such missions and then only individuals who have proven themselves to be worthy are given one of these. Suffice to say, the standard users of this powerful weapon are powerful, higher level Minions who are very unlikely to part with the staff without a deadly battle.

Like the Staff of Eylor, the weapon is not indestructible and it forms a link with its owner. The staff has 300 M.D.C., but only suffers damage when it is specifically targeted on a "called" shot at a penalty of -2 to strike. For every point of damage the staff endures, its owner also takes five points of Hit Point (or M.D.C.) damage. Unlike the Staff of Eylor, the Eylor Assault Staff does not have its own intelligence and will always respond to the mental commands of the user.

Weight: 30 lbs (13.5 kg).

M.D.C.: 300, but only takes damage when deliberately targeted.

Recovers 2D4×10 M.D.C. per day.

Mega-Damage: As a blunt weapon, the staff inflicts 4D6 M.D. or 1D4×10+8 when enchanted with the Lightblade spell.

Magic Powers: Each of the following spells can be cast four times a day with the standard amount of P.P.E. drawn from the Staff's reserve. All spells are cast at the power level equal to an eighth level spell caster. Offensive magic attacks are fired from the top of the staff, except for Call Lightning. See *Rifts® Federation of Magic™* for details concerning the new spells.

1. Thunderclap (5 P.P.E.); same as the spell.
2. Fire Ball (10); same as the spell.
3. Call Lightning (15); same as the spell.
4. Orb of Cold (6); same as the spell.
5. Fire Gout (20); same as the spell.
6. Power Bolt (20); same as the spell.
7. Sub-particle Acceleration (20); same as the spell.
8. Lightblade (20); same as the spell.
9. Ballistic Fire (25); same as the spell.
10. Invincible Armor (30); same as the spell.

Rate of Fire: Four spells can be cast per melee. Each casting counts as one melee action.

Maximum Effective Range: Varies with the spell cast.

Payload: Each spell can be cast up to four times per 24 hours.

Each casting burns some of the staff's P.P.E. supply.

Permanent base is 220 P.P.E. which regenerates at the rate of 40 per hour. Saving Throw: All spells are cast at the level of an eighth level sorcerer and require a saving throw of 14 or higher when applicable.

Market Cost: Generally not available on the open market, but will sell for 30 to 50 million credits whenever available.



Magic Powers: The ability to cast the following spells at fourth level proficiency and at no P.P.E. cost to the user/wearer. See *Rifts® Federation of Magic™* for details concerning the new spells.

1. Aura of Power: When activated, the wearer is surrounded by a golden glow that makes him appear to be three levels higher (to anyone using See Aura), 50% stronger, and gains a bonus of 1D4+2 to his M.A. attribute. Duration is four minutes.

2. Aura of Death: When activated, the wearer is surrounded by a nimbus of black flames that make him appear to be one of the undead. Duration is two minutes.

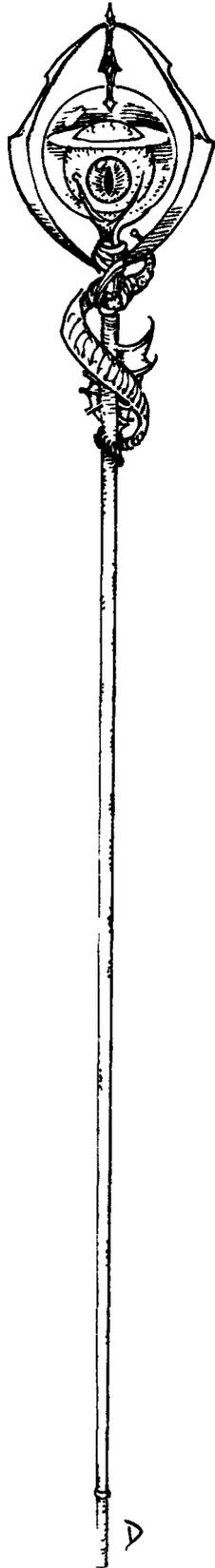
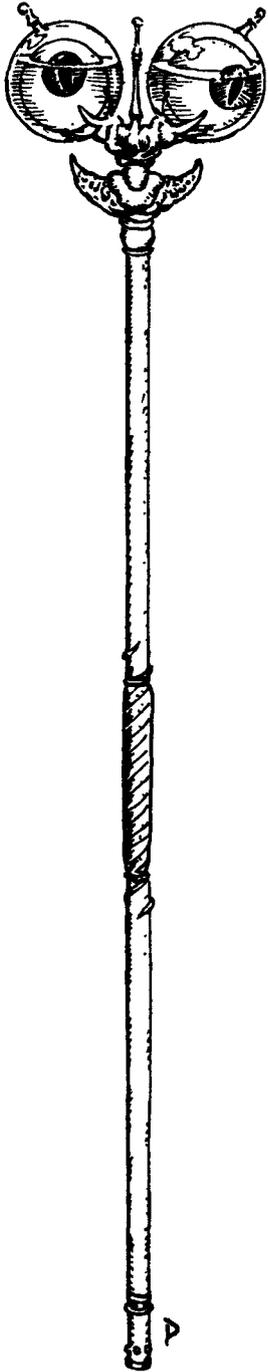
3. Charismatic Aura: When activated, the wearer becomes more attractive (+8 to P.B.) and can invoke feelings of friendship and trust or fear (H.F. 13) in others or make them believe everything he says (01-80% chance).

4. Mask of Deceit: When the hood is raised to cover the head, the wearer's face changes to look like somebody else or a different race entirely. The magic lasts for as long as the hood is in place and for two minutes after it is removed (can be canceled by the wearer at any time).

Payload: Each spell can be cast three times per 24 hour period.

Saving Throw: Standard, 12 or higher, when applicable.

Market Cost: One to two million credits, but can sell for as high as three million. Very popular among assassins and spies.



Eylor Exploration Staff

The discovery and exploration of unknown worlds is important to the **Splugorth**. As masters of interdimensional travel, the **Splugorth** and their High Lord Shifters magically search the still vastly undiscovered areas of the **Megaverse**. Not that any of them go out and do the exploration themselves. That is what the lesser Minions and slave races are for. Of course, no one wants to send an army of loyal Minions to a new and possibly dangerous world without protection. Kydian Overlords and Powerlords use Bio-Wizard armor that can protect them from most environmental

dangers and the Kittani always travel in full environmental power armor. However, sometimes a little more protection is desired, and that is when the Eylor Exploration Staff is issued.

Whether the environment is toxic, radioactive, or just down-right damaging, this staff can create a defense that will counter it. The staff itself is equal to a rune weapon in power, but is not indestructible. The staff has 150 M.D.C., but only suffers damage when it is specifically targeted on a "called" shot at a penalty of -2 to strike. It forms a link to its owner who suffers damage ten points of Hit Point (or M.D.C.) damage for every one M.D. the staff takes. The Exploration Staff has its own intelligence and is programmed to do its best to protect its owner. So even if the owner is overcome by the conditions of the environment he is exploring, the staff will create a defense to counter it and help its master recover.

Weight: 20 lbs (9 kg).

M.D.C.: 150, but only takes damage when deliberately targeted.

Recovers 1D4x10M.D.C. per day.

Mega-Damage: As a blunt weapon, the staff inflicts 3D6 M.D. plus the user's supernatural P.S. punch damage.

Magic Powers: Up to 18 spells can be cast per day using P.P.E. drawn from the staff's reserve. All spells are cast at a level equal to an eighth level spell caster.

1. Impervious to Radiation (50 P.P.E.): Duration is 10 minutes per level of experience (80 minutes for the staff). Considered to be a ninth level spell. Renders the caster completely immune to the harmful effects of radiation for the duration.

2. Impervious to Vacuum (80 P.P.E.): Duration is 5 minutes per level of experience (indefinitely for the staff). Considered to be a tenth level spell. Renders the caster immune to effects of the vacuum of planets without atmospheres and outer space.

3. Impervious to Ocean Depths (75 P.P.E.): Duration is 10 minutes per level of experience (unlimited for the staff). Equal to the tenth level Ocean Magic spell (see **Rifts® Underseas** for details). Renders the caster immune to the pressure of the ocean depths, even at the ocean floor.

4. Impervious to Energy (20 P.P.E.): Duration is 2 minutes per level of experience (16 minutes for the staff). Equal to the sixth level wizard spell. Renders the caster impervious to energy.

5. Impervious to Fire (5 P.P.E.): Duration is 5 minutes per level of experience (the staff is automatically impervious). Equal to the third level wizard spell. Renders the caster impervious to fire and heat.

6. Impervious to Cold (10 P.P.E.): Duration is 20 minutes per level of experience (the staff is automatically impervious). Equal to the fourth level Ocean Magic spell (see **Rifts® Underseas** for details). Renders the caster immune to cold.

7. Impervious to Poison (5 P.P.E.): Duration is 5 minutes per level of experience (the staff is automatically impervious). Equal to the third level wizard spell. Renders the caster impervious to poison and toxic gases, including alien atmospheres.

8. Heal Self (20 P.P.E.): Duration is instant. Equal to the seventh level wizard spell (see **Rifts® World Book 16: Federation of Magic™** for details). Instantly restores 3D6 S.D.C. and 1D6 hit points (or 1D4 M.D.C.) to the staff's owner (remember, they are linked).

9. Negate Poison (5 P.P.E.): Duration is instant. Equal to the third level wizard spell. Instantly negates toxins in the body of the staff's owner.

10. Breathe without Air (5 P.P.E.): Duration is 3 minutes per level of experience (the staff is automatically impervious; it does not breathe). Equal to the third level wizard spell and automatically engages whenever necessary.

11. Invincible Armor (30 P.P.E.): Duration is 3 minutes per level of experience (24 minutes for the staff). Equal to the eighth level wizard spell (see **Rifts® World Book 16: Federation of Magic™** for details). Surrounds the wielder with a suit of magic armor that provides 200 M.D.C. and protection from all environmental effects.

Rate of Fire: As many as three spells can be activated and cast per melee round. Each casting counts as one melee action, but all effects are accumulative.

Range: Self only for all spells.

Payload: Each spell uses up some of the staff's P.P.E. supply. Permanent base P.P.E. is 150 which regenerates at the rate of 20 per hour.

Saving Throw: All spells are cast at the level of an eighth level sorcerer. Saving throw is not applicable.

Market Cost: Generally not available on the open market, but will sell for 10 to 20 million credits whenever available.

The Mace of Eylor

This is another purely offensive weapon using the famous Eye of Eylor. Unlike the usual Eylor weapons, the mace has rather limited magic capabilities, but is capable of inflicting massive amounts of damage with smashing attacks. The mace is psionically linked to its owner and has been enchanted to return to its owner after being thrown or when dropped.

Weight: 10 lbs (4.5 kg).

M.D.C.: 250 and the damage inflicted to it does not carry over to the owner, unlike other Eylor weapons. Recovers 1D4×10 M.D.C. per day.

Mega-Damage: The mace inflicts 1D6×10 M.D. with every strike plus the usual damage from the supernatural P.S. of its wielder. P.S. damage is not applied when the mace is thrown.

Magic Powers: Each of the following spells can be cast two times a day with the standard amount of P.P.E. drawn from the mace's reserve. All spells are cast at the power level equal to an eighth level spell caster.

1. Thunderclap (5 P.P.E.); same as the spell.
2. Call Lightning (15); same as the spell.
3. Wind Rush (20); same as the spell.
4. Electric Arc (8); same as the spell found in **Rifts® Federation of Magic™**.
5. Lightning Arc (30); same as the spell found in **Rifts® Federation of Magic™**.

Rate of Fire: Two spells can be cast per melee. Each casting counts as one melee action.

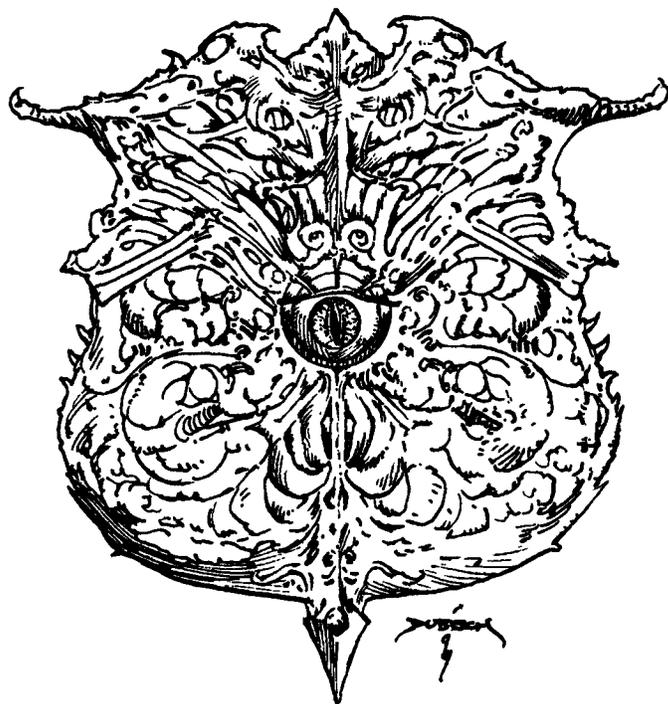
Maximum Effective Range: Varies with the spell cast, or the mace can be thrown up to 500 feet (152 m) and returns after every throw.

Bonus to Strike: The mace is +1 to strike when thrown and in hand to hand combat.

Payload: Each spell can be cast up to two times per 24 hours. Each casting expends some of the mace's P.P.E. supply. Permanent base P.P.E. is 100 which regenerates at the rate of 20 per hour.

Saving Throw: All spells are cast at the level of an eighth level sorcerer and require a saving throw of 14 or higher when applicable.

Market Cost: Generally not available on the open market, but will sell for 10 to 30 million credits whenever available.



Shield of Invincibility

Although not truly indestructible nor able to protect its user from all harm, this shield is very durable and able to regenerate damage rapidly. It also has a number of magic powers that further augment its defensive capabilities. Standard building materials are shells and bone from creatures of magic and parts from other unknown creatures, but the main empowering device is a small Eye of Eylor disguised as the centerpiece of the shield design.

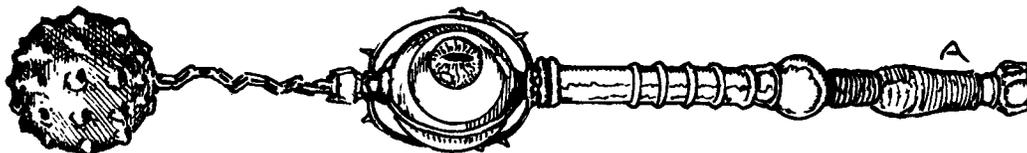
Weight: 10 lbs (4.5 kg).

M.D.C.: 300 and regenerates 10 M.D.C. per minute. This weapon is not linked to its owner, and does not have an intelligence. Nor is damage inflicted to it, passed on to its user.

Mega-Damage: 2D4 M.D. on a shield strike.

Magic Powers: Equal in range and duration to a sixth level spell caster. See **Rifts® World Book 16: Federation of Magic™** for details concerning the new magic spells.

1. Speed Weapon (100 P.P.E.): Used in this capacity, the spell allows the shield bearer to attempt to *parry* all attacks directed at him, including attacks from multiple opponents. Long range



attacks may also be parried without the benefit of combat bonuses (straight roll only), but surprise attacks may not.

2. Targeted Deflection (15 P.P.E.): Same effects as the spell, but only works on the shield.

3. Deflect (10 P.P.E.): Same effects as the spell, but only works on the shield, i.e. only the shield can be used to deflect.

Maximum Effective Range: Hand to hand combat range for physical attacks and 800 feet (244 m) for targeted deflection attacks.

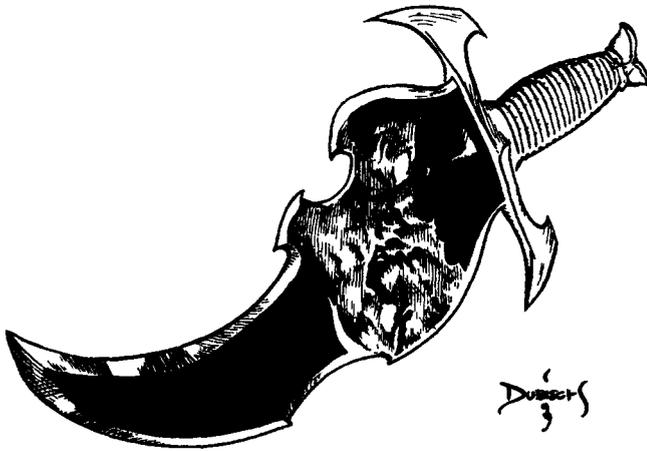
Bonuses: +2 to parry.

Payload: 100 P.P.E. and regenerates 10 per hour or can be completely recharged at a nexus point or Stone Pyramid.

Saving Throw: Not applicable.

Market Cost: Eight to twelve million credits.

Other Notable Bio-Wizard Weapons



Demon Claw Blade

When one looks at this blade at the right angle, it is said that the eyes of an angry demon look back. According to legend, it is created from the claw of a greater demon. It is a pitch-black blade with wicked, jagged edges mounted on an ornately decorated red hilt capable of inflicting incredible damage to creatures of good. It can also be built as an axe, sword, other large bladed weapon, or as a set of claws with the same power and general appearance. Knives are also available, but with half the stats.

Weight: 7 lbs (3.2 kg).

M.D.C.: 100, but only takes damage when specifically targeted and regenerates 2D6 M.D.C. per day.

Mega-Damage: 6D6 M.D. double damage to *supernatural creatures* of good alignment.

Bonuses: +1 to strike and parry, in addition to W.P. and other skill bonuses.

Market Cost: Five to eight million credits.

Dragonfire Sword

An homage to the dragon, this blade does not incorporate any actual dragon parts in its construction. Instead, it uses the bones of fire-based demons and monsters, such as the **Baal-Rog** or



Demon-Dragonmage, to create a sword sheathed in mystic flame. The blade is usually red with a very organic appearance. It is mounted on a jade hilt sculpted with a serpentine design.

Weight: 7 lbs (3.2 kg).

M.D.C.: 200, but only takes damage when specifically targeted and regenerates 2D6 M.D.C. per day.

Mega-Damage: 1D4x10+8 M.D. Double damage to creatures vulnerable to fire.

Magic Powers: The following spells can be cast at a level equal to a fifth level mage.

1. Fire Gout (20 P.P.E.): 6D6+6 M.D.; same effects as the spell. See **Rifts® Federation of Magic™** for details.

2. Circle of Flame (10 P.P.E.): 6D6 S.D.C.; same effects as the spell.

3. Fuel Flame (5 P.P.E.): Same effects as the spell.

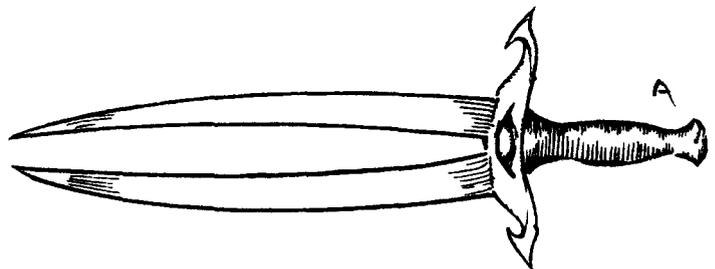
Rate of Fire: Two spell attacks per melee. Physical attacks are the same as the user's hand to hand attacks per melee.

Maximum Effective Range: Hand to hand range for sword strikes, but 180 feet (54.9 m) for the Fire Gout, a 10 foot (3 m) radius around its user for Circle of Flame, and 100 feet (30.5 m) for Fuel Flame.

Payload: 60 P.P.E. and regenerates 20 per day or can be completely recharged on a nexus point or stone pyramid.

Saving Throw: Not applicable.

Market Cost: Two to four million credits, very popular in Dragcona.



Venom Blade

Either a dagger or short sword with twin curved blades that resemble the fangs of a serpent. This weapon automatically (via magic) injects a lethal venom into its victim with every stabbing strike. A **slashing/cutting/raking** strike inflicts normal damage, but not poison damage. Only a stabbing attack that penetrates the flesh will cause the blade to release its toxic payload. Otherwise, it will save its poison for the next opportunity. Against most supernatural beings, the weapon is quite effective since they tend not to wear armor.

Weight: 5 lbs (2.25 kg) or half for a dagger or knife.

M.D.C.: 80 M.D.C. (40 M.D.C. for daggers) and regenerates 1D6 M.D.C. per hour.

Mega-Damage: 2D6 M.D. for short swords and 1D6 M.D. for daggers, plus venom damage unless a successful save vs lethal poison (14 or higher) is rolled. Additional strikes will increase the duration, but not the damage or penalties.

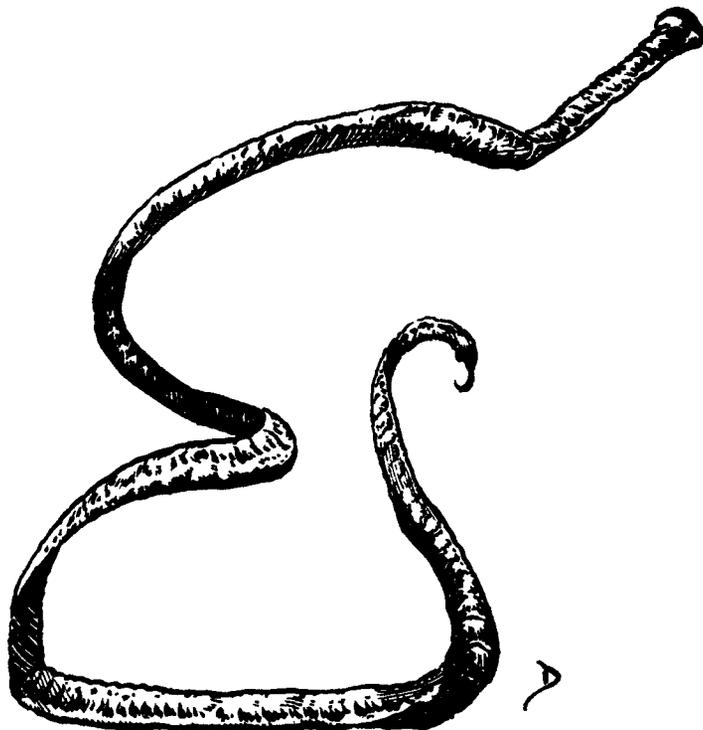
Types of Poison: Only one of the following types of venom is available per weapon and cannot be changed. A successful saving throw means *no* damage is delivered from the poison.

- **Lethal:** Inflicts 1D6 M.D. (1D6x10 to S.D.C. beings) per melee for 1D4 melee rounds.
- **Paralysis:** Motor functions seize up, causing Spd and combat bonuses to be reduced by half, no initiative. Duration: 1D4 melee rounds with cumulative duration from multiple strikes.
- **Fire:** The victim's blood feels like it's boiling, reducing combat bonuses by -5, Spd by 30% and skill performance by -20% (difficult concentrating). Duration: 1D6 melee rounds, with cumulative duration from multiple strikes.
- **Extreme Dizziness:** Eyesight and balance are distorted, combat bonuses are reduced to zero and there is a 01-40% chance of falling for every ten feet (3 m) traveled. Duration: 1D4 melee rounds, with cumulative duration from multiple strikes.

Payload: Up to ten doses of venom can be magically stored at a time, half that for daggers. Used doses are magically regenerated at a rate of one per hour.

Saving Throw: A roll of 14 or higher to resist any of the venoms.

Market Cost: 600,000 credits, half for daggers and knives.



Living Whip

At a glance, this weapon appears to be a simple baton with its top half fatter and thicker than its handle. But with a flick of the wrist and a mental command from its user, the thick, blunt top of the baton stretches into an eight foot (2.4 m) long whip. Which wriggles with a life of its own, but also moves and twists according to the wishes of its master. It is rumored to be made from the tentacle or tail of some alien creature, but no one knows for certain. The whip can even flay the flesh of supernatural creatures.

Weight: 2 lbs (0.9 kg).

M.D.C.: 75, but inflicting 25 M.D. to the whip will sever part of it, which will writhe on the ground like the severed tail of a gecko. Damage is regenerated at the rate of 4D6 M.D.C. per hour, and lost pieces will regenerate in 24 hours.

Mega-Damage: 3D6 M.D. per strike.

Maximum Effective Range: Hand to hand combat with a reach of 8 feet (2.4 m).

Combat Bonuses: +1 to initiative, +1 to strike and entangle, and +2 to disarm.

Market Cost: 350,000 credits. This weapon is also available as a living **Bio-Wizard** implant to be used as an extra weapon limb. Such use is typically limited to Bio-Borgs. The whip-like tentacle, minus the handle, can be implanted at the shoulder or

the underside of the forearm. Combat abilities are the same, and while flexible, it is not prehensile enough to pick up and use weapons nor operate devices or carry things. It is strictly a weapon used to lash out at one's opponents. Cost of the implant is one million credits.

The Fang

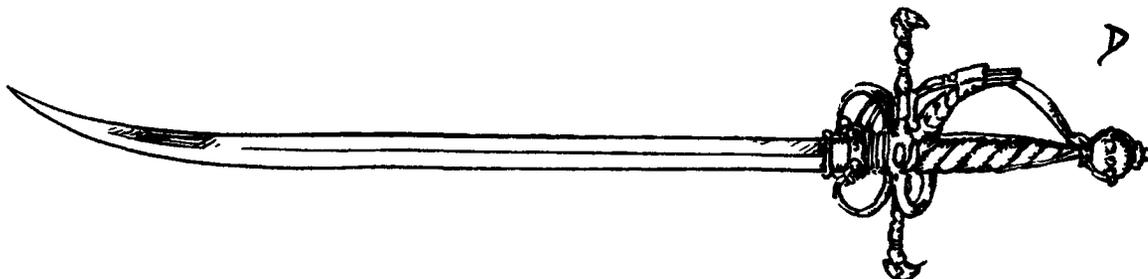
Simply called "The Fang," this is one of the cheapest and most basic **Bio-Wizard** weapons created by the **Splugorth**. It appears to be constructed of a lustrous metal, but it feels more like the shell of an insect. The weapon is usually a sword, but can also be shaped as a scythe or pole arm weapon with the same stats. Knives and daggers are also possible, but all stats are reduced by half. Common designs are similar to those of ancient Europe and Asia, but alien designs are common, too.

Weight: 5 lbs (2.2 kg).

M.D.C.: 100, but only takes damage when specifically targeted and regenerates 2D6 M.D.C. per day.

Mega-Damage: 4D6 M.D.

Market Cost: 200,000 credits.



Magic Restraints

In addition to conventional handcuffs and leg irons, the **Splogorth** produce a number of magical devices for use in restraining powerful slaves. These magic devices include Bio-Wizard created organisms that can sedate or nullify their captives or any special abilities they might possess. Other devices are constructs of more traditional magic or Techno-Wizardry and are available from independent merchants and slavers.

Trying to escape from most shackles using sheer strength is possible, but very difficult. Typically, if the maximum amount of damage **inflicted** by the captive's full strength punch is high enough to destroy the shackles, then he can break free of them within one melee round, and with no damage to the shackle (pulls free). If his maximum punch damage is more than 25% higher than the M.D.C. of the shackles, then he can break free within a few seconds or one melee action. For example, someone with a supernatural P.S. of 40 can inflict a maximum of 30 M.D. from a full strength punch (from the die roll of 5D6). This individual can break free from shackles with 30 M.D.C. within one melee round (15 seconds) and shackles with 24 M.D.C. or less in one melee action. Alternately, one or two other characters can join in the captive's attempt with the chance of breaking the bonds being decided by their combined P.S. In this case, equivalent damage is determined by each individual's punch damage, not by combining their P.S. attribute numbers and then determining damage. So if two people both have a supernatural P.S. of 30 they each inflict 18 M.D. (from the punch roll of 3D6) for a total of 36 M.D. to the shackles, as opposed to the 60 M.D. which would be inflicted by someone with a supernatural P.S. of 60. Also, unless the shackles are giant-sized or larger, only a maximum of three others can help the captive break his restraints.

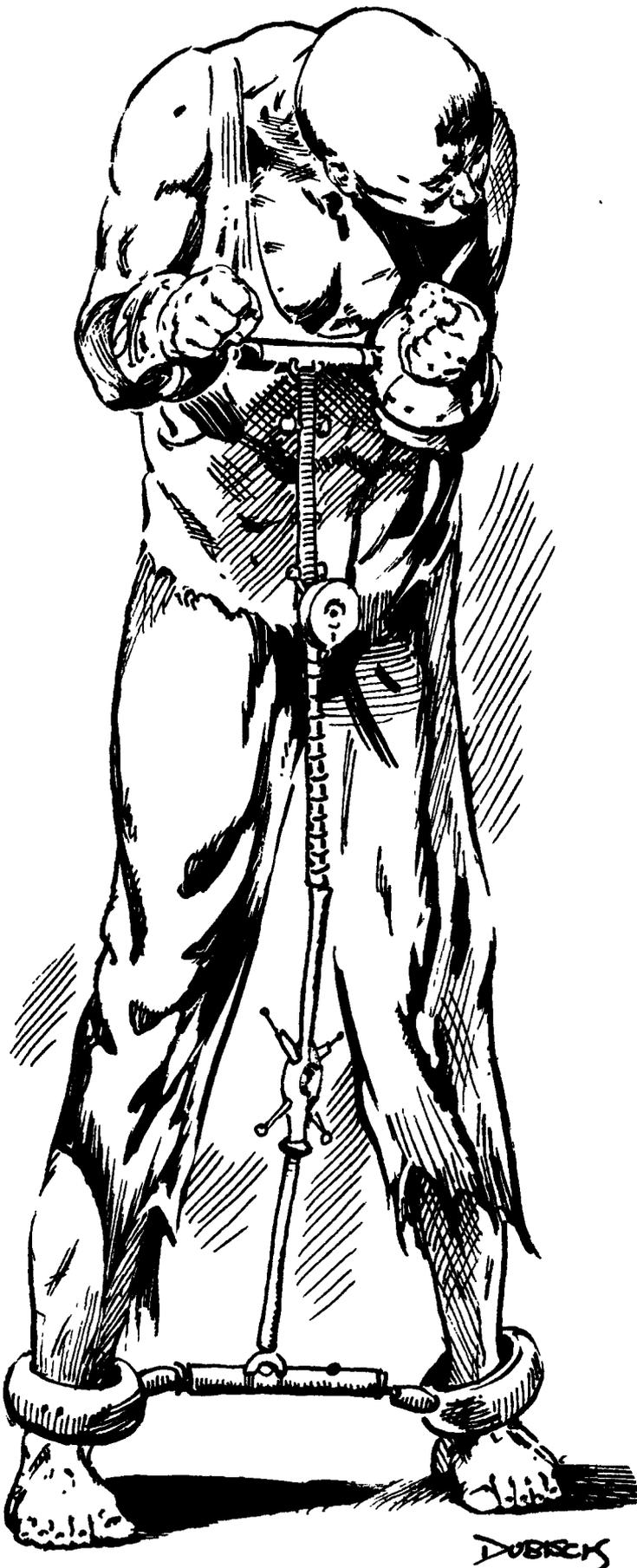
Note: Breaking or pulling free does not damage the shackles. Pounding on the shackles even with M.D. P.S. or Supernatural P.S. with one's bare fists requires one to inflict 3x the shackle's M.D.C. (if the captive's hands are shackled, this is impossible). M.D. weapons and energy blasts do their normal damage and can be used to blast magic shackles apart (i.e. when all M.D.C. is depleted, the shackles break into three or more pieces).

It is usually impossible for a captive to punch his way free of his shackles. Even if he pounds his shackles against a steel wall, he is more likely to break his hands rather than the restraints. In most cases, natural energy blasts can be used to blast them apart. Also, there are a few magical shackles which can be broken only under special circumstances. The Bio-Wizard and Techno-Wizard shackles listed here are very expensive and rarely included with the sale of the slave. Buyers will have to provide their own restraints or risk having to deal with the slave's special abilities.

Conventional Shackles

They come in a variety of shapes and sizes, but full shackles will **always** bind the captive's wrists and ankles, and connect those binds together with another chain running between them. Cheap shackles made from S.D.C. materials are used to lock up mortal D-Bees and ordinary humans. Heavy S.D.C. and light M.D.C. shackles are used primarily for augmented humans, such as Juicers, Crazies, and partially converted cyborgs.

Medium M.D.C. manacles are used for full conversion cyborgs and light M.D.C. D-Bees. Heavy M.D.C. shackles are used for supernatural creatures and other beings with supernatural strength.

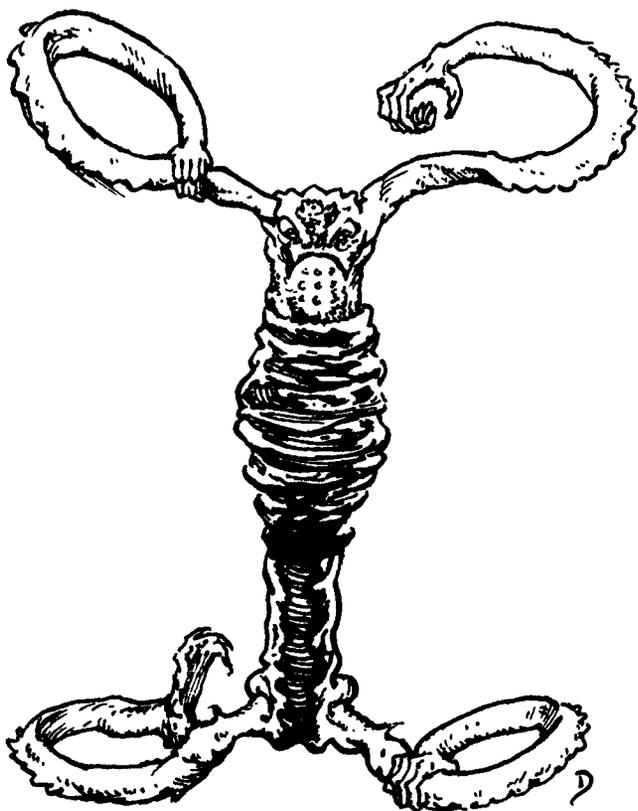


S.D.C. and M.D.C.: 40 to 80 S.D.C. for light S.D.C. manacles, 100 to 500 S.D.C. (or 1-5 M.D.C.) for heavy S.D.C.

Light M.D.C. shackles have 5 to 10 M.D.C., medium ones 20-30 M.D.C., and heavy ones 40-50 M.D.C.

Special Abilities: Advanced locking mechanisms are uncommon, but are available for an extra cost. Most give would-be lock pickers a penalty of -10% to their skills, while the most advanced locks available provide a penalty of -35% to the pick locks or locksmith skills. These advanced locks are usually reserved for enslaved **Operators/mechanics**, thieves, and other rogues.

Market Cost: 100 to 400 credits for light S.D.C. shackles, 500 to 1000 credits for heavy S.D.C. or light M.D.C. shackles, 2000 to 4000 credits for medium M.D.C. shackles, and 5000 to 10,000 credits for heavy M.D.C. shackles. Advanced locks can add 10% to 25% to the cost of the shackles, depending on the complexity of the lock.



Living Shackles

Living shackles are expensive, but, in some cases, well worth the cost. Bio-wizard shackles typically have more M.D.C. than their mundane counterparts and are impossible to pick and nearly impossible to escape. Its locking mechanism is keyed to respond to the voice or DNA pattern of its registered owner only. The owners are keyed to the organism at the time of purchase and only a Bio-wizard has the ability to change it. They have the same basic design as conventional shackles, but are one-piece and organic.

M.D.C.: 50 to 100 M.D.C.

Special Abilities: Activated by voice command **and/or** DNA identification (via a taste sensitive patch on the organism) -90% to the pick locks and locksmith skills.

The shackles contract around their captive's wrists and ankles like a muscle, and they can contract tighter if the captive tries to escape or pull free.

-50% is applied to the escape artist skill.

As a living creature, the Bio-wizard shackles are also impervious to the magic spell, *Escape*.

Market Cost: 50,000 to 100,000 credits, depending on its M.D.C.

Strength Neutralizers

Designed for use on the strongest creatures, this organism is able to reflect its captive's attempts to break free back against him. The harder the captive tries to break free, the harder it becomes to do so. This defiance of the laws of physics is possible using a combination of magic and the creature's own unique musculature. However, outside influences are not affected by this and two or more others can pool their efforts to break the shackles off its captive. Just remember not to count the captive's efforts in this struggle, he is effectively powerless.

M.D.C.: 100

Special Abilities: No matter how strong the captive is, he can never break free of these shackles using only his own brute strength. Nor can he add his strength to the efforts of others trying to break him free. The others are on their own.

Reducing M.D.C. to zero, kills the creature and also lets its captive free.

Market Cost: 500,000 credits.

Microbe Injector

This restraint is a parasitic organism, but does not bind its captive in its grip. Instead, it keeps him sedated or incapacitated with a steady stream of debilitating micro-organisms. The parasite has been re-engineered to duplicate the conditions necessary for the microbes to reproduce so they never run out. It is typically reserved only for the most dangerous mortal creatures **and/or** those who are most difficult to control. It resembles a small octopus, but with a smaller body and thicker tentacles which wrap around the torso of its victim.

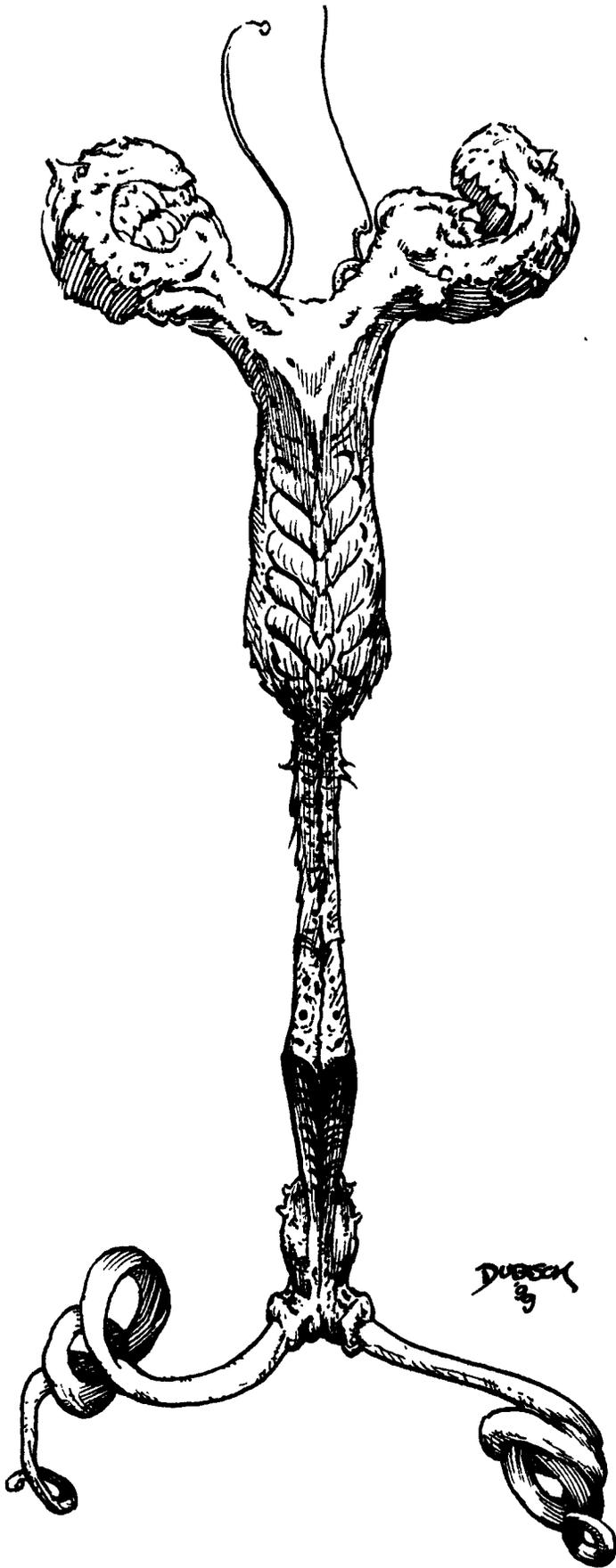
M.D.C.: 30

Special Abilities: Attached to the chest or back, this parasite injects a constant dose of one particular microbe into the bloodstream of its victim. The exact symptoms incurred vary with the microbes being used. Types of microbes available for this parasite are chosen from *Dehibicila*, *Stasisrobes*, and *Dragoncila*. See pages 112 and 113 of **Rifts® Atlantis** for details, but symptoms last for as long as the parasite is attached.

Market Cost: 500,000 credits for the *Dehibicila* injector, 700,000 credits for the *Stasisrobes* injector, and three million for the *Dragoncila* injector. The latter parasite is extremely rare and is officially outlawed in Atlantis. However, there are a few so-called independent merchants who carry it.

D-Shackles

These living shackles have been specially designed to deal with the multitude of supernatural creatures, creatures of magic, and mages who can **teleport and/or** travel through the dimensions. This special organism generates a dimensional barrier which surrounds its captive. The result is a set of Mega-Damage shackles which can prevent its captive from **teleporting** away or using dimension warping powers of any kind. This barrier is effective against all forms of dimensional travel magic including,



who have few buyers, these shackles are uncommon. However, the Splugorth regularly use them to control thieving dimensional raiders and other captured enemies. When these **D-Shackles** are seen in the marketplace, they are most commonly used to control human sorcerers with dimensional magic powers, like Shifters and Temporal Wizards, or demons. When used to restrain more powerful creatures, such as ancient dragons or greater demons, D-Shackles are often used in conjunction with another set of shackles because they are more fragile than other Bio-Wizard shackles and are insufficient to restrain beings with a supernatural P.S. of 36 or higher.

M.D.C.: 30

Special Abilities: Able to completely block all attempts by its captive to use **teleportation** or dimension warping powers of all kinds. Even outside forces cannot use dimensional magic or related powers to set the captive free.

Market Cost: Very rare and valuable, a set of D-Shackles cost an average of 2.3 million credits on the open market (sometimes 10-20% less, more often than not, 10-20% higher).



Mouth Wrap

Another **Bio-Wizard** restraint, this creature is typically used in conjunction with some other restraints because it is designed exclusively for the purpose of keeping its captive silent. This is most useful when dealing with practitioners of magic who use the spoken word to focus their P.P.E. into magic. Other types of gags and muzzles can serve the same purpose, but only the **Bio-Wizard**

but not limited to, natural **teleport** powers, ritual and spell magic, and psionic related teleport powers, such as the phase powers and the **Flooper's flooping** ability.

Since most creatures with these types of powers are monstrous beings, who are rarely sold as slaves, or practitioners of magic,

Mouth Wrap adheres tightly to the mouth, keeping it shut, while allowing air to pass through without compromising its security.

M.D.C.: 25

Special Abilities: Completely prevents the mouth from opening and prevents speech.

Market Cost: 25,000 credits.

Techno-Wizard Shackles

This is a set of conventional shackles which have been augmented by a **Techno-Wizard** to be stronger and more difficult to escape. They are most common among independent slavers. The Splugorth and their Minions prefer to use **Bio-Wizard models**.

M.D.C.: 40 to 80 points.

Special Abilities: Tough to pick or escape from. All such attempts suffer from a penalty of -35% and the shackles are resistant to the magic spell, Escape. Against this spell, the **TW Shackles** get an attempt to save vs magic with the standard saving throw of 12 or higher.

Market Cost: 40,000 to 75,000 credits depending on the M.D.C.



Energy Bonds

Another product of **Techno-Wizardry**, these shackles are enchanted to be impervious to energy and used primarily to restrain psionic eruptors like **Bursters**, **Zappers** and other creatures with natural energy expulsion abilities.

A more advanced model generates an energy field around its captive which prevents him from using his energy blasts on his captors (can not fire energy at all).

M.D.C.: 50 to 100 points.

Special Abilities: Impervious to energy, plus advanced models shield others from the energy attacks of the captive. The shackles also have the same -35% resistance to being picked and escaped from as the previously listed TW Shackles.

Market Cost: 65,000 to 115,000 credits, depending on the M.D.C. Add another 200,000 credits and a bonus of 20 M.D.C. for the advanced shackles with the energy field.

The Bio-Borgs

For as long as anyone can remember, the **Splugorth** have used **Bio-Wizardry** to empower their Minions and to dominate their slaves. Their entire army is both equipped with weapons created by this form of magic or transformed by it into weapons themselves. The Splugorth Minions known as the *Conservators*, *Powerlords*, and *Slavers* are all examples of these living weapons. Altered, augmented, and empowered by **Bio-Wizardry**, these one-time flesh and blood S.D.C. creatures are turned into supernatural powerhouses possessing incredible strength, speed, senses, and magical power. These are the "Special Forces" of the Splugorth army. Bestowed with the power needed to carry out their masters' **wishes**, they perform acts of sabotage, warfare, and murder, killing anyone who gets in their way. They are the most visible examples of the **Splugorth's** ability to empower lesser beings with their magic. But they are not alone.

The "**Bio-Borg**" is a new breed of **Bio-Wizard** transmutation and augmentation. Hideous monsters that have been created using hundreds of different life forms. Humans and D-Bees alike are the victims of these augmentations, sometimes with disastrous results. Countless experiments in **Bio-Wizardry** have been conducted by the Splugorth and their High Lord Bio-Wizards over the centuries. Few of these experiments are successful. Most result in terrible consequences to the unfortunate test subjects. Grotesque physical deformities and deranged minds are the most common results of these failures, but sometimes uncontrollable powers make the subject too dangerous to let live. These uncontrollable and unexpected results are what drive the **Bio-Wizards** to continue with their experiments. Useful new discoveries are often the fruits of accident, and every new discovery means more power for the eternally greedy Splugorth.

Of course, the Splugorth have developed hundreds of different **Bio-Wizard** treatments which are very safe and beneficial. These enhancements are usually reserved for their Minions, but are sometimes used to create powerful slaves. Such Bio-Wizard enhanced slaves are usually given no more than one or two augmentations to make them more suitable for a certain task or to fit the needs of a buyer. However, there are a number of slaves who undergo more extensive transformations, receiving all kinds of different limbs, parasitic organisms, alien microbes, and symbiotic unions which are combined to create a nearly infinite variety of Bio-Borgs.

The powers and abilities gained from these unions are wide and varied. Physical traits, like strength and speed, may be boosted to supernatural levels in some, while increased mental abilities, like psionics, is the outcome in others. Some combinations deliver very consistent, desirable results, the most powerful of which are used to create a series of standardized "Bio-Borg" transmutations. Usually painful and deforming, most of these conversions are deemed as too dangerous and unreliable to be used on loyal Minions, but they are more than acceptable for use on slaves. Thus, horrific **Bio-Wizard** conversions are routinely performed on slaves every day. Humans and human-like D-Bees are the most commonly used, but any non-supernatural beings can also fall victim to these experiments.

Given powers far beyond any they could have hoped for previously, most of these slaves have great difficulty adjusting to



their new abilities. Most of them lose only a small degree of their sanity, while others become totally deranged, but none have the mental strength needed to stay completely sane.

Following their conversion, the Bio-Borg slaves are trained and instructed in the skills necessary for their new life. They are also taught to accept their inhuman abilities and learn how best to use them. The training regimen is strict and brutal. Punishment for failure is not a slap on the wrist, but a whip across the back. Punishment for open disobedience is worse. The stresses and trauma caused by these harsh conditions further deteriorate the mental stability of the Bio-Borg slaves.

Of course, once the slaves have learned their place and have mastered their basic skills, they are taken to the slave market and sold to the highest bidder. From there, a slave may be forced to serve an inhuman master who may be even **crueler** than the slave teachers of the **Splugorth**. More often than not they are sent to fight in the arena or in war. Those who resist their masters will be broken by torture or be put out of their misery. The few who manage to escape are usually hunted down by **Staphraor Slavers** and, upon capture, are beaten and killed. The only hope for these escaped slaves lies in the slight chance that they will find people to help them **and/or** some faraway place to avoid capture. Even these lucky few are likely to be persecuted for their monstrous appearance or be shunned because of their mental disabilities. Worse, these former humans may find themselves hunted or even killed at the hands of human supremacists like the Coalition who regard them as inhuman mutants. No matter what, the fate of the Bio-Borg slave will invariably be a cruel and lonely one.

The specific R.C.C.s listed here are some of the common and more powerful Bio-Borg conversions done by the **Splugorth**. The general Bio-Borg R.C.C. description is a general creation table and guideline for those players and Game Masters who would like to build their own Bio-Borg. Most Bio-Borgs begin life as normal humans and D-Bees, many as free men until their capture by **Splugorth Slavers**. Many more have lived their whole lives in the slave pens. The most suitable human and ogre subjects are reserved for **Tattooed Man** conversion since magic tattoos will not work on most other races. Still, humans are available in such quantity that the supply of suitable subjects far outstrips the **Splugorth's** ability to create T-Men. Thus, they are able to turn the surplus into the powerful, but less popular, Bio-Borgs.

Game Masters should feel free to create their own Bio-Borgs using the augmentations listed in the **Atlantis** book, those listed here, or entirely new ones. Just don't imbalance your game when doing so. You might also take a look at the **Children of Amon** in **Rifts® Africa** or the **Gun Brothers** in the **Phase World™ Sourcebook** for even more Bio-Borg R.C.C.s. The possibilities are endless.

Player Note: Anyone wishing to play a Bio-Borg should keep a few things in mind. A Bio-Borg is a grotesquely altered being who has received all sorts of psychological trauma during his or her stay with the **Splugorth** and their **Minions**. Even if your character lucks out and has few insanities, he will still feel very uncomfortable about his appearance and will probably act aloof **and/or** antisocial, even among friends and allies. Also, the Bio-Borg is completely retrained (and mentally conditioned) in all of his skills to be a fighter and killer, first and foremost. Most of his memories from his past life have been suppressed or erased, including many of his personal memories and emotional connections. Human emotions and responses will have to be **relearned**.

Having a close group of friends will help in this regard, but the process will be slow going. In any case, the Bio-Borg will not feel human, many see themselves as freaks or monsters, and this will be reflected in their behavior.

Bio-Borg Insanity Table

Bio-Borg slaves suffer from a number of emotional problems as they struggle to cope with their new body and new purpose in life. Most of these problems involve concerns with their appearance, acceptance by others, and adapting to their new powers. However, most of them also develop more serious problems that are full insanities. See the **Penalties and Insanities** section in the specific R.C.C. descriptions for details before rolling on this table.

01-10: Psychosis: Violent Rage. Although not quite a frenzy, the Bio-Borg still becomes totally enraged when provoked. Receiving a sudden shock or attempting to do something contrary to his alignment will shake him out of the rage, or it will pass once the source of the provocation is removed.

11-20: Obsession: Fighting and Competition; loves it. The Bio-Borg is always eager to jump into combat and may go out of his way to incite a minor dispute into violence.

21-30: Obsession: Danger; loves the thrill of it. Jumping off cliffs, facing unbeatable odds, and just about anything that endangers the character's life is embraced. He gives new meaning to the phrase, "Danger is my middle name."

31-40: Obsession: Bio-Wizardry; hates it. Bio-Wizardry is what ruined his life and he will take vengeance upon anyone who uses or promotes it. Even other Bio-Borgs are seen as likely enemies.

41-50: Obsession: Sanitation; loves it. Traumatized by the unsanitary conditions of the **Splugorth** slave bins, he will become completely enraged when faced with similar conditions. Even minor displays of uncleanness will annoy and anger him.

51-55: Phobia: Bio-Wizardry. When facing other Bio-Borgs and even **Tattooed Men**, the character will become humble and servile or frightened and insecure (no initiative or combat bonuses when fighting **Bio-Wizards** or their creations).

56-60: Phobia: Undead. Trained to hate vampires, some psychological quirk twists this ingrained hate into fear. Whenever the character faces a vampire or other undead creature, his first reaction will always be to run away (01-50% chance). If he manages to contain his terror, the character loses initiative and combat bonuses are reduced by half when forced to face them.

61-65: Phobia: the Splugorth. The **Splugorth** and their **High Lords** absolutely terrify the character. He will also become extremely nervous and apprehensive when facing any of the elite **Minions** and curl up into a ball when faced with a **High Lord** or the **Splugorth** themselves.

66-70: Phobia: Sickness and disease. Having lived in the slave bins, the character is well aware of the hardship and suffering associated with disease and illness. He will feel very uncomfortable around the sick and will severely overreact if he believes himself to be sick. Reduce combat abilities by half under this condition and magic and psionic illnesses inflict double their usual penalties (or may last twice as long).

71-75: Roll on the random affective disorder table.

76-80: Roll on the random neurosis table.

81-85: Roll on the random psychosis table.

86-90: Roll on the random phobia table.
91-95: Roll on the random obsession table.
96-00: Roll on the random insanity table.

Partial Conversion Bio-Borgs

Receiving some measure of **Bio-Wizard** augmentation does not necessarily make one a Bio-Borg. Anyone from a Shifter to a Vagabond may receive one or two **Bio-Wizard** enhancements, symbiotes or parasites without having to switch to a Bio-Borg R.C.C. An extra set of arms or a Chest Amalgamate symbiote may be a radical change, but is not considered to be life-altering.



However, having four or more enhancements is another story. Those who undergo this much alteration will be considerably changed. This means spending time getting acquainted with the new abilities. In game terms, this means that a character who receives four enhancements will have to start life all over again as a Partial Bio-Borg.

Experience level as a Partial Bio-Borg restarts at level one using the same experience table as the standard Bio-Borg. All skills, including magic knowledge and psionics, from his past life remain frozen at his old level of experience. However, P.P.E. or I.S.P. may be affected by the conversion in some way, positive or negative. Unlike conventional and even most alien technology, Bio-Wizardry does not interfere with magic, psionic, or other supernatural powers. New skills are not gained with the new R.C.C. Once the Bio-Borg reaches the same level of experience as his past life, he starts advancing in levels as usual.

Being infected with even a dozen controlling or inhibiting parasites and micro-organisms does not make one a Bio-Borg. However, if these parasites provide the character with some measure of power, even if only temporary or more harmful than good, than that constitutes conversion.

Determining Augmentation for "Partial" Bio-Borgs

The main difference between a "partial" Bio-Borg and a True Bio-Borg is that the character does not undergo a full **Bio-Wizard** transmutation. Any physiological changes are the result of the symbiotes **and/or** parasites exposed to the character's body (and mind). True Bio-Borgs are completely transformed into something more (or less) than human through a secret magical process that melds the symbiotic organisms with the test subject in ways that are not normally possible, and turns the character into an alien monstrosity.

Select two or three *symbiotes*, or two symbiotes and one or two parasites as described in this book **and/or** **Rifts® Atlantis**.

A "Partial" or "Pseudo" Bio-Borg can not usually have more than six symbiotes or parasites. A small percentage (10%) add a bionic limb and weapon and ID4 mechanical implants into the mix, although there may be some incompatibility between the inorganic and organic forms of augmentation.

True Bio-Borg R.C.C.

Whether one calls them "Elite," "True," or "Full" Bio-Borgs, all are humanoids who have undergone the process of Bio-Wizard "transmutation" as well as being merged and augmented with symbiotes and other organisms or grafts to transform them into superhuman beings. This "transmutation" often binds them with a number of symbiotes and weapons or enhance physical attributes and always changes their appearance and physiology — often into something greatly removed from human. They are typically created for military purposes (soldier, shock trooper, assassin, guard, spy, gladiator, etc.) or as the product of some experiment in which one or more new procedures, symbiotes, powers or combination of things are tried. The term '**Borg**, short for *cyborg*, is used because like a mechanized cyborg the Bio-Borg is an artificially enhanced being — the huge difference is that rather than using bionic *machine* parts for augmentation, the Bio-Borg is the creation of **Bio-Wizard** magic and augmentation



from organic parasites and symbiotes. The merging and complete union of three or more alien life forms into something new and unnatural.

The entire process from human or D-Bee to supernatural beast is so all-encompassing that the subject must undergo psychological conversion as well. Training in the skills of the Bio-Borg and the mind-set needed to use the powers the transformation provides are ingrained into the subject's mind. **Bio-Wizard** torture bends the subject to the **Splugorth's** will and washes away his past life and memories. This also makes it easier for the subject to accept his new appearance and abilities. All abilities from his past, including all skills, magic, and psionics, are eliminated in the process to create the True Bio-Borg. This means his past life is completely wiped out and his life as a first level Bio-Borg begins anew.

Theoretically, the variety of Bio-Borgs that can be created is many, and all possess increased strength, endurance, S.D.C., and speed, as well as one or more special powers. Hundreds of different parasites, symbiotes, and other organisms can be melded together to create entirely new creatures. In fact, mythological creatures like the *Chimaera* and *Beast Dragon* have long been suspected to be the product of ancient **Bio-Wizard** experiments.

The following description is the guideline for designing and creating a comparatively common, multi-purpose Bio-Borg, augmented by a mismatched merging of at least five different organisms for their physical augmentation and a mysterious transmutation process that helps to meld and sustain all the elements as well as mold the misshapen body. A number of *specific* types of Bio-Borgs follows this description, but they are designed with a specialized purpose or function and are less common than the standard Bio-Borg (which comes in many forms).

Creating a True Bio-Borg

Selecting an Orientation

Choose one of the following archetypes to determine the type of augmentations and special skills the Bio-Borg receives.

A. Hunter/Thief: Trained in tracking and hunting or spying and stealing, this Bio-Borg is usually fast **and/or** has enhanced senses. Roll or, at the **G.M.'s** discretion, select three augmentations from the Sensory Enhancement category, one from the Long-Range Offensive Abilities category, and choose either Enhanced Spd or Enhanced P.P. Also, select four skills total from

the Espionage skill category **and/or** either the Wilderness or Rogue categories, each with a +10% bonus.

B. Warrior/Killer: A trained fighter and killer, this Bio-Borg typically has enhanced strength and offensive powers. Roll or, at the G.M.'s discretion, select one augmentation from the Enhanced Physical Structure table, two from either the Natural Offensive Body Weapon or the Long-Range Offensive Abilities tables, and two from the Physical Enhancement table. Also, add the Boxing skill or upgrade Hand to Hand Combat skill to Martial Arts or Assassin, and add three skills of choice from the Physical **and/or** W.P. categories, each with a +10% bonus, when applicable.

C. Gladiator: This Bio-Borg is similar to the **warrior/killer**, but is made primarily for hand to hand combat and must also look good in the arena. Roll or, at the G.M.'s discretion, select one augmentation from the Enhanced Physical Structure table, three augmentations from the Natural Offensive Body Weapon table, and two from the Physical Enhancement table. Also, add either the Performance or Dance skill and three of choice from the physical **and/or** W.P. categories, each with a +10% bonus, when applicable.

D. Guardian: These Bio-Borgs are designed with only one purpose in mind: defense! They are mutated to superhuman sizes and have great strength and endurance. However, they are also slow and uneducated. This prevents them from becoming too much of a threat to their masters, while retaining their great stopping power, effectively walking walls. Roll or, at the G.M.'s discretion, select one augmentation from the Enhanced Physical Structure table (re-rolling any incompatible results), two from the Natural Offensive Body Weapon table, and choose either Super-Size and Strength from the Enhanced Physical Structure table, or the Titanizer Symbiote from the Physical Enhancement table. He also starts with the Physical Enhancement of Supernatural Strength (P.S. 40). Add the Wrestling skill, but reduce all other skills -5%. Other penalties included a reduced intelligence (I.Q. is reduced by 1D6, maximum is 10) and speed (reduce Spd attribute by half, maximum Spd is 12).

E. Freak: Sometimes the High Lord **Bio-Wizards** subject a victim to totally random transmutations and augmentations. This is either done because the **Bio-Wizard** is experimenting with a new creation or combination, or to deliberately disfigure and punish the character. Roll or, at the G.M.'s discretion, choose five selections from the Determination of **Bio-Wizard** Augmentation table and select three additional "other" skills.

F. Burn-Out: Not recommended as a player character, temporary Bio-Borgs are designed for the purpose of performing a single mission. Afterwards, their augmentation deteriorates and the Bio-Borg "burns out."

Beginning augmentation includes the Brain Leash parasite, the **Para-Juicer** parasite, Heart Worm parasites, the Mend & Melt parasite, and as many as two other parasites or microbes which will aid the Burn-Out in his mission. **Note:** Symbiotes and other valuable augmentations are not wasted on these short-lived warriors. Each parasite is guaranteed to kill the host within a year and the Para-Juicer kills its host within 48 hours — although this process usually adds 1D6x10 hours to his life span. No additional skills are known and the character actually starts without Secondary Skills. All of his instruction has been geared toward a single task and no time has been allotted for additional training.

Determination of Bio-Wizard Augmentation for True Bio-Borgs

For quick and easy creation, just pick one from each of the five categories, or use the following tables. If the G.M. likes, he can allow the player to roll 1-3 more times or give his character an additional 1-3 special **Bio-Wizard powers/abilities/symbiotes** or parasites. A True Bio-Borg should not have more than a dozen implants or features.

G.M.'s should not feel constrained by the rules and tables listed here and are encouraged to create their own, unique Bio-Borg NPCs. Just be careful not to imbalance your game. To create a specific combination of powers or type of character, the G.M. and players, if the G.M. allows it, can "pick" powers and abilities rather than random roll. **Note:** It is possible to roll on the same table more than once. If incompatible results are rolled re-roll or make a selection.

01-10 Roll once on each Table, 1-5.

11-18 Roll twice on Table #1 and once on #2-3.

19-27 Roll twice on table #1 and once on #3-5.

28-35 Roll twice on Table #2 and once on #1, 3, and 5.

36-43 Roll twice on table #5 and once on #2-4.

44-51 Roll twice on Table #4, twice on #5 and once on #2 or #1.

52-59 Roll three times on, or pick three from, Table #2 and roll once on #3 and once on #1 or #5.

60-67 Roll twice on Table #1 and once on Table #2 *or* #3, and once on #4.

68-75 Roll twice on, or select two from, Table #1 and two from #3 and two from #4 or one from #5.

76-83 Roll two times on Table #1 and #2 and twice on two others of choice.

84-91 Roll twice on any three of choice and once on one other.

92-00 Roll three times on any one of choice and once on each of the other four.

Bio-Borg Augmentation Tables

#1 Enhanced Physical Structure (increased S.D.C., **Size**, etc.).

#2 Natural Offensive Body Weapon (close combat).

#3 Long-Range Offensive Ability (blasts & such).

#4 Sensory Enhancement.

#5 Physical Enhancement (super abilities).

Note: Any short-lived organisms are magically transmuted to last for the lifetime of the Bio-Borg. Likewise, otherwise incompatible organisms are made to work together as part of the whole that is the Bio-Borg.

1. Enhanced Physical Structure

01-10: Transmutation: Enhanced S.D.C. (5D6x10).

11-18: Transmutation: Big and Strong. Increase height to ten feet (3 m), add 1D6x10 S.D.C., and add 1D6+2 to P.S. Mass is increased proportionately.

19-26: Transmutation: Huge and bulky. Double size, add 3D4 to Spd, add 2D4x10 S.D.C., +4 to P.E., and +1D6+6 to P.S. Mass is increased proportionately.

27-35: **Transmutation:** M.D.C. Transformation: 75 M.D.C. +1D6 M.D.C. per level of experience, but body retains its normal appearance. M.D.C. heals at a rate of 1D4+10 per day.

36-41: Transmutation: M.D.C. Transformation: 120 M.D.C. +1D6 M.D.C. per level of experience, but body takes on a glossy, metallic or rough stone appearance. Heals at a rate of 1D6+10 per day.

- 42-50: Microbe: Transfortifiers.**
51-54: Parasite: Heart Worms.
55-58: Parasite: Living Armor (*new*).
59-62: Parasite: Beastifier (*new*).
63-72: Reconstruction: Light Plate Armor that provides 90 M.D.C.; organic-looking and heals/regenerates at a rate of 1D6+2 per day.
73-81: Reconstruction: Medium Plate Armor that provides 140 M.D.C.; organic-looking and heals/regenerates at a rate of 2D6+2 per day.
82-90: Reconstruction: Heavy Plate Armor that provides 200 M.D.C.; bio-mechanical or insect-looking and heals/regenerates at a rate of 2D6+10 per day.
91-98: Symbiote: Chest Amalgamate.
99-00: Symbiote: Absurr Life Node.

2. Natural Offensive Body Weapon

Note: Unless stated otherwise, all natural weapons have an organic, animal or insect appearance (i.e. horn, bone, chitinous, etc.). The damage listed is in addition to any P.S. bonus and does S.D.C. damage if human, M.D. if the character has supernatural P.S. or is an M.D.C. creature.

- 01-10: Reconstruction:** Retractable Forearm Blades; 3D6 damage.
11-25: Reconstruction: Retractable Claws/Nails; 2D6 damage.
26-35: Reconstruction: Retractable Knuckle Blade; 1D6+2 damage.
36-50: Reconstruction: Spikes: Knees, elbows, or knuckles; 1D6 damage.
51-60: Reconstruction: Spiked prehensile Tail; 1D6+2 damage.
61-70: Reconstruction: Stinger Tail; 2D6 damage.
71-75: Parasite: The Psychic Vapor (*new*).
76-80: Parasite: Black Claw (*new*).
81-90: Reconstruction: Fangs and powerful biting jaw; does 2D4 damage.
91-00: Roll again, twice! If 36-50 is rolled twice, select another location for spikes. If any other results are rolled twice, ignore the second roll and roll again. If 91-00 is rolled again, then roll a total of three times, but no more.

3. Long-Range Offensive Ability

- 01-25: Reconstruction:** Dragon's Fire Breath.
26-45: Reconstruction: Chemical Spray.
46-55: Reconstruction: Energy Expulsion (2D6 M.D. +2 M.D. per level of experience; 1200 foot/366 m range).
56-65: Symbiote: Electrone (*new*).
66-75: Symbiote: Storm Breather (*new*).
76-95: Symbiote: Storm Screamer (*new*).
96-00: Symbiote: Elom.

4. Sensory Enhancement

Each "reconstruction" enhancement is the same as its bionic equivalent.

- 01-10: Reconstruction:** Infra-red Eyes.
11-20: Reconstruction: Nightvision Eyes.
21-30: Reconstruction: Polarized Eyes.
31-40: Reconstruction: Amplified Hearing.
41-50: Reconstruction: Heat Detection.
51-55: Reconstruction: Molecular Analyzer.
56-60: Reconstruction: Motion Detection.
61-65: Parasite: Oplos symbiote.

- 66-70: Parasite:** Psi-Receiver (*new*).
71-80: Parasite: Free Breather (*new*).
81-86: Symbiote: Musical Nymph (*new*).
87-92: Symbiote: Line Feeder (*new*).
93-95: Eye of Eylor implant(s).
96-00: Roll again, twice! If the same sensor ability is rolled, ignore it and roll again. If 96-00 is rolled again, pick one enhancement and move to the next table.

5. Physical Enhancement

- 01-06: Transmutation:** Enhanced P.P. (+4 or increase to 22, whichever is greater).
07-16: Transmutation: Enhanced Spd (+44 to Spd attribute, plus leaping ability is doubled).
17-26: Transmutation: Enhanced P.S. (Increase to 40, but is not supernatural, unless Supernatural P.S. is also acquired).
27-32: Transmutation: Supernatural P.S.
33-35: Transmutation: Supernatural P.S. plus +2D6 to P.S.
36-40: Transmutation: Enhanced P.E. +1D4 and supernatural.
41-45: Reconstruction: Additional pair of arms; +1 attack per melee round, +1 on initiative, +2 to parry.
46-50: Reconstruction: Additional pair of tentacles; +1 attack per melee round, +1 on initiative, +1 to parry.
51-55: Reconstruction: Wings; flight speed is 3D4×10.
56-61: Parasite: Spinewister (*new*).
62-66: Parasite: Heaven's Wings (*new*).
67-70: Parasite: Titanizer (*new*).
71-75: Parasite: Temporal Link (*new*).
76-80: Parasite: Brain helmet (*new*).
81-86: Symbiote: Symbiotic Heart (*new*).
87-91: Symbiote: Solara (*new*).
92-97: Symbiote: Thundergut (*new*).
98-00: Roll again, twice! If the same results are rolled twice, ignore the second roll and roll again. If 98-00 or incompatible results (like wings and Heaven's Wings) are rolled, ignore it and roll again.

Partial & Full Bio-Borg R.C.C.

Alignment Restrictions: No restrictions, but most are anarchist or evil. Even once good beings are transformed into anarchist or evil.

Attribute Requirements: No requirements, but a high P.E. and M.E. are recommended.

Race Restrictions: Humans, Ogres, Elves and very human-like D-Bees **only!** Human looking Mega-Damage D-Bees can also become Bio-Borgs, but not supernatural beings or creatures of magic.

Player Character Note: The transmutations and reconstruction the Bio-Borg undergoes is painful and traumatic. Add to that the stress of adapting to a new body and additional torture at the hands of the slave trainer, and you have a bitter, angry killing machine. Very few Bio-Borgs manage to maintain their sanity, but even among these few, most will be evil and very angry about their condition. Anyone playing a Bio-Borg should keep in mind the savagery and ferocity of the character. Also remember that most civilized peoples will see them as monsters to be feared and not trusted, and a threat to be killed or driven away. To most ordinary people, True Bio-Borgs are the equivalent of evil **demons!**

R.C.C. Bonuses: In addition to those gained from augmentation and physical skills, Full Conversion Bio-Borgs start with the following: +1D4×10+12 S.D.C. (or +4D6+4 M.D.C. if a Mega-Damage creature), +4 to P.S., +2 to P.E., +1D6+2 to Spd, +1 to roll with punch or impact, +2 to pull punch, +1 to strike, parry, and dodge, and +3 to save vs Horror Factor, +2 to save vs possession.

"Partial" Conversion Bio-Borgs start with: +5D6 S.D.C. (or +2D6+2 M.D.C. if a Mega-Damage creature), +1 to P.S. and P.E., +1D4+1 to Spd, +1 to roll with punch or impact, +1 to pull punch, and +1 to parry and dodge.

Insanities and Penalties: Besides those penalties that arise with specific forms of augmentation, the Bio-Borg suffers from the strain of undergoing multiple augmentations and the harsh training he is forced to endure. Consequently, he is likely to develop several insanities and will almost always be aggressive and brutal in most situations. At level one, roll once on the Bio-Borg Insanity Table. At levels 3, 6, 10 and 14, roll the percentile dice to determine any further insanity. A roll of 01-40 means the character is fine for now, no new insanities. A roll of 41-00 means the character has developed a new psychological problem, roll once on the Bio-Borg Insanity Table or pick a new insanity.

R.C.C. Skills:

Language: Dragonese and American at 90%.

First Aid (+5%)

Body Building

Climbing (+10%)

Swimming (+5%)

W.P.: Two of choice

Hand to Hand: Expert; can be upgraded to Assassin or Martial Arts at the cost of one R.C.C. related skill selection.

R.C.C. Related Skills: Select four skills at level one, plus select one additional skill at levels 3, 6, 9 and 13.

Communications: Any

Cowboy: None

Domestic: Any (+5%)

Electrical: Basic only.

Espionage: Any (+5%)

Mechanical: Basic only.

Medical: None

Military: Any, except NBC Warfare, Parachuting, or any Demolition skills.

Physical: Any, except Acrobatics.

Piloting: Any, except Robots, Power Armor, Tanks, and Aircraft.

Pilot Related: None

Rogue: Any, except Computer Hacking (+5%).

Science: Math: Basic only.

Technical: Any, except Computer skills.

Weapon Proficiencies: Any

Wilderness: Any (+5%)

Secondary Skills: Select five Secondary Skills at level one, plus one additional at levels 2, 4, 7, 10 and 14 from those listed excluding those marked "None." These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All Secondary Skills start at the base skill level.

Standard Equipment: Slaves and former slaves typically start with very little. Whatever they need is typically provided by their slave master, including any special weapons or equip-

ment for a particular assignment. Most like modern and ancient weapons, partial armor and magic items. Typically starts with one or two common weapons, clothing, and a few personal items. Bio-Borgs who are not Mega-Damage creatures will also start with a set of light non-environmental body armor (30-50 M.D.C.).

Money: None! Slaves are given only what they need and seldom any money. Only loyal and trusted slaves may be given a small allowance (2D4×10 credits a week). Even runaways will not start with more than 1D6×100 in stolen credits or tradeable goods.

Slave Market Value: 1D6×100,000 credits is the average price, but can waver dramatically depending on the specific powers, abilities and appearance of the individual Bio-Borg. Prices as high as double are common, while those with incredible powers, M.D.C., skills, etc., can sell for as much as 1D4 million credits. However, most buyers willing to spend this much would rather get the more popular T-Man instead.

Bio-Wizardry and Cybernetics: See above for initial augmentation. Most Bio-Borgs hate what they have become and will never voluntarily receive further augmentation. However, slaves never have a choice in this matter and may receive further augmentation according to the wishes of their master. Most True Bio-Borgs see bionics as being almost as bad as Bio-Wizardry and most will never elect to get them, except for medical purposes.



Specific Types of Bio-Borgs

The **Splogorth** and their High-Lords have developed a **handful** True Bio-Borgs designed for specific types of combat and purposes. They include the **Bio-Leech**, **Fire Eater**, **Kill-Crazy** and **Sym-Killer**. These nightmarish beasts may be described in some future Rifts® World or Sourcebook, or perhaps **The Rifter™ #9 or 10**, as space limitations prevent us from presenting them here.

Notable Weapons & Equipment

Special Weapons of D-Squad

In addition to the weapons listed here, the members of D-Squad use Slaver weapons, such as the Mental Incapacitator and Net Gun, and Bio-Wizard shackles, extensively. This is all in addition to any standard issue weapons the individual members of D-Squad might be carrying.

Line Lockers

This parasitic organism appears to be an ordinary **bola**, except for its organic texture. It is one of the primary weapons used by D-Squad simply because it has the ability to hold a being securely to a ley line, at the place where the Line Lockers first entangle him. The mechanics behind this creature's bizarre ability are not fully understood. The target simply can not move until the Line Lockers are untangled from his person and dropped to the ground (this takes 1D4 melee actions). Captives tied up with Line Lockers are held firmly to the spot they are tied until they can work themselves free or are untied. However, Line Lockers do not prevent ley line phasing, which makes them ineffective against Ley Line Walkers.

Weight: 2 or 3 **lbs** (0.9 or 1.4 kg).

M.D.C.: 50 M.D.C.

Mega-Damage: 2D4 S.D.C.; no M.D.

Maximum Effective Range: 200 feet (61 m), magically enhanced.

Payload: One throw, then the bola must be retrieved.

Targeting Bonus: By W.P. and P.P. bonus only.

Market Cost: Not generally available, but when it is it costs no less than 250,000 credits.

Note: Most members of D-Squad have 2-4 Line Locker **bol**as.

Time-Lock

Like the Line Locker, this living weapon is also shaped like a bola. Rather than drawing on the power of a ley line, this weapon generates its own energy, which interferes with temporal energies. Anyone caught in the bola and its energy field will find it next to impossible to use any powers which involve Temporal Magic or time travel. The effect is identical to the Time Maelstrom Temporal Magic spell; see **Rifts World Book 3: England** for details.

In addition, the energy field will hinder other forms of magical **teleportation**, but not with the same profound effect that it has on Temporal Magic; victims only suffer a -25% penalty to the accuracy and ability of their magic or natural ability.

Weight: 2-3 **lbs** (0.9 to 1.4 kg).

M.D.C.: 50 M.D.C.

Mega-Damage: 2D4 S.D.C.; no M.D.

Maximum Effective Range: 200 feet (61 m), magically enhanced.

Payload: One throw, then the bola must be retrieved.

Targeting Bonus: By W.P. and P.P. bonus only.

Market Cost: Not generally available, but when it is it costs no less than one million **credits!**

Note: Time-Locks are also available to members of D-Squad as handcuffs and shackles.

Barrier Projectors

This hand-held device is rather bulky and unwieldy. It is shaped like a short rifle with a large, squat cylinder for a barrel and a pair of handles instead of a grip and trigger. Upon mental command, the projector fires a large energy beam that envelops its target in a sort of energy bubble. This works quite well against beings who can **teleport** on their own and those who use Phase Powers. Remember, Phase Powers cannot pierce magic barriers. It is also used extensively for containing the non-magical members of raiding parties.

Weight: 10 **lbs** (4.5 kg).

Mega-Damage: None, but creates an energy bubble with 120 M.D.C., and those inside the bubble can not teleport, phase or use a mystic **portal**.

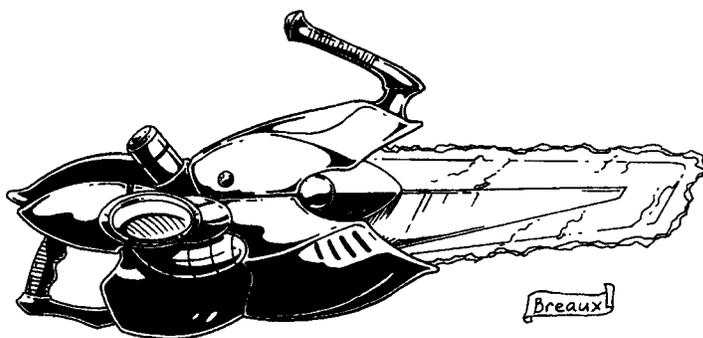
Rate of Fire: Two shots per melee round.

Maximum Effective Range: 300 feet (91.4m) and the bubble has an eight foot (2.4 m) diameter.

Payload: Six shots and regenerates its full payload in 24 hours or instantly at a Stone Pyramid.

Market Cost: 750,000 to one million credits; very rare on the open market, typically used only by special **Splugorth** troops.

Kittani Weapons



Kittani Plasma Chainsaw

This weapon was inspired by the Juicer weapon of North America and translated into a version more consistent with the Kittani tastes and technology. The Kittani combat chainsaw does not have the razor sharp teeth of earth models, but instead, has a plasma field that is circulated around the perimeter of the "saw." The weapon is all the rage in the arenas and is especially popular in the Kittani robot combat arenas because of its high damage yield. Juicers, especially **Maxi-Killers**, and Bio-Borgs, love it too.

Weight: 10 **lbs** (4.5 kg).

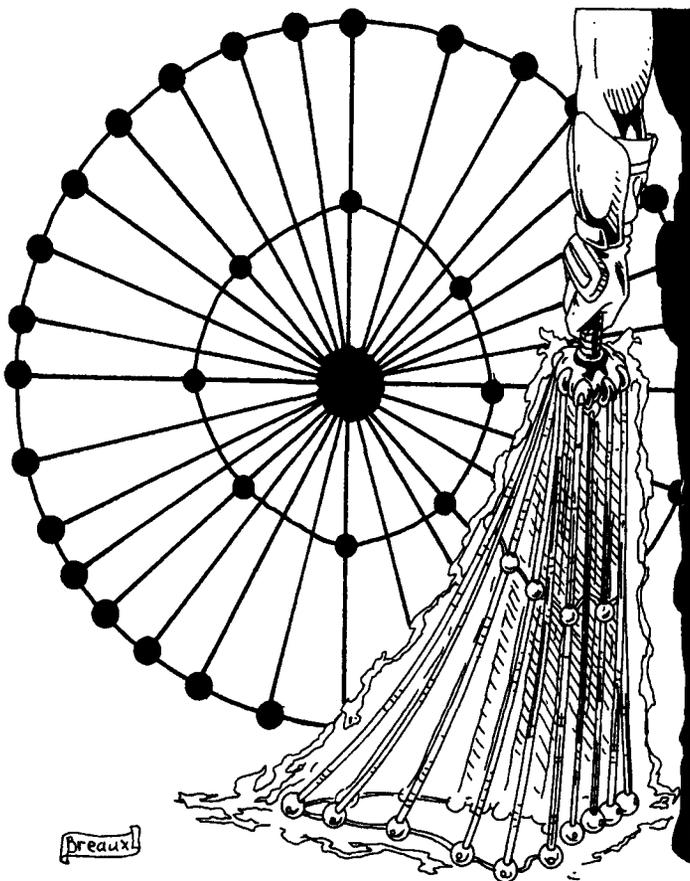
Mega-Damage: 6D6 M.D.

Rate of Fire: Equal to the hand to hand combat attacks per melee.
Maximum Effective Range: Close combat with a reach of 2.5 feet (0.76 m).

Payload: 60 minutes per E-clip, but each activation counts as one minute.

Penalties to Use: The user must have a P.S. of 19 or higher or supernatural strength or suffer a penalty of -2 to strike with the chainsaw. Unlike the Juicer model, this weapon does not have the spinning blade to deal with.

Market Cost: 60,000 credits



Kittani Plasma Net

This is the ultimate means of killing a defeated or cornered opponent. Just toss the net over him and watch the flesh peel off his bones while he struggles to free himself. To make matters worse, the weighted ends of the net are magnetically drawn to each other after the victim is ensnared, thus closing the trap. The realization of being caught in a net that sears the flesh is enough to evoke desperation in its victim, thus making it harder for him to find his way out. As one would guess, this weapon was designed specifically with the gladiatorial arena in mind, but it is also popular among warriors who like its lethal effectiveness and bounty hunters who live by the motto, "dead or alive."

Weight: 6 lbs (1.8 kg).

M.D.C.: The net has 20 M.D.C. A character with a supernatural P.S. of 30 or less can rip free within one melee round (15 seconds), while those who are stronger can break free with two melee actions. A character with ordinary strength must use his weapons to get free or spend 1D4+1 melee rounds trying to work his way out (if he lives that long).

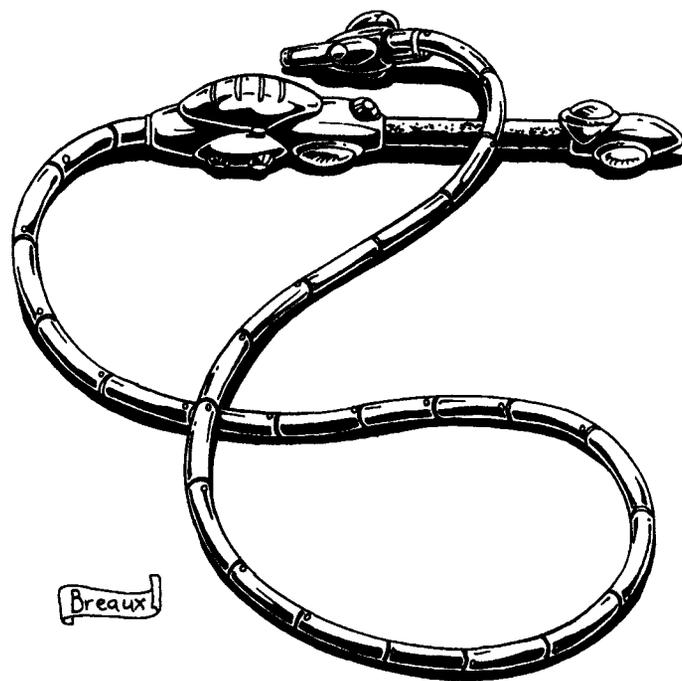
Mega-Damage: 1D6×10 M.D. per melee round while trapped. 1D6+2 M.D. if the net is used as a whip to strike an opponent rather than to ensnare and fry him.

Rate of Fire: The net may be thrown once, but must be retrieved to throw it again. The net has a special remote control that allows the owner to control the plasma field so he can handle the net safely. Moreover, the "handle" is safe to touch at any time.

Maximum Effective Range: Five foot (1.5 m) extended reach as a whip, and can be thrown effectively up to 12 feet (3.6 m) as a net. Warriors with supernatural P.S. or P.P. greater than 23 can toss it accurately up to 20 feet (6 m), but are -1 to strike for each additional 5 feet (1.5 m).

Payload: Fifteen minutes on an internal power supply, but each activation counts as one minute. The net may be recharged at a cost of 1000 credits.

Market Cost: 75,000 credits.



Kittani Plasma Whip

An energy weapon specifically designed with enslavers and gladiatorial combat in mind. It is basically a segmented steel whip that generates a magnetic field for the purpose of holding a tight plasma field around it. This weapon has a lower setting for herding M.D.C. creatures and slaves, and a higher one for dealing with escapees or engaging in lethal combat. It is also quite the crowd pleaser in the arena. Unlike most of the other Kittani Plasma melee weapons, the whip cannot fire energy bolts.

Weight: 3 lbs (1.35 kg).

Mega-Damage: Three settings: 2D4 S.D.C. when not energized, and 1D6 M.D. or 2D6 M.D. per lash when energized.

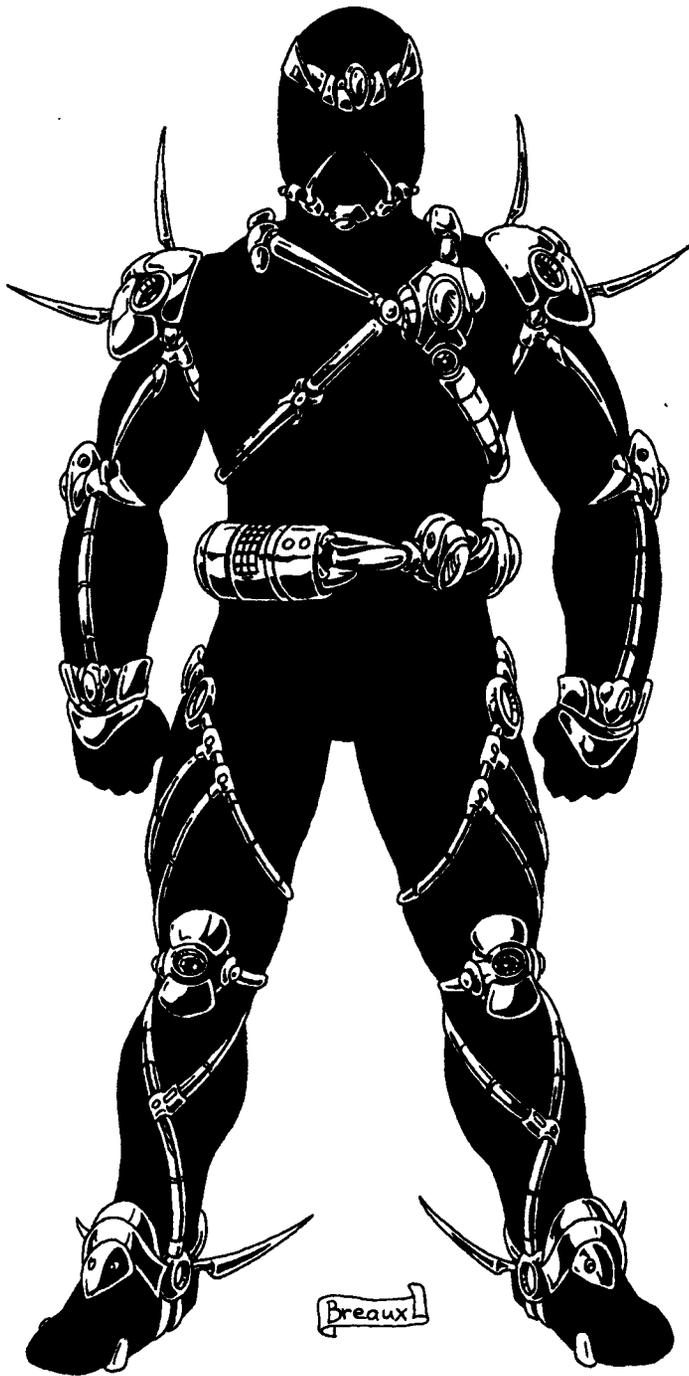
Rate of Fire: Equal to the hand to hand combat attacks per melee.
Maximum Effective Range: Close combat with a reach of 8 feet (2.4 m).

Payload: 60 minutes per E-clip, but each activation counts as one minute.

Market Cost: 30,000 credits.

Kittani Plasma Harness

This is a body harness that creates a fiery plasma field around its wearer capable of inflicting serious damage to anything who touches it. It has been on the Kittani drawing board for years, but



has only recently been introduced into the market. The reason for the delay is that it has a few fatal flaws. The first flaw is that the magnetic field that maintains the plasma field around the wearer interferes with communications systems and electronics. However, this is irrelevant since the plasma field incinerates just about anything that touches it, so such equipment can not be worn by the user. More importantly, the magnetic field does not protect him from the plasma field and will consume him just as easily as it does anything else (does 2D6 M.D. to the wearer per melee round).

Eventually the technicians working on the harness gave up and handed the prototypes over to their superiors. They took it, put it on the market, and the sales went through the roof. Sure it totally cremates most users, but creatures who are immune to fire, love it. Fire Eaters, Bursters, Fire Warlocks, Fire Dragons, and many demons and creatures of magic can use the harness with impunity. The only problem they have is that, except in the

case of the Burster, the field destroys anything they carry. Still, the Plasma Harness is great for arena combat as well as field combat — in the right hands, it is a superior weapon and is spectacular in battle.

Note about vampires: Vampires are also immune to the effects of the plasma field. Worse yet, it will protect them from wood, silver, and water, or at least reasonable quantities of water. Anything more than a gallon (3.8 liters) will inflict one tenth of its normal damage to the vampire (a small river is needed to wash away the shielded creature). Lord Splynncryth and the other **Splogorh** Lords realize this and have put strict limitations on the sale and distribution of the plasma harness. Still, the few vampires who have gotten their grubby hands on the harness have become near-invincible warriors. On the plus side, weapons or stakes made of magically enchanted wood, such as with the **Ironwood** spell or Millennium Tree weapons, are durable enough to resist the plasma field and pierce the vampire's heart.

Weight: 15 lbs (6.75 kg)

M.D.C. of the Harness/Suit: 60, but it can be worn over conventional armor (although it quickly destroys it at the rate of 2D6 M.D. per melee round).

Mega-Damage: 5D6 M.D. per touch or punch, 1D6x10 per melee attack/2-3 seconds in which an opponent is entangled, embraced, or held while grappling or wrestling with the wearer. Plus, anything flammable that comes in contact with the plasma field is incinerated instantly, including S.D.C. bullets and weapons.

Rate of Fire: Equal to the number of hand to hand attacks of the wearer.

Maximum Effective Range: One to two feet (.3 to .6 m) from the wearer's body.

Payload: 15 minutes per short E-clip, 60 minutes for a long clip.

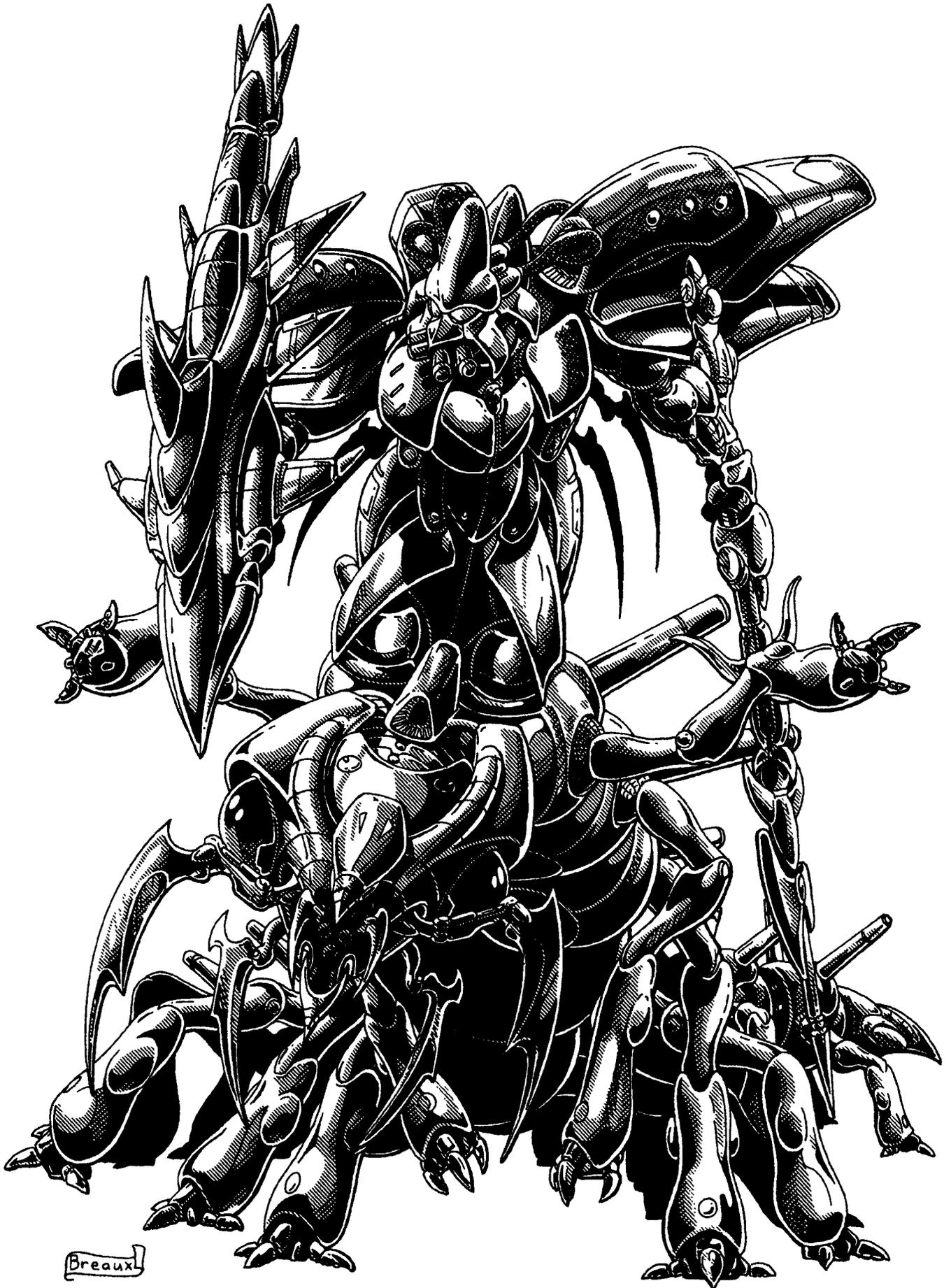
Market Cost: 3.6 million credits. The sale of the harness is strictly controlled and only a very limited amount are produced annually. Anyone known or suspected of having friendly contact with vampires are denied the purchase. Actually, anyone who has any contact with vampires may be turned down since it is possible for a vampire to mentally control others. Used primarily in the arena by creatures who are immune to fire.

New Kittani Power Armor

Kittani Centipede

Inspired in large part by the Yazhing Multipede, the Centipede is a centaur-like power armor with the lower body similar to that of a centipede. The pilot controls the armor from the upper body compartment which is mounted on the second body segment of the centipede-like lower body. The lower body is a segmented string of two-legged pods with the front segment built to resemble the head of a centipede, complete with a set of powerful jaws.

Two rows of missile tubes filled with short-range missiles line the length of the body to make the Centipede an effective anti-armor/anti-aircraft weapon. In addition, the eyes of the centipede-like body can fire high-powered long-range lasers for precision strikes. Also mounted on the centipede head is a set of



jaws that can cut a soldier in body armor in half. The upper body has even more missiles loaded into its shoulders and is armed with a **Kittani Energy Lance** and a **Class Two Rocket Shield**.

The lower body of the armor is divided into ten segments, but only the first three are needed for full mobility. If necessary, the pilot can detach any or all of the remaining body segments without any detriment other than losing some of its offensive power. This is usually done to dump segments that have been heavily damaged. Another tactic is to drop a segment that is still carrying missiles and have the missiles put on a timer to fire at enemies in pursuit of the Centipede or simply have the entire segment explode like a big mine. Under normal conditions, the Centipede's primary purpose in combat is to serve as a long range unit or troop support. Thus, the chance of losing any body segments in combat is greatly reduced. Also, standard practice is to use the missiles of the rear segments first and work forward. This further reduces the chance of having any missiles wasted in detached body segments.

The armor's main weak point is its vulnerability to close combat ground troops. Other than its biting jaws and hand to hand capabilities, the armor does not have adequate close combat capabilities. Even its energy lance is designed for long-range attacks. Standard deployment of the Centipede involves a defensive perimeter of troops in Serpent power armor to deal with ground troops. Should this defense fail, the Centipede will be relatively easy prey. Under these conditions, the Centipede's pilot can jettison the heavy shoulder and body plates of the suit and detach the upper body from the centipede body. The detached armor is equivalent to the **K-Universal Power Armor** without the jet pack. Although relatively weak, the armor will give the pilot a fighting chance to make good his escape, or in the alternative enable the Kittani to die in honorable combat on his feet, rather than trapped in a robot.

Model Type: Kittani **CPA-1**

Class: Heavy Anti-Armor Assault Suit.

Crew: One

M.D.C. by Location (Lower Body):

* Short-Range Missile Tubes (18, two on each body segment except the first) — 20 each

* Legs (20 on each body segment) — 30 each

Centipede Jaws — 120

* Laser Eyes (2) — 50 each

** Head — 260

*** Body Segments (10) — 150 each.

* These targets are small and difficult to hit. Attackers must make a "called" shot and are -2 to strike. Even if all of the legs on the last seven body segments are destroyed, the pilot can detach the segments and continue walking without hindrance. However, if two of the legs of the main three segments are destroyed and half of the other segments are detached, the armor will lose one third of its speed. Should three or more of the legs of the main segments be destroyed the armor will be rendered completely immobile.

** The head of the lower body is not an essential component, but its destruction will result in the loss of both the biting jaws and eye lasers.

*** As stated previously, the destruction of the last seven segments will not hinder the performance of the armor in any way, other than lost **firepower**. However, should one of the main three segments be destroyed, the armor will be rendered

completely immobile. The only recourse at this point would be to detach from the lower body in the light suit, equal in power to the K-Universal without the jet pack.

M.D.C. by Location (Upper Body):

Shoulder Plates & Mini-Missile Launchers (2) — 150 each

Forearms (2) — 100 each

Energy Lance — 90

Class Two Rocket Shield — 150

* Head — 100

** Main Body — 375

* Destroying the head of the power armor will eliminate all sensory systems. The pilot must now rely on his own senses and combat skills. No power armor combat bonuses apply. The head is a small and difficult target to hit, since it is shielded by the shoulder plates and other shielding. It can only be hit on a "called" shot and even then the attacker is -4 to strike.

** Depleting the M.D.C. of the main body will shut down the armor completely, rendering it useless.

Speed

Running: 30 mph (48 km) maximum. Note that the act of running does not tire out the pilot. Separated from the centipede lower body, the light suit can reach speeds of 40 mph (64 km), but will tire the pilot at 20% less than normal.

Leaping: Not possible, unless detached from the lower body. In the light suit, the pilot can leap up to 50 feet (15 m) high or **lengthwise**.

Climbing: By stabbing its pointed legs into the surface, the Centipede can climb any rough surface with a skill proficiency of 85%. Even sheer surfaces can be scaled with a proficiency of **60%!**

Underwater capabilities: The armor is not designed with such functions in mind, but it is able to maneuver to some degree underwater. It can walk on the bottom of a body of water at speeds up 25% of its maximum running speed (7.5 mph/12 km). Maximum depth is 2000 feet (610 m).

Flying: Not possible. The light **suit/upper** body can fly only with the aid of a jet pack.

Statistical Data

Height: Total height is 12 feet (4.9 m). The lower body stands 2 feet (0.6 m) off the ground and the body segments are 3 feet (0.9 m) **high**. The main upper body extends another 7 feet (2.1 m) from the top of the lower body.

Width: 10 feet (3 m) from foot to foot. 8 feet (2.4 m) from shoulder to shoulder.

Length: 30 feet (9.1 m) total. Each body segment is 3 feet (1 m) long, so the main lower body is 9 feet (2.7 m) long.

Weight: 10 tons fully loaded. 5 tons without the detachable body segments.

Physical Strength: Equal to a robotic PS. 46.

Cargo: A small storage area in the body segment directly below the main upper body can hold one rifle, a **sidearm**, and an emergency backpack.

Power System: Nuclear with a 20 year life.

Market Cost: Not available. If the Kittani ever decided to sell the armor, it would cost no less than 25 million credits, but would more likely cost twice that much.

Weapon Systems

1. **Short-Range** Missile Tubes: A pair of short range missile tubes is mounted on each of Centipede's lower body seg-

ments, except the first. All point upward and are angled outward and to the rear.

Primary Purpose: Anti-Aircraft.

Secondary Purpose: Anti-Armor.

Weight: Not applicable; integrated into the armor.

Mega-Damage: Varies with missile type, but standard issue is half armor-piercing and half plasma (both inflict **1D6×10 M.D.**). The Centipede may also be equipped with the enhanced missile types as described in **Rifts® Coalition War Campaign™**.

Rate of Fire: One at a time, or in volleys of two, three, four, eight, or twelve.

Maximum Effective Range: Varies with missile type, typically three to five miles (4.8 to 8 km).

Payload: Three per missile tube, for a total of 54!

2. Shoulder Mini-Missile Launchers: Each heavy shoulder plate conceals a small mini-missile launcher. Upon command, panels on the plates flip open to reveal its deadly payload. Note that these launchers are lost when the pilot separates from the main body in the light suit.

Primary Purpose: Anti-Armor.

Secondary Purpose: Assault.

Weight: Not applicable; integrated into the armor.

Mega-Damage: Varies with missile type, but standard issue is armor-piercing (**1D4×10 M.D.**).

Rate of Fire: One at a time, or in volleys of two, three, four, or eight.

Maximum Effective Range: Varies with missile type, typically one mile (1.6 km).

Payload: Three per launcher, six total.

3. Eye Lasers: The two ominous eyes of the lower body head are actually high powered lasers. They serve as the secondary anti-aircraft weapons of the Centipede.

Primary Purpose: Anti-Aircraft.

Secondary Purpose: Anti-Infantry.

Weight: Not applicable; integrated into the armor.

Mega-Damage: 3D6 M.D. per blast or 6D6 M.D. per dual blast.

Rate of Fire: Equal to the pilot's combined hand to hand combat attacks per melee.

Maximum Effective Range: 3,000 feet (914 m).

Payload: Effectively unlimited, connected to the armor's nuclear power supply.

4. Energy Lance: This is the standard issue hand weapon of the Centipede. It further enhances the armor's long-range combat capabilities, as well as serving as a melee combat weapon.

Primary Purpose: Sniper; long-range attacks.

Secondary Purpose: Hand to Hand Combat; self-defense.

Weight: 20 lbs (9 kg).

Mega-Damage: 3D6 M.D. per single long-range shot or the lance can be adjusted to inflict double damage (6D6 M.D.) but with half the range. It inflicts 2D4 M.D. as a stabbing lance or blunt weapon.

Rate of Fire: Equal to the pilot's combined hand to hand combat attacks per melee.

Maximum Effective Range: 6000 feet (1828 m) for the long-range blast or 3000 feet (915 m) for the higher powered blast.

Close combat with a reach of six feet (2 m) as a melee weapon.

Bonus to Strike: +2 to strike on called shots, in addition to power armor bonuses.

Payload: 40 shots and recharges one blast every six minutes; 10 per hour.

5. Class Two Rocket Shield: This shield is large and difficult to handle. It can be used to parry physical attacks and missile strikes, but not energy blasts and other fast moving attacks. All successful parries result in half damage to the shield. However, the shield itself is yet another missile launcher, which holds a single, large guided missile.

Primary Purpose: Defense.

Secondary Purpose: **Anti-Armor.**

Weight: 100 lbs (45 kg).

Mega-Damage: 2D4 M.D. with a shield strike or **3D4×10 M.D.** with the multiple mini-warhead missile.

Rate of Fire: Equal to the pilot's combined hand to hand combat attacks per melee for shield strikes. One for the rocket launcher.

Maximum Effective Range: Close combat or two miles (3.2 km) for the missile.

Payload: One.

6. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat. Using the light suit, the pilot has the combat abilities listed under the robot combat skill listing. The combat abilities listed here are for the full Centipede armor.

Mega-Damage:

Restrained Punch: 1D6 M.D.

Full Strength Punch: 3D6 M.D.

Power Punch: 6D6 M.D., but counts as two melee attacks.

Leg Jab: 1D4 M.D.

Front Mandible Bite: 4D6 M.D.

Body **Block/Tackle:** 1D4 M.D.

Hand to Hand Combat Bonuses: The following bonuses are in addition to those gained from the Power Armor Combat: Basic or Elite skill and hand to hand combat skill; +1 to initiative and +2 to strike and parry.

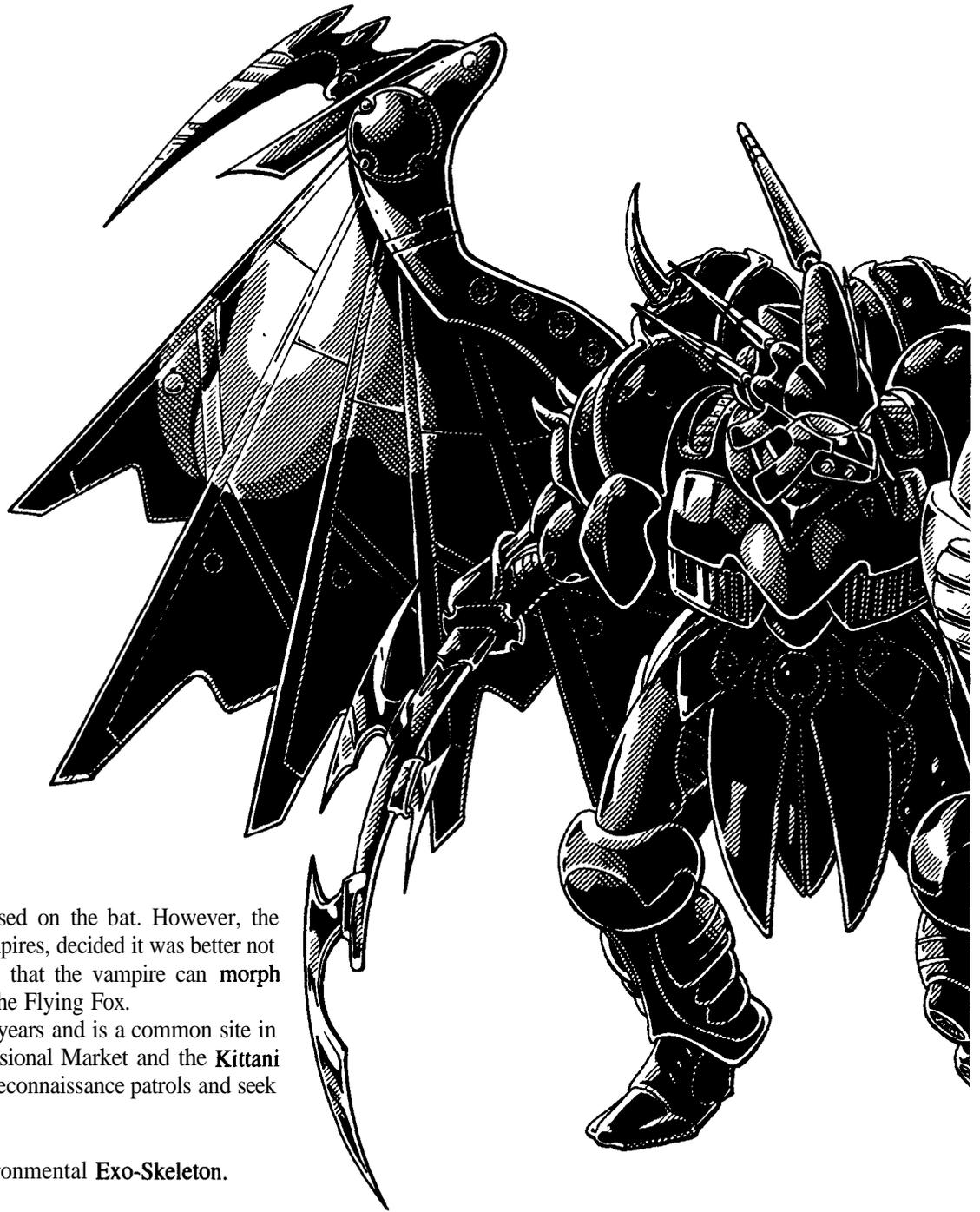
7. Hand-held weapons may be substituted in an emergency or kept as a back-up weapon. Additional weapons that are in the storage area cannot be accessed by the pilot while he's in the armor.

8. Sensory Systems: The Centipede has full optical systems, including laser targeting, telescopic (**1000×**), passive night vision, **thermo-imaging**, infra-red, ultraviolet, and polarized vision, in addition to all features common to all power armor.

Sensory Bonuses: +2 to strike with long-range weapon systems, not hand to hand combat.

Kittani Flying Fox

The ultimate match for the Coalition Super SAMAS is the Kittani Flying Fox. With its sleek proportions and multiple **thrusters**, the Flying Fox can fly faster than just about any Earth power armor currently on the market. Added to that are a few concealed weapon systems, including a payload of missiles camouflaged against the armor's large wings. The armor has the same styling as most Kittani armor with the baroque spines and detailing, and its standard complement of weapons includes a class one combat shield and plasma axe. It is also surprisingly heavily armored for its size, is capable of impressive air speeds and can even function in outer space. Its large, black wings are menacing, if awkward in high-speed flight. When traveling at top speed, the wings fold back, allowing the armor to cut through the air like a black dart.



The body design is loosely based on the bat. However, the **Splugorth**, with their hatred of vampires, decided it was better not to name the armor after creatures that the vampire can **morph** into. Thus, the armor was named the Flying Fox.

The armor has been in use for years and is a common sight in the skies over The Splynn Dimensional Market and the **Kittani** city of **Ki-Talan**. It is also used in reconnaissance patrols and seek and destroy missions.

Model Type: Kittani FFPA

Class: Aerial Assault Heavy Environmental **Exo-Skeleton**.

Crew: One

M.D.C. by Location:

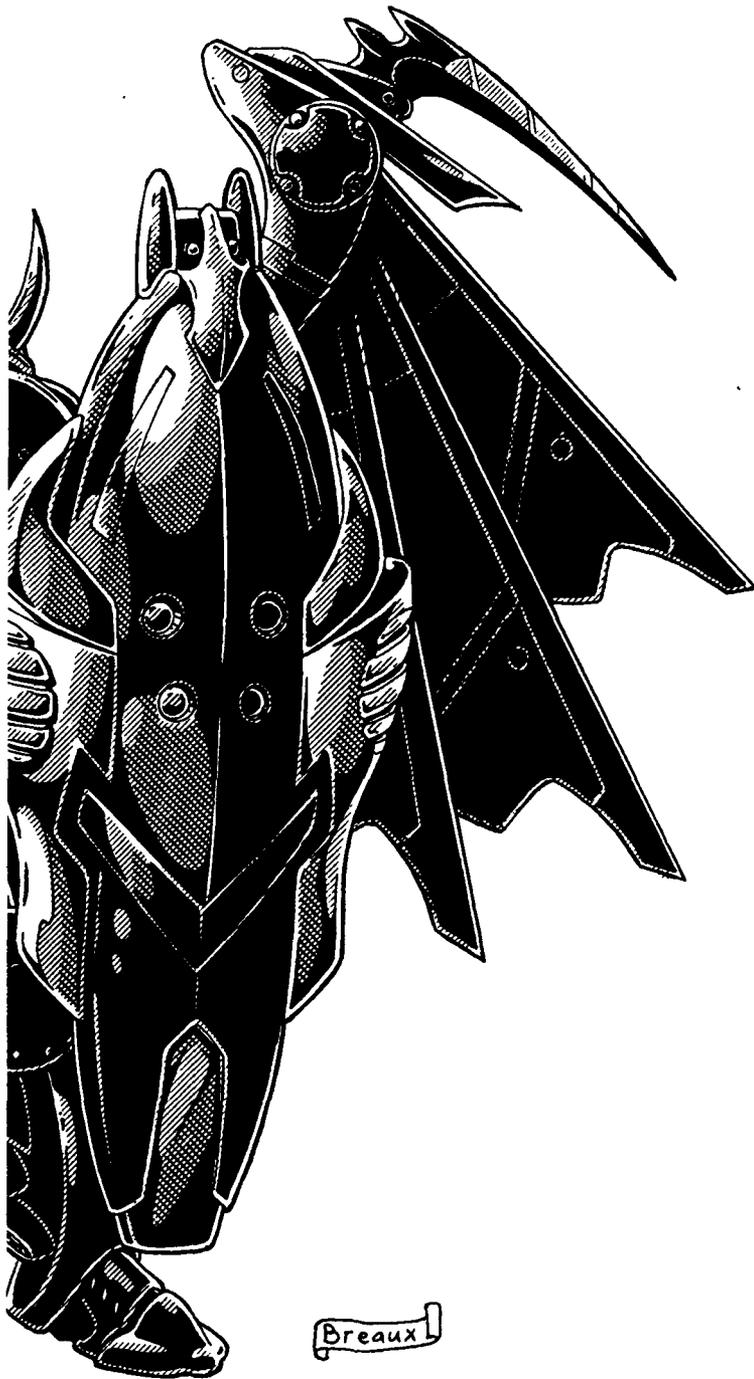
- * Hidden Mini-Missile Pods (4, 2 in each wing) — 45 each
- * Wing Lasers (2) — 35 each
- * Wing **Vibro-Blades** (2) — 25 each
- ** Main **Thrusters** (2, on back) — 150 each
- ** Secondary Thrusters (4, 2 on each leg) — 50 each
- ** Wings (2) — 150 each
- Legs (2) — 160 each**
- Shoulders (2) — 120 each
- Arms (2) — 85 each
- Plasma **Axe** — 100
- Class One Shield and Mini-Missile Launcher — 200
- *** **Head** — 110
- **** Main Body — 350

* The Mini-Missile pods and lasers mounted on the wings are difficult to spot, giving an attacker a penalty of **-4** to strike even on a called shot.

** Depleting the M.D.C. of one of the wings will reduce maneuverability, resulting in a piloting penalty of **-25%** and a combat penalty of **-2** to dodge. If both wings are destroyed, top speed will be reduced by **25%** and the penalties are doubled.

If one of the main **thrusters** is destroyed, flight speed is reduced by **35%**. If both are destroyed, the secondary thrusters can keep the armor aloft, but speed is reduced by **90%**! If all the main and secondary thrusters are destroyed, then the armor will come crashing down and is unable to fly.

*** Destroying the head of the power armor will eliminate all sensory systems. The pilot must now rely on his own senses and combat skills. No power armor combat bonuses apply. The head is a small and difficult target to hit, since it is shielded by the shoulder plates and wings. It can only be hit on a "called" shot and even then the attacker is **-4** to strike.



**** Depleting the M.D.C. of the main body will shut down the armor completely, rendering it useless. If in the air at the time, it will come crashing to the ground.

Speed

Running: 50 mph (80 km/h) maximum. The act of running does tire out the pilot, but only at 10% of the usual rate of fatigue thanks to the robot exoskeleton.

Leaping: Without any assistance from the **thrusters**, the armor can leap up to 15 feet (4.6 m) high or across. A **thruster** assisted leap can propel the armor up to 200 feet (61 m) high or 300 feet (91.5 m) lengthwise without actually achieving flight.

Underwater capabilities: The armor is not designed with such functions in mind, but is able to maneuver fairly well underwater. Maximum swimming speed is five mph (8 km/h) using the same method employed by most humanoids. It can also walk on the bottom of a body of water at speeds up to 25% of its maxi-

imum running speed (12.5 mph/20 km). Using its jet thrusters, the armor can travel on the surface of water at 100 mph (160 km or 85 knots), underwater at 70 mph (112.6 km or 59.5 knots). Maximum depth is 1000 feet (305 m).

Flying: The large thrusters mounted on the back and the secondary thrusters mounted on the legs allow the armor to hover stationary up to 300 feet (91.5 m) off the ground or achieve flying speeds up to 600 mph (960 km). Maximum altitude is 20,000 feet (6096 m). Attempting to fly higher than this will subject the armor to strong winds that make flight dangerous and erratic; -30% to piloting skill and -50% on trick maneuvers.

Range: The nuclear engines give the power armor an effectively unlimited range. However, the thrusters must be allowed to cool after every 12 hours of continuous flight at top speeds or 36 hours at cruising speeds to prevent them from overheating. With rest stops, the pilot and armor can continue flying indefinitely.

Statistical Data

Height: 8 feet (2.4 m), not counting the wings which add an extra three feet (0.9 m).

Width/Wingspan: The armor itself is 4 feet (1.2 m) wide. The wings add an additional 10 feet (3 m); 20 feet (6 m) fully extended.

Length: 5 feet (1.5 m), including the thrusters.

Weight: 1000 lbs (450 kg).

Physical Strength: Equal to a robotic P.S. of 40.

Cargo: None, other than whatever items can be strapped down to the armor.

Power System: Nuclear with a 20 year life.

Market Cost: Not available. If the **Kittani** ever decided to sell the armor, it would cost no less than 30 million credits, but would more likely cost twice that much.

Weapon Systems

1. Double-Bladed Plasma Axe: This is the standard issue weapon of many light Kittani powered armor suits. It provides effective short range combat capabilities, as well as serving as a melee combat weapon.

Primary Purpose: Assault.

Secondary Purpose: Hand to Hand Combat.

Weight: 20 lbs (9 kg).

Mega-Damage: 1D4x10M.D. per energized strike or short-range plasma blast, or 1D4 M.D. as a blunt weapon.

Rate of Fire: Equal to the pilot's combined hand to hand combat attacks per melee.

Maximum Effective Range: Close combat or 200 feet (61 m) per plasma blast.

Payload: Effectively unlimited since it taps into the armor's nuclear power supply. If need be, it can operate on a standard **E-clip** which can provide up to 60 minutes of power or 6 plasma blasts, but damage is half.

2. Class One Combat Shield and Mini-Missile Launcher: This shield is fairly large, but easy to handle. It can be used to parry physical attacks, missiles, and even energy blasts, but is -4 to parry the fast-moving energy attacks. All successful parries result in half damage to the shield. In addition, the shield houses four mini-missiles which can be released from the shield at anytime.

Primary Purpose: Defense.

Secondary Purpose: Anti-Armor.

Weight: 70 lbs (31.5 kg).

Mega-Damage: 3D4 M.D. with a shield strike or **1D4×10M.D.** per armor-piercing mini-missile (standard issue, but any mini-missile type can be used).

Rate of Fire: Equal to the pilot's combined hand to hand combat attacks per melee for shield strikes. Mini-Missiles can be fired one at a time, or in volleys of two, three, or all four.

Maximum Effective Range: Close combat or one mile (1.6 km) for the missiles.

Payload: Mini-Missiles: Four.

3. Wing Mini-Missile Launchers (4): Mounted on each wing are a pair of mini-missile pods. The wings are painted black and so are the missile pods. This makes it difficult to make out the pods' positions on the wings.

Primary Purpose: Assault.

Secondary Purpose: Anti-Armor.

Weight: Not applicable; integrated into the armor.

Mega-Damage: Varies with mini-missile type, but standard issue is armor-piercing (**1D4×10 M.D.**).

Rate of Fire: One at a time, or in volleys of two, three, four, six, eight, twelve, or all sixteen.

Maximum Effective Range: One mile (1.6 km).

Payload: Four per missile pod, 16 total.

4. Wing Lasers (2): Mounted on the top of each wing is a long-range laser. They are in a locked forward position, but the armor can easily maneuver to fire in any direction.

Primary Purpose: Anti-Infantry.

Secondary Purpose: Anti-Aircraft.

Weight: Not applicable; integrated into the armor.

Mega-Damage: 3D6 M.D. or 6D6 M.D. per dual blast, but the dual blast can only be used against targets that are 12 feet (3.6 m) wide or larger.

Rate of Fire: Equal to the pilot's combined hand to hand combat attacks per melee.

Maximum Effective Range: 2000 feet (610 m).

Payload: Effectively unlimited; connected to the suit's nuclear power supply.

5. Wing Vibro-Blades (2): The edge of each wing is a razor sharp **Vibro-Blade** capable of slicing through the armor of other vehicles. A fly-by slash from one of these blades can cripple other aircraft and damage power armor. The main danger in using them is that a missed strike can result in serious damage to the wing. A failed pilot skill roll or strike roll means the wing collides with its target. High speed attacks suffer a piloting penalty of -25%. A collision at cruising speed inflicts **1D4×10M.D.** to the wing and its target. A collision at 400 **mph** (640 km) or higher will inflict **1D6×10 M.D.** to the wing and the target.

Primary Purpose: Close combat dog-fighting

Secondary Purpose: Anti-personnel

Mega-Damage: 2D6 M.D. per slashing strike at cruising speeds or 5D6 M.D. at 400 mph (640 km) or higher. Non-energized strikes inflict 1D4 M.D. at **crusing** speeds and 2D4 M.D. at 400 mph (640 km) or higher.

Rate of Fire: Can only be attempted at the beginning of the melee round and no other close combat attacks can be used.

Effective Range: Close-range aerial combat.

Payload: Effectively unlimited.

6. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat.

Mega-Damage:

Restrained Punch: 1D6 M.D.

Full Strength Punch, Kick, or Shield Strike: 3D4 M.D.

Power Punch: 4D6 M.D., but counts as two melee attacks.

Leap Kick: 4D6 M.D., but counts as all the attacker's melee attacks and can only be done at the beginning of the melee round.

Thruster Assisted Leap Kick: 1D4×10M.D., but counts as all the attacker's melee attacks and can only be done at the beginning of the melee round.

Body **Block/Tackle: 1D4M.D.**

Full Speed Flying Ram: 4D6 M.D., but uses three melee attacks and inflicts 1D4 M.D. to the attacker.

Hand to Hand Combat Bonuses: The following bonuses are in addition to those gained from the Power Armor Combat: Basic or Elite P.A. skill and hand to hand combat skill: One additional attack per melee round, +3 to initiative, +1 to strike and parry, and +2 to dodge in flight.

7. Additional Hand-held weapons may be substituted in an emergency or kept as a backup weapon. The lack of cargo space means that any extra weapons must be tightly strapped to the exterior of the armor. Only one weapon may be attached at a time.

8. Sensory Systems: The Flying Fox has full optical systems, including laser targeting, telescopic (**1000×**), passive night **vision, thermo-imaging**, infra-red, ultraviolet, and polarized vision, in addition to all features common to all power armor.

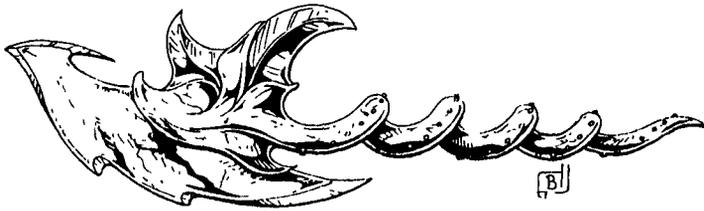
Sensory Bonuses: +2 to strike with long range weapon systems, not hand to hand combat.

Also available at Splynn

By Wayne Breaux Jr.

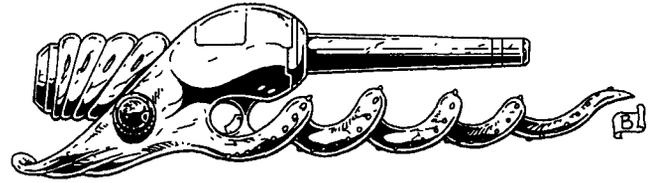
Octurill Weaponry

The Octurill are an other-dimensional race of intelligent **Octopoids**. They have an advanced culture and some highly advanced Mega-Damage weaponry. The weapons and an occasional piece of equipment regularly show up in the Splynn Dimensional Market, and are a perfect example of the diversity of The Market. They are high quality and top of the scale, but the designs are intended to be used by a person with *tentacles*, not someone with bony skeletal structures in their appendages. Thus, they are awkward for humans, but their good features tend to eclipse their problems for humanoids. Humans and others can certainly use the fine weapons, but they will have penalties due to the strange grips and awkward balance. Any creature without a prehensile tentacle or tail that uses an Octurill weapon will suffer a -3 penalty to their strike and parry rolls. The weapons can be converted to accommodate a fingered extremity, but doing such will triple the price and take at least a month via special order.



Octurill Vibro-Axe

Weight: 5 lbs (2.3 kg).
 Mega-Damage: 3D6+4
 Market Cost: 32,000 credits.



Octuril Charged Particle Ejector

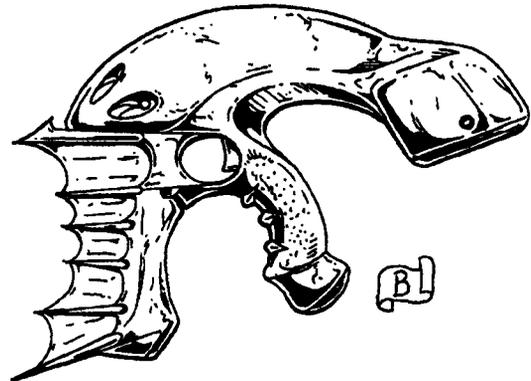
Weight: 14 lbs (6.4 kg).
 Mega-Damage: 1D4x10 per blast.
 Rate of Fire: Single blasts only.
 Effective Range: 3000 feet (914 m).
 Payload: 20 blasts per E-clip.
 Market Cost: 26,000 credits.

Kizh Merchandise

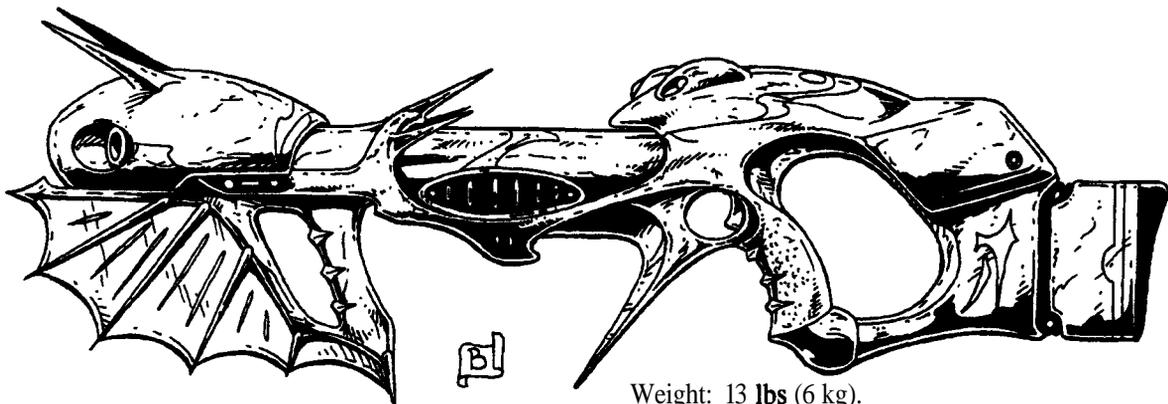
The Kizh are a warlike race of semi-aquatic humanoids who are known for their particularly practical and visually frightening weapons. Only a very limited selection of their numerous offerings is presented here, but the Game Master is welcome to use his imagination in presenting others. The Kizh are also known as raiders and imitators, and often make knock-offs and use any technological secrets they may have "acquired" to make money for themselves. The Techno-Wizard Tracking Gauntlet is one example of the many alien items they have copied and now sell for their own profit.

Kizh Plasma Pistol

The versatile Kizh plasma pistol is a bulky, but well balanced weapon that is rounded on its top, but sports a jagged front end just under its four barrels. The spike and bladed business end of the energy weapon is designed to let the shooter also use the gun as a punching or slashing melee weapon. The spines and blades are even covered by a sonic field, making them an M.D.C. Vibro-Weapon.



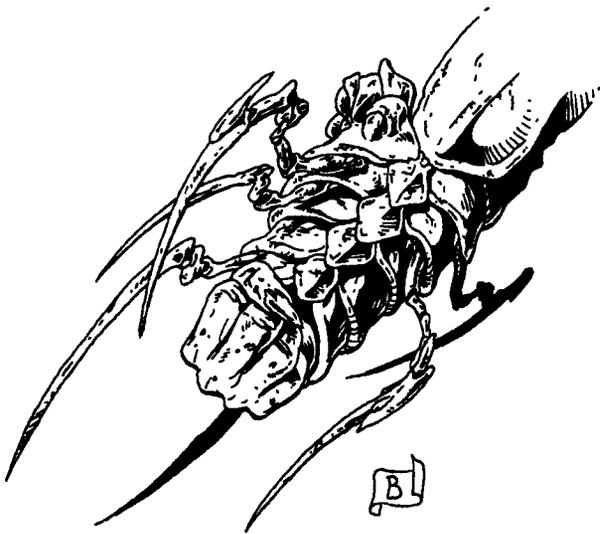
Weight: 6 lbs (2.7 kg).
 Mega-Damage: 3D6+4 per quad-blast for the plasma pistol and 1D6 M.D. for the Vibro-Blade.
 Rate of Fire: Equal to the number of attacks of the wielder for both weapon systems.
 Effective Range: Plasma blast: 450 feet (137 m).
 Payload: 15 blasts per e-clip.
 Market Cost: 24,000 credits.



Kizh Ion Rifle

The ion rifle is very similar in its basic design to the plasma pistol, and it too is a bulky, but well balanced weapon. It is rounded on its top, but the jagged front end of the rifle is large and curved, about the size of an axe. As with the pistol, the spike and bladed axe is a Vibro-Blade, but it is designed as a slashing and chopping melee weapon.

Weight: 13 lbs (6 kg).
 Mega-Damage: 4D6 per blast for the ion beam and 2D6+2 M.D. for the Vibro-Axe.
 Rate of Fire: Standard for the ion beam (see Modern Weapon Proficiencies in the Rifts® RPG), and equal to the number of attacks of the wielder for the axe.
 Effective Range: 1,800 feet (548.6 m).
 Payload: 25 blasts per E-clip.
 Market Cost: 44,000 credits.



Kizh TW Sensor Gauntlet

Captured in one of their raids, the design for the TW Sensor Gauntlet is now put to use as a marketable commodity. The Kizh (with the help of some enslaved **Techno-Wizards** from the race that created the gauntlet) market the item as a "mystical tracking system," but it is actually a practical item for general sensory use, though it is far from inconspicuous. Despite its appearance, it is not designed as a weapon and can only do 2D6 S.D.C. when used as such. The long spines are sensor probes and retract against the gauntlet when not in use.

P.P.E. Cost to activate: 30

Duration Once Active: One hour.

Effects: Duplicates the sensor features of a bionic sensor hand (heat, motion, radiation, radar detector), and bionic molecular analyzer, plus the abilities bestowed by the following spells at 8th level proficiency (where applicable): Sense Evil, Sense Magic, Eyes of the Wolf, and Locate.

Market Cost: 64,000 credits



Miscellaneous Merchandise

Power Jaw Helmet

Designed and manufactured by an unknown source, but often attributed to the same maker as the Titan series of power armors, this power armor accessory is built with a powerful, hinged jaw,

allowing humans and others who lack natural M.D.C. bite attacks to use them in melee combat. The helmet comes in many styles, from the simple to the demonic, and has a universal coupling at the neck to allow it to mate with nearly any human-sized power armor. Despite cosmetic appearances, the damage for all of these helmets is constant and based on the mechanical capabilities of the hydraulics and the **Vibro-field** of the teeth themselves. The jaw can not be retro-fitted to an existing helmet, but special orders that cosmetically match the existing helmet or rest of the body armor can be made, but with a 25% price increase.

Weight: 5 lbs (2.3 kg).

M.D.C.: 60

Mega-Damage: 2D4 M.D. per bite.

Market Cost: 35,000 credits.

Mega-Blades

Mega-blades are quite common in The Market. The devices are **Techno-Wizard** items built so simply, yet so involved that the spell in them lasts for years (decades or even centuries if you can pay for it). The sole purpose of the Mega-Blade attachment is to change the damage of a normal S.D.C. melee weapon to Mega-Damage. All normal rules for using M.D. melee weapons apply, and any ancient style of weapon, other than bow or sling, can be so modified. So an S.D.C. sword that normally inflicts 2D6+2 S.D.C. would inflict 2D6+2 M.D. with a Mega-Blade attachment. These attachments can not be removed or transferred to other weapons except by an 8th level **Techno-Wizard** or a Mystic Kuznya of any level (see *Rifts*® **Mystic Russia**).

About half the weapon dealers in The Market can get or have Mega-Blade weapons for sale, but no one quite does them as impressively as the bird-like **Qua-Teek**. These interdimensional artisans form weapons that are works of art, using the malleability of S.D.C. steel to create sweeping forms and shapes. One of their specialties is sculpting an exact likeness of the weapon's owner onto the weapon and enchanting it with minor illusion magics to move and talk at the wielder's command. Custom orders are, of course, more expensive (50%-200% higher).

Weight: By weapon type.

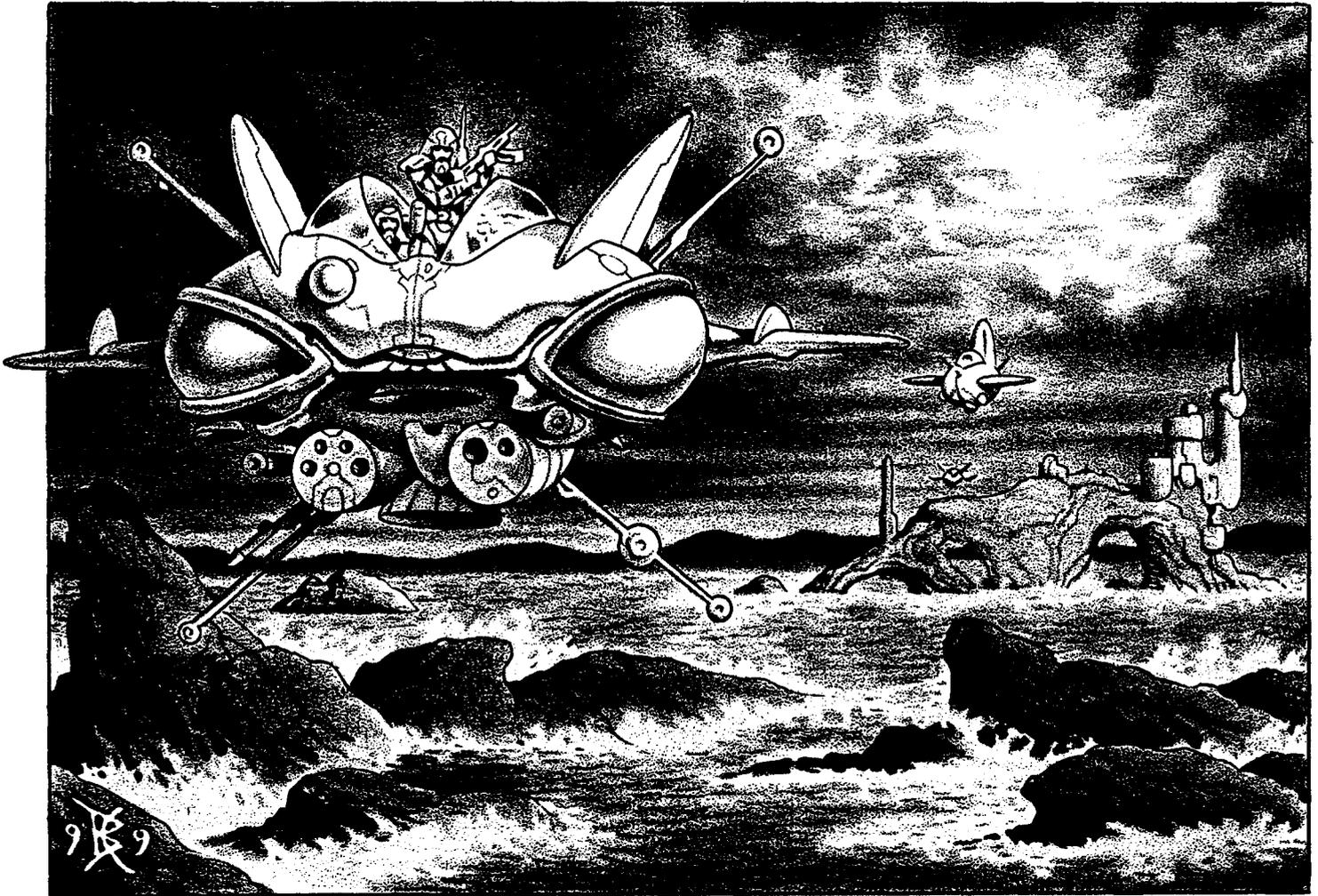
M.D.C.: The weapon itself has 130M.D.C., but can only be damaged if attacks are directed at the weapon itself and with the intention of damaging it.

Mega-Damage: By weapon type; S.D.C. becomes M.D.C.

Market Cost: 100 times the weapon's normal cost for a standard Mega-Blade (active life of 3+1D4 years), so a sword worth 300 credits would cost 30,000 credits as a Mega-Blade. Extending the operating lifetime to 10 years adds 100,000 credits to the cost, 20 years 180,000, 30 years 320,000, 50 years 700,000, and 100 years 1.2 million. Add another million for each additional century up to 300 years. This item is found at Splynn and other **Splugorth** markets, but is uncommon elsewhere.

Special Magic Feature/Power: For another 350,000-500,000 credits the weapon can be made to contain one spell (limited to wizard magic levels 1-5) that can be cast as often as three times a day at 5th level strength. However, to cast it, the user must pump in the necessary amount of P.P.E. (same as to cast the spell; or I.S.P. at double the number of points necessary if they were P.P.E.).

Skyborne Excursions



By Mark Sumimoto & Kevin Siembieda

Skyborne Excursions is "the" source of transportation and tours in and around the City of Splynn. The owners, Miles Sky and Andruu Realm, are two enchanting fellows who turned a small shop with only a handful of wing boards and a few flying creatures into a multi-trillion credit business. Miles Sky, a **Techno-Wizard** Aviator, and Andruu Realm have combined their unique talents and magic with an ever growing work-force of thousands of technicians, pilots, mages and builders to design and maintain a fleet of the finest airships and flying vehicles on the continent. Vehicles used not only for transportation, but for sport, fun and relaxation.

The pair started as a small company in the Splynn Dimensional Market, but today have outlets in every major city on Atlantis. Ten years ago, Skyborne cemented an agreement with Lord **Splynncryth** to provide transportation for the visitors arriving at the Imperial Pyramid. Now, the pair have the official license to provide transportation and City Tours throughout Splynn, as well as excursions to other cities and places on Atlantis.

More than that, Skyborne Excursions has become one of the premier attractions at the fabled city. One can see scores of Skyborne ships floating through the sky and at least half of all the privately owned aircraft and domesticated flying animals have been procured from Skyborne. A team of top-flight (pun intended) **Techno-Wizard** and other practitioners of magic toil night and day in rotating shifts to breed and train these top of the line flying animals. A select group of beast handlers scours the slave pens daily to pick out only the best flying creatures suitable for becoming exotic riding animals.

Recently, Skyborne negotiated a deal with the Kittani for the exclusive rights to sell their newest flight systems in Splynn. The deal is expected to bring Skyborne Excursions dramatically increased revenues for at least the next ten years. Skyborne is also becoming a transdimensional business by opening an outlet on Phase World, and is looking at locations on Rifts Earth to launch satellite operations, including the Phoenix Empire in Africa (with the approval of the **Splugorth**, of course) and a cou-



ple alien worlds. This is one of the rare examples of a businesses that started in the poorest part of the city, but has grown into one of the premier attractions in Splynn. Business is booming for these two and they could not be happier (and this is after the **Splugorth's** 30% cut off the top).

Skyborne Excursions is absolutely the place 80% of all visitors to the Dimensional Market stop at first. Most are carried by the floating platforms from the Imperial Palace (pyramid) where dimensional travelers arrive at Atlantis and are taken to **Skyborne's** fabulous Tower Building. Here, visitors can make arrangements for transportation if nothing else, with quick and easy access to flying taxis, public transportation, rental vehicles and exotic riding animals. An estimated 68% arrange for one of Skyborne's many tours within the first 12 hours of their arrival — the short tours are inexpensive and hyped as a way to quickly get the "lay of the land" (and they are so enjoyable and pleasant that return business is astonishing). This gives Skyborne the first opportunity to advertise their wares to newcomers, as well as get kickbacks from numerous other merchants for getting Skyborne to point out and even stop at their establishments during their many airship tours in and around the city.

Note: The owners changed the name of their business from "Skyrealm" to "Skyborne" because they thought is sounded better, loftier and less like one specific place (after **all**, they do want to expand to other worlds).

City Tours

Prices for a tour on one of their famous airships vary dramatically depending on the size of the vessel, accompanying perks (food, drinks, etc.) and the length of the tour. Obviously, the longer the tour, the more one sees and the greater the service provided to the passengers. In some ways, these tours are similar to the old pre-Rifts "Cruise Ships" that used to sail to the Caribbean and other exotic seaports. In fact, Skyborne Excursions includes airborne "sailing" tours around the entire island continent and one that even goes to the Atlantic Coast of North America! This is one of the safest ways to visit Atlantis, especially if one does not leave the ship.

City Tours typically last 2-6 hours with stops at key sights and places to shop. The two hour tour costs 40 credits per person. A variety of three and four hour tours of the city are 100 credits each, and the deluxe tour of the city and its surroundings is 6 hours and costs 250 credits, but comes with complimentary drinks, finger food and delicious snacks. Additional drinks and food can be purchased on the airship and at stops in The Market. Likewise, binoculars and telescopes can be rented for 10 credits an hour. The "**All-Nighter**" is a 24 hour cruise that costs 500 credits per person with a festive dinner and dance part that starts at midnight and lasts till dawn. All these tours are typically conducted on medium-sized, slow moving, bulbous vehicles reminiscent of ancient, pre-Rifts dirigibles. They accommodate 150-300 people, plus crew and wait staff.

Ultra Deluxe Cruises last for 2-12 days. They take place on large airships that can accommodate 400-800 passengers, and like the cruise ships of old, offer on ship dining, dancing, entertainment, drinking, gambling and numerous stops for shopping and side tours. Two to five day trips stop at key places in and around the city, with a short jaunt out to sea and along part of the coast. The cost is typically 2000-3500 credits per person, food and luxury accommodations included.

Longer trips typically fly over, if not actually stop at, other key cities, including the City of Dragcona, the City of Gargoyles and the domain of the Meztzains. A couple of 10 and 12 day trips actually leave Atlantis and fly to the "wilds" of the American coast from Florida to Nova Scotia; cost is 12,000-20,000 credits per person. An African and European "excursion" is also under consideration.

While these large ships cannot be rented for personal use, smaller air yachts, flyers, hover vehicles and watercraft can. Costs for yachts range from 2,000 to 5,000 credits an hour, but include a captain and crew. Daily rates are also available at the rate of 20,000 to 40,000 credits per day. The deposit for renting an air yacht ranges from 50,000 to 250,000 credits. Anyone wishing to get the ship without the crew will have to purchase it for millions.

Two to six person aircraft and hover vehicles can be rented for a 500 credit deposit and 70-200 credits a day depending on the size and quality of the vehicle. One-man aircraft cost a mere 30-50 credits a day to rent with a 300 credits deposit.

Flying mounts rented and sold by Skyborne are well trained, well groomed, and well cared for animals that are among the best available in Atlantis. Pegasus, Dragonductyls, Gryphons, **Leatherwings**, and just about all highly intelligent flying riding animals are available, even a few Sphinx (who get a piece of the action). The chief animal trainers of Skyborne Excursions are Simvan Monster Riders and Psi-Stalkers, two races renowned for their affinity with animals. With them at the reins, there is little doubt that their mounts are the best. A Skyborne trained riding animal always commands top dollar and renting one costs between 500 and 1,000 credits for eight hours, plus a 25,000 credit deposit. Winged intelligent beings may also serve as flying tour guides with sightseers on their backs or pulled along on a hover platform or balloon. Most are slaves with a "keeper" to make sure they stay in line, but some are willing participants who get a third of the fee, plus tips. The cost for these beings is 1,000 to 4,000 credits for six hours.

Miles Sky

Miles Sky is a **hatchling**, Kukulcan dragon who is much less noble than most of his brethren. He dedicated himself to the study of **Techno-Wizardry** early in life, around 50 years of age, and eventually turned his focus to aeronautics. As a creature of the air, this was a natural progression and now he is a true master in the field of **Techno-Wizard** air travel. He is happy with his life masquerading as a friendly D-Bee businessman. Profits are up and their deal with the **Kittani** has only brought in more business. Unfortunately, the dragon's natural greed is becoming more and more prevalent in his thinking. When he first thought of starting up the business, he needed help to get things off the ground, so to speak. Now that it has taken off, he is pondering whether or not he might double his profits by cutting out his partner **Andruu** Realm.

With his expertise in the field of flying machines, Sky was the man behind the contract to sell Kittani vehicles and flight systems in Splynn. Now, he is conducting secret negotiations with Tolkeen to provide them with Flying Platforms and maybe even Kittani vehicles. Right now, the big problem holding up the deal is that Tolkeen does not have enough cash on hand and Sky will not accept credit from this certainly doomed nation. Also, Tolkeen is not desperate enough to accept help, even indirectly,

from the **Splugorth** or their Minions. So Sky looks for opportunities elsewhere.

Miles Sky, Non-Player Character

Alignment: Anarchist

Horror Factor: 10

M.D.C.: 300

Attributes: I.Q. 20, M.E. 18, M.A. 23, P.S. 16, P.P. 15, P.E. 16, P.B. 17, Spd. 14 running or 70 flying

Experience Level: 9th level **Techno-Wizard** Aviator.

Natural Abilities: Nightvision 100 feet (30.5 m), keen hawk-like vision, see the invisible, bio-regenerates **1D4×10** M.D.C. every five minutes, resistant to fire and cold, **metamorphosis** at will up to 18 hours per day, **teleport** self 44%, and can expel poisonous vapors that inflict 1D6 M.D. or 6D6 S.D.C., depending on the nature of the victim.

Vulnerabilities: None, other than his increasing greed.

Magic Abilities: Knows all **TW** Aviator abilities at ninth level proficiency and all spell magic related to air and air travel (See the **Rifter™** #2, page 74 for information about the **Techno-Wizard** Aviator). Has 225 P.P.E.

Psionics: Has the Sensitive powers of Empathy, Machine Ghost, Mind Block, Sense Evil, See Aura, Sixth Sense, Speed Reading, Telepathy, and Total Recall. Possesses 58 **I.S.P.**

Special Equipment: He usually has a few TW devices with him at all times. His favorite weapon is a *TW Storm Staff* that inflicts 6D6 M.D. with projected lightning bolts or those summoned from the sky. He also has a *Battle Fury Blade* and a *Deathbringer Sword* in his personal collection. Depending on the circumstances, he could be carrying almost any type of magic items.

Minions: A pair of TW converted Kittani ABS-3 Basic Security Drones accompany Sky at all times. They have been modified to record business transactions and keep in touch with **Skyborne's** main computer. They are Miles' constant link to the business activities of **Skyborne**. Furthermore, they are equipped with internal TW weaponry and serve as his unwavering defenders.

Appearance: Looks like a handsome D-Bee with very pale white skin and deep blue eyes. His natural appearance is that of the standard feathered serpent.

Andruu Realm

Andruu Realm is a Demigod reputed to be the offspring of some alien, Air Elemental god. He was content ruling a small cult in another dimension until he met up with Miles Sky. The promise of great wealth and access to the Megaverse appealed to Realm, so he agreed to join forces with Sky. The two pooled their finances and set up shop in Splynn. Now, he is reaping benefits he never dreamed of. He is starting to suspect that his partner may be planning to "buy or leverage him out," but he is not worried. Should Sky turn against him, his only concern will be trying to decide where to mount the traitor's skull.

Very confident, very charming, and very masculine. He is forceful, yet seemingly gentle. When he talks, one gets the impression that he is the nicest guy in the world. His voice has such a rich, authoritative quality to it that one can not help but be enthralled. It is sort of like speaking to a god (which he is not far from). Needless to say, this is quite a helpful attribute for sales

and negotiations. Realm can put on quite a display of cordiality when dealing with the customers. He is especially adept at convincing big tough demons of how terrifying they are when they swoop down on the back of a Gryphon or other flying mount. He was instrumental in securing a trade agreement with the **Brodkil** Empire (which includes a small but steady supply of weapons and bionics as well as vehicles) and is currently negotiating deals with factions in Africa. Despite his pleasant demeanor, Realm can also be **frighteningly** forceful, cold and menacing. In fact, his powers of intimidation are as impressive as his false congeniality.

Andruu Realm, Non-Player Character

Note: Realm and Sky are both powerful and influential people in Splynn society, among the other merchants, and even have some measure of influence among the Minions of Splugorth. For example, their word is always taken above the claims of any outsider, and the Minions are friendly, courteous and quick to come to Skyborne's and its two owners' defense.

Alignment: Miscreant

Horror Factor: 12

M.D.C.: 186

Attributes: I.Q. 18, M.E. 22, M.A. 25, P.S. 24, P.P. 17, P.E. 19, P.B. 14, Spd. 13 running or 90 flying.

Experience Level: 8th level demigod and Air Warlock.

Natural Abilities: See the invisible, Nightvision 500 feet (152.4 m), bio-regenerates **1D4×10** M.D.C. every hour, resistant to cold, impervious to electrical and lightning attacks, and can project lightning from his eyes and hands without spending P.P.E. to do it (each blast counts as one melee attack). Range is 1000 feet (305 m) and damage is **1D4×10+8** M.D.

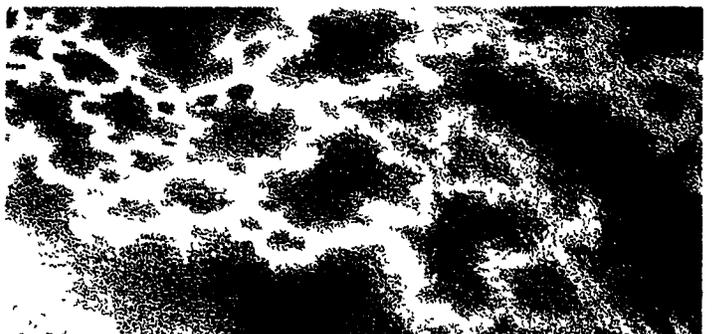
Vulnerabilities: Suffers double damage from magic fire and M.D. plasma.

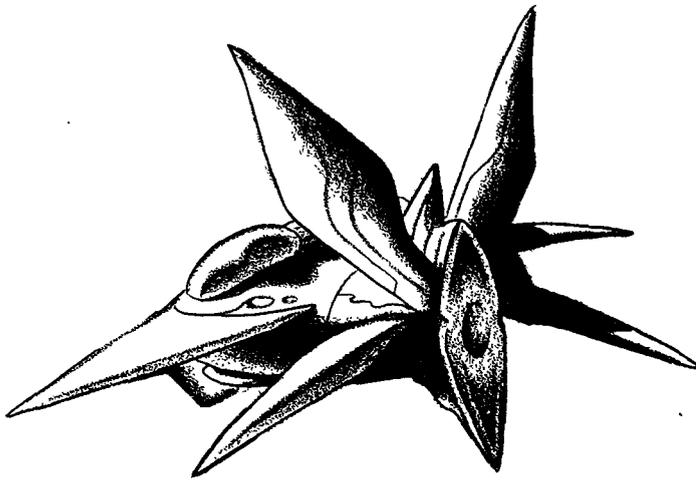
Magic Abilities: Knows all Air Elemental magic and abilities at eighth level proficiency. Possesses 342 P.P.E.

Psionics: Has all Sensitive psionic abilities and 86 **I.S.P.**

Special Equipment: He usually wears a light suit of decorative magic armor with 125 M.D.C. and carries an Executioner's Blade, but he typically relies primarily on his natural powers. He also has a "small" treasure trove worth 150 million credits along with a handful of magic weapons and an extra suit of armor stashed away for a rainy day. He and Sky are worth trillions if not more. Minions: A lesser Air Elemental invisibly hovers beside or over Realm at all times. If he's expecting trouble, he can rustle up another couple of lesser Air Elementals or a Greater one within 1D4 minutes.

Appearance: Except for the circle of clouds that follow him and the electric energy that illuminate his eyes, he would look like a normal eight foot (2.4 m) tall human with rippling muscles and light blonde hair.





Skyborne, Kittani, & Other Vehicles of Note

Most models and makes (or their knock-offs) from Northern Gun, Manistique, Triax, the Black Market and other types of vehicles (or variations of them) can be found at the Dimensional Market. However, many of the specific types of military heavy vehicles such as tanks, APCs, Power Armor and giant robots from the CS, Triax and other nations are not. Skyborne, for example, specifically focuses on models and types for civilian, transportation and "recreational" use.

For the sake of convenience we have gathered some of the notable flying vehicles of Splynn in this one section. Most are available from Skyborne for rent or purchase, but some are exclusive to the Minions of Splugorth, and most types of combat vehicles are sold by merchants other than Skyborne.

Common Optional Features for Techno-Wizard Vehicles

The following TW weapons or weapon features can be added to most TW vehicles. Such "customization" is typically done for those who engage in a life of adventure and exploration (or who have many enemies). A maximum of three TW/magic weapons can be added, or four conventional, non-magical ones.

TW-Weapons

All long-range weapons have a bonus of +1 to strike.

1. Fireball Launcher: Mounted on a mechanical arm on the underside of the platform, this weapon fires magic fireballs. Weight: 20 lbs (9 kg). Damage: 4D6 M.D. Payload: 10 per every 12 P.P.E. spent. Range: 1,000 feet (305 m). Cost: 60,000 credits.

2. Lightning Blaster: Mounted on a mechanical arm on the underside of the platform, this weapon fires magic bolts of lightning. Weight: 20 lbs (9 kg). Damage: 5D6 M.D. Payload: 10 per every 15 P.P.E. spent. Range: 2,000 feet (610 m). Cost: 100,000 credits.

3. P-Beam Cannon: Mounted on a mechanical arm on the underside of the platform, this weapon fires magically created particle beams with great damage and impressive range. Weight: 30 lbs (13.5 kg). Damage: 1D4x10+6 M.D. Payload: 10 per every 25 P.P.E. spent. Range: 1,000 feet (305 m). Cost: 150,000 credits.

4. TK-Mini Gun: Mounted on a mechanical arm on the underside of the platform, this weapon is a Gatling-style machinegun that fires telekinetic bolts instead of bullets. Weight: 40 lbs (18 kg). Damage: 5D6 M.D. Payload: 10 bursts per every 16 P.P.E. spent. Range: 2,000 feet (610 m). Cost: 100,000 credits.

5. Super-Laser Cannon: Mounted on a mechanical arm on the underside of the platform, this weapon fires magic beams of light with incredible range. Weight: 40 lbs (18 kg). Damage: 4D6 M.D. Payload: 10 shots per every 25 P.P.E. spent. Range: 3,000 feet (914 m). Cost: 150,000 credits.

6. Combat Tentacles: At the cost of 25 P.P.E., a pair of powerful, magically created ectoplasm-based tentacles sprout from the underbelly of the platform, usually from the nose/front of the vehicle. Each tentacle has a reach of 15 feet (4.6 m), 30 M.D.C. and a supernatural P.S. of 21. They inflict 2D6 M.D. per strike, or 2D6 M.D. every melee round with a constricting attack. Weight: 50 lbs. (22.5 kg). Duration: Ten minutes and each attack counts as one of the pilot's. Combat bonuses for the tentacles are: +3 to strike and parry, and +4 to entangle, the pilot's bonuses are not applicable. Cost: 300,000 credits per set, up to three pairs can be added but each pair counts as a weapon feature.

Optional Techno-Wizard Features/Defenses

A maximum of four additional features can be added to the platform.

1. Circle of Protection (Simple): At the cost of only four P.P.E., the pilot can activate a simple circle of protection which has been built into the perimeter of the vehicle around the pilot area. All effects are identical to the magic ritual of the same name, except that the circle cannot be "rubbed out" unless the vehicle loses 50% of its M.D.C. P.P.E. Cost: 4; Duration: One hour per activation. Cost: 100,000 credits.

2. Circle of Protection - Superior: At the cost of 20 P.P.E., the pilot can activate a superior circle of protection which has been built into the perimeter of the vehicle around the pilot area (sometimes part of the passenger area or a separate passenger area too). All effects are identical to the magic ritual of the same name, except that the circle cannot be "rubbed out" unless the vehicle has lost 50% of its M.D.C. P.P.E. Cost: 20. Duration: One hour per activation. Cost: 250,000 credits.

3. Force Field: At the cost of 10 P.P.E., the pilot can activate a force field that protects the entire platform, including the pilot. The light force field has 60 M.D.C. Duration is 15 minutes, twice that when on a ley line. Cost is 300,000 credits.

4. Enhanced Speed and Maneuverability: At the cost of 15 P.P.E., this feature can propel the platform to 20% faster than its normal speed and +1 to dodge. Duration of this enhanced speed is 15 minutes. Cost is 250,000 credits.

5. Breathe Without Air: This feature is only available to vehicles with an enclosed compartment. This magic can be activated if the hull is breached and oxygen is lost or toxic fumes are filling it. Within two seconds everybody in the area of effect can breathe without air. Typically divided between the cockpit and passenger area. Each costs the same amount: 100,000 credits and each needs 10 P.P.E. (or 20 I.S.P.) to be activated. Duration: 10 minutes per activation.

6. Additional Techno-Wizard Features: All standard TW features which can be added to most vehicles, including Flying Platforms. P.P.E. cost, duration, effects, and market costs are standard.

Tech-Flying Platforms

Flying Platforms are, more or less, exactly what they sound like: Flat, low profile hover platforms that resembles a thick disc with on hover propulsion unit protruding from the bottom and cylindrical secondary jets in the rear. These are civilian vehicles designed for leisurely and comfortable travel over relatively short distances. As many as five human-sized travelers can step and stand on the standard platform comfortably (6-8 crowded). The platforms at the Great Palace pyramid are programmed to bring people directly to **Skyborne** where they disembark. Those available for rental or purchase have a key ignition (special anti-theft features may require DNA, or retinal, **and/or** voice identification), a simple control console and steering mechanism that allows the pilot to maneuver the vehicle with ease. Hand rests and railings provide hand-holds for passengers. Luxury versions provide the pilot with a bucket seat, shoulder harness and seat belt to strap in, and passengers with bench seating (add 30% to the cost).

Techno-Wizard Flying Platforms are activated by expending the proper amount of P.P.E. A modified Carpet of Adhesion keeps the pilot standing in place without fear of falling out, but is modified in such a way as to allow him to step off at any time. Only an impact that inflicts more than 25 M.D. will knock the pilot from his perch.

Note: Larger flying platforms used as "taxis" can carry up to ten passengers plus the pilot, and half of them offer seating, but at twice the normal fare. Such vehicles are offered by Skyborne to transport visitors from the Imperial Pyramid of Splynnncryth, and their own massive tower facility, to the Splynn Dimensional Market or anywhere they'd like to go in the city. These larger platforms are not usually sold, but cost roughly double that of the smaller ones; +30% for seating.

Average Flying Platform — "Taxi"

Class: Personal Flying Platform

Crew: One plus 5-8 passengers.

M.D.C. by Location:

*** Main Propulsion Unit — 70

** Secondary Propulsion Units (4) — 30 each

* Main Body — 120 (+70 for large units)

* Depleting the M.D.C. of the main body will cause the craft to crash.

** Destroying one secondary unit will cause a loss of speed and control. Speed is reduced by 20% and penalty to dodge is -1. Penalties are cumulative per unit.

*** If the secondary propulsion units are intact, destroying the M.D.C. of the main propulsion unit will cut the platform's speed to 20% and all bonuses to dodge are lost. If even one of the secondary units is lost after losing the main unit, the vehicle will lose altitude and crash.

Speed:

Driving on the ground: Not possible, but all flying platforms are capable of hovering above the ground as low as one foot (0.3 m).

Flying & Speed: Conventional Flying Platform: Maximum speed is 40 mph (64 km) with a maximum altitude of 3000 feet (914 m) or roughly 300 stories. Private vehicles can be souped up to go up to 60 mph (96 km).

Techno-Wizard Flying Platform: Maximum speed is 60 mph (96.5 km), double along ley lines. Cruising speed is usually 30-40 mph (48-64 km). Maximum altitude is 10,000 feet (3048 m) or roughly 1000 stories. TW bonuses: +1 to initiative and +2 to dodge.

Range: Conventional Flying Platform: 300 miles (482 km) for the 25% that are fuel based, and effectively unlimited for the 55% with a nuclear power supply (10 year life).

Effectively unlimited for the 20% that are TW Flying Platforms: One hour of flying per 10 P.P.E. (or 20 I.S.P.) placed into the vehicle; no cost when traveling along a ley line. Half use **Bio-Wizard** Faerie Batteries which enable them to go around the clock.

Piloting Skill: Anybody with the Pilot Hover Vehicles, Hovercycle or aircraft skill can fly one of these expertly. However they are so simple and easy to fly that even those who have never flown any hover vehicle can fly one at a base skill of 60% (+10% if he can drive an automobile).

TW Flying Platforms require a Pilot Hover Vehicles, Hovercycle or aircraft skill and suffer a penalty of -20% when going faster than 40 mph (64 km).

Meanwhile, **Techno-Wizards** can pilot it at 80% +1 % per level of experience, Ley Line Walkers at 54% +2% per level of experience.

Statistical Data:

Average Height: 4-7 feet (1.2 to 2.1 m) including the steering console and considerations for the different sized beings who may pilot one. The platform itself is very flat and low profile.

Average **Width/Length:** 6-8 feet (1.8 to 2.4 m).

Weight: 200-300 lbs (90 to 135 kg).

Cargo: No storage compartment, but there is usually space for odds and ends on the floor, depending on the number of passengers.

Power System: 25% fuel based, 55% nuclear, 20% Techno-Wizard.

Market Cost: Conventional fuel based: 150,000 credits, 1.2 million for nuclear and 250,000 for a basic **Techno-Wizard** platform (up to a million for special features and weapons). Luxury additions, such as padded seats, armrests, cool paint job, gold trim, etc., will increase the cost from 10-100% depending on what's done.

Note: Also see Optional **Techno-Wizard** augmentation.

Seaside Hover Platform

This hover platform is essentially the same as the standard flying platform, except that it is built into the shape of a small boat or motorboat. This unique, if odd looking design, enables the pilot to use his vessel as both a hover vehicle and a boat. Being an island with several lakes and rivers, this is a popular recreational vehicle. Explorers, adventurers and fishermen also find it appealing. Pirates and ship owners sometimes use it as a tender to transport crew or passengers from the vessel to land or another ship. These hover boats tend to be bigger and heavier than the airborne hover platform, and all have a standard motor for its type for sea travel.

Seaside Flying Platform — "Boat"

Class: Personal Flying Platform

Crew: One, plus 4-7 passengers for small ones, 10-14 for medium ones and 20-30 for large (no longer than 30 feet/9m).



M.D.C. by Location:

- *** Main Propulsion Unit — 70
- ** Secondary Propulsion Units (4) — 30 each
 - * Mam Body — 100 for small sized vessels (+50 for medium and +100 for large ones)
 - * Depleting the M.D.C. of the **main** body will cause the craft to crash **and/or** sink.
 - ** Destroying one secondary unit will cause a loss of speed and control. Speed is reduced by 20% and penalty to dodge is -1. Penalties are cumulative per unit.
 - *** If the secondary propulsion units are intact, destroying the M.D.C. of the main propulsion unit will cut the platform's speed to 20% and all bonuses to dodge are lost. If even one of the secondary units is lost after losing the **main** unit, the vehicle will lose altitude and crash.

Speed:

Driving on the ground: Not possible, but all flying platforms are capable of hovering above the ground as low as one foot (0.3 m).

Flying & **Speed**: Conventional Seaside Flying Boat: Maximum speed is 40 mph (64 km) with a maximum altitude of 1000 feet (305 m).

Techno-Wizard Flying Boats: Maximum speed is 60 mph (96.5 km), double along ley lines. Cruising speed is usually 30-40 mph (48-64 km). Maximum altitude is 10,000 feet (3048 m) or roughly 1000 stories. **TW** bonuses: +1 to initiative and +1 to dodge.

Range: Conventional Flying Boat: 300 miles (482 km) for the 25% that are fuel based, and effectively unlimited for the 45% with a nuclear power supply (10 year life).

Effectively unlimited for the 30% that are TW Flying Platforms: One hour of flying per 10 PPE. (or 20 I.S.P.) placed **into** the vehicle; no cost when traveling along a ley line. Half use **Bio-Wizard** Faerie Batteries which enable them to go around the clock.

Boat Capabilities: Handles more or less **like** the equivalent boat, with an average speed in the water of 25-30 mph (40-48 km).

Underwater Capabilities: None.

Piloting Skill: Anybody with the Pilot Hover Vehicles, Hovercycle or aircraft skill can fly one of these expertly. However they are so simple and easy to fly that even those who have never flown any hover vehicle can fly one at a base skill of 60% (+10% if he can drive an automobile).

TW Flying Platforms require a Pilot Hover Vehicles, Hovercycle or aircraft skill and suffer a penalty of -20% when going faster than 40 mph (64 km).

Meanwhile, **Techno-Wizards** can pilot it at 80% +1% per level of experience, **Ley Line** Walkers at 54% +2% per level of experience.

Statistical Data:

Average Height: 6-12 feet (1.8 to 3.7 m) including the steering console and considerations for the different sized beings who may pilot one. The platform itself is very flat and low profile.

Average **Width/Length**: 8-16 feet (2.4 to 4.9 m). Maximum **size** is 30 feet (9 m).

Weight: 300-500 lbs (135 to 225 kg).

Cargo: Small area on most small vehicles but empty passenger space is often used for cargo. A small Hover Boat can carry or

pull up to 10 tons, but reduce hover speed by half if over five.
Power System: 25% fuel based, 45% nuclear, 30% **Techno-Wizard**.

Market Cost: Small: Conventional fuel based: 175,000 credits, 1.3 million for nuclear and 350,000 for a basic **Techno-Wizard** platform (up to a million for special features and weapons). Luxury additions, those equipped as fishing boats or for exploration or combat cost from 50-200% more depending on what's done. Likewise, the largest cost double to begin with.

Note: Also see Optional **Techno-Wizard** augmentation. The common small Boat Hover Platform shown in the illustration has been augmented with weapon systems.



Splogorth Hover Platforms

These hover platforms are designed for speed, maneuverability and combat. They are **Bio-Wizard** creations powered by Eyes of Eylor and magic, and exclusive to the Minions of Splogorth, namely Conservators and Kydians, but sometimes Sunaj, Tattooed Men, Witches and Gurgoyles (**Kittani** prefer their own designs). It is basically a 2-3 man (Kydian-sized) hover platform with a pedestal console in front. An Eye of Eylor is mounted in the console, links with the pilot, and responds to his mental commands. This mental link gives the pilot absolute control over the vehicle (+25% to piloting skill and trick maneuvers) and astonishing maneuverability. It can stop on a dime, go from hovering stationary to full speed in 2-3 seconds, and move silently and gracefully. Its mechanical **thrusters** and hover jets are back-up systems and to provide additional speed, because this platform's normal means of travel is magical flight.

Alignment: Same as the pilot.

Horror Factor: 12

Weight: 600 lbs (270 kg).

M.D.C. by Location:

* Eye of Eylor (1; in console) — 60

* Rear Jets (2) — 50 each

* Back-Up Hover System (undercarriage) — 75

****Control Console** — 160

****Hover Platform Main Body** — 300

* Those marked by a single asterisk are small **and/or** difficult targets to hit. Attackers must make a called shot and are at -3 to hit. Note that destroying the back-up hover system on the undercarriage and rear thrusters means the vehicle must rely entirely on magical flight. Destroying the Eye of Eylor will deprive the Splogorth Hover Platform of its magical **abili-**

ties, including sensory and flying abilities (no bonuses either), leaving only its mechanical back-up systems.

**Destroying the console or main body will shut the vehicle down and prevent regeneration, but the Eye of Eylor can be salvaged and reused.

The M.D.C. of the main body, console and Eye all regenerate M.D.C. at the rate of 2D6 per hour **each!** It can not heal the pilot.

Magic Weapons & Special Abilities:

Silent Flight: Unless the mechanical back-up systems are activated, the Splugorth Hover Platform flies silently and can effectively "prowl" at 70%

Magic Flying Speed: Can hover stationary or fly at 53 mph (85 km), double along ley lines, and can attain a height of 2400 feet (731.5 m).

Auxiliary mechanical thrusters can be used to "boost" the magical speed to 120mph (192km) and mystic forces prevent the pilot and passengers from falling off at great speeds or while performing aerial acrobatics and trick moves. If the magic is lost, the back-up system is capable of 60 mph (96 km) but all bonuses and other magic abilities are gone.

Underwater Capabilities: Functions perfectly underwater, in space and in any environment; can withstand any depth.

Power System: The Eye of Eylor with an indefinite life span (immortal).

Bonuses: +25% to piloting skill and trick maneuvers, +2 on initiative, +1 to strike, and +3 to dodge.

Optics from Eye of Eylor: All standard abilities of the magical Eye are instantly and constantly transmitted to the pilot as long as he is flying the platform.

1. Perfect 20/20 vision and sees a wider color spectrum.
2. **Nightvision** 600 feet (183 m).
3. Telescopic vision (6000 feet/1800 m).
4. Magnification to the 300th power.
5. Polarized vision and can tell direction by looking at the position of the sun's rays (88%).
6. Psionic Sensory Perception: see aura, see the invisible, sense magic, and see P.P.E. energy, without requiring an additional source of I.S.P. or P.P.E.

Sensors: Track humanoids 70%. Track animals 35%.

Magic Program: Programmed with Blinding Flash, Globe of Daylight, Fear and Befuddle, all of which can be cast from the platform by the pilot up to 200 feet (61 m) away, and are used to corral and contain fugitives.

Available P.P.E. (from Eye for spell **casting**): 50 points.

Note: There are five holders for weapons and a small compartment for additional gear equal to a large duffle bag or backpack. The Hover Platform has no built-in weapons other than the magic spells noted above, however, the Overlords, Powerlords, Conservators and law enforcers who usually fly these platforms are equipped with their own range of powers and weaponry.

Market Cost: As part of the **Splugorth's** own arsenal these items are rarely available on the open market, but are sometimes sold (or given) to trusted allies, diplomats and special agents. Selling price is usually around 50 million credits!

TW Wing Pack

Very popular among explorers, this Techno-Wizard device provides its user with the power of flight without limiting his path to a ley line. The Wing Pack looks like an ordinary backpack or parachute sack, but with a pull of a cord the difference becomes apparent when a pair of wings unfold. The wings are either angelic or demonic in appearance and are capable of carrying the user very high and very fast into the air. It is very popular among T-Men and has been touted as an affordable alternative to getting Bio-Wizard wings. Maximum speed is 90 mph (144 km). Duration of the flight is two hours. P.P.E. to activate is 35. Market cost is 150,000 credits.

Splugorth Eylor Jet Pack

These nightmarish **Bio-Wizard** devices are made from an Eye of Eylor and a strange creature known only to the Splugorth. The "creature" is a Haardeen and almost looks like some sort of exotic and menacing headdress until it moves or attacks! Not only does it add to an Overlord or Powerlord's ominous presence, but it offers a host of psionic sensory abilities, can fire energy bolts from its eyes, and lunge forward to grab and hold suspects, as well as cling to walls and ceilings and climb them like a spider, Kydian Overlord in tow. The Eye of Eylor provides the power of flight and other magical binding and aspects of the device.

Alignment: Same as the pilot.

Horror Factor: 14

Weight: 80 lbs (36 kg).

M.D.C. by Location:

* Eye of Eylor (1; left) — 60

Haardeon (1) — 100

Jet Pack Main Body — 120

* The Eye is a comparatively small and difficult target to hit. Attackers must make a called shot and are at -2 to strike. Note that destroying it will knock out the flight capabilities and magic provided by it to the use of the jet pack. However, it will also unleash the Haardeen, which separates from the Eylor Jet Pack and immediately attacks the individual(s) responsible. In the alternative, it will try to defend the wearer. The Haardeen has three attacks per melee round and can attack with eye beams (4D6 M.D.), claw strike (2D6 M.D.) or bite (1D6 M.D.).

As long as the Eye retains a single point of M.D.C. it can regenerate the M.D.C. of itself, the pack, and the Haardeen, at the rate of 2D6 per hour **each!** If all do not need healing, it can focus all of its regenerative powers to the one area that requires it (i.e. itself, the Haardeen, etc.). It can not heal the pilot.

Magic Weapons & Special Abilities:

Silent Flight: Flies silently and can effectively "prowl" at 70%.

Magic Flying Speed: Can hover stationary or fly at 120mph (192 km), double along ley lines, and can attain a height of 10,000 feet (3048 m). Most of the Eye's magic is focused on the power of flight.

Underwater Capabilities: Functions underwater, in space and in any environment. Underwater maximum speed is 50 mph (80 km); maximum depth is one mile (1.6 km).

Power System: The Eye of Eylor with an indefinite life span (immortal).



Bonuses: +20% to piloting skill and trick maneuvers, +2 on initiative, +1 to strike, and +4 to dodge.

Optics from Eye of **Eylor**: All standard abilities of the magical Eye are instantly and constantly transmitted to the pilot as long as the Eylor Jet Pack is attached.

1. Perfect 20/20 vision and sees a wider color spectrum.
2. Nightvision 600 feet (183 m).
3. Telescopic vision (6000 feet/1800 m).
4. Magnification to the 300th power.
5. **Polarized** vision and can tell direction by looking at the position of the sun's rays (88%).
6. Psionic Sensory Perception: see aura, see the invisible, sense magic, and see P.P.E. energy, without requiring an additional source of I.S.P. or P.P.E.

Magic Program (**Eye**): Programmed with Repel Animals (7), Turn Dead (6), Globe of Daylight (2), Lantern Light (1), and Fly like the Eagle (25, which can be cast upon the use of the jet pack in case of emergency failure of the flight system). All spells are drawn from the Eye and cast by the pilot as if he were a fifth level mage.

Available P.P.E. (from Eye for spell casting): 80 points.

Haardeon Powers:

1. Eye Beams: 4D6 M.D. (half if one eye is destroyed), range 1000 feet (305 m). Each blast counts as one of the **Haardeon's** melee attacks or actions. The Haardeon works with, and acts in conjunction **with**, the wearer, but is designed to be alert and take defensive action on its own accord, effectively giving the wearer of the Eylor Jet Pack three additional attacks and eyes in the back of his head. It is completely subservient to the wearer and is more of an instinctual extension of him than an independent organism or partner. It does not speak or communicate/talk to the wearer, but does relay what it senses, sees and knows directly to him.

2. The Haardeon has three attacks per melee round. Physical attacks are limited to eye beams (4D6 M.D.), claw strike (2D6 M.D.) or bite (1D6 M.D.).

3. Leap 10 feet (3 m) high and 20 feet (6 m) across, and adhere and walk on walls **like** an insect. This can be done at a speed of 22 and it can carry the jet pack and its occupant with ease (the Eye of Eylor makes them magically lightweight for the Haardeon).

4. Psionic powers of the Haardeon include: Detect Psionics, Nightvision, See the Invisible, Sense Evil, Sense Magic, Sense Time, Presence Sense, and Mind Block.

Market Cost: As part of the **Splugorth's** own arsenal these items are rarely available on the open market, but are sometimes sold (or given) to trusted allies, diplomats and special agents. Selling price is usually around 40 million **credits**!

Splugorth Eylor Hovercycle

Another vehicle used by the Kydians and Splugorth law enforcement is the Eylor Hovercycle. It is designed for speed and combat. It has a "star" like appearance with a pair of small triangular wings protruding from the sides, and a triangular fin from the bottom. Tripod style landing gear retracts from the bottom. The pilot, typically a Kydian or Gurgoye, sits in a high-backed seat, but there are also stirrups allowing him to stand up if so desired. The Eye of Eylor provides the power of flight, energy weapons and other magical binding and aspects of the vehicle.



Alignment: Same as the pilot.

Horror Factor: 10

Weight: 400 lbs (180 kg).

M.D.C. by Location:

* Eye of Eylor (1; left) — 100

Wings (2) — 90 each

Fin (1) — 90

Main Body — 200

* The Eye is a comparatively small and difficult target to hit. Attackers must make a called shot and are at -2 to strike. Note that destroying it will knock out the flight capabilities and magic provided by it for the hovercycle (which is entirely magic).

As long as the Eye retains a single point of M.D.C. it can regenerate the M.D.C. of itself and the vehicle at the rate of 2D6 per hour. It can not heal the pilot.

Magic Weapons & Special Abilities:

Silent Flight: Flies silently and can effectively "prowl" at 70%.

Magic **Flying** Speed: Can hover stationary or fly at **150mph** (240 km), double along ley lines, and can attain a height of 20,000 feet (6100 m). Most of the Eye's magic is focused on the power of flight and combat.

Underwater Capabilities: Functions underwater, in space and in any environment. Underwater maximum speed is 70 mph (112 km), on the surface of water 150 mph (240 km); maximum depth is one mile (1.6 km).

Power System: The Eye of Eylor with an indefinite life span (immortal).

Bonuses: **+15%** to piloting skill and trick maneuvers, +2 on initiative, +2 to strike, and +3 to dodge.



Optics from Eye of **Eylor**: All standard abilities of the magical Eye are instantly and constantly transmitted to the pilot as long as he is riding the hovercycle.

1. Perfect 20/20 vision and sees a wider color spectrum.
2. Nightvision 600 feet (183 m).
3. Telescopic vision (6000 feet/1800m).
4. Magnification to the 300th power.
5. Polarized vision and can tell direction by looking at the position of the sun's rays (88%).
6. Psionic Sensory Perception: see aura, see the invisible, sense magic, and see P.P.E. energy, without requiring an additional source of I.S.P. or P.P.E.

Magic Program (Eye): Programmed with Globe of Daylight (2), Magic Net (7), Fire Ball (10), Electric Arc (10), Call Lightning (15), Energy Disruption (12), Fire Ball (10), Barrage (15), Ballistic Fire (25), Frequency Jamming (15), and Mystic Portal (60). All spells are drawn from the Eye and cast by the pilot as if he were a fifth level mage spells, but with *double* their usual range.

Available P.P.E. (from Eye for spell **casting**): 150 points.

Forward Blasters (2): 4D6 M.D. per single blast, **1D4x10+6** per simultaneous dual blast. Range: 2000 feet (614 m). One fires from the nose the other from a mounting on the right wing. Both are fixed forward.

Market Cost: As part of the **Splugorth's** own arsenal these items are rarely available on the open market, but are sometimes sold (or given) to trusted allies, diplomats and special agents. Selling price is usually around 20 million **credits**!

Kittani Hover Pods

By **Wayne Breaux Jr.**

Designed to be very fast and highly maneuverable, the Speed Pod and its cousin, the War Pod, are favorites among urban pilots and hover vehicle racers. They both have light M.D.C., even the War Pods, but their dodging capabilities are as fluid as the Serpent Armors of the Kittani, making them very difficult to hit in the first place. The two pods presented here are examples of just a few of the numerous models of hover vehicles, racers and combat vehicles available at Splynn.

The term "pod" comes from the fact that these vehicles are pod shaped, rounded and bulb-like with very few or very slim protrusions. Piloting a hover "pod" can be done with the pilot skill: Hover Vehicle/Craft, but with a penalty of -15% to piloting skill and trick maneuver rolls. A specific skill in piloting Hover Pods would negate the penalty and likewise apply a -10% penalty when piloting normal hover vehicles. The base skill for piloting Hover Pods is 50%+5% per level. All pilot maneuver and stunt penalties are halved for a Hover Pod unless it is traveling faster than its cruising speed, in which case they are normal.

One-Man Speed Pod

The Speed Pod is aptly named. It is little more than a bubble of M.D.C. glass with an engine on the back and a dozen small maneuvering jets scattered about its frame. It is designed for the sole purpose of providing very fast, stable flight and unparalleled handling. Though easy to destroy, it is very hard to hit and is often employed on scouting missions and high speed raids on lightly fortified targets. They also sometimes run interference

against Coalition Skycycles and other fast aircraft, but their altitude is limited and their most significant drawback is combat applications. However, by far the most widely applied usage of these manned bullets is in urban racing. The light pods do minimal damage if they crash and the streets, alleys and boulevards provide the perfect challenges for their kind of handling.

Armed models of the Speed Pod are not standard market fare, but available. Only weapons that are the equivalent of a hand-held rifle or two can be mounted in its under-nose frame for the cost of the weapon plus an additional 10,000 credits.

Kittani Hover Speed Pod

Model: **HVPC-099**

Class: Civilian High Speed Hover Vehicle

Crew: One.

M.D.C. by location:

Stabilizer Fins — 15 each

*** Main Body/Cockpit — 95

** Main **Thruster** — 30

* Maneuvering **Thrusters (12)** — 5 each

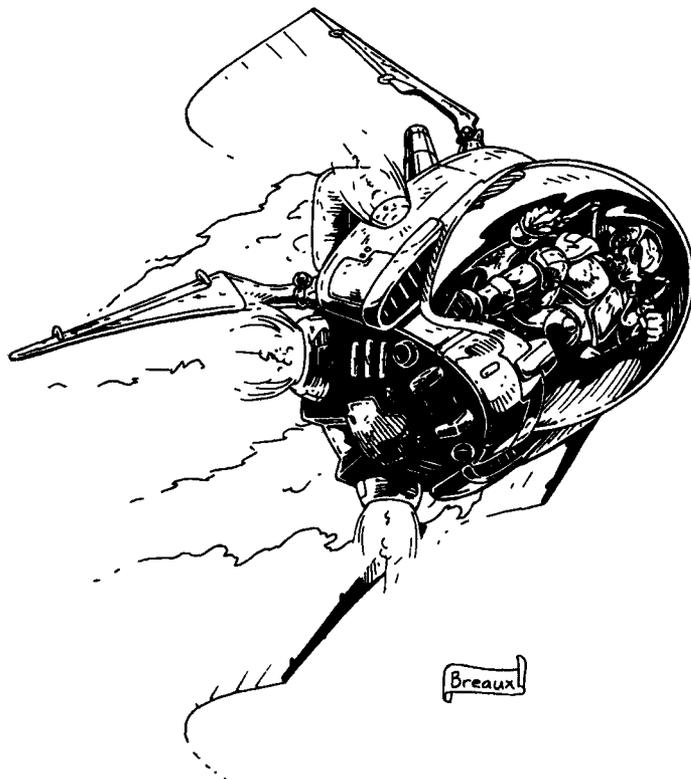
* Undercarriage Weapon (when included) — 30

* A single asterisk indicates a small or difficult target to hit. Attackers must make a called shot and are at -3 to hit the main thrusters and -6 to hit a maneuvering thruster.

Destroying three maneuvering thrusters negates all bonuses, while taking out six turns the bonuses into penalties. If eight of the maneuvering thrusters are taken out, the pod crashes.

****Destroying** the main thruster will cause the vehicle to crash.

******* Depleting the M.D.C. of the main body destroys the pod. There is no reinforced compartment for the pilot who must rely on body armor or other protection to shield him from further damage. Many wear jet packs to survive high altitude crashes.



Note: In all crashes, a pod pilot takes double the normal damage for the crash unless he manages to bail out or otherwise avoid the impact.

Speed:

Hovering: The pod can not drive on the ground, but can hover and fly. Low altitude ground speed is an impressive Mach 1.5 (roughly 1050 mph/1680 km), with a maximum altitude for such speeds of 200 feet (61 m), but it is usually done at 2-4 feet (0.6 to 1.2 m) above the ground as a display of daring and skill. Cruising speed is a more sedate 100-300 mph (160-480 km).

Limited Flight: The pod can reach altitudes of 4,000 feet (1219 m), but at heights above 200 feet (61 m) the average cruising speed is 300 mph (480 km).

Statistical Data (human-sized)

Height: Typically around 6 feet (1.8 m), not counting stabilizer fins. Larger versions, for larger, bulkier life forms, are also made, but never more than 50% bigger.

Width: 8 feet (2.4 m), not including stabilizer fins.

Length: 9 feet (2.7 m), not including stabilizer fins.

Cargo: None, other than the personal equipment worn by the pilot. A rifle or two may be stowed in addition to worn armor and sidearms, but little else.

Power System: Micro-Nuclear Turbine with an average energy life of two years (considered disposable by most). Super-efficient solar power supplies are available, but must be special ordered and thus have little effect on reducing the cost.

Market Cost: 520,000 credits (the main cost being the power supply). Weapons will add to the price, as will custom or top of the line models designed for either racing or combat. Custom racing models add +10% to piloting percentages while using the pod and cost 800,000 credits and up depending on the name brand. Combat models get an added +1 to dodge rolls, +15 to main body M.D.C. and +5% to piloting rolls, but raise the cost an additional 220,000 credits.

Special Features:

- 1. Bonuses:** The capabilities of the pod are hard to beat, and include: +3 to automatic dodge at cruising speed or slower, +7 to dodge (normal dodge) when above cruising speed, and can perform an automatic dodge above cruising speed, but does so with no bonuses. All penalties that normally apply to stunts and special maneuvers are half when at or below cruising speeds, but only if the Pilot: Hover Pod skill is known.
- 2. Hand to Hand Combat:** Not applicable. A sideswipe does 1D6 M.D. per 100 mph (160 km) with the equivalent of half damage to the Hover Pod (which is likely to destroy it). A sideswipe with a stabilizer fin will do 1D4 M.D. per 100 mph (160 km), but will tear the fin right off and do 1D6 M.D. to the main body.
- 3. Optional Twin Nose Lasers:** The most common of the pod armaments, lasers are common and cheap. This version is a heavy, double weapon version.

Primary Purpose: Anti-Vehicle (other pods).

Secondary Purpose: Anti-Personnel.

Mega-Damage: 4D6 per twin blast, 2D6 per single shot.

Range: 2000 feet (610 m).

Rate of Fire: Equal to the combined number of attacks of the pilot.

Payload: 30 twin blasts or 60 single shots from a separate **E-Clip** (It takes someone outside the pod one melee round to change it).

In the alternative, it can be tied to the nuclear power system, but while the weapon has an effectively indefinite payload, the life of the power supply is shortened to a year and a half.

Two-Man War Pod

The War Pod is the rough and tumble cousin to the Speed Pod. Like its civilian counterpart, it is little more than a bubble of armored M.D.C. glass with a sizable engine on the back and a dozen small maneuvering jets scattered about its frame. Unlike the Speed Pod, it is intended to be very fast and stable in flight and capable of taking and inflicting reasonable amounts of damage. It is by no means as durable as power armor, but it is very difficult to hit and very maneuverable. Its light armor and high maneuvering capabilities make it an ideal scout, high speed attack or patrol aircraft (at least against lightly fortified targets), an escort and a superb urban pacification unit. Running interference against Coalition Skycycles and other fast aircraft, usually is not in the role of the more expensive War Pod, but with a good pilot it can do an impressive job of it. Altitude in the War Pod is also limited.

All models of the War Pod are armed and armored. Weaponry is standardized and light due to the small frame of the pod. The only exception to the light weapons is a one-man War Pod that replaces the upper co-pilot's compartment with a 12 shot mini-missile launcher.

Kittani Hover War Pod

Model: HV-MPC-216 or HV-MPC-113 (one-man version)

Class: Military Grade Hover Pod Vehicle

Crew: Two; a **pilot/gunner** and a **co-pilot/technical officer/gunner**. The pilot flies and operates the small under-gun or nose gun, while the co-pilot monitors communications, sensors, and fires the larger particle beams on top. Both the one-man version and the two-man pod can be piloted by a single pilot.

M.D.C. by location:

*** Main Body — 100

** Cockpits (2) — 75

* Main Thruster — 50

* Maneuvering Thrusters (12) — 5 each

* Stabilizer Fins — 15 each

Under-Gun Laser — 30

Top Mount Particle Beam — 50

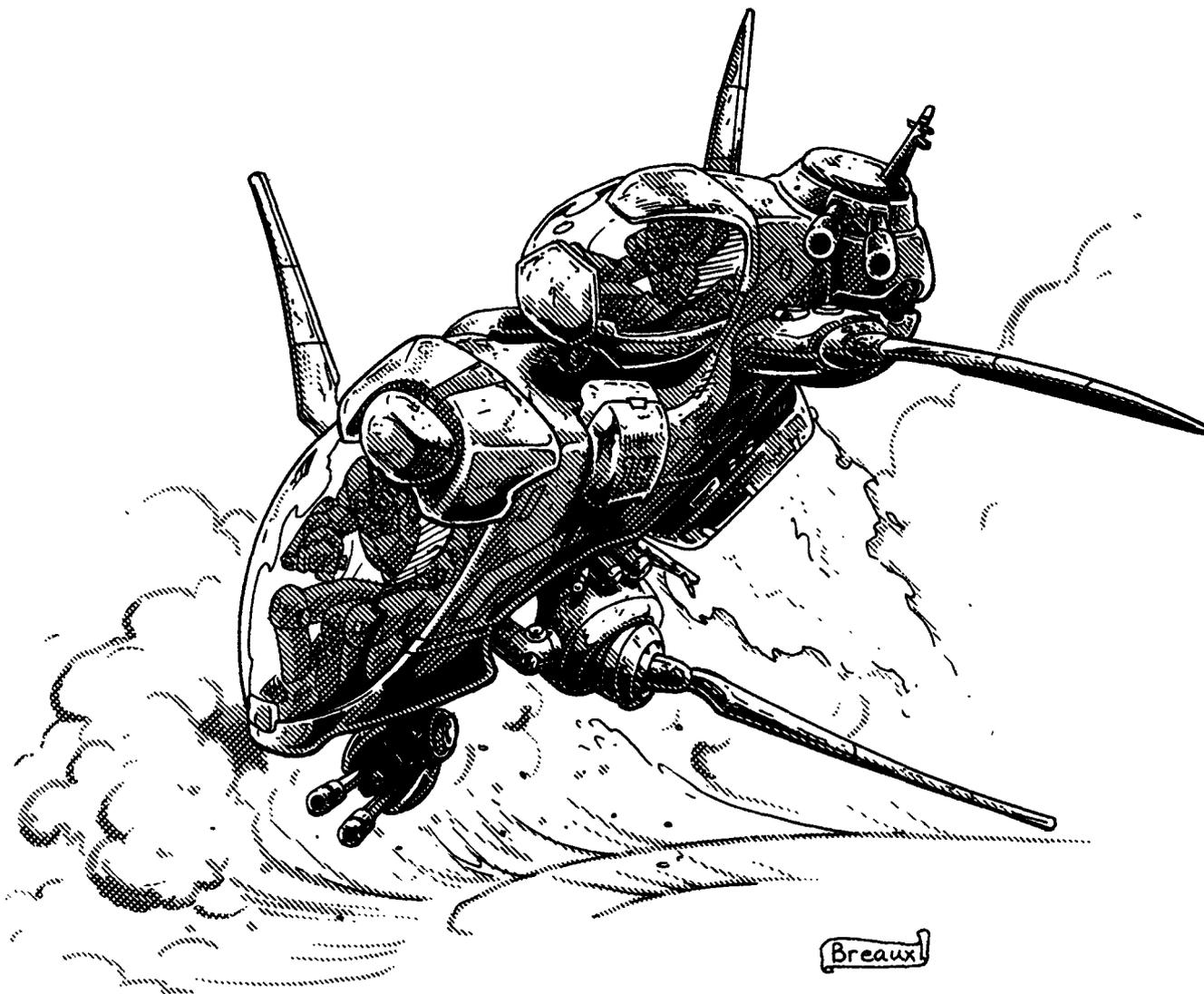
Missile Launcher (for one-man version only) — 50

* These are small or difficult targets to hit. Attackers must make a called shot and are at -3 to hit the main **thrusters** and -6 to hit a maneuvering thruster. Destroying three maneuvering thrusters negates all bonuses, while taking out six turns the bonuses into penalties. If the main thrusters or eight of the maneuvering thrusters are taken out, the pod crashes.

* There is no reinforced compartment for the pilot. The cockpits are separate from the main body, but not reinforced. If either the main body or the cockpit is breached (M.D.C. depleted), the pilot must rely on body armor or other means of protection to shield him from further damage. Many wear jet packs to survive high altitude **crashes/escapes**.

*** Depleting the M.D.C. of the main body destroys the pod.

Note: In all crashes, a pod pilot takes double the normal damage for the crash unless he manages to bail out or otherwise avoid the impact.



Speed:

Hovering: The pod *can* not drive on the ground, but can hover and *fly*. Low altitude ground speed is Mach 2 (roughly 1400 mph/2240 km), with a maximum altitude at such speeds of 200 feet (61 m). Cruising speed is a more sedate 200-500 mph (320-804 km).

Limited Flight: The pod can reach altitudes of 6,000 feet (1828 m), but at heights above 200 feet (61 m), the average cruising speed is 300 mph (480 km).

Statistical Data (human-sized)

Height: Typically around 10 feet (3 m), not counting stabilizer fins. Larger versions, for larger, bulkier life forms, are also made, but never more than 50% bigger.

Width: Approx. 8 feet (2.4 m), not including stabilizer fins.

Length: 12 feet (3.7 m), not including stabilizer fins.

Cargo: None, other than the personal equipment worn by the pilots. A rifle or two may be stowed in addition to worn armor and **sidearms**, but little else.

Power System: Micro-nuclear Turbine; average energy life is five years (considered disposable by most). Super-efficient solar power supplies are available, but must be special ordered and thus have little effect on reducing the cost.

Market Cost: 4.2 million credits fully armed and loaded (the particle beam gun costs one million all by itself).

Weapon Systems for War Pods

1. Under-Gun Laser: The small twin-barreled laser located under the pilot's cockpit.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Defense.

Mega-Damage: 6D6 per simultaneous twin blast, or 3D6 per individual, single blast.

Range: 2000 feet (610 m).

Rate of Fire: Equal to the number of hand to hand attacks of the pilot.

Payload: 100 twin blasts per hour.

2. Top Mounted Particle Beams: The heavy punch of this small unit is a pair of particle beams on the very top of the pod. Both fire simultaneously at the same target.

Primary Purpose: **Anti-Aircraft**.

Secondary Purpose: Anti-Vehicle.

Mega-Damage: 2D4x10+8 per twin blast, 1D4x10+4 per single blast.

Range: 2,000 feet (610 m)

Rate of Fire: Equal to the number of hand to hand attacks of the pilot.

Payload: 60 twin blasts per hour; regenerates.

3. Optional Mini-Missile Launcher (One-Man variety only!):

This weapon system is only found on the one-man version of the War Pod where it replaces the second pilot's compartment at the top of the pod.

Primary **Purpose:** Anti-Armor

Secondary Purpose: Anti-Aircraft

Mega-Damage: 1D4x10 for armor piercing, may vary with different types of mini-missiles.

Range: One mile (1.6 km).

Rate of Fire: Singly or in volleys of 2, 4, 6, 8, or all 12.

Payload: 12 armor piercing mini-missiles.

4. Hand to Hand Combat: Not applicable. A sideswipe does 1D6 M.D. per 100 mph (160 km) with the equivalent of half damage to the Hover Pod (which is likely to destroy it). A sideswipe with a stabilizer fin will do 1D4M.D. per 100 mph (160 km), but will tear the fin right off and do 1D6M.D. to the main body.

5. Special Bonuses: +2 to automatic dodge at cruising speed or slower, +5 to dodge (normal dodge) when flying above cruising speed, and can perform an automatic dodge above cruising speed, but does so with no bonuses. All penalties that normally apply to stunts and special maneuvers are reduced by 20% when at or below cruising speeds, but only if the Pilot: Hover Pod skill is known. All Kittani have the Pilot: Hover Pod skill.

Kittani Patrol Flyer

The K-PF 20 is a simple, sleek, maneuverable one-man jet with VTOL and hover capabilities, as well as full flight functions. It is used primarily to patrol the coast and skies of Atlantis. It is small, light, fast and flies low enough to slip under radar.

Kittani Patrol Flyer

Model: K-PF 20 (one-man version)

Class: Military Grade Reconnaissance & Patrol Aircraft.

Crew: One; typically Kitanni or human-sized pilot; the Sunaj love it.

M.D.C. by location:

*** Main Body — 220

** Cockpit (1) — 75

* Main Thruster — 100

* Maneuvering Thrusters (3) — 35 each

Wings (4) — 100 each

Wing Guns (2; small) — 10 each

* Underbelly Laser Arm — 35

Missile Launcher (1; above and behind left wing) — 100

* Top Mounted Sensor Cluster — 70

* A single asterisk indicates a small **and/or** difficult target to hit. Attackers must make a called shot and are at -3 to hit.

** There is no reinforced compartment for the pilot. If either the main body or the cockpit is breached (M.D.C. depleted), the pilot must rely on body armor or other means of protection to shield him from further damage. Many wear jet packs to survive high altitude crashes/escapes.

*** Depleting the M.D.C. of the main body destroys the pod.

Destroying one wing reduces speed and altitude by 10% and inflicts a -10% piloting penalty. Destroying two wings reduces speed by 30%, no bonuses apply, and inflicts a -25% skill penalty (double for trick maneuvers). Destroying both 3-4 reduced speed by 50% and inflicts a -50% piloting penalty



— very difficult to keep in the air; should land before it crashes.

Speed:

Hovering and Flying: The Patrol Flyer can not drive on the ground, but can hover and fly. Maximum speed is Mach 2 (roughly 1400 mph/2240 km), with a maximum altitude of 30,000 feet (9144 m). This vehicle can float along at a pace of inches per hour to an average cruising speed of 40-100 mph (64-160 km). Can hover over land or water.

Underwater capabilities: None.

Statistical Data (human-sized)

Height: 12 feet (3.7 m).

Width: 20 feet (6.1 m) with wings fully extended, but they can fold up for VTOL with a width of only 10 feet (3 m).

Length: 24 feet (7.3 m).

Cargo: None, other than the personal equipment worn by the pilot. A rifle or two may be stowed in addition to worn armor and sidearms, but little else.

Power System: Micro-Nuclear Turbine; average energy life is five years (considered disposable by most). A 20 year power system is available for an extra 1.2 million.

Market Cost: 8 million credits fully armed and loaded.

Weapon Systems

1. Wing Guns (2): A small, light laser is built into each wing.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Defense.

Mega-Damage: 4D6 per simultaneous twin blast, or 2D6 per individual, single blast.

Range: 2000 feet (610 m).

Rate of Fire: Equal to the number of hand to hand attacks of the pilot.

Payload: Effectively unlimited.

2. Underbelly Laser Arm (1): This "arm" can extend up to 12 feet (3.7 m), swivel in a circle to fire in all directions and has a 180 degree arc of fire pointing downward from front to back.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Defense.

Mega-Damage: 3D6 per single blast.

Range: 2,000 feet (610 m)

Rate of Fire: Equal to the number of hand to hand attacks of the pilot.

Payload: Effectively unlimited.

3. Modular Missile Launcher: This is an interchangeable, modular system that can house a launcher that can fire mini-missiles, short-range or medium-range missiles. The big difference for each, besides the obvious missile damage, is the payload.

Primary Purpose: **Anti-Armor**

Secondary Purpose: Anti-Aircraft

Mega-Damage: Varies with missile type.

Range: Varies with missile type.

Rate of Fire: One at a time or in volleys of two.

Payload: Mini-Missiles: 24

Short-Range: Four

Medium-Range: Two

4. Hand to Hand Combat: Not applicable. A sideswipe with a wing does 1D6 M.D. per 100 mph (160 km) with the equivalent of 25% damage going to the wing. Striking or ramming with the Laser Gun Arm does one M.D. and is -3 to strike.

5. Special Bonuses: +2 to dodge at cruising speed or slower, +4 to dodge when flying above cruising speed, +1 to strike with energy weapons. +3 to strike with missiles. All Kittani can fly this hover-jet. Has a full range of sensors standard for advanced war vehicles.

Skyborne Airships

TW Sky-Flyer Compact (Two-Man)

This is another recreational VTOL vehicle that can hover close to the ground or fly through the air. It is extremely popular for rent by visitors to the city as well as for purchase as a personal transport. Like all Skyborne transports and recreational flyers, the Sky-Flyer Compact has a round or oval shape to it, a long with a pair of small, stubby wings, tail fins, retractable landing gear, Vertical Take-Off & Landing capabilities, a pair of headlights, landing lights (underbelly) and a sliding cockpit canopy for convertible style flying with the wind in your face. Very popular, especially as a rental. Has both TW and conventional flight systems.

TW Sky-Flyer Compact

Model Type: Light hover aircraft.

Class: Airship

Crew: One pilot and one passenger.

M.D.C. by Location:

Maneuvering Thrusters (6) — 3 each

Main Jet Thrusters (2; rear) — 35 each

Pilot Cockpit (seating for two) — 50

Wings (2) — 30 each

Tail Fins (3) — 12 each

** Main Body — 100

**Depleting the M.D.C. of the main body destroys the vehicle.

Hover & Flying: Hover stationary to flying at speeds up to 120 mph (192 km); double on ley lines (ley line races are a popular sport), but cruising speed is typically 30-50 mph (48-80 km). Typical speed limits in the City of Splynn are 20-40 mph (32-64 km) on the street and low to the ground (under 100 feet/30.5 m), 40-50 mph (64-80 km) under 2,000 feet. Maximum Altitude: 10,000 feet (3048 m).

Height: 8 feet (2.4 m) with landing gear down, six without it.

Width: 12 feet (3.7 m) from wing tip to wing tip.

Length: 13 feet (4 m).

Weight: 2 tons.

Cargo: Enough for a couple of backpacks and a pair of rifles.

Power System: Nuclear and magic, with an average of energy life is 6 years.

Market Price: One million credits. Excellent availability at the city of Splynn, good elsewhere on Atlantis, scarce anywhere else.

TW Sky-Flyer Sedan/Taxi/Bus

All are larger versions of the compact. The main difference is the number of people they can comfortably carry.

Sedan: A **pilot/driver** and four passengers.

Taxi: A **pilot/driver** and four passengers.

Flying Mini-Bus: A **pilot/driver** and 10 passengers.

Flying Bus: A pilot/co-pilot (and tour guide) and 40 passengers (80 for double-deckers; very popular as tour buses).

Model Type: Light hover aircraft.

Class: Airships

Crew: One pilot and passengers.

M.D.C. by Location: Increase from the Compact as follows: +20% for the Sedan, +30% for mini-bus/van, double for buses.

Hover & Flying: Hover stationary to flying at speeds up to 100 mph (160 km); double on ley lines (ley line races are a popular sport). Maximum Altitude: 10,000 feet (3048 m).

Market Price: 1.6 million credits for a sedan, 2 million for a mini-bus or van, 4-6 million for a bus. Excellent availability at the city of Splynn, good elsewhere on Atlantis, scarce anywhere else.

Airships

These are large to massive bulbous but sleek looking airships that are reminiscent of pre-Rifts dirigibles, only they are made of solid materials. They have a floating quality due to their soft, silent magical means of flight and locomotion.

Hover & Flying: Hover stationary to flying at speeds up to 150 mph (240 km); double on ley lines (these large vessels don't usually engage in racing), but cruising speed is typically 30-60 mph (48-96 km). Maximum Altitude: 20,000 feet (6100 m).

Note: Yachts, small speeders and privately owned Compacts, Sedans, and Medium Airships can get souped up to attain speeds up to 50% greater than standard commercial ships.

M.D.C. & Other Data:

Yachts and Small Airships: 150-250 M.D.C., 30-60 passengers, cost: 8-20 million. Common.

Medium Airships: 300-500 M.D.C., 150-400 passengers, cost: 28-50 million. Common.



Large Airships: 500-800 M.D.C., 600-1,000 passengers, cost: 80-150+ million. Uncommon; dozens.

Luxury Linear Airships: 750-1,000 M.D.C., 1,000-1,800 passengers, cost: 125-190+ million. Rare; Skybome has only eight of these in its fleet and there are no privately held Luxury Liners in the City of Splynn.

Splugorth Flying Ships & Barges

The Splugorth and their High Lords use their mystic knowledge to create magical flying vessels that look like sailboats in the sky. These elegant vessels can be made of any substance, but the Splugorth prefer stone and/or wood. Except for the rustling of the wind in their sails, these vessels are virtually silent and beautiful to behold.

Most will have a rune dragon's head, animal's head, or rune gargoyle or dragon statue mounted on the prow of the ship for both decoration and defense. The vessel itself is empowered by an Eylor eye (large ships will have two to four eyes) which gives it the power of flight, plus the following spell capabilities are pretty standard: invisibility superior, globe of silence, globe of daylight, impervious to energy, dispel magic barriers, water to wine, wind rush, summon fog and calm storms. Some of the elite Minions will have ships with an additional six magic spells, usually having something to do with flying, travel, recreation and defense.

The styling of the ships can include just about anything: single sail punts and viking long boats, triple sail caravels, yachts, galleys, schooners and giant frigates. The only requirement is some sort of sail or system of sails.

Splugorth Flying Ships

Crew: Two people who know how to sail and as many passengers as can comfortably fit on a vessel that size.

M.D.C. & Other Data:

Small vessel: 250-350 M.D.C., flying speed 35 mph (56 km)

Medium vessel: 400-800 M.D.C., flying speed 50 mph (80 km)

Large vessel: 650-1500 M.D.C., flying speed 60 mph (96 km)

Frigate vessel: 1000-4000 M.D.C., flying speed 75-100 mph (120-160km).

Note: All flying ships are seaworthy, but travel at about 25% of the flying speed when sailing on water. When flying, the vessel can completely stop and hover and the cruising speed can be controlled from a slow drift to very fast. They can also fly in any direction, but speed is reduced by half when there is no wind or the ship is sailing against the wind. Maximum altitude is 10,000 feet (3048 m). Weapon systems are optional additions.

Adventures on the High Seas, for **The Palladium Fantasy RPG**, has a wonderful section on various types of sailing ships, complete with illustrations, sailing rules, and ship to ship combat. This book also has sailor and pirate O.C.C.s, magic items, alchemist items, magic curses, and lots of other good stuff. Take a look at it.

Market Price: 12 million credits for small, 25 million for medium, 50 million for large and 100+million for a simple frigate. Additional features, weapons, decorations and artistry can add millions to the final price.



Experience Table for Full Conversion Bio-Borgs

1	0,000-2,200
2	2,201-4,400
3	4,401-8,800
4	8,801-17,600
5	17,601-25,000
6	25,001-35,000
7	35,001-50,500
8	50,501-75,500
9	75,501-100,500
10	100,501-150,500
11	150,501-200,500
12	200,501-250,500
13	250,501-300,000
14	300,001-400,000
15	400,001-500,000



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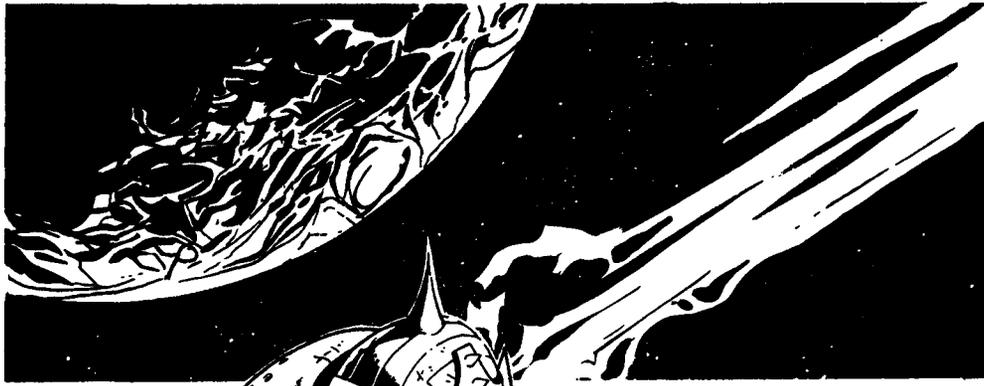
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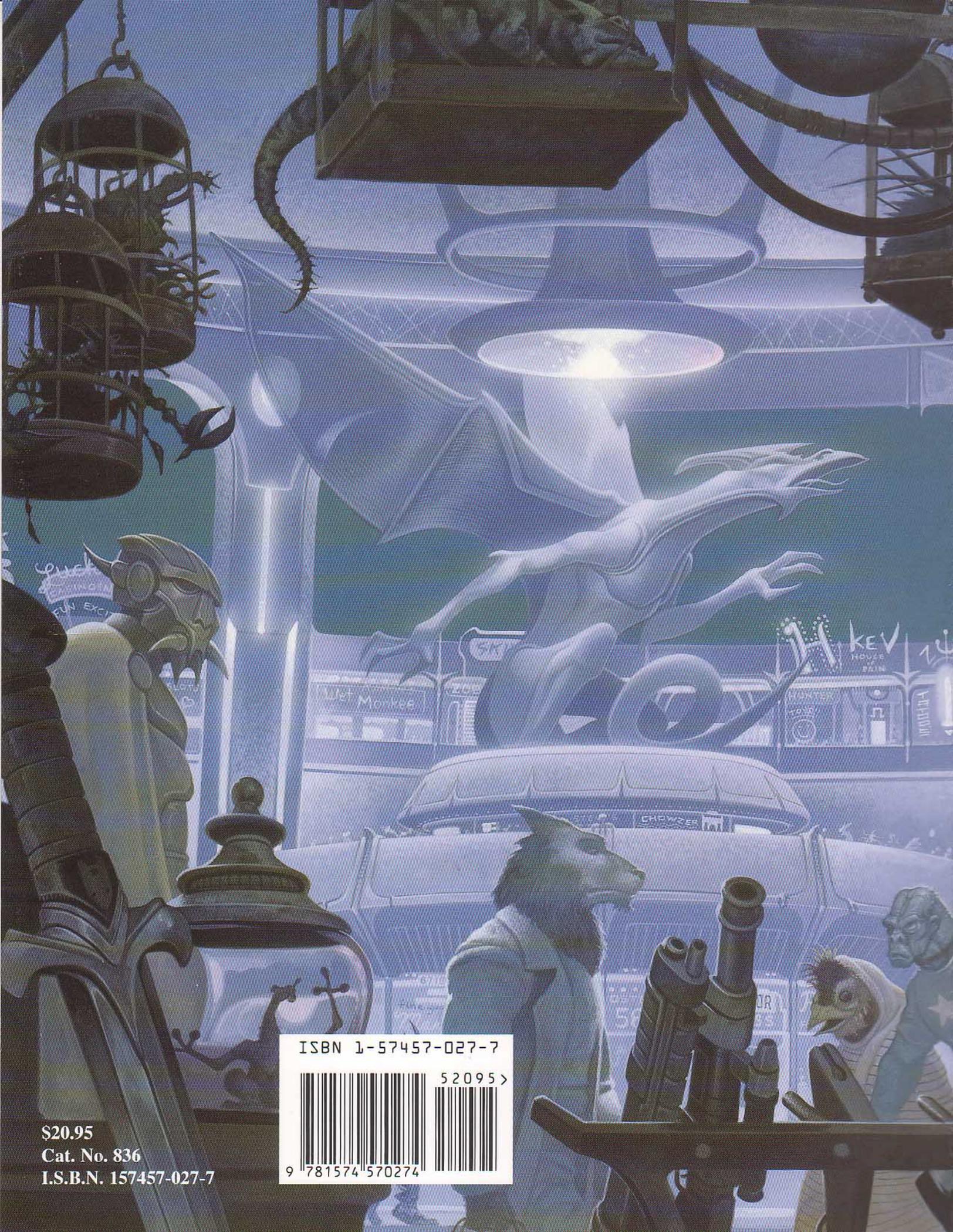
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