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Rifts® World Book 35:

Megaverse® in Flames™



By Carl Gleba

A Rifts® Minion War™ Crossover Book

REARATIO
2011

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Violence, War, Magic & the Supernatural

The fictional worlds of **Rifts**® are violent, deadly and filled with aliens, war and supernatural monsters. Other-dimensional beings often referred to as “demons,” torment, stalk and prey on humans. Alien life forms, monsters, vampires, ghosts, ancient gods and demigods, as well as magic, insanity, psychic powers and combat are all elements in this book. *All of it is fiction.*

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Megaverse® in Flames™

A **Minion War**™ Crossover book for *Rifts*®, *Phase World*®, *Heroes Unlimited*™, the *Palladium Fantasy RPG*® and the entire **Palladium Megaverse**®.

Dedication

Megaverse® in Flames marks the completion of the Minion War series for me. I have worked on it long and hard, but this accomplishment would not have been possible if it weren't for someone who has been a role model in my life. Without a doubt it is our parents who create the foundation of the person that we are, but I think there are certain *role models* in our lives who come along and help smooth out some of the rough spots and help mold and shape us into the person that we become. My **Uncle Timothy Brown, Senior** has been someone I've looked up to for a long time. He provided several opportunities for me as a young man by giving me my first real job. He taught me the values of hard work and integrity. I knew working for my uncle that I couldn't be a screw-up and that I had to prove to my co-workers, and my uncle, that I wasn't just "Tim's nephew." The values my Uncle Tim helped to instill in me have brought me nothing but success in my life. I have done very well in my day job and as a writer for Palladium, and I owe it to my uncle. So thank you, Uncle Tim, for helping to mold me into the man that I am today. I dedicate the completion of this series to you, my uncle, Timothy Brown, Senior.

Love, Carl J. Gleba ~ 2013

The cover, by *R.C. Aradio*, depicts all Hell breaking loose as the Coalition States Army face down a legion of demons from Hades on battleground Earth.

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Special Thanks to *Carl Gleba* for writing another book that is a dream for players and Game Masters alike; to *Matthew Clements* for pitching in when needed, to *R.C. Aradio* for a powerful cover; to all of Palladium’s incredible artists, *Amy, Nick, Allen, Brian, Mike, Tanya, Ben and Chuck*. And to the Palladium Books crew fighting back the forces of Hades, *Alex, Wayne, Kathy, Julius* and *Jeff*, all of whom work tirelessly to bring you new realms of adventure.

– *Kevin Siembieda, August, 2014*

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Military Report to the Coalition Joint Chiefs of Staff

Classified Audio Report from Front-Line Units in Tolkeen

Rated: Red One Priority

Date: 12-21-109

Time: 00:12

Subject: Uncontrolled Rift Activity in Tolkeen Ruins

“At approximately zero hundred hours on 12-21-109, the ley lines at Sector T-39 flared with a far greater intensity than expected, even for this annual occurrence. Our RCSG scientists on site had warned us to expect some increased level of ley line activity and a possible supernatural event, so we were prepared.

“What we did not expect was the massive Rift that opened or the demon horde that surged from it. In the past, a typical Rift might unleash a dozen aliens or supernatural beings, but we were not prepared for the estimated 500-700 demons that streamed out at us – almost all of them armed and prepared for combat.

“My use of the term ‘demon’ is a deliberate one, as our database shows the invasion force was composed of a mixed group of Class Two, Three and Four ‘demons’ from the dimension of Hades.

“The ensuing battle was fierce. We responded by mobilizing and moving our units back where we would have the advantage of range and distance with our weapon systems. The Rift location was bombarded with missiles, while SA-MAS engaged monsters trying to flee, both in the air and on the ground.

“We were able to hold our position and racked up a considerable body count of the enemy. However, I regret to inform you that at least thirty percent of the demon insurgents escaped into our world.

“As a full battalion of armored troops with service in the Tolkeen campaign these past four years, we had the experience and firepower to ‘manage’ this unexpected eruption from the Rift. A less experienced or smaller force would almost certainly have been overrun and slaughtered. Other units have been. I have received similar reports from thirteen garrisons in the Tolkeen theater and I expect others. All report the same experience: An unusual energy surge along the ley line, followed by the appearance of a Rift from which several hundred demons emerge. Five garrisons were overrun. Two were wiped out down to the last man. I’m sure their reports will be arriving shortly, if you do not have them already. I suspect losses would have been greater, except for two things. One, I do not believe the demon forces were prepared for our military presence. And two, I think their mission was to enter and disperse into our world, not to engage us in all-out battle.

“We remain on Red Alert status.





C. WALTON

“It is this officer’s opinion that some kind of coordinated strike or invasion is being staged at locations rich in magic energy. I do not have sufficient data to know if other ley line zones have experienced similar activity, but I would guess in the affirmative. If not, the ley line network at Tolkeen may be the focal point of a demon invasion. I request immediate reinforcements. I also strongly recommend that the Coalition Army investigate ley line and Rift activity at other strategic danger zones such as the ruins of Old Chicago, the Devil’s Gate (St. Louis Arch), and the ruins of Detroit and Windsor, all known as homes to supernatural terrors and places of frequent Rift activity.

“I have not seen nor heard of such organized demonic activity during my eleven years of service in the Coalition Army. The only thing that comes close are the stories and legends they tell of the Demon Plagues during the Two Hundred Year Dark Age and the Great Cataclysm. I believe there is reason for grave concern.

“Let me be clear, these are not D-Bees or Class One supernatural threats such as Entities. These are Class Two, Three and Four Supernaturals. Demons. Moreover, it is my opinion that this activity has nothing to do with the fall of Tolkeen, nor is it a counterinsurgency from Tolkeen patriots. This is something new and dangerous.

“We will continue to observe and advise.

“Lieutenant Commander Lucius S. Dawes, reporting.”

Classified Audio Report from Units in Tolkeen – Supplemental

Rated: Red One Priority

Date: 12-21-109

Time: 01:22

Subject: Uncontrolled Rift Activity in Tolkeen Ruins

“More fighting has taken place across the ruins of Tolkeen. I have issued an order for all units to pull back to three clicks outside the city border. Casualties are light and within acceptable parameters. Spotters from all units are sending me real-time video and information on events as they unfold.

“I must revise my previous statement about the demon invaders not wanting to engage in combat. The strange part is, we have determined there is a second, unidentified demonic faction, and current data suggests that these Class Three and Four Supernaturals are engaging the demons. We have yet to identify these Supernaturals, but they appear to be some sort of demonic beings as well.

“This bodes well for us as we should be in a position to eliminate the survivors of this conflict. I have called in air support units from forward base Thunder Bolt. We expect to be back in the ruins of Tolkeen within the next six hours.

“Lieutenant Commander Lucius S. Dawes, reporting.”

Classified Audio Report from Units in Tolkeen – Supplemental

Rated: Red One Priority

Date: 12-21-109

Time: 03:29

Subject: Uncontrolled Rift Activity in Tolkeen Ruins

“The air strike from base Thunder Bolt was met with heavy retaliation. The unprecedented appearance of demonic vehicles was

able to defend against the air strike and destroyed fifty percent of the squadron. We assume these vehicles are similar to the Techno-Wizard creations we encountered in our siege on Tolkeen.

“As of the time of this report, Rifts continue to open at regular intervals to spew out Class 3-5 Supernaturals, indicating a potential DefCon Five level crisis. I repeat, we are on the verge of a DefCon Five event.

“Between the two rival demon forces, rough estimates place 10,000-15,000 Supernaturals on the ground. Our outlying units have come under direct attack. I am transmitting visual confirmation of the demonic vehicles and Class 4 Supernatural creatures that appear to be trained war steeds and attack animals.

“We have clearly determined there are two forces of Class 3-5 Supernaturals engaged in combat and tearing each other to pieces. Both sides attack Coalition forces whenever we make even the slightest contact. This conflict is beyond our ability to contain with our current numbers.

“I am ordering a full withdrawal of all units from the Tolkeen front within the immediate Tri-City area. I will make a further report when we have reached base Thunder Bolt.

“Lieutenant Commander Lucius S. Dawes, reporting.”

Classified Audio Report from Units in Tolkeen – Supplemental

Rated: Red One Priority

Date: 12-21-109

Time: 04:53

Subject: Uncontrolled Rift Activity in Tolkeen Ruins

“The warring factions of Supernaturals appear to have a common enemy. Us. Though they continue to engage each other in battle, both warring factions attack our forces whenever encountered. Moreover, both have dispatched demon troops to attack us en route to base Thunder Bolt.

“For now we are holding our own, but at this point, we have no idea of how many additional demons continue to emerge from the Rifts. Contact has been lost with all scouts sent in to observe and report.

Classified Audio Report from Units in Tolkeen – Supplemental

Rated: Red Four Priority

Date: 12-21-109

Time: 06:27

Subject: Uncontrolled Rift Activity in Tolkeen Ruins

“We have been engaged in secondary combat with the enemy for over an hour. We’ve been hit hard.

“Lieutenant Commander Dawes is missing in action and I have assumed command of what’s left of our unit. All forces are scattered. Lines of communications are down. Even the reinforcements you dispatched to our aid have been scattered.

“Fighting is as fierce as the final days of the battle against Tolkeen. Worse, maybe. We have made the enemy pay, but I’m not sure how much longer we can hold out.

“At least half of our forces are MIA. This is nothing short of Hell on Earth. I can’t even begin to guess at the enemies’ numbers. More than we can handle.

“It is impossible to tell which combatants belong to which faction. Doesn’t matter, we’re taking down anything that’s not human.

“My Skull Walker is under direct assault. I am relaying all data and visuals to...

“Corporal! Get me a visual on that walking monstrosity! Now!

“...appeared about 20 minutes ago. Destroys everything in its path. It’s huge and has numerous weapon systems. It has been the primary target of our assault.

“My Skull Walker has taken several direct hits, but we still stand our ground. For now. The enemy is not invincible, but we are outnumbered and in the crosshairs of two Class 3-5 Supernatural combat forces of undetermined size and capabilities.

“In the event that we do not make it to base, I am transmitting all of Commander Dawes’ previous reports and subsequent audio-visual files to both Chi-Town and base Thunder Bolt. I will do so for as long as we can. If we can’t make it, know that we’ll be sending as many of these bastards as we can back to Hell before we get there ourselves.

“Over and...

“Wait. Their assault seems to be slowing down. Yes! The giant war machine is down. It’s down and the demons are in retreat.

“I will try to regroup our remaining forces and...

“Hey! I think I see Commander Dawes! Lieutenant, turn this crate around. Signing off for the moment.

“Major Joseph Bergmans, reporting.”

Classified Audio Report from Front Line Units in Tolkeen – Supplemental

Rated: Orange Two Priority

Date: 12-21-109

Time: 08:23

Subject: Suspension of Rift Activity in Tolkeen Ruins

“It’s...over.

“Bzzzt...and...damage assessment.

“...no explanation...bzzzt...both forces broke off the attack. It certainly wasn’t because of us. We...our own, but...bzzzt...only a matter of time...

“...level...bzzzt...and...

“Still assessing damages...

“Rifts are closed for now, but for...bzzzt...

“...this a random event or the beginning of...”

End of transmission. Source of report undetermined.

The Minion War in Brief

It erupts on Rifts Earth without warning and with considerable consequence, but what is the *Minion War*?

To most of the people of Rifts Earth, this term has no meaning. To the common man, any creature that emerges from a Rift is either a D-Bee or demonic monster, more commonly referred to simply as a “demon.” Only scholars, practitioners of magic, some military experts and certain adventurers know there are hundreds of different species of these so-called “demons.” While the Coalition Army and defenders know the difference, even their database is limited and few average soldiers are able to identify different species or which world or abyss of Hell the monster may hail from. This is especially true of the **Demons of Hades** and the **Deevils of Dyval**. While both had appeared on Earth in ancient times, hence myths of Gorgons, Harpies, Demon Locusts and others, neither has exhibited a strong presence on Rifts Earth. Not even during the Coming of the Rifts and the ensuing Two Hundred Year Dark Age. If either is known, it is likely to be the demons of Hades.

Demons and Deevils are two completely different groups of demonic creatures. They both live in, and rule, their own hellish dimensions, and both seem to thrive on the misery and suffering of others. However, that is where the similarities end. Each group has its own hierarchy, agenda and pantheon of godlike Lords. And each sees the other as a hated rival and an obstacle to their respective plans.

For ages these demons of Hades and infernals of Dyval have been enemies, each with their own set of pawns used to manipulate events, gain followers and destroy their rivals. These monsters have waged this eternal war in isolated locations across the Megaverse. Recent events, however, have changed the nature of their conflict, and the Minion War has escalated to a whole new level of magnitude, one that has rippled across the Megaverse and plunged entire worlds and galaxies into turmoil. This growing conflict has finally pushed the minions of the two Hells to declare all-out genocidal war against each other, upping the ante a hundredfold.

The Demons of Hades, in a bold and daring move, attacked Dyval, all but catching the Deevils by surprise. If not for a series of miscommunications, as well as vastly underestimating the true numbers of their enemy, the demons might have been successful. However, their invasion force was stalled and pushed back. The demons were yet to discover that they had just lit a match in a fireworks factory and it was about to explode beyond anything they could have expected.

To say the infernals of Dyval were livid would be an understatement. Instead of waging a war on one front, the Deevils retaliated on multiple fronts, including invading the demons’ home dimension of Hades. Wherever there was a demon outpost, base or world, it fell under siege by the Minions of Dyval. This, of course, forced the demons of Hades to rally their own Minions across the Megaverse. And so the **Minion War**, as this conflict has become known, has grown from a private war between two long-feuding rivals, to one that is quickly engulfing key points across the entire Megaverse. Places where the dimensional fabric is weak and magic is strong are the most vulnerable to invasion and influence. Places like **Rifts Earth**.





It is believed that time and space are truly endless. From one dimension to the next, each is difficult to quantify as a constant. From Infinite Dimensions to Pocket Dimensions, from accelerated time lines to time standing still, it is these nuances that make a conflict like the **Minion War** seem as if it has been raging for eons. In some dimensions this is true, and the conflict has engulfed entire realms of existence. Legions of demons wage war against their age-old rivals, the Deevils, and vice versa, consuming all who get in their way.

In other dimensions, the Minion War has only just started and is isolated to a single planet or even a single continent or kingdom. You cannot pin an exact date to the start of the Minion War, but from the perspective of those on **Rifts Earth**, the war started with the collapse of Tolkeen. Could this be some kind of Megaversal coincidence, or could it be a sign of things to come? No one can really say, as the results of the Minion War are only starting to be felt here on Earth. Some scholars have speculated that the Minion War was being fought during the first days of the Great Cataclysm. Many are the stories from the Two Hundred Year Dark Age that tell of the hundreds of unnamed demonic creatures that poured out of the Rifts. Many attacked and tormented the last vestiges of humankind without mercy, while others fought amongst themselves, giving little heed to mere mortals, except to use them in their own schemes. Many of the battles between these supernatural monstrosities are the stuff of legend, while others are long forgotten. Actually, most of history was lost during the Dark Age, including the names and details of the battles between warring supernatural beings. Indeed, the warring between demonic factions (Demons and Deevils?) may have been what helped humans to survive. Each faction doing more damage to each other as they destroyed themselves fighting to the bitter end, neither side wanting Rifts Earth to fall into the hands of the other. And in so doing, they may have kept Earth free of supernatural domination, allowing only the most subtle and cunning of supernatural pestilences, such as the Vampire Kingdoms of Mexico, the Splugorth of Atlantis and the Yama Kings of China, to creep in and carve out a foothold on Rifts Earth.

Only now, as the Minion War erupts on Rifts Earth, are scholars wondering if the demonic invaders of the early years of the Great Cataclysm and Second Dark Age might have been demons and Deevils looking for new routes to strike at each other.

Rifts Earth, a Megaversal Crossroads

Both demons and Deevils have become committed to a war of utter annihilation, a war that has finally spilled onto **Rifts Earth**. It was only a matter of time before infernal blood stained the ground; few places anywhere in the Megaverse can match the level of magic energy flowing through the ley lines on Rifts Earth. Our planet is a *Dimensional Nexus* that has few equals. As such, it has gateways to hundreds, if not thousands, perhaps an infinite number of dimensions at one's fingertips – provided he holds the knowledge of dimensional travel and opening Rifts. He who controls Rifts Earth could eventually seize control of the Megaverse, something that both factions in the Minion War believe is the key to ultimate victory. And after the other has been defeated, Rifts Earth becomes the dimensional gateway to conquering more of the Megaverse. Thus, both groups are sending their best to conquer and claim the planet – or at least key loca-

tions strong in magic – for their own. Winning over mortal followers is a component strategy that makes each faction stronger and more nimble, and populates an ever growing army of pawns.

Given the infinite size of the Megaverse, why would one location such as Rifts Earth be the key to victory? The answer is pretty simple. Few other worlds are interdimensional crossroads such as Rifts Earth, and the few that are on par with Earth are already dominated by powerhouse beings such as the Splugorth, Naruni, demons, infernals and others.

Rifts Earth is thus far unclaimed and unconquered. He who takes Earth has access to dimensional portals which can be opened with ease to transport armies of Minions to conquer world after world. In short, Rifts Earth is the means to reach countless inhabited planets as easily as opening the door to your home and walking outside. The Lords of Hades and Dyval are very powerful, but even they are limited by the P.P.E. coursing throughout their native dimensions. There are only so many naturally occurring planetary *Rift Nexus Points* and Earth is one of them. Rifts Earth, with its abundance of magic and dimension-spanning capabilities, can make or break the Minion War, and give the winner phenomenal (unstoppable?) power.

Even without the dimensional capabilities, Rifts Earth is home to millions of people and powerful creatures that could be turned into potential followers and henchmen for both sides in the Minion War. The Earth harbors countless demonic beings and creatures of magic that are unaffiliated with either demonic faction, as well as millions upon millions of mortals. And all of them represent potential recruits for their respective armies, or pawns who serve without knowing who is pulling their strings. Tapping into the torrential flow of raw magic energy that courses across the planet enables whichever force of Hell that controls it for the moment to work their dark magicks and create monstrous machines of destruction. All of this, and the capability of opening Rifts to thousands of worlds, and you can see why the two warring factions of the Minion War see Earth as the means to victory and why each wants it *all* for themselves.

Controlling the ley lines and dimensional portals of **Rifts Earth** could tip the scales in this Megaversal conflict. And for that very reason, nobody is going to willingly allow that to happen. Not humans, not heroes, not the Splugorth, nor other rival supernatural forces.

There are many forces at play on Rifts Earth that stand ready to oppose the coming hordes. **The Free State of Lazlo** takes the first step in warning every nation, town and traveler they can of what they know about the *Minion War* and the danger represented by the demonic and infernal legions coming to Earth. Plato has made a standing offer to send everything Lazlo knows about the rival forces (which is considerable) in a collected database to anyone who requests it. They have even made sure that the data is intercepted by Coalition operatives. Meanwhile, Lazlo is preparing for the worst and organizing groups of volunteers and heroes to go out into the wildlands and inform and protect people living away from civilization. Other groups like the **Cyber-Knights**, **Lyn-Srial Sky-Knights** and **Tundra Rangers** are also spreading the word, sharing the Lazlo database, and mobilizing to protect and defend innocent people who may be caught in the crosshairs of the warring factions.

Even the most wicked members of the **Federation of Magic** are not blind to the seriousness of the situation and know better than most what the Minion War and the presence of invading

demons and Deevils can do to the balance of power in North America. Power they covet for themselves. Thus, while some are certain to make pacts with one side or the other, most will oppose the invading legions of Hades and Dyval.

The **Coalition States** is the very first to mobilize their army to openly oppose the forces from the twin Hells. They draw first blood against the warriors of Hades and Dyval in brutal and bloody combat that earns the nation the enemy's respect and lasting enmity. The CS has always expected an alien invasion from the Rifts. They knew the day would come when an invading army would lay siege against humanity, and the CS has prepared for that inevitable battle for generations. The fact that the invaders are supernatural horrors wielding magic is of no surprise to Emperor Prosek and the leaders of the Coalition. The Coalition States has always warned that magic and supernatural beings were the greatest threat to humanity. The invasion that is the Minion War seems to validate everything the CS has preached for decades. Thankfully, it is a fight the Coalition Army is prepared to tackle. They find satisfaction in the fact that the enemy is clearly defined and the objective is simple: Monsters from a pair of hellish dimensions must be wiped from the face of the planet. Period.

While Coalition leaders would never openly admit to using the data supplied by Lazlo, it is a welcome addition to their own, already expansive, knowledge of supernatural menaces. Best of all, it fills in holes about the infernals of Dyval, which the CS knows very little about. Moreover, their recent war against Tolkien has left them with battle-seasoned warriors familiar with fighting mages and supernatural monsters.

Emperor Prosek wastes no time in sounding the alarm. In a public address broadcast to the citizens of the Coalition States – and thus also to the multitude of allied and enemy city-states who watch the Coalition's every move and listen closely to the Emperor's words – Prosek warns that every man, woman and child on the continent is in great peril. Threatened by perhaps the greatest danger since the Demon Plagues from the fabled days of the Great Cataclysm and Two Hundred Year Dark Age. Fueled by his bold, defiant words, hundreds of thousands of volunteers join the Coalition Army in just the first couple of days after his speech. Within a week, more than a million will have joined the Coalition Armed Forces. All are determined to take a stand and defend their homeland and their families. They vow to fight the demonic invaders to the bitter end. They take up the Emperor's battle cry to become the "Coalition States, Heroes of Humanity," as Emperor Prosek calls them.

His public appeal and quick, decisive military action has an even more profound impact on all people of North America, human and non-human. It spreads the word of the invasion faster than any other means possible. Within two weeks, word of mouth has spread to all corners of the continent. This puts everyone on alert, and undoubtedly saves countless lives. Only the most remote and disenfranchised people don't know about the invasion from Hell. The lucky ones will escape the coming carnage, the unlucky ones will learn of it the hard way. More importantly, as word spreads, the Coalition and their most famous ally, Northern Gun, become the symbols of resistance and hope. Emperor Prosek's carefully crafted words galvanize all the people of North America, giving them an immediate and common enemy. In an instant, the Coalition becomes the *lesser of two evils*, and quite possibly the best hope for all mortals living in North America. Though the CS fights for *humanity* and officially ignores the

plight of D-Bees and all other non-humans, everyone has a stake in this war. Anyone who resists the demons also has reason to help the Coalition States, be it by slipping them information or secretly helping in battle, using magic to protect their backs or pull their fat out of the fire.

As noted above, the other nation that humans and D-Bees turn to in droves is the industrial giant, *Ishpeming*, better known by its commercial name, **Northern Gun**. As if they knew this day was coming, Northern Gun has, in just the last 4-6 years, unleashed an array of giant robots, power armor suits, vehicles and weapon systems they had been developing over the last decade – the likes of which had never been seen on the free market. The timing of their release is pure coincidence, but NG's timing could not be any better. Their new stockpile of technological marvels provides people with the tech-based means to fight back, and gives people the courage to hope. Together, Northern Gun and the Coalition States seem to give the people of North America a fighting chance against a pair of terrifying and monstrous supernatural invaders.

Regrettably, technology is not terribly effective against a supernatural enemy. **Magic** is the best weapon. Sadly, it is a weapon that neither the Coalition States or Northern Gun are prepared to embrace, thus tying their hands and limiting their effectiveness against the demonic hordes. Magic will be the weapon left to independent heroes not affiliated with the technological powerhouses in the Americas, and that includes Free Quebec.

Behind the scenes, **the Vanguard** – a secret society of practicing mages who are CS patriots living within the Coalition 'Burbs and even within the great fortress city of Chi-Town (see the *Vanguard Adventure Sourcebook* for details about this secret society) – hear the Emperor's message loud and clear and rush to protect their beloved nation and humanity in general. They quickly verify that Rifts North America is one of the battlefields of the Minion War. They also confirm the data released by Lazlo and reach out to spies and allies within **Lazlo**, **New Lazlo** and even the **Federation of Magic**. Part of their plan is to secretly gather and feed vital information about the enemy to Coalition Military Intelligence. Another part is to secretly coordinate operations and exchange information with forces the Coalition considers to be their enemies, such as Lazlo and forces of good within the Federation of Magic. Lastly, they will defend the States using their magic against any supernatural forces that might try to infiltrate or attack. In short, the Vanguard will use all their influence, cunning and magic to protect their beloved Coalition States, even if that means taking drastic measures or sacrificing their own lives.

Archie Three is at a loss as to what to make of this strange turn of events. On one hand, he is angry as hell. On the other, he doesn't know how to respond. He has already invested in the war against the Vampire Kingdoms, secretly providing support to Doc Reid's efforts to destroy and chase off the vampires of Mexico. Archie doesn't believe he can afford to extend himself and commit to secretly fighting in two separate wars. His sidekick, Hagan Lonovich, on the other hand, encourages the A.I. to take a strong hand in Earth's defense against all demonic invaders. However, Archie Three is opposed to doing anything to fight the Minions of Hell more than offer sales on an expanding line of weapons and gear via Titan Robotics. The A.I. correctly points out that most people are uniting to oppose the demons and Deevils, leaving Doc Reid vulnerable and in greater need of his covert help. Archie also worries that his mortal enemies, the Republicans, might try to attack if he spreads himself too thin.

The Republicans are likewise unsure how to respond. For them, it is the Great Cataclysm all over again, and they debate between themselves as to whether or not this new invasion is reason to reveal themselves and join the fight, or to stay quiet, influencing matters behind the scenes as they have done for generations. For the moment, at least, they wait to see how the CS and other nations handle the invasion.

Vampires of Mexico. Even to the Minions of Hades and Dyval, vampires are regarded as loathsome scum to be despised and ignored — at least until the Minions of Hell have established several strongholds elsewhere on Earth. That makes the forces in the Minion War the enemies of all vampires, and vice versa. That said, while some vampires may join the battle against the invaders, most want nothing to do with the conflict and choose to wait out the war between Hells. If they strike as a nation, it will be when the demons or Deevils are at their weakest. Besides, Doc Reid's timing in launching his war against the Vampire Kingdoms has the undead scrambling. The kingdoms of **South America** also eventually learn of the invasion, but most choose not to get involved until the Minion War comes to them. The Nazca lines and Blue Line Magic should catch any Minions who try to invade that part of the world.

Across the globe, other people and places deal with their share of Minion War insurgents. Each handles them in different ways, with differing levels of success. However, North America seems to be the focal point of the invasion by the Minions of Hades and Dyval.

The Minions of Hades and Dyval dare not invade **Atlantis**, lest they bring down the full wrath of the mighty Splugorth. And not just here on Earth but against their holdings across the Megaverse. However, this also stays the Splugorth's tentacles for fear that the Minions might cause problems for them on the many worlds under their thumb. That said, the Splugorth are incensed that the Minions have brought their insane war to Rifts Earth, and even right to their doorstep with a Hell Pit on Cuba. Masters at gamesmanship themselves, the Splugorth will help humanity and all who oppose the Minion War in whatever subtle and politically acceptable way they can. That includes allowing Kittani weapons and armor, as well as Bio-Wizard weapons, to be hijacked and fall into the hands of mortal heroes. Furthermore, anyone being hunted by either side of the Minion War can find asylum on Atlantis. Thus, in an ironic twist of fate, Atlantis could become the staging ground and protected base of operations for hundreds of heroes and demon hunters. This includes the Splugorth's ancient enemies: True Atlanteans and Lemurians. However, when the war is over, all truces and kindnesses will end.

Demons and supernatural evil are the sworn enemies of **Lemurians**, so there is no question that these aquatic beings will join the fight to destroy the Minions of Hell and protect the people of Earth, especially humans (their ancestors). The question is, how openly do they do so? They do not want to spook or earn the fear and enmity of such forces as the Splugorth, Federation of Magic, or the Coalition States. They, like Archie Three, are also keenly aware that they cannot abandon the war already begun against the Vampire Kingdoms of Mexico.

For the **New German Republic**, the appearance of the Minion War on Rifts Earth is a crushing blow to morale. After more than a hundred years of conflict, the NGR finally had the Gargoyle and Brodkil Empires on the run. They were winning. Now, with the Minion War, no one knows what to expect. The

greatest fear is that the demons of Hades will send reinforcements to the Gargoyle Empire to crush the NGR once and for all. The German people and their government stand ready for whatever may come, but they are terrified that this may finally be the end of them.

The fractious Yama Kings of China represent an entirely different plane of Hell and pantheon of demonic beings that the Hades Demons and infernals of Dyval wisely choose to avoid. Still, the Yama Kings see all of Earth as their potential domain, and the various Kings dispatch emissaries, supernatural beings and warriors (including heroes) of their own to deal with the upstart “foreign invaders.” Some of these forces are heroes and demon slayers encouraged to travel far via the Rifts to fight alongside the defenders of North America. Other agents of the Yama Kings – human and inhuman – serve as spies, instigators and assassins striking out to undermine the Minions of Hades and Dyval at every opportunity.

Beyond Rifts Earth. The demonic forces face more challenges than just the inhabitants of Rifts Earth standing in their way. They still have to contend with bottlenecks and getting their forces deployed to the combat zone on Earth itself. Demons and Deevils are contentious creatures, so whether sent to Earth or recruited there directly, they must be led with an iron fist and constantly watched, corralled and organized into efficient fighting units. Rifts Earth also has natural defenses such as terrain, weather and magic that demonic invaders must contend with. Even with a sizeable force on the planet already, Ley Line Storms can prove disastrous to supernatural creatures and spell casters. Furthermore, Rifts Earth has more water than demons and Deevils are used to, so moving forces around the planet will prove to be a challenge, at least from one continent to another. And much to the supernatural beings’ surprise, the mortals will not be easily conquered. In fact, demons and Deevils alike will be shocked to see so many people put aside their differences to battle them as a common enemy.

Rifts Earth may have a lot to offer, but it is not going to be an easy conquest. That is why each faction is sending their most experienced and powerful generals to try to establish a beachhead. To this end, the Minions are also bringing some of their most powerful weapons of war.

The beginning of the end?

The First Wave Arrives

From the depths of Hades, the demons commit their forces to the taking of Rifts Earth. They believe if they can capture and control its many ley lines and nexus points, there will be no stopping them in their mad bid to destroy the Deevils and become the greatest power in the Megaverse. Not to be thwarted, the Deevils also recognize Rifts Earth’s strategic significance and have no choice but to dispatch some of their best leaders and troops to stop the demon army at any cost. And while they are at it, take Earth for themselves.

The apocalypse that birthed Rifts Earth sent shockwaves that still ripple throughout the Megaverse, hundreds of years later. Both the demons and the Deevils sensed these shockwaves and, like moths attracted to the flame, seek to control a world so rich in magic. And not for the first time. Few know that the first bat-

les of the Minion War were fought during the earliest days of the Coming of the Rifts. Coincidentally, both demons and Deevils were sending their first waves of troops to take and secure Rifts Earth when hundreds of thousands of them were swallowed by the surging forces of magic and chaos. A small number of demons and Deevils were plunged into Earth’s past, when magic was weak and the ancestors of humans were just beginning to climb down out of the jungle. Rippling dimensional energies separated large groups of demons and Deevils, sending them all over the Megaverse. In some cases, both groups were deposited in the same locale, where they would immediately clash.

Only about one third of the invasion force actually Rifted to Earth in the early days of the Great Cataclysm. Locked in mortal combat with each other, demons and Deevils killed more of each other than did anyone else. NEMA forces were quick to take advantage of the demon and Devil hordes fighting it out, and for a short time it was like shooting fish in a barrel, with each demonic force more concerned about the other than the natives of the planet or other supernatural invaders. Both sides made quick work of each other and NEMA and other monsters finished off the rest. The First Wave invasion was annihilated in less than a year.

Throughout the Minion War, many Demon Princes have distinguished themselves, either through their actions, by attracting the notice of a Demon Lord, or by amassing a huge army. Such Warrior Princes border on becoming actual Demon Lords as their powers have increased. They have become the generals of the demon forces and Lord Modeus has recognized them with a new



title known as a **Hell Lord**. This puts demon Hell Lords a step above a prince and a step just below a Demon Lord.

The first of the newly christened “Hell Lords,” **Hell Lord Doom**, arrived on Earth during the Great Cataclysm. He was leading a force of two million demons straight from the Demon’s Gate in Hades. His orders were simple, straightforward, and delivered directly from Modeus, Lord of Hades. He was to establish a beachhead on Rifts Earth. This beachhead would be a stable location where demons could arrive safely. Equipment and “manpower” were allocated to this campaign. Following Hell Lord Doom would be two other Hell Lords and their armies. The plan was to have each force arrive at different locations around Rifts Earth so the most advantageous point of entry could be found. Hell Lord Doom and the first of his forces arrived in the Detroit/Windsor area with Doom in the lead Soul Eater Demon Transport. The two cities seemed to be vulnerable and he directed his forces to take them. However, the forces of Dyval arrived a short time later.

A Deevil Overlord known as **Overlord Shard** was leading a huge Deevil force fresh from the battle in Dyval Prime. His forces were selected from those that had helped to repel the initial demon invasion of Dyval and had already attained victory over the demons once before. They launched themselves full bore at the demon invasion forces, lusting for vengeance.

Each force arrived on opposite sides of the river, engulfing each city in demonic Minions. The soldiers of NEMA were stretched thin, trying in vain to defend the crumbling vestiges of human civilization. For humanity, the arrival of the Deevils was a temporary reprieve. It allowed them to fortify positions, regroup, and catch their breaths while the two titanic forces battled it out. The reprieve would not last long, as the supernatural beings fought more and more and the cities of Detroit and Windsor were demolished in the process. The First Responders were stretched thin as it was. Finally, after several days of fighting, the dimensional forces shifted, cutting off each of the combatants’ supply of troops. In all, each side had managed to bring in fifty or sixty thousand demonic soldiers in the hours that the portal had been open. If not for the dimensional bottleneck, hundreds of thousands would have been released at once. Instead, only a few thousand at a time could come through. This is what allowed the defenders of Windsor and Detroit to hold their own for as long as they did. In the end, the two riverside cities were abandoned by humans. And though the rival monsters would all but destroy each other, the ruins of Detroit and Windsor would remain a place haunted by the dead and inhabited by supernatural beings for centuries.

When the First Wave Minions of Hell became cut off and trapped on Earth due to shifting dimensional forces and the uncontrollable flow of the ley lines, the remaining forces of demons and Deevils were scattered to the four corners of the globe and across the Megaverse. In some cases they conquered with impunity, demolishing cities and adding to an already chaotic time. In other instances, both Minions met in the chaotic throes of the planet as it was being transformed, and perished. Others fell to other alien invaders and supernatural forces (both good and evil). Some would win and some would lose. Some, like the Gargoyles of Europe, cut off from their masters, would build their own empire, enslave those they could and continue to fight against humans and D-Bees as would-be conquerors and tyrannical lords of the land. With a few exceptions, they too would perish over time,

or join forces with other beings, or function as monsters roaming the countryside. And whenever demon and Deevil would meet, they’d clash in duels to the death.

Ultimately, it was the shifting tide of the transforming dimensional forces that would spell doom for the initial assault on Rifts Earth by the Minions of Hell. Though for a time defeated on Earth, the conflict of the Minion War waged on elsewhere across the cosmos and the sea of time.

As the Rifts began to settle into a steady rhythm, the continuity of time would be restored. Those demonic forces (both demon and Deevil) who were part of the First Wave, but trapped in time, would arrive on Earth at random moments and places throughout the Dark Age. Some of these would become known as the Demon Plagues.

Demon Plagues

Throughout the Dark Age after the Great Cataclysm, there were occurrences when one or more Rifts would open to disgorge wave after wave of demons or other supernatural horrors. In some cases, the supernatural forces stayed together and tore across the countryside like barbarian hordes, causing utter chaos. Small towns and villages were wiped out. A Demon Plague could kill or end in the enslavement of survivors who had toiled to persevere and rebuild for generations. But not all Demon Plagues swept the land like a destructive tidal wave. As is the nature of demonic beings, some Demon Plagues saw hundreds or thousands of demons scatter and disperse to operate in small groups, pairs and individuals. They would instigate trouble or stalk and terrorize people from the shadows rather than ravage the countryside as an army. For two centuries, Demon Plagues played a huge role in undermining human and D-Bee civilization and heavily contributed to keeping humanity on the brink of oblivion. In some parts of the world, the atrocities and bloodletting would eradicate entire towns of people.

No one knows how or why the Plagues would happen. The prevailing theory is that magical and dimensional energy would combine to open a Rift to a distant world or dimension inhabited by evil supernatural beings. Like someone opening the front gates of a prison, the demonic beings and Entities would rush through the opening and onto the other side. Which, in this case, was Rifts Earth. Like Russian roulette, it was pure chance that a Rift would tear through space and time to connect our reality with a supernatural realm. Or was it?

Some scholars speculate that certain dimensions are more closely aligned or tied to the dimensional frequencies of Rifts Earth. It is also believed that once the existence of Rifts Earth became known, certain supernatural beings and creatures of magic deliberately came to Earth via the Rifts. In some instances, the dimensional portals that are the Rifts could not be closed fast enough and supernatural creatures would piggyback on the frequencies to cross over while the “door” was open. Some Shifters and dimensional travelers warn that every time a Rift is opened, be it large or small, some thing, or several things are likely to sneak through. In the case of the Demon Plagues, the Rift would unleash not a few, but hundreds or thousands at a time. Once set loose in our world, the supernatural monsters did what they do: torment, enslave and kill mortals. The larger the number of demonic beings, the more aggressive they would be, especially if a

powerful leader was present to direct them. And especially if they deliberately sought coming to Rifts Earth.

A few of the Demon Plagues were, without question, Minions from Hades and Dyval who were part of the First Wave but found themselves displaced in time. To these warring monsters, only seconds seemed to have passed since they first departed for Rifts Earth. Indeed, mere seconds had passed, for them, even though they appeared centuries later, out of step with the original plan and time line. Whenever one faction appeared, the other was soon to follow. When one learned of the other's location they attacked, fighting to the death. At least three of the many Demon Plagues that swept one land or another during the first century of the Two Hundred Year Dark Age were warring demons and Deevils of the Minion War. However, there were many other Demon Plagues involving other types of supernatural monsters. The Plague that brought the *vampires of Mexico* resulted in the creation of the *Vampire Kingdoms* and their domination over much of the region for more than 200 years. *The Splugorth of Atlantis*, *the Gargoyle and Brodkil Empires of Europe*, and the *Yama Kings of China* are three more examples of Demon Plagues that left entire regions under the sway of evil, supernatural monsters to this very day.

While creatures from alien worlds and demonic dimensions can appear via the Rifts or dimensional magic, anywhere, at any time, the vast majority of large-scale invasions and Demon Plagues have taken place during the **Winter Solstice**. Ley line energy is at its highest level at the Winter Solstice, causing ley lines to seethe with magic energy and Rifts to tear open at nexus points. When a dark priest, witch, evil mage or cult work their own magic to open a Rift to a particular demonic plane of existence, the results are usually spectacular. Though the ley lines are most potent the first day of the Winter Solstice, energy remains high for an entire week, allowing all sorts of demonic Entities and beings to enter (and leave) our world. Where the appearance of a few individuals to a dozen demonic beings might be expected during other times of the year, several dozen might emerge from a Rift during the Winter Solstice; sometimes a hundred or more. This is also the period when the most powerful and rarest of supernatural beings might be summoned or make a surprise visit.

At ley lines and nexus points under the control of magic practitioners or creatures of magic, such as a dragon or via stone pyramids, the energy can be controlled and any Rifts that might start to form can be immediately shut down before they can open and release God only knows what. Similarly, at places monitored by non-magical combat forces, such as the *Coalition Army* at the **Devil's Gate** (once the St. Louis Arch), any unwanted visitors emerging from the Rift are likely to be immediately attacked, resulting in their quick annihilation. If the creature is unknown, the CS kills it anyway. It is better to be safe than take chances and let something terrible enter our world. Provided, of course, that the defenders at the nexus point are adequately prepared for what emerges from the Rift. At remote places where the ley line nexus is not monitored, the opening of a Rift and what might arrive through it may go completely unnoticed.

Without the mages and dragons of the **Kingdom of Tolkeen** to impose their will over the many ley line nexus points within the toppled nation, they have become easy marks for the waves of invading demons and Deevils. Coalition forces, unprepared for the magnitude of the invading enemies, could not contain those arriving on the eve of the *Winter Solstice, December 21, 109 P.A.* The result is a new Demon Plague unleashed upon North America.

And the Tolkeen ruins are not the only location where the arrival of the two battling Minion War factions takes place. Hundreds, then thousands of supernatural beings spill out of more than a dozen Rifts in Minnesota, but they also emerge at many other locations across the Americas. Calgary (where they are greeted with open arms by the Kingdom of Monsters) and the ruins of Old Chicago, Detroit, Windsor, and the St. Louis Arch are just a few places besieged by demons and/or Deevils. At most locales, the demons of Hades arrive first, quickly followed by their warring adversaries from Dyval. Combat explodes the moment the rival faction arrives, but both sides fight only long enough to make a dash into the world at large to regroup, reorganize and execute their scheme to establish a military beachhead before engaging in more elaborate battle plans against their enemies or in the conquest of Earth.

Sure, there are random appearances all over the globe; however, this time, both the demon and Deevil hordes appear with seasoned generals and Hell Lords to command them. These leaders prevent the hordes from falling off into chaos and organize them for something much bigger. This time, the demonic ranks on both sides of the war are trained and purpose-oriented, making each faction an invading army and a force to be reckoned with.



Demon Plague Random Generation Tables

Game Masters may wish to roll on the Demon Plague Tables below, or select the option that works best for you. We would not suggest using these tables as a random encounter mechanism, but rather as a plot device to create a little bit of tension within your game setting and to create strongholds for Hades and Dyval. It

is unlikely that the player characters would be able to battle an entire army of demons or infernals; however, if the characters are part of a besieged city or a group of heroes battling the monsters, it could provide an idea of what the odds are, how saturated with supernatural invaders an area has become, and offer a number of potential plot points and adventures. Likewise, the player group may be on a reconnaissance mission to gather data, or working covertly to undermine a Minion War operation, rescue prisoners, assassinate or capture key leaders, acquire a powerful magic artifact, and so on.

Step One:

Determine the Minions' Affiliation

01-30% Hades Demons. Roll under the Hades Forces table below.

31-60% Deevil Forces. Roll under the Dyvalian Forces table below.

61-80% Unaligned Forces. Roll under the Unaligned/Rogue Forces table below.

81-00% Pitched Battle. A mix of Hades demons and Deevils in the midst of a fight. Roll once on the Hades Forces and once on the Dyvalian Forces and double all quantities in the results.

Step Two:

The Number and Type of Minions

Hades Forces

01-10% Death Squad: Two Banshees, 1D4 Ghouls, 1D4 Death Demons (one of the Fallen), one Mare and one Lasae, led by a Soul Catcher. As the name suggests, this hit squad engages in missions of intimidation, sabotage, murder, assassination and destruction.

11-20% Espionage/Infiltration Squad: This is a small, fast group of two Couril, two Lasae, two Succubus and two Incubus, led by a Raksasha or Night Owl. The squad may be scouting for a much larger force that is yet to arrive on Earth or a military force already present. They are expert at surveillance, gathering intelligence, and infiltration (there are five shape-changers in the group), as well as sabotage, assassination, theft and framing individuals to force them to reveal information, or to create chaos and undermine the enemy. These may be short or long-term operations that can take place close or far away.

21-30% Small, Light and Fast Scouting Squad: This group consists of 2 Labassu and 1D4+2 Demon Flies or Demon Bats, led by an Alu or Incubus or Succubus. The group engages in reconnaissance, border patrols, tracking enemies, search missions, and fast strikes.

31-40% Heavy Scouting Party: One Couril or mortal scout (human or D-Bee), 2 Demon Flies, and 1D6+2 Alu or Shedim (or in the alternative, 1D6+4 Demon Flies or Demon Bats), led by a Gallu or Demon High Priest. In the latter case, the Demon High Priest is a mortal with an evil alignment and 1D4+3 levels of experience (see page 27 of **Dimension Book 10: Hades** for stats). They are tasked with scouting for a much larger force that is to come through a Rift or planning to advance into new territory. The scouting party will take 1D6 days to scout the area before returning to the location of the Rift to report in. A successful report

means an imminent attack or 2D6x100 demonic forces arriving through a Rift.

41-50% Mixed Infantry Squad: A mixed group of 1D6+6 Minions that includes any combination of Sub-Demons and/or Lesser Demons. A combination of Alu, Demon Bats, Demon Flies, Gargoyles or Gurgoyles, Shedim and Taursis are most common. The squad is led by one Gallu Demon Bull or Gargoyle Mage. This is a combat force used to patrol borders, guard outposts or go hunting for the enemy and mortal prey.

51-60% Standard Infantry Squad: 1D6+6 Alu or Shedim (or a mixed group of both), led by an Incubus or Gallu Bull. This is a combat force used to patrol borders, guard outposts or go hunting for the enemy and mortal prey.

61-70% Infantry Platoon: There are 1D4x10+6 lesser Minions. It may be all one type of Sub-Demon or Lesser Demon, or a mixed group of any combination (Alu, Taursis, Shedim and Gargoyles or Gurgoyles is common). The platoon is led by a pair of Gallu Demon Bulls or one Gargoyle Lord. Alternative leaders could be a single Night Owl or two Baal-Rogs. This is a combat force used to patrol borders, guard outposts, conduct raids or go hunting for the enemy and mortal prey.

71-75% Heavy Infantry Shock Troops: 2D6+2 Gurgoyles, 1D6+1 Gargoyles, 1D4 Gargoylites, and two Gargoyle Mages or 1D4 Magots led by one or two Gargoyle Lords. This is a combat force used to conduct raids, guard base camps or go hunting for the enemy and mortal prey.

76-80% Demon Cavalry Unit: May be all (3D6+12) Taursis or a mixed group of 2D6+6 Taursis and 1D6+6 Alu or Shedim riding Serpent Lions, accompanied by 1D4 Magots. Whatever the composition of the cavalry unit, it is led by one Gallu Bull or Baal-Rog riding a Netherbeast (any). This is a combat force usually intent on conquest and destruction.

81-85% Mechanized Unit: 1D6+2 Lesser Demons clad in armor and riding Netherbeasts (demon war steeds) plus the following vehicles: 1D4+1 Meat Grinders, 1D4 Carnage Tanks and 1D4 Walking Deaths. This group is led by a Gallu.

In the alternative, there are no "vehicles" but rather 1D4+1 Magots, and 2D4+12 Lesser Demons riding Netherbeasts (any; may all be the same type or a variety of different creatures; Desert Howlers and Serpent Lions are most common). Regardless of the composition of the company, it is led by two Gallu or Baal-Rogs riding Netherbeasts. This is a combat force usually intent on conquest and destruction.

86-90% Light Aerial Company: A swarm of flying demons: 1D4x10 Demon Bats or Demon Flies, 1D6 Gargoyles, 1D4 Banshees or Labassu, and 1D4 Succubus or Incubus, led by two Gargoyle Lords or one Baal-Rog. This is a combat force usually intent on conquest and destruction.

91-93% Heavy Aerial Company: A swarm of 1D4x10 Gargoyles, 2D6 Demon Flies, 1D4 Gargoyle Mages and 1D4 Gargoyle Lords led by a Jinn or Demon Locust. This is a combat force usually intent on conquest and destruction.

94-95% Ghoul Regiment: 1D6x10+60 Ghouls and Nasu, 1D4 Death Demons as officers, and led by a pair of Brek-Shall. Though shy in small groups, in large numbers Ghouls and Nasu are deadly combatants. That said, they are the least disciplined and least skilled in combat and the most likely to turn and run when they've lost their leader and half their numbers in combat. Ghoul Regiments are often deployed to scare and intimidate

mortals, to feast on the dead after battle, as support troops and as cannon fodder to throw at the enemy.

96-97% Demon Infantry Regiment: 1D6x10+60 all of the same type, usually Alu, Shedim or Taursis, plus 2D4 Magots or Gargoyles, led by 1D4 Gallu or Baal-Rogs. This is a combat force usually intent on conquest and destruction.

98-99% Mixed Demon Infantry Regiment: This is a large mixed force of demons that has both flying and ground units. Such a demon regiment typically has 1D6 Meat Grinders, 1D4 Carnage Tanks, 1 or 2 Walking Deaths, and troops that consist of 2D6+2 Gurgoyles, 2D6+2 Gargoyles, 1D4 Gargoyle Mages, 1D4 Gargoyle Lords, 2D6+6 Demon Flies, 2D6+6 Demon Bats, 2D6+10 Alu, 2D6+10 Shedim, 2D6+10 Taursis, 1D6 Gallu, 1D4 Baal-Rogs, and 1D4 Demon Locusts, led by two Night Owls or Raksashas. This is a combat force usually intent on conquest and destruction.

00% Demon Army: That is right, a whole army of demons has been Rifted in or is pouring through a Rift. A Demon Army is likely to have 1D4x100 mortal combatants (they are likely to be well equipped and wear at least light M.D.C. armor and wield one or more energy weapons; they may be willing servants/followers/worshippers or slaves forced to fight), 1D6x10+40 Ghouls, 2D6 Magots, and double the number of troops and vehicles described in #98-99% above. The army may even be brought in on a *Soul Eater Demon Transport*. The general/commander of a Demon Army is likely to be a notable and charismatic Greater Demon or powerful mortal or creature of magic such as a dragon. The general will have his or her own vehicle or Netherbeast to ride.

This is a combat force usually intent on conquest and destruction. Outsiders seen snooping around or traveling too close for comfort are likely to be captured, interrogated and enslaved, or captured, interrogated and put into a food pen to be eaten, or simply slain as spies. Only clever fast-talking might get captives spared (or even "hired") if they agree to serve as mercenaries, spies, helpers or native guides for the demonic force.

Dyvalian Forces

01-10% Death Squad: Two Stalkers (the Host), 2 Tiger Beasts (the Host), 2 Deevils, 2 Gorgons or 3 Bonelings, and one Fenry, led by a Devil Wraith or Pandemonium. As the name suggests, this hit squad engages in missions of intimidation, sabotage, murder, assassination and destruction.

11-20% Espionage/Infiltration Squad: This is a small, fast group of two Imps, two Devilkins, two Deevils, one Fiend and one Nexus Deevil, led by an Arch Fiend or Serpent. This squad may do scouting for a much larger force that is to come through a Rift at a later time or is already on Rifts Earth. However, they are expert at intelligence gathering, spying, sabotage, and especially infiltration, assassination and framing individuals to create chaos and undermine the enemy. All the members of this squad enjoy manipulating and using mortals.

21-30% Small, Light and Fast Scouting Squad: This group consists of one Nexus Deevil, one Naga Deevil, one Ice Wraith, one Fenry, and 1D4+1 Dire Harpies or 1D4+1 Devilkins mounted on Infernal Sprites, led by a Beast or an Arch Fiend. This squad engages in reconnaissance, border patrols, tracking enemies, search missions, and fast strikes.



31-40% Heavy Scouting Party: 1D4+1 Shock Beasts, 1D6+2 Fenry or Shock Dragons, and 1D4+1 Deevils or Devilkins, led by a Beast or Arch Fiend. They are tasked with scouting for a much larger force that is planning to come through a Rift or advance into new territory. The scouting party will take 1D6 days to scout the area before returning to the location of the Rift or main force to report in. A successful report means an imminent attack or 2D6x100 demonic forces, possibly arriving through a Rift.

41-50% Mixed Infantry Squad: There are a total of 1D6+6 lesser Minions; can be any Lesser Deevils or Host, but a combination of any or all of the following is typical: Stalkers, Tiger Beasts, Bonelings, Deevils or Devilkins, Fenry, Fiends, and Imps. The squad is led by one Ice Wraith or Nexus Deevil. This is a combat force used to patrol borders, guard outposts or go hunting for the enemy and mortal prey.

51-60% Standard Infantry Squad: 1D4+2 Cryxon or Shock Dragons, and 1D4+2 of one of the following: Deevils, Fenry or Harpies. In the alternative, the squad can be composed entirely of one type of Host or Lesser Deevil. In all cases it is led by a Beast or Deevil Dragon. This is a combat force used to patrol borders, guard outposts or go hunting for the enemy and mortal prey.

61-70% Infantry Platoon: There are 1D4x10+8 lesser Minions who may all be of one singular species (e.g. all Gargoyles, all Fenry, etc.) or a mixed group. A typical mixed group is 1D6+2 Cryxon or Shock Dragons, 1D6+2 Devilkins, 1D6+2 Dire Harpies, 1D6+4 Fenry, 1D6+2 Naga, one Gorgon, one Ice Wraith, and one Imp. The platoon is led by one Beast or Horror. This is a combat force used to patrol borders, guard outposts, conduct raids or go hunting for the enemy and mortal prey.

71-75% Heavy Infantry Shock Troops: 2D6+2 Cryxon, 1D6+4 Shock Dragons, 1D6+2 Deevils, 1D6+2 Naga Devils, 1D4+1 Dire Harpies, 1D4 Ice Wraiths, 2 Gorgons and 2 Nexus

Deevils, led by one Deevil Dragon or a Beast. This is a combat force used to conduct raids, guard base camps or go hunting for the enemy and mortal prey.

76-80% Bone Legion: 2D6+10 Bonelings, 2D6+4 Naga Deevils (a.k.a. Bone Serpents), 1D6+1 Cryxon (Host) and 1D4 Lesser Fiends, led by an Arch Fiend riding a War Steed of choice and a Deevil Wraith who can fly. This is a combat force usually intent on conquest and destruction.

81-85% Deevil Cavalry Unit (ground): 1D6+6 Fenry, 1D6+1 Devils riding Shock Beasts, 1D4+1 Deevils riding Infernal Tri-Tops, and 1D4+1 Devilkins riding Mimics, led by a Beast or Deevil Dragon riding a War Steed of choice (which could even be a juvenile Flying Horror). This is a combat force usually intent on conquest and destruction.

86-90% Light Air Cavalry: 2D6+6 Harpies (Host), 1D6+1 Dire Harpies, and 1D6+1 Deevils riding Infernal Sprites, led by a Deevil Dragon.

91-95% Heavy Air Cavalry: 1D4x10+12 Dire Harpies, 1D6 Deevil Dragons and 1D4 Imps, led by a Deevil Wraith who flies under his own power and a Beast riding a juvenile Flying Horror. This is a combat force usually intent on conquest and destruction.

96-97% Deevil Infantry Regiment: 1D6x10+60 all of the same type, usually Cryxon or Stalkers (never both), Shock Dragons, Deevils, Fenry or Harpies, plus 1D4+1 Lesser Fiends, 1D4+1 Gorgons or Tiger Beasts, 1D6 Naga Deevils, 1D4 Ice Wraiths or Imps, and 1D4 Nexus Deevils, led by 1D4 Beasts or Horrors. This is a combat force usually intent on conquest and destruction.

98-99% Mixed Demon Infantry Regiment: This is a large mixed force of Deevils that has both flying and ground units. Such a Deevil regiment typically has 1D6 Hell Schooners, 1D4 Hell Battle Barges, 1D4 Beasts or Horrors riding Infernal Tri-Tops, an Arch Fiend riding a juvenile Flying Horror, and troops that consist of 2D6+2 Harpies (Host), 2D6+2 Dire Harpies (Lesser Demons), 2D6+2 Deevils riding Shock Beasts, 2D6 Devilkins riding Infernal Sprites, 2D6+4 Fenry, 2D6+4 Shock Dragons, 1D6 Lesser Fiends or Gorgons, 1D4 Ice Wraiths, 1D4 Imps, 1D4+1 Nexus Deevils, 1D6 Beasts, 1D4 Horrors, 1D4 Arch Fiends, and 1D4 Pandemoniums or Deevil Dragons, led by two Serpents. This is a combat force usually intent on conquest and destruction.

00% Deevil Army: A whole army has been Rifted in or is pouring through a Rift. A Deevil Army is likely to have 1D4x100 mortal combatants (they are likely to be well equipped and wear at least light M.D.C. armor and wield one or more energy weapons; they may be willing servants/followers/worshippers or slaves forced to fight), 1D6x10 Bonelings, 1D4x10 Cryxon or Stalkers (never both), and double the number of troops and vehicles described in #98-99% above. The general/commander of a Deevil Army is likely to be a notable and charismatic Greater Deevil or powerful mortal or creature of magic such as a dragon. The general will have his or her own vehicle or War Steed, perhaps even an adult Flying Horror.

This is a combat force usually intent on conquest and destruction. Outsiders seen snooping around or traveling too close for comfort are likely to be captured, interrogated and enslaved, or captured, interrogated and put into a food pen to be eaten, or simply slain as spies. Only clever fast-talking might get captives spared (or even “hired”) if they agree to serve as mercenaries, spies, helpers or native guides for the demonic force.

Unaligned/Rogue Forces

The Unaligned or Rogue Forces are demons, Deevils, and other supernatural beings that are using the chaos of the Minion War to create their own little fiefdoms. Most were part of the original assault on Rifts Earth, but have since been separated from their demon or Deevil leaders and are now setting out on their own. On the other hand, it could just be demons that have no direction at all and are attacking anyone they come across. Game Masters should feel free to exercise their creativity by tailoring a small force to give their players a challenge. **Note:** Many of these rogue forces are likely to be used to functioning as independent operatives and have probably come to like their independence. They are not going to enjoy answering to higher powers after centuries of autonomy and some may even be willing to help mortals against the two factions in the Minion War. Others, of course, will be happy to join back up with one of the larger demon or Deevil forces. **Game Note:** If you don't have the corresponding book with the creatures mentioned, substitute with a Hades demon or Dyval infernal. Game Masters, please look at this table as a mechanism for ideas and adjust or add to it as best serves your game. There are many supernatural beings, creatures of magic, D-Bees, monsters and groups that are NOT included in this table. Use it as a jumping off point for your own ideas and grab characters from across Rifts Earth. (And beyond?)

01-05% 1D4 Thornhead Demons or Neuron Beasts (or other monsters) are out to cause trouble for anyone they come across; very aggressive now that Hell has come to Rifts Earth. They may see both factions in the Minion War as enemies or allies to join, but in either case, mortals are still prey or the enemy too. (See **Rifts® Sourcebook One**.)

06-10% 1D6 Black Faeries or Witchlings out to cause trouble for anyone they come across. (See **Rifts® Sourcebook One**.)

11-15% 1D6 Daemonix (G.M.'s discretion; can be all the same or mixed group). Daemonix are a species of demonic beings who were persecuted, hunted and destroyed by both the Hades and Dyval Minions, so they have no love for either side in this conflict and may be willing to help humans and D-Bees. If captured by either side, Daemonix will be enslaved, tormented and eventually put to hard labor or slain. (See **Rifts® Siege on Tolkeen, Book Two**.)

16-20% 1D4 Neuron Beasts leading a small pack of 2D4+2 humans or D-Bees or lesser supernatural beings (Host, Sub-Demons, etc.). (See **Rifts® Sourcebook One**.)

21-25% 2D4 Brodkil separated from their group and are terrorizing the countryside or looking for a new group to join. (See **Rifts® Sourcebook One**.)

26-29% 1D6 Splugorth Overlords or Power Lords (or other Splugorth Minions) not happy with the invasion of Rifts Earth and looking for ways to undermine the enemy (that's both demons and Deevils), even if it means helping humans. (See **Rifts® WB 2: Atlantis**.)

30-32% 1D6 True Atlantean Tattooed Men outraged by the invasion of Rifts Earth and looking for ways to undermine the enemy (that's both demons and Deevils) and send them back to Hell! (See **Rifts® WB 2: Atlantis**.)

33-35% A Pack of 1D6+1 Darkhounds hunting lesser supernatural beings and the psychics and practitioners of magic who serve them. They are not friends to humans though they may follow a team of warriors like scavengers, picking off prey that lay

dying on the field of battle or that get separated from a larger group, which may include the adventurers they are tailing and innocent people encountered along the way. (See **Rifts® WB 12: Psyscape.**)

36-40% A Dragon Cat hunting supernatural evil. This creature will help humans and D-Bees and could even join the player group for a while. (See **Rifts® WB 12: Psyscape.**)

41-45% 1D6 True Atlanteans outraged by the invasion of Rifts Earth and looking for ways to undermine the enemy (that's both demons and Deevils) and send them back to Hell! Except these are really Sunaj Assassins working for the Splugorth (Anarchist and evil alignments). Their mission: to help unsuspecting heroes destroy both combatants in the Minion War. And while that means helping humans, it also means sizing up their strengths and weaknesses, and when a situation permits, eliminating them as well.

46-50% 1D6+1 Brodkil (or other monsters or evil mercs) are in possession of a stolen demon tank or Meat Grinder (or 1D4 Netherbeasts/War Steeds)! They may be willing to trade or sell the vehicle (or steeds) for bionics, handheld weapons, and M.D.C. armor. (See **Rifts® Sourcebook One.**)

51-55% 1D4 Shadelings or 1D4+4 Psi-Goblins looking to join the Minion War or just out openly killing humans in particular as well as D-Bees. Very aggressive now that Hell has come to Rifts Earth. (See **Rifts® WB 12: Psyscape.**)

56-60% 2D4 Iron Juggernauts from Tolkeen. Their pilots have, for now, given up on revenge against the Coalition States and are fighting demons and Deevils. That said, if they get the chance at killing Coalition Soldiers (with the possible exception of Dog Boys) they will be sorely tempted to do so. (See **Rifts® Siege on Tolkeen, Books One and Three** for the different types. Flying and aquatic Juggernauts are in #3.)

61-65% 1D6+3 Dog Boys (and/or other band of mutants from Lone Star). These Dog Boys or Lone Star mutants are run-aways from the CS and fighting as an independent squad. They will help humans and D-Bees, and even CS forces, but are wary of mages and Dead Boys.

66-70% Band of 1D6+2 Powerful Mages or Psychics. If good guys, they'll have good alignments and are out to slay all demonic beings and protect the innocent. If bad guys, they may serve one of the Minions of Hell or seek to serve them, which means heroes and demonslayers are their enemies. On the other hand, even Anarchist or evil mages may be out to kill the Minions of Hell, but they are also out for themselves and probably looking for magic artifacts, weapons and valuables to build up their own power base.

71-75% Band of 1D6+2 Dark Mages or Evil Psychics. These are Necromancers, Witches, Shifters and other practitioners of forbidden or enslaving magicks. They seek the approval and hire of one of the Minions of Hell or seek just to serve them. Or they could be looking to make a grab for power themselves now that Hell has come to Rifts Earth and may have a number of supernatural beings, demons or Deevils under their control. In either case, they are trouble and heroes and demonslayers are their enemies.

76-78% 1D4+1 Lanotaur Hunters who have declared open season on hunting demons and Deevils, but are still loners who have little love for humans or D-Bees. (See **Rifts® WB 30: D-Bees of North America.**) May substitute with other types of D-Bee hunters or heroes.

79-80% Dragon Hatchling (level 1D4+1). If good, it is fighting evil and protecting the innocent. If evil, it is looking to grab power, acquire magic/magic items or possibly to join one side in the Minion War.

81-82% 1D6+1 Anti-Monsters (mystic cyborgs from South America or other creatures/mutants from that distant land) have traveled north to stop the invasion of America by demonic forces. (See **Rifts® WB 6.**)

83% One Arch Fiend who seeks to enslave his own kingdom of humans or D-Bees, and hates that the Minion War has come to Rifts Earth.

84% 1D6+1 Fenry. They may serve their masters or oppose them.

85% 1D6+1 Alu. They may serve their masters or oppose them.

86% 1D6+1 Gargoyles or Gurgoyles. They may serve their masters or oppose them.

87% 1D6 Stalkers or Tiger Beasts. They hate their Devil masters, and want to stop their invasion of Rifts Earth and make their home here when the fighting is done.

88% One or Two Gargoylites or Imps hate being under the thumb of their demonic masters, and are willing to help humans fight the invasion of Rifts Earth, provided they can make their home here when the fighting is done.

89% One or Two Succubus or Devilkins also hate being under the thumb of their demonic masters, and are willing to help humans fight the invasion of Rifts Earth, provided they can make their home here when the fighting is done. Humans are gullible, and these beings see Rifts Earth as a place of great opportunity for cunning, shapeshifting individuals like themselves.

90% A Raksasha. He or she sees Rifts Earth as a place of great opportunity for a cunning individual.

91% A Pandemonium. He or she sees Rifts Earth as a place of great opportunity for a cunning individual.

92% 1D6 Bonelings or Naga Deevils serve a new master, a (level 1D4+3) Necromancer or Shifter.

93% 1D4 Devilkin or Succubus/Incubus serve a new master, a (level 1D4+3) Ley Line Walker or Shifter or other powerful or cunning being.

94% Soul Catcher or Arch Fiend. He or she sees Rifts Earth as a place of great opportunity for a cunning individual.

95% Beast or Baal-Rog. He or she sees Rifts Earth as a place of great opportunity for a cunning individual.

96% Nightmare or Nexus Devil. He or she sees Rifts Earth as a place of great opportunity for a cunning individual.

97% Serpent Devil or Jinn Demon. He or she sees Rifts Earth as a place of great opportunity for a cunning individual.

98% A Greater Demon or Devil arrives with his own army and selfish ambitions. He sees Rifts Earth as a stepping stone for his own selfish motivations, and he either intends to strike out on his own or seek revenge against one of his superiors, destroying him and taking his place among the hellspawn legions, or carving out a piece of real estate on Earth or elsewhere (via dimensional travel through a Rift). **Note:** In the alternative, this could be the ultimate mercenary company that has been hired by demons or Deevils and fights against humans, or they may battle demons and Deevils, but only because they are paid to do so by the Splugorth or Vampire Kingdoms (or other evil force on Earth).

99% A Notable Greater Demon or Devil (read as high level and may have a bad reputation as a brutal conqueror) has

gone rogue and is setting out on his own. He commands 1D6 Greater Demons or Deevils, 3D6 Lesser Demons or Deevils, and 1D4x10+6 Gargoyles or Deevil Host.

00% A Group of 1D4x10 Lesser Demons or Deevils or Host/Sub-Demons with no guidance or direction. They are looking for a new master to give them purpose, even if it's to fight their own kind or serve a mortal.

The End Game and the Lords of Hades

At the moment, the battle for Rifts Earth has been deemed the strategic turning point to win the Minion War. Control the Earth and win the war.

Nothing is being spared by the demons of Hades, who are sending in their elite troops to conquer North America first, with the rest of the planet to follow. Counted among these troops are Demon Princes who have enjoyed victory after victory and accumulated vast armies. These demons, through deed and action, have earned their position as *Hell Lords* (a step above Demon Princes) and now Modeus, the Supreme Ruler of Hades, has upped the ante. Of the seven Hell Lords in charge on Rifts Earth, whoever obtains the greatest number of victories and conquers the largest area of the planet in the name of Hades will be granted the title of **Demon Lord of Rifts Earth**.

This contest was done for a reason other than motivating his generals. For some time now, Modeus has suspected there is a traitor in his midst. He has received information from Rabdos the Strangler that she has spoiled no less than three attempts on his life already. Of course, there was no way to determine if it was a Deevil assassin, or if it came from within Modeus' own ranks. Modeus is assuming the latter only because he knows there have been some protests from his fellow Demon Lords on how long he plans to commit to the Minion War, and how much resources will be funneled into it. The war has already taken far longer than the demons would have expected, and what was thought could be an easy victory has turned into a slugfest where the demons are fighting for every inch of ground they take.

With a competition of sorts, Modeus knows these Hell Lords will be too obsessed with obtaining victory rather than trying to use what power they have gained to leverage Modeus in any way. The competition will also spur the Hell Lords to go above and beyond, and take greater risks to obtain victory. Of course, this is a gamble that Modeus is taking, but he knows the nature of his fellow demons and believes this is the best chance possible to take Rifts Earth.

To win the title, the seven Hell Lords need to take Rifts Earth intact and send the Deevils running. All major Rifts should be under demon control and the population appropriately cowed in the process. Whoever controls the most Rifts, the most land, and the most worshipers, will be granted the title of Demon Lord of Rifts Earth, with the other six serving him as his generals. But ultimately they all answer to Modeus.

The seven Hell Lords have either been selected for the task or have managed to position themselves to receive the assignment. It should be noted that while their title is that of Hell Lord, they are often referred to as "Lord (so and so)."

Hell Pits

The Key to Victory

Each Hades and Dyval faction is in a race to seize as many Rifts as possible so construction of their Hell Pits can begin. Some are likely to be in secret locations, while others will be on contested lands where both sides will try and grab them, and/or where mortals band together to stop them. A Hell Pit is usually the foundation of the Minions' respective beachheads.

In order for each side to succeed, they each need at least **seven Hell Pits**, however the more Pits they can create and hold, the more troops they can bring in through massive Rifts at any given time. So the war takes on a new twist, as each side tries to conquer lands with numerous ley line nexus points. They must not only conquer or pacify the local inhabitants, but must also be prepared to defend what they have taken from all challengers, while at the same time trying to sabotage and attack the other faction of Minions. For those in command of the various demonic factions and Hell Pit(s), the challenge they face will truly test whether or not they are worthy of the title "Lord."

Opening a large Rift at an unsecured ley line for more than a few seconds is always dangerous, as the dimensional portal is unstable. Moreover, coming to Rifts Earth is just Phase One. Both sides in the Minion War plan to use dimensional Rifts to jump from one dimension and world to the next. Again, to do that on a large scale and with any measure of accuracy, you need to secure and control a ley line nexus and the lines of energy that intersect at the junction point. That is most commonly achieved by mortals via one or more stone pyramids. Demons and Deevils have a different method of taking control of ley lines and nexus points. They use one of the dark and forbidden spells of *Soulmancy* to create what is known as a **Hell Pit**.

Creating a working Hell Pit at a ley line nexus allows those with the proper knowledge and power to control the intersecting ley lines and form a permanent gateway to Hades or Dyval, as the case may be, much the same as a stone pyramid.

Making a Hell Pit is a massive undertaking. First, a giant hole the size of a football stadium must be dug into the ground at a ley line nexus – the junction where two or more ley lines cross. Soul-mancy rituals and blood sacrifices are required throughout the excavation of the Hell Pit. At the time of completion, the last ritual activates the Hell Pit and gives the leader of the group control of the ley lines and the ability to open a stable, two-way portal to one of the Hells from Earth. When enough P.P.E. is generated, usually via mass human sacrifice, a large Rift can be opened to allow hundreds, even thousands of demonic troops, war steeds and vehicles to come through. This is done at regular intervals such as the first full moon of every month. Once the Hell Pit is created, it is permanent until destroyed. The larger the Hell Pit, the more demonic beings and the larger the war machines that can come through it when the portal is opened.

The creation of a Hell Pit is complicated and bloody. First, it must be done on a ley line nexus, where its builders are out in the open and vulnerable to the dimensional energies and creatures that might emerge from a random Rift, as well as those who may come to draw upon the power of the ley line or nexus. Any practitioner of magic, and most creatures of magic, will recognize when a Hell Pit is under construction and know what it means to let one be created. As a rule, local heroes and military forces

will rise up to destroy the builders and stop the creation of the Pit before the work is finished. This time, however, with thousands of demonic troops already on Rifts Earth to defend a Hell Pit's creation site, stopping its creation can require all-out war. Several attempts have already been thwarted in the ruins of Tolkeen, the Magic Zone, and elsewhere. Everyone from the Coalition Army to the mages of Lazlo and the Federation of Magic have started to send out patrols to known ley line nexus points to make sure a Hell Pit is not under construction. That includes any type of large building that might be hiding such an undertaking.

Second, a massive pit needs to be dug and an intricate pattern of grooves, symbols and glyphs carved into the walls all the way around it. The Hell Pit can be as large as desired, but it must be at least 1,000 feet (305 m) deep and 1,000 feet (305 m) in diameter! Roughly the size of a football stadium.

Third, at the center of the pit is a sacrificial altar and around it are four **Blood Pillars** (described under the **Soulmancy Magic** section in this book). These pillars are crucial components in the creation of the Hell Pit and if one is destroyed, a new one must be put in its place, made of the same type of stone. If that stone is not available, all four pillars must be remade; a process that can take weeks or months even with a team of artisans working on them around the clock. This is the Hell Pit's vulnerable center. It is also its center for bloodshed, summoning, opening dimensional portals and magic.

At the conclusion of the ritual, hundreds of people are sacrificed and their life essences used in the final ritual to activate the Hell Pit. Most demonic creatures and evil mages take this a step beyond what is required and turn the ritual into a bloody massacre. The innocent are slain at the center and the edge around the altar so that their blood flows into the grooves and glyphs that cover the floor and connect the Blood Pillars. As the blood accumulates, it is actually fed upon by the pillars themselves. As the dead pile up, their bodies are heaved to the side, where they form a wall around the altar and pillar area. For the next six hours, there is the sweet scent of blood and death, and any evil supernatural beings within a mile (1.6 km) are put into an aggressive state of mind (+1 on initiative, +2 to save vs Horror Factor). At this point, the entire bowl of the Pit glows with the blue energy of the ley line, now under the control of the Pit Master and whomever is the Lord of the Hell Pit. **Note:** For as long as the Hell Pit remains functioning, the majority of its energies are contained in the Pit. The usual ambient P.P.E. accessible along the connecting ley lines is HALF, even at the nexus point. To draw upon its full energy, one must "feed the Blood Pillars" and channel their magic through the Hell Pit, making it really only accessible to evil and demonic beings. As usual, any interruption of the hour long ritual that lasts for more than 1D4+1 minutes causes the ritual to fail, requiring a new attempt to be made. Destroying one or more Blood Pillars, however, only shuts the Hell Pit down until a new one(s) can be put in place.

As with a Stone Pyramid, individual users and small groups can dimensional teleport to any world or dimension they know. Of course, the default setting is the plane of Hell to which it is directly connected (Hades or Dyval), but there is a +20% bonus to Rift to any Hell-like world/dimension, including the domain of the Yama Kings.

For a Hell Pit to successfully create a massive portal to one particular Hell in which it can open and receive a large number of troops and vehicles, there must be a corresponding "Pit" in the

dimension to which it will be linked. The same activation ritual must also be performed within 24 hours, or else the Hell Pit that activates first loses its integrity, the Blood Pillars topple over, and its control over the ley lines and nexus is lost. To try again, an entirely new Hell Pit must be built from scratch. For this reason, the final ritual of activation is usually coordinated to take place at both locations simultaneously, or within a few hours of each other.

If the spell is successful, both Pits become linked, creating a permanent bridge between dimensions. The obvious advantage is a two-way doorway allowing for troops, vehicles, monsters, supplies, and messages to be carried over the dimensional threshold with ease and with few limits. Plus the bigger the Pit, the more that can be moved through at a given time.

An alternative to a doorway to another dimension is to link two Hell Pits together that reside in the *same* dimension. This makes instantaneous and flawless teleportation travel from one Pit to the other possible. And like the dimensional portal, a Rift can be opened to allow an entire army to travel from one Hell Pit to the other. The main limitation is that such a large and lingering opening can only take place on the night of the first full moon of the month and at the time of an equinox or solstice. Of course, smaller numbers (squad-size) can travel from Hell Pit location to Hell Pit location just about anytime, provided enough P.P.E. is available to open a small, fleeting Rift.

Timing is everything. There is one other consideration in the making and activation of a Hell Pit: They can only be created when the dimensional threshold is at its weakest, and that corresponds to the times of the year when magic energy is at its peak along ley lines. The summer and winter solstice are optimal, but the spring and autumn equinoxes also work, as well as significant events such as planetary alignments and eclipses. However, this ritual must be concluded while the event is taking place (such as during an eclipse), not after it has passed, or else the ritual will fail. Since a Hell Pit can only be created at these key times, extra precautions are made to ensure secrecy or at the very least, security is greatly increased. Likewise, after the Hell Pit has been established, a large Rift can only be opened on the first full moon of the month and at the same times as noted above.

The Dangerous Effects of a Hell Pit

While Hell Pits are very useful in bridging the dimensional divide, there are disadvantages to having one. First, the extra P.P.E. normally available on a nexus is affected by the presence of the Pit, making the available energy along the connecting ley lines and nexus point HALF of what is normal. The energy is constantly being consumed by the Hell Pit and being stored in the Blood Pillars. The crossing ley lines fade and become barely visible within 2-12 miles (3.2 to 19 km) of the nexus, making the nexus and ley lines difficult to see and follow during the night and visually impossible during daylight hours. Ley Line Storms also stop where the ley lines fade (toward the nexus).

Second, going between dimensions requires going into the Hell Pit, as the dimensional portal opens at the center of the Pit, near the altar and four Blood Pillars. To travel to a different place, one must step through the Rift opening as usual. Getting down to

the floor of a Hell Pit is not much of a problem for most demons, but people who cannot fly or climb may find the challenge difficult, for Hell Pits do NOT have stairs going down into the 1,000 foot (305 m) deep abyss. Ropes and climbing equipment will be needed for most mortals, and the climb leaves those along the wall of the Pit vulnerable to discovery and attack. It should also be noted that there are no ledges on which to rest, making it a long, vertical descent and ascent. The use of power armor, jet packs, magic and psionics can all make travel in and out of a Hell Pit easier, and some may even be able to jump down and climb back up.

Third, the Hell Pit can only open a massive Rift from Hell to one dimension/world where the second, corresponding Hell Pit is located, which in this case is Rifts Earth, and vice versa. Smaller Rifts can be opened to other *known locations*, but they are only suitable for individuals and small groups of around a dozen people. That said, individuals who use the supernatural ability of *Dimensional Teleportation* or any dimensional travel spell magic are +20% to succeed when it is done from within a Hell Pit. That includes teleportation and opening Rifts to other locations on Rifts Earth or the Hell to which the Pit is linked (Hades or Dyval, as the case may be).

Fourth, dimensional aspects *bleed* into both dimensions, causing all kinds of *dimensional anomalies* in the surrounding area out to a radius of 10 times the size of the Pit. So if a Hell Pit is 1,000 feet (305 m) in diameter, the anomalies stretch for 10,000 feet (3,048 m) or just under 2 miles around it in all directions. If the Hell Pit is two miles in diameter (and some are), then the anomalies extend out to 20 miles (32 km), and so on.

Fifth, and this is only bad news for the demons or Deevils, the Hell Pit is, in many ways, an extension of the Hell to which it is linked (Hades or Dyval). That *dimensional bleed* means that if any demon (or Deevil if the Hell Pit is linked to Dyval) is killed within the “Bleed” zone where the dimensional anomalies occur within and around the Hell Pit (see the paragraph above), that demon/Deevil does not disincorporate and return to its respective dimension of Hell, but instead is actually killed. Permanently slain and dead forever! All demonic beings from Hell know this. Of course, the connecting dimension has to be their *native dimension*, so Hades demons are vulnerable in and around Hell Pits leading to Hades, and the same goes for Deevils in Hell Pits linked to their home dimension of Dyval.

Dimensional Anomalies Around Hell Pits

Roll percentile dice once for each Hell Pit. That one anomaly is what happens within the zone of *dimensional bleed* in both dimensions. A Hell Pit always unleashes some kind of dimensional anomaly. Game Masters should roll on the table below or select one. Only those actually within the Hell Pit, where it is calm, are spared from the anomaly, but everyone in the surrounding dimensional bleed area must endure it.

01-30% Fracturing Realities. Physical aspects of each dimension swap places and blend together. For instance, Hell Pits connected to Hades will appear to have the climate, parched earth/deserts, and weather of Hades around them, while lakes and rivers will be replaced with boiling lava. Typically, the most obvious or infamous aspects of the connected dimension of Hell appear around the Hell Pit.

31-50% Storms. The Hell Pit creates storms that plague the surrounding area. There is always a threatening sky over the Hell Pit and radius of *dimensional bleed*. Within that zone are periodic “events” as described below. Roll once or pick one to determine the recurring storm around the Hell Pit.

01-30% Rainstorm: The sky overhead is always dark and menacing. Volleys of thunder and lightning (of various types) crack across the sky without warning at any given time even when there are few clouds. Every 1D6 days there is a heavy rainstorm that starts over the Hell Pit and spreads out across the zone of dimensional bleed. The storm lasts for 1D6x10 minutes, but in a hot, hellish environment, the rain creates a fog after the storm that lasts for 1D4x10 minutes.

31-40% Lightning Storm: The sky is always an unnatural green or yellow color with dark gray clouds. Every 1D6 days, lightning pulses and flashes from within the clouds for 4D6 minutes. This is the warning period to take cover. It is not until a light rain begins to fall that the lightning storm starts in earnest. Prior to that, only flyers traveling at heights greater than 6,000 feet (1,829 m) are likely (01-50% chance, roll once every 5 minutes) to be struck by lightning (2D6 M.D. per strike). When the rain starts, the lightning shoots out across the sky in a horizontal and vertical pattern, striking at any flying object that is larger than a goose and flying higher than 500 feet (152 m). 01-75% chance; roll once per minute. These lightning bolts do 3D6 M.D. and the flyer needs to roll a 15 or higher to dodge. There are dozens of strikes per minute and even those on the ground are in danger. Lightning is attracted to metal vehicles and the largest objects on the ground, such as giant robots, war machines and giant creatures. If one member of a group is going to be hit by lightning, it will be one or more of the largest ones. 01-60% chance on the ground; roll once every 1D4 minutes. 01-80% chance if out in the open or using magic.

41-50% Sandstorm: Every 1D6 days a sandstorm whips over the Hell Pit and across the dimensional bleed zone around the Pit. The storm reduces visibility to 2D6 feet (0.6 to 3.7 m), and the eyes must be protected by goggles, a visor, helmet or other means, otherwise the person is blinded by stinging sand. Likewise, speaking and casting spells is difficult as sand gets in the mouth and has a 01-80% chance of interrupting speech or spell casting. The sandstorm also makes such a dull roar that it drowns out sounds beyond 30 feet (9.1 m), unless they are louder than a shouting human voice. It also reduces Spd by 75% and inflicts a -80% penalty on all Navigation skills, including Land Navigation (blots out the sky and obscures objects).

The duration of the storm is short, lasting 4D6 minutes, and when it is done, most of the sand (90%) vanishes as if it never happened. The only evidence of the sandstorm is the dust and grit left on people and their clothing, clogged engines, and the scratches and pits to paint on armor, vehicles and buildings. Those caught out in the storm without protection suffer 2D6 S.D.C. damage every 5 minutes and have a 01-33% chance of dropping a weapon or item.

51-60% Debris Storm: Every 2D4 days, storm clouds gather, but instead of rain, strange junk falls from the sky. It can be any of the following (or something of the G.M.’s choice), roll percentile: **01-10%** Sticks and twigs. **11-20%** Fish (01-50% edible and delicious, 51-00% edible but not very tasty). **21-30%** Alien fish (01-50% taste delicious, 51-00% taste awful; neither upsets the ecosystem). **31-40%** Frogs or slime (non-toxic but messy and

disgusting). **41-50%** Alien frogs or amphibians (01-50% good to eat, 51-00% taste awful; neither upsets the ecosystem). **51-60%** Bricks or chunks of concrete. **61-71%** Clumps of dirt or mud. **72-80%** Alien fruit or vegetables (01-50% good to eat and tasty, 51-00% taste awful or is rotten; neither upsets the ecosystem). **81-90%** Alien seeds, flowers/flower petals and/or leaves (only 01-02% chance they can grow in an Earth environment). **91-00%** Mechanical bits fall from the sky: nuts and bolts or small pieces or shavings of metal. Just about any kind of garbage can fall from the sky and litter the area. Damage from things like seeds, fruit and fish is slight, one S.D.C. point per melee round, but heavy, dense objects like metal and concrete do 4D6 S.D.C. per melee round and can kill someone who cannot find shelter. The duration of the storm is quite brief, lasting 2D6 minutes.

61-70% Windstorm: Once every 2D4 days, strong winds of 2D4x10 mph (32 to 128 km), gusting to up to 150 mph (240 km), whip above the Hell Pit and throughout the zone of dimensional bleed. People and objects weighing less than 300 pounds (135 kg) are pelted by leaves, twigs and small pieces of flying debris and find it very difficult to function in such wind. Reduce speed by half if traveling with the wind. Reduce speed by 90% if traveling into the wind. Hats, capes, and any object weighing less than three pounds (1.3 kg) that is not packed away or strapped down is grabbed by the wind and carried away (2D6x1000 yards/meters). And yes, that may include electronics, tools and weapons. Visibility and speech are also impaired, reduce by 75%. A shout can only be heard 30 feet (9.1 m) away, and it takes twice as long to cast a spell.

Driving faster than 30 mph (48 km) imposes a -15% piloting skill penalty for small vehicles and -25% for trucks, trains and most large vehicles. Flyers, be it an aircraft, jet pack or power armor, are tossed and battered by the wind: reduce speed by half and a -30% piloting skill penalty for small aircraft and power armor; reduce speed by 60% and -50% skill penalty when riding against/into the wind. Inside the Hell Pit is calm (no penalties), but above and all around it is wind and chaos. The storm lasts for 2D6x10 minutes. Damage from debris is 3D6 S.D.C. per minute out in the open.

71-80% Firestorm: Once every 2D4 days, fire fills the sky. It shoots across the dimensional bleed zone and above the Hell Pit in successive waves of fire in a similar way as ripples in the water with the Hell Pit at the center. The bursts of fire are strange and frightening. It increases air temperature by 1D4x10 degrees Fahrenheit (6-22 C), causes updrafts of wind and imposes a -20% skill penalty to anyone driving on the ground; -60% to flyers at heights greater than 1,000 feet (305 m) above the ground, and does 3D6 M.D. per melee round to anyone flying through the massive ripples of fire; and there is a 01-70% chance of igniting combustibles per melee round. Firestorms last for 1D6x10 minutes and fill the sky from 1,000 feet (305 m) to 30,000 feet (9,144 m) high.

81-90% Snowstorm: Regardless of the geographic location, season or normal weather, temperatures drop by 25 degrees Fahrenheit (14 C), winds pick up to 1D4x10 mph (16 to 64 km) and a heavy snow falls. Visibility is reduced to 1D6x100 feet (30.5 to 182 m), and the surface of the ground may become wet and slippery, particularly for vehicles. Both air and ground vehicles suffer a -15% skill penalty to operate in the snowstorm. The storm appears above and all around the Hell Pit, across the dimensional bleed, but only the area inside the Hell Pit is not affected. A

snowstorm happens once every 1D6 days and lasts for 1D6x10 minutes. When it is over, the weather and temperature return to whatever is normal for that region.

91-00% Magic Storm: Waves of mystic energy in hues of blues and purples erupt over the Hell Pit and across the dimensional bleed zone as if the Aurora Borealis has blazed to life right over your head. There is a soft crackling and popping sound and there is a sense of wonder and danger at the same time. During the magic storm, more energy may be available from the ley line, but the use of magic is unstable and unpredictable. Each time a spell is cast, roll to determine the outcome as follows: **01-25%** The spell works as it should but requires only half the usual P.P.E. **26-50%** The range, damage and duration of the spell are 30% greater, for the usual amount of P.P.E. **51-75%** The range, damage and duration of the spell are DOUBLE but it also burns up double the usual amount of P.P.E. **76-00%** The range, damage and duration of the spell are half what they should be, and it costs the usual amount of P.P.E. necessary to cast it. A magic storm occurs once every 1D6 days and lasts for 1D4x10 minutes.

51-60% Demonic Eruption/Demon Plagues. Once every 2D6 days, the sky changes as if a storm is coming, but instead, a Rift tears open to unleash 4D6 of the following demons or demonic creatures: **01-10%** Gargoyles or Gurgoyles. **11-20%** Dyval Host (any one type). **21-30%** Any one type of Hades Netherbeast or monster. **31-40%** Any one type of Dyval War Steed or monster. **41-50%** Any one type of Hades Lesser Demon with one Greater Demon to lead them. **51-60%** Any one type of Dyval Lesser Devil with one Greater Devil to lead them. **61-70%** Lesser Russian Demons with two Greater Russian Demons to lead them (see **Rifts® World Book 18: Mystic Russia™**). **71-75%** Devil Unicorns (see **Rifts® World Book 14: New West™**). **76-80%** Worm Wraiths! (see **Rifts® World Book 14: New West™**). **81-85%** Brodkiil at twice the usual number (roll 1D4x10). **86-90%** Demon Bear or Windigo demons (see **Rifts® World Book 20: Rifts® Canada**). **91-95%** Black-Winged Monster-Men or Man-Eagles (see **Rifts® World Book 15: Spirit West™**), but may be substituted with Greater Demons or Greater Devils. **96-00%** Necrophim and Soul Snakes (see **Rifts® World Book 12: Pyscape™**), but may be substituted with Daemonix (see **Rifts® Coalition War® Book 2: Coalition Overkill™**) or any demonic being from **Rifts® Conversion Book One** or **Conversion Book Three**.

The duration of the dark clouds, rumbles of thunder and flashes of light lasts 2D6x10 minutes, but the Rift and the expulsion of supernatural monsters lasts for two melee rounds (30 seconds) and may appear at any point during the storm.

61-70% Fog. A thick, pea soup fog spreads over the Hell Pit and across the dimensional bleed zones. Visibility is less than five feet (1.5 m). Firing at sounds or shadows in the fog more than five feet (1.5 m) away is the same as shooting wild and fighting blind. The fog appears for 2D6x10 minutes every morning at sunrise and reappears for 1D4 hours after sunset. While the fog covers the top of the Hell Pit, concealing it, the depths inside the Pit are free of fog. **Note:** Even when the dense fog is gone, the dimensional bleed zone around and above the Hell Pit is always covered in an ominous mist that hangs low to the ground (3 feet/0.9 m) and the sky is always hazy, even on bright, sunny days. Psychics entering the misty dimensional bleed immediately sense supernatural evil and danger.

71-80% Entities. The Hell Pit attracts Entities that linger in the dimensional bleed zones of both dimensions. There are always 1D6x10+10 Poltergeists, 1D4x10+5 Haunting Entities, 2D6+4 Syphon Entities, 1D4+3 Possessing Entities and 1D6 Tectonic Entities in the bleed zone. There are no Entities inside the Hell Pit itself unless they are summoned. Instead, they linger out in the dimensional bleed, where they encounter and harass mortals who enter the zone around the Pit. (See **Rifts® Dark Conversions** for details on Entities. May substitute with some of the lesser Entities found in **Rifts® Madhaven**.)

81-90% Dimensional Raiders. Groups of dimensional raiders pop into the area surrounding the Hell Pit. Raiders can be anyone from Temporal Raiders (**Rifts® England**) to warriors from Wormwood. (**G.M. Note:** This is an opportunity to bring in True Atlanteans, Sunaj, other dimensional travelers, and alien characters from *Phase World®*, other *Dimension Books* and *Conversion Books*, and even from other game settings like *Splicers®* and *Heroes Unlimited*.) These raiders may be on the side of Hades or Dyval, but most are profiteers and bandits who are more likely to be arriving to plunder the demons and/or Deevils and heroes alike. Others may simply be passing through, stopping only to see if there are any opportunities worth their time. Still others have been inadvertently diverted from their original destination and accidentally appear in the dimensional bleed of the Hell Pit. Again, whether they stay, fight or join the Minions of Hell depends on the group of raiders and opportunity.

91-95% Time Distortion. The Hell Pit and everything in the dimensional bleed is out of sync with time. For every hour that passes within the Hell Pit and the affected area around it, ten minutes pass in the world outside. Spending a day in the area is only four hours everywhere else. Such places attract Temporal Raiders and evil, adult dragons.

96-00% Dimensional Vortex – Every 1D6 days, 1D4 Dimensional Vortexes appear randomly around the area. The majority tend to be around the perimeter of the Hell Pit while a small percentage happen beyond the outskirts of the Pit. For details on *Dimensional Vortexes* see **Rifts Dimension Book™ 7: Megaverse® Builder**. In the alternative, random Rifts open and close around the Hell Pit; 1D4 happen per week and any manner of creature may come through (or go into the Rift, wherever it leads). Half the time, the random Rifts open to other dangerous locations on Rifts Earth, 25% of the Rifts lead to a location to the Hell it is connected with, and 25% lead to an alien world or dimension (use **Rifts® Dimension Books**, other Palladium RPG settings or one of your own creation). The Rifts appear at random times and locations around the Hell Pit along ley lines.

Hell Pit Plagues

The last and most devastating effect of the Hell Pits are the plagues they can unleash upon the land. Because slave labor is often used to create the Pits, slaves from across the Megaverse are Rifted in, along with Earth inhabitants that are rounded up and forced to work. The creation of the Hell Pits can often take months or years and in that time, as slaves mingle and die, diseases from other dimensions spread. So contact with mortal slaves (whether alien or human), Sub-Demons of Hades (as well as Brodkil) and the Host of Dyval can give a person a Hell Pit Plague. Unless the sick are isolated, quarantined and the illness allowed to run its course, the infected, in turn, may spread the dis-

ease to other humans and D-Bees beyond the dimensional bleed around the Hell Pit. Roll on the table below to see what plague is unleashed on the land. The Seven Hell Plagues are described in detail on pages 29-38.

01-14% Mystic Blight

15-29% Mind Scream

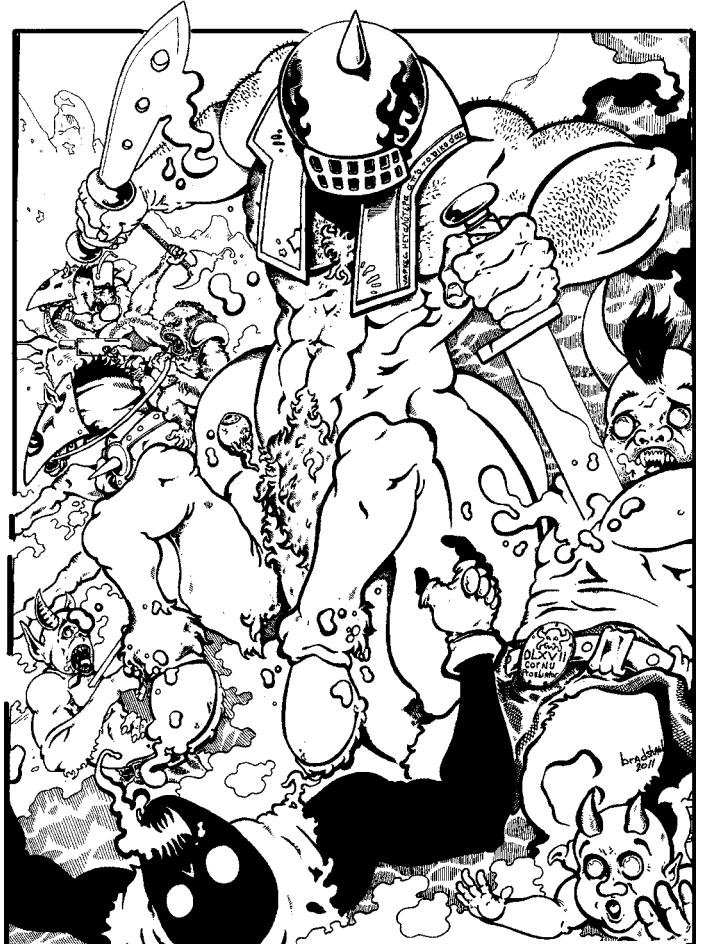
30-43% Achilles' Syndrome

44-58% Metabolic Degeneration Syndrome

59-73% Mystic Burnout

74-87% Blood Boils

88-00% Bone Rot



Destroying a Hell Pit

The best strategy is to destroy the Hell Pit while it is under construction or battle and harass the builders so badly that they give up and move on. Even before its completion, a Hell Pit is likely to have a small army (01-50% 1D6x100, 51-00% 1D6x1,000) of Demons or Deevils to defend its construction and building crew (hundreds to thousands of slaves and/or worshipers). After a Hell Pit is completed, the number of demonic and infernal beings will increase 4 to 10 fold, and the Pit will become a doorway to the very pits of Hell, from which new troops, monsters and war machines are delivered to Earth, and conquered people are dragged into evil dimensions, into the very depths of torment and misery.

Hell Pits are the creation of the most powerful and foul of magicks, **Soulmancy**, also known as *Demon Magic*. While Hell Pits are dangerous, terrible places of power and evil, they are not indestructible. Unfortunately, the knowledge of how to destroy

one is not common knowledge even to those versed in Demon and Monster Lore. The secret must be extracted from the evil beings themselves, or a Demon High Priest or other being (like a Minion of Splugorth sent to help stop the Minion War invasion, Temporal Raider, Adult or Ancient dragon, etc.) who does possess such knowledge. This is likely to mean heroes will have to seek out the information and may have to make a deal with an unlikely or evil source to get it. Interrogating a demon or Deevil is another possibility, but they will not crack easily. What it is going to come down to is that the player characters are going to have to do some kind of research on how to destroy a Hell Pit. At the Game Master's discretion, the information may be contained in the database created by Lazlo, discussed elsewhere. Certainly, Plato and other powerful dragons know the secrets of Hell Pits and their destruction.

Hell Pits do have an Achilles' heel: the Blood Pillars. But to exploit it requires one to enter the Pit and travel to its heavily guarded center. Destroying even one Blood Pillar will temporarily shut down the Hell Pit's ability to open up the massive Rift to Hell, though the *bonuses to open a Rift* via magic or personal Dimensional Teleport abilities remain intact. Likewise, each of the remaining Blood Pillars continues to gather and hold vast amounts of P.P.E. (1,000 P.P.E. each) that can be used to work all sorts of dark magic. In addition, destroying one, two and even three Blood Pillars only temporarily hobbles the Hell Pit. As soon as replacement Pillars are made from the exact same type of stone, from the same "batch" or quarry where the original stone pillars were cut, the Hell Pit can be brought back up to full power with new Soulmancy rituals to activate each replacement pillar. Moreover, as long as a Blood Pillar has even one M.D.C. point remaining, it *heals* at a rate of 100 M.D.C. per 24 hours. Make that 100 M.D.C. in *12 hours* when on a *nexus point*. Most Hell Pits are built with the sacrificial altar and the four Blood Pillars located at a nexus point. **Note:** Each Blood Pillar has 1,000 M.D.C. and contains 1,000 P.P.E., available to the master who controls the Hell Pit.

Each of the four Blood Pillars must be reduced to rubble (and zero M.D.C.) to make sure they cannot "heal" and the Hell Pit is destroyed. Eliminate all four Blood Pillars, and the entire Hell Pit is ruined, causing 2D4x10% of the carved walls to crumble away within minutes after the last pillar is destroyed. It is important to note that the four pillars do NOT have to be destroyed at the same time. They can be destroyed weeks, months, even years apart if the others haven't been replaced in that time. When all four Blood Pillars are destroyed, there is no repairing the damage. The Hell Pit must be abandoned and a new one created from scratch if any rebuilding is to be done at all.

Destroying the four Blood Pillars is a difficult task, especially after a Hell Pit has been fully activated, as there will likely be thousands of defenders with more coming and going at regular intervals. A Hell Pit is the foundation and the center of a military base of operations on an alien world. In most cases, it expands to become an ever-growing military compound or kingdom of monsters. As long as one or more powerful leaders (the Prince and/or Commander and his second) are alive and in control, they will send countless lives to their end to protect the Blood Pillars, including throwing Minions and War Steeds/Netherbeasts in front of missile volleys. Each Hell Pit is a beachhead in their invasion, and it is protected at all costs.

That's why doing things to sabotage and delay construction *before* the Hell Pit is finished is usually a better way to go. For one thing, the number of defenders, though considerable, will be smaller than when it becomes fully activated. Still, destroying or stealing one or more inactivated Blood Pillars (1D6x10 M.D.C. each before they become enchanted objects), only means a delay of several weeks or a few months to recreate the pillar. (For that reason, two extras are usually made at the same time as the first four, and hidden away, just in case one or two are destroyed at a later time.) After all four Blood Pillars are enchanted and the Hell Pit is activated, their destruction will cause the entire Hell Pit to crumble. And after a Hell Pit is deactivated, a whole new one must be dug, inscribed and activated at a different location, even if it is next to the burned-out Pit. The crater that is now the old Hell Pit can also be filled in with dirt and re-dug, but only after 1D6x10 years have passed. All that said, continually stealing and destroying the Blood Pillars, along with other acts of sabotage, will create a repetition of serious delays. Opponents of demons and Deevils should remember that the hierarchies of both Hades and Dyval rely on fear, intimidation and strong leaders. Guerrilla attacks that slay the High Priests and demon/Deevil leaders will create fear and chaos, which means more delay. Every disruptive attack should set the completion date back at least a few days if not several weeks, over and over again. In most cases, such tactics are a delaying action, but it can be an effective one. Furthermore, if you can make the cost of creating the Hell Pit too high by killing enough demons/Deevils and cause enough delays, you might get the monsters to abandon this particular Hell Pit and move on elsewhere. Then again, you might only make them angry and seek bloody revenge upon the innocent. These are evil beings who know heroes are reluctant to jeopardize the lives of innocent people, which is why the Minions of Hell usually include enslaved mortals amongst their work force, often take hostages (ideally the heroes' loved ones), and threaten neighboring communities to prevent such bothersome interruptions.

Of course, if you have a group that is so cunning, slippery and deadly, or so large and powerful, it may be possible to wipe out the entire force of supernatural invaders attempting to build themselves a Hell Pit. However, for anyone other than the *Army of the Coalition States*, *Northern Gun*, *Free Quebec*, *Lazlo*, the *Federation of Magic* and possibly a few others, such a feat seems highly unlikely. Despite that, clever and paranoid demonic leaders often try to build their Hell Pits in remote places and under a veil of secrecy. A Hell Pit cannot be covered or enclosed inside a building, but there are still ways to avoid attention and work in relative secrecy.

When destroyed, anyone in or around the Hell Pit has 3D6 minutes to get at least one mile (1.6 km) away before all Hell breaks loose!

The first thing that happens is all Minions of Hell inside the Pit and within the dimensional bleed zone are forcibly pulled back into the Pit and through a dimensional portal to whatever Hell they came from. Entities, Host and Netherbeasts in the immediate region are also ripped from Rifts Earth and sent to another dimension.

Second, a few minutes after the Minions have been whisked away, the Rift between dimensions closes, sending P.P.E. surging back down all the ley lines linked to the Hell Pit via the nexus junction(s). This sparks *1D4+1 Ley Line Storms* along ALL connecting ley lines. At the same time, portions of the walls of the

Hell Pit begin to crumble and collapse (2D4x10% of them). Anyone standing within 50 feet (15.2 m) of a Hell Pit wall is struck by falling debris and takes 1D6x10 M.D.

Lastly, within the last few minutes, a major Ley Line Storm appears right over the center of the pit where the altar and Blood Pillars once stood. The Ley Line Storm churns and spins like a tornado that explodes to unleash 1D4 waves of blinding light and a roar of sound that fills the Hell Pit and the dimensional bleed around it. Then suddenly, it is all gone, and there is only silence. EVERYONE (animals included) in the Hell Pit and area of dimensional bleed is knocked unconscious for 1D4 melee rounds (15-60 seconds). Any evil supernatural beings that may have been caught in the blast of light and sound suffer 2D6x10 M.D. and lose all their magical and psionic powers for 1D6+6 minutes. All practitioners of magic and creatures of magic feel numb and cannot use their magic abilities or cast a spell for 1D6 minutes (the same duration applies to everyone). Psychics awaken to instantly sense that evil no longer dominates the land and find that 2D6 I.S.P. have been restored to them.

Certain Locations Cannot Become Hell Pits

Any ley line that has a stone pyramid or Millennium Tree on it cannot be used to create a Hell Pit. Both would need to be destroyed first. Nor can nexus points where a *permanent Rift* has bonded to the land be turned into a Hell Pit. For example, the St. Louis Rift and Stonehenge cannot be altered to become Hell Pits. Likewise, the Bermuda Triangle is bonded to the land and sea itself, and the three main ley lines that form the triangle cannot be used to create a Hell Pit. However, smaller ley lines and nexus points within the Bermuda Triangle can be tapped for the creation of a Hell Pit.

Certain spells have various effects on the Hell Pit and they are listed below

Anti-Magic Cloud: If cast over the Blood Pillars/altar area, it will temporarily suspend dimensional travel or the opening of a new Rift for 1D4+2 melee rounds (45 seconds to a minute and a half). It also makes drawing upon the P.P.E. inside the pillars impossible for the duration of the Anti-Magic Cloud.

Close Rift: When cast as a spell anywhere within the circle of pillars or the altar, it will close one Rift per level of the spell caster, including the massive one that lets in entire armies. If an open Rift is being actively controlled by the Greater Demon/Deevil, mage or High Priest who opened it, there is a battle of wills. Roll 1D20 three times, the winner of the best two out of three rolls wins and the Rift either remains open or closes per the outcome of the battle. Bonuses in the battle of wills: +1 for every four levels of experience, +1 if a Greater Demon/Deevil or a creature of magic. Bonuses can apply to either participant in the battle of wills.

Dimensional Travel: Beings with the power of Teleport or Dimensional Teleport, as well as spells of teleportation and dimensional travel, enjoy a bonus of +20% to Teleport or Rift to the desired location. Likewise, Shifters, Ley Line Rifters and users of most dimensional magic enjoy a +20% bonus to accurately or successfully weave their magic when the spell is cast from inside a Hell Pit.

Elemental Earth Magic that is transformative, such as stone to mud, has no effect on Blood Pillars or the Hell Pit itself.

Ley Line Magic spells, Soulmancy and Temporal Magic see their duration extended by 20% when used inside an active Hell Pit.

Necromancers can animate and control 50% more dead for double the duration, and the duration of all other Necromancy magic is increased by 20% when used inside an active Hell Pit.

Witches and Dark Priests who worship demons/Deevils are indirectly linked with the demonic being that is the source of their power while inside the Hell Pit. Their master hears every prayer, every request, every plea, and can choose to speak to its mortal servant via dreams, visions or direct telepathic contact, grant their prayer, or send them intervention — or not. Such powerful, deific beings are fickle and arrogant monsters.

Hell Plagues

Sometimes it seems that the human species is a delicate and fragile creature. Take us out of our environment and we struggle to survive. We have certain requirements like food, water, and air that are the basis of our survival. Take something foreign and introduce it to our environment and humanity could face annihilation, not directly from outside invaders, but from the diseases they bring with them. Nothing proves this better than the history of the latter half of the 20th century when travel became cheap and simple and people were able to move from one continent to another with ease. Diseases unheard of in one part of the world suddenly appeared far away. Epidemics would flare up, sometimes with disastrous consequences. The wonders of modern medicine would often prevail, but even so, the fear of a global pandemic was always lurking in the background.

The Coming of the Rifts brought with it diseases which killed millions in the early years of the Dark Age. Since then, populations have been relatively isolated, but with the re-emergence of magic and technology the threat is once again on the rise. One might think that alien pathogens would run amok unchecked on Rifts Earth, but thankfully there are natural processes that help prevent this from happening. Most airborne contagions are relatively weak, and the magic energy involved in the opening of the Rifts act as a sort of *bio-filter*. These weaker pathogens are vulnerable to the high magic energy often found at ley line nexus points and die before spreading very far. The more deadly diseases that are passed by blood are often limited to a single species, and those victims often die long before they can infect their brethren. With the help of magic, psychic healing, modern medical practices (whatever is available) and holistic medicine, there have been no truly major epidemics in the last 130 years. However, with the appearance of so many Minions of Hell and the increased frequency of portals to and from Hades and Dyval, diseases are starting to trickle in, especially amongst the workers and the populations in and around Hell Pits. Outbreaks have begun to appear seemingly out of nowhere, but they come from the slaves, Sub-Demons, Host and monsters who serve the minions of Hades and Dyval. To date, seven distinct plagues have been identified and have had their origins tied to the Hell Pits and the events of the Minion War.

The Seven Hell Plagues

More so than ever, demons, Deevils and their minions are crossing one dimensional threshold after another, exposing many worlds and populations to uncommon diseases carried by their lesser minions. These diseases are not being unleashed deliberately by either the Minions of Hades or Dyval; they are simply a tragic side-effect of this deadly conflict. Seven such “Hell Plagues” have been carried to Rifts Earth so far. They are new to the Earthly environment, but the planet is already proving to be a fertile breeding ground.

Scholars, mages and characters with a medical background are the most likely to be able to figure out what these diseases are and how to combat them. Frequent dimensional travelers may also have encountered or heard of them before in their travels to other worlds. As the Hell Plagues become more common and well known, Player Characters can use their *Pathology skill* to figure out what the disease is, what its symptoms are, and how it spreads. Those with the *Biology* or *Xenology skills* can take a stab at identifying the disease as well, though actual treatment may be beyond them. The medical libraries in Tolkeen have volumes of books dedicated to the study of each disease below, and a number of their most long-lived and experienced dimensional travelers, such as Dragons, know of or have encountered the plagues in the past. Only Lazlo, Pyscape and a few other centers of magic and knowledge have accumulated data about these pathogens, as well as various experts in Atlantis.

It is difficult to classify Hell Plagues. They originate from one plane of Hell or another, but it not entirely clear if they should be categorized as a supernatural creature, albeit a primitive organism, perhaps on par with sub-demons and Dyval Hosts, as a creature of magic, or a hybrid of the two. This also makes them difficult to understand and often impossible to treat with conventional medicine. Magic and psychic powers are often the only way to effectively treat a Hell Plague.

Surviving the plagues. While all the plagues have symptoms that may result in death, none are immediately or always lethal. That, perhaps, is a small blessing to those who contract any of these debilitating diseases, especially the agonizing *Blood Boils*.

Hell Pits and those working inside them are a source of contagion. 1D6 of the plagues are likely to be present inside and around a Hell Pit whether it has been activated or not. The same holds true of any place that is linked directly to a dimension of hell or frequented by dimensional travelers. Likewise, some small percentage (G.M.’s discretion) of any supernatural horde or army is likely to be infected with 1D4 of the diseases.

The ultimate cure. The fabled, magical **White Rose** can instantly cure any of the Hell Plagues. Victims will feel weak and fatigued for 1D6 hours after taking a cure with White Rose components or eating a single rose petal, before feeling completely restored to full health. HOWEVER, very few people have ever heard of the White Rose and those who do know legends about it don’t know if it is real or the stuff of make-believe. Of the legends, most speak of the flower being concealed in the ruins of an ancient city in the east. Others point to the haunted ruins of *Madhaven* as the home of the White Rose. (See **World Book 29: Madhaven** for details.) Of those who go searching for it, most are never heard from again or return quite mad. Out of the tiny handful of people who know that it *is* real, even fewer know

where to find it. Many who know about the rare, mystical bloom are not likely to reveal its location for fear it will fall into the wrong hands, be destroyed or be used up too quickly. The keepers of the magical flower – known as the Knights of the White Rose – conceal and protect the plant with their lives, and are always careful to never overextend their supply of the precious flower. That means they save most of it for themselves and heroes of renown. **Note:** The Demons of Hades and Deevils of Dyval know nothing about this flower.

Mystic Blight

Mystic Blight is a plague that perpetuates in the presence of living sources of magic energy. Coalition Scientists would kill to be able to recreate Mystic Blight in the laboratory as a biological weapon capable of eradicating their magic-wielding enemies. Thankfully, the supernatural nature of the disease and the parasites involved makes that impossible.

Disease Pathology: Mystic Blight only affects beings who channel P.P.E., such as magic users and creatures of magic. It is caused by a microscopic parasite from Hades that infects its host in order to breed. The parasite needs the environment of a living body capable of storing large amounts of P.P.E. (40 P.P.E. points or greater), which it feeds upon. Those infected by the parasite seldom realize they are sick until they try to cast a spell or use a TW item that requires the *expenditure of P.P.E.*, at which point the character suffers severe cramping and stabbing muscle pain. What he may not realize at first is that he is also being slowly drained of P.P.E.

The parasite and its offspring feed on P.P.E. and require it to breed, so every time a spell is cast and the parasite sense that the ambient P.P.E. level is about to drop (i.e. spent to cast the spell or activate a TW device) it inflicts pain to stop the host from expelling its precious magic energy. The creature does this by releasing toxins into the bloodstream that cause pain and discomfort to the host. Spell casting becomes a painful experience and there is a chance that the pain and disorientation may disrupt the spell casting process.

Infection: Always present at a Hell Pit with a 01-20% chance of infecting any potential host who enters the Pit. Otherwise, the infection is usually spread when P.P.E. is channeled and shared via a magic ritual involving other magic users, priests or creatures of magic (you only need one in the group to pass the parasite to one or more other people), and by channeling magic into another person by casting a spell upon that person via magic healing or any “touch” to confer the benefits of a spell invocation by an infected magic user. Infection can also occur when energy is drawn upon and channeled from a Ley Line while an infected individual is also on the ley line and within 1,000 feet (305 m; double the range at a nexus point). It is believed that on rare occasions the Mystic Blight parasite can also be spread from one person to another via an exchange of bodily fluids (blood, saliva, etc.), but that has never been confirmed. Non-magic users have no fear of being infected as they do not have enough P.P.E. for the organism to breed (a minimum base of 40 P.P.E. is necessary to attract Mystic Blight).

Saving Throw vs the Mystic Blight Hell Plague: 16 to save for most magic users. Creatures of Magic are particularly vulnerable and require a 17 or higher. Only a bonus to save vs disease is applicable, no others. Roll every time the character is exposed

to it. **Note:** Victims who get the plague but are cured and recover receive a bonus of +1 to save from future exposure to it. Any creature that uses P.P.E. in any way, shape or form is vulnerable, whether they cast spells or activate magic tattoos, TW devices, etc. Only Supernatural creatures seem to be immune.

Symptoms:

1. Minor aches and tiredness: Chronic fatigue (reduce Spd by 10%), a slight, persistent fever and muscle ache, similar to feeling like a cold may be coming on or the aches and stiffness of having slept awkwardly. Symptoms are barely noticeable when distracted with other things or busy and go away completely on ley lines.

2. Painful spell casting: Not being able to cast spells is the major debilitating condition and symptom of the Mystic Blight. Casting a spell causes severe abdominal cramping, muscle soreness across the entire body, and sharp pain in the chest, arms and shoulders, all of which fades after a spell is cast or P.P.E. has been expended, but reoccurs every time a new spell is cast or P.P.E. is spent. Actual **damage** is minimal at *one S.D.C. point*, but the pain is so severe, especially when casting high level spells, that it can interrupt the spell invocation and prevent it from being cast. See *saving throw vs pain* to cast a spell or expend P.P.E., below.

Roll 1D20 to determine if the character saves vs pain:

On a failed roll to save, the spell is disrupted and not cast. The P.P.E. intended for it remains unused and available to the spell caster, but one melee action is used up and he will need to try again to cast the spell. Stopping spell casting or any disbursement of P.P.E. is the parasite's intention, because it becomes afraid when the P.P.E. level of the host body begins to drop (i.e. spent on spell activation, powering TW weapons, etc.). The number required to save increases with the level of the spell being cast – the more P.P.E. to be spent, the higher the save necessary. **Note:** This save falls into the same category as save vs non-lethal poison.

Spells Levels 1-5 (and the expenditure less than 15 P.P.E.):

Roll 8 or higher to save vs pain and successfully cast the spell.

Spells Levels 6-10 (and the expenditure of 16-120 P.P.E.):

Roll 13 or higher to save vs pain and successfully cast the spell.

Spells Levels 11-15 (and any expenditure of 121 P.P.E. or more): Roll 15 or higher to save vs pain and successfully cast the spell.

Spells of Legend (and any expenditure of 1001 P.P.E. or more): Roll 16 or higher to save vs pain and successfully cast the spell.

3. Accumulating P.P.E. loss: As parasites breed and their numbers increase, the victim's available base P.P.E. begins to dwindle and cannot be regenerated. Every month, the P.P.E. base is reduced as the microscopic parasites multiply, with more and more living on the host body. Magic users are used to having a higher than normal P.P.E. and will, over time, feel the drain on their P.P.E. base and realize they are becoming magically weakened, with less available P.P.E. to draw upon. Moreover, even on a ley line or nexus point, they are only able to draw upon half the usual P.P.E. they can normally channel. Being at a ley line or nexus does, however, soothe all symptoms, and spells can be cast with a lower level of pain and discomfort (no S.D.C. damage, +3 to save vs pain). In fact, living on a ley line and seldom leaving for more than a few hours at a time erases nearly all symptoms. The parasites still exist and continue to whittle away at the P.P.E.

base of the infected person, but the symptoms are barely noticeable.

Rate of P.P.E. loss: A victim of Mystic Blight sees his base P.P.E. diminish by 1D6 points the first month of the infection (double for creatures of magic). Increase the P.P.E. drain by +1D6 for each subsequent month (+2D6 for creatures of magic). Thus, by month two, an infected human mage is drained of 2D6 P.P.E., month three he is drained of 3D6 P.P.E., month four 4D6 P.P.E., and so on. (Remember, these numbers are all doubled for creatures of magic.). P.P.E. loss is cumulative and cannot be restored while suffering from the disease, which is why most victims do not realize they are seriously ill until the Mystic Blight is at an advanced stage.

The loss of P.P.E. is cumulative and permanent as long as the victim is infected with this Hell Plague. That means at some point, the infected individual could be drained down to *zero P.P.E.* You NEVER want that to happen, because you will lose some permanent amount of your P.P.E. forever.

When reduced to zero P.P.E., the victim suffers greater symptoms and penalties. Penalties: All magic related O.C.C./R.C.C. bonuses and natural abilities are reduced by half! Spell casting is impossible without an outside source to draw upon, and the symptoms of tiredness and fatigue are doubled (reduce Spd 20%). Worse, the victim loses *one P.E. attribute point* every week for 1D4 weeks thereafter.

If there is any good news, it is that the parasites die of starvation during that period, and at the end of those 1D4 weeks, the mage or creature of magic is free of Mystic Blight. The bad news is that the P.E. attribute points are permanently lost, along with a sizeable amount of the P.P.E. base. As a magic specialist attuned to mystic energy, the character can always channel P.P.E. from ley lines and nexus points, as well as via rituals and from talismans, amulets and other objects that serve as P.P.E. batteries, but his own P.P.E. base is permanently damaged. Roll Percentile dice to determine how much is permanently gone. **01-25%** 2D6+6%. **26-50%** 3D6+12%. **51-75%** 5D6+15%. **76-00%** 6D6+30%. Seek a cure as soon as you realize you may have Mystic Blight. Do not wait until your P.P.E. base is almost gone.

Disease Duration: Varies according to the victim's base P.P.E., but a few months to a year for most mortals, up to a few years for creatures of magic such as dragons and Faerie Folk. Supernatural beings that are the equivalent of Lesser Demons or greater, including demigods, godlings and deities as well as Entities and other energy beings are completely immune. However, Sub-demons, hosts, priests, mages and D-Bees who may serve them (willingly or as slaves) are vulnerable to Mystic Blight infection.

Known Cures: There are a number of cures for this plague, but the trick is recognizing it and getting treatment early on. The **Banishment** spell does not work (there are hundreds or thousands of parasites and Banishment only affects one supernatural being at a time), nor does **Dessicate the Supernatural, Remove Curse** (it's not a curse) or any healing magicks short of **Restoration** (always an automatic success).

Exorcism (magical or psionic) has a chance of ridding a victim of Mystic Blight, but the success rate is half and there is a 01-50% chance the plague will infect any mage, priest or creature of magic performing the Exorcism.

Expel Demons has a chance of ridding a person of Mystic Blight as well. Roll D20, a roll of 1-17 means the parasites have been forced out of the infected individual. A roll of 18-20 means the spell failed, try again. Three consecutive failures means the spell is impotent against this strain and any further attempts to Expel Demons automatically fail. **Note:** Since these invocations “expel/remove” the parasites rather than destroying them, there is a 01-60% chance they will infect the first mage or creature of magic who comes within a 40 foot (12.2 m) radius of where they were expelled after 1D6 hours. Without a host body, Mystic Blight parasites die in 1D6 days (can survive twice as long if expelled on a ley line or nexus).

The spell invocation **Purge Others** (and **Purge Self**) gives the victim of the infection a new chance to *save vs disease* with a +2 bonus. A successful save means the Mystic Blight is destroyed. A failed save means no change. Purge Others (or Self) can be tried again, but three consecutive failures means the spell is impotent and any further attempts to Purge Others (or Self) automatically fail.

Splugorth Bio-Wizards have both a chemical bath that removes and kills the parasites as well as a secret method of harvesting them from a host body without killing them and, undoubtedly, using them for some nefarious purpose.

The healing touch of a deity can also heal a victim and restore M.D.C., but the price to pay is likely to be high – serving that deity, being sent on a dangerous quest, and similar.

The simplest but most damaging cure is to let the disease **run its course**. Once the last of the P.P.E. has been consumed the organisms die within another 1D6 days, leaving the character free of the infection and adding +1 to save the next time he is exposed to it. Likewise, finding a way to keep the infected person at zero P.P.E., with his magic energy base never regenerating above zero for seven days is guaranteed to cause the parasites to starve and die. However, such a feat is trickier than it sounds, and the victim’s symptoms all double for the seven day period.

Note: The psionic ability **Psychic Diagnosis** will reveal the presence and nature of the parasitic disease, and **Psychic Purification** can help to alleviate the physical symptoms for 3D6 hours, but does not cure the victim.

Mind Scream

Like Mystic Blight, Mind Scream is a microscopic parasite that affects humans, D-Bees and creatures of magic who possess psionic abilities, even if they are only Minor Psionics. It has no effect on most supernatural creatures, including Sub-Demons, Host and other simple beings. Lesser and Greater Demons, Devils, Godlings and deities are impervious. Demigods are susceptible, but the symptoms and penalties are half.

Disease Pathology: Mind Scream parasites are attracted to beings with psionic abilities and infest their brain and nervous system to breed. The growing colony of parasites feed on their victim’s psychic energy, represented by the I.S.P. base. The parasites originate from Dyval and are always present at a Deevil Hell Pit.

The parasite needs the environment of a living body capable of storing and using I.S.P. (15 I.S.P. points or greater), which it feeds upon. Those infected by the parasite seldom realize they are sick until they try to use their psychic abilities or attempt an *expenditure of I.S.P.* to use or power a TW device.

Infection: The Mind Scream parasite is always present at a Hell Pit linked to Dyval and has a 30% of being found at any other Hell Pit. There is a 01-20% chance of infecting any psychic who enters the Pit. Otherwise, the infection is usually spread when I.S.P. is unleashed and a psionic power is used to touch, connect with or read another being who is already infected. This can occur as a result of any psionics that require the psychic to touch another being or establish a psionic link. That includes most healing psionics, Astral Projection, Commune With Spirits, Empathy, Telepathy, Presence Sense, Read Dimensional Portal, Sense Dimensional Anomaly, Bio-Manipulation, Empathic Transmission, Group Mind Block, Group Trance, Mentally Possess Others, Mind Bond and Mind Wipe. This includes using such abilities or having any of these done to the psychic by another being who is already infected.

Most people without psychic abilities have no fear of being infected as they have too little I.S.P. (if any) for the organism to breed (a minimum base of 15 I.S.P. is necessary to attract the Mind Scream parasite).

Saving Throw vs the Mind Scream Hell Plague: 16 to save for most psychics and creatures of magic, as they are, by nature, open to the supernatural world; 13 or higher for supernatural beings. Only M.E. attribute bonuses are applicable, no others. Roll every time the character is exposed to the plague. **Note:** Victims who get the plague but are cured and recover receive a bonus of +1 to save from future exposure to it. Any creature that has even one or two psychic abilities is vulnerable.

Symptoms:

1. Emotional Distress: The main symptom is unwanted psychic visions and sensations that interrupt the use of psionic abilities and create a high level of anxiety, emotional distress, and trouble sleeping. All of this results in the following penalties: Reduce M.E. and Spd attributes 10% and -5% to the performance of all skills (make that -10% when the situation is desperate and that skill is important).

2. Unwanted Psychic Visions and Sensations: Every time a psychic uses or expends any of his I.S.P., there is a 01-66% chance that he experiences something completely unexpected. The effect is something known as the Mind Scream, because it blasts unwanted into the psychic’s mind and is jolting and intense. So intense that it interrupts the psionic ability he was using.

The presence of the parasite makes the psychic extremely sensitive to the paranormal world around him, the supernatural, and the emotions of others. Every time the psychic uses one of his own abilities or expends I.S.P. for any reason, a few moments later something else comes screaming into his mind. This can be a clairvoyant flash of something yet to come, sensing the presence of evil, an imminent danger or an intense emotion from someone around him. Unfortunately, the unwanted blast of “insight” that comes screaming into his head is always intense, jarring and takes the psychic out of what he was doing, in effect *reducing the duration* of his intended psionic action by *half*, which may also result in half the desired effect for the psionic ability in use when the interruption takes place.

Roll to determine the unexpected and unwanted Mind Scream that invades the psychic’s head. In places where a particular evil may be present or danger imminent, the psychic may get the same or similar image and impression every time, or the visions he sees may be different aspects or views of the same evil being, threat or danger. All of this can be helpful, but the vision

comes unexpectedly and is definitely unwanted. They can also be jarring, terrifying and momentarily disorienting. Worse, the visions and flashes of insight not only interfere with the psychic's own abilities, but their lack of detail and clarity can be frustrating and torment the character in his dreams and make him feel helpless or paranoid.

01-10% Clairvoyance: The face of evil. In a frightening flash of insight, the character knows a particular *supernatural evil* is engaged in something threatening or bad in the region (the village he is in, the town or one of the towns down the road, etc.). The psychic even sees the monster's natural face, so he will know if it is a demon or Deevil, or whatever the creature may be, and will recognize it if he should come in contact with it. However, if the monster is a shape changer or master of illusion, he does NOT see the human/mortal visage in which the fiend disguises itself. Likewise, this may be the face of supernatural evil that is worshiped and served by henchmen in the area or manipulating events and people behind the scenes.

11-20% Clairvoyance: Danger is coming. The psychic instantly knows if he or one or more of his teammates are in danger and if that danger is immediate (within 1D6 minutes), soon (1D8 hours), later (1D6 days) or uncertain (it may pass or be avoided), but he does not know precisely when, where, or what the danger may be, or who might be behind it.

21-30% Clairvoyance: Evil is watching. The psychic instantly knows if he or one or more of his associates are being observed by supernatural evil or someone with harmful intent for him or any member of the party. Unfortunately, he does not know what form that evil may have taken, where it is, who it is, what it is, or how close it may be, nor if and when it plans to strike. And just because it is watching does not mean the psychic and his associates are targets, it just means they are being observed.

31-40% Sense hate or loathing. The psychic is swept with the sensation of intense hate or loathing. He'll know if it is one, a few or many individuals filled with that hatred, and whether that hate is directed at him and/or his teammates or someone/something good, innocent or beautiful. These sensations could, in turn, indicate the presence of supernatural evil, a sociopath or a person being driven to extreme action, or trapped in a situation that breeds hatred, such as being enslaved and tormented by evil forces. In this latter case, the hate is likely to be tinged with fear or sorrow.

41-50% Sense sorrow and suffering. The psychic is overcome with the sensation of sorrow or suffering. He'll know if it is one, a few, several or many people feeling this way and whether or not the emotions are directed at him and/or his teammates, or whether the sorrow is for the person experiencing it himself or for someone else such as a loved one, prisoner, intended target, etc.

51-60% Sense fear. The psychic is overcome with the sensation of fear and anxiety. He'll know if it is one, a few, several or many people feeling this way and whether or not the emotions are directed at him and/or his teammates, or whether the fear is for the person experiencing it himself or for someone else such as a loved one, prisoner, intended target, etc.

61-70% Sense desperation. The psychic is overcome by the sense that someone, someplace near, is in a desperate way and needs help badly before something terrible happens to him

or someone he cares about. However, the psychic does not know from whom the desperation comes nor precisely when, where or to whom the terrible fate will happen.

71-80% Time is running out. The psychic senses something bad is going to happen to someone, someplace nearby within the next 6D6 hours, but does not know precisely when, where, or the cause, but he will know if he and/or any member of his group are the targets of the bad thing, or whether it is someone outside the group.

81-90% Sense goodness in need. The psychic senses that a good person, hero or force of good is in need of help and that lives will be saved, made better or good things will result if the force for good succeeds. However, the psychic doesn't know exactly who that force for good is, what sort of help is needed, or when or where it might be needed, but he does sense that it is important to try to help.

91-00% Sense death. The psychic can sense if one, a few, several or many people have recently (within 1D4 weeks) died, whether the cause of death was natural, disease, or met through violence, and whether supernatural evil (including its henchmen) were involved. Conversely, the psychic may sense the presence of Undead, Necromancers, Necromancy Magic, Soulmancy, and supernatural beings or creatures of magic that represent death, including Banshees, Ghouls, Soul Stealers, zombies, vampires and others. Furthermore, the psychic may sense the *coming of death* (within 1D6x10 hours). This could be a planned execution, assassination, massacre, raid or any impending attack/battle in which people are likely to die in the conflict. At the G.M.'s discretion, this could include a natural disaster such as a forest fire, earthquake, flood, etc.

3. Insanity: Mind Scream parasites can remain inside a psychic until the day he dies without physical ramifications. It is the individual's mind that begins to suffer serious deterioration. After 1D6+3 months, double the penalties associated with the symptoms. Worse, the frequency of the visions and flashes of insight happen 01-80% of the time that a psionic ability is used. All of this weighs heavy on the mind, amping up the level of fear, stress and anxiety. It also results in increased levels of frustration, sadness and anger due to being bombarded with images and feelings of others and the sense of helplessness when the psychic is unable to help these people or stop tragedy. The result is madness. Roll on the following table for every year the psychic suffers from the Mind Scream Plague. All penalties and insanities are cumulative. Curing the individual will stop further deterioration, and penalties are reduced by half at that time. However, any insanities remain.

01-20% No further deterioration, yet.

21-30% Increasingly absentminded, -5% penalty on all skills.

31-40% Distracted or a bit numb and slow to react, -1 on initiative.

41-45% Obsession: Hates Demons. If he already has this obsession roll once on the Random Obsession Table; page 337 of **Rifts® Ultimate Edition**.

46-50% Obsession: Hates Deevils. If he already has this obsession roll once on the Random Obsession Table; page 337 of **Rifts® Ultimate Edition**.

51-55% Obsession: Hates Hell Pits and any place where supernatural evil gathers. If he already has this obsession roll once on the Random Obsession Table; page 337 of **Rifts® Ultimate Edition**.

56-60% Roll once on the Random Obsession Table; page 337 of **Rifts® Ultimate Edition**.

61-70% Roll once on the Random Phobia Table, page 337 of **Rifts® Ultimate Edition**.

71-80% Roll once on the Random Neurosis Table, page 333 of **Rifts® Ultimate Edition**.

81-90% Roll once on the Affective Disorder Table, page 333 of **Rifts® Ultimate Edition**.

91-95% Roll once on the Psychosis Table, page 334 of **Rifts® Ultimate Edition**.

96-00% Afraid to use psionic abilities for fear of what else he'll see. Uses abilities only when absolutely necessary and may consider not ever using them again, at all. The only exception may be dire circumstances or to save himself or a loved one.

4. Unexpected Bonuses: +1 on Perception Rolls, especially when trying to figure out clues, find people and save lives, +1 to save vs Horror Factor and +1 to save vs possession.

Disease Duration: Until cured and the parasites killed or removed.

Known Cures: Same as Mystic Blight, with a few exceptions, but the trick is recognizing it and getting proper treatment.

The **Banishment** spell does not work (there are hundreds or thousands of parasites and Banishment only affects one supernatural being at a time), nor does **Dessicate the Supernatural, Remove Curse** (it's not a curse) or any healing psionics or magicks short of **Restoration** (always an automatic success).

The healing touch of a deity can also heal a victim and restore M.D.C., but the price to pay is likely to be high – serving that deity, being sent on a dangerous quest, and similar.

Splugorth Bio-Wizards have both a chemical bath that removes and kills the parasites as well as a secret method of harvesting them from a host body without killing them and, undoubtedly, using them for some nefarious purpose.

Letting the disease **run its course** is not an option as it lasts a lifetime, may be spread, and leads to certain insanity.

Reducing the psychic's I.S.P. to zero, and keeping it at zero, is a possible if unlikely cure. Depriving the parasites of I.S.P. will cause them to die within 1D6+2 days, leaving the character free of the infection and a bonus of +2 to save the next time he is exposed to it. However, such a feat is trickier than it sounds. **Note:** The psionic ability **Psychic Diagnosis** will reveal the presence and nature of the parasitic disease, but no psionic ability other than **Exorcism** has a chance of curing the victim of Mind Scream.

Achilles' Syndrome

If supernatural monsters, creatures of magic, and Mega-Damage beings fear anything, it is being infected with *Achilles' Syndrome*.

Disease Pathology: The infection is a virus that mutates the creature's physical make-up, turning M.D.C. creatures into S.D.C. beings! Normal M.D.C. creatures that are immune to most mundane weapons are now vulnerable to the simplest of weapons and attacks. A gunshot, arrow, knife or even a simple punch from a mortal, all inflict damage. The creature still Bio-Regenerates from damage, but it is S.D.C. that is restored, not M.D.C. points. Moreover, these beings are not used to feeling pain from the at-

tacks of ordinary people, which makes the creature feel incredibly vulnerable, paranoid and even scared. Mega-Damage body armor will be necessary to survive combat with their own kind and against opponents armed with M.D. weapons. Some Mega-Damage beings like demons and Deevils are so horrified to have become pathetic S.D.C. creatures, like humans, that a few (10%) kill themselves to escape the crushing humiliation, while others (20%) are tormented and slain by their own kind. The rest must put up with the fear and loathing of their brethren and take to wearing M.D.C. body armor or using magical protection, and all lose confidence and suffer a number of penalties (see Symptoms, below).

Infection: The infection is passed in the saliva and blood of supernatural beings, creatures of magic and other M.D.C. beings. This includes bites, claw swipes and other forms of physical contact. Infection can only occur from a creature that is already infected. The virus is fairly weak and dies within 1D4 hours without a host body to feed upon.

Saving Throw vs the Achilles' Syndrome Hell Plague: 14 to save for mortal Mega-Damage beings like Grackle Tooth. 15 to save for creatures of magic such as dragons, and 16 to save for supernatural beings. NO bonus to save is applicable. Roll every time the character is exposed to it. **Note:** Humans and all S.D.C. creatures are immune to this Hell Plague and cannot be carriers of the infection. It affects only M.D.C. beings.

Symptoms: Progressive degeneration. For the first week there are no noticeable side effects other than a persistent soreness at the site of the wound.

In the second week, the skin takes on a pale, blotchy complexion around the site of the wound (the infection site). The area is discolored, itchy, and tender to the touch, which any creature with the natural ability of Bio-Regeneration will find very troubling. The wound which had seemed to heal reappears and looks to be infected; the area around it aches and hurts when touched. Worse, the wound area become a weak spot – *an Achilles' heel* – that has become an S.D.C. bull's-eye. Any S.D.C. attack that hits that area inflicts damage, even though the rest of the creature's hide is still an M.D. structure. Moreover, for every 25 S.D.C. points of damage inflicted to that weak spot, the creature suffers 1D6 M.D.C. damage.

Things only get worse from here. EVERY DAY the S.D.C. area grows and expands, making 10% of the creature's body S.D.C. Within an additional nine days, the being's whole body turns into S.D.C. (In S.D.C. settings the creature loses its Natural Armor Rating and 30% of his Hit Points).

M.D.C. Transformation to S.D.C.: Each M.D.C. point becomes S.D.C./Hit Points. When all M.D.C. are lost, a Mega-Damage creature that started out with 93 M.D.C., now has 93 S.D.C./Hit Points. When the creature Bio-Regenerates it recovers S.D.C./Hit Points, not M.D.C. All physical sensations, from the feeling of wind on the skin to heat and cold, to actual physical damage, are all twice as intense as when the creature was a Mega-Damage being. This very real fragility creates a sense of vulnerability and paranoia that does not go away until cured.

Penalties: Imperviousness to fire, cold, heat, poison, disease, and any other harmful effects are reduced by HALF, meaning things that had NEVER hurt the creature now do half damage. If the victim was resistant to such things and only took half damage in the past, he now suffers FULL damage from them as an S.D.C. being. He also fatigues like a human, interrogators and seducers

are +20% when using the Interrogation or Seduction Skill, and the sense of mortality and loss of confidence results in penalties of -1 on Perception Rolls, -2 on initiative, -1 melee attack, -1 to strike and disarm, -3 to save vs Horror Factor and -5% on the performance of all skills.

Disease Duration: The disease lasts for as long as the victim lives or until it is cured via magical means. Once infected the individual stays infected and contagious for life, unless cured.

Known Cures: The psychic ability of **Psychic Purification** and the **Purge** magic spell can *slow* the progress of the disease, but not stop it. If performed upon the infected being every day, it takes 18 days before the victim loses all of his M.D.C., instead of nine days. After that, the psychic ability has no effect.

The **Restoration spell** purges the virus and restores the Mega-Damage being, with 25% of his M.D.C. returning every day (every 24 hours) until completely back to normal.

Eating a single petal from the legendary **White Rose** restores the creature to full M.D.C. within 1D4 hours. Eating more than one petal has no negative or positive effect.

Splogorth Bio-Wizards can kill the Achilles' virus via a daily regimen of drinking a special elixir. The elixir must be drunken every day for eleven days without fail. After the first two days, the victim starts to reverse the process and recovers 10% of his lost M.D.C. until fully restored. The potion must be drunken faithfully for eleven days or the Achilles' virus returns with the same effects as before.

The **healing touch of a deity** can also heal a victim and restore M.D.C., but the price to pay is likely to be high – serving that deity, being sent on a dangerous quest, and similar.

Dying and being resurrected, kills the virus and upon being brought back to life, the victim is restored to his old M.D.C. self. This includes the **Restore Life** spell. Not recommended.

There are also rumors of magical fountains that may contain a cure for this disease, but such a fountain is said to be found only in far-off, alien dimensions.

MDS – Metabolic Degeneration Syndrome

MDS is the medical name for what demons and Deevils call the Healing Sickness. To supernatural beings and any creature with the power of Bio-Regeneration, this disease is a nightmare as it shuts down their natural healing abilities.

Disease Pathology: Normally, supernatural beings and creatures of magic have very powerful immune systems and heal at a superhuman level. This disease targets the immune system and prevents the infected being from healing quickly. As the infection spreads, the victim's immune system gradually uses all of its healing energies to fight the disease. This healing "energy" is diverted away from the damaged cells in the body, causing the Bio-Regeneration power to become inert. For creatures used to healing in minutes or, at most, hours, this is a complete and utter shock, causing many to cower in fear and run from even the easiest of fights.

Infection: The disease thrives in the blood system. For supernatural beings and creatures of magic this means they risk infection from bites, claw strikes, blood splatters, drinking blood and eating raw meat or the flesh and bones of their victims. For

savage and primordial creatures who fight with tooth and claw, or who feast upon fallen prey, they are vulnerable to ingesting the disease or being exposed by coming into contact with the blood of an infected individual. This is as simple as a blood splatter from an infected foe in battle.

Saving Throw vs the MDS Hell Plague: 11 to save for any mortals who possess Bio-Regeneration or similar fast healing ability. 16 to save for creatures of magic such as dragons, and 16 or higher for supernatural beings. NO bonus to save is applicable. Roll every time the character is exposed. **Note:** If the blood is quickly cleaned off or the Cleanse spell is used within five minutes of exposure to the skin, it will negate any chance of being infected. However, if the tainted blood is ingested or mixed into an open cut there is nothing to do but roll to save. Humans and most S.D.C. creatures are immune to this Hell Plague and are not usually carriers of the infection. It affects only beings who possess *Bio-Regeneration* (or similar super-healing ability). This can include some mortals with superhuman abilities and powerful psychics, but only those who are Master Psychics and possess 90 I.S.P. or more.

Symptoms: Three days after the being is infected the victim runs a low-grade fever for a further three days and feels weak and sluggish, but nothing too serious. After the fever passes, the creature continues to feel weak and slow. However, it is not until suffering physical injury that the infected individual realizes he is in serious trouble. Wounds do not heal. The skin bruises and welts (that never happens!), cuts do not close, and the pain from



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injury does not vanish in a few minutes, it lingers for hours and days. Worse, *lost M.D.C. is not restored* and the character realizes he could easily be killed. **Note:** Magical and supernatural beings with Bio-Regeneration do heal and recover, but at a snail's pace like mortals. Better than humans actually, as M.D.C. (or Hit Points/S.D.C., as the case may be) recover at a rate of 6D6 points per 24 hours. Human beings would love to heal that quickly, but to these beings it feels like an eternity and the pain is torturous.

Penalties: Imperviousness and resistance to external influences like fire, cold, heat, etc., all remain in place, but the victim is now vulnerable to disease and poison (they do full damage), and Bio-Regeneration stops working completely.

Also reduce Spd by 10%, -1 attack per melee, -10% to the performance of all skills, and reduce all bonuses to save (including save vs magic, psionics and Horror Factor) by HALF; some of this is psychological as much as physical. When the character loses half or more of his M.D.C. (or S.D.C./Hit Points) DOUBLE the penalties above. When down to 20% or fewer M.D.C. (S.D.C./Hit Points) the character will feel his own mortality; 01-60% chance he is so afraid of dying that the creature flees or surrenders, and interrogators and seducers are at +20% when using the Interrogation skill.

Disease Duration: 1D6+1 weeks (half that time for vampires and other undead) until the disease runs its course! After which the creature returns to full health and Bio-Regenerates as normal. During the time while Bio-Regeneration is gone, the creature must be especially careful not get himself killed. A difficult task considering such beings don't normally have to worry about blood loss, stitching or bandaging wounds, resting to heal, or pushing themselves too hard on the battlefield. Many supernatural beings, especially demons, cannot adjust, get in over their heads and are quickly killed.

Known Cures: Powerful magic like **Purge** and **Purge Self** can be used once to reduce the duration by half, and **Restoration** and **Restore Life** (requiring the character to die first!) will completely cure the character. Psionic healing and other types of magical healing have no effect. The disease must run its course.

Mystic Burnout

As the name suggests, magic users and those who use P.P.E. for spells and other various magic effects are susceptible to this disease.

Disease Pathology: Mystic Burnout is a virus that affects the body. Practitioners of magic spend years building up their capacity to hold and channel magic, becoming a living P.P.E. battery. The same holds true for creatures of magic and many supernatural beings who contain large amounts of P.P.E. in their bodies and use magic on an instinctive level. Mystic Burnout causes the body to lose its ability to contain and efficiently channel magic energy. As spells are cast or magic abilities used, P.P.E. is consumed, scorching the body in the process.

Infection: Mystic Burnout is an airborne pathogen that is very resilient and passed on like the common cold. Like the cold, it has a limited time being airborne, typically one day, however, it can survive for 1D4 days along ley lines and at nexus points. Being airborne, it can be passed to others by simply being breathed in. It only affects beings who possess 35 P.P.E. or more, and makes its presence known quickly, with infected victims feeling the effects within 1D6 hours.

Saving Throw vs the Mystic Burnout Hell Plague: 13 to save for mortals. 15 to save for creatures of magic and supernatural beings. NO bonus to save is applicable. Roll every time the character is exposed, which includes every visit to a Hell Pit (that's true of most Hell Plagues). Anyone sick with the disease is infectious and those who come within a 15 foot (4.6 m) radius of him or come into physical contact (handshake, pat on the back, etc.) must roll to save vs infection. Only the rare being that is impervious to disease is safe from Mystic Burnout. **Note:** Ordinary humans and most D-Bees are immune to this Hell Plague because they have little P.P.E., and children with high P.P.E. are +2 to save. Only someone who is sick with the bug can carry it and pass it on to others.

Symptoms: On a physical level, victims suffer from cold-like symptoms: feel weak, fuzzy-headed and like they are burning up. They perspire a lot and unless they drink plenty of fluids, could become dehydrated (add a -1 to all usual penalties, and reduce Spd and skill performance another -10%). Sinus congestion causes runny nose, sniffles, frequent sneezing, and a persistent low-grade fever. The fever rises a half degree for every spell cast, magic ability used or P.P.E. channeling action, regardless of the P.P.E. expended to cast it. In humans and human-like D-Bees, when the fever reaches a temperature of 103 or higher, they suffer the following:

Physical Penalties: -4 to Perception Rolls, no initiative bonus, reduce all other combat bonuses and Spd by half, and -40% on skill performance, including R.C.C. abilities like Track by Smell or Sense Supernatural Evil.

Normally a fever greater than 103 would start to cook the brain, cause hallucinations and run the risk of permanent brain damage, but this is NOT the case with Mystic Burnout. The magical nature and influence of the P.P.E. prevents brain damage or more severe symptoms. For every hour the infected individual refrains from using magic his temperature drops one degree. When the victim's fever drops down to 100 the severe penalties listed above disappear, but not until then. Using magic again, even pumping P.P.E. into a Techno-Wizard (TW) device, causes fever and body temperature to rise a half a degree per each use; quadruple whenever 40 or more P.P.E. is expended.

Magic Penalties: It gets worse. Spells cast while infected with Mystic Burnout cost 30% more P.P.E. and inflict 30% more damage whether the spell caster intends to do so or not. Along those lines, the maximum damage (+30% extra) is always unleashed; the caster lacks control. Meanwhile, P.P.E. recovery is painfully slow at one point per hour. No matter what the practitioner of magic does to boost the recovery, nothing works, and when he tries to draw P.P.E. from another source (people, ritual, ley line, etc.), the ill person can only grab 30% of the usual amount, that includes channeling P.P.E. from a ley line. For many practitioners of magic, and especially creatures of magic, the inability to recover P.P.E. quickly is the worst symptom of all.

Disease Duration: Mystic Burnout takes 3D4 days to fully run its course. At the end of the duration the victim returns normal and is no longer infectious to others. Better yet, he cannot catch Mystic Burnout again for 3D4+6 days.

Known Cures: Few. Powerful magic like **Purge** and **Purge Self** will reduce the duration by half (the spell can only be successfully cast to reduce it once, not repeatedly), and **Restoration** and **Restore Life** (requiring the character to die first!) will completely cure the character. Psionic healing and other types

of magical healing have no effect, including Cure Illness. The disease must run its course.

There are also rumors of **magical fountains** with incredible curative powers that can cure this disease, but such fountains are said to be found only in far off, alien dimensions.

Note: This disease has yet to hit any large population centers like the Chi-Town 'Burbs, Iron Heart, or Lazlo. At places where magic is not used, the plague will have little impact, but at a location like Lazlo, New Lazlo, the Federation of Magic, Atlantis and others where magic is common, it could have a devastating impact.

Blood Boils

Blood Boils are fast becoming the Black Plague of North America, arguably the most dangerous of the Seven Hell Plagues.

Disease Pathology: Large, nasty boils form around the body, especially where blood vessels are close to the surface. As the disease progresses, victims find breathing difficult and labored, and eventually succumb to blood loss or respiratory failure. Any species that has blood and breathes air is at risk. The disease causes the oxygen in the blood to react differently with the oxygen carrier in the body. In humans this is hemoglobin. Many D-Bees that breathe have a similar oxygen carrier and this disease reacts in the same capacity, making it capable of jumping from one species to another.

Infection: Blood Boils are actually a deadly alien bacterium that is transmitted via fleas, ticks, and similar tiny parasites. The disease is only transmitted from the bites of these parasites and because of this it could take some time to figure out how the disease moves from one victim to the next. Many people, especially those who live in small wilderness towns, will assume it is transmitted via touch which in fact it is not.

Saving Throw vs the Blood Boil Hell Plague: 15 to save for mortals. 14 to save for creatures of magic and 12 to save for supernatural beings. Only a bonus to save vs disease is applicable. Roll every time the character is exposed to it. Anyone sick with the disease is infectious to those who come in contact with his blood or the ooze that dribbles out of broken Blood Boils. Only the rare being that is impervious to disease is completely safe from Blood Boils.

Symptoms: Hard, red boils that ache all the time and hurt when touched are the first sign of infection. As the disease progresses more boils will form. If pressed hard or struck, the boils burst, inflicting one point of damage (Hit Point or M.D.C. depending on the nature of the being who is ill), releasing a short stream of blood and creating an open wound that will not heal or scab over (cannot recover the Hit Point or M.D.C. point lost when it bursts). Break enough of them (1D6+4 form every day; double for creatures of magic and supernatural beings), and the victim could easily be killed.

Physical Beauty is reduced by 5% every day for 1D4+4 days as more and more boils appear on the face, neck, arms and upper torso (1D6+4 every day). Even the touch of light fabric hurts, causing many victims to shed clothing. Heavy clothing, let alone body armor, is too agonizing to consider. Disguise is impossible while infected as the boils are obvious and the open wounds from broken boils constantly ooze and stain clothing.

The sensitivity of the boils makes sleeping impossible, as putting pressure on the boils and wounds hurts too much to get more

than 1D4 hours of rest per 24 hour period. Meditation is also difficult and even Bio-Regeneration via psionics only dulls the pain enough to get an extra hour of sleep.

Penalties for too little Sleep: After three days, reduce Perception Roll bonuses, Spd, skill performance and all combat bonuses by half. Roll percentile to see if spell casters and psychics can maintain focus enough to cast a spell or use a psionic power; 01-55% means success, anything higher, failure. After three more days, increase the penalties another 30% and there is no initiative or Perception Rolls possible.

Penalties and Damage for Wearing Armor: Penalties are the same as above. Damage could kill the character. People infected with Blood Boils who don body armor, power armor, or try to pilot a robot or vehicle suffer 3D6+6 points of damage direct to Hit Points (or 1D4x10 for M.D.C. beings) just for suiting up or buckling into the driver's seat. That's how many boils they break in doing so, and the broken boils hurt so bad they retain only half their usual number of attacks per melee round and do NOT receive any of the usual bonuses or extra attacks they normally get from piloting power armor or a robot. In addition, being struck and knocked down will break 1D4 more blood boils, causing more damage that cannot be healed. **Note:** Force fields and magic such as Armor of Ithan do NOT case breakage and damage because the "protective force" flows around the body without pressing on it. When the boils vanish they leave minor scarring, but only from those that break. Psychic and magic healing can remove the scars completely.

Disease Duration: 2D4+4 days.

Known Cures: Aggressive super-antibiotics that can be delivered directly into the bloodstream are the only known non-magic cure, and they are not a guarantee. Roll to save with a +4 bonus. Success means the boils and symptoms are gone within 2D6 hours, though 1D4 days of sleep and rest are necessary before all penalties are gone (reduce by half when the boils vanish and the rest after sufficient bed rest is completed). These types of super-antibiotics do exist, but are generally in the hands of groups like the Coalition States and Free Quebec, and usually saved only for the elite and military personnel. Some larger cities like Lazlo, Dunscon, and perhaps Dweomer may have a limited supply, but not enough to tend to a large population. The only other known cure is the magic spell Restoration. Cure Disease will extend one's ability to survive the disease by restarting the clock. The spell adds a number of days equal to the victims P.E., but does not completely cure the disease.

Powerful magic like **Purge** and **Purge Self** will reduce the duration by 1D4 days (the spell can only be successfully cast to reduce it once, not repeatedly). **Restoration** and **Restore Life** (requiring the character to die first!) will completely cure the character. Psionic healing and other types of magical healing have no effect, including Cure Illness. The disease must run its course.

Splogorth Bio-Wizards have a chemical bath that reduces the pain to almost nothing and enables victims to sleep a full 8 hours. This eliminates the penalties for lack of sleep, but the pain and sensitivity of the boils when outside the bath inflict penalties as follows: -2 on all combat bonuses and Perception Rolls, -10% to skill performance and reduce Spd by 30%. Exposure to the bath for five days in a row reduces the remaining duration of the plague by half.

The healing touch of a deity can also heal a victim and restore M.D.C., but the price to pay is likely to be high – serving that deity, being sent on a dangerous quest, and similar.

Note: This disease has yet to hit any large population centers such as the Coalition States, Lazlo or other major cities. When it does, it will scare the hell out of people and 1D4x10% of those who become infected are likely to die, more if they fall under attack when many are sick.

Bone Rot

The name Bone Rot is something of a misnomer because it does not actually rot bone, but rather causes stiffness and pain, especially at the joints. Some have described it as if their bones are turning to stone.

Disease Pathology: Bone Rot is a bacteria that aggressively attacks the bones and muscles. It is most evident and painful at the joints, causing swelling and inflammation that results in an aching across the entire body and extreme stiffness and pain. All joints from fingers to neck, elbows to hips, knees to ankles feel stiff and painful to move.

Infection: The infection is passed on via bodily fluids, including saliva from a bite, drool or spray and blood splattered on exposed skin. This includes drinking from the same unwashed glass or container or using unwashed eating ware, and similar behavior. Even cleaning one's body armor off of blood or slime or touching dried blood can lead to infection. Infection can only occur from a creature that is already infected with the disease. **Note:** Bone Rot can be caught again and again, but those who have recovered from it within the last 90 days are +2 to save. Moreover, those who have suffered from Bone Rot in the past should recognize its symptoms rather quickly and take immediate action to cure it before the penalties become crippling.

Saving Throw vs the Bone Rot Hell Plague: 15 to save for most mortals, creatures of magic and supernatural beings alike. NO bonus to save is applicable, except bonuses to specifically save vs disease. Roll every time the character is exposed to the plague.

Symptoms: Week One: The infected individual has minor aches and stiffness on par with having overdone it exercising. The aches even seem to subside for a couple days before they return. There are no penalties this first week.

Week Two (starting day 8): The aches and stiffness are much more pronounced. The skin around all joints is red and it hurts to bend and move them. -1 on all combat maneuvers (initiative, strike, parry, dodge, etc.) and reduce Spd by 10%.

Week Three (starting day 15): Everything is much worse: -2 actions/attacks per melee, -3 on all combat maneuvers (initiative, strike, parry, dodge, etc.), reduce Spd by 30%, and -15% on the performance of all skills, -25% if the skill requires manual dexterity and a precise or delicate touch such as making repairs, performing surgery and Safecracking.

Week Four (starting day 22): Double the penalties from week three, above, and the infected person remains that way until cured! The victim moves slowly and painfully, and joints are so stiff it hurts to pull the trigger of a gun.

After another 2D4 months have passed, the victim can barely walk (Reduce Spd 90%), he has only two attacks per melee, and may need a wheelchair or walker to get around. Precision skills that require nimble fingers and hands are -80% and broken bones take three times longer to heal.

Disease Duration: If left untreated it can last years (roll to save at the start of each new year).

Known Cures: Surprisingly, simple antibiotics work wonders. Taking them every day, twice a day, for five days stops the progression of the disease (no new penalties). Roll to save vs Bone Rot on the 6th day. The roll to save gets a +5 bonus from the antibiotics. A successful save means the infection is stopped and the character is back to normal by the next day (no penalties whatsoever, even if the penalties were maxed out). He still feels a bit stiff, but that goes away completely in 1D4 days. Failure to save means the victim must continue taking the antibiotics and roll again the next day and every day until the saving throw is a success (the +5 to save applies every time); until then, the penalties remain in place.

Herbal Cure: Native American tribes, Druids and Holistic Doctors will know of an herbal remedy to cure the disease in 2D4 days.

The **Restoration spell** purges the bacteria instantly and restores the victim who was infected by it; he is completely back to normal. Eating a single petal from the legendary **White Rose** or any powder or potion made from it also instantly restores victims of Bone Rot. **Dying and being resurrected** via the **Restore Life** or **Resurrection** spell cures a person of Bone Rot instantly, as does the healing touch of a deity (though the latter usually comes at a price).

Splogorth Bio-Wizards can kill the Bone Rot bacteria with standard antibiotics as described above, or with a medicine that is guaranteed to completely kill it and restore a person to good health in 1D4 days.



The Seventh Demon as it was foretold

“It will arrive out of chaos to create even greater chaos. The danger will appear within the next 20 years and will grow quickly to threaten the entire world.”

*– An excerpt from **An Edict of Planetary Distress**, issued in 101 P.A., from Plato of the Lazlo Council of Learning.*

With the Minion War’s arrival on Rifts Earth, some believe the alien diseases, dubbed the “Seven Hell Plagues,” are more signs of impending doom and just the first stage of a coming Apocalypse.

Many point to the warning issued by Plato and the Council of Learning at Lazlo widely distributed in 101 P.A., entitled, *Premonitions of a Dangerous Future*. (See pages 8 and 9 of **Rifts® Sourcebook 2: The Mechanoids®** for the complete warning.)

At the time, psychics all across the world had been experiencing visions and premonitions that foretold of “the coming of Seven Demons and Four Dangers threatening oblivion.” Some believe the *Minions of Hell* represent the “Devourer/Swarm,” but many others believe “the Swarm” is the Xitix. Those who believe they are truly in the know recognize *the Mechanoids* as the Devouring Swarm, but they could also be wrong. Interpreting premonitions and divinations is always tricky business. Some of the Seven Demons said to appear later remain yet unidentified. Some believe the *Daemonix* unleashed along with many other demonic forces by Tolkeen when it fell under siege by the Coalition States qualify as one of the other Seven. Some speculate that another of the Seven could actually be the Coalition States, metaphorically speaking. And of course, one was foretold to arrive on Rifts Earth and remain hidden.

Now, though it means two or three of the Seven Demons remain unidentified (one or more possible destroyed, averting the danger they represented), many are absolutely convinced the *Minions of Hell* represent the *Seventh* and most dangerous of the Seven Demons. A demonic force that was said to “arrive out of chaos to create even greater chaos” and “threaten the entire world.” The Minion War and the two warring factions of hell would certainly seem to fit the bill. It is occurring within 20 years as the predictions foretold, and conflicts and Hell Pits are cropping up across the globe. There is no doubt that unless *Minions of the two Hells* are stopped, their war will most certainly “grow quickly to threaten the entire world.” At the moment the bulk of their invasion force seems to be focused in and around North America, but the demons of Hades and *Deevils of Dyval* are being encountered around the globe and working to establish armies of mortal henchmen as well as their own demonic legions. Both factions in the Minion War are evil, and both seek to dominate and control Rifts Earth. The enslavement of all people across the globe is imminent unless they can be stopped NOW in the first stage of their plan to conquer Earth.

The fact that there are *Seven Hell Plagues* and the construction of seven Hell Pits, and many other elements of “seven” associated with the eruption of the Minion War on Earth has convinced many that the demons of Hades are the so-called “Seventh Demon”. After all, it was the Supreme Demon Lord of Hades who began the Minion War. Or it may be that the demons of Hades and the infernals of *Dyval* are demons Number Six and Seven in a combined catastrophe. Whatever the case, they and their Minion War are a threat to every intelligent being on the planet.

Calgary

Kingdom of Monsters

A report to Lord Coake, Leader of the Cyber-Knights. Date unknown, but presumed to be several days to a week before the Spring Equinox, 110 P.A.

Lord Coake,

Thanks to the valiant efforts of my knights, the Tundra Rangers, and even the magic users in our group, we have the pre-Rifts city of Calgary within visual range. This is a sight I will never forget. The city is alive with demonic creatures. Thousands can be seen on the ground, with hundreds more flying in the skies above. We have witness countless slaves laboring away, digging these massive pits. At first we did not know what they could be used for until we discovered one on the outskirts of the city. Dozens of creatures were crawling up out of the excavation, which seems to be a direct passage to hell! The Mystic in the group has sensed that the ley lines crossing Calgary have been somehow corrupted and he says they reek of supernatural evil. It is his belief that these pits are indeed portals to the planes of hell. If this is true then this may be the last you hear from me. We have discovered that a massive pit is being dug within the city; by our estimate it is roughly four miles (6.4 km) in diameter. A pit that large could unleash hundreds of thousands of infernals an hour. Our Shifter thinks that the ritual to complete this pit will take place on the spring equinox – only days away. We will try and do all that we can to stop the pit from being completed or at the very least buy you more time to warn others.

*Yours Faithfully,
Sir Daniel Maguire*

The area surrounding the ruins of the city of Calgary, located in Alberta, Canada, has been a place of monsters for a long time. Brodkil, Witchlings, Neuron Beasts, monstrous D-Bees, dragons, demons and monsters of all kind have dominated the land for as long as people can remember, but only in recent years have the denizens of Calgary begun to become organized and form an actual society of monsters. As if to flaunt their inhumanness (or perhaps they simply accepted what humans call them) they call their home Calgary, Kingdom of Monsters. Whatever the reasoning, it was a wise one, because it has become a beacon and refuge to a vast array of “monsters” from across the continent.

The Kingdom itself extends several hundred miles around the city of Calgary. Supernatural creatures, monstrous D-Bees, creatures of magic, demons, sub-demons and all manner of dangerous, inhuman beings roam the land with impunity. Most share a disdain for humanity except as their slaves, and have no love for human-like society, laws and strict rules, though they abide by the loose ones imposed on the Kingdom. Their society tends to be a feudal hierarchy where power rests in the hands of those who have the might to hold onto it. Many function rather like bands of barbarians who conduct raids upon those outside the Kingdom and return to their Calgary home base to enjoy their spoils. Most

of these creatures are fiercely territorial and anyone, be he man or monster, who tries to take what they have, hunt in their land, or dares to hunt them, is chased off, taken captive and enslaved, or killed and eaten. In fact, the “monsters” of Calgary have come to look upon the Kingdom as theirs’, a home for monster-kind, and a land where humans and other puny, attractive beings are unwanted, except at the end of a leash or on their hands and knees in worship.

The Kingdom of Monsters is larger and more densely populated than the Coalition States, Free Quebec, Lazlo or anyone else east of the Rocky Mountains realizes. The fledgling nation might be even larger than it is, if not for the tribes of Psi-Stalkers who have been hunting them for decades. The Xiticix have also played a role, as have Native Americans and Tundra Rangers, but none with the same weight and impact as Psi-Stalkers. Few people in North America know or appreciate that it is the Psi-Stalkers who have been eliminating roving bands of demons and monsters for generations. Some tribes even have competitions to see how far into the heart of the Calgary Kingdom they can get before being forced to retreat. For Psi-Stalkers, the presence of supernatural beings and monsters means a plentiful hunting ground with abundant targets to prey upon.

While the Calgary Kingdom of Monsters is not one of the major power blocks in North America, yet, it is growing and has an ever-increasing number of supernatural creatures and other beings hostile toward mortals in general and humans in particular. This makes traveling in the Calgary region dangerous for humans and most D-Bees. Game Masters may want to roll on the following encounter table for every day of travel within a 500 mile (800 km) radius of Calgary. The majority of the creatures and people living in the Calgary Kingdom are evil opportunists, making it a land where might makes right and the strong prey upon the weak. Any humans who walk freely amongst the monsters are likely to be evil and/or powerful beings in their own right. This includes practitioners of magic, witches and demon worshipers. The rest are likely to be willing or enslaved servants to evil. If the Calgary Kingdom continues to grow, or becomes allies with demons or Devils, it could become a power to be reckoned with very soon.

Calgary

The name, *Calgary, Kingdom of Monsters*, is one given to the region by humans because it has been filled with supernatural beings, demons and monsters for centuries. Many of the “Kingdom’s” inhabitants wear the name like a badge of honor. They like it that humans and D-Bees fear them, and have no problem being labeled “monsters.” That said, the Calgary area and much of lower Alberta has also been known by another name since the Two Hundred Year Dark Age that seems more appropriate now than ever before: Hell’s Pit.

As long as anyone can remember, lower Alberta, with Calgary as the epicenter of it all, has been a no-mans’ land steeped in mystery and plagued by monsters. Many believe the dinosaurs of the New West, the Simvan Monster Riders and the Xiticix all originate from the Calgary Rift. The ruins of the pre-Rifts city of Calgary are at the center of this region and the Rift that has surged in the center of the city has been the source of these “monsters” for a very long time. For this reason, the land was dubbed

Hell’s Pit long ago, but it has only been in the last 4-6 years that rumors began to circulate about a Kingdom of Monsters.

Those who have tried to confirm that rumor usually go missing or return to report how they could not make it into the actual ruins of Calgary due to the sheer quantity of demons, monsters and predators that roam the land. The closer one gets to Calgary the greater their numbers, which would seem to support the idea of a city-state of some kind where monsters find sanctuary. A detail that is more disturbing, is that many of the Brodkil and Lesser Demons of Hades appear to be armed and armored. People in the region – at least amongst those willing to talk – speak of a Demon Lord who has taken control over the Calgary Rift and is building a demonic army. Word from the likes of Brodkil and other monsters is that a great Warlord has appeared to provide leadership and the promise of a glorious future. While Calgary has always been besieged by supernatural predators, Entities and strange creatures from beyond the Rift, such beings are said to be migrating to the location in greater numbers than ever before. Each and every one of them talk about a powerful new leader, **Warlord Doom**, who has established a Kingdom of Monsters and speaks about a “grand reckoning.” Human and D-Bee infiltrators who have gotten within sight of the city have been unable, or too afraid, to advance into the city proper. Or if any did, they were never heard from again.

From a distance all that can be seen is a shattered cityscape with many columns of smoke, suggesting campfires, possibly even industry, as well as large flocks of Harpies and Gargoyles flying overhead. Without actual scouts getting in and out of the city, it is impossible to tell how many demons and monsters may inhabit the ruins of Calgary. The closer one gets, the more demons and supernatural predators must be avoided – a difficult task. The CS has sent aircraft, SAMAS and commando teams to investigate, but if they found proof of an organized land of monsters, they aren’t talking about it. According to rumors, no CS investigators have returned from any mission to Calgary. Given the amount of supernatural predators that stalk the area around the Kingdom of Monsters, and the many rumors and monsters who brag of its existence, most authorities, including the Coalition States, Northern Gun, Free Quebec, Lazlo, the Cyber-Knights, and Tundra Rangers are convinced the rumors are true and the situation there is more threatening than anyone knows. They are right.

A bit of history

Whether you call it “Hell’s Pit,” “Monsters’ Calgary,” or “Calgary: Kingdom of Monsters,” the demon-plagued regions has been the domain of the inhuman since Coming of the Rifts. It and the area around it were besieged by the earliest Demon Plagues and many since. Human survivors fled the area and shunned it ever since.

In the Golden Age of Man, Calgary grew significantly and became the third largest municipality in Canada. The city’s economic activity was originally centered around the petroleum industry. However, that grew into the development of alternative forms of energy such as cleaner nuclear fusion and fission. Calgary’s innovations in nuclear engineering led to the first miniaturization of nuclear power plants, leading to the micro-nuclear batteries used in robots and power armor of the day. While being a pioneer in the field of energy helped, it was also the city’s agri-

culture, tourism, and high-tech industries that led to its prosperity in the 21st Century.

When the Great Cataclysm struck, Calgary was able to weather the initial surge. Earthquakes ravaged the region, but many of Calgary's buildings were earthquake resistant and built out of reinforced Mega-Damage materials. In addition to the earthquakes, snow and ash pummeled the regions in a continuous onslaught that clogged city streets, caused vehicles to fail and forced many people to stay indoors. When disaster struck, many of the surrounding communities sought shelter in Calgary to the point that all public shelters were full and people were living in malls, movie theaters, alleys, on the streets and wherever they could find space. The situation was untenable. Emergency forces were being spread thin and there was no word from the Canadian or US governments. For the first month or two following the Great Cataclysm Calgary seemed to be one of a tiny handful of safe havens. At least until the food riots began and the police force was taxed to the breaking point. The level of chaos grew with each passing day until a sizable NEMA force came to the city and took charge. NEMA evacuated people away from the strange lines of blue energy that cut across the city and straight through its center, and the throbbing nexus where the lines crossed and showed with the greatest intensity was monitored around the clock. NEMA was seen as a godsend and the people were able to breathe a sigh of relief despite the upheaval throughout the world.

Then, like a flower bud blooming, the energy burst open to reveal a dimensional portal. The Rift that formed that day grew to a mile (1.6 km) high and shone with a light said to have rivaled the sun. The people did not know what to make of it. It seemed to quiet the weather and many soldiers and civilians left their homes to get a closer look. Through the shimmering light an alien landscape could be seen on the other side of the Rift. After nearly an hour, more than two thousand people gathered and NEMA could not clear the area. According to the legend, people started to think that the land on the other side was some kind of garden of Eden, that salvation had been delivered to them in the most unexpected way. Many decided they wanted to go to this new Eden. That even if danger existed, it couldn't be as horrible as what was happening on Earth. Others insisted it was the voice of God calling them to a better existence. NEMA peacekeepers discouraged such unsound action, as did many other civilians who felt it was much too foolhardy to take the risk.

No one knows who threw the first punch, but a riot started. People fighting each other to get to the beautiful garden beyond the Rift. Perhaps it was the mass confusion and anger that attracted something from the other side, or maybe it was a trick all along, but suddenly the opening to Eden was filled by a mass of tentacles scooping up horrified onlookers and dropping them into its giant maw. Hundreds perished. From that day forward, the creature would return many times, but the Rift would also open to other realms of existence to unleash all manner of horrors upon the people of Calgary and North America. While the portal seemed to randomly open to an infinite array of dimensions and worlds, there were a handful that seemed to be regular reoccurrences, Hades being one of them.

Massive containment walls were tried to no avail. In a matter of months, Calgary was abandoned and became known as a place of monsters and danger. It would be the epicenter for at least three demon plagues and blamed for the appearance of the Xiticix, Simvan, Worm Wraiths, Devil Unicorn, Oborus-Slitherers, Cy-

ber-Centaur, Loup Garou, demons, dinosaurs and all manner of monsters that have come and gone over the last three hundred years. Nobody truly knows how large a role the Calgary Rift has played in unleashing demons and monsters onto the continent, but it has no-doubt been significant. What is known is that, like the **Detroit-Windsor Rifts**, Calgary has been an entry point for demons and monsters since the Coming of the Rifts. The entire Province of Alberta has been known as a place for monsters best avoided by humans and D-Bees. However, if the rumors are true, Alberta has gone from a chaotic realm of monsters to an actual fledgling nation of them. A haven where the demonic, wicked and monstrous are becoming organized.

When monsters unite

Everyone knows the Calgary Rift has spit out a veritable parade of demons and monsters. Throughout the Two Hundred Years Dark Age and the last century, Alberta and Saskatchewan have been lands rife with demons and dangers, but they have never organized under one banner. They would arrive from the Rift and scatter across the northern west and beyond. From time to time a few bands of monsters several hundred strong would rise up and reap mayhem, but would always drift apart, turn on each other or meet with a dire fate within a few years. Such marauding hordes, and many smaller gangs, are nothing new to the region, but a kingdom – a true kingdom with an army of demons and monsters, that is very new to North American soil. Other than the Vampire Kingdoms of Mexico, there has never been a real nation of monsters; at least not since the Two Hundred Years Dark Age, and those tales are the stuff of legend.

What has changed is the appearance of a mysterious leader who calls himself **Hell Lord Doom**. The creature is said to be a Greater Demon who has declared himself to be absolute ruler of the Kingdom of Monsters and enforces his rule with an iron fist. It is said that Hell Lord Doom has visited Earth in the past, and has tried to establish a kingdom of demons on Earth more than once during the Two Hundred Year Dark Age.

In the aftermath of the fall of Tolkeen, Lord Coake has managed to repair the brotherhood of Cyber-Knights in a mission to tear down the Kingdom of Monsters before it becomes too powerful and influential in the region. They are joined with their new allies the Lyn-Srial Sky Knights, Tundra Rangers, several tribes of Native Americans, and a few dozen groups of heroes and adventurers. The plan is simple: launch a guerilla war to whittle the estimated 15,000-20,000 "monsters" of the kingdom down by 20-30%, show them that humanity will not stand by idle while the demons build an army, and slay Hell Lord Doom and his lieutenants. That should fracture the kingdom and scatter the monsters, returning things to the way they have always been.

It's a good plan. Demons and their ilk rule through brute force, lies and intimidation. Kill the strong leader and the horde splinters. Factions begin to fight amongst themselves and scatter. Moreover, the Cyber-Knights are highly motivated. The gray areas of the Tolkeen/Coalition War drove a wedge between the Knights along moral lines, leading them to fight amongst themselves and causing many to abandon the brotherhood of Cyber-Knights rather than take a stand. With Tolkeen gone, the Knights have taken a hard look at themselves and their role in the war (or lack of one, as the case may be). Their efforts in its aftermath, rescuing and defending tens of thousands of refugees against im-

possible odds, has helped to unite the brotherhood of heroes and renew people's faith in them. This has drawn many splintered factions back into the fold, and swollen their ranks with new recruits who want to learn the ways of the Cyber-Knight and become champions of the innocent.

Their new enemy is an army of demons and blackguards with nothing but ill-intent toward all mortals. Thousands of Brodkil, demons, Daemonix and other villains of the tragic Coalition War against Tolkeen have flocked to Calgary. There they build a new army of demons and talk of crushing and enslaving humankind. These monsters must be stopped before they gain too much power and momentum. It's a no-brainer with a clearly defined enemy.

What the noble Cyber-Knights, their allies and the rest of the world do not yet know, is that Hell Lord Doom is a general in the Minion War and the Calgary Rift is the site of a nearly finished **Hell Pit**! If the Hell Pit is completed, the number of demons (already more than the Cyber-Knights believe, at 30,000+) will triple overnight.

Our heroes only have two things going for them: 1) Hell Lord Doom's supreme arrogance, and 2) his demon horde's overconfidence. None of the monsters believe mortals would have the courage to dare attack them, and they have been extremely careful to keep the construction of the Hell Pit a secret, so no greater power has any reason to attack. As a result, they will not see any attempt on Lord Doom's life or raid on Calgary coming, not even from the brazen Cyber-Knights. If things go well and the timing is just right, a multi-pronged attack, series of raids or just one lucky group of heroes could catch the Demon Lord off-guard and take him down. Slaying Hell Lord Doom will stall the completion of the Calgary Hell Pit. Take down his key commanders and the blow is that much greater. Come back and destroy all of the Blood Pillars, and the Hell Pit is destroyed and the Kingdom of Monsters will quickly fall apart. Whether this can be pulled off is yet to be seen.

For now, construction of the Hell Pit goes well. Calgary seethes with supernatural predators waiting to be released upon the world; the demons and monsters' morale have never been higher, their egos bloated with dreams of conquest and the promise of a future in which they rule over the people of Rifts Earth.

Calgary City Features

The Kingdom of Monsters, 109 P.A., is nothing like the city of Calgary hundreds of years ago. The topography has changed due to the coming of the Rifts. Many of the once tall buildings that dominated the cityscape have fallen and those that remain standing are hollow shells of what they used to be. In many ways, it is a smaller version of Madhaven, with monolithic M.D.C. buildings toppled and crashed into one another, or laying broken across the ground. Lower levels and fallen buildings have been buried by three centuries of ash, dirt and vegetation. Others stand like skeletons stripped of their outer skin, their metallic bones used as perches for Harpies, Gargoyles and other winged demons and monsters. Leatherwings and Netherbeasts roost on the rooftops, while others make their homes in the bellies of the once towering relics of humanity's Golden Age.

From a distance any observer would think they are looking at the ruins of any old pre-Rifts city, but that changes as one gets closer. Many large stone buildings of new and cruder construc-

tion are scattered around the outskirts of the city ruins. While all the old skyscrapers have been claimed by the Minions of Hades and the monsters and mortals who serve them, many smaller buildings sit in and around the ruins. These buildings range in size from small houses to large, mansion-sized buildings and feudal-looking stone towers.

At the center of the city are two prominent features that are hard to miss. The first to catch the eye is the large stone fortress that houses Hell Lord Doom. His fortress was built on the highest point in the city around the *Nose Hill* area where it can overlook most of the city. The fortress is a large stone structure with several floors and that covers a large area. Next to the fortress tower and cutting off the southern portion of the fortress wall is a massive Hell Pit. Like an angry anthill, the Hell Pit is abuzz with activity around the clock as slaves, artisans and demons work to finish their link to Hades. When finished, the Calgary Hell Pit will be one of the first steps to making Rifts Earth an extension of hell.

Hell Lord Doom's Fortress

One of the largest, most intact, M.D.C. buildings in the whole city is Hell Lord Doom's Fortress. It is from this vantage point that Hell Lord Doom rules with an iron fist and a cunning eye. The fortress was built in the highest section of town on what was once known as **Nose Hill**. Being the arrogant Demon Lord that he is, Hell Lord Doom wants all of his followers to look up to their leader from below.

The design of the fortress is made to Hell Lord Doom's exact specifications: a towering castle keep with several buildings attached, surrounded by thick stone walls, 30 feet (9.1 m) high and 12 feet (3.7 m) wide. The walls and each building have several battlements where a variety of weapons Hell Lord Doom has collected over the years from across the Megaverse are kept. These include a half-dozen Star Fire Cannons, six Soul Cannons, a few TW weapons, and a number of conventional CS and Northern Gun weapon systems stripped from vehicles that have fallen to his demonic soldiers. There are also a number of other enchantments and guards in place. For the many larger flying creatures under his command, such as Gargoyles, Baal-Rogs and other minions, there are balcony-like landing platforms where they can land and enter the main tower of the keep, as well as places along the rooftop where Gargoyles can perch themselves. Of course, minions such as Demon Bats and Demon Flies can be seen crawling across the outer walls anywhere. Such demonic guardians posted on the walls and rooftops are ever-vigilant for enemy fliers and intruders trying to gain entry into the Fortress of Doom. The main tower or skyscraper-like building is in the center and stands 33 stories high. Consider, however, that each floor is made for large demons, so for them it is more like 10 or 12 stories.

The equivalent of the first two levels of the building is one massive hall where Hell Lord Doom holds court. His throne, made of black stone, bone, ivory and gold inlay, is located here, and there are large exterior balconies all surrounding the great hall so onlookers can watch court. Higher levels are restricted to Hell Lord Doom's entourage.

The next floor is composed of a large war room, an armory of non-magical weapons, a private meeting room, two private living quarters (for the two Greater Demons) and a waiting room. Two Greater Demons patrol this floor at all times, and a squad of four Tauris stand guard at the armory, mostly for show. Unseen by

most visitors are a dozen Couril Demon Faeries watching from the rafters as well as a dozen Lasae scurrying about the shadows and stairwell. One wall of the war room has a huge map of North America (USA, Canada & Mexico) constructed from what appears to be sand, complete with raised topography. The terrain and markers indicating ally and enemy troop positions and movement magically shift and move, increase and decrease, forming from the sand, reflecting changing locations and operations based on current intelligence that has been received. How this magic construct works is a secret held by the Demon Lords of Hades. Throughout the Siege on Tolkeen, Hell Lord Doom used this tactical map to keep abreast of developments. It has helped him to track and contact demons, monsters and mages fleeing Tolkeen and entice them to join him at the Kingdom of Monsters in Calgary.

The floor above the War Room is housing and living quarters for Hell Lord Doom's sizable cadre of royal guardsmen. The Hell Lord is often so wrapped up in his experiments or dealing with city politics that he could become an easy mark for assassins and would-be usurpers, so he wisely surrounds himself with his most trusted henchmen. These personal guards act as protectors and advisors, and many will be dispatched as captains in Hell Lord Doom's forces or lead special operations missions. He keeps these elite warriors happy by sharing with them some of the power and giving them all manner of special privileges and his apparent trust (the latter is little more than a facade). He also makes a point of keeping them busy so they do not have time to plot against him. So far, this has worked extremely well and this latest batch of personal guards has proven to be the most loyal in 10,000 years. As a result, they are afforded their own floor that is filled with all the amenities a demon could want. There is a large common room, a dining hall, private kitchen and each elite guard has his own room where slaves are brought in to cater to his every need and desire. These elite guards (mostly Greater Demons) are also allowed to keep a small percentage of loot and they can petition to keep special items they win in combat. Hell Lord Doom always gets first pick of special items, but he is known for his generosity to these elite guards.

The fifth floor is made up of guest rooms for visitors and a few offices for the minions and slaves who handle the affairs and needs of the guests. Rooms and guest facilities of note include a kitchen, a large dining/meeting hall, a drug den, brothel, smoking lounge, tavern, small library and two private meeting rooms.

The sixth floor of the main citadel is Hell Lord Doom's laboratory for his Soulmancy experiments. A quarter of the floor has prison cells to hold as many as 100 captives (2D4x10+20), so he always has a ready supply of "fresh" souls. There is also a hospital-style operating room along with four interrogation rooms, and rumors suggest that there are a few cells specially designed to contain exotic and magical beings, including Stone Masters and dragons. From time to time, slaves claim to hear a man screaming. It is always the same man's voice and not just some random slave. He has a distinct accent that makes him very recognizable, but who he is and why he is regularly tortured but kept alive, is a mystery. The rest of the floor is dedicated to Hell Lord Doom's experiments and use of Soulmancy and other dark magicks. In the center of the floor is a large Blood Pool (Blood Pools are described under the Soulmancy section) and a Blood Pillar (1,000 M.D.C. and 1,000 P.P.E.). The pool is used in a variety of Hell Lord Doom's experiments as well for communica-

tion purposes. The Blood Pillar serves as a P.P.E. battery to help power his magical endeavors. The area surrounding the pool has several demon-sized workbenches filled with bloody tools, various torture implements and numerous Soulmancy components.

The next several floors of the main building are offices, store-rooms, and living quarters for Hell Lord Doom's most elite minions, special operatives and fortress servants. The floor above these is the servant/slaves' quarters.

The top four floors are off limits, without even stairs to reach them. Those who have clearance access them via demonic natural abilities or magic (Mystic Portal, Teleport, etc.). One of these upper floors (few know exactly which one) is Hell Lord Doom's personal sanctuary and living quarters. As noted, it has no staircase nor doors leading to the inside, as Hell Lord Doom teleports to and from his inner sanctum. Some have suggested it is actually a pocket dimension in another reality to keep him safe should an enemy bombard or lay siege to the fortress. The entire floor is designed for a larger than human demon and is as luxurious as you would expect. However, Hell Lord Doom spends little time in his sanctuary, as he would rather spend most of his time in his laboratory where he engages in torture and dark magic, or holding court. His personal abode is just a place to sleep, get away from it all, and contains the treasure he has accumulated over the centuries. Hell Lord Doom has a warded vault where he keeps his most coveted magic items, weapons and valuables. It is said that enchantments placed on his sanctum as well as the vault alerts Hell Lord Doom when anyone enters his abode or tampers with his belongings.

Attached to the main building are several smaller buildings. Each is half the size of the main structure or smaller. Each also has landing platforms, tall spires for Gargoyles and other flying demons to perch upon, as well as battlements. Two are barracks for Hell Lord Doom's demonic troops, one building is a dedicated armory, two are supply buildings and the last is a large building that houses Hell Lord Doom's personal Nether Beast and a dozen for his personal guards.

Calgary Hell Pits

To the right of Doom's Fortress is the means to conquest and power, a Hell Pit that is almost finished. Work should be completed soon (in 2D6 weeks) before it will be ready for the final activation spell. It is a massive Hell Pit four miles (6.4 km) in diameter, rim and walls already stained with the blood of numerous slaves who have lost their lives over the last few years trying to dig the pit. The digging is done and the Blood Pillars are carved and hidden at a secret location near Calgary, waiting to be installed the day of activation. Hundreds of slaves and artisans are completing the last section of wall carvings. Activation is scheduled to take place on the eve of the Spring Equinox in 110 P.A. It was originally planned for the Winter Solstice of 109 P.A., but three of the Blood Pillars were destroyed and the construction repeatedly interrupted by various bands of heroes, including Sasquatch. It is presumed to be a campaign of harassment orchestrated by Cyber-Knights and bands of adventurers who have thrown their lot in with the Knights. Some Lesser Demons whisper that Lord Coake himself leads the campaign against them, which is why it has been so successful.

It took Hell Lord Doom some doing to get the ruler of Hades to give him one more chance at establishing a beachhead on

Rifts Earth, and he has no intention of letting that opportunity slip through his fingers. Hell Lord Doom has attempted to invade Earth three times since the Great Cataclysm. Each time he has been foiled, but he has learned much from those previous failures. This time he has been given leadership of the biggest army ever placed at his disposal, and he plans to make it count. Right now, despite the efforts of the Cyber-Knights and their allies, Lord Modeus, the Supreme Rule of Hades, is very pleased with Hell Lord Doom's progress. The Hell Pit on Hades is nearly complete as well, and will be ready and waiting for the Calgary Pit to be completed.

Once activated, the Calgary Hell Pit will be the largest portal on Earth. In Hades it will be linked directly to a Hell Pit in the city of **Gamora** in the Desert of Taut. Once these two Hell Pits are connected, there will be nothing stopping millions upon millions of demons from pouring onto Rifts Earth. Hell Lord Doom considers this his ace in the hole when it comes to being selected as a true Demon Lord for Rifts Earth. As far as he is concerned, this plan proves he is superior to the other commanders placed on Earth, and with him in charge, Hades' victory in taking control of North America will be close at hand.

There are four other, smaller Hell Pits under construction surrounding the city at various Ley Line Nexus points. All are modest in size at only 1,000 feet (305 m) in diameter, but will enable that many more demons, Nether Beasts and war machines to use Calgary as the secured drop-zone in the conquest of Earth. They will also serve as backup portals should the main Hell Pit or any of the others be destroyed. One or two of these small Hell Pits will be connected to Hades at the **Demon's Gate**, the other will be connected to a location in the Scorched Lands of **the Abyss**, which will provide him access to the numerous Gargoyle clans there to add to his forces. The last two will connect to locations on Rifts Earth. One is being planned for the ruins of Tolkeen where he can move his troops to the main opposition much faster. Another will connect to Europe. This Hell Pit may take another year to complete as Hell Lord Doom wants it to be big enough to allow thousands of Gargoyles to come through at once. When completed it will be a mile (1.6 km) in diameter. All four of the small Hell Pits are only half finished and awaiting the completion of their respective Blood Pillars. Each of these Hell Pits, and their twin at the opposite location, are on track to be completed within 1D6+6 months.

The fact that Lord Doom has been able to keep the construction of the four small Hell Pits, and especially the big one, from the rest of the world for as long as he has is a feat in and of itself. Even now, in 109 P.A., only the Cyber-Knights and their allies realize the Kingdom of Monsters is a real threat, but even they have yet to realize the magnitude of what is going on and the impending full invasion from Hades the five Hell Pits represent.

Ruins of the past

Surrounding the heart of the city proper are the remains of the pre-Rifts city of Calgary and surrounding suburbs and cities. Many of the buildings are still somewhat intact. Debris and rubble clogs many of the streets, except for the main avenues into the city. They make the perfect camouflage, and, from a distance, Calgary looks like the shattered remains of any pre-Rifts city, much less threatening than it really is. The mystique of being a place of demons and monsters causes many people to think twice

before heading into this godforsaken place. Most give it a wide berth. Hell Lord Doom also hopes it will cause his enemies to underestimate his forces protecting the city.

Ruins that have not been rebuilt or refurbished have become the home to the many minions of Hades and other monsters. The skeletal remains of tall buildings are inhabited by Gargoyle minions, Demon Flies, Demon Bats and other demons and monsters that fly or climb. Such beings like the tall buildings to roost in, or hunt intruders and runaway slaves who make it to the outskirts of the kingdom. Shorter buildings, toppled buildings, basements and underground tunnels have become the homes of beings who prefer to keep their feet on the ground or like dark, cave-like environments. Thousands of shacks, tents and other ramshackle, makeshift habitats also dot the landscape around the city proper. The majority are the homes or camps of lesser beings: mercenaries, opportunists, spies and mortal servants of the demons and monsters.

In addition to the Gargoyles and demons hidden in the ruins, there are hundreds of Nether Beasts, wild animals, predators and Entities that roam the area. There are also a handful of heavy offensive weapons and secret weapon caches hidden by Hell Lord Doom among the rubble. Hell Lord Doom could do much more to make the Kingdom of Monsters an obvious city-state, but he likes the view of destruction and shattered ruins of humankind. They represent humanity's fall from greatness, which makes him smile, and represents mankind's coming enslavement at his hands. A pleasant reminder of how the rest of the planet's cities will look when he and the Minions of Hades are done conquering them.

Slaves in Calgary

The Kingdom of Monsters is one of the few places in North America, outside of Mexico, with a massive number of human and D-Bee slaves. Slaves are everywhere in Calgary as laborers, servants and playthings for monsters. Hell Lord Doom has adopted the same policy concerning slaves that is used in Hades. All slaves are to be marked by an owner's brand, typically placed on the head, arm or other part of the body easily seen. The marks are most commonly placed on the face. When a slave is bought and sold, the demons typically use their magic to clear the old mark and re-brand the slave with the mark of their new owner. Others simply scratch out or cut out any pre-existing brand and add their own. Branding is one of the most common ways of marking a slave, but a tattoo may be used instead. Tattoos are typically reserved for the slaves whose purpose is to provide the demons with pleasure and "entertainment."

Anyone who is not a creature of magic or supernatural being and not bearing an owner's mark is a willing servant of evil, be they guns for hire or dedicated worshipers, visitors or spies. All unmarked mortals are looked upon with considerable suspicion and likely to be stopped and interrogated by city defenders or any demon who takes notice. With the exception of Witches, Demon High Priests and known henchmen, humans and D-Bees are regarded as the pawns, slaves and prey of demonkind. They have no rights and are treated lower than a dog in the street. Depending on a demon's mood, an encounter can be no problem at all, or humiliating, torturous or deadly. Some demons can be bribed to turn a blind eye and walk away with booze, baubles, money or magic. Aggressive and greedy demons may try to strip mortals of

their belongings, leaving them penniless and sometimes literally naked in the street. All demons and many monsters are bullies or predators who love to torment “lesser beings,” especially humans. Mortals who protest, try to fight back or run are likely to be attacked and beaten into submission.

Mortals who put up a good fight and/or are able to bluff and fast-talk themselves out of trouble may be allowed to continue on without further incident, or win the respect of a demon willing to take charge of them. This is rather like a gang member vouching for an outsider and taking them under his wing. However, there is almost certainly going to be some favor asked or payment required of the group that has won a demon’s protection. If not, it is because the monster plans to use them as pawns to his own end, or is luring them into an uncertain fate. Mortals taken into custody for questioning may be released after a few questions or suffer hours of interrogation and torture – sometimes just to mess with them or for the enjoyment of the demon conducting the questioning.

This means sneaking around Calgary under a hooded cloak and hoping someone won’t notice is folly. However, daring heroes with natural, psionic or magical means of shape-changing, concealment, prowling, or illusion may have a chance of slipping in and out without being noticed or getting captured. The same applies to those able to lie or bluff extremely well. In all cases, the shorter the visit to Calgary the greater the chance of getting out alive and in one piece.

Along those lines, demons appreciate mortals who come seeking to serve them, worship them or trade goods with them (especially magic), making *undercover operations* possible, especially for people with Anarchist or Evil alignments. Demons are not likely to believe characters of good alignments, and even Unprincipled characters are viewed with great suspicion. Mortals who work for and conspire with the demons and monsters of Calgary are given travel documents and a medallion and/or armband linking them to a specific demon faction or body of troops. It also marks them as traitors to humanity and makes them a target for heroes and freedom fighters.

Though demons can understand and speak all languages, many insist their mortal slaves learn to speak the demon tongue of Demongogian. Literacy in any form is banned and any slave found with writing material or writing something is subjected to interrogation (could be a spy or helping the enemy) and likely to be severely beaten, tortured or killed in front of the other slaves.

Slave Auctions

One of the largest businesses in the Kingdom is the slave trade. There are numerous auction houses where slaves are sold and each seems to have their own specialty. Humans are the most common and popular slave amongst demons, but D-Bees are also available, as well as captured psychics, practitioners of magic and Coalition soldiers.

Most slaves are used for labor, from building projects to just about any menial task that would be below a demon. The rest are forced to serve the monsters, and all are expected to quietly submit to their masters’ will. Slaves who possess specific skills and knowledge are often used in that capacity. For instance warrior slaves may be brought to the Bone Pit arena to fight, serve as guards or human watchdogs, or be forced into war in a combat support role or to charge onto the battlefield as fodder for the

enemy’s guns. Of course, demons enjoy the perverse pleasure of breaking a man and many buy defiant slaves just for this purpose. Once broken, the slave is quickly discarded. Finally, those slaves who prove to be the most troublesome or who cannot be broken end up in one of the city’s slaughterhouses as livestock to be butchered and fed to demons, sacrificed in Soulmancy rituals, sent into the arena to die, or sold to a private individual for the purpose of torture or another horrible fate, before being slain and eaten.

Slavery is prevalent throughout the Kingdom of Monsters. There are slave pens everywhere and some even hang from large buildings. These hanging cages are meant to serve as a reminder to the population of who is in control. Often the hanging cages have barbs that slaves inevitably cut themselves on. The smell of blood is something that most demons enjoy and something that anyone coming from the outside is likely to notice right away.

Calgary City Proper

Surrounding the fortress and the main Hell Pit is the city proper, which extends out into the old ruins of Calgary and beyond. There are hundreds of 1-6 story stone buildings as well as refurbished and occupied skyscrapers from the Golden Age of Man. They are inhabited by demons and those who have joined their cause, but most monsters, brutish D-Bees and evildoers are welcomed to live in the heart of the Kingdom of Monsters. Indeed, Calgary has become a true city-state with its own businesses, trading centers, and places of entertainment. Of course, catering to monsters and wickedness as it does, Calgary is a violent realm with forms of decadent and cruel “entertainment” designed to satisfy their clientele’s hellish desires. There is everything from brothels, taverns and drug dens to slaughterhouses where demons can feast on the flesh and bones of humans and D-Bees, Body Chop-Shops supplied by Cyber-Snatchers (and which cater to them and Brodkil), “murder dens,” and establishments that provide all manner of obscenity and blood sport.

The Bone Pit Arena

The Bone Pit is one of the largest gladiatorial arenas in North America and was one of the first permanent structures to be built. It is able to accommodate the giant-sized demons and monsters and still holds 200,000-300,000 beings. To do this, the arena’s main fighting pit is placed several hundred feet below ground level. The Stone Master used this as a means of constructing the foundation.

At ground level, several stone arches branch out around the arena, forming the support for the walls which climb 500 feet (152.4 m) in the air. At the rim of the arena are numerous poles with perches for the flying denizens of Calgary. The motif of the arena are stone supports sculpted to look like they are made of bones. The main entrances and many pavilions look as if they are made from the rib cages of giant beasts.

The arena is a fearsome sight to behold, but for slaves it might as well be the abyss. All slaves know that when they are brought to the Bone Pit it is the end for them. They know that their bones will join the countless others that are scattered across the arena’s floor, whether they die from exhaustion cleaning and maintaining the arena or are used as pawns in gladiatorial battles.



At the base of the arena playing field, along the interior walls, are a sea of pens and cages. Everything from mortal slaves and warriors to dinosaurs and slobbering monsters from other worlds are kept contained in them and released upon command. The cunning Hell Lord Doom uses the Bone Pit to help keep order in his domain by keeping the population of demons and monsters occupied with the daily gladiatorial games and blood-soaked spectacles. There are daily contests in which any inhabitant in the kingdom may engage in duels, grudge matches, wrestling matches, tests of strength and cunning, battles of magic and fights of all kinds, as well as bigger contests and spectacles designed for gladiators to entertain the crowds. This gives the citizens of Calgary the means to settle disputes, blow-off steam and entertain the masses at the same time.

Professional gladiatorial games run the gamut of what you'd expect from monsters. This includes games in which mortals battle predators, monsters and demons in exhibition matches or fights to the death; wrestling, Nether Beast taming, feeding mortals to Nether Beasts and other monsters, battle re-enactments, public torture, public executions, and events that are little more than massacres of lesser beings, such as human and D-Bee Cyber-Knights, Rangers, heroes, spies, Coalition Soldiers, practitioners of magic and all lesser beings.

Most days of the week have scheduled matches and events that last half the day. Depending on the combatants and the purpose of the match, most events are fought until there is a clear winner, which means a humiliating defeat, a knockout, broken bones, disfigurement, dismemberment, or death. Non-lethal battles take place amongst the free citizens of the kingdom and professional gladiators pitted against each other in staged events and exhibition games or games of skill. Non-lethal games may

lead to grudge matches and long-lasting feuds that take place in the arena.

As noted earlier, battles in the arena are a great way for "citizens" to settle grudges and disputes for all to see. It appeases the combatants and it provides Hell Lord Doom with plenty of free entertainment to amuse the masses. Hell Lord Doom has decreed all grudge matches, feuds and fights are to be settled only in the Bone Pit. Many of these matches become the highlight of the evening and can be fought to the death or until someone gives up, though the crowd, more often than not, calls for the fallen fighter's demise. As a result, duels and grudge matches take place every day in the arena, but at least 30% still happen on the street and in dark alleyways of the Kingdom. Many demons, monsters and blackguards happily prefer the venue of the Bone Pit because of the public humiliation they can inflict upon their opponents. Of course, it may be they who are humiliated, but few ever consider that possibility. A demon humiliated in the arena, especially by a lesser being like a human, will become a lasting enemy who hungers for revenge, so if a demon can be slain in the arena, *where it is legal*, it is usually best to do so.

The Bone Pit is often the highlight for visiting supernatural beings. Hell Lord Doom has used this to his advantage by taking control of the rampant betting that transpires in the arena. Denizens can still bet amongst themselves, but the house offers better odds and bigger payouts as well as special perks and prizes. Some days weapons (conventional or TW/magic versions) are the big prize for a set wager while other times it can be straight credits. It all depends on what is available and how the house can make out best. Betting has made Hell Lord Doom a small fortune in the last few years since he took over running Calgary.

The Lotus Petal

The Lotus Petal, from all appearances, sells exotic incense, scented candles and perfumes from around the Megaverse. They provide a variety of scents, some of which are very intoxicating to mortals, as well as some that have a profound effect on supernatural beings. There are hundreds of scents in stock and prices range from a mere 20 credits for a dozen sticks to 10,000 credits for a single item. Of course, the whole incense business is just a façade. Those who have the right contacts (make a successful Streetwise or I.D. Undercover Agents roll) learn that the Lotus Petal is really the cover for an elite group of assassins known as the **Sunaj**. A small family group of six Sunaj lives and runs the business. From all outside appearances they are exiled Tattooed Warriors out of favor with the Splugorth of Atlantis and their own people.

The family elder goes by the name **Aeries**. He is a tenth level Sunaj assassin and his wife is an eighth level Sunaj Assassin. Their four children have followed in the family footsteps and are 4th, 5th (two of them) and 6th level. The four people who run the shop are not assassins, but *Tattooed Warriors* (6th level) who are indentured servants. They are treated well and are loyal to their owners.

Clients wanting to discuss business with the assassins know to ask for the “crushed Necro Leaf blend of incense.” This code invites clients looking to hire an assassin or someone to engage in crimes such as extortion, kidnaping, intimidation, leg breaking, and similar, are escorted to the back part of the shop where the eldest family member meets the client in full Sunaj armor. These Sunaj will consider targeting anyone, human or monster, except for Hell Lord Doom and his top officers and minions. Everyone else is free game, provided the assassin’s price can be met.

Secret Operation: What the demons and few others know is that these Sunaj are spies for the Splugorth of Atlantis. As a result, they will consider taking jobs such as rescuing slaves and captives from the clutches of demons and the slave pens, and smuggling them out of the Kingdom; smuggling heroes in and out of Calgary, helping them beat demon security so they can engage in acts of sabotage and assassination, and providing them with information, healing, and a place to hide (far away from the Lotus Petal). These agents of the Splugorth may also quietly, even secretly, intervene to help Cyber-Knights and other heroes, provided their involvement does not blow their undercover operation. If helping heroes goes sideways, the Sunaj abandon them, and may even consider killing them to preserve their secret operation! Similarly, they may let the heroes get captured if the assassins believe they have a better chance of breaking them out of prison and smuggling them out of Calgary at a later time. The Sunaj are loyal only to Atlantis, and do what they do because the Minion War threatens their Splugorth masters’ enterprises.

Flying Bones Betting Parlor

The Flying Bones Betting Parlor is a chain of franchise gambling parlors scattered across the Kingdom of Monsters. Each parlor is, in effect, a sports bar, each with a series of large Techno-Wizard televisions. All they do is broadcast numerous sporting events and, sometimes, live footage of actual battles and confrontations across the Americas. Most of the gladiatorial events are telecast from the *Bone Pit*, but events from the Robodome in

Northern Gun, the Federation of Magic, Atlantis and elsewhere are also shown. Those who cannot get into the Bone Pit arena because the massive arena is sold out (a common occurrence) can sit in comfort at any of the Flying Bones Betting Parlors and enjoy alcohol, drugs and food.

Patrons have a choice of sitting at tables, booths or lying in the comfort of their own private room set up to their specific desires. Rooms filled with satin pillows and fine fabrics, steam or mud baths, all are available for 1D6x100 credits a night (or the equivalent in gold, silver, gems or suitable trade). Slaves work tirelessly as servers, cleaners, and in whatever other capacity they are needed. Patrons can bet as if they were at the Bone Pit. The only difference is, win or lose, the parlor always gets a percentage.

The common room is the largest section of each Bone Parlor and during main events it is standing room only. This common room is free and is next to the cages where betting is done. Typically on the second floor and in the back is a large area that has booths and tables, each with their own Techno-Wizard television. Private rooms on floors 3-6 are often restricted to elite club members, Greater Demons and people with a substantial amount of money or influence. There are typically 20-32 large rooms suitable for demon-sized beings and 40-60 for beings smaller than 12 feet (3.7 m). For those in these private suites slaves serve as runners to do the betting and take care of whatever the client wants.

No one knows who exactly owns the Flying Bones Betting Parlors, not even Hell Lord Doom, but the Black Market is suspected, as are the Naruni. Each establishment is run by a different mage, merc, D-Bee, monster or supernatural being, and even they report to different individuals. Each establishment has a designated courier and they must turn over the profits on a daily basis.

The Better Beast

The Better Beast is an establishment run by a Minion of Splugorth. It has existed in Calgary two decades before the demons’ recent taking control of the kingdom. *High Lord Gro’Coth* specializes in Bio-Wizardry and has four transmutation chambers. Business has been booming, so much so that he is in the midst of trying to acquire another six chambers. The shop offers Bio-Wizard enhancements and usually has a variety of Symbiotic Organisms, Microbes and Parasites available. People not familiar with Bio-Wizard augmentation via living organisms and magic know little about such enhancements, so Lord Gro’Coth has a few of his slaves sporting them to demonstrate their usefulness. Since High Lord Gro’Coth is the only game in town that offers these services, his prices are 30-50% higher than the prices in the Splynn Dimensional Market on Atlantis.

High Lord Gro’Coth is a villain and a renegade from Atlantis who has forsaken his Splugorth masters long ago. He is no fan of demons or Deevils, and does not serve them. However, he has always been willing to sell to anybody who can afford his special services and rare blend of dark magic, and the denizens of Hades are no exception. Make no mistake, High Lord Gro’Coth is a malevolent monster in every sense of the word. Diabolic evil, the 10th level Bio-Wizard has no true allegiance to anyone but himself. When things get too hot in Calgary, he has plans for escape. For now, the demons and their minions are making him rich. Anyone who crosses this four-armed monstrosity is likely to end up in a transmutation chamber for some selective torture and

experimentation. Gro'Coth's own henchmen include a *Devil Man Shifter* (Miscreant, 7th Level), a mated pair of *Hawrk-ka* slaves (6th level each, Miscreant and loyal to their master) and four assistants each with medical or science skills. Two are 6th level Dewtani (Anarchist), one is a *Demon-Dragonmage* (Miscreant, 3rd level), and one is an *A'rac Spider D-Bee* (5th level Body Doc, Anarchist, who wants to become a master of Bio-Wizardry).

Note: The Sunaj loyal to Atlantis know of this scoundrel and his minions and would be happy to dispatch him. However, they have been ordered to leave the Splugorth High Lord alone for the time being. (See **Rifts® World Book Two: Atlantis** for details about Splugorth, High Lords, Bio-Wizardry and slave stock.)

The Teag Monster Ranch

The Teag Ranch is a large-scale operation owned and run by a small tribe of Simvan who have made the Province of Alberta their home and the edge of Calgary their base of operations. The clan has a sprawling ranch on the outskirts of the city-state where they breed and train all manner of exotic riding animals and monsters. The most common animals include Ostrosaurus, Fury Beatles, Rhino-Buffalo, a number of dinosaurs and, thanks to this particular tribe's allegiance to the demons of Calgary, Nether Beasts from Hades. All are available for sale or trade to their fellow monsters. Demons find the most monstrous creatures and Nether Beasts the most appealing, and such animals sell quickly. All monsters sold as riding animals have been broken and trained to accept a rider and respond reasonably well to being ridden. All make excellent war mounts, but the best riding animals (and most expensive) are the animals with an extra layer of training. These beasts are so well trained they obey their rider's every command and will fight by their side in a battle to their death. Prices vary with the animal: 10,000-40,000 credits for most terrestrial cavalry animals; 50,000-80,000 for off-world monsters and Nether Beasts. Add a 1D6x10,000 credit premium for the best trained beasts.

In addition to the riding animals, the Teag tribe offers their services as guides to the area and for hunting expeditions. Hunting trips may be for game animals, monsters or humanoids. For 200 credits a day, plus expenses, a pair of Simvan scouts will lead groups wherever they need to go almost anywhere in Canada and the United States. However, the Teag warrior scouts know the Provinces of British Columbia, Alberta, Saskatchewan and Manitoba, as well as Montana, Wyoming and the Dakotas the best.

It is important to note that members of the Teag Simvan tribe hate humans and Psi-Stalkers, and dislike most D-Bees, which is why they have thrown in with the demons. They will not sell animals to humans nor help them in any way. These Simvan are vicious monsters who willingly collaborate with the demons and look forward to watching human civilization burn down and seeing its people enslaved. Teag Simvan would rather die than help a human, and many have an expansive collection of human, Psi-Stalker, Dog Boy and D-Bee scalps. Coalition soldiers, Cyber-Knights and Tundra Rangers, are hated most of all.



Random Encounters Around Calgary

The Monsters' Attitude

First determine the posture of the monsters. After all, they are on their home turf and most supernatural creatures tend to be cocky and arrogant and may let their guard down. At the very least these creatures feel the need to challenge and bully "inferior" beings such as humans and D-Bees. Many are so overconfident that they may commit to a fight that they can not win, fighting to the death rather than admit a mere human could get the best of them.

01-15% Ambush. These guys have been lying in wait for sometime. They will be hidden using their natural abilities, magic, or just by stealth and concealment. Game Masters should be fair and allow player characters to roll their Detect Ambush skill. Of course, depending on the nature of the ambush, there could always be a bonus or penalty to the Detect Ambush skill. Every member of this group is a cutthroat confident he can best any mortals. However, there is only a 10-20% chance they'll fight to the death, and most will flee if their opponent proves to be more powerful than expected. They will never admit to running or being beaten by mortals, and such a defeat will not be forgotten. That means if these monsters should ever get the chance to get revenge or backstab the people who bested them, they'll take it.

16-30% Arrogant Bullies. An encounter with this batch is pure accident. The monsters have no premeditated play to attack, hurt or threaten anyone, but they will not miss an opportunity to thump their chests, make threats and belittle or push mortals

around. If their inferior opponents act respectful or frightened, the bullies will have their fun with them and move on without further incident. Failing to demonstrate the proper level of intimidation and respect will cause the situation to escalate to violence. When that happens, there is a 01-35% chance the monsters will fight to the death.

31-40% Hunters. A Supernatural predator or group of monsters has picked up the scent of humanoid prey to stalk. The predator or group of monsters are likely to use cunning and attack their intended prey when they least expect it or are at rest. Or the monster may pick off one or two and leave the rest alone. If one or two people are attacked, the monster is likely to drag them off to eat or to torment them for 1D4 days before killing and eating them. This creature or group of monsters fancies itself as a hunter and inferior beings are what it preys upon. 01-50% chance these monsters will fight to the death.

41-50% Thieves. Humans and mortals are fun to trick, frighten and rob. Monstrous thieves are likely to engage in acts of intimidation, threats and hit and run attacks to steal whatever it is that has caught their eye. Since mortals are inferior, they feel they have the right to take whatever they want from them and do with them as they please. These monsters are often tricksters and shapechangers who like getting the better of humans through deception, lies, and skulduggery. If the mortals seem too powerful or get the upper hand, then backstabbing is in order. Favorite items to steal include food, sweets, booze, gold, silver, gems, jewelry, magic items, weapons, ammunition, and riding animals, but can be almost anything, including livestock, pretty women and children. 01-05% chance these monsters will fight to the death. These tend to be conniving demons and monsters who prefer to use their wits and treachery to win the day, not overt and blood fighting. Of course, that means revenge for past defeats is always on their minds.

51-60% Tormentors. Another group of arrogant monsters who find humans to be insignificant and pathetic inferiors. Rather than beat or kill them, these monsters prefer to belittle, humiliate, torment and terrorize humans and D-Bees. They do so because they enjoy it, and because it makes them feel superior. For these monsters, killing people is much too kind and merciful, they like to enslave, beat, torment and torture their victims for days, even weeks, before killing them or crushing their spirits. The more terror and pain they inflict, the happier these misanthropes are. 01-50% likelihood these monsters will fight to the death.

61-70% Slavers and slave owners. Like most demons and monsters, humans and most mortals are regarded as inferiors who need to bow down before their superiors. What better way to enforce this than to capture and enslave them? Most are cruel and demeaning, but try to keep their human slaves alive as laborers, servants and playthings. Slavers, as the name suggests, engage in the active practice of “acquiring” slave stock and selling or trading them to other demons and monsters. 01-20% chance these monsters will fight to the death. Most will cut their losses if a “slave” proves to be too troublesome.

71-80% Hate-filled. This group of monsters find humans and many D-Bees to be wretched, loathsome creatures to be enslaved and brutalized, or molested and slain for good measure. They will hurt, abuse and kill people for sport and fun, and lash out over the slightest provocation. These are always cruel and angry beings who engage in all manner of sadistic and vicious acts against others. 01-90% likelihood these monsters will fight to the death.

81-90% Chance Encounter. Surprise, now what? These monsters see humans as fragile fools with delusions of grandeur who need to be reminded who is their better. However, they were not looking for trouble nor spoiling for a fight. If the mortals they encounter are appropriately respectful, frightened and back off (or just run away), the monsters are satisfied and continue on their way without further incident. If the mortals dare to threaten or attack, they need to be punished for their insolence and put in their place, maybe even captured or slain. Most monsters in chance encounters like this are satisfied to see mortals run away with their tails between their legs. However, if pushed, there is a 01-60% chance these monsters will fight to the death.

91-95% Bad guys with something to prove. This demon or group of monsters have had a bad run of luck or have something to prove. And any mortals or non-monsters to cross their path are going to get the brunt of their ire. Somebody needs to pay for their poor fortunes, and who better than a bunch of heroes or any mortal? 01-95% likelihood these monsters will fight to the death.

96-00% Monsters caught unaware! The humans/player characters have stumbled upon a group of supernatural beings or monsters sleeping, drunk or in the middle of a party. At the moment, these monsters only want to have fun and are not looking for a fight (or feel vulnerable and don't want any trouble). If the mortals are stealthy, they can slip past this group without ever being noticed.

If noticed by the monsters, but if they act afraid, run away, beg for mercy, or act tough (weapons drawn) as they try to move past without a fight (Humans: “We don't want any trouble, but we're prepared to fight if you force our hand.), the monsters laugh hysterically, and leave them be. If the mortals make threats, the monsters are still likely to find them amusing and let them pass without a fight, though they may issue a few threats of their own. Under the right circumstance, the monsters might even let the mortals join their party or stay and chat, though the mortals will be made fun of and treated very roughly. Fraternizing with monsters is dangerous because most have volatile personalities and are easily insulted, so if you make the wrong drunk monster angry, a fight to the death is likely to erupt.

Composition of Monsters

Note: Game Masters, these are just some suggestions. Please feel free to custom tailor the monsters encounter any way you deem appropriate. Do not feel limited by what is presented below.

01-10% 1D6+1 Simvan Monster Riders with war mounts. Their riding animals can range from horses to dinosaurs and worse. These guys are likely looking to bully and steal whatever they can, and will settle for some valuables, but if push comes to shove they will put up a good fight.

11-20% 1D4+2 Witchlings or Black Faeries or Brodkil, or one Thornhead Demon. These monsters have no love for humans or fair D-Bees and are likely to attack. They may capture people to be sold into slavery, put into food pens, or just rob the people they defeat.

21-30% Slavers consisting of one Neuron Beast (or Greater Demon or Deevil) leading a band of 1D4+2 Witchlings or Brodkil. This group is looking to bring new slaves to the auction block in Calgary. The Neuron Beast is the leader of the group and thus if he is taken down, the others are certain to flee. On the other hand, the Neuron Beast will put its minions up front and allow

them to do most of the dirty work. In the alternative, the Slavers could be almost any group of monsters and villains: a Necromancer and 1D6+6 animated dead or skeletons, or Minions of Splugorth, or Simvan or any D-Bees who don't like humans, to Oborus-Slitherers or Worm Wraiths (see both in **Rifts® New West**), to Zenith Moon Warpers, demons, Deevils and on and on.

31-40% Demonic Scouts or Bandits from a Hell Pit. There are two evil Shifters or Witches, or Demon High Priest (level 1D4+2), and their minions. Each is likely to command a mixed group of 1D4+1 Lesser Hades Demons or Lesser Deevils or their Host. Not all are enthralled by their mortal masters and there may be some tension in the group.

41-50% A group of Hades Demons. They are led by one Greater Demon (a Baal-Rog, Raksasha, Gallu Demon Bull or Night Owl) and there are 1D6+1 Lesser Demons such as Demon Flies, Shedim, Alu, or others. This group is likely to be a scouting party for Hell Lord Doom (Hell Lord Doom is discussed below under Hell's Pit) and chances are they are on a specific mission. What could it be? Are they simply gathering intelligence on enemies, or do they have a more devious plan?

51-60% Demonic Cyber-Snatchers consisting of 1D6+2 Brodkil or other Host or monsters. They are looking to expand their own range of cybernetics and will target anyone who has some. Otherwise they will be looking for more weapons and ammo, magic items and other things to increase their destructive potential.

61-70% A Deevil scout group consisting of one Deevil Beast, Horror or Arch Fiend and 1D4+3 Deevils, Devilkins, Dire Harpies or Host (or a combination of them all). They are up to no good and are trying to gather intelligence on Calgary. They are likely to see the mortals either as pawns to trick into helping them, or as a threat to be dispatched quickly.

71-80% A large supernatural predator like a Deevil Unicorn, Oborus-Slitherer, Ostrosaurus, Panthera-Tereon, Rhino-Buffalo, Tree Spiders, Tyrannosaurus Rex, Leather Wings, Raptors or Worm Wraiths. (All of these creatures are found in **Rifts® New West**.)

81-90% A single Magot or Serpent spoiling for a fight. The Magot is probably part of Hell Lord Doom's forces and decided to go for a little run through the wilderness. He will be looking for an easy fight or two before he returns back to Hell's Pit. The Serpent is having a bad day and looking to take his bad mood out on the next lowlife he encounters: you and your group.

91-00% Soul Collectors. That is right, these guys are not just looking for slaves, but sacrificial victims for use in some dreaded Soulmancy ritual! This group consists of one Soulmancer, one Soul Catcher, two Blood Warriors and 1D4 Lesser Demons of Hades.

Random Loot

The Table below covers what items might be found in possession of these demonic groups. It should be noted that some of these items may not be on the attackers, but rather the player characters may have to track down where these villains hid their loot.

01-10% Junk or disgusting stuff. This group has little if anything humans would find of value. It is possible most of their valuables are hidden at a base camp or most were destroyed in combat, or they are things like the decapitated heads of the previ-

ous group of warriors they encountered, skull or bones, teeth or claws (possibly worn as jewelry), or a sack of humanoid body parts like an arm or leg to be munched on like a chicken wing, or internal organs for a nice snack.

11-20 Salvageable weapons. There are 1D6 Bandito Arms or Northern Gun energy weapons, 2D6 E-Clips, and 1D6 hand grenades or flares.

21-30% TW Weapons. There are 1D6 TW pistols along with one magic E-Clip per weapon, plus roll for one of these: 01-40% chance of 1D4 TW rifles or swords, 41-80% 2D6 TW grenades/Goblin Bombs or 81-00% 1D4 heavy TW weapons or special gear (helmet, gauntlet or other TW device). May substitute other magic items at the G.M.'s discretion, but nothing too outrageous.

31-40% Splugorth items! 1D4 Splugorth magic weapons or Bio-Wizard device (staff, charm, amulet, etc.; may include a rune weapon).

41-50% Black market goods. Black Market goods worth 3D6x1,000 credits. This could be almost anything, including weapons, wilderness gear, food, medicine, herbs, spare parts, batteries, tents, books by Erin Tarn, pre-Rifts trinkets or any manner of goods.

51-60% Good quality booze! 3D6+2 bottles of excellent quality liquor or wine worth 1D6x1,000 credits, possibly more to someone who is a collector. In the alternative, it could be drugs, meds or a simple magic potion.

61-70% TW stash! Looks like some poor Techno-Wizard was robbed blind. There are 2D6x10,000 in gems and TW components plus one of each of the following: TW Can & Bottle Opener, TW Laughter in a Can, TW Frying Pan and at the Game Master's discretion, one TW weapon or suit of armor.

71-80% Uncommon Magic Items. There are 1D6+1 magic scrolls or potions. Roll for each scroll to see the level of the spell written upon it (probably in Dragonese/Elven or Demongogian, but can another language): 01-50% Level 1-5. 51-70% Level 6-9. 71-80% Level 10 or 11. 81-90% Level 12 or 13. 91-95% Levels 14 or 15. 96-98% A pair of Soulmancy spells level 1-8. 99-00% 1D4 exotic spells from a far away land or Elemental Magic.

81-90% Major Cybernetics and Bionics Caches. This is likely to be a crate or two worth of cybernetic and bionic goods, roughly 1D6x50,000 credits worth of cybernetics and bionic gear. The gear could be brand new or it might have signs of having been cut out of unfortunate victims. In the alternative, this could be a magic Demon Slayer sword or weapon!

91-00% Slaves! There are 1D6+2 slaves in tow. These people are in chains and have been treated poorly for several days. How they react to the player characters depends on how they are approached and treated by them. Most are probably from some nearby village, or they could be a band of heroes, adventurers or travelers who lost their way. They are likely to be a mix of: 01-20% Humans only, 21-40% D-Bees, 41-60% Splugorth slave stock (i.e. aliens/D-Bees common to Atlantis), 61-85% Lemurians, Lyn-Srial or Cyber-Knights (or other heroes), 86-95% Coalition soldiers or Dog Boys, 96-00% Splugorth Minions! In the alternative, the slaves could be exotic animals or war steeds.

Calgary, Kingdom of Monsters Stats

Land Area: 300 square miles (777 sq. km) in area. The city-state of Calgary is only one third that size and the surrounding area is composed of ruins and woodlands inhabited by demons, mon-

sters and their slaves. Free humanoids are mostly Simvan, Psi-Stalkers, some humans and D-Bees, and creatures of magic. The latter two are either worshipers or manage to survive one way or the other.

Demon Population: Approximately 76,000 demons and Sub-Demons, plus slaves, henchmen and mercenaries. And that number will increase by 10 or 20 times when the Hell Pits are finished!

Sub-Demons

Gargoylites – 1,000
Gargoyles – 2,000
Gurgoyles – 1,000
Gargoyle Lords – 30
Gargoyle Mages – 50
Tauris – 6,000

Lesser Demons

Alu – 8,000
Aquatics – 1,000
Banshees – 3,000
Couril – 300
Demon Bats – 10,000
Demon Flies – 12,000
Ghouls/Nasu – 12,000
Labassu – 100
Lasae – 1,200
Mares/Nightmares – 500
Shedim – 6,000
Succubus/Incubus – 5,000

Greater Demons

Baal-Rogs – 1,200
Brek-Shall – 1,000
Death Demons – 200
Demon Locust – 300
Gallu Demon Bulls – 500
Jinn – 4
Maggots – 1,000
Night Owls – 200
Raksasha – 50
Soul Catchers – 100

Other Monsters – There are approximately 33,000.

Black Faeries – 3,300
Brodkil – 16,000
Daemonix (various) – 800

Entities – 1D6x1,000 **Note:** Opening Rifts always allows Entities into our world. With all the ley line, Rift and magical activity going on at Calgary, the place is plagued with Entities. Most are Minor Entities such as Poltergeists and Haunting Entities, but there is a variety of every kind. 98% are NOT allied to either side in the Minion War.

Nalet Russian Demons (see **Rifts® WB 18: Mystic Russia**) – 140

Neuron Beasts – 200
Serpent Demons (see **Rifts® WB 18: Mystic Russia**) – 250
Thornhead Demons – 1,400
Witchlings – 2,600

Other monsters and creatures of magic such as Devil Unicorn, Dragon-Apes, Lanotaur, Oborus Slitherers, Psi-Goblins, Shadelings, Vyarnect, Windigo, a few dragons, and others allied to the Demons of Hades – 4,200

D-Bees and Other Notable Beings & O.C.C.s – 28,000, of which 70% are nonhumans.

Blood Warriors (1D6 level) – 2,000

D-Bees of monstrous appearance and wicked nature (various; include Greet, Mastadonoids, Vanguard Brawlers and Yeno, among others; 1D6+1 level) – 13,000

Dimensional Travelers (2D4 level) – 1D4x10 at any given time; dimensional travelers who may or may not be allied to the demons.

Mercenary Warriors (1D6 level) – 3,000 (70% D-Bees)

Necromancers (1D6 level) – 200

Simvan Monster Riders (1D8 level) – 7,000

Shifters (1D8 Level) – 200

Soulmancers/Blood Mages (1D6 level) – 500

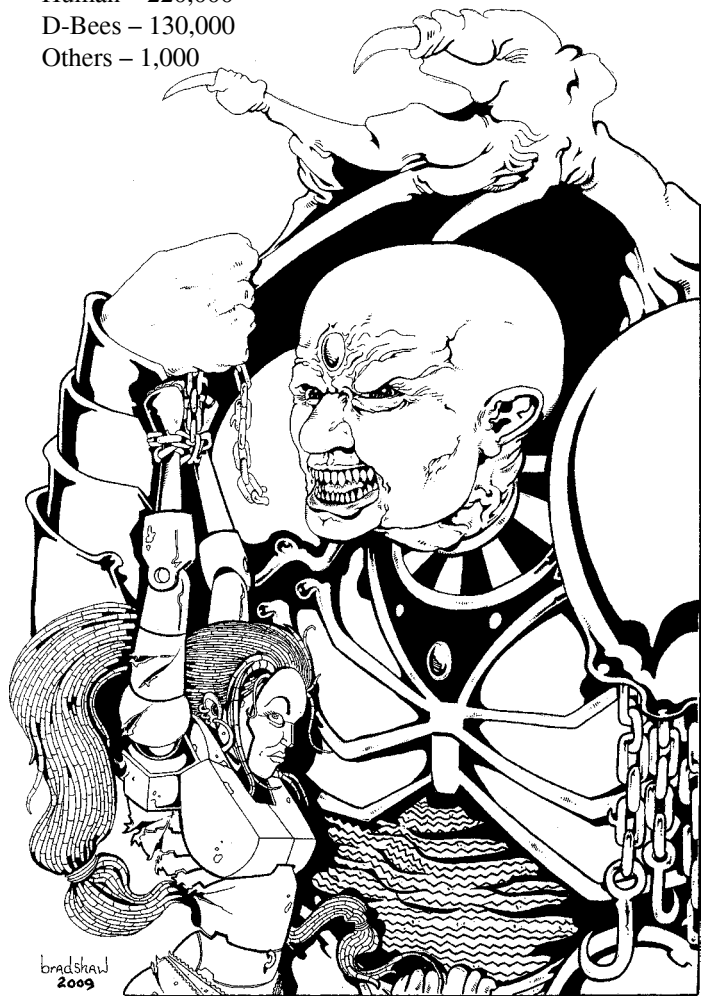
Witches (1D6 level) – 760

Calgary Slave Population: There are approximately 351,000 slaves.

Human – 220,000

D-Bees – 130,000

Others – 1,000



Hell Lord Doom

Of all the Hell Lords on Rifts Earth, Hell Lord Doom has the greatest motivation to succeed. He arrived during the Two Hundred Year Dark Age and has tried to conquer entire continents on Rifts Earth at least twice in the past and failed. He has a long and distinguished career prior to the Minion War and has been a faithful servant of Modeus for thousands of years. For these reasons, Hell Lord Doom has been personally chosen by the Lord of Hades to lead the assault on Rifts Earth.

Little does Modeus know that the real Hell Lord Doom is dead. When word leaked that Doom would lead the advance on Rifts Earth and that he had the favor of Lord Modeus, jealousy among some of the other ranking officers and princes swelled and led to insurrection. The cunning Hell Lord Doom was prepared for this inevitable turn of events and quickly put the rebellion down. He had identified all the rebellious leaders and cut them down before they had a chance to strike. All but one. A Raksasha named Vicious Blade had earned his trust and stayed out from under Hell Lord Doom's wary eye. In fact, Vicious had personally helped to identify many of the rebels. So while his master was gloating at getting the upper hand, Vicious Blade struck him down. With no witnesses, the shape-shifting Raksasha took Hell Lord Doom's appearance and none are the wiser. In fact, he was in the perfect position to walk among his men in two guises: one as **Hell Lord Doom**, the undisputed Lord of Hell Pit Calgary and General to Modeus, and as **Vicious Blade**, the trusted advisor to Doom, said to have his own ambitions. In fact, in some circles, it is whispered that Vicious Blade had supported the slain rebels and would do so again. Thus, cutthroats looking to slay Hell Lord Doom (who is now really Vicious Blade) are likely to come to Vicious Blade with bribes and offers of powerful positions if he will help them get to his "master". Of course, they do not realize that he, Vicious Blade, has already taken the seat of power and is secretly impersonating Hell Lord Doom. And so, the enemies of Doom turn to the very demon who pretends to be Lord Doom for his help, giving him firsthand knowledge of most, if not all schemes being hatched against the throne of Calgary. It is an ingenious double role the brilliant Raksasha plays with consummate skill deserving of a Lord of Hell.

Ironically, this makes Vicious Blade even more desperate to prove himself in the eyes of Modeus than even the real Hell Lord Doom. Sooner or later, Vicious' clever ploy is likely to unravel and his treachery and duplicity revealed. However, if he has proven himself to be superior to the fallen Hell Lord Doom, Modeus is likely to appreciate and reward his "resourcefulness," rather than punish him, and allow him to keep the position of Hell Lord. And if all goes according to plan, he will have also earned the right to become the *Demon Lord of Rifts Earth*. Such are the machinations of a ruthless Greater Demon in his quest for power. And he is right. If he can pull it off, Modeus is likely to reward such clever skullduggery and brazen action.

So far, Vicious Blade's plan has worked out better than he had anticipated. All those who would have been a threat have been eliminated, leaving a small, elite cadre of demons who are completely loyal to Hell Lord Doom or masses of demonic troops too fearful to even question anything their leader commands them to do. Vicious Blade, whose masterful skills at deception have everyone completely fooled, did not take long to fully embrace the role of Hell Lord Doom as his own. He is every bit a convincing Lord Doom, and relishes in the power he has secretly stolen. With his position solidified, he, as Hell Lord Doom, works feverishly to finish the Hell Pit in order to bring a legion of demons from Hades to conquer Rifts Earth.

To help insure his plan, he felt he needed to master the dark art of *Soulmancy* and so began his studies and experimentations. He is a quick learner, and he is enjoying the bloodletting, rituals and magic that brings him ever closer to his goal of conquest of Rifts Earth. He has no doubt he can best his six rival Hell Lords. All of this means Vicious Blade/Hell Lord Doom will not tolerate



interference from mere mortals such as the Cyber-Knights and the many heroes to follow their lead.

Hell Lord Doom **(really the Raksasha, Vicious Blade in disguise)**

True Name: Vinka Bisdemie

Alignment: Diabolic.

Attributes: I.Q. 21, M.E. 19, M.A. 23, P.S. 40, P.P. 17, P.E. 26, P.B. 8, Spd 20.

Size: Mutable, 1 to 20 feet tall (0.3 m to 6.1 m), and weighs one ton at his maximum height.

Age: Effectively Immortal.

M.D.C.: 1,100 (In S.D.C. settings, Hell Lord Doom has 66 Hit Points, 70 S.D.C. and an A.R. of 10).

Horror Factor: 16 due to the reputation of Hell Lord Doom alone.

P.P.E.: 700

Appearance as Hell Lord Doom: In his shape-shifted disguise as Hell Lord Doom, he appears as the human visage of a Baal-Rog, with a massive muscular build, crimson colored skin, black eyes, bald head, large reptilian wings, and a soul gem implanted in his forehead. Hands are clawed, but more human-like than a traditional Baal-Rog. The real Hell Lord Doom rose through the ranks as a Baal-Rog before earning his status as a Prince of Hades and then a Hell Lord.

In his true form as Vicious Blade, he appears as a Raksasha, a demonic feline with tiger features. However, he is starting to see himself as Hell Lord Doom, more and more.

Disposition: Cold, calculating, and tends to think his actions through before acting on them. He is a natural leader with a keen eye for strategies, tactics and deception. He likes to weave elaborate plans and always has several contingencies within those plans. He is difficult to second guess, and for a demon, he is always several steps ahead of his foes. When it comes to large-scale fights, Hell Lord Doom/Vicious Blade believes in picking his battles. This could give the impression that he is a coward and unwilling to commit troops and resources, but this is far from the truth. After a careful analysis he often strikes where and when his foes least expect, and often with overwhelming numbers and with devastating effectiveness. Many people have come to say that this demon's name is very appropriate for when his troops are seen their doom is not far off.

Natural Abilities: Supernatural Strength and Endurance, night-vision 120 feet (36.6 m), keen normal vision, see the invisible, turn into mist, track by smell 45% (+15% to track blood scent), Dimensional Teleport 51%, Bio-Regenerates 1D6 M.D. per melee round, resistant to cold (half damage), impervious to toxic gases, heat, and fire (but magic fire does half damage), teleport self and up to 300 additional pounds (135 kg) up to five miles (8 km) away at 94%, magically speaks and understands all languages at 98%, Metamorphosis at Will into any living creature, intelligent or animal, as long as it is no smaller than one foot (0.3 m) and no larger than 20 feet (6.1 m), and Shape Changing Disguise/Impersonation. Can imitate specific individuals as well as duplicate their voice. See **Rifts Dimension Book Ten: Hades**, page 79, for full details, however note that Hell Lord Doom has somehow through Soulmanancy altered his size to make himself twice as large as a normal Raksasha. Also, due to Hell Lord Doom's practice of Soulmanancy he has

the following additional abilities: Soul Guard and the Spell Damnation as per the Soulmaner O.C.C.

Skills of Note: Astronomy 86%, Anthropology 81%, Blood Cauldron and Construct Soulmanancy items (as per the Soulmaner O.C.C.), Climbing 91%/81%, Computer Operation 98%, Dance 98%, Forgery 86%, Horsemanship: General 98%/81%, Horsemanship: Exotic Animals (all Netherbeasts) 91%/71%, Intelligence 96%, Land Navigation 71%, Literate in American, Atlantean, Demongogian, Dragonese/Elven, Euro, and Splugorth, 98%, Lore Demons & Monsters 98%, Lore: Faeries 98%, Math: Advanced and Basic 98%, Prowl 71%, Radio: Basic 98%, Seduction 66%, Sing 86%, Swim 71%, Streetwise 91%, and Wilderness Survival 71%.

Vulnerabilities/Penalties: Hell Lord Doom's arrogance will ultimately be his downfall. He plots and plans so carefully that he believes nothing can send his plans awry. Proof of this was when the Stone Master nearly destroyed Hell's Pit with his sabotage of the pyramid. (See the **History of Hell's Pit**). Hell Lord Doom/Vicious Blade cannot conceive that any "mere mortal" can outwit him or beat him in the long run. He has yet to learn from his, albeit, few mistakes. This blind spot and supreme arrogance could lead to his downfall as the Raksasha outsmarts himself or makes foolish mistakes like underestimating humans and D-Bees (he can't help himself in doing so no matter how many times they may be triumphant). Insanity: Obsessed with the acquisition of power and proving his superiority. Blind spot about mortals. Moreover, the demon is developing something of a split personality, with one being his interpretation of the powerful Hell Lord Doom, and the other being the weaker, conniving and duplicitous Vicious Blade who plots and strikes from the shadows.

Experience Level: 8th Level Raksasha and 5th level Soulmaner.

Psionic Powers: I.S.P.: 600; considered a Master Psionic and knows all Healing, Physical, Sensitive and Super Psionic powers.

Magic Knowledge: Knows all Soulmanancy Spells in this book including Create Hell Pit, plus the following spells: Animate and Control Dead (20), Apparition (20), Aura of death (12), Aura of Doom (40), Aura of Power (4), Armor Bizarre (15), Charismatic Aura (10), Cleanse (6), Create Magic Scroll (100), Death Trance (1), Exorcism (30), Fear (5), Fool's Gold (10), Hallucination (30), Heal Wounds (10), Horrific Illusion (10), Illusion Booster (15), Illusion Manipulation (25+), Illusory Forest (45+), Illusory Wall (15+), Illusory Terrain (55+), Mask of Deceit (15), Multiple Image (7), Mystic Fulcrum (5), Remove Curse (140), Turn Dead (6), all Metamorphosis spells, and all Protection magic.

Weapon Proficiencies: Sword, Knife, Staff and Chain.

Attacks per Melee: Eight.

Mega-Damage: As per Supernatural P.S. of 40: 6D6+25 S.D.C. on a restrained punch, 5D6 M.D. on a full strength punch or kick, and 1D6x10 M.D. on a power punch or kick (counts as two melee attacks).

Bonuses (all): +4 to initiative, +5 to strike, +5 to parry, +5 to dodge, +2 to disarm, +4 to pull punch, +4 to roll with impact, +14 to save vs Horror Factor, +11 to save vs magic, +4 to save vs psionics, +4 to save vs pain, +2 to save vs possession and mind control or mind controlling drugs, and +1 to Spell Strength.

Allies and Alliances: His troops are faithful to Hell Lord Doom and many of his top commanders can be trusted. He also "technically" has an alliance with Modeus, Lord of Hades,

however, this is something he is unwilling to explore for fear that the Demon Lord might be able to tell that he is really Vicious Blade disguised as Hell Lord Doom. He wants to have proven his skills as a general and conqueror before he reveals himself to the Lord of Hades. In truth, Modeus would be infuriated at first, but would quickly come to appreciate all that the Raksasha has accomplished. **Note:** Vicious Blade is technically aligned to *Lord of Hades, Abdul-Ra*, but he has not been in contact with the Demon Lord since he has arrived on Earth. Vicious considers Abdul-Ra to be a weak fool and an embarrassment for being captured by the Deevils. As far as he is concerned, he has burned that bridge and will deal with the Demon Lord should the time come. He now seeks the favor of Modeus and dreams of surpassing the position of his one-time master, Abdul-Ra.

The monsters of the Kingdom of Calgary are considered "allies," though Hell Lord Doom/Vicious Blade considers most of them to be pawns in a much larger game. Many of the monsters realize this, but don't care. They are happy to be in a position to hunt, slaughter and enslave humans and D-Bees with impunity. Such is the measure of their contempt or hatred for humanity or their love of destruction and cruelty. Others have plans to carve out kingdoms and positions of power for themselves amongst the demons of Hades. Many are convinced that the Day of the Monster is at hand, and the Kingdom of Monsters is just the beginning.

Enemies: The Cyber-Knights, Sky Knights and Tundra Rangers recognize the danger of the Calgary city-state and have plans to bring it down very soon. When they realize how close the demons are to completing the initial Hell Pit and that the monsters are working on four others, they will escalate their efforts to slay Hell Lord Doom and sabotage each Hell Pit any way they can, every chance they get, especially by finding and destroying all the Blood Pillars. This will quickly turn into a guerilla war that will infuriate Lord Doom/Vicious Blade.

There is also the matter of the other Hell Lords all vying to win the favor of Modeus and title of *Demon Lord of Rifts Earth*. The Coalition States, the people of Lazlo, Free Quebec, Lemurians, True Atlanteans, Anti-Monsters of South America, and many others will join the ranks of enemies as soon as the Minion War and the intention of Hades and Dyval become more widely known. As noted elsewhere, rival supernatural forces such as the Vampires of Mexico, the Splugorth, Mrrlynn of England, and many others with designs on Earth, will also take subtle and secret action against the forces of Hades and Dyval.

Weapons and Armor of Note: *Hell Lord Doom* wears a leather duster that appears to have been crafted from some kind of supernatural creature. It is black and grey in color and has several chains adorning the duster. A chain is wound around each arm and one loops around his neck. There are also a set of chains on each side of the front of the duster. These chains have been animated via Soulmancy and Hell Lord Doom can command them like an extra set of limbs. The duster provides an additional 300 M.D.C. Each chain has 40 M.D.C. He can command two chains at a time per attack. For example, he could command two to parry an attack, or for two to attack a foe by entangling him and so on. The chains have a length of 20 feet (6.1 m) each and there are 5 chains total that can be animated upon command. It should be noted that the chains

do not provide any additional attacks. He must mentally command them to take action.

Hell Lord Doom also has Blood Bone, a greater rune weapon. The greater rune weapon appears to be crafted from bloody bone with bits of meat still sticking to it in some places. When used as a staff, the dozen vertebrae and skull are stiff and rigid. Upon command the staff can lose its rigidity and become a flail. Regardless of the weapon's form, it still does 6D6 M.D.C. and provides the wielder with a weapon that can be transformed in the middle of a battle to throw an opponent off balance.

Blood Bone can rip souls from its victims on a successful soul drink and can hold up to six souls indefinitely. Hell Lord Doom uses the rune weapon as a keeper of specific souls; one individual in particular is *Ciro Car'bone*. The weapon can also spray blood from the skull's mouth to produce a variety of effects. It can use Blood Bolt, Blood Mist, or Blood Spray (as per the spells in the Soulmancy section) up to six times per day each. They are considered 8th level for damage, range and duration. Finally, at the command of Hell Lord Doom, Blood Bone can consume one of its souls (it must have at least one) and become animated for up to 24 hours. When animated, the weapon can speak aloud (Horror Factor of 12) and can attack foes with bites, strangulations or whips from the tail. When animated, Blood Bone has four attacks per melee and is +6 to strike and dodge. Damage from bites and whip attacks is 4D6 M.D. If Blood Bone is able to successfully entangle a foe he can constrict and strangle a person, doing 6D6 M.D. per melee. It also has use of its spells when animated, but use of them counts as one of the activations per day. Finally, the staff moves like a snake when animated.

Money: Hell Lord Doom has the resources of the whole Calgary Kingdom at his disposal. He has millions in gold, jewels, and universal credits, approximately 1D4x10 million of each. He also has a collection of TW items from Tolkeen, Lazlo, and Stormspire, especially several TW vehicles. One of his favorite items is a modified Ley Line Skimmer that has several built-in weapon systems and can fly off the Ley Line when needed (reduce speed by half when off-line).

Hell's Wrath

The name of Hell Lord Doom's army is Hell's Wrath. Any minion who serves in battle under this Demon Lord, be he a man, monster or supernatural being, is considered to be one of Hell's Wrath.

Weapons of Choice: Most of the troops are equipped with various bone melee weapons and some demon bows. About 10% have been augmented with weapons from the Blood Energy Weapon Series of weapons courtesy of *Lord Kreelock of Megaverse Armaments* (presented later in this book).

Army Standard: A red flag with a black circle. This represents the Hell Pit in Calgary and those that will soon dot the landscape.

Reserves: The demonic reserves that Hell Lord Doom can expect are from demon troops massing in the city of Gamora in Hades. Once a Hell Pit is established he will have all the troops he could want. For now, he has to rely on those demons and other supernatural beings that have joined him in Calgary, including his personal troops.

Hell Lord Doom's Military Strategy: He has broken his troops down into several hundred small units as well as a few standing armies. Until he is ready to launch full-scale war upon North America, Hell Lord Doom continues to deploy small units to avoid being recognized as the global threat he really is. Many of the small units (squad, platoon and company-size) are sent out into the world to steal and plunder, perform reconnaissance, harass heroes and eliminate foes like the Tundra Rangers and Cyber-Knights. Of course, a squad of 10 sub-demons or Lesser Demons is the equivalent of a squad of power armor troops, maybe even more like two squads or a platoon of human power armor troops. After all, they possess supernatural healing and abilities beyond those of mortal ken, making even a small group extremely dangerous. So far his plan has worked. From the world's perspective these are just random groups of marauding monsters, and since they carry no banner, they are not recognized as a global threat by most nations – at least not yet. The Tundra Rangers, Cyber-Knights and Lyn-Srial know otherwise, and are preparing to launch a campaign of guerrilla warfare against the Kingdom of Monsters.

The Kingdom of Monsters is booming and Hell Lord Doom (really Vicious Blade) can feel the control of North America falling within his grasp. His spies watch and report on every major power in North America, from the Coalition States and Northern Gun to Lazlo, the Federation of Magic and the Vampire Kingdoms. He knows the Coalition is the Number One power to be reckoned with, but he must be concerned with every power base in the Americas, as well as smaller nations and even groups such as the Cyber-Knights, mercenary companies and bands of heroes. His plan is to take down some of the smaller nations and hero

groups before having to face the likes of the Coalition States, Free Quebec, Northern Gun and Lazlo. All of these kingdoms will prove difficult to topple.

To this end he has set up his military differently than the other Demon Lords coming to Rifts Earth. While the other Hell Lords are immediately moving out, attacking and conquering land, he remains quiet while he builds both his armies and his five Hell Pits at the various Ley Line Nexus points in the north. He is particularly interested in the Canadian Rockies where he suspects more nexus points can be found. Once even one Hell Pit is activated, he can bring in more troops under his banner and sweep across the country to make it his. While the other Hell Lords engage in battles against the forces of Rifts Earth and Dyval, his forces quietly grow while standing guard to protect the Hell Pits under construction. He knows that once the first Hell Pit is completed, nothing short of a miracle will stop the flow of demons from Hades, assuring him his rightful place as a new Demon Lord. All correct – except Hell Lord Doom has grossly underestimated the human spirit and its need for freedom.

Already forces are amassing at the Coalition States while knights and rangers prepare to engage in a campaign of theft, sabotage and mayhem to halt the progress of Hell Pit construction at Calgary and, if lucky, slay Hell Lord Doom and other leaders of the Monster Kingdom. The Demon Lord is not prepared for the depth of sacrifice humans and D-Bees are willing to make to stop a much greater evil. Nor does he appreciate human ingenuity and cunning. For example, they don't need to destroy the Hell Pits, all they need to do is find and steal two or more of the Blood Pillars from each and hide or destroy them later offsite.

Dinosaur Swamp Hell Pit

Nestled in a dark corner of what's left of South Carolina is the Swamp Pit. This is the Hell Pit under construction by the forces of a misshapen monster who calls himself **Hell Lord Pain**. The Dinosaur Swamp Hell Pit is said to be 1,000 feet (305 m) in diameter and has only just begun to be excavated. This has captured the attention of Archie Three (and through him, the Republicans). Archie is not sure what to make of these new invaders, but doesn't like their presence and is trying to figure out what action to take next (the Republicans are as well). However, Hell Lord Pain has other plans. He only started the Hell Pit because that is what his master has asked of him. Pain wants Atlantis as his domain and he is formulating his battle strategy to move his entire operation into hostile, Splugorth territory.

Dinosaur Swamp Hell Pit Stats

Land Area: 60 square miles (155 sq. km) in area. The base camp is located in the Eastern Carolina Marshes in South Carolina. It is composed almost entirely of Hades demons, monsters and slaves. Free humanoids are a handful of demon worshippers, witches, mages and barbarians.

Demon Population: Approximately 50,000 demons and Sub-Demons, plus slaves, henchmen and mercenaries. And that number will increase by 5-10 times when the Hell Pit is finished!

Sub-Demons

Gargoylites – 100
Gargoyles – 3,000
Gurgoyles – 2,000
Gargoyle Lords – 200
Gargoyle Mages – 120
Tauris – 0

Lesser Demons

Alu – 3,000
Aquatics – 11,000
Banshees – 1,000
Couril – 1,000
Demon Bats – 5,500
Demon Flies – 5,500
Ghouls/Nasu – 5,000
Labassu – 100
Lasae – 2,000
Mares/Nightmares – 500
Shedim – 7,000
Succubus/Incubus – 800

Greater Demons

Baal-Rogs – 1,200
Brek-Shall – 1,000

Death Demons – 200
Demon Locust – 200
Gallu Demon Bulls – 400
Jinn – 0
Maggots – 0
Night Owls – 200
Raksasha – 100
Soul Catchers – 100

Other Monsters – There are approximately 3,000.

Black Faeries – 500
Brodkil – 1,200
Daemonix (various) – 90

Entities – 1D6x100. **Note:** Opening Rifts always allows Entities into our world. Most are Minor Entities such as Poltergeists and Haunting Entities, but there is a variety of every kind. 98% are NOT allied to either side in the Minion War.

Thornhead Demons – 300
Witchlings – 220

Other monsters and creatures of magic such as Devil Unicorn, Dragon-Apes, Lanotaur, Oborus Slitherers, Psi-Goblins, Shadelings, Vyarnect, and others allied to the Demons of Hades – 500

D-Bees and Other Notable Beings & O.C.C.s – 2,500, of which half are nonhumans.

Blood Warriors (1D6 level) – 300

D-Bees & freed Atlantis Slaves of monstrous appearance and wicked nature or seeking revenge against the Minions of Splugorth – 500

Dimensional Raiders (2D4 level) – 100
Eco-Wizard Barbarians (1D6 level) – 50
Barbarian Warriors (1D6 level) – 1,200
Soulmancers/Blood Mages (1D6 level) – 100
Tattooed Warriors – 150
Witches (1D6 level) – 100

Swamp Pit Slave Population: There are approximately 11,000 slaves.

Horune Pirates – 700
Humans – 3,000
Captured Splugorth Slaves – 4,000
D-Bees – 3,500

Hell Lord Pain

Lord Pain was a typical Baal-Rog who had fought and won many battles. He rose through the ranks over the centuries and his military record has been especially impressive since the Minion War started. It may sound unlikely, but Warlord Pain didn't have aspirations to lead or become a Demon Lord. He liked combat. He liked it and excelled at it. He enjoyed figuring out ways to outsmart the enemy and was just having a good time smashing in the skulls of Deevils and spilling blood no matter who the enemy might be. Over time, his aptitude for strategies and tactics improved, and before long, he found himself leading entire battalions of Lesser Demons and impressing his superiors. That's how Lord Pain rose to power – by being focused, smart and deadly.

Things took a strange and tragic turn for him as he and his troops engaged Deevil forces on a Splugorth world that both were fighting over. As you might expect, the Splugorth did not take kindly to a war on their soil, so while the demons and Deevils

were slugging it out, the Splugorth set into motion their own plan to regain order and destroy the interlopers. The Splugorth had the upper hand with home court advantage, superior numbers and unknown magical resources. In the end, demons and Deevils were expunged from the Splugorth planet, but not before tens of thousands of them were captured and forced to entertain the Splugorth.

The lucky ones were forced to battle to the death in Splugorth arenas across the Megaverse. The less fortunate demon and Deevil prisoners were subjected to torturous Bio-Wizard experimentation that left most dead and the survivors wishing for death. Lord Pain was one of the few “experiments” who managed to survive and later escape.

Demons and Deevils are notoriously difficult to experiment on. One mishap and they die, getting a one-way ticket back to their home dimension of Hell where they return to life decades later. Lord Pain was not fortunate. He survived what felt like an eternity of agony at the hands of his captors and crawled out of a Splugorth transmutation chamber forever changed.

The results would leave Lord Pain unrecognizable as a Baal-Rog. His legs and lower body were transformed into that of a snake. His wings withered and turned into tiny stubs. His arms were made even larger and bulkier, like that of a gorilla, and the claw on each finger is now the size and sharpness of a short sword. From each side of his rib cage a long, coiling tentacle provides extra reach and attacks. The last change permanently altered his very demonic nature. Like a Splugorth Slaver, Lord Pain is connected to a Splugorth Eylor Barge. His mutated, snake-like, lower body coils inside the barge in the life preserving environment that he requires to survive. Forever tethered to the barge, Lord Pain will die in a matter of minutes should he disconnect himself from it! And unlike a normal demon, he will indeed *die*, and not disincorporate and return to Hades to be reborn as a normal Baal-Rog. Somehow, using magic and/or alien technology beyond demonic (or anyone's) understanding, the Splugorth stripped him of this ability to return to life when slain outside of Hades, as well as altered him in many other ways. He wants his old appearance and powers back! He wants to be turned back into a real Baal-Rog and he presumes that if the Minions of Splugorth could turn him into the freak show he has become, they can undo the process. Until he can make that happen, he intends to make the Splugorth pay, and pay in blood.

Though he has grown surprisingly accustomed to his mechanical lower body and the enhanced senses provided by the Eyes of Eylor, Hell Lord Pain hates being like this: a freak amongst his own kind. A monster that others whisper about and wonder if he is not, somehow, a Splugorth spy or weapon that could be turned against them. This makes Hell Lord Pain hate the Splugorth all the more – and why he has made it his mission to pay them back for what they have done to him at every opportunity.

Since his escape from the Splugorth, the transformed Baal-Rog has channeled his anger and hate into becoming a great general of the demon armies. This, in turn, won him the honor of being one of the seven Hell Lords assigned to seize control of Rifts Earth. His anger and hatred has made him more ruthless and powerful than ever. This impressed Modeus, who has given the monster free rein on Rifts Earth as one of the Hell Lords dispatched to conquer as much of the planet and its ley lines as possible. It is an honor Hell Lord Pain gratefully accepted, because it gives him the opportunity to target the Splugorth on the continent



of Atlantis. His ultimate goal is to bring Atlantis to its knees. In fact, raining down destruction upon Atlantis is more important to him than winning the contest to become the *Demon Lord of Earth* or even winning the Minion War. Hell Lord Pain's lust for revenge is his obsession.

Hell Lord Pain

True Name: Brontan Dane

Alignment: Diabolic.

Attributes: I.Q. 22, M.E. 17, M.A. 15, P.S. 39, P.P. 24, P.E. 25, P.B. 6, Spd 20 when he removes himself from the barge, but a speed of 132 (90 mph/144 km) flying in the barge.

Size: 15 feet (4.6 m) from belly to head, not counting the barge which stands another 11 feet (3.4 m), for a total height and length of 26 feet (7.9 m). Weights: 7 tons.

Age: Effectively Immortal, but can be slain.

M.D.C.: 750 for the upper body, 120 per each tentacle (2; regenerate in 1D6 hours) and 500 M.D.C. for the barge. (In S.D.C. settings Lord Pain has 105 Hit Points, 140 S.D.C. and A.R. of 14. The lower body has 500 S.D.C. and an A.R. of 17.)

Note: The Barge also has a built-in *Armor of Ithan* that kicks in whenever there is danger. This creates a magical force field around Hell Lord Pain and the Eylor Barge (120 M.D.C. per activation, and it can be activated four times per day). If one force field is knocked down it takes a full melee before the next one engages.

Horror Factor: 17

P.P.E.: 89

Disposition: Hell Lord Pain is a sadist. He loves to intimidate, torture and hurt others with little or no provocation other than it gives him pleasure. A quick death is not part of his vocabulary, and prisoners can expect a long and brutal period of torture that lasts for weeks or months before death is finally granted. He is obsessed with inflicting pain and misery to the Splugorth, their minions and all they hold dear. Once respected and well liked, Hell Lord Pain is more feared by his subordinates than anything, but is obeyed due to his brilliant strategies and tactics. None of his troops dare question or disobey him, and when he is angry, they all know to stay out of his way.

Natural Abilities: Supernatural P.S. and P.E., Nightvision 180 feet (55 m), See the Invisible, turn invisible at will (includes the barge, but limited to a total of 25 minutes per day/24 hour period), track by smell 70% (+20% to follow the scent of blood, fire/smoke and Splugorth High Lords, Conservators and Bio-Wizards), impervious to heat and fire (including M.D. magic fire and plasma energy), impervious to toxic gases, Bio-Regeneration 4D6 per melee, and magically speaks all languages.

Tentacles (special): The two tentacles have a reach of 20 feet (6.1 m) and provide attack bonuses. Damage from a tentacle strike is the same as a punch, but a power punch by the tentacles is not possible. Destroy a tentacle and it grows back in 24 hours. Arms and hands grow back within 48 hours.

Silent Movement (special): Lord Pain can move silently when traveling at a speed of 40 mph (64 km) or slower, and can run through the air as high as 50 feet (15.2 m) above the ground and across the surface of water; Prowl 64% (80% if moving slower than 15 mph/24 km).

Lost Abilities: Dimensional Teleport, leaping, flying and spell casting are no longer possible for the mutant Baal-Rog. Each loss another reason to hate the Splugorth.

Still a Prisoner: Hell Lord Pain can extricate himself from the barge that has become the his lower body, but can not survive for long outside of it; 30 seconds per P.E. attribute point; 12 minutes and 30 seconds total. After that time expires, he dies. **Note:** If he is within 2,000 feet (610 m) of his barge, he can call for it to come to him.

See stats for the *Eylor Barge* and *Eyes*, below.

Skills of Note: Possesses all Baal-Rog R.C.C. Skills, including Forgery 71%, Gambling 98%, Gambling Dirty Tricks 96%, Intelligence 98%, Interrogation 90%, Land Navigation 98%, Literate in Atlantean (Greek), Dragonese, Demongogian, and Splugorth 98% (magically speaks all languages), Lore: Demons & Monsters 98%, Lore: Faeries 86%, Math: Basic and Advanced 98%, Radio: Basic 98%, Swim 98%, Streetwise 64%, Track (people) 76%, Wilderness Survival 96%, W.P. Chain, W.P. Paired Weapons, and W.P. Whip, all at 10th level, and W.P. Energy Rifle and W.P. Staff at 5th level.

Vulnerabilities/Penalties: Dies without the barge that is the life support system for his body. He Bio-Regenerates 4D6 M.D.C. per melee round; the barge recovers 2 M.D.C. per hour, double at a ley line nexus or inside an activated Hell Pit.

Hell Lord Pain remains vulnerable to demon weapons and should he die, that is it, he is done; he will not disincorporate and return to Hades and he knows his connection with Hades has been severed, so while he might fight fearlessly at times, he will play it safe and retreat when he or the barge has lost more than half its M.D.C. The mechanical barge is not vulnerable to demon-slaying weapons; they do regular damage, not the increased damage inflicted to demons themselves.

Experience Level: 10th Level mutant Baal-Rog.

Psionic Powers (special): Another side effect of his transmutation, Hell Lord Pain possesses psionics equal to that of a 4th level Mind Melter. Knows all Physical Psionic powers plus Bio-Manipulation (10), Clairvoyance (4), Empathy (4), Empathic Transmission (6), Intuitive Combat (10), Mentally Possess Others (30), Mind Block Auto-Defense (special), Mind Bolt (varies), Mind Wipe (special), Object Read (6), Psi-sword (30), Presence Sense (4), Remote Viewing (10), See Aura (6), Telekinesis (Super) (10+), Telekinetic Acceleration Attack (10 or 20), Telekinetic Force Field (30), Telemechanic Paralysis (20) and Telepathy (4). Equivalent to a 4th level Master Psychic, but does not improve with experience.

I.S.P.: 220; reduced and interfered with by the barge and mutation, but the Eyes of Eylor provide other abilities. (See below).

Magic Knowledge: None! He lost all of his magic, including the ability to magically create a Fire Whip, because of his transmutation and connection to the barge. Base P.P.E. is a minuscule 46.

Attacks per Melee: 12; includes consideration of the tentacles and Eyes of Eylor.

Mega-Damage: As per Supernatural P.S. of 39: 6D6+24 S.D.C. on a restrained punch, 4D6 M.D. on a full strength punch or tentacle strike, 6D6+8 M.D. on a claw strike, and 1D6x10 M.D. on a power punch (counts as two melee attacks). Cannot kick (has no legs).

Bonuses (includes all): +7 to initiative, +7 to strike, +7 to parry and automatic dodge, cannot be surprised, +3 to disarm and

entangle, +4 to pull punch and roll with fall/impact, +12 to save vs Horror Factor, +8 to save vs magic, +4 to save vs psionics and is considered a Master Psionic.

Allies and Alliances: He escaped with eight other demons (5 Baal-Rogs, 2 Gallu Bulls, and a Demon Locust) who had been tortured and experimented upon, but not yet transformed. They have stayed together, serve as his elite guard and commanders and share his hatred and desire for revenge against the Splugorth. Hell Lord Pain answers directly to *Lord Succor-Bemoth* who has taken an interest in the mutated demon. Succor-Bemoth often lends out his special mutated troops from his Hidden Army. (See **Rifts Dimension Book 10: Hades**, page 220, for details.) Succor-Bemoth yearns for the secrets of the Splugorth more than their destruction or the defeat of the Deevils. Consequently, he has thrown in a lot of resources to help Lord Pain achieve his goals.

Enemies: The Splugorth and their minions are hated and despised above all others. Deevils are a distant second.

Weapons and Armor of Note: When Lord Pain escaped his Splugorth captors he took with him a Pacification Staff. Like the other Eylor Staffs, it too has bonded with the Hell Lord. His lower body is housed inside a slightly modified Splugorth Eylor Slave Barge with five Eylor Seeker-Hunter Eyes.

Money: Since Lord Pain assumed control of his faction, he has made a point of ransacking any Splugorth outpost, scouting parties, Slavers, and watercraft (including Horune Pirate ships) he has come across. He has managed to take out a few small camps and bases without alerting the Splugorth to his presence or plans to invade Atlantis. He has captured/plundered Splugorth supplies like microbes and symbiotes, as well as various Splugorth technologies worth millions of credits. His faction has yet to take a Splugorth world however, so he is eager to give Splynncryth a fight and ransack Splynn.

Eylor Slave Barge

The Eylor Slave Barge may be considered an alien form of *Techno-Wizardry*, though it is more akin to Rune magic and is extremely powerful. The barge offers the Hell Lord Pain (and Splugorth Slavers) sensory perception far beyond anything experienced by most humans and provides a range of magic and powers that makes him as dangerous as a squad of tanks. The barge itself has five giant, floating eyes plus an additional five floating eye-spheres, plus the Staff of Eylor, *all* of which are directly linked to Hell Lord Pain, enabling him to see whatever they see.

The eye-spheres can be sent floating ahead like silent scouts, seeing into a wider spectrum of visible light as well as seeing magic energy (P.P.E.), the aura of living creatures, and the magically invisible. Somehow, the master of the barge can collate all the simultaneous data he is seeing with his eleven eyes, and is able to respond to it all with lightning reflexes. This combination of acute senses, magic, and physical prowess makes Hell Lord Pain a devastating foe. He is five times more alert and quick to action than the average human and can see in all directions at once. The heightened senses also keeps him hyper, much like a Juicer, making him always ready for action. As if this were not enough, he possesses abilities via the Eyes of Eylor and his connection to the barge as well as an army of demons at his command.

Barge Stats:

A symbiotic Bio-Wizard mechanism specifically designed and programmed for Hell Lord Pain. Actually, this is the very first time Bio-Wizards have been successful at making this possible with any being other than a *Splugorth Slaver* attached to it. Like the Slaver, he cannot detach himself from his vessel and live. No other being can pilot the barge. Kill Hell Lord Pain and the Barge goes dead and the Eyes of Eylor try to return to the nearest Splugorth outpost. If there is none, or they are prevented from doing so, they too die within 24 hours.

Alignment of the Barge: Diabolic, the same as its master.

Horror Factor of the Barge: 14

M.D.C. by Location:

* Transmutation Slime Containment Chamber – 250 (located in the belly of the barge)

Barge Shields – None

* Barge eyes (5; mounted in Barge) – 50 each

* Floating Eyes of Eylor (5) – 50 each (described below)

* Barge Blasters (2) – 20 each

** Slave Barge Main Body – 500

* A single asterisk indicates a small, difficult target to strike, requires a Called Shot and the attacker is -4 to strike.

** If the barge is reduced to zero, but its five eyes are still alive, it moves at 10% its normal speed and all special abilities fall off-line. If it can limp to a ley line, nexus, stone pyramid or activated Hell Pit, it will regenerate at 10% its usual rate of M.D.C. healing the first day, and then heals at the normal rate (1D6x10 per hour) over the next day or so.

Destroy the barge and the five Eyes of Eylor built into it and the barge is irreparably damaged. Regeneration is not possible and Hell Lord Pain will die within 2D6 minutes. The additional five, floating observation Eyes fly back to Atlantis. The Eylor Slaver's Staff must find a new master within 72 hours or it too will die. **Note:** The Slave Barge and all its component parts (including all 10 Eyes) can **regenerate** at a ley line or nexus point at the rate of 1D6x10 per hour, double that at a stone pyramid or activated Hell Pit!

The Magic, Weapons & Special Abilities of the Barge:

1. Force Field (Armor of Ithan): Engages instantly and automatically when attacked or threatened by any means, physical, energy, magic, psionic, etc. There is no chance to fire at the barge before the force field is in place unless it's the 15 seconds between destroying one and a new one being raised. Provides maximum protection and mobility, allowing Lord Pain to fight with his tentacles. Limited to four Armor of Ithan per 24 hours. The barge can erect a magic force field with a thought from its master, raising an Armor of Ithan force field to protect him, the barge and everyone on it. Each Force Field has 120 M.D.C.
2. Optics & Sensory Capabilities from the Eylor Eyes: As previously described under the Floating Eyes of Eylor.
3. Psionic Powers: The barge bestows its pilot with the powers of Mind Block and Telepathy.
4. Magic Program: The barge provides its master with the following spells and P.P.E. They can be used in any combination. Blinding Flash (1), Globe of Daylight (2), Chameleon (6; on the barge and *all* its occupants), See Aura (6), See the Invisible

(4), Eyes of the Wolf (25), Sense (and see) Magic (4), Sense Evil (2), Detect Concealment (6), and Ley Line Transmission (30). Total P.P.E. of the Barge: 1250.

5. **Other Abilities of the Barge:** The Eylor Barge makes no engine noise (64% Prowl), seems to need no recognizable source of energy (powered by magic) and hovers, making it an all-terrain vehicle. Speed flying is 53 mph (85 km or Spd 77) with a maximum height of 500 feet (153 m). The barge functions perfectly underwater and in space.

6. **Barge Blasters (2):** Located in the lower front and rear of the barge is a gun that resembles a pistol on a mechanical arm; tucked away and concealed when not needed. This is an S.D.C. energy blaster that fires energy bolts.

Primary Purpose: Defense.

S.D.C. Damage: 4D6 S.D.C. per blast (6D6 S.D.C. on a ley line).

Range: 2000 feet (610 m; double range on a ley line).

Rate of Fire: Each blast counts as one of Lord Pain's melee attacks.

Payload: Effectively unlimited.

Eylor Floating Eyes; Observation Spheres & Sensor Probes. Five accompany the Eylor Barge and can be used as single units for the purpose of spying, reconnaissance and observation. These observation spheres resemble glass orbs with a metal top and bottom.

Horror Factor: 14

M.D.C.: 50 M.D.C. for the container and the eye itself has 60 M.D.C.

Optics: Perfect 20/20 vision and sees a wider color spectrum, nightvision 600 feet (183 m), telescopic vision (6,000 feet/1,829 m), magnification to the 300th power, polarized vision and can tell direction by looking at the position of the sun's rays (88%).

Psionic Sensory Perception: See Aura, See the Invisible, Sense Magic, and see P.P.E. energy, without requiring the expenditure of I.S.P. or P.P.E.

Bonuses: +5 to Perception Rolls, +3 to save vs magic and psionic attacks, impervious to Horror Factor, gas attacks, poisons, disease, and drugs/chemicals.

Other Abilities of the Floating Eyes: Prowl 70%, track (humanoids) 70%, speed flying or floating is 35 mph/56 km (Spd 50) and can attain a height of 400 feet (122 m).

Magic Program: Its master can call upon the Floating Eyes to cast each of the following spells twice per 24 hour period. Blinding Flash (1), Globe of Daylight (2), and Chameleon (6; on self only).

Magic Combat/Defenses: Roll percentile: 01-25% Befuddle (6 P.P.E.; same as spell), 26-50% Energy Bolt (4D6 S.D.C. per blast, 150 foot/45.7 m range, costs 5 P.P.E. per blast), 51-75% Electric Arc (2D6 M.D. per blast, 240 foot/73.2 m range, 6 P.P.E. per blast), 76-00% Fire Bolt (135 foot/41 m range, costs 7 P.P.E. per blast); 250 P.P.E. is available. Or may have a Jolt Gun built into the lower cap.

Optional Jolt Gun, Mini-Blaster: Good for herding slaves. **S.D.C. Damage:** Three settings: 2D6 S.D.C. or 4D6 S.D.C. or 1D4 M.D. per blast (double damage and range on a ley line if so desired). **Range:** 1,000 feet (305 m). **Rate of Fire:** Up to four blasts per melee. **Payload:** Effectively unlimited when built into a Floating Eye.

Note: To see Eylor Staves and other weapons, see **Rifts® World Book 2: Atlantis** and in **Rifts® Book of Magic**.

Hell's Pain

Hell Lord Pain named his army after himself, the suffering he has endured and the pain they are about to inflict upon this world and the Minions of Splugorth, in particular.

His troops fear Hell Lord Pain more than any enemy and do what they are told without question or hesitation. They, like their general, are bloodthirsty and enjoy torturing and tormenting their enemies. They often engage in extreme measures to defeat an enemy. There are few operations where there is not an excessive amount of violence and public displays of torture and executions. While combat may stop when an enemy surrenders, retribution and punishment does not. When an enemy proves to be particularly heroic, brave and difficult to defeat, they are rewarded by complete decimation or depraved acts of torture.

Prisoners and slaves are taken in large numbers by the Hell's Pain army, because they and their master enjoy inflicting misery upon others after the fighting has stopped. Hell Lord Pain would probably have more troops and resources if he and his men were less bloodthirsty and less hellbent on battling the Minions of Splugorth. This blind spot when it comes to the Splugorth has worked against Hell's Pain, the most recent when there was strategic position to be gained by capturing a conglomerate of heroes, Knights of the White Rose and mages from the Federation of Magic, but instead, Hell Lord Pain dispatched his troops to decimate a fleet of Horune Pirates led by a Splugorth Slaver and carrying slaves and cargo to Atlantis. A sizable fleet was destroyed, but it gave the heroes a chance to slip away (and with the four unfinished Blood Pillars they managed to steal and take with them). Hell Lord Pain's vendetta against the Splugorth blinds him to many opportunities that would serve him and his master back on Hades better in the long run.

Hell Lord Pain's big plan is to lay waste to the **Dimensional Market of Splynn**, an attack that will put the Splugorth and people of Atlantis on notice that they shall submit to the will of Modeus, Supreme Rule of Hades. It is also an attack that will give the Splugorth the justification to fight back and target Hell's Pain for annihilation. And it will be annihilation. All Lord Splynn's needs is the proper excuse to unleash the full might of his own army against a demonic attacker. He can't strike first, but he can retaliate. The body count on both sides of this war will create a mountain of dead, but in the end, it will be Hell's Pain that will be utterly crushed. Once the carnage starts, there will be no stopping it until Hell's Pain is wiped from the face of Rifts Earth, and the Splugorth of Atlantis have the power to do it. Only Hell Lord Pain's need for revenge will stop him from fighting to the death and sneaking away to cause new suffering for Atlantis at a later time.

Weapons of Choice: The army uses a mix of weapons – anything that gets the job done. That includes Bone Weapons, TW weapons, and their favorite weapons: Splugorth, Bio-Wizard and Kittani gear, but they are not picky.

Army Standard: A yellow standard, with an Eye of Eylor in the center run through by a demon Bone Sword.

Reserves: Hell Lord Pain's faction has a high turnover rate, but also the highest rate of successful and impressive battles. He conscripts troops into his ranks whether they can fight well or not, especially other supernatural beings, creatures of magic and monstrous D-Bees. He can expect to pick up an additional few thousand minions before he attacks Splynn and may gain thou-

sands of liberated Splugorth slaves to join his ranks. Should he actually take Atlantis, he plans to subjugate the traitorous Gargoyles there and tens of thousands of slave races and add them to his forces. Of course, conquering and holding Atlantis seems like a pipe dream unlikely to happen.

Hell Lord Pain's Strategy: Lord Pain has decided to start his campaign on Rifts Earth by attacking Splynn! No subtlety there. But his means of attack is somewhat clever. He has managed to secretly teleport half of his troops into the Preserves of Atlantis, using the various nexus points on the island-continent. He is trying to position his troops north of Splynn where he feels he can catch the Splugorth by surprise (and is likely to succeed). Part of his tactic has been to send in dozens of Dimensional Raiders. He is hoping to distract and wear down the Splugorth defenders, which, while a clever idea, is not likely to happen. When his army in the Preserves is ready, he will launch his attack on Splynn with additional troops arriving by sea and air, and attacking other sites apart from Splynn itself. If he is successful, he will only give the Splugorth the justification they need to hunt him and his troops to the ends of the Earth. And they will. Hell Lord Pain doesn't care. His goal is to destroy the Splugorth's Atlantis and hurt the monsters any way he can. When his hell troops are wiped out, Hell Lord Pain will recruit new misanthropes to continue his vendetta against the Splugorth and Atlantis.

Capturing and holding Atlantis would be a boon to anyone. There are dozens of nexus points, and if Hell Pits could be built at such locations, there is no telling how many millions of demons (or Deevils) could be brought to Rifts Earth. Of course, capturing Atlantis will be nigh impossible, as Lord Splynncryth has his own army that he can summon via the Rifts. One way or another, the battle for Atlantis will be epic in scale.

France, Hell Army

Located in northwestern France, near the German border, are the gathering forces of a horrific demon general known as Hell Lord Heart Ripper. He has earned his name through the gruesome act of ripping out the hearts of his enemies and eating them on the battlefield. Many of his enemies are still alive when they die; witness to their own demise.

A maniac in combat who always leads the charge into major battles, Heart Ripper often competes amongst his own troops to seek out the most dangerous and deadly of foes, and to accumulate the most kills. Hell Lord Heart Ripper loves combat and killing more than anything else, and enjoys the incredible rush he receives from action and the carnage of battle. The cries of the dying and the pleas of those who beg for mercy are music to his ears. He especially delights in battling and devouring the minions of Dyval, as he sees all Deevils as tricksters greatly inferior to demonkind. Everything about Heart Ripper has won him many loyal troops and mortal followers who respect his raw strength and fearless battlefield attitude.

The Army of Hell Lord Heart Ripper

Target Area: France, Germany and Poland to start.

Demon Population: Approximately 41,656 demons and Sub-Demons, plus slaves, henchmen and mercenaries. And that number will increase by 5 or 10 fold when his first Hell Pit is finished! More immediately, he intends to conquer the Gargoyle and Brod-kil Empires and add them to his forces.

Sub-Demons

Gargoylites – 200
Gargoyles – 4,400
Gurgoyles – 3,600
Gargoyle Lords – 100
Gargoyle Mages – 150
Tauris – 0

Lesser Demons

Alu – 500
Aquatics – 500
Banshees – 4,000
Couril – 0
Demon Bats – 4,200
Demon Flies – 2,000
Ghouls/Nasu – 9,000
Labassu – 0
Lasae – 0
Mares/Nightmares – 100
Shedim – 8,000
Succubus/Incubus – 500

Greater Demons

Baal-Rogs – 50
Brek-Shall – 2,000
Death Demons – 0
Demon Locust – 100
Gallu Demon Bulls – 100
Jinn – 56
Maggots – 2,000
Night Owls – 50
Raksasha – 0
Soul Catchers – 0

Other Monsters – There are approximately 7,720.

Brodkil – 3,400
Hell Horses (see **Rifts® WB 18: Mystic Russia**) – 600
Il'ya Demons (see **Rifts® WB 18: Mystic Russia**) – 1,100
Kladovik Guardians (see **Rifts® WB 18: Mystic Russia**) – 700
Monster Brodakil (see **Rifts® Sourcebook 3: Mindwerks**) – 280
Nalet Demons (see **Rifts® WB 18: Mystic Russia**) – 400
Night Feeders (see **Rifts® WB 18: Mystic Russia**) – 90
Serpent Demons (see **Rifts® WB 18: Mystic Russia**) – 500
Stone Demons (see **Rifts® WB 18: Mystic Russia**) – 50
Unclean Demons (see **Rifts® WB 18: Mystic Russia**) – 600

D-Bees and Other Notable Beings & O.C.C.s – 20,460, of which 70% are nonhumans.

Blood Warriors (1D6 level) – 2,000
Russian Necromancers (1D6 level) – 40
Russian Night Witches (see **Rifts® WB 18: Mystic Russia**) – 160

Russian Shifters (1D8 Level; see **Rifts® WB 18: Mystic Russia**) – 30

Simvan Monster Riders – 2,000

Srrynn Cannibals (see **Rifts® Sourcebook 3: Mindwerks**) – 3,500

Soulmancers/Blood Mages (1D6 level) – 30

Slave Population: Heart Ripper has only just arrived, so he is just starting to gather slaves on Earth. Slaves serve by force and most will try to escape if the opportunity arises.

Gargoyles – 1,000

Gurgoyles – 1,200

Human – 8,000

D-Bees – 2,000

Others – 500

Hell Lord Heart Ripper

Hell Lord Heart Ripper is a Black Jinn (Earth Elemental Magic) and has a long career leading troops in the *Great Rift* of the Palladium world in a different dimension. He detests Deevils and was insulted and disappointed that he was not chosen to lead the attack on Dyval himself. He blames Modeus, the Supreme Ruler of Hades, for this slight and believes, had he led the demon troops, that they would have been victorious in the conquest of Dyval. Still, he played an important role as it was his forces that kept the Deevils from overrunning the Great Rift and launching a major counterattack directly on Hades. Hell Lord Heart Ripper has led numerous combat missions since, all of which have resulted in victory and won many worlds who now worship the Demon Lords. He is so feared on several of these worlds that he is worshiped as if he were one of the Demon Lords themselves. This has earned the Black Jinn considerable power and near deific abilities.

Fearful that Lord Heart Ripper would one day challenge the leadership of Hades, it was decided to make him a “Hell Lord” and send him to Rifts Earth. Many see the conquest of Earth as nearly impossible and hope that the challenge will keep Hell Lord Heart Ripper happy and busy, or that he will be slain in combat. While he does not have the largest army, he does have one of the most bloodthirsty. Many of his subordinates follow his example by devouring their enemies on the battlefield, and many are also expert in demoralizing enemy forces. They are so effective at terrorizing the enemy that half the time an opponent will surrender or flee to avoid being flayed and eaten alive – or some other, even more horrifying fate.

Though a Black Jinn, the form he has chosen is that of a towering monster 24-35 feet (7.3 to 10.7 m) tall, with massive black wings, a large mouth lined with teeth the size of broadswords, and an even larger maw located in his abdomen. The giant maw bites and attacks as if it has its own mind, and has a slashing tentacle for a tongue that snares opponents and drags them into its mouth to be devoured. His eyes burn like hot coals and ooze with a black substance that is said to be the tears of the thousands of lost souls he has eaten alive. A trail of sharp spikes runs down his spine between his wings, making it difficult for attackers to leap on his back without impaling themselves (1D6x10 M.D.), and his elbows and knees are capped with spikes to impale his enemies. Hell Lord Heart Ripper’s terrible visage has made Deevils turn

and flee in terror, and seasoned warriors weep as they are sent to their doom.

Hell Lord Heart Ripper

Also Known as the Devourer and the Cannibal Demon Lord.

True Name: Mencar Balraysaid

Alignment: Diabolic.

Attributes: I.Q. 14, M.A. 22, M.E. 21, P.S. 42 (Supernatural), P.P. 26, P.E. 24, P.B. 5, Spd 50 running (35 mph/56 km) and 130 flying (90 mph/144 km).

Size: Can change shape to the size of a man up to 35 feet (10.7 m) tall, and weighs 10 tons at maximum size.

Age: Effectively Immortal.

M.D.C.: 1430. (In S.D.C. settings, Hell Lord Heart Ripper has 315 Hit Points, 350 S.D.C. and an A.R. of 14.)

Horror Factor: 16

P.P.E.: 720

Disposition: Mean to the bone. He enjoys nothing more than fighting, killing and conquest, with the possible exception of creating terror and misery. He loves to win and is a terrible loser who berates and punishes his troops for his own mistakes. Those who trick or best Hell Lord Heart Ripper, even in small triumphs, will earn an enemy for all eternity; a powerful, demonic enemy who lives for revenge. When not fighting or plotting battle strategies, Heart Ripper enjoys sex, drinking and eating like a glutton, or torturing some poor sod for the fun of it. He likes to maim and humiliate his opponents, and often stops to eat his enemies alive. When combat is at its fiercest, he will leave crippled and severely wounded opponents on the battlefield to engage other, more threatening enemies, leaving the injured to die of their wounds or be finished off by his demonic minions.

Natural Abilities: Fly, Supernatural Strength and endurance, keen, hawk-like vision, Nightvision 2,000 feet (610 m), see the invisible, breathe without air, turn into mist, metamorphosis into insect, change size, fire and cold do half damage, Dimensional Teleport 87%, Bio-Regenerates 1D6x10 M.D.C. per melee round (due to his near deific stature and the magic amulet described under *Weapons and Armor of Note*, below; 5D6 M.D.C. without the medallion), impervious to toxic gases and magically understands and speaks all languages at 98%. Though a Jinn’s natural state is invisible, Hell Lord Heart Ripper seldom vanishes from sight, preferring to strike terror in all who see him.

Belly Maw (special): The giant, tooth-filled maw can bite a man in half. The tentacle-like tongue can reach 100 feet (30.5 m) and is +3 to entangle and +3 to strike like a whip. It has four attacks per melee round (separate and in addition to the monster’s usual attacks). A bite inflicts 1D6x10 M.D., a tentacle strike 5D6 M.D., a crush attack when the tongue wraps around a victim like a python does 3D6 M.D. per squeeze (each crushing squeeze counts as one attack). The tentacle tongue has a Supernatural Strength equal to 30, 100 M.D.C. and if any portion is chopped off or the tongue destroyed (reduced to zero M.D.C.), it regenerates completely and at full 100 M.D.C. within 1D6+4 minutes. In addition to dragging enemies into the mouth or striking like a whip, the tentacle tongue is often used to entangle and hold one foe while the Demon Lord attacks another.



Skills of Note: Climbing 98%, Concealment 80%, Dance 98%, Detect Ambush 90%, Gambling 98%, Gambling: Dirty Tricks 98%, Horsemanship: Exotic Animals 98%, Intelligence 98%, Interrogation 84%, Land Navigation 98%, Literate in Dragonese, Demongogian, and American 98%, Lore: Demons & Monsters 98%, Lore: Faeries 98%, Math: Basic and Advanced 98%, Palming 90%, Pick Locks 98%, Public Speaking 64%, Radio: Basic 84%, Swim 64%, Streetwise 84%, Track (people) 74%, and Wilderness Survival 94%.

Vulnerabilities/Penalties: The usual vulnerabilities for a Jinn, as well as the following which can lead to trouble. Impatient, hot-headed and easily provoked. Heart Ripper is a demon of action; violent action. That propensity for violence and terror, though effective, results in a lot of casualties and excess destruction. He also has a tendency, when provoked, to leap before he looks, and that can get him or his troops into hot water. He hates indecision and dislikes many of the other Hell Lords. As a result, he has few true friends or allies in positions of power. A full half of his demon troops follow him solely out of fear, not respect or loyalty. Then again, the other half think of him as a god, respect his power and serve happily at his side because he lets them cut loose and butcher their enemies without mercy.

Experience Level: Equal to 13th level.

Psionic Powers: I.S.P.: 124. All Sensitive and Physical psionic powers.

Magic Knowledge: All Earth Elemental Magic levels 1 to 8, plus Ballistic Fire (25), Barrage (15), Fire Blast (8), Fire Globe (40), Fire Quake (160), Fuel Flame (5), Ignite Fire (6), Minor Curse (35), Meteor (75), Mystic Quake (420) and Negate Magic (30).

Weapon Proficiencies: Blunt, Heavy M.D. Weapons, Sword, Paired Weapons (includes clawed hands and feet) and Whip.

Attacks per Melee: Eight attacks per melee.

Bonuses at Night (all): +5 to initiative, +8 to strike, +8 to parry and dodge, +8 to dodge while flying, +3 to pull punch and roll with fall/impact, +3 to disarm and entangle, +7 to entangle with tentacle, +10 to save vs Horror Factor, +8 to save vs magic, and +4 to save vs psionics.

Allies and Alliances: Beside the monsters who follow him out of admiration or fear, Hell Lord Heart Ripper's one demonic ally is *Demon Lord Charun the Cruel*. Charun respects Heart Ripper for the warrior that he is and sees him as a means to an end. Charun has supplied the Hell Lord with additional troops in the past, and when the time is right, he is likely to do so again. Charun schemes to make a move for the throne of Hades with the expectation that Hell Lord Heart Ripper will back him up with his army. While Heart Ripper does not know of this plan yet, he would not be opposed to having a piece of Hades real-estate to call his own and to sit at the right hand of the new ruler. But who knows when, or if, that day will ever come.

Meanwhile, Hell Lord Heart Ripper intends to conquer Rifts Earth. He plans to start by bringing the rogues and deserters of the Gargoyle Empire under his command. He sees all of the upstart Gargoyles of Germany as fools and deserters clinging to a ridiculous dream of independence from Hades.

A preposterous notion for mere Sub-Demons, and he intends to remind them of their low place in the hierarchy of Hell by forcing them into his army. And while he's at it, he may bring the Brodkil Empire under his heel, as well. When he is done bringing them into his fold, Heart Ripper plans to start to build a Hell Pit and enslave the humans of Europe, starting with the New German Republic, followed by Poland, the Ukraine and the Sovietski.

Jinn do not generally support each other nor gather in large groups. Most see each other as rivals and as better than other Greater Demons. That said, a comparatively large number of Jinn serve Hell Lord Heart Ripper, most only after being defeated by him in combat or otherwise cowed into servitude.

Enemies: He detests all minions of Dyval and there are dozens of Deevil generals who want Heart Ripper dead for personal reasons as much as any other. Many assassins have failed and most wind up as Heart Ripper's next meal. The other Demon Lords assigned to earth do not trust Heart Ripper and consider him a loose cannon, while he considers the other Hell Lords (and most Demon Lords) as rivals to be bested. As for humans and D-Dees, they are but playthings and pawns to be conquered and used as slaves and cannon fodder.

Weapons and Armor of Note: Skull Crusher is Heart Ripper's Rune weapon of choice. It is a magical Hercules Club that was clearly created for a giant. Hell Lord Heart Ripper is big enough to wield the club with one or both hands. His favorite tactic is to entangle one or two opponents with his tentacle-tongue, puling them into his giant maw while bashing others into submission. The club has the usual eight rune abilities, is of Diabolic alignment, does 5D6+6 M.D. damage and has the following Air Elemental Powers: Call Lightning, Dissipate Gases, Electrical Field, Light Blade, Miasma and Whirlwind. Each can be used as often as six times per day/24 hours.

Heart Ripper does not wear armor, instead relying on a rune talisman that he took from a defeated foe. The talisman is a healing amulet that doubles his natural Bio-Regeneration (factored into his Bio-Regeneration under *Natural Abilities*, above). This gives many foes the impression that he is all but indestructible. The Rune talisman does not have any of the traits of a Rune weapon and will work for anyone who wears it, causing them to heal twice as quickly as usual and doubling healing from all types of *Bio-Regeneration* (does not include magic potions or any type of healing touch). Engraved on the bronze medallion, written in the Runic language, is the word "heal" and it has a definite magical aura to it.

Money: Money is power, so Hell Lord Heart Ripper acquires valuables such as gold, silver, gems, magic items, weapons and armor for him and his army. However, he seems to be more interested in acquiring people and territories than possessions. Nothing pleases him more than to see his foes tremble at his feet, flee from the battlefield or grovel for mercy. He has minimal motivation for collecting a vast treasure trove and assumes he will have whatever he wants once he has acquired sufficient power. In his command tent, he usually has 1D4x100,000 credits worth of gems and jewelry just lying around. These are either baubles that his troops have brought him or tribute from communities fearing they are next to be subjugated or slaughtered.

The Beast Crushers

Hell Lord Heart Ripper is the supreme commander of an army known as the *Beast Crushers*. This was the name of the small faction he commanded in the Great Rift. Their first victory was a huge success that involved ambushing and decimating dozens of Deevil Beasts and their minions. The Deevils put up a good fight, but in the end, all were slain. Since Deevil Beasts are amongst the most powerful of Greater Deevils, Heart Ripper's forces became known as the Beast Crushers in honor of their victory. That triumph has caused thousands of demonic warriors to flock to his banner, bringing with them a lust for combat and a taste for blood.

Weapons of Choice: All troops are issued a Demon Bone Spear as a basic weapon. Specialized units are equipped with Demon Bows as ranged weapons. For now, only a small portion receive the Bone Shard Weapons.

Army Standard: A Blood Red banner with the severed head of a Deevil Beast on a Pike. The Beast Head is just a black silhouette.

Reserves: Once Heart Ripper brings in his main force he can open a Hell Pit to one of his conquered worlds where he has millions of beings who could be easily conscripted to serve as minions. They will be undisciplined and unorganized, but Heart Ripper could care less as he plans on using them merely as fodder.

Hell Lord Heart Ripper's Military Strategy: Heart Ripper intends to forcibly take leadership of the Gargoyle Empire. He may also subjugate the Brodkil Empire even though they are not sub-demons of Hades. If the Gargoyles resist his leadership, he will target and slay their leaders and royalty and take command himself (if possible). If these rogues resist further, he will slaughter them by the thousands until they realize resistance is futile and submit to his will. Once he has added the Gargoyle Empire to his forces, he plans to secure a nexus junction and begin building a Hell Pit while continuing to conquer more regions throughout Europe, starting with the NGR. Heart Ripper has little use for subtlety. He is here to conquer, and that is what he intends to do. The Beast Crushers are his most experienced fighting force, so they will keep the rest of the conscripts in line and lead most combat missions.

What Hell Lord Heart Ripper doesn't realize is that the "rogue" Gargoyles have enjoyed independence for so long that they will not easily submit to him. In an ironic twist, the Gargoyles would sooner join forces with their hated human enemies in the New German Republic than accept Heart Ripper as their Lord and re-join their brethren as slaves of the Lords of Hades. The New German Republic, Angel of Death and her fiercely loyal Brodkil will also put up a much greater fight than Heart Ripper is prepared to face. Such is the arrogance of the demonic Hell Lords.

Heart Ripper is also hated by Deevils of every kind, more so than his demonic compatriots, and the opposing forces of Dyval will come down upon Heart Ripper and his forces harder than any of the Hell Lords assigned to take Rifts Earth. As a result, Hell Lord Heart Ripper is likely to find himself and his forces under constant siege by one force or another. Of course, he would have it no other way, and such conflict only fuels his love for combat and carnage. Besides, Heart Ripper has a nasty habit of managing to survive and escape the most horrendous of battles to build a new army and fight another day.

Magic Zone

Hell Pit

The Magic Zone is the current home to Hades' most conventional looking, yet unusual army and Hell Lord.

The Army of Hell Lord Rune

Target Area: North America, starting in the Magic Zone.

Demon Population: Approximately 7,290 demons, plus the largest array of human and D-Bee mercenaries and mages. That number will double or triple as word spreads about the Indestructible General Kerram and her Unstoppable Iron Guardsmen, even without a Hell Pit, henchmen and mercenaries. When the first Hell Pit is finished, *Andras, the Marquis of Hades*, shall make a few million more demons available to her.

Sub-Demons

None

Lesser Demons

Alu – 1,200
Aquatics – 100
Banshees – 50
Couril – 50
Demon Bats – 1,000
Demon Flies – 1,000
Ghouls/Nasu – 2,000
Labassu – 30
Lasae – 200
Mares/Nightmares – 100
Shedim – 500
Succubus/Incubus – 1,000

Greater Demons

Baal-Rogs – 20
Brek-Shall – 0
Death Demons – 0
Demon Locust – 0
Gallu Demon Bulls – 30
Jinn – 0
Maggots – 0
Night Owls – 10
Raksasha – 0
Soul Catchers – 0

Other Monsters – There are approximately 200 monsters common to the region used as scouts and henchmen, including 100 Psi-Goblins, 10 Zenith Moon Warpers, 25 Brodkil, 13 Iron Juggernauts (various), 10 Thornhead Demons, 30 Witchlings, one Neuron Beast, two Young-Dragonmages and a few others.

Human and D-Bee Mercenaries and Troops – Approximately 1,517 total. An asterisk indicates traditional combat troops, 65% of which are human.

* Bandits – 40

Battle Magus (1D6+1 level) – 30



Battle Magus Controller (1D6 level) with Automatons – 20
 Blood Warriors (1D4 level) – 20
 Bursters (1D6 level) – 15
 * Combat Cyborgs (2D4 level) – 70
 Conjurers (1D6 level) – 30
 * Crazies (1D6 level) – 40
 Elemental Fusionists (1D6 level) – 10
 * Headhunters (2D4 level) – 100
 Ley Line Walkers (1D6 level) – 110
 Ley Line Rifters (1D6 level) – 20
 * Mercenary Soldiers (2D4 level) – 400
 Mind Melters (1D6 level) – 10
 Mystics (1D6 level) – 20
 Mystic Knights (1D6 level) – 50
 Necromancers (1D6 level) – 20
 Nega-Psychics (1D6) – 10
 * Operators (2D4 level) – 100
 * Power Armor Troops (1D6+3 level) 120
 Psi-Ghosts (2D4 level) – 12
 * Robot Combat Pilots (2D4 level) – 40
 Shifters (1D8 level) – 25
 Spies/Espionage/Special Forces (2D4) – 30
 Techno-Wizards (1D8 level) – 50
 Shifters (1D6 Level) – 30
 Soulancers/Blood Mages (1D6 level) – 15
 * Wilderness Scouts (1D6 level) – 80

Slave Population: None yet.

Hell Lord Rune

The Rune Lord appears to be just an ordinary human female with some kind of supernatural powers. Despite this, no other warrior, no demon or infernal enemy has ever been able to win a challenge against her. Prior to the Minion War, she was the commander of a mercenary company called the **Iron Guardsmen** – a mercenary company working for the wrong side in the Coalition/Tolkeen War. The Iron Guardsmen stayed in Tolkeen much longer than any other merc company, running patrols and scouting for the city defenders. Many of its members claimed to have warned Tolkeen that the Coalition was coming back, but their warnings fell on deaf ears. Feeling unappreciated and slighted, the Iron Guardsmen chose not to wait around for the CS counterattack. In fact, their leader, Commander Sonja Kerram, cut a deal with the Coalition and used their knowledge of Tolkeen's strengths and weaknesses to mark vulnerable strategic targets for the CS Army to assault.

No one knew that their shrewd commander had an ulterior motive. Commander Kerram and her team had helped Tolkeen Artifact Hunters recover some very valuable magic items, including what was rumored to be a powerful Rune armor. Sonja had briefly touched the armor and the two made a powerful connection. In that instant, she knew the armor was meant for her. Sonja tried to make a deal with *Tolkeen's Warlord Corrin Scard* for use of the armor, but was rebuffed and insulted. That was when the wheels began to turn, and she flipped sides. During the confusion of Tolkeen's final days, she and her squad raided the storehouse holding the Rune armor and other artifacts, cleaning out the place.

Commander Kerram and her mercenaries also burned their last bridge with this action. When the CS learned that they stole

powerful magic weapons right under their nose, she made the Coalition's Top Twenty Enemies list. Tolkeen rebels who learned of her treachery (the CS was quick to leak word of the betrayal) seek the destruction of all the Iron Guardsmen. Their actions have blackballed the team all across North America; no one is willing to hire them from one side of the continent to the other, and they are not even welcome in MercTown or the Federation of Magic.

The prize was worth it to Sonja – she would not be where she is today without her runic armor, Soul Steel. The armor is incredibly powerful, and, by all accounts, one of six suits made by armorsmiths in another dimension. The armor, and others like it, would never see use in their native dimension as it was crafted near the end of a tragic war between two races skilled in the ways of magic. The armor's makers, not ready to destroy one of their greatest creations, are said to have broken the suits into pieces and scattered them across the Megaverse. Only one other complete suit of armor has ever been known to be reconstructed. Even a single piece is a power to be feared. An entire suit is said to be unstoppable.

Commander Sonja Kerram had another secret. She wasn't human at all, but a demonic Succubus who had spent 3,000 years causing trouble on Earth. When the Demon Lords of Hades learned that she had acquired the armor and other magical relics, they approached her, seeking their use in the Minion War. Seeing the opportunity to achieve a level of power few Lesser Demons can ever hope for, the scheming Sonja made a new deal. She would help them, but in return, would be allowed to keep the Soul Steel Rune Armor and a few other magic items, be given the title and power of a Hell Lord, a demon army and the chance to become the Demon Lord of Rifts Earth. The rulers of Hades agreed, impressed by her audacity as well as her ambition, and made Sonja one of the Seven Hell Lords charged with the planet's conquest.

Though the conniving Succubus has won herself a position of power within the hierarchy of Hades, she gave away much more than she is aware. She never knew what other ancient and powerful artifacts she held in her possession. While none of them were the legendary artifacts known to be in Tolkeen's control (and described in **Coalition Wars: Siege on Tolkeen**, Chapter One), she had in her hands greater power than she could ever imagine, and worth much more than the terms of the deal she struck. Still, she remains content and proud of herself, confident that she can seize control of Rifts North America through deception and subterfuge, and become the ruler of the entire planet in the name of Hades. Like all demons, she despises the minions of Dyval, so she looks forward to destroying them in the field of battle and proving her worth.

Her first move was to head to the Magic Zone to find new recruits for her army. Holding her demon troops in reserve some distance away, they continue to pose as the hunted mercenary army, the Iron Guardsmen. To do reconnaissance and get a feel for politics and who might be corrupted, the merc company has taken small jobs from various Federation Lords. Their last job, several months ago, involved working for a mysterious man who had the team scout out various nexus points in the Magic Zone, especially those around the notorious *Devil's Gate* in the ruins of Saint Louis. A dangerous task considering the large CS military base built around the Devil's Gate to keep what comes out of it under control. The Iron Guardsmen were assessing activity around various ley line nexus points and reporting the strengths

and weaknesses of CS deployments in general, the Coalition Containment Unit at the Devil's Gate and the rivals of the Federation Lords who hired them. When it came time to report in from their last mission, however, the merc company was betrayed! The mysterious man organizing their assignment was really a Raksasha demon in disguise. The demon, thinking himself to be someone of power, gave the Iron Guardsmen the choice to join him or to die. When Hell Lord Rune, disguised as Sonja, tried to talk to him in private, the Greater Demon attacked her before she could finish a single sentence. Several Lesser Demons and minions were quickly taken down by the Guardsmen, and when Sonja and the Raksasha squared off, everyone stopped to watch the spectacle.

It was an epic battle, but in the end, Sonja took the head of the Raksasha clean off. When she began barking orders to her men, many of the Raksasha's demons complied as well. It is tradition amongst demons that the person who vanquishes a leader wins his troops, and now Sonja was their new master. While her claim to them and her leadership can be challenged by anyone who dares to do so, in this case, her win was so impressive that no one stepped forward to challenge her, and only 10% of the defeated Raksasha's troops fled into the woods; the majority knelt before her as their new leader. In that instant, Hell Lord Rune realized she had become a true power. Her slaying of the Raksasha also happened to win an unlikely ally: *Andras, the Marquis of Hades*. The Raksasha was his general, and such an impressive victory over him made Andras contact Sonja when he heard that one of his top minions had been killed.

The Demon Lord quickly sized up the female merc commander and was impressed with the power she wielded, both in magic artifacts and the fighting prowess of her merc company. He made her an offer: ally herself to him and he would see to it that she has the power and the soldiers to rule over all of North America, the resources for a real attempt at dominating the entire planet. Then, when the time comes, she and her army will come to Hades for a "special task." Sonja has no idea that Andras wants the throne of Hades for himself, but it is a challenge she would relish, especially with her new rune armor that seems to have made her an indestructible juggernaut. While she understands the situation and has accepted Andras' allegiance, Sonja does not like to answer to anyone. Andras has allowed her to keep her autonomy as a newly appointed Hell Lord, but the deal they sealed makes her beholden to him. She owes him one. Lord Rune simply could not pass up the offer if it means greater position and power in the long term.

What no one knows, not even her senior staff from the original Iron Guardsmen, is that Sonja Kerram is the offspring of the evil god known as **Ahriman**, and a Succubus (in human guise) from Hades. He used his deific powers to impregnate the demon and give birth to twin demon-spawn. Sonja only has a vague notion of who her father is, but has been instilled with the obsession to free him from his dimensional prison in the *Infinity Labyrinth*. However, the dark god favored Sonja's twin brother *Angra*. Her brother had nearly succeeded in freeing Ahriman, but at the pivotal time when Ahriman was to come through a Rift, Angra had a change of heart and helped destroy the stone pyramid that had become enchanted as the gateway to Ahriman's freedom. The evil god has since turned his sights on Sonja as the source of his liberation, and the Minion War as the perfect cover for his escape. Ahriman reaches out to his daughter in dreams and visions that provide her with much guidance and wisdom on how to deal

with the demons and even more information on how to fight the Minions of Dyval.

Ahriman has learned through the course of the Minion War that the Deevils possess an item that may be the key to his freedom, the **Tower Grim**. If Sonja could somehow take control of the citadel, it could be used to free him. So Ahriman is helping and manipulating Sonja to gain the power she covets and maneuver her into a position to attack and seize Tower Grim. For now, she has become "Daddy's little girl," so to speak. Since Sonja never grew up with a father figure in her life, she is enjoying being taken seriously by the Demon Lords and winning "daddy's" affection and favor. As strong as Sonja is, she cannot help feel as if something had been missing in her life. Discovering through dreams and visions that her father is a dark god and reliant upon her for help has made her feel an emotional connection and need she has never known before. Little does she realize the influence her father has over her, even from afar. Sadly, he has no love for his hellish offspring; Sonja, like everyone, is a pawn in a larger game. When her usefulness comes to an end, Ahriman will discard her.

Hell Lord Rune

Also Known as Commander Kerram and the Iron Lady.

True Name: Sonja Kerram

Alignment: Aberrant.

Attributes: I.Q. 17, M.E. 17, M.A. 20, P.S. 26, P.P. 24, P.E. 18, P.B. 26, Spd 94 (188 when wearing Soul Steel).

Size: 6 feet (1.8 m), and weighs 160 pounds (72 kg).

Age: 25

M.D.C.: 246 without the armor, 1,000 M.D.C. more with the Rune armor. (In S.D.C. settings Hell Lord Rune has 100 Hit Points, and 60 S.D.C. and an A.R. of 15; the Rune armor has 1,000 S.D.C.)

Horror Factor: 15, for her reputation and ruthlessness.

P.P.E.: 144

Disposition: Impulsive, power hungry, cold and ruthless. Sharp and cunning, she knows what makes people tick and how to manipulate and tempt them. As a Succubus, she can change her physical appearance, but is always an attractive female. A seasoned seductress and temptress, she is especially good at manipulating males. Unlike other demons, she seldom underestimates humans and D-Bees, but does overestimate her own abilities. Since she has discovered she is the daughter of an evil god, she has begun to think of herself as superior to Greater Demons and Deevils, destined for greatness. She has no compunction about lying, cheating, backstabbing, killing or doing whatever is necessary to get what she wants. That said, her word of honor is her bond, and she will never break it.

Natural Abilities: Same as the Succubus demon (see page 60 of **Dimension Book 10: Hades**), but possesses greater M.D.C., is fire and cold resistant (does half damage), Bio-Regenerates 1D6x5 M.D.C. per melee round, Super Swift and 80% to charm and impress.

Skills of Note: All Succubus skills plus those she picked up over the years as a mercenary, including Camouflage 63%, Climbing 73%/63%, Computer Operation 78%, Detect Ambush 73%, Detect Concealment 43%, Intelligence 74%, Kick Boxing, Literacy: American 83%, Lore: Demons and Monsters 90%, Paired Weapons, Pilot Tanks & APCs 73%, Radio: Ba-

sic 98%, Robots and Power Armor 77%, Robot Combat: Elite SAMAS and X-10 Predator, Sensory Equipment 83%, Seduction 92%, Swimming 83%, Tracking 68%, Weapon Systems 88% and W.P. Energy Rifle (5th level proficiency).

Vulnerabilities/Penalties: Weapons made of silver inflict their equivalent S.D.C. damage as M.D., magic and magic weapons do full damage, cannot impersonate a specific person, and she tends to underestimate her demonic rivals and Deevil enemies. She thinks no one will ever find the armor's weakness and she is starting to believe she may truly be indestructible when she wears it. Plus her obsession to free her trapped father may cause her, in the end, to lose all that she has gained.

Experience Level: 10th level Succubus/schemer/seductress.

Psionic Powers: None.

Magic Knowledge: As per Succubus.

Attacks per Melee: Seven (eight when using an Energy Rifle). Add two additional attacks per melee when she is wearing Soul Steel.

Mega-Damage: As per Supernatural P.S. of 26: 5D6+11 S.D.C. on a restrained punch, 3D6 M.D. on a full strength punch or kick, and 6D6 M.D. on a power punch or kick (counts as two melee attacks).

Bonuses (Includes attribute bonuses and those from her Rune armor): +6 to initiative, +6 to strike with thrown weapons, +7 to strike, +10 to parry and dodge, +2 to entangle, +7 to pull punch, +5 to roll with impact, knockout/stun on an unmodified roll of 17-20, +6 to save vs Horror Factor, +5 to save vs magic, +3 to save vs psionics and +1 on all other saving throws.

Allies and Alliances: Other than her original core unit and some of her new demon troops, there is only Andras, the Marquis of Hades and her father, Ahriman, though the latter is an ally only as long as he has need of her.

Enemies: Too many to name. The Coalition has a 10 million credit bounty out for her and the entire merc company, Tolkeen resistance fighters and Retribution Squads want her dead and most Greater Demons resent her for rising above her station (and them). All the Hell Lords and the Rulers of Hades, with the exception of Andras, think she is insignificant, worthless and only won the title of "Hell Lord" because she had the means to "buy" it. Many see her as a Hell Lord in name only and completely unworthy of the title, a novelty to amuse the greater powers of Hades. They are wrong, and she will soon prove that. Her list of enemies will continue to grow with every victory she wins on Rifts Earth against the Deevils and her rivals.

Weapons and Armor of Note: Hell Lord Rune has access to a number of TW and demon weapons, but her favorites are *Soul Steel*, a CP-50 Dragonfire rifle and a Death Bringer Sword that she also managed to "pick up" while raiding that Tolkeen warehouse where she found her armor. When all else fails, she simply uses Soul Steel. Before she had the Rune armor, she used to rely heavily on her stolen X-10 and SAMAS power armor, but now they are being used by other members of her outfit.

Money: Hell Lord Rune used to spend her cash as fast as she could get it without putting much into her company. Now, with the army she commands, she is finding that she has more resources than ever before – and more responsibility. She is putting all her resources into building and maintaining her

warriors. Of course, her most valuable possession is still her suit of Rune armor, Soul Steel.

Soul Steel – A Greatest Rune Armor

Soul Steel is comprised of five major components. The helmet, the chest plate, two gauntlets and a set of greaves (for the legs). If the legends are true – and this armor is a strong argument for the truth of the legend – the five pieces for five sets of armor have been scattered across the Megaverse. Each piece only fits one particular suit of armor, so if one were lucky to even find two of the pieces, they would have to have matching runes to be a complete set. Somehow, somewhere, Shifters from Tolkeen managed to find one complete suit which now belongs to Hell Lord Rune.

The armor is sentient, just like any Rune weapon, and has its own personality and even its own agenda. Soul Steel hates the Minions of Dyval (as well as most gods, especially the Gods of Light and their champions), enjoys helping the underdog (e.g. Hell Lord Rune) rise to power, and hungers for battle. The alignments between Sonja and Soul Steel are also compatible, and the life force inside the armor likes how she thinks, making the two a good match.

I.Q. Attribute: 14; communicates via Telepathy.

Alignment: Aberrant.

M.D.C.: Listed under each piece of armor.

Special powers per each component of armor:

Each section of armor has its own particular set of powers, each equal to a third level spell invocation. As the pieces are brought together, their power level all increases by three levels. So when Hell Lord Rune wears two pieces, the power level of their magic is equal to sixth level, three pieces equal to ninth level, four pieces 12th level and five pieces 15th level. Plus, when all five pieces are united/worn, the suit of armor provides the wearer with additional spells/power. **Note:** In all cases, each spell can be cast three times per day. Spell strength is equal to 3rd level if only the Helmet is used, 15th level when Soul Steel is fully assembled. The caster can always regulate the degree of power from level 1-15 when wearing the full suit.

The Helmet: Aside from protecting the head, the wearer can cast the following spell invocations. **Spells:** See the Invisible, See Aura, Eyes of the Wolf and Breathe without Air. **M.D.C.:** 500.

Chest Plate: The wearer can activate the following spell invocations: Armor of Ithan and Supernatural Strength. **M.D.C.:** 1,000 and is effectively the *main body* of the armor.

Left Gauntlet: The following spells can be cast: Mystic Shield, Power Bolt, and Shockwave. **M.D.C.:** 350.

Right Gauntlet: The following spells can be cast: Deflect, Sub-Particle Acceleration, and Lightning Arc. **M.D.C.:** 350.

Greaves (for both legs): The following spells can be cast three times per day each, but only when *both* grieves are worn: Climb, Superhuman Speed, Swim as the Fish: Superior, Walk the Waves (Water Elemental spell) and Walk the Wind (Air Elemental spell). **M.D.C.:** 500 per each leg.

The Power of Unity: In addition to the spell casting abilities possessed by the component pieces of armor, when all five items are assembled and worn, the armor provides the following additional powers. If any one piece is removed or destroyed, these powers vanish and the user only has the diminished abilities of each remaining piece.

- **Armor Regeneration:** Unlike most Rune weapons, the Soul Steel armor is not indestructible. Perhaps its creators feared what would happen if the armor could truly not be destroyed. Once fully assembled however, the armor does appear to be indestructible, able to withstand a massive amount of punishment. The assembled suit of armor regenerates damage at an impressive rate of 1D4x10 M.D.C. per melee. All five components heal the same amount at the same time! If one section is not damaged, its M.D.C. remains unchanged. **Note:** Individual pieces separated from each other also heal, but at the much lower rate of 1D6 M.D.C. per minute.
- **Armor Concealment and Suiting Up Fast:** When fully assembled, Soul Steel appears to be a dark grey or charcoal black suit of full plate armor with gold and silver trim and blue and red Runes. After a month, the armor forms a link with its new owner. On either gauntlet (owner's choice) there is a gold-colored Rune. When pressed by the owner, the armor seemingly disappears (all of it except the one gauntlet), folding and shrinking until the last pieces slip into the gauntlet. The link with the owner is still maintained, and by pressing the rune, the armor forms around its owner, like magic. Or the owner can send a thought command such as, "Armor up," or "Protect me now," to get the armor to form. This whole process takes one full melee round (15 seconds). During that melee (and when the armor is "stored"), none of Soul Steel's powers are available and the person is vulnerable until all of the Soul Steel armor is in place.
- **Enhanced Speed:** Double Spd and +2 attacks per melee round.
- **Fly:** Unlimited duration with a speed of 300 mph (480 kph); no limit to altitude.
- **Mystic Energy Blast:** When the armor is fully assembled, the wearer can fire a mystic energy blast that does 4D6 M.D. and has a range of 2,000 feet (610 m). Payload: Unlimited; each blast counts as one attack.
- **Saving Throw Bonus:** The full armor provides +1 on all saving throws and +3 to save vs Horror Factor.
- **Teleport: Superior:** As per the spell, three times per day.

The kink in the armor: While Rune weapons are arguably some of the most powerful weapons in the Megaverse, Rune armor is rare and the creation process vastly different from that of Rune weapons. These armors wield so much power that a single life essence trapped within is not enough to power the armor. In order for it to function at peak level, the armor needs to consume at least one life essence per month. Most armors prefer one per week.

This is considered to be a flaw in the armor, as its hunger requires the armor to perform a *Soul Drink* without the consent of its owner. The armor can stock up on souls, but no more than four total. Once it has life essences stored away, the Rune armor cannot perform more Soul Drink attacks until one of those in storage is used up. If for some reason no life essence/souls are available to devour, after one week the power level of the armor drops by one third. After two weeks the power level drops by two thirds, and by the end of the third week, regardless of the connection between the armor and the owner, the suit will consume the owner's soul (killing the owner instantly). At this point, the suit collapses in a heap, having gone into hibernation mode until a new owner is found.

In addition to needing a soul to consume for power, each component needs a physical connection to the other in order to awaken Soul Steel and make the armor fully functional (all spells and powers available). Chains connect the various components and appear to be simple ornamentation. When the armor is engaged in heavy combat, mystic power can be seen traveling along the chains like an active power conduit. **Adventuring Side Note:** Suits of similar design are likely to exist elsewhere in the Megaverse. At least four others are known to have been scattered across the Megaverse in pieces. If one piece is found, it can be used to find others. Psionic abilities like Object Read may reveal information on the whereabouts of one other piece which will lead to another and then another. If there is no one with Object Read then the piece that has been discovered may instill a psychic flash or a dream vision to unite it with its other pieces. The intelligent Rune armor wants to be united and made whole so it can devour life.

The Iron Guardsmen

The Iron Guardsmen were formed by Mercenary Commander Sonja Kerram just prior to the Siege on Tolkeen. She has always enjoyed conflict and discovered thousands of years ago that there is always opportunity, profit and fun to be had in war, provided you are willing to get your hands dirty. Running a merc company offers plenty of opportunity and entertainment for her. Sonja put together a group of mercs who specialized in strategies and tactics utilizing power armor. The idea turned into profit when Sonja was able to land the company contracts with major manufactures like Wilk's and Titan industries. In some cases, she accepted trade goods, weapons and ammunition. For clients with financial woes, she would cut a deal in which the Iron Guardsmen company would work for cheap, but would get to keep all or most of the spoils of war, be it ammo and equipment to magic items and treasure. This type of work was constant, but not as profitable as she had hoped. When the Siege on Tolkeen began Sonja, saw the potential for big profit and even bigger opportunity – and when opportunity came knocking, she kicked the door open and embraced it. Now she is a Hell Lord on the rise in possession of the legendary Rune Armor, Soul Steel.

Lord Rune's Strategy: Renaming herself *Hell Lord Rune*, the original members of the Iron Guardsmen have become her elite, personal guard, many equipped with state of the art technology and magic. She trusts them with her life (few realize she was never human to begin with) and more than the army of demons she now commands. Comfortable amongst mortals, Hell Lord Rune intends to build an army, half of which is composed of humans, D-Bees and monsters. She believes she has an advantage in winning the conquest for Rifts Earth because her 3,000 years walking amongst mortals has given her a keen understanding of them. Indeed, of all the Hell Lords and other hellish beings vying for control of Rifts Earth and its ley lines, she is perhaps the only one who does not underestimate humans and D-Bees. This understanding of the human psyche and eons of manipulating and tricking them also helps her to control and motivate her demon hordes. In short, she knows how to appeal to the dark nature, greed and desires of humans and demons alike, and use them to do what she wants. Hell Lord Rune is likely to win over and seduce masses of mortals and build the largest conventional army of any Demon or Deevil Lord on Earth.

The entire Iron Guardsmen army (demons, mortals and all) is currently residing in the **Magic Zone**. They are camped in a dense forest a hundred miles (160 km) or so from the Devil's Gate, but far enough away, and hidden well enough as to not attract the attention of the Coalition Army. Being predominately mortal troops, the CS is much less likely to think much of a mercenary company operating in the region, especially if they steer clear of Coalition forces. That said, Hell Lord Rune's troops are close enough to help the CS should they be overrun by Deevils, and/or pick off any Deevils that manage to escape CS containment. There have already been four incidents in which Deevils have emerged from the Devil's Gate and gotten past the Coalition's net of defenders, but none have escaped the wrath of the Iron Guardsmen.

Hell Lord Rune has started to dig a standard-sized **Hell Pit** at a secret location in the Magic Zone, and is considering building a second as a backup plan in Kentucky or Tennessee. However, she only has four Blood Pillars for a single Hell Pit. If she can get the resources to create two Hell Pits, both will link directly to Hades, one connecting to the *Scorched Lands* in the Abyss, and the other to a location in the *Desert of Taut* not far from the city of Gamora. Hell Lord Rune is considering her strategies carefully. She hopes to recruit members of the Federation of Magic to provide Techno-Wizard weapons, armor and war machines, and to convince a number of dragons, monsters and mages to join her army. As a former mercenary, she knows how to acquire "guns for hire" and keep them happy. She hopes her mixed army of demons, monsters, mercs and mages will prove more formidable than the conventional demon hordes of the other Hell Lords.

She knows it is only a matter of time before Dyval begins to send much greater numbers into the fray in an attempt to seize Earth for themselves. When they come, all Hell Pits and demon armies will be targeted, her's included. That's why she is trying to strike first whenever the Minions of Dyval appear. Meanwhile, securing her place among the Lords of Hades is her top priority, but Hell Lord Rune continues to seek guidance from her father and hopes the opportunity to free him will come sooner, rather than later.

Iron Guardsmen Company: The Iron Guardsmen have gone from a Large Mercenary Army to the elite core of a much larger demonic fighting force, but their organization has remained mostly unchanged; Hell Lord Rune had already trained them just the way she wished before the Minion War even began.

- A. Sponsorship: None
- B. Outfits: Unlimited Clothing
- C. Equipment: Magic Technologies and Unlimited Equipment
- D. Vehicles: Unlimited Vehicles
- E. Weapons: Maximum Firepower
- F. Communications: Superior Communications
- G. Internal Security: Tight
- H. Permanent Base: None
- I. Intelligence Resources: D-Bee Specialist and Psionic and Magic Specialist
- J. Special Budget: Large Loans
- K. General Alignment: Evil
- L. Criminal Activities: Special Forces
- M. Reputation/Credentials: Hunted
- N. Salary: Good Salary
- Total Points Spent: 395 Points
- Size & Orientation: Large Mercenary Army

Weapons of Choice: A combination of tech (including cyborgs, specialists in power armor and giant robots), magic (anything) and demonic. Of the original Iron Guardsmen, 40% use a wide range of Northern Gun power armor, 10% giant combat robots, 10% are Headhunters and Combat Cyborgs, 10% are practitioners of magic (various types, but mostly Ley Line Walkers), and the rest are experienced mercs and grunts. Since being joined by the demon army, more resources are available and the team is now making use of Angrar Power Armor, along with more Techno-Wizard equipment as well as demon-made weapons and gear.

Army Standard: A silver suit of armor on a black flag.

New Mexico Hell Pit

Located in the parched deserts and prairie lands of what was once known as New Mexico, a Hell Pit is under steady construction, built under the leadership of Hell Lord Zugard, a pale, gray-skinned monster who resembles a giant walking corpse. All around this Hell Pit are signs of illness, death and decay. All seven Hell Plagues are present within the Hell Pit and the bleed around it. Drought and famine plague the land, and discord and conflict are erupting throughout the region. Death Cults speak of the New Mexico Hell Pit as the Coming of the Reign of Death, and heroes who trek there to investigate are often never heard from again.

The Army of Hell Lord Zugard/Death

Target Area: North America, starting in Utah and spreading north and south (down into Mexico).

Demon Population: Approximately 42,260 demons, with the greatest number of the demonic contagion known as Death Demons anywhere on the planet.

Sub-Demons

None

Lesser Demons

- Alu – 2,000
- Aquatics – 0
- Banshees – 6,000
- Couril – 0
- Demon Bats – 4,500
- Demon Flies – 6,000
- Ghouls/Nasu – 12,000
- Labassu – 0
- Lasae – 0
- Mares/Nightmares – 200
- Shedim – 3,000
- Succubus/Incubus – 0

Greater Demons

- Baal-Rogs – 10

Brek-Shall – 500
Death Demons – 8,000 (that number will grow exponentially)
Demon Locust – 0
Gallu Demon Bulls – 50
Jinn – 0
Maggots – 0
Night Owls – 0
Raksasha – 0
Soul Catchers – 0

Other Monsters: 1D4x100 and they come and go. *The stink of death* is imprinted upon the land around the Hell Pit as well as on Hell Lord Zugard himself. There seems to be something uncomfortable and alienating about this Hell Lord and his operation. Perhaps it is the presence of so many Death Demons and other demons that represent death, and so few others. Perhaps it is the desolate location. Whatever it is, there are very few other people or monsters rushing to join this demon army.

Human and D-Bee Mercenaries and Troops – Approximately 700 total; mostly humans and D-Bees seeking to inflict death and destruction rather than conquest. Hell Lord Zugard will be conducting a “scorched Earth” campaign. Prisoners are taken only to serve as slaves to build the Hell Pit and handle other labor, as food to feed demonic troops, and victims to be turned into Death Demons.

Blood Warriors – 8
Death Cultists (1D4 level; willing servants) – 600
Necromancers (1D8 level) – 60
Witches (1D6 level) – 20
Soulmancers – 12

Slave Population: 9,000; 50% humans.

Hell Lord Zugard

The origins of Lord Zugard are unknown to most people. To many, he seems to have just showed up on the battlefield one day, leading an army of Death Demons with the blessing of the Rulers of Hades. His tactics are straightforward as Hell Lord Zugard often plunges straight through enemy lines and heads for the heart of the opposing army. His *Death Demons* are a plague who contaminate others and turn them into newborn Death Demons to join their demonic horde. As their reputation grows for transforming all they touch into fellow Death Demons (an agonizing process), many people flee at the first sight of these monsters. This, and his campaign of destruction, is quickly making the name Lord Zugard synonymous with “Death.” People who become infected by the monsters turn into Death Demons, themselves, in a matter of months and end up joining Lord Zugard’s horde. The Devils have realized that their only escape from such an agonizing existence is to take their own lives, which still gives Lord Zugard a victory. Over time, people on Rifts Earth will consider Zugard’s Death Demons as another Hell Plague.

The demons assume Lord Zugard is a minion of *Prince Ba’Zal*, a very powerful demon who lives in the Scorched Lands of Hades. The prince is seldom spoken of openly, as to do so is an unspoken taboo in Hades. It is this assumption that he serves Ba’Zal that has enabled Lord Zugard to go unchallenged by any of the Lords of Hades. The truth is much worse. Lord Zugard is the partial manifestation of the **Apocalypse Demon, Death**.

Zugard’s sad story involves being at the wrong place at the wrong time early in the Minion War. He was a mighty Gallu Demon Bull, leading an army of demons out of a Rift against a rogue faction of the Fallen. In an unexpected turn of the tide in battle, Zugard found himself trapped by several Death Demons. Though he and his troops pacified the rebellious creatures, and he slew their most aggressive leader, Zugard feared the cursed Death Demon had infected him, but kept his concerns to himself. A smart move, as he would not likely have been given the honor of the title “Hell Lord” and be dispatched to Rifts Earth to establish a Hell Pit a few days later. On Rifts Earth, he quietly but desperately sought a cure, telling his men that he was going off, alone, on a special mission. Before long, Zugard was in agony, his flesh beginning to peel and rot! He wandered across this strange new land for weeks, his condition worsening with each passing day. One night, as he screamed to any dark god who would listen, Zugard begged for relief and to be spared the deterioration of his mind and personality, if not his body. He didn’t want to become a wretched, rotting monster. That was the first night the comforting voice in his head spoke to him. It explained that death was not the end, but a transition. That chaos was good, but the Minion War was a child’s game based on rivalry, not the “end game.” Somehow, the voice seemed to offer relief from the constant pain. Soon the voice brought cool comfort and soothed his suffering. When the other three voices began to softly whisper, nearly imperceptibly in the background, Zugard felt even more at peace. Soon, he began to believe he wasn’t cursed at all, but chosen for something grand. Something bigger than the Minion War. That’s what the voices said. When the first and loudest voice told Hell Lord Zugard to seek him out, the Demon Bull decided he had nothing to lose. Days turned into weeks as he traveled across great distances. When anyone tried to stop him, he struck them down, the voices urging him on day and night. Finally, months later, he found a residence of the voice. Zugard knew not where he had traveled nor where he was, other than being home.

The voice in the darkness assured Hell Lord Zugard that he could permanently erase the pain and restore him to the way he had always been. But first, he would need to do something in return – to help him and his brothers regain access to this world, at which point he would completely cure Zugard and return him to his former life (a lie). Though the pain had been eased, it was always present and there were times when he would even tear his own flesh off. The bargain seemed like a fair one. Zugard agreed. It was at that moment, when the voice said, let me in, that the Apocalypse Demon known as Death of the Four Horsemen of the Apocalypse (see **Rifts® World Book Four: Africa**) imparted a small fraction of his undead essence into Hell Lord Zugard.

Suddenly, the pain was gone and the cold that swept through him felt right. Death opened a Rift for the Hell Lord to carry him back to his camp where the Hell Pit was being dug. He had but three simple instructions: One, “You have already embraced me, now raise your army as the Lords of Hell have instructed.” Two, “Finish the Hell Pit and protect it from all who try to stop you from its completion.” And three, “When the Hell Pit is finished and activated, I shall come to you and give you your reward. And all shall know the name Hell Lord Zugard as another name for Death.”

Since that day, Hell Lord Zugard has worked diligently to fulfill those instructions, and the Gallu Bull he once was has continued to change. His horns rotted away. His face is a death mask



with sunken eyes and cheeks, and a maw filled with long, jagged teeth. Though his body is emaciated and his arms thin and spindly, he is not a Death Demon rotting away before his men. Hell Lord Zugard is strong, his mind sharp and focused on the task at hand. His troops do not question his physical transformation, because Hell Lords and most Demon Lords transcend their original form and turn into something else, often more menacing. For them, this is expected, if a bit odd. Meanwhile, Hell Lord Zugard continues to show loyalty to the masters of Hades, fighting Devils and mortals and building a Hell Pit as he was commanded to do. If there is anything some of the demons under him question, it is his newfound obsession with death and surrounding himself with Death Demons, all of whom exhibit complete loyalty and even eagerness to serve him.

Hell Lord Zugard

Also Known as Hell Lord Death and the Death-Bringer.

True Name: Ojen Shid

Alignment: Miscreant.

Attributes: I.Q. 17, M.E. 10, M.A. 22, P.S. 46, P.P. 20, P.E. 18, P.B. 4, Spd 20

Size: Can change his size at will, but seems most comfortable at 14 feet (4.2 m), and weighs three tons.

Age: Effectively Immortal.

M.D.C.: 1,600 (x10 when Death takes full possession of Zugard). (In S.D.C. settings Lord Zugard has 250 Hit Points, 400 S.D.C. and an A.R. of 12.)

Horror Factor: 16

P.P.E.: 360

Disposition: Distant even amongst his fellow demons, only because he realizes he now serves a greater purpose as a vessel for true change. All he cares about is finishing the Hell Pit, bringing in his benefactor and fulfilling his bargain. He has also exhibited a sense of calm even in the throes of combat, and no longer fears death.

Natural Abilities: Supernatural Strength and Endurance, impervious to mind control and psionics, fire and cold resistant (takes half damage, even from magic fire and cold), nightvision 2,000 feet (610 m), Bio-Regenerates 4D6 M.D.C. per melee round, summon and command 1D6 Death Demons or Banshees, or 2D6 Ghouls or Nasu once per day, Dimensional Teleport 80%, impervious to disease (including Hell Plagues) but he can deliberately spread the deadly death virus that turns people and supernatural creatures into Death Demons by bite or claw strike that draws blood (requires a save of 14 or higher), and magically speaks and understands all languages.

Skills of Note: Barter 78%, Brewing 74%/79%, Camouflage 69%, Detect Ambush 89%, Escape Artist 74%, Herding Cattle 69%, Horsemanship: Exotic Animals 79%/69%, Land Navigation 80%, Lore: Cattle/Animals 69%, Lore: Demons and Monsters 74%, Philosophy 94%, Physiology 74%, Pick Locks 74%, Prowl 84%, Skin and Prepare Animal Hides 89%%, Tailing 74%, and Wilderness Survival 79%.

Vulnerabilities/Penalties: 1. Silver-coated S.D.C. weapons do the M.D. equivalent (double damage in S.D.C. settings).

2. Holy weapons do double damage. Holy water does 2D6 M.D. per dose (goes direct to Hit Points in S.D.C. worlds) and a gallon does 1D6x10 M.D.

3. Sunlight, while it does no physical damage per se, does reduce Hell Lord Zugard's Spd, number of attacks per melee, combat bonuses and natural abilities by half!

4. Wood from Millennium Trees inflicts quadruple damage (triple damage direct to Hit Points in S.D.C. settings).

5. Normal M.D. weapons and magic do full damage.

Experience Level: 7th level demonic hybrid and avatar of the Death Horseman of the Apocalypse.

Psionic Powers: None.

Magic Knowledge: Animate and Control Dead (20), Armor Bizarre (15), Aura of Death (12), Aura of Doom (40), Command Ghouls (10), Death Curse (Special), Deathword (70), Kill Plants (10), Life Drain (25), Maggots (insects; 20), Minor Curse (35), Orb of Cold (6), Paralysis: Lesser (5), Repel Animals (7), Shadow of Death (45), Shadow Meld (10), Shadow of Doom (45), Sickness (50), Spoil (30), Soultwist (170), Turn Dead (6), and Weight of Duty (10).

Weapon Proficiencies: Archery, Axe, Energy Rifles, Heavy M.D. Weapons, and Pole Arm.

Attacks per Melee: Eight.

Mega-Damage: As per Supernatural P.S. of 46: 1D6x10+31 S.D.C. on a restrained punch, 6D6 M.D. on a full strength punch, kick or bite, and 2D4x10 M.D. on a power punch or kick (counts as two melee attacks).

Bonuses (all): +4 to initiative, +6 to strike, +7 to parry, +6 to dodge, +5 to pull punch, +4 to roll with fall/impact, +8 to save vs Horror Factor, +5 to save vs magic and impervious to psionics.

Allies and Alliances: Hell Lord Zugard's Death Demons, Banshees and Ghouls follow him without question or hesitation. The rest of the troops can tell something strange and unusual is going on, but they serve and obey out of fear or because they too are psychopaths bent on inflicting death and destruction.

The Demon Lords of Hades assume he is the servant of Prince Ba'Zal. Who else could he serve? Possibly Mantus, King of the Dead, but he has not been seen since the start of the Minion War! No one yet realizes that Zugard has become the host to the *Death Horseman of the Apocalypse*, or that Death is turning him into his physical avatar.

By partially inhabiting Zugard, Death (and through him, the other three Horsemen of the Apocalypse) is able to establish a link to Rifts Earth. That "link" will enable the Four Horsemen to steal control of the Hell Pit as soon as it is activated and use it as a gateway to return to Rifts Earth (even if they have been vanquished in Africa at some previous point). If they succeed, Hell Lord Zugard becomes Death, himself, while the other horsemen – Famine, Pestilence and War – return via the Rift in the Hell Pit. If that happens, war, suffering, chaos and death will sweep the Americas and spread across the rest of the planet, bringing about the end of all life in a matter of a few decades! The Hell Pit will become the base of operation for the Horsemen, not the demons of Hades, and the source of plagues, pestilence, famine and war. This will become the kingdom of Death, and he can always be found here. Meanwhile, the other Four Horsemen will be able to use the Hell Pit Rift to teleport to any other Hell Pit or ley line nexus on Earth. The only exceptions are ley lines and nexus points already controlled by another force, such as stone pyramids at Lazlo, Atlantis and elsewhere.

Enemies: The other Hell Lords are wary of Zugard and keep him at arm's length. They know he is powerful and that he can bring a large number of troops to the battle, but none of them realize that he has become the avatar and servant of the Apocalypse Demon, Death. Should anyone figure that out (unlikely), it is the one thing that might put *an end to the Minion War*.

Hell Lord Zugard/Death represents the death of ALL things, including mortals, demons and Deevils. With control of the Hell Pit on Rifts Earth, Death, his fellow Horsemen, and the armies they are building, can carry Famine, Pestilence, War and Death to Hades, Dyval, and any world or dimension that can be Rifted to from Earth. As Death's forces grow – with Death Demons leading the charge – everyone else will see their forces dwindle as they die from famine, plagues, battle and their own troops being turned into Death Demons in the service of the Apocalypse. This last and greatest danger of them all should unite mortals, demons, Deevils and all beings who value life (their own if nothing else), to join forces to battle a common enemy that could bring about the end of existence. In the case of the Minions of Hades and Dyval, it could be seen as a threat big enough to end the Minion War. For humanity, it may be the greatest battle they have ever faced, and differences will need to be put aside, at least for the moment.

The real danger is that *nobody* realizes that Hell Lord Zugard is becoming the avatar of Death. And Death is not going to tip his hand early. In fact, Hell Lord Zugard/Death has been very careful in not yet unleashing the full force of his Death Demons. His goal will be to create and defend the Hell Pit so that he and the other Horsemen can return to Earth in full force. It is then that, pardon the pun, all hell will break loose. Until then, he must see the Hell Pit completed and activated. Remember, Hell Lord Zugard is NOT Death yet.

All life is the enemy of the Four Horsemen of the Apocalypse. Any sentient being who values life and beauty is a natural enemy. This is the ultimate danger predicted in the Edict of Planetary Distress, because by usurping control of a Hell Pit on Rifts Earth, it gives the Four Horsemen the capability to spread destruction across the planet and, like the demons and Deevils, to use the Rifts to spread Armageddon to Hades, Dyval and across the Megaverse. At some point, they will become unstoppable. Thus, this Hell Pit, even more than any other, must never be allowed to be completed. And if it is, the Horsemen must be dealt with in a matter of weeks before it is too late. **Note:** If the Four Horsemen return to Rifts Earth, it will bring an end to the Minion War as the warring factions realize that they have just put their own existence in jeopardy. All other Hell Pits will be destroyed and shut down, and demons and Deevils will leave Rifts Earth. However, the Four Horsemen will remain a problem for the mortals of Earth to deal with. This is not done out of wickedness or cowardice, but an unspoken rule amongst supernatural forces that the fundamental threat to any given world where Armageddon occurs can only be stopped by the mortal people of that world (including creatures of magic). Gods and supernatural beings can only inspire and offer advice via subtle measures such as dreams, visions and prayer.

Slaying Hell Lord Zugard before the Hell Pit is activated and Death takes full possession of his body will end this current threat from the Apocalypse Demons. However, that will be a difficult task as the cunning demon is laying low and try-

ing not to attract attention to his operation. As a result, all of the other six Hades Hell Pits and demon armies are likely to appear to be much more immediate threats, making the New Mexico Hell Pit comparatively low priority. If Death can continue to conceal his presence (and plan), it seems unlikely anyone will realize the Apocalypse Demons are stealing control of the Hell Pit to bring about Armageddon until the Pit is activated and Death and the others start to appear! The faster heroes respond to this threat the better. The longer it takes, the more death and destruction will befall North America.

Weapons and Armor of Note: Zugard is infamous for wearing a full suit of magic plate armor that is black with red, glowing trim. The armor has 500 M.D.C. and regenerates at a rate of 1D4x10 per minute. The armor increases his Horror Factor by +2 and he is constantly protected from magical spells of *location* such as Calling and Locate, as well as the Psionic equivalents, while in the armor. On the other hand, Death tends not to wear armor, but while he takes possession of Zugard he will wear it from time to time to keep up the facade.

Favorite weapon is a giant-sized Rune pole arm. The shaft seems to be one large bone and the blade is a serrated cleaver with a trio of skulls attached. Mystic runes run the length of the blade and shaft. It does 1D6x10 M.D., has all 8 Rune Weapon abilities, an I.Q. of 13, Miscreant alignment, and the following Necromancy spells: Animate and Control Dead: Simple, Death Bolt, Command Ghouls, Death Strike, Grip of Death, Rattling Bones, and Stench of the Dead. Each spell can be used five times per day. Spell strength is equal to a sixth level caster.

Money: Hell Lord Zugard has amassed a treasure of precious metals, gems, jewelry, artwork and numerous other valuables from the worlds he has conquered that are easily worth a billion credits. He always carries a small sack that has 4D6x10,000 worth of gems. Death, on the other hand, has no personal desire for wealth. He and the Horsemen seek only the destruction of life.

Zugard's Secret Mission: Hell Lord Zugard/Death answers to none of the Demon Lords of Hades. He has had "discussions" with Succor-Bemoth who is willing to supply some Magots to his army if he is willing to turn over an equal number of Death Demons for the Demon Lord to study. This is something that Hell Lord Zugard/Death is considering, because it enables his Death Demons to infiltrate Succor-Bemoth's holdings in Hades. (The Death Demons remain loyal to Death and, upon command, will infect Succor-Bemoth's forces before they realize what is going on.) Death also sees advantages in having a Demon Lord as a pawn he may be able to use against the other Lords of Hades. Of course, in the end, Death intends to destroy Hades, Dyval and all life in the Megaverse. Bringing death and destruction to the entire Megaverse is the purpose of the Four Horsemen of the Apocalypse. They long to advance entropy and bring about the death of all living things.

If Hell Lord Zugard/Death is able to completely return to Rifts Earth he will bring the other Apocalypse Demons with him. When the Hell Pit is finished, the *Death Horseman* will be the first to manifest, completely transforming the host body of Hell Lord Zugard into Death. An hour later *Pestilence* will appear via the Hell Pit Rift. An hour after that, *Famine* arrives, and *War* an hour after that. With all Four Horsemen of the Apocalypse appearing at the same location, and with Zugard's

army of Death Demons, minions and slaves, they can immediately begin to impose suffering, destruction and death across North America. It all starts in New Mexico and spreads north and south (down into Mexico), before spiraling over the entire continent and across the world. After the Americas are transformed into the heartland for Armageddon, the Four Horsemen intend to use the Rifts of Earth to spread the Apocalypse throughout the Megaverse.

All living beings are their enemies. That includes the demons and infernals of Hades and Dyval, as well as the vampires of Mexico (they are, after all, “undead” and ancient rivals). Only death worshipers and those who willingly serve to spread death and destruction enjoy a stay of execution — for now. They and the rest of Zugard’s army and the growing legion of Death Demons are the current delivery system from which to begin the destruction of life on Earth.

Death’s Approach

Death’s Approach is a fitting name for this army, and was the name even before Lord Zugard became an avatar of Death, the Apocalypse Demon. Lord Zugard has traditionally used simple, direct tactics, relying on strength of numbers and the capabilities of his demonic troops to win battles. He prefers to fight with overwhelming force to score a quick victory, impress his demonic enemies with the frenzied slaughter and add new troops to his army.

Weapons of Choice: Any kind of weapon that his troops pick up will do. There is no standard weapon that is issued. Most tend to fight tooth and nail, especially the Death Demons!

Army Standard: A red field with a black border and a black demonic skull in the center.

Lord Zugard’s Military Strategy: As outlined above.

Canadian Tundra Hell Pit

The monstrous Hell Lord Fury and his troops arrived on Rifts Earth via the Calgary Rift and migrated north. It is there, someplace in the **Northwest Territories** (rumors suggest near Baker Lake in the East) that he has begun to build his Hell Pit. Meanwhile, he sends out reconnaissance forces to observe enemies such as *Iron Heart* and *Free Quebec*, anxious to test his troops against the human forces of the Coalition States and their offshoot ally in Quebec. He has also sent Succubus, Couril and Labassu spies to give him some measure of the forces at *Lazlo* – the place that he believes will give his forces their greatest challenge. In the interim, he sends bands of demonic raiders throughout Canada to collect humans and D-Bees as slaves, to capture supplies and to test themselves against small bands of heroes and local defenders. Hell Lord Fury also has his eye on the Xiticix. He would love to turn them into warrior slaves under his command, but should that prove to be impossible (initial efforts to make any meaningful communication with the insectoids have proven fruitless), they will need to be destroyed.

Soon, long before the Hell Pit is completed, Hell Lord Fury intends to rain down Armageddon from the North in what he hopes will catch the human empires to the south asleep at the switch, and the first to fall to him. While other Hell Lords wait, gather their armies and devise plot after plot, Hell Lord Fury plans to take quick and deliberate action. North America shall be his.

Note: You might think Hell Lord Fury’s quick action would prompt the other Hell Lords to respond in kind, before the “upstart freak” can claim any part of North America for himself. Reaction, however, will be quite the opposite; they will wait to see how he fares against the mortals and base their own future strategies on his apparent results. Likewise, when Deevil forces arrive, they will leave Hell Lord Fury alone, so he can soften up the mortals while they attack other Demon Hell Pits. The idea being that when they are done with the other Hell Lords, they can turn their infernal troops on Hell Lord Fury, eradicate his remaining forces and make easy work of the mortals, already battered by Lord Fury.

The Terror Army of Hell Lord Fury

Target Area: Central and eastern Canada to start, from Iron Heart to Free Quebec, as well as Minnesota, Michigan and northern New York. Detroit/Windsor are being established as staging areas, with Lazlo and New Lazlo as potential initial targets.

Demon Population: Approximately 35,200 demons and Sub-Demons, plus slaves, henchmen and mercenaries.

Sub-Demons

Gargoylites – 250
Gargoyles – 2,500
Gurgoyles – 2,000
Gargoyle Lords – 100
Gargoyle Mages – 100
Tauris – 12,000

Lesser Demons

Alu – 500
Aquatics – 1,000
Banshees – 300
Couril – 300
Demon Bats – 500
Demon Flies – 6,000
Ghouls/Nasu – 4,400
Labassu – 100
Lasae – 200
Mares/Nightmares – 100
Shedim – 4,000
Succubus/Incubus – 50

Greater Demons

Baal-Rogs – 0
Brek-Shall – 150
Death Demons – 0
Demon Locust – 0
Gallu Demon Bulls – 500
Jinn – 0
Magots – 100

Night Owls – 50
Raksasha – 0
Soul Catchers – 0

Other Monsters – There are approximately 1,320.

Black Faeries – 200
Brodkil – 700
Daemonix (various) – 50
Loup Garou – 50 (most consider demons and Deevils hated rivals)
Thornhead Demons – 200
Witchlings – 120

D-Bees and Other Notable Beings & O.C.C.s – 2,020, most of which are nonhumans.

Blood Warriors (1D6 level) – 500
Groat Hunter D-Bee (1D6 level) – 400
Mastadonoid D-Bee (1D6 level) – 120
Soulmancers/Blood Mages (1D6 level) – 50
Trimadore D-Bee (1D6 level) – 50
Vanguard Brawlers (1D6 level) – 300
Witches (1D6 level) – 100
Yeno D-Bee (2D4 level) – 500

Slave Population: There are approximately 3,500 slaves at the moment, half of which are D-Bees.

Hell Lord Fury

At one time, Hell Lord Fury was just another Gallu Demon Bull with enough talent and leadership qualities to command lesser demonic troops in battle for his demonic masters. His main goal, besides winning, was to cause Deevils as much pain as possible. In his role as a lieutenant, and later, a captain among the demon hordes, he became a warrior of some renown; a warrior who stood and fought side to side with his troops. Lord Fury enjoyed his reputation as a tough, ruthless brawler who could get the job done. He also enjoyed the authority given to him over Lesser Demons, and liked having to answer only to other Greater Demons who ranked higher than himself. Life was good for Lord Fury, at least until his Demon Ship encountered a flotilla of Dyval magic starships of their own. The two forces clashed for some time and when a boarding action was called for, as usual, Lord Fury led the way.

He and his troops were locked in combat aboard the Dyval vessel when the ship's mystic reactor exploded. It consumed the entire ship, crew, combatants and all. The release of magic energy tore open a Rift that sucked hundreds of demons and Deevils through it and into an unknown alien dimension. It was a strange realm filled with metal bulkheads, wires, conduits, video monitors, and swarms of small mechanical robots (beings?) that poured over the ravaged demonic intruders. The demons and Deevils that survived the blast were barely alive. The explosion was so devastating to most of them that their supernatural ability to Bio-Regenerate was overloaded and doing all it could just to keep them alive, and just barely at that. Death was imminent. Half of Lord Fury's body was gone – his left arm, legs and entire lower body atomized in the blast. The rest of him was a burnt and bloody mess. He hung on by a thread; too much damage for his supernatural regenerative powers to handle. The fact that he was

still alive was a testament to his fortitude and strength of will, all of which made him a candidate for what was to come next.

Lord Fury lost consciousness as the machines swarmed over him and his soldiers. He figured his death had come and he would be reborn on Hades some decades later. When he awoke, however, he was still in the strange realm of the machines. His body had been made whole by the machines, but not in the way it had once been. Instead of limbs made of bone and muscle, he had been melded to a mechanical body, nothing like his own. His lower body was more like that of an actual bull with four mechanical legs. His regenerated upper torso attached to it like a centaur. His left arm was now also mechanical. Somehow, the limbs felt connected and alive. They responded appropriately to his thoughts and motions as if they were his natural appendages. Around him he saw twenty or thirty off his elite Gallu strike force, augmented in an identical manner. They looked to him with terror and loathing in their eyes. Cybernetics should not work on a demon; this was something different. Alien. Perhaps magical. Certainly terrifying.

Lord Fury was just as confused as his men when they began to hear a voice in their head giving orders. Confused, Lord Fury noticed an array of other mechanical beings responding to the commands. For now, at least, it seemed he and his troops still held on to their free will. Not wasting any time, Lord Fury bellowed orders for his demon troops to *Dimensional Teleport* to a rendezvous point in Hades. In a blink of an eye, all but five had successfully teleported to freedom. The five left behind were never seen again, but he and 23 other transformed Gallu Bulls had survived.

Away from the alien dimension there was no metallic voice whispering inside their heads. They were in full control, and unchanged mentally. However, it would take Lord Fury and his men some time to get used to their new, abhorrent bodies. They discovered some of the powers possessed by the Gallu were gone, but replaced with new wonders, such as the ability to run across the surface of water and through the air.

At first, his demon superiors and peers looked upon the converted Gallu with suspicion and fear. Tearing off or cutting away the machine parts killed the demons, so after two attempts, that approach was abandoned. Somehow, Lord Fury managed to convince the Demon Lords to spare their lives, that he and his troops were the same people inside, just as dedicated to serve the Lords of Hades and crush their enemies as ever. It was touch and go for a while, but Lord Fury was finally given permission to lead his modified Gallu, along with a new combat unit, to prove themselves in battle. And prove themselves they have. **The Gallu Centaurs** as they are known, have shown themselves to be as ruthless and deadly in combat than ever. Perhaps even deadlier as they vent their rage on the enemy with frightening savagery. Still, they are regarded as freaks contaminated by alien technology and few greater demons want to serve at their side. To “get rid of the freaks,” it was agreed to give Fury the title of “Hell Lord” and send him and his fellow Gallu Centaurs to Earth where they will have the opportunity to conquer the planet in the name of Hades.

Hell Lord Fury and his men do not understand the exact nature of their transformation, nor how their mechanical bodies work, but they have learned how to use them. They believe that, though their alien additions look like metal and machines, they are a living part of them fused to their own flesh and muscle. Living machines created from a blend of technology, flesh and magic.



These living metal components are as much a permanent part of their bodies as their M.D.C. flesh.

If the cyborg-looking lower body is destroyed, or if a Gallu-Centaur physically extracts himself from the housing, he will die in a matter of minutes. That last part is the key. He will die! Not disincorporate and return to Hades and be reborn as a normal Gallu; he will die. Somehow, the strange machines stripped him of some of his most basic demon abilities, including a diminished ability to Bio-Regenerate.

Likewise, though they have all grown surprisingly accustomed to their mechanical body parts, they hate them, Hell Lord Fury most of all. He has gone on record complaining that they make him resemble the lowly sub-demons known as the *Taursis*, a great indignity for a Greater Demon such as a Gallu. And as another rub, the *Taursis* are quick to accept him as their lord and leader. Should he accept them as his minions, they would fight to the death for him with a loyalty seldom demonstrated by sub-demons. So far, it is a fall from grace Fury has refused to embrace, even though it would give him considerable power. That said, he has a large number of *Tauris* in his army, all volunteers. So are many of the other Lesser Demons.

Hell Lord Fury

True Name: Ziur Y'Reffej

Alignment: Diabolic.

Attributes: I.Q. 14, M.E. 16, M.A. 20, P.S. 42 (Supernatural Right arm)/Robot P.S. of 45 for his mechanical left arm and legs, P.P. 20 (right arm)/25 for left arm and legs, P.E. 20, P.B. 8, Spd 200 (135 mph/216 km) running.

Size: 18 feet, 6 inches (5.6 m), 20 feet (6.1 m) long, and weighs 5 tons.

Age: Effectively Immortal.

M.D.C.: 720 for the upper flesh and blood main body, 350 M.D.C. for each bio-mechanical leg (4), and 900 M.D.C. for the lower "bull" portion of the bio-mechanical body. It is important to note that the lower body is not actually a robot, but rather a living machine that has formed a permanent symbiotic bond with Hell Lord Fury and the other Gallu-Centaurs. As such, the lower body has its own ability of Bio-Regeneration (4D6 M.D.C. per melee round) and can completely regenerate a lost leg in 2D4 hours. (In S.D.C. settings, Hell Lord Fury has 260 Hit Points, 300 S.D.C., and an A.R. of 14, while his lower, mechanical body has 500 S.D.C. and an A.R. of 17.)

Horror Factor: 17

P.P.E.: 90, but cannot be accessed while a mechanical behemoth.

Disposition: Hell Lord Fury used to be gung-ho, guts and glory. He loved the smell of burnt flesh and the coppery taste of blood in his mouth. He was born for combat, a competent leader who also found battle to be a thrill-ride.

For a long time after his transformation, all he cared about was being returned to normal, shunned by his fellow Greater Demons. He and his fellow Gallu-Centaurs channeled their anger and frustration in combat, making them more brutal and merciless than ever. Lately, Hell Lord Fury and many of his Gallu-Centaurs are beginning to wonder if their transformation was not the hand of the Fates at work. Feared and mocked behind his back by other Greater Demons, Hell Lord Fury is looked upon with tremendous respect by many of the lesser minions of Hades and the disenfranchised. The Fallen and many Lesser Devils have taken to worshiping the Hell Lord,

with thousands of them pledging to follow him into combat anywhere. Likewise, all the Gallu-Centaurs are viewed with great status by these lowly creatures, with Hell Lord Fury as the greatest of them all. This unexpected worship from his subordinates has empowered Fury to the point that he has the potential to become a true Lord of Hell. To cement his power base, he is amassing as many followers and minions of Hades as he can, so that he can some day take his place in Hades as a new Demon Lord. Becoming the Supreme Demon Lord of Rifts Earth would be an excellent place to start.

Natural Abilities: Supernatural P.S. for his right arm, Robotic Strength 45 for the left arm and legs (punch does 3D6 M.D., kick does 4D6 M.D. and a power kick that counts as two attacks does 1D4x10+4 M.D.), can leap 50 feet (15.2 m) high and 120 feet (36.6 m) across, Prowl 74%, Nightvision 90 feet (27.4 m) and see the invisible, Bio-Regeneration 2D6+2 per melee round (upper body, his mechanical systems Bio-Regenerate 4D6 M.D.C. per melee round, see above), impervious to heat, fire and toxic gases (magic fire and energy blasts do normal damage), and magically speaks and understands all languages at 96%.

Bio-Mechanical Cybernetic Features (special): Each is roughly equivalent to the cybernetic feature of the same name: Amplified Hearing, Radio Ear, Universal Headjack and Ear Implant, Sound Filtration System, Climb Cord (left hand, able to support 6 tons of weight), energized ball and chain attachment to left arm, mechanical lower body that looks like a large bull or horse, and a small storage compartment in the body of the bull. The bio-mechanical parts heal at a rate of 2D6+2 M.D.C. per melee round and lost limbs regrow within 2D4 hours. **Note:** Gallu-Centaurs can not extricate themselves from their lower bodies. Their mechanical parts are a permanent part of them.

Cyber-Weapon Systems: Two energy cannons at the hips retract at will. (Range: 2,000 feet/610 m. Does 5D6 M.D. per single blast or 1D6x10 M.D. when both are fired simultaneously at the same target; a single or dual blast counts as one melee attack; unlimited payload. Each has 50 M.D.C. and can only be struck by an enemy via "Called Shot," but the attacker is -3 to strike, and the cannons Bio-Regenerate and regrow in 2D4 hours if destroyed.) Hell Lord Fury also has a Multi-Optics Eye (left) with a laser weapon feature (Range: 2,000 feet/610 m. Does 3D6 M.D. per single blast, each blast counts as one melee attack; unlimited payload).

Dimensional Teleport (altered): The rate of success is 30% for all Gallu-Centaurs except Hell Lord Fury. He has a success rate of 84%. Moreover, when the other Gallu-Centaurs are in his presence (a 1,000 foot/305 m radius) and working as a team toward the same goal, their Dimensional Teleport ability is elevated to the same 84%. If there were one or two riders on the Gallu's backs, they are teleported along with the demons.

Launching Spikes (special): Long, sharp spikes are located on the legs and chest of the Gallu-Centaur. Each can be plucked and used as a stabbing or throwing weapon, or launched like a projectile, one at a time (Range: 300 feet/91.4 m. 2D6 M.D. per spike. 16 total. Lost spikes regrow in 1D4 hours.)

Run Through the Air and On Water (special): Gallu-Centaurs can travel at any speed, slow or fast, through the air as high as 100 feet (30.5 m) above the ground, as well as run across the surface of water and surf on larger waves.

Silent Running (special): Gallu-Centaurs can move and run silently/Prowl when traveling at a speed of 40 mph (64 km) or slower.

Skills of Note: Climbing 88%/78%, Computer Operation 78%, Dance 98%, Horsemanship: Exotic Animals 98%/88%, Intelligence 98%, Land Navigation 98%, Literate in Dragonese, Demongogian and Splugorth 98%, Lore: Demons & Monsters 98%, Lore: Faeries 78%, Math: Basic 98%, Radio: Basic 98%, Swim 98%, Track (people) 68%, Wilderness Survival 88%, W.P. Axe, W.P. Chain, W.P. Energy Rifle, and W.P. Heavy Mega-Damage Weapons.

Vulnerabilities/Penalties: Lord Fury and the Gallu-Centaurs still have all the vulnerabilities of a regular Gallu and they suffer damage from holy weapons and demon-slaying magical items and effects.

Special: Amongst Greater Demons, they remain outcasts and freaks to be shunned and mocked. In fact, as Hell Lord Fury and his Gallu-Centaurs grow in power, the others only envy, fear and distrust him/them all the more.

Experience Level: Hell Lord Fury: 11th level. The other Gallu-Centaurs are 1D6+4 level in experience or as the G.M. desires.

Psonian Powers: None.

Magic Knowledge: None. The Gallu-Centaurs retain the knowledge of magic known to all Gallu Demon Bulls, however they can no longer cast spells nor channel magic energy; presumably because of their altered state.

Attacks per Melee: Nine for Hell Lord Fury.

Mega-Damage: As per Robot P.S. of 45: 1D6 M.D. on a restrained punch, 3D6 M.D. on a full strength punch or kick with forward hoofs, 1D6x10 M.D. on a power punch or kick with rear hoofs (counts as two melee attacks).

Bonuses (all): 60% trust/intimidate (he mostly intimidates), +5 to initiative, +6 to strike, +8 to parry, +10 to dodge, +4 to pull punch, +3 to roll with fall/impact, +5 to save vs Horror Factor, +1 to save vs psionics/insanity and +5 to save vs magic.

Allies and Alliances: The Taursis worship them and see Hell Lord Fury as a god who can earn them a higher station in the demon hierarchy. They are the most fiercely loyal and are ready to lay down their lives to protect his. Some of the other Lesser Demons also see Hell Lord Fury and the other Gallu-Centaurs as fellow outcasts they can relate to, worship and follow.

The only Demon Lord who will give Lord Fury the time of day is Charun the Cruel. The two are becoming staunch allies, each believing that they can use the other to various ends. For now, it is convenient for Charun to lend to Lord Fury Gargoyles to further increase his powers.

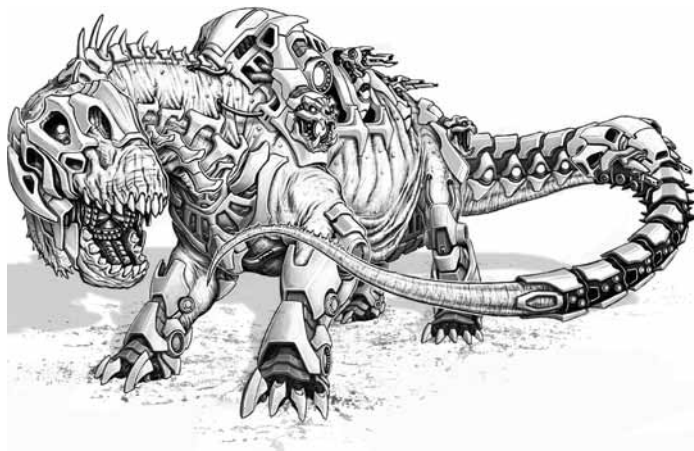
Humans and most non-demons are generally regarded as pawns, slaves and playthings to be used without consideration for their welfare.

Enemies: Deevils remain the most hated of enemies, especially since he and the other transformed Gallu blame them for their altered physical condition. As far as Lord Fury is concerned, the Demon Lords turned their backs on him and his troops, making them rivals to be toppled, and he counts Modeus amongst them, especially now that his ambitions are growing and he has acquired a taste for power.

Weapons and Armor of Note: He and the other Gallu-Centaurs rely heavily on the weapons built into them, but, like all Greater Demons, also enjoy magic weapons, magic items, Rune weapons and any weapon that inflicts great damage.

Money: Lord Fury has more in assets than cold-hard cash. Charun has seen fit to give him command of a sizeable force of vehicles and equipment created by Kreeclock.

Note: No one knows what will happen to any of the Gallu-Centaurs if they are slain. Will they disincorporate and return to Hades, reborn as a fully restored Gallu Demon Bull, or will they die a permanent death? None are willing to find out.



The Terror Army

Lord Fury has renamed his army Terror Reborn, though most call them the Terror Army. He and his forces have access to three dozen Walking Death and Carnage Tanks. When heavy vehicles soften up the enemy ground troops, the cavalry moves in to give them hell, and the rest finish them off. This strategy has already handed them victory after victory. Lord Fury looks forward to testing his mettle against the likes of the Coalition.

Weapons of Choice: The Terror Army would be considered a mechanized cavalry unit. A sizeable chunk of their forces are fast and mobile, including flying demons, the Taursis and war machines. Half are armed with Bone weapons of one kind or another. A quarter use tech weapons and the rest use magic, tooth and claw.

Army Standard: A red flag with a black bull, horns down and ready to charge.

Lord Fury's Military Strategy: Lord Fury arrived in Hell's Pit with a small mechanized group. Knowing that he would receive little support from Hell Lord Doom, he set out and has established a small base in the ruins of Detroit and Windsor. There he is constructing several Hell Pits to bring in his forces. The first should be ready by the spring equinox with two more to follow on the summer solstice. Once all of his Hell Pits are activated he will be able to unleash his full mechanized force on North America.

As for targets, Lord Fury is likely to attack the closest targets which may be New Lazlo. Fury will try taking on any threats that are near his main supply lines, which may mean he might have to reveal himself sooner than he would like.

Hades Demons in Mexico

The Sierra Madre of Mexico and Ciudad Juarez are the locations of Hades' most subtle and seductively dangerous Hell Lord. There are no current plans to build a Hell Pit here, though that may change in time. Instead, Hell Lord Siren plots to manipulate all the military powers in North America, including her fellow Hell Lords. While this may sound ambitious, crazy or impossible, if anyone can pull it off, it is Hell Lord Siren, a master of seduction, manipulation and treachery. She, unlike the others, will use her rivals' own ambition, greed, envy, fear, hatred, and desire as the weapons to destroy them and win Rifts Earth for herself and her benefactor, Queen Mania.

Demon Army of Hell Lord Siren

Target Area: Striking from Ciudad Juarez and northern Mexico, Hell Lord Siren intends to coerce scattered groups throughout the New West to join her, before manipulating the outlaw Pecos Warlords to fight on her behalf, whether or not they are aware of what they are doing. From there, the Federation of Magic, CS Lone Star and kingdoms throughout the middle of the continent will open up as targets for infiltration and subterfuge.

Demon Population: Approximately 9,170 demons and Sub-Demons, plus slaves, henchmen and mercenaries. This number will explode quickly and dramatically if/when Siren manages to manipulate other forces into serving her needs or joining her army directly.

Sub-Demons

- Gargoylites – 50
- Gargoyles – 0
- Gurgoyles – 0
- Gargoyle Lords – 0
- Gargoyle Mages – 0
- Tauris – 0

Lesser Demons

- Alu – 10
- Aquatics – 0
- Banshees – 400
- Couril – 500
- Demon Bats – 300
- Demon Flies – 300
- Ghouls/Nasu – 1,200
- Incubus (male Succubus) – 1,000
- Labassu – 100
- Lasae – 200
- Mares/Nightmares – 50
- Shedim – 0
- Succubus (female shape changers) – 5,000

Greater Demons

- Baal-Rogs – 10
- Brek-Shall – 0
- Death Demons – 0
- Demon Locust – 0
- Gallu Demon Bulls – 40
- Jinn – 0
- Magots – 0

- Night Owls – 2
- Raksasha – 8
- Soul Catchers – 0

Other Monsters – Hell Lord Siren is still looking for the right henchmen, but she has nine Juarez Vampires, four Deevils and two Devilkins under her thrall.

Mercenaries and Other Notable Beings & O.C.s – A few hundred, of which most are human and male; 10% Native Americans, 30% Mexican. However, only half are of evil alignment! 30% are Anarchist, 10% Unprincipled and 10% are good alignments who are dupes and pawns in Siren's games of manipulation and spying. Here are some of the most notable O.C.s serving her.

- Assassins (1D6 level) – 20
- Bandits (1D6 level, Pecos Bandits) – 30
- Blood Warriors (1D6 level) – 100
- Bounty Hunters (1D4+4 level) – 12
- Bursters (1D6 level) – 4
- Fallen Cyber-Knights (1D4+2 level) – 2
- Forgers (1D4+4 level) – 6
- Gunfighters (2D4 level) – 21
- Gunslingers (2D4 level) – 4
- Headhunters (1D6 level) – 15
- Ley Line Walkers (1D6 level) – 10
- Ley Line Rifters (1D6 level) – 8
- Mercenary Soldiers (1D6 level) – 40
- Mind Melters (1D6 level) – 3
- Necromancers (2D4 level) – 6
- Professional Thieves (1D4+3 level) – 10
- Psi-Ghosts (1D6 level) – 4
- Spy, Freelance (1D6 level) – 10
- Spy, Master (1D4+4 level) – 8
- Techno-Wizards (1D6 level) – 6
- Vampire Hunters (1D6 level) – 20
- Vampire Hunters, Reid's Rangers (1D4 level) – 10
- Wilderness Scouts (1D6 level) – 20
- Zenith Moon Warpers (1D4+2 level) – 3

Slave Population: None at the moment.

Note: Whether or not Lord Siren can convince any of her major rivals to join her, when she works her charm she will see her number of troops increase dramatically.

Hell Lord Siren

Hell Lord Siren is new to the Minion War, having only recently been elevated to such an esteemed rank, so her capabilities, tactics, and strategies are not yet known by the other Hell Lords. Yet they cannot dismiss her, as Lord Siren's allure is all too strong, literally.

Hell Lord Siren is an agent of Queen Mania. The Queen's involvement in the war was initially limited, with her minions acting only as spies and saboteurs, and then mostly for the benefit of Lord Charun. As the war heated up, Queen Mania's involvement



diminished to the point that she had to get secondhand reports from her own minions. Charun was still involved with Mania, but only in the capacity as a lover, and nothing more. Her opinion on matters regarding the war did not count for much and were rarely, if ever, considered. Mania probably could not have cared less, if not for reports that Charun may have been making allies elsewhere without telling her. In some cases, Mania's own spies would report on secret meetings between Charun and other demonic females such as *Hel* of the Norse Pantheon of gods. When confronted, Charun would laugh it off and dismiss her entirely. This did not bode well with Queen Mania and she decided that she needed her own people directly involved, especially if Rifts Earth was to be the prize of all prizes. Having an estate in Atlantis at the Dimensional City of Splynn, she was very familiar with the lay of the land; more so than most Demon Lords.

Though Queen Mania does oversee a sizeable force of minions, the majority of her followers are spies and experts in subterfuge and seduction, not combat. Undeterred by this limitation (Mania would describe it as specialization and wise use of resources), Queen Mania called for her most trusted spy and elevated her to the rank of Hell Lord. Prior to her transformation, Hell Lord Siren was a loyal servant who had exhibited leadership abilities and had a record of success in espionage. Siren's most endearing quality was and still is her ability to read people, especially males, and convince them to reveal secrets, even sway them to her side or that of her Queen, via charm, lies and seduction. She could often execute plans and have people slain without

so much as lifting a dagger herself. The charm and influence of Hell Lord Siren and an army of fellow spies and seducers would become Queen Mania's "weapon" in the war to win dominance of Rifts Earth.

Hell Lord Siren has much catching up to do. Having only played small parts in the Minion War as a spy, she did not see the big picture until her "awakening" as a greater being in the service of Queen Mania. It is an awareness Siren rather enjoys. She likes seeing the entire puzzle laid out before her, not just the pieces, and is working on developing an eye for logistics, strategy and tactics. Her powers of persuasion may give her an unexpected advantage, especially in the manipulation of mortals.

Hell Lord Siren

True Name: Tih'we R'Toyla

Alignment: Miscreant.

Attributes: I.Q. 20, M.E. 17, M.A. 24, P.S. 24, P.P. 20, P.E. 18, P.B. 30 maximum (she is a shape changer and can adjust her P.B.), Spd 14, 132 flying (90 mph/144 km).

Size: Varies, 4 to 16 feet tall. (1.2 to 4.9 m).

Age: Effectively Immortal.

M.D.C.: 450. (In S.D.C. settings Lord Siren has 174 Hit Points, 180 S.D.C. and A.R. of 12.)

Horror Factor: 14

P.P.E.: 144

Disposition: Even as a Hell Lord, Siren likes to portray herself as an innocent and naive female who is confused or out of her league. Such a tactic makes her opponents underestimate her, which gives her an advantage. This façade of naivete is so effortless that it is second nature. She acts this way mostly to mortals, however, supernatural beings fall for her little act just as easily. Hell Lord Siren's manipulation of males (and when necessary, females) has been raised to the level of a form of art. An art that she uses with deadly skill. If she cannot get her way with charm, she will resort to intimidation and violence, usually performed by the hand of others she is manipulating. Almost always cool-headed and calculating, even under fire, Hell Lord Siren can turn into a psychotic monster in a heartbeat, usually transforming into her true demon form. It is in those rare moments when she loses her cool and becomes momentarily flustered or angry that she is at her most vulnerable (reduce Perception Rolls, initiative, skill performance and all bonuses to charm, intimidate and engage in combat by half.)

Hell Lord Siren is the embodiment of deception and treachery. She has no remorse for lying, tricking and using others to achieve her ends. If people are hurt or killed in the process, no tears are shed. Siren is a stone-cold demon who has little regard for mortals and most beings. She serves her mistress, Queen Mania, to the best of her ability, which means the Queen may be the one person Siren actually trusts, respects and honors. Despite her countless seductions and endless manipulation of males, Hell Lord Siren has never known love and considers the emotion the ugliest of lies.

Natural Abilities: Same as the Succubus, as well as supernatural strength and endurance, can fly (max altitude is 30,000 feet/9,144 m), nightvision 1,000 feet (305 m), fire resistant (takes half damage even from magical fire), dimensional teleport 64%, magically understands and speaks all languages 96%, Bio-Regenerates 4D6 M.D.C. per melee, and will grow lost wings or limbs back in 1D6+2 days.

Hypnotic Voice (special): Hell Lord Siren has a melodic voice which most males (demons and Deevils counted amongst them) find alluring and attractive, almost hypnotic. Combined with her powers of Seduction, charm and beauty, many males are quick to try to impress her and win her affections. It is short work thereafter, for Siren to learn their secrets or get them to do foolish, dangerous and terrible things on her behest. Her voice and seductive qualities also make her psionic abilities more powerful, including Alter Aura, Empathy and Hypnotic Suggestion; all males are -2 to save vs charm/mind control/psionic attack.

On a failed roll, her charmed victims are compelled to carry out the suggestion or answer truthfully, provided they are enthralled with her (does not work under torture or threat of bodily harm). It should be noted that the suggestion must have some tangible outcome and not be something impossible, or else the save is automatic. On a successful save the character is immune to her charm for the next 24 hours, and while they may not be susceptible to her Hypnotic Suggestion, her beauty and personality are something else entirely, and arguably, no less potent.

Pheromone Attraction (special): Three times per day, she can excrete a pheromone that makes males instantly attracted to her; save vs magic of 15 or greater. It only has a radius of 10 feet (3 m), but all males within range are affected. Those who fail are instantly attracted to her and will do anything to “win her heart” or be her lover, and so on. This means that if there are any other males within range, they become seen as instant rivals who are competing for her. Even friends will be seen as a threat. While those who succumb to Siren’s pheromones do not instantly attack others, they believe anything she tells them and keep people away if she says she is frightened or claims they are being rude, lewd or threatening. Likewise, pheromone-influenced people are short-tempered and quick to fight to protect her from anyone who seems to be a threat, even friends and the authorities. The influence of the pheromones are compounded by her other charms, seductive voice and appeals such as, “Please don’t let him hurt me.” “Those are all terrible lies. Don’t believe them.” “I’m so scared, don’t let them take me away.” “Please help me.” “Hide me.” “Hold me and keep me from danger.” And so on.

Those who save are unaffected and are subject to normal seduction, charm/impress or trust/intimidate as the case may be.

When the pheromone is used, heterosexual women have the opposite reaction and instantly see Lord Siren as a rival and someone not to be trusted. Of course, females attracted to the same sex respond the same as males. Hell Lord Siren is aware of this and tries to limit the use of pheromones to when there are mostly men are around her.

Shape Changer (special): Formerly a Succubus before being elevated to Hell Lord, Siren has an augmented power of metamorphosis. She can turn into any female of any humanoid species at will for an unlimited duration, but still can not impersonate a specific person. Her mimicry is good enough to pass from a distance perhaps, but not under close scrutiny. She can also change her size from 4 feet (1.2 m) to 16 feet (4.9 m).

Skills of Note: Barter 98%, Begging 98%, Dance 92%, Escape Artist 66%, Horsemanship: Exotic Animals 72/62%, Hovercraft (Ground) 86%, I.D. Undercover Agent 92%, Imperson-

ation 78%, Intelligence 98%, Interrogation (usually through seduction) 92%, Lore: Demons & Monsters 81%, Math: Basic 98%, Performance 98%, Prowl 72%, Public Speaking 94%, Radio: Basic 81%, Seduction 92%, Sing 91%, Streetwise 50%, Undercover Ops 98%, and Wardrobe & Grooming 80%. W.P. Energy Pistol, W.P. Knife, W.P. Sword and W.P. Paired Weapons.

Experience Level: 9th level Seductress, new to being a General and Hell Lord, but a fast learner.

Psionic Powers: Special. When elevated to Hell Lord, Siren gained 62 I.S.P. and the following psionic abilities: Alter Aura (2), Empathy (4), Hypnotic Suggestion (6), Mind Block (4), Sense Time (2), and Suppress Fear (8). The latter can also be used by her to make potential sexual partners feel relaxed, worry-free and emotionally disarmed by Hell Lord Siren.

Magic Knowledge: Special. When elevated to Hell Lord, Siren gained 144 P.P.E. and the following spell casting abilities. Each spell is cast at 3rd level strength. Aura of Power (4), Calling (8), Charm (12), Charismatic Aura (10), Cloak of Darkness (6), Compulsion (20), Distant Voice (10), Domination (10), Escape (8), Fool’s Gold (10), Invisibility: Simple (6), Repel Animals (7), Trance (10) and Turn Dead (6).

Vulnerabilities/Penalties: She is very cocky and often tends to underestimate her foes, especially if they are males. She can never tell if a man is faking his attraction to her, because she assumes all men are attracted to her. Furthermore, females are not affected at all and most seem to dislike her. Roll trust/intimidate only at one half its normal percentage. If the roll is failed, Lord Siren is accepted. Any roll above means that she is seen as a rival and not to be trusted.

Lord Siren is also vulnerable to silver and S.D.C. weapons do the Mega-Damage equivalent (on S.D.C. worlds it does double damage).

She takes double damage from sonic attacks and spells or she suffers double damage from any kind of attack that is sound-based. Even the blast of a Glitter Boy’s Boom gun does double damage to her.

When shape changing, she cannot give herself a P.B. of less than 17, which can be a problem when trying to avoid attention.

Attacks per Melee: Seven.

Bonuses (all): +4 on Perception Rolls, +2 on initiative, +5 to strike, +5 to parry, +5 to dodge, +3 to disarm, +4 to pull punch, +4 to roll with impact, +10 to save vs Horror Factor, +4 to save vs magic, +3 to save vs psionics and +3 to save vs all forms of mind control, charms, illusion and possession.

Allies and Alliances: Queen Mania is presently her most powerful ally and benefactor and Hell Lord Siren remains loyal to her. Many Succubus and Incubus are part of her “army,” and she will manipulate and use anyone she can – be he mortal, magical or supernatural by nature – as pawns, fools, playthings and a means to an end.

Enemies: The Deevils are her primary enemy, as is any enemy or rival of Queen Mania. The other newly dubbed Hell Lords on Rifts Earth underestimate her, for now, just as she desires. All mortals, especially males, are regarded as pawns, cannon fodder and playthings to be used and abused as she deems fit.

Weapons and Armor of Note: Lord Siren has an extensive wardrobe which mostly consists of exotic leather clothing, tight fitting silks, long gowns and sexy lingerie. Not being a

major combatant, she has had to acquire some kind of protection and has settled on a Splugorth Talisman of Armor. (100 M.D.C., three times per day and activates immediately when Lord Siren is attacked). As for weapons, she currently uses a *Fang*, also acquired from the Splugorth. Damage is 4D6 M.D. It is only a matter of time before she is able to work her newly enhanced charms to get her hands on even more powerful equipment. Obtaining a Rune weapon is one of her goals.

Money: Very little, with only 10,000 worth of Modeus coins. That should change very soon.

The Siren's Call Army

As a vain and arrogant demon, Hell Lord Siren has named the faction after herself, Siren's Call. Her faction has had little experience fighting as a group on the battlefield, though there are some battle-hardened veterans amongst her minions, as well as assassins and thieves.

Her faction's biggest problem is that they have not yet devised a plan of battle. It is as if the army is still trying to find its way and using what they know best: spying, espionage and manipulation. That might actually work well, as Hell Lord Siren is trying to plot ways to get the other Hell Lords to fight each other as she pieces together their battle plans and turns those plans against them. The Succubus are amongst her most trusted agents.

Weapons of Choice: For now, any weapon that her people pick up. Lord Siren has only learned recently of how many demon commanders are upgrading their weapons to more powerful items that emulate technology. She is trying to get her claws on some big combat vehicles like Walking Death and Carnage Tanks.

Army Standard: A black and red triangle banner with a gold skull in the center.

Lord Siren's Military Strategy: Lord Siren is a wildcard in the Demon Forces. She could succeed beyond everyone's expectations and amass a huge army beyond what has been allocated to her. On the other hand, she could be the weak link for the demons. She has dispatched spies to every major nation and city-state in North America and Atlantis, including the Vampire Kingdoms and notable groups such as the Cyber-Knights, Tundra Rangers, Reid's Rangers, the Arzno Mercenaries, key factions of the Pecos Empire and Federation of Magic, and several Coalition forces working in the field and in the CS 'Burbs. (Siren has yet to breach the walls of any of the CS fortress cities, but it is only a matter of time.) She is also planning to send spies into Central and South America. Most importantly, her spy network includes deep infiltration into each of the other Hell Lord's camps. Remember, Queen Mania is highly interested in what her secret lover, Charun, and the other Demon Lords are up to on Rifts Earth and the Minion War, and Siren remains loyal to her Queen.

Hell Lord Siren has established a small, secret command center in *Ciudad Juarez*, with most of her force disguised as humans and attractive D-Bees (male and female). A second camp filled with the demonic minions who cannot shape change is located in the *Sierra Madre* mountains. At the moment, she has no plans to build a Hell Pit of her own, as she is formulating various schemes to get one Hell Lord to fight another, as well as inspire human and D-Bee insurrection against these forces, and weave a net of suspicion, infighting, backstabbing and treachery that should undermine all operations until she can gain the upper hand against

each of her demon competitors. Meanwhile, she wants to learn more about the powerful men and women in North America, particularly the leaders of the Federation of Magic and the Coalition States. She has heard an interesting rumor that one such leader, the powerful *Alistair Dunscon*, may be a demon supporter, and she is considering making his acquaintance personally.

The Art of Soulmancy

Warning: Soulmancy – also known as **Blood Magic** and **Demon Magic** – is not for the squeamish. Keep in mind it is a magic discipline created by, and used by, evil demonic beings. Some of the details added were intentional to demonstrate how vile, cruel and disgusting this form of magic is, and why it is reviled by all good people. Details like as bloodletting can be used as role-playing elements such as when a Soulmancer slashes his own wrists to cast a devastating spell against a foe. If you personally find some detail of Soulmancy too disturbing, gloss over it or skip it entirely in your game. Please remember, this is all make-believe. Soulmancy is not real. Neither author nor anyone at Palladium Books condones or encourages the occult, the practice of magic, demon worship, or the use of violence to oneself or others.

Anatomy of Soulmancy

To understand the secrets of Soulmancy, it might be best to start with the question: What is a soul?

To many people the soul is a spiritual mystery, best left for philosophers and sages to debate. Many religions have tried to answer this question, often incorporating the idea of a soul into religious texts and ceremonies. To many, the soul is what transcends into some kind of afterlife, be it hellish or divine.

Soulmancy/Blood Magic is said to trap, enslave and devour the soul as a form of "life energy." Whether this is strictly true or not remains up for debate. Many mages and scholars believe that Soulmancy actually steals and captures the *life essence* and *P.P.E. energy* that is momentarily doubled at the moment of death, and not the intangible essence that is the eternal soul itself.

That *life essence* becomes more powerful with the accumulation of a person's experiences. When one's life essence is lost via a wound, injury or illness, or removed via magic, the body dies. Evil and callous practitioners of magic are able to tap and use the energy of life when they perform a blood sacrifice. The P.P.E. doubling at the moment of death is the body's last burst of life energy. Many people who have been near death have found that they suddenly have "the will to live" or that "last surge of strength", filled with hope and determination. Many see a moment like this as a miracle, while death mages would argue it is little more than survival instinct, a biological response that comes from the very core of one's being. A response that can be tapped and used by sorcery that has no regard for people or life.

Demonic beings and wicked sorcerers such as the Soulmancer have hardened themselves to kill. For them, taking a life is

routine and easy, perhaps even enjoyable, especially when they receive that flow of life energy with which to work their dark magic. They have no qualms about killing or causing pain and are not haunted by their actions. Of course, for people with a sense of right and wrong, the cold, calculated act of taking the life of another for one's own personal gain is the very definition of evil. Thus, all Soulmanagers must be an evil alignment. Many are sociopaths who lack any empathy for their victims. Others have hardened themselves to such emotions by convincing themselves that the lives they take are often insignificant and will be used for something greater. It is a cruel justification of a wicked mind, devoid of compassion for others. Only the worst of the worst enjoy it. They revel in the killing strike and the terror and pleading from their victims that often comes before it.

Demons and Deevils have found that *life energy* can be used as a powerful magic component. It can instill lifelike qualities into inanimate objects, act as a sudden energy boost, provide P.P.E. for working magic, or function as a renewable magical power source. In some cases, the life energy can even be used to restore life or create new life! Soulmanancy, even more than Necromancy, is a power that corrupts and blackens the souls of those who wield it, as there can be no "good" use for harvesting the life essence of any living being. Wicked monsters like demons and Deevils have no qualms about killing and taking the life essence of people to fuel their spells or magic weapons, so over the millennia, they have become masters of Soulmanancy. Which is why this mystic art is known by many names – Soulmanancy, Blood Magic and Demon Magic being the most common and recognized.

Soulmanancy, unlike Necromancy, requires *living victims*. Most of the magic is performed via ritual magic that ends in the blood sacrifice of one, several or many victims. The more P.P.E. required to cast the magic, the greater the number of lives that must be sacrificed. There is so much spilling of blood that it earned Soulmanancy the alternate title of **Blood Magic**; the two names have been used interchangeably for eons. *Demons* prefer to call it "Demon Magic" or "Blood Magic" while *Deevils* refer to it as "Soulmanancy."

Soulmanancy is a vile and disgusting school of magic that, at one time, was exclusive to the demonic races. Mortals can learn it, but that typically entails making a pact with a demon or Deevil that knows the magic and is willing to share it with a mere mortal. That usually entails years if not a lifetime of servitude to the demonic instructor or to the vile Lord of Hell that monster himself serves. There are few mortals experienced enough to pass on the art to others, as most practitioners of Blood Magic/Soulmanancy are reviled, hunted down and destroyed by Champions of Light and people avenging those slain by the evil Soulmanancer. In other cases, the mage's demonic master may forbid him from taking on an apprentice, as power such as this is something to be controlled and used, not given away freely.

Rules for Demons and Deevils Learning Soulmanancy

Greater Demons and Deevils can learn the art of Soulmanancy, and unlike a mortal Soulmanancer, they do not need to make a pact with a higher power – they are already associated with a demonic pantheon and are themselves part of a demonic hierarchy. They do, however, have to forsake any natural magic that they might have! The reason for this is that these beings do not practice their

natural magic abilities, so they atrophy and become less powerful over the years until they essentially vanish. It is really a psychological barrier in which Soulmanancy becomes too obsessively important and their natural magic abilities are forsaken in favor of Blood Magic.

Soulmanancy has to be learned, and that learning overrides the demon/Deevil's instincts, making going back to their old ways impossible unless they die! When demons or Deevils are slain and go through the discorporation process to be reborn, they lose all their knowledge of Soulmanancy.

Requirements: Must be a Greater Demon or Deevil, or the equivalent, such as a Demigod or Godling.

Soulmanancer Powers and Abilities: The Greater Demon or Deevil gains Soulmanancer abilities numbers 3, 5, 6 and 7, as per the Soulmanancer O.C.C., described in the following pages.

Base P.P.E.: 4D6x10 plus P.E. attribute number or the creature's own base P.P.E., whichever is higher. 2D6 P.P.E. is gained per level of experience.



Soulmanancer

A Non-Player Character O.C.C.

With the coming of the Minion War, more and more mortals have been recruited by demonic forces to learn the art of Soulmanancy. Mortals can learn the magic faster than demons, and therefore, more are being recruited to learn the horrible discipline. Soulmanancers are crucial to keeping the Minion War going for both sides of the conflict. Many of the weapons being used require Soulmanancy for their creation, as well as the harvesting of life essences and blood. Some could consider the Soulmanancer a mix between a Necromancer and a Techno-Wizard, but really they are something unique and terrible.

Soulmancers hail from a time before technology, when magic was the solution rather than science. There were no guns and power armor, but there were bows and other simple weapons that could be enchanted via Soulmanancy to increase their power and range, or to make the ammunition more deadly. There is little doubt that Rune Magic may have its roots in Soulmanancy as well, or vice versa. Many of the magicks that were available at the time were costly in terms of P.P.E., and Soulmanancy provided an answer to decrease this burden on the individual by enabling one mage to draw upon the life energy of dozens of victims via Soulmanancy rituals. It started with blood sacrifices and later moved on to the ripping out of souls to fuel enchantments. It was found that a life essence (some would say "soul") was the ultimate power source. It could be molded to perform many functions, used to empower magic items and, in some cases, imbue lifelike qualities into inanimate objects. To demons and Deevils, sacrificing the lives of other beings to cast magic and increase their own power and holdings was an acceptable cost for this power. As a result, Soulmanancy remained almost exclusive to the demonic races for millennia. Now, thanks to the Minion War, the knowledge is once again being spread far and wide like an uncontrolled arms race or another Hell Plague.

Soulmancer O.C.C. Magic Powers

1. Major Pact: Mortal Soulmanancers must make a *Major Pact* with a Lord of Hell or a dark god associated with Hell, death or dark magic in order to learn the craft of Soulmanancy. There is often a series of tests that the individual must perform first to prove his or her worth. This involves doing dirty work for a demonic master. Such tasks include spying, framing the innocent for wrongdoings, gathering worshipers, providing victims for sacrifices, murder, torture, enslaving the innocent and other acts of skullduggery. Once the mortal proves his worth and, most of all, his loyalty, to his demonic master, he will be granted the *Gift of Knowledge* specifically pertaining to Soulmanancy. Demon and Deevil Lords impart a tiny fraction of their own power and knowledge into the mortal who is to become a Soulmancer, corrupting him further. This gives the mortal a basic understanding of Soulmanancy and allows him to begin his studies so that in 4D6+12 months he becomes a level one Soulmancer. During the course of his studies he is effectively the student of a demonic instructor and as such, is expected to deal with all the ugly, dark and laborious parts of the many rituals they will conduct. Training also includes bleeding victims and butchering bodies, possibly even feeding them to supernatural minions or eating raw flesh himself. Demons and Deevil Lords often have as many as 13 apprentices at a time, all vying for the knowledge, of whom the supernatural being will only select a few. As part of the final graduation, the newly appointed Soulmancer must dispose of his peers who have been rejected. That duty is assigned, in part, to test his worthiness (some to be disposed are likely to be friends) and to avoid any trouble from those rejected who might seek vengeance against the demonic master or the students who won his favor.

After the Soulmancer graduates, he remains beholden to the supernatural being that granted him the secrets and power of Blood Magic, and must serve that being for eternity. Depending on the demands of their master, Soulmanancers can be largely independent and called upon to conduct specific missions assigned by their master on rare occasions, or required to serve in a demonic

army to perform day to day tasks like a soldier or acolyte, and everything in between. Either way, most Soulmanancers know what they are getting themselves into and do not mind. It all depends on the supernatural being they call master and his needs and objectives at any given time.

While on Rifts Earth, a Soulmancer's main duties are to help and advise whatever Hell Lord or Greater Demon he is assigned. That can mean anything from creating and powering demonic weapons and magic items, helping in the creation of Hell Pits by managing and supervising the slaves and artisans creating them, to ferreting out spies, sabotaging and slaying enemies, functioning as spies and agents of chaos themselves, and anything else that may be asked of them. Many serve a role similar to that of a court advisor, high priest or trusted captain. It is important to note that without these mages, the Hell Pits cannot be created or activated. And without Hell Pits, the two factions in the Minion War are unable to bring their full forces to Rifts Earth.

2. Minor Supernatural Being: The Soulmancer becomes something more (or less, depending on your point of view) than human. He is, in effect, transformed into a *minor supernatural being*. Soulmanancers gain an additional 1D6x10 Hit Points and 1D6x100 S.D.C., enabling them to survive a limited amount of Mega-Damage (generally 1-7 points of M.D.). Mega-Damage beings who become Soulmanancers gain an additional 6D6 M.D.C.

3. Soul Guard: Protecting their own life essence is of paramount importance to any Soulmancer. As a result, thanks to a variety of spells in their repertoire, they are impervious to blood sacrifices (their P.P.E. cannot be drained and used by others) and impervious to Soul Drinking via any means, be it from a Rune Weapon, a demonic being, supernatural creature, magic or another Soulmancer. The save is automatic and does not have to be rolled. They are also resistant to possession and mind control (see O.C.C. bonuses).

4. Bio-Regeneration: Soulmanancers are constantly cutting and injuring themselves in various rituals as well as spell casting. Part of the major pact that turns them into very minor supernatural beings also enhances their healing ability, albeit not perfectly. The mortal Soulmancer recovers a number of points per day equal to his P.E. attribute. Healing first goes to Hit Points and then to S.D.C. (or M.D.C. if a Mega-Damage being). It is not the dramatic Bio-Regeneration like those normal for true supernatural beings, and though wounds and injuries heal overnight, the mage is left with numerous scars. Take note of the penalties to M.A. and P.B. attributes below.

5. Initial Spell Knowledge: In addition to his Soulmanancy powers, the Soulmancer starts with the following spells: Blood Ink (1), Blood Source (8), Consume Soul (35), Create Soul Crystal (Ritual; 30), Peer into the Soul (8), Pseudo Life (1 life essence), Read Soul (30), Rip Soul (300 or 750), and Transfer Soul (750). At level one, the Soulmancer can select two additional Soulmanancy spells and two conventional spell invocations from levels 1 or 2.

For each new level of experience, a Soulmancer can select any ONE Soulmanancy spell from any level, excluding Spells of Legend (those are only given out as boons by their demonic masters), and one conventional spell invocation. The latter can be selected from level one up to whatever the Soulmancer's level of experience is at that time. Since Soulmanancers concentrate on Soulmanancy and the creation of ghoulish magic items, they are not

proficient in the ways or knowledge of more conventional spell casting. See Spell Limitations, below.

6. Spell Limitations: The Soulman's primary focus is on the rituals to create Soulman weapons and items. As a result, their spell casting ability is diminished. When a spell is cast as an *invocation* (rather than during a ritual to create an item), it is cast at half the Soulman's current level of experience and all spell features (damage, range, duration, etc.) are further reduced by half; P.P.E. cost is unchanged. **Base P.P.E.:** 2D6x10 plus P.E. attribute number, plus 2D6 per level of experience.

7. Blood Cauldron: Soulman's are not as proficient at learning invocation magic as conventional magic users. The creation of Soulman items has hundreds of rituals that a Soulman needs to commit to memory, and seeking out new spell invocations is often not their primary concern. Yet when a specific spell is needed to complete a project or even just a particular task, the Blood Cauldron is a quick means to obtain the spell(s) needed.

To obtain spells in this manner, the Soulman needs a small cauldron, six pints of fresh, humanoid blood and the brain of a magic user or creature of magic. At the completion of the ritual, the brain is eaten and the blood drunk. This puts the Soulman in a trance-like state for 2D6 hours. While in a Blood Trance, the mage repeats a mental list of the spell invocations he needs over and over again like a silent mantra. From that list he can choose two spells per his own level of experience. The Soulman retains the spells for a number of days equal to his I.Q. attribute. At the end of that time period, the spells fade from the Soulman's memory and are forgotten. (Of course, they can be temporarily regained via a Blood Cauldron ritual in the future.) **Note:** As usual (see #6, above), the sorcerer can only cast the temporary spells at half their usual power level. The Soulman cannot transcribe any Blood Cauldron spells temporarily imparted upon him. The reason is that this spell knowledge is ethereal, like the stuff of dreams, and that for the duration of the enchantment, can be called upon to cast a spell, but cannot be remembered with even the most meager clarity to be written down. After the duration of the temporary spell casting capabilities, the Blood Cauldron acquired spells, like a dream, fade to a fleeting shadow of a memory. There is not enough knowledge retained to create a formula that the Soulman can use later.

The components for this ritual are very specific: Six pints of fresh blood from a humanoid, an owl's feather, and the brain of a magic user or creature of magic. The brain from the magic user must specifically be a *spell caster* who uses incantations and does not have their spells mystically imparted like a Mystic, Warlock or some supernatural beings (creatures of magic are the exception). Furthermore, if the brain of the spell caster is from a dragon or similar creature of magic, the Soulman can select *three spells* per his level of experience.

Base Chance of Success: The Blood Cauldron ritual is not automatically successful. The base skill is 44% +4% per level of experience. On a failed roll, the components are used up and the knowledge is not gained. The Soulman will know immediately at the conclusion of the ritual if it failed. He can try again after 24 hours have passed.

8. Construct Soulman Items and Weapons: The Soulman is skilled in constructing various weapons and items and empowering them with the death magic of Soulman. There are hundreds of rituals to create a wide range of items. Base Skill is 60% +3% per level of experience. **Note:** Because this O.C.C. is

limited to NPCs only (Non-Player Characters), rules for creating Soulman items were intentionally left out. Game Masters should feel free to come up with their own gruesome creations using the Soulman/Bone Weapons in this book as a guide. Most items of Soulman require one or more living sacrifices and human organs as the major components. The components are consumed in the magical creation process. The collection of various components is something that a Soulman is always on the lookout for. As a result, they often have their demonic and monstrous minions or mortal underlings searching for the perfect candidates for sacrifice, as well as exotic items such as unicorn horns, Faerie wings, the brains of a sphinx, dragon parts and so on.

9. O.C.C. Bonuses: +4 to save vs Horror Factor, +4 to save vs pain, +2 to save vs magic, possession and mind control or mind controlling drugs, +1 to Spell strength at levels 4, 9 and 15, +1D4 to P.E. attribute, but reduce P.B. 1D4+1 (-2 to -5) and -1D4 to M.A. All Soulman's are covered in scars from their rituals and self-mutilation cutting. The oldest will be faint, but they remain noticeable. Races are limited to only those who can become spell casters.

10. Insanity: No sane person would willingly choose to be a Soulman. As a result, all Soulman's tend to be sadistic, cruel and cold-hearted with little or no empathy for other living beings. Some are homicidal maniacs and sociopaths. Roll on the Psychosis Table on page 334 of **Rifts® Ultimate Edition** to determine the Soulman's specific mental state.

Soulman O.C.C. Stats

Note: Not intended as a player character, but as an NPC villain and willing servant to evil.

Also known as "Blood Wizard" and "Demon Mage."

Alignment Restrictions: Evil! Aberrant (15%), Miscreant (35%) and Diabolic (50%).

Attribute Requirements: I.Q. 12 or higher, M.E. and P.E. of 11 or higher.

O.C.C. Skills:

- Art (+10%)
- Biology (+20%)
- Basic Mechanics (+15%)
- Brewing (+10%)
- Calligraphy (+20%)
- Field Surgery (+20%)
- General Repair and Maintenance (+10%)
- Mathematics: Basic (+10%)
- Language: Native Tongue at 98%.
- Language: Demongogian (+20%)
- Language: One other of choice (+15%).
- Literacy: Native Language (+20%)
- Literacy: Demongogian (+20)
- Lore: Demons & Monsters (+25%)
- Lore: Magic (+10%)
- Whittling & Sculpting (+15%)
- W.P. Knife

Hand to Hand combat can be selected as an "O.C.C. Related" skill as follows: Basic counts as one skill selection and Expert as two. Commando, Martial Arts and Assassin are not available. Soulman's tend to be the type to have underlings to do most of what they consider "grunt" work and for them, that includes combat.

Blood Warrior O.C.C.

O.C.C. Related Skills: Select 6 other skills. Plus select two additional skills at levels 3, 6, 9 and 12. All new skills start at level one proficiency.

Communications: Any.

Cowboy: None.

Domestic: Any (+5%).

Electrical: Basic Electronics only (+5%).

Espionage: Forgery and Wilderness Survival only (+10%).

Horsemanship: Exotic and General only (+5%).

Mechanical: Any (+5%).

Medical: Any except Cybernetic Medicine. Medical Doctor counts as 2 skill selections and prerequisites must be met.

Military: None.

Physical: Any, except Acrobatics, Boxing, Gymnastics, Kick Boxing, and Wrestling.

Pilot: Any except Robots, Power Armor or Military vehicles.

Pilot Related: None.

Rogue: Any (+4%).

Science: Any (+10%).

Technical: Any (+5%).

W.P.: Any.

Wilderness: Any (+20% to Skin & Prepare Animal Hides only).

Secondary Skills: Select two Secondary Skills from the Secondary Skills List at levels 1, 3, 7, 11 and 15. These are additional areas of knowledge that do not get any bonuses, other than any possible I.Q. bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: 1D4+1 knives, 1D4+1 scalpels, a saw, an ice pick, and other tools suitable for surgery and butchering a body. A small metal cauldron, a red or black silk robe with the symbol or mark of the Lord of Hell or dark deity they call master on the robe, two aprons and coveralls or ceremonial robes for the “bloody work,” 4 Soul Crystals, a lesser magical knife used for protection as well as carving up victims, and the Soulmaner will typically have a “workshop” (read: torture chamber or lair) where he does much of his work. The Soulmaner is also likely to have 1D6 mortal slaves who act as servants, valets or henchmen who willingly serve. Soulmaners who reach 7th level are given the gift of one minor supernatural minion such as a Lesser Demon or Deevil or Sub-Demon or Host of his choice. He is given two more or one greater minion at levels 10 and 15.

Money: Starts with 1D6x1,000 in Black Market credits and has 4D6x1,000 worth of components and Black Market goods.

Cybernetics: None to start, and Soulmaners avoid getting them at all costs as it would interfere with their magic and Bio-Regeneration.

Experience Table for the Soulmaner

1 0,000-2,400	9 72,401-98,600
2 2,401-4,800	10 98,601-140,200
3 4,801-9,600	11 140,201-200,400
4 9,601-19,200	12 200,401-260,600
5 19,201-28,400	13 260,601-310,200
6 28,401-38,600	14 310,201-410,400
7 38,601-52,200	15 410,401-510,000
8 52,201-72,400	

The Blood Warrior is a new asset being deployed by both demons and Deevils. These men and women are akin to demonic warrior priests with a focus on combat and magical strategy. Unlike the Soulmaner, they are not schooled in magic, spell invocations or the construction of Soulmaner items. They do not “learn” their spells, but are endowed with them like a priest or witch, gaining a new one or two with every new level of experience.

In terms of Minions, a Blood Warrior ranks on par with a Lesser Demon, a high honor for any mortal. They are often put in charge of other mortal Minions, Sub-Demons/Host, and may even command Lesser Demons or Deevils. By human standards, they would be considered sergeants and lieutenants in the military. They bring a new magical and human component to the battle, and they specifically serve the interests of a particular Demon or Deevil Lord or dark god associated with Hell or death. As warriors fighting for an evil supernatural force, all Blood Warriors strive to see that the goals of their masters are met, orders are carried out and their will enforced.

Blood Warriors are often assigned to small squads and platoons as leaders or Special Forces sent to accomplish jobs where it might not be appropriate to send an actual demon or Deevil, or where a certain knowledge or subtlety might be called for. Blood Warriors serve in the same capacity as squad leaders and Special Forces units for most conventional armies, only they have a demonic edge.

Blood Warrior O.C.C. Magic Powers

1. Demonic Devotion: All Blood Warriors must make a pact of devotion to an evil supernatural master (a Demon or Deevil Lord or an evil deity associated with hell or death). This pact means submitting oneself to his master completely. First, the Blood Warrior’s true name is made known to his master. Second, all Blood Warriors receive a ritual tattoo with symbols in Demongogian that signify their master and what position or rank the Warrior holds. These two conditions allow their demonic master to magically *summon them* at will once per day. Like a Dimensional Teleport, the Blood Warrior appears at his masters side in an instant. For this reason, the master of most Blood Warriors on Rifts Earth is the Demon Hell Lord or Deevil Overlord who is building a Hell Pit, or a Lord of Hell.

This connection also enables their master to punish them at will as per the *Agony spell*. The duration is subject to the will of the Blood Warrior’s evil master and there is no saving throw. This punishment is used for failure or insubordination. **Note:** As a devotee to a Hell Lord (or other Demon/Deevil Lord), the Blood Warrior is -4 to save vs all curses and spell invocations of *domination* and *intimidation* (Charm, Charismatic Aura, Domination, Fear, Aura of Doom, etc.) that come from his master.

2. Mega-Damage Transformation: The supernatural link turns the Blood Warrior into the equivalent of a minor supernatural being. In this case, add the normal Hit Points and S.D.C. of the mortal (including S.D.C. from skills) together and that combined number becomes the Blood Warrior’s M.D.C.! Add 1D6 M.D.C. per level of experience, starting at level one.

If he or she is already a Mega-Damage being, the character gains 1D6x10+40 additional M.D.C. from the link, and gains any



additional M.D.C. as per that race or 1D6 M.D.C. per level of experience, whichever is greater.

3. Bio-Regeneration: Part of the demonic link gives the Blood Warrior limited Bio-Regeneration at a rate of 2D6 M.D.C. per hour (48-288 per every 24 hours).

4. Cannot Bleed Out: Blood Warriors do not bleed like a human. Their wounds clot very quickly and stop bleeding in two melee rounds (30 seconds). Consequently, they do not take additional damage from blood loss. They are also impervious to diseases that affect the blood.

5. Temporary Eternal Torment Curse: The Blood Warrior is able to utter a curse to temporarily inflict the effects of *Eternal Torment*, only they are not “eternal.” The effects are temporary, lasting only 10 minutes per level of the Blood Warrior. (In the case of *Tormented Dreams*, the victim loses one entire melee round as he suffers a terrifying vision that leaves him with the resulting penalties of the dream curse.) Even the short duration of the Eternal Torment Curse has a devastating effect on its victim and the penalties are immediate. See the *Eternal Torment spell ritual* for the exact details and penalties.

It costs the Blood Warrior 50 P.P.E. to cast this curse, and casting it counts as two melee attacks. Intended victims (can only be cast upon one person at a time) must roll a 13 or higher to save vs curse. A successful save means no effect.

6. Base P.P.E.: Starts with 2D6x10 plus P.E. attribute number, +1D6 P.P.E. per each new level of experience.

7. Equivalent Spell Casting & Limitations: At level one, the Blood Warrior receives the *Soulmancy spells* of Blood Armor (20), Blood Blade (15), and a total of two Soulmancy/Blood spells of choice selected from levels 1-3. +1 new Blood spell for each new level of experience (selections are made from Soulmancy levels 1-7).

He also gets the following *Spell Invocations*: Aura of Power (4), Cleanse (6), Death Trance (1), and Globe of Daylight (2), plus a total of two of choice from spell invocations levels 1-2. +1 new spell invocation for each new level of experience (selections are limited to levels 1-6).

Limitations: The Blood Warrior’s primary focus is on combat, so most spells should be offensive in nature. Moreover, when casting a ritual, a Blood Warrior must spend twice the normal time casting the ritual and 50% more P.P.E. Spells are not figured out, but rather two new spells (one from Soulmancy selected from levels 1-7 and one Spell Invocation selected from levels 1-6) are awarded via his supernatural master at each new level of experience. When service by a Blood Warrior is truly remarkable, 1D4 additional and/or higher level Blood spells or conventional invocations (up to level 10) may be awarded as a special boon by the Warrior’s demonic master.

Death of the Master: Should the Blood Warrior’s master be killed, he will not have a source for new magic and cannot acquire any new spells unless another Demon Lord, Deevil Lord or dark deity accepts the Warrior as his devoted minion. This is very unlikely to happen from any Demon Lord or deity outside the originating pantheon, and even those of the same pantheon are likely to feel snubbed and not want the Warrior (“Why did you not come to me first?”). When the Blood Warrior loses his patron, he also loses half of his M.D.C., half of his P.P.E., and spells cost twice as much P.P.E. to cast. The Blood Warrior is also now treated as a lowly Sub-Demon or Host without a true master, and subject to mockery and ridicule by other demonic forces.

8. O.C.C. Bonuses: +3 to save vs Horror Factor, +2 to save vs pain and interrogation, +1 to save vs magic at levels 5, 10 and 15, +1 to save vs possession/mind control or mind controlling drugs, +1 to Spell Strength at levels 6 and 12, +1D4 to P.E. attribute, but -1D4 to P.B. and M.A. attributes. All Blood Warriors bodies show the scars from their many battles and use of Soulmancy, plus they are covered in demonic tattoos. Races are limited to only those who can become spell casters.

Blood Warrior O.C.C. Stats

Note: Not intended as a player character. This is an NPC villain and willing servant of evil. Should a Blood Warrior ever forsake his master or his powers and try to turn a new leaf, his demonic benefactor will summon him to his side and strike him down, subject him to weeks of torture before slaying him or making him a slave after stripping him of his own powers.

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

Attribute Requirements: I.Q. and M.E. of 9 or higher and P.S. and P.E. of 11 or higher.

O.C.C. Skills:

Boxing or Wrestling (select one).

Body Building and Weightlifting

Language: Native Tongue at 98%.

Language: Demongogian (+10%)

Language: Other: One of choice (+5%).

Literacy: Demongogian (+10)

Lore: Demons & Monsters (+25%)

Mathematics: Basic (+10%)

Swimming (+10%)

W.P. Knife

W.P.: Two Ancient of choice (any)

W.P.: One Modern of choice (any).

Hand to Hand: Expert

Hand to Hand: Expert can be changed to Hand to Hand:

Martial Arts at the cost of one O.C.C. Related Skill or Hand to

Hand: Assassin at the cost of two.

O.C.C. Related Skills: Select five other skills. Plus select two additional skills at level three, and one additional skill at levels five, seven, nine and twelve. All new skills start at level one proficiency.

Communications: Any (+5%).

Cowboy: None.

Domestic: None.

Electrical: Basic Electronics only.

Espionage: Any (+10%)

Horsemanship: General and Exotic animals only (+10%).

Mechanical: Basic Mechanics only.

Medical: None.

Military: Any (+5%).

Physical: Any.

Pilot: Any except Robots and Power Armor.

Pilot Related: None.

Rogue: Any (+5%).

Science: Mathematics: Basic only.

Technical: Any.

W.P.: Any.

Wilderness: Any.

Secondary Skills: Select two Secondary Skills from the Secondary Skills List at levels 1, 4, 8 and 12. These are additional

areas of knowledge that do not get any bonuses, other than any possible I.Q. bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: Demonic leather armor (1D4x10+50 M.D.C.) that is styled with trophies from his kills, a *Bone Weapon* if associated with the demons of Hades, or a *Chrysteel weapon* if a servant of Dyval, one energy weapon of choice (may be a TW or a Soulmancy weapon), one Soul Crystal, one slave or valet, a demonic symbol of his patron, a whip (2D4 S.D.C. per lash) for dispensing punishments and demon justice. Other equipment may be supplied as needed to complete a particular mission or as acquired in battle or acts of treachery.

Money: Starts with 1D4x1,000 in Black Market credits and has 2D6x1,000 credits worth of Black Market goods. Blood Warriors usually have the resources of the army or group they are assigned.

Cybernetics: None. Blood Warriors avoid getting them at all costs, as it would interfere with their magic and Bio-Regenerative abilities.

Experience Table for the Blood Warrior

1	0,000-2,240
2	2,241-4,480
3	4,481-8,960
4	8,961-17,920
5	17,921-25,920
6	25,921-35,920
7	35,921-50,920
8	50,921-70,920
9	70,921-95,920
10	95,921-135,920
11	135,921-185,920
12	185,921-225,920
13	225,921-275,920
14	275,921-335,920
15	335,921-400,920

Soulmancy Magic

Level One

Blood Ink (1+)
Death Trance (1)
Peer into the Soul (8)

Level Two

Acid Blood Spit (5)
Blood Bath (13+)
Blood Splatter (8)
Blood Spray (6+)

Level Three

Blood Armor (7 or 21)
Blood Blade (6, 12 or 18)
Blood Source (8)
Young Blood (13 or 23)

Level Four

Blood Mask (13)
Bloodthirsty (15)
Boil & Brew Blood (5 or 10)

Level Five

Blood Mist (8 or 36)
Blood Secret (30)
Pseudo Life (1 Soul)
Reveal Soul (20)

Level Six

Blood Bolt (20)
Read Soul in Object (30)
Toxic Blood (30)

Level Seven

Blood Oath (50 or 10)
Bloody Boils (25)
Create Soulmancy Soul Crystal (Ritual) (40)
Inflict Internal Trauma (40)
Life Drain (25)

Level Eight

Blood Rain (80)
Consume Soul (50)
Demon Blade (40)
Restore Soul (35)

Level Nine

Blood Lust (80)
River of Blood (50)

Level Ten

Deadly Clots (100)
Demon Heart (213)
Soul Guard (55 or 345)

Level Eleven

Heart Strings (375)
Rip Soul (300 or 750)
Suspend Soul (150)

Level Twelve

Soul Body (275 +1 soul)
Soul Mind (275 +1 Soul)
Soultwist (170)
Supernatural Soul (220 +1 soul)

Level Thirteen

Blood Pool (400 +1 soul)
Blood Rift (350+)
Flesh Golem (400)

Level Fourteen

Death by 1000 cuts (Ritual) (500+)
Soul Resurrection (175 +1 soul)

Level Fifteen

Create Blood Pillar (Ritual) (1000 +2 souls)
Curse: Eternal Torment (800 or 100)
Permanency (Ritual) (100+)
Transfer Soul (750)
Soul Weapon (Ritual) (500 +1 soul)

Spells of Legend

Create Hell Pit (8,000)
Summon Demon Planet (5,000 +35,600)
Youthful Soul (800 +4 souls)



Level One

Blood Ink

Rank: Touch only.

Duration: Three minutes per level of the caster.

Saving Throw: Not Applicable.

P.P.E.: 1, plus one point of S.D.C. from a cut to the fingertip.

The Blood Warrior is able to prick their finger and, with the utterance of the incantation, can use their finger as if it were a pen or writing quill. This spell does not give the caster the ability to read and write, just the ability to use their blood like ink to write, make symbols or draw pictures. The blood can write on any solid surface and dries within 15 seconds. Like any other bloodstain, it may require effort to remove/clean away dried blood. Many Blood Warriors and Soulmanagers use this spell for dramatic effect in writing messages and warnings scrolled on the side of walls and vehicles, but it can also be used to mark trails, as well as for normal writing purposes. When the blood is allowed to run down a fingernail, the writing can be quite fine compared to the finger-thick text often used on walls.

Death Trance

Range: Self only.

Duration: Three minutes per level of the spell caster.

Saving Throw: None.

P.P.E.: One

A magically induced trance which makes the spell caster appear to be dead. There is no breathing, pulse, heartbeat, or any other sign of life. While in the trance, the mage is quite helpless, unable to speak, move or invoke magic. Only minor physical sensations felt by the character are recognizable, like being jostled, carried or hearing voices, but no specific identification or memories are possible. The magic can be canceled at will at any time.

Peer into the Soul

Range: 100 feet (30.5 m).

Duration: One melee.

Saving Throw: None.

P.P.E.: 8

Similar to See Aura, this invocation enables the spell caster to see the life essence of the individual and discern the following:

Determine if a character has a Soul: A Soulmanager will be able to tell if a character is merely an automaton, or an empty shell who has had his "soul" removed/taken from him.

Nature of the Soul: Is this the soul of a mortal or "something else?" Something else can mean a number of things, like a supernatural being, a creature of magic, a god or avatar of a god (or Alien Intelligence), the undead, an entity, or something unknown. Unfortunately, the spell caster will not know exactly what kind of being the soul belongs to, just that it is not a human-like, mortal being.

Purity of the Soul: The mage is unable to determine the exact alignment, but will be able to determine if a character is Good, Selfish or Evil.

Presence of a Supernatural Entity: The spell caster is able to determine if a character is possessed or has a supernatural link

to a demon, a Deevil, deity or other supernatural being. This includes vampires, avatars of a god, priests, witches, Soulmanagers and Blood Warriors, among others.

Strength of the Body: He'll know whether the individual is healthy or ill and the estimated level of experience. Low (1-3), medium (4-7), high (8-15), and incredibly high (greater than 15th level).

Level Two

Acid Blood Spit

Range: 3 feet (0.9 m) per level of the spell caster.

Duration: Instant, plus the acid burns for 1D4 additional melees.

Damage: The initial damage is 1D6 M.D. The acid continues to burn for one melee round per level of the spell caster, doing an additional one point of M.D. per melee round.

Saving Throw: -2 to dodge.

P.P.E.: Five

According to some legends, it is said that the blood of certain demons is acid and burns all who touch it. This spell enables the mage to expectorate a gob of Acid Blood Spit that burns upon contact. The only chance one has is to dodge out of the way, but most opponents never see the attack coming before it is too late.

To spit in an opponent's eye requires a Called Shot and even then the attacker is -5 to strike and the defender can try to parry without penalty. If a parry is successful, the eye-shot is blocked, however, the object, hand or arm used to block the spit attack takes damage as usual. If struck in the eye, the acid instantly destroys that one particular eye but stops burning further. Creatures who can Bio-Regenerate regrow the eye within 2D6+12 hours, mortals permanently lose the organ and are blind in that eye unless it is magically restored or replaced with a bionic or Bio-System eye. Also, reduce P.B. 1D4 points from additional acid burns to the face. Interestingly, the Acid Blood does equivalent S.D.C. damage to S.D.C. organic materials such as human flesh, living plants, etc.

Blood Bath (Super-Healing)

Range: Touch; immersion.

Duration: Requires one minute of healing time; results are instant.

Sacrifice Required: To be healed, the character must bathe in the blood of slain humanoids. If a bathtub of blood is not already available, the spell caster must spend time killing and bleeding several victims to fill the tub. This will take at least ten human-sized victims and 2D6+20 minutes.

Saving Throw: Standard, but can be rolled every melee.

P.P.E.: Thirteen, +9 P.P.E. for each additional person to be healed, provided the size of the "bath" and amount of blood is sufficient for all to immerse their bodies completely at the same time.

The blood of one's enemies or the blood of the innocent may be used to fill a receptacle with their blood. The receptacle must be at least the size of a bathtub, swimming pool or similar container large enough for one person (or more) to step into it and completely immerse himself from chin to toes. Once the individual(s) is in the tub, the spell is cast and the fluid warms to a

comfortable temperature. The individual in the Blood Bath must stay in it for one full minute (60 seconds). During that time he (or they) will be healed of all injuries.

Healing of the Blood Bath: Restores 5D6+6 M.D.C. (or 2D4x10 Hit Points and 1D6x10 S.D.C.) In addition, broken bones set and start to mend (heal completely in about three weeks, one third the usual time), internal bleeding, damage to internal organs, heart problems, and injury related to the heart, internal organs and blood (including damage from poison) are also magically healed. Chronic blood and autoimmune diseases like leukemia, AIDS, and similar, are NOT healed, but the Blood Bath *suppresses the disease* and the person can function without progression of the disease or symptoms for one month (30 days). After that, unless another Blood Bath is used, the disease and its symptoms return and progress normally. **Note:** The same blood can be enchanted and used several times, equal to the level of the spell caster (i.e., a fourth level mage can cast the spell four times using the same pool of blood), but the blood goes bad after 24 hours.

In the alternative: The Blood Bath can be used to negate the power of a vampire's bite. If a person has been bitten and is being subjected to a Slow Kill to be turned into a vampire (e.g., has been bitten once or twice out of three times for a Slow Kill), a blood bath will completely negate the effects and influence of the previous one or two bites. If the vampire really wants this person, he'll have to start anew as if the next bite were his first. Likewise, victims enslaved or under the control of a vampire (Call and Control Victim or Human Enslavement) can be released by taking a Blood Bath. However, that person can be re-enslaved by the *same vampire* with a single bite and he is -9 to save in the battle of wills instead of the usual -6. A different vampire will need to make three nonlethal bites. **Note:** This magic *cannot* be used to turn a vampire back into a mortal human. When used to release the hold of a vampire, no healing is involved except for the bite marks.

Blood Splatter

Range: 100 feet (30.5 m) plus 25 feet (7.6 m) per additional level of experience.

Area of Effect: Up to a 10 foot (3 m) radius per level of experience.

Duration: One minute per level of experience.

Sacrifice Required: A warm-blooded, medium-sized animal at least the size of a cat. This spell also requires a drop of the spell caster's own blood.

Damage: Area effect, see below.

Saving Throw: -3, but can be rolled at the start of every new melee round.

P.P.E.: Eight.

This disgusting spell splatters blood over a small area. The blood is thick, smells vile, splatters the walls and covers the floor. First, roll to save vs a Horror Factor of 16. A failed H.F. roll has the usual penalties. Second, roll to save vs magic. A failed roll means the character cannot walk or even crawl across the bloody surface more than a few feet (one meter) without falling into the blood and sliding backwards. Until a successful save vs magic is made, the character cannot manage to travel across the blood-splattered area. He must either go around it (which may not be

possible) or keep trying until he makes a successful saving throw; all characters can try once per melee round. The spell may be used on a room, hallway, staircase or outdoors.

Note: Because the blood is imbued with magic properties, it is useless to those who feed on blood, or for items such as the Blood Bane Power Armor. It can be washed away only by magical rain and that takes 1D6+3 minutes. After the spell duration ends, the blood all runs to the floor and is as easy to clean up as water. Those who slip and fall in the blood get covered in it, which reduces their M.A. and P.B. attributes by 6 points until they can wash up and change or clean their clothing/armor.

Blood Spray

Range: 10 feet (3 m) plus 3 feet (.9 m) per level of the caster.

Duration: Until washed away.

Saving Throw: Dodge 14 or higher.

P.P.E.: Six plus a minor nick inflicting 1D4 S.D.C. to the caster.

At the conclusion of casting this invocation, the spell caster cuts his palm or a finger and points it at the intended target. Immediately a seemingly impossible amount of blood (equal to one gallon/3.8 liters) erupts from the wound like a geyser toward the intended target. On a failed dodge, the victim is blinded for 1D4 melee rounds as they need to clean the blood from their eyes. The duration is half if there is a source of water to help wash the eyes out. Moreover, clothing and armor will be covered in the blood which could be used to mark a target for others and is generally disgusting. Those wearing environmental armor, an enclosed visor or goggles who fail to dodge have protection for their eyes, but they still need to spend one full melee round (15 seconds) trying to clear the blood from their visor, or else expend two melee actions to remove their helmet, faceplate/visor, or goggles.

Blood Spray may also be used to punctuate a warning scrawled on the side of a wall, or to make it appear that murder or torture took place at that location (or was performed by the covered individual) for the purpose of creating fear or intimidation. A large amount of blood generally has a Horror Factor of 13. A blood scent may also attract or confuse predators, especially in the water.

Level Three

Blood Armor

Range: Self or another by touch, or 10 feet (3 m) distance. Range of hurling the blood glob is 12 feet (3.7 m).

Duration: Two minutes per level of the spell caster.

Sacrifice (Optional): Any warm-blooded animal the size of a cat or larger to cast at minimum P.P.E. cost.

Saving Throw: Standard if the magic is unwanted.

P.P.E.: Seven with a blood sacrifice, 21 without one.

Blood Armor is a gruesome spell that makes the recipient appear to be covered in blood and gore. This is actually real, and provides additional protection, plus it adds to the wearer's Horror Factor. The protection provided is 13 M.D.C. per level of the spell caster and adds +2 to one's Horror Factor, or provides a base H.F. of 11.

Blood Armor also has other advantages:

1. If the wearer lays down with bloody corpses and doesn't move, he too appears to be dead (the equivalent of Death Trance), which is perfect for setting ambushes.

2. The blood is wet and slippery, which means all attempts to grab, hold, pin or entangle the individual suffer a penalty of -4.

3. The wearer can hurl a glob of blood at his foe's eyes once per melee round in an attempt to blind him. This counts as an extra melee attack. It requires a Called Shot, and even then the attacker is -5 to strike. If successful, the victim is blinded (-10 on to strike, parry, dodge and all other combat moves) until the blood is washed out of his eyes with water or 1D4+2 melee rounds pass. Those wearing eye protection, a helmet or environmental body armor are not affected, and must simply spend two melee attacks/actions wiping the blood from their visor. It should also be noted that this spell works just fine in the vacuum of space and many Demon Knights make full use of it.

Blood Blade

Range: Touch.

Duration: Five minutes per level of the spell caster.

Damage: Varies with the blade. Does Mega-Damage equal to the S.D.C. damage of the weapon.

Sacrifice Required (Optional): Any warm-blooded animal the size of a rat or larger to cast at minimum P.P.E. cost. May use his own blood or the blood of his enemy or an innocent without actually killing them, but the blood must cover the entire blade.

Limitation: Applicable only to *blade weapons*, including spears and pole arms.

Saving Throw: Not applicable.

P.P.E.: Six with a blood sacrifice, 12 with his own blood, 18 with the blood of another.

Despite the number of Techno-Wizard weapons and items available in the Minion War, not everyone has access to a magic weapon. This spell enchants any normal S.D.C. weapon to do its S.D.C. damage as Mega-Damage. For example, if an ordinary S.D.C. sword does 2D6 damage, once covered in blood and enchanted, it does 2D6 M.D. All the mage has to do is bloody the weapon with the blood of a sacrificial animal (or person), the blood of a foe, or his own (does a minimum of 1D6+1 points of damage direct to Hit Points) and invoke the spell. For the duration of the spell, the blade remains covered in blood. When the duration ends, the blood runs off.

Blood Source

Range: Self only and the Soulmaner must be able to touch the blood.

Duration: The Soulmaner has one hour to use up the extra P.P.E.

Saving Throw: None.

P.P.E.: Eight plus fresh blood.

Soulmaners are able to use fresh blood as a quick source of P.P.E. The blood must be no more than four hours old from a freshly killed victim. For each pint of blood, the Soulmaner gains 10 P.P.E. Each human-sized body typically holds 8 pints of blood (80 P.P.E.). The caster must be touching the blood while casting this spell and the blood begins to boil and sizzle away into

steam. People can NOT be alive when this happens, they must be slain first.

Young Blood

Range: Self or other via ritual and the drinking of blood.

Duration: One hour per level of the Soulmaner. Half that time if the individual being transformed is a creature of magic or supernatural being.

Saving Throw: None if a willing participant, 16 if not.

Sacrifice (Optional): The person being transformed must drink eight ounces of blood from a young person. Animal blood cannot be used.

Damage: None; disguises the recipient.

Saving Throw: Not applicable.

P.P.E.: Thirteen with a sacrifice, 23 without.

This brief ritual requires the Soulmaner or the person being transformed to drink a cup of blood (8 ounces minimum) extracted from a living mortal under the age of 21. Slaying the blood donor as part of the ritual doubles the duration and reduces the P.P.E. cost. At the end of the ritual, the recipient can temporarily reduce his age and appearance to look as much as half his true age! The temporary transformation completely changes the body in every way, which could turn him into a child. The magic reduces the character's age in increments of 10 years to a maximum of half his true age (a 60 year old looks 30, a 30 year old could look as young as 15).

Regardless of his appearance, the transformed individual retains his skills, and magic and psionic abilities (if applicable) at full proficiency, as well as all of his mental attributes (physical ones are reduced accordingly with age; by half if turned into a teenager, by two-thirds if a child under the age of 12). This magic is typically used for disguise and infiltration, but can be used for punishment or to trick a person into believing he can be made permanently young again after he does something terrible for the Soulmaner or his demon master.

Level Four

Blood Mask

Range: Self or other by touch.

Duration: 10 minutes per level of the spell caster.

Sacrifice (Optional): The person being masked must have their face and chest covered in blood. Any type of blood can be used. A sacrifice is not strictly required, though killing any small animal (rat, squirrel, chicken, cat, small dog, etc.) should provide enough blood.

Damage: None; disguise the recipient.

Saving Throw: Not applicable.

P.P.E.: Thirteen

The blood mask temporarily alters the wearer's aura and body temp so that vampires, zombies, other undead and any beings that sense or feed upon the blood of others see the masked individual as one of their own kind and never as prey. However, while such a being may consider the masked person their own kind and not attack outright, there may still be questions for strangers and altercations may arise.

Bloodthirsty

Range: By touch or 20 feet (6.1 m); line of sight required. This spell can also be cast upon one's self.

Duration: Two melee rounds per level of the spell caster.

Saving Throw: -2 to save when the target is angry, vengeful, wants to hurt or kill someone, or enjoys combat or killing. +1 to save when the target is a pacifist or doesn't want to hurt anyone.

P.P.E.: Fifteen

This spell is used to fuel dark emotions and the desire to punish or kill. Those lost to bloodthirstiness are more ruthless and less merciful. They are also +2 on initiative, +1 to strike and they always strike to inflict full damage, they never pull a punch. **Penalties:** -4 on Perception Rolls (focused on consumed violence), -2 to dodge, -10% on the performance of kills and doesn't even try to disarm, pin, entangle or capture an opponent; he wants them dead. Characters who are usually merciful, kind and/or good, are likely to be able to stop short of killing their opponent, but not without a degree of struggle. While Bloodthirsty, the victim is difficult to reason with. He is focused on slaking his thirst for blood and vengeance or justice.

Boil & Brew Blood

Range: As much as one gallon (3.8 liters) per level of experience by touch or up to 10 feet (3 m) away; line of sight required. This can be blood in a pot, cauldron or any container, as well as a shallow pool of blood spilled on a surface, provided it is in liquid form. Cannot boil dried blood. **Note:** The blood must be available or provided, as the spell does not create blood out of thin air. Any blood is suitable.

Duration: 15 minutes per level of the spell caster.

Sacrifice (Optional): The blood has to come from somewhere and can come from any animal or intelligent being. The blood can be acquired without killing the being that supplies it, but most Soulmanagers and demonic beings have no qualms about killing.

Saving Throw: Standard if the magic is unwanted.

P.P.E.: Five when done as part of a ritual/blood sacrifice and it has double the duration, 10 as a spell.

This spell is used in a few different ways. The primary use is creating brews, soups, stews, and potions to be eaten. Boiling the blood purifies the solution and makes it safe to drink. The magic makes the blood come to a boil within one melee round (15 seconds) and keeps it boiling at a low simmer. Most Soulmanagers, Blood Warriors and their evil supernatural masters develop a taste for blood, and most Soulmanagers acquire recipes for a wide range of blood soups and drinks that taste quite delicious. In many cases, unless a person is told he's drinking real blood, he will never know it. **Note:** Blood soups and sausages made from duck and other animals have existed among many Earth cultures from before and after the Coming of the Rifts.

The second use is for dramatic effect. To frighten and intimidate people by making blood spilled on a table, the floor or ground (or in a container) seem to boil where it lays without any apparent source of heat. The image is actually quite chilling. Horror Factor 13.

Level Five

Blood Mist

Range: 150 feet (45.7 m) away per level of experience.

Area of Effect: The mist covers a 20 foot (6.1 m) radius per level of the spell caster.

Duration: Two melee rounds (30 seconds) per level of the spell caster.

Sacrifice (Optional): Any medium-sized or larger warm-blooded animal (or person) to cast the spell at minimum P.P.E. cost.

Damage: None; causes impaired vision.

Saving Throw: Standard.

P.P.E.: Eight with a blood sacrifice, 36 P.P.E. without one.

This spell creates a wispy red vapor that obscures vision like a dense fog; cannot see more than one yard (meter). However, the magic is such that those inside the Blood Mist quickly lose all sense of direction and cannot find their way out of the mist unless they make a successful saving throw. Furthermore, instrumentation, nightvision, thermal optics, motion sensors, heat sensors, etc, do not work in the Blood Mist, so those inside the mist cannot be tracked or pinpointed through mechanical means. It is a dead zone for instrumentation. Only close combat (within 3 feet/0.9 m) is possible, otherwise those caught inside of it shoot or charge ahead blindly (-10 on all combat rolls). **Note:** Even the mage who cast the spell cannot see inside a Blood Mist.

Blood Secret

Range: Touch.

Duration: Until the message is delivered or the courier is killed.

Saving Throw: None.

P.P.E.: Thirty +2D4 S.D.C. damage to the spell caster.

The spell caster is able to send a secret message using the bloodstream of a living being. First, he composes a message no longer than 40 words in his mind. Then the spell is invoked while he cuts his own flesh, inflicting 2D4 S.D.C. (or M.D. if a Mega-Damage creature) to himself. Then a courier must drink the still fresh blood of the spell caster. The courier can then deliver the message to the intended recipient. In order for the recipient to receive the secret message he must cut the messenger, inflicting the same damage, and then drink the blood of the messenger. The message is instantly delivered in the voice of the spell caster. The drawbacks are rather obvious. Anyone can intercept the courier and the first one to taste the blood receives the message. However, the key is knowing who the courier is, especially when false messages are relayed. Furthermore, the courier often only knows that they must report to a certain individual and even the courier does not know what the message is.

Pseudo Life (Ritual)

Range: Touch or five feet (1.5 m) maximum.

Duration: As an incantation, the spell brings to life one body or skeleton or the equivalent of organs from one body for five minutes per level of experience. As a ritual, as many as one body per level of experience is given Pseudo Life and they stay animated for six months per level of experience and can even be made to last indefinitely when combined with the Permanency ritual. In the latter case, the pseudo living last until destroyed.

Saving Throw: Standard.

P.P.E.: None, just requires one life essence to cast as a spell; 10 lives must be sacrificed as a ritual.

This spell has its roots in Necromancy. Cast as an incantation, skeletal remains or body parts will take on a pseudo life. Hearts will beat, bones will flex and move, and organs will begin to function. Necromancers can use the spell to replace body parts and even damaged organs. Alone, the body part has limited use. The spell is often part of a larger ritual and rarely used on its own. Other examples include instilling life in limbs which can be attached to the Soulmancer. This is one of the spells used to create some of the Bone weapons and it is how the weapon is animated to chew bones and use them as ammunition. The spell is meant more as a construction tool rather than a tactical spell.

Note: Entire bodies and limbs brought to Pseudo Life have the same stats and function the same way as the Animate and Command Dead spell.



Reveal Soul

Range: 10 feet (3 m) or touch.

Duration: Instant.

Saving Throw: Standard, unless the mage has a drop of the victim's blood and then they are -1 to save.

P.P.E.: Twenty, unless the spell caster has a drop of the victim's blood then the cost is 10 P.P.E.

Reveal Soul is reminiscent of the *Peer into Soul* spell, but provides much different and more potentially damaging information. If the intended target saves, his soul reveals nothing. If he fails, the spell caster is able to learn all of the following:

The person's greatest fear.

The person's greatest regret or shame.

The person's greatest love.

The person's greatest hate/resentment.

The person's greatest desire.

Examples might include the fear of betrayal by a spouse, being caught cheating on one's spouse, the loss of a child, disapproval from a parent, public humiliation, failing expectations, being an alcoholic or drug addict, wanting to be famous or rich, a desire for power or respect, hoping to win the hand of X, and so on – things that are not likely to be common knowledge and are probably personal and closely guarded secrets.

This information is then used against the individual or to influence, tempt, seduce, buy or blackmail him. Should the spell caster reveal to the person that he knows one or more of his greatest secrets, the person is likely to be shocked and upset as if it were a Horror Factor of 15. Game Masters should feel free to adjust the Horror Factor based on how personal the information is (or isn't) and who may be around to hear it.

On a successful saving throw nothing is revealed. Furthermore, the victim is immune to this spell for the next 1D4 days.

Level Six

Blood Bolt

Range: 100 feet (30.5 m) per level of experience.

Duration: Instant.

Damage: 1D8+2 M.D. plus 1D8 per additional level of experience.

Saving Throw: Dodge.

P.P.E.: Twenty

The caster is able to fire a bloody, bony shard from his outstretched palm and send it hurling towards a target. One of the effects of the spell is the bone shard erupts from the caster's palm, inflicting 1D4 points (per level of the caster) of damage to him. The bolt can be dodged or parried with a shield, but the victim must know it is coming and even then he is -2. The caster is +1 to strike plus any P.P. bonuses.

Read Soul in Object

Range: Touch. The magic can "read" and even communicate with the life essence(s) contained inside a Soul Crystal, Rune Weapon and other magical objects.

Duration: Two minutes per level of the spell caster.

Saving Throw: Standard. The soul's saving throw is the same as the person had in life. A successful save means the spell caster was not able to glean any information about the object nor establish a mental link. No results, and the spell can not be used on the same object/soul for 1D4 weeks.

P.P.E.: Thirty.

This spell applies to reading disembodied souls/life essences that are captured and contained inside a Soul Crystal, Rune or Bio-Wizard weapon and similar objects that can hold and use the life essence of others as a power source. It also applies to objects that contain an Entity and people who are possessed.

A **glimpse** of a captured soul requires touching the object and focusing upon it to "read" and get information about the life es-

sence inside. This requires 1-4 melee rounds of focus and concentration. At that point, the mage gleans the same information you get from the *Peer into the Soul* spell.

In depth information requires two or more minutes of concentration on one soul in a single object to provide the information provided by the *Reveal Soul* Spell. Another two minutes provides the following: The exact type of being that is locked inside (Deevil, demon, Faerie, human, etc.), what he was in life (mage, soldier, artist, gamer, etc.), who did this to the soul (e.g. a Splugorth Bio-Wizard, a Soulmaner, Deevils, etc.; probably not a specific name or image, but sometimes even that is revealed), was the soul a willing participant, was this a punishment for a crime, was he an innocent victim, is the soul happy or sad trapped inside the object and being used the way it is, and similar.

Moreover, this spell can be used to establish telepathic communication with the life force(s) inside a Rune Weapon, Soul Crystal or magic object, provided there is an intelligent being inside. However, this spell does not compel the life essence inside to tell the truth, nor does it force it to reveal anything it doesn't want to say. That also means whatever it says may be half-truths or all lies. Worse, such a mental link makes the spell caster vulnerable to any psionic abilities the magical object may contain. Likewise, if the soul (or souls) trapped within are frightened, insane, tortured or facing oblivion (i.e. to be consumed as an energy source), all the mage may hear are screams or weeping. If cooperative, however, the spell caster has a limited time period to ask questions as if the person were alive and standing before him.

Limitation: The trapped life essence only has knowledge up to the point it was captured and only snippets of information about the being(s) who owns/controls it. Something like, "I am the pawn of Captain So and So, an evil man who uses me to kill and conquer," is perfectly fine, but the soul inside the object cannot possibly know where he is right now, where he lives, and so on. Nor will it know what happened in the world at large after it was trapped.

Toxic Blood

Range: Touch.

Duration: The toxin breaks down in 1D6 hours. Once the poison is ingested it inflicts damage for a number of melees equal to the spell caster's level.

Saving Throw: Save vs lethal poison 14 or higher.

P.P.E.: Thirty, plus the spell caster suffers +2 S.D.C. damage for every level of his experience. Damage is direct to Hit Points and has a correlation to the amount of damage inflicted by the poison.

The Blood Warrior or Soulmaner is able to use their own blood to create a toxic poison that infects the blood of others. As simple as uttering an incantation and pricking a finger, the Soulmaner can make a single dose of the poison. Potential victims must ingest the poison (contact only works on an open wound) and then they need to make a saving throw vs lethal poison or else suffer 1D6 points of damage direct to Hit Points (or M.D.C. if a Mega-Damage creature) for a number of melee rounds equal to the spell caster's level of experience.

Level Seven

Blood Oath

Range: Self or other by touch.

Duration: Until the oath is fulfilled.

Sacrifice (Optional): Persons swearing the oath must shed at least a drop of his own blood and touch it to the person with whom he is swearing his oath/promise.

Damage: Special as below.

Saving Throw: 13 as a spell, 16 as a ritual. None when the individual is sincere and willingly makes a Blood Oath. +3 to save when the person is being forced to make the Blood Oath against his will. ("Swear or I will gut you right hear and now). However, the spell caster will know if the person saved or not, so that may become an issue. No save for Soulmaners who may use the spell or ritual of Blood Oath on himself. This is usually done to guarantee the Soulmaner will live up to his end of a deal or agreement.

P.P.E.: Fifty (only 10 when the Soulmaner uses the spell on himself).

A Blood Oath cannot be broken and this spell enforces the promise. When living up to fulfilling the Blood Oath, the enchanted individual is +1 on all combat bonuses and Perception Rolls. If the individual ignores or departs from his promise, he suffers a penalty of -2 on all combat bonuses and Perception Rolls. The latter is uncommon because the magic makes the individual driven to fulfill the oath. After 1D6 weeks that motivation becomes an obsession that does not end until the promise has been fulfilled or the person to whom the oath/promise was made releases the person from his obligation.

Bloody Boils

Range: Touch or 20 feet (6.1 m); line of sight required.

Duration: One minute per level of the spell caster.

Saving Throw: Standard, unless being touched and then it is -1 to save. A successful save means the spell caster spends the P.P.E. but the intended target is fine; no boils, damage or penalties.

P.P.E.: Twenty-five +1D6 S.D.C. damage to the spell caster.

Victims of this spell find their bodies covered in painful, bloody boils. Those in body armor are particularly uncomfortable as the boils burst if bumped or rubbed too much. **Penalties:** Those afflicted by this spell are -1 melee attack, -4 to strike, parry and dodge, reduce Spd 10% and -10% to skill performance. The boils bleed when broken and inflict 1D6 S.D.C./Hit Points damage (or M.D. if a Mega-Damage being) per melee round. When the spell duration ends, the boils disappear as if they never existed, but clothing, skin and the inside of armor are smeared with blood from the broken boils.

Create Soulmaner Soul Crystal

Range: Touch. Requires a ritual that lasts 1D4+4 minutes.

Duration: One year per level of the caster, after which the gem cracks and is no longer able to function.

Saving Throw: None.

P.P.E.: Forty, plus requires a precious stone worth at least three carats or greater.



The Soulmancer is able to create a vessel from a high quality gemstone in which to hold a life essence. The Soul Crystal (also known as a *soul gem*) can only hold one life essence at a time, but it can be used over and over again until it cracks. Though Soul Crystals have 1D6+1 M.D.C., they are comparatively delicate creations of magic and are too fragile to survive the Permanency ritual. **Note:** This spell only creates a vessel in which a life essence can be placed inside and held. Placing a life essence/soul inside the gem requires a different and much more costly ritual.

Inflict Internal Trauma

Range: One victim by touch or five feet (1.5 m) per experience level of the spell caster; line of sight required. Much greater as a ritual.

Duration: Four melee rounds (one minute) per level of the spell caster.

Saving Throw: Standard. A successful save means the attacker expends the P.P.E. to cast it, but the intended target is unharmed.

P.P.E.: Forty +1D6 damage as the caster must stab himself in the abdomen when cast as a spell. 140 P.P.E. and a blood sacrifice (animal or humanoid) when performed as a ritual. As a ritual, *every enemy* within a hundred foot (30.5 m) radius of where the ritual has been performed must roll to save (16 or higher as per ritual magic). It takes four minutes to perform as a ritual and must end with the blood sacrifice.

This magic causes the blood vessels within the body of the intended victim(s) to burst. The victim suffers internal bleeding, discomfort and pain in the abdomen and feels lightheaded and nauseous. All the more frightening, he coughs up blood! Combined, this generates fear and confusion that imposes the following penalties: -1 melee attack, -4 on Perception Rolls, -1 on all combat abilities (initiative, strike, parry, dodge, etc.), reduce Spd by 30% and -10% to the performance of skills for the duration of the spell. In addition, the victim suffers 2D6 points of damage for every minute the spell is in place (that's Hit Point/S.D.C damage for humans and most D-Bees, M.D. if a Mega-Damage being). This spell will affect those in *body armor*, but not power armor or inside armored, M.D.C. vehicles.

When the spell ends, the penalties, bleeding and accumulating damage all stop. However, any damage taken remains and heals

at the normal rate for that character. Magic and psionics can accelerate the healing process as usual. And of course, beings with Bio-Regeneration will heal in a matter of minutes. HOWEVER, the magic involved prevents Bio-Regeneration of any damage inflicted by this spell until its duration has come to an end.

Life Drain

Range: 30 feet (9.1 m).

Duration: Two melees (30 seconds) per level of experience.

Damage: Special; see description.

Saving Throw: Standard. A successful saving throw means the magic has no effect on the character. Characters inside power armor, environmental body armor, manned robots, or military vehicles *are* affected by this spell! 'Borgs, the undead, adult dragons and greater supernatural beings are impervious; so are true robots and androids.

P.P.E.: Twenty-Five

Life Drain is debilitating magic that weakens an opponent. The victim will turn pale and experience weakness. Reduce S.D.C. by half, Hit Points by half, speed by half, attacks per melee by one, and skills are -10%.

Low level practitioners of magic (1-3) can only affect one individual per each spell cast, but at fourth level the mage can also cast the magic on an area 15 feet (4.6 m) in diameter, affecting everyone who enters and remains in the area of enchantment.

Once the magic's duration time has lapsed, the victim's skills and attacks per melee return to normal, S.D.C. returns at a rate of 8 per hour, and Hit Points return at a rate of 4 per hour. Reduced speed (by half) and a feeling of weakness remains for six hours.

Level Eight

Blood Rain (Panic)

Range: This magic can be cast up to 100 feet (30.5 m) away per level of the spell caster and affects a 10 foot (3 m) radius per level.

Duration: One melee round per level of the spell caster.

Damage: Horror Factor 15 and creates fear and panic.

Saving Throw: 15 or higher.

P.P.E.: Eighty plus 2D6 points of damage as the spell caster must slash himself to draw the blood.

Everyone caught within the Blood Rain must roll to save vs magic at 15 or higher (the same as the Horror Factor, but it is a magical horror that actually requires the save). Those who fail to save begin to panic and are compelled to run away from the bleeding sky. That includes seasoned warriors and heroes. In a crowd this can turn to bedlam in seconds as the people flee, en masse, in all directions, pushing others out of the way and slipping on the blood.

Falling: Men-at-Arms O.C.C.s only have a 01-15% chance of stumbling and falling down. 01-35% chance for all others. Falling causes the person to hit the ground hard (1D4 damage) and into the blood puddling on the surface. This creates even greater horror and causes the fallen to lose 1D4+1 melee actions/attacks as they try to scramble up and continue to run away.

All who fail to save will run until they are 1D6x10 yards (meters) away from the falling rain. Actually, ordinary civilians will

run four times farther and/or seek someplace to hide for the next 3D6 minutes.

Penalties: All who fail to save succumb to horror and panic as a magical effect, and suffer the following penalties: -6 to Perception Rolls, no initiative, -2 melee attacks/actions and -2 on all combat rolls (strike, parry, dodge, etc.) when forced to stop running and fight. However, such combat only takes place when there is no other option and the terror-stricken combatant fights only enough to get past his assailant and continue to flee. While the need to flee or hide ends when the Blood Rain stops, all penalties remain in place for one additional melee round!

As you can see, this insidious spell is perfect for creating panic for the purpose of distraction, causing soldiers to break ranks, and imposing penalties upon enemy combatants, as only *the enemy* is affected, not forces allied with the spell caster.

Consume Soul

Range: Touch.

Duration: Instant.

Saving Throw: None for the captured life essence.

P.P.E.: Fifty plus a soul to perform as a spell.

The Soulmancer is able to convert a captured life essence into ready to use P.P.E. or I.S.P. The life essence must be in a ready to use container like a *Soul Crystal* and not a living being. At the conclusion of the spell, the energy becomes available the following melee round, and the spell caster has one melee to use the energy or transfer it to another “container” like an *amulet*, *magic weapon* or an *Energy Sphere*. The conversion of a life essence into a magical or psychic form of energy is: 4D6x10 P.P.E. or 2D6x10 I.S.P. per mortal soul and lesser supernatural beings. Double for greater supernatural beings, and triple for creatures of magic. The Soulmancer must designate which energy conversion is being attempted at the time of the spell casting. The Consume Soul spell is typically used in the creation process of Soulmancy weapons and items. Once placed inside the magic item, the life essence cannot be called back or removed from it.

Demon Blade

Range: Self only.

Duration: Two melee rounds (30 seconds) per level of the caster.

Damage: Damage to Mortals: 4D6+4 Hit Point/S.D.C. damage or 4D6+1 M.D. to body armor, power armor, vehicles and other constructs made of Mega-Damage materials.

Damage to Creatures of Magic: 1D4x10+6 M.D.

Damage to Creatures of Light (Supernatural): 1D6x10+10 M.D., including Angels, Demigods, Godlings, deities and all supernatural Creatures of Light.

Note: The weapon inflicts Hit Point/S.D.C. damage to Hit Point/S.D.C. beings and objects, and Mega-Damage to M.D.C. material and Mega-Damage beings.

Sacrifice (Optional): Slaying an innocent sentient being or hero with a good alignment doubles the duration. Sacrificing a powerful creature of magic or angel increases the duration 10 times (five minutes per level of the spell caster).

Saving Throw: Dodge or parry with another weapon.

P.P.E.: Forty

The spell summons forth a magical blade of pure energy and evil. Yes, it is as if the energy blade itself is the evil life essence/

energy of a demon. The weapon’s appearance is shaped by the spell caster, but it is always large, even oversized, with jagged edges, while some blades look like vicious battle axes shaped with the head of a demon. The blade is a crackling light blue in color with a black aura around it. It does full damage to those of good alignment (Principled and Scrupulous), half damage to those of selfish alignment (Unprincipled and Anarchist), and 1D6 damage to evil beings. **Bonuses:** +1 to strike, parry and disarm, and the weapon is indestructible. However, kill the spell caster or render him unconscious and the blade vanishes.

Restore Soul

Range: Touch.

Duration: Takes 1D6 minutes.

Saving Throw: None.

P.P.E.: Thirty-five

While rare for such a thing to happen, a Soulmancer can return a captured life essence/soul back to its original owner. If their body has perished, the life energy can be released to continue on its journey, thereby freeing it without consuming and using its energy. The life essence must be contained in a vessel such as a Soul Gem/Soul Crystal, a Hell Tank, or even in the Soul Pits of Grim Mortis. It can not be released from a Rune weapon. The only catch is that the Soulmancer must know the true name of the person to whom the life essence is to be restored. Once the spell is cast, the soul instantly rejoins its “living” body, or continues on, vanishing like a fleeting wisp of smoke.

Level Nine

Blood Lust

Range: 100 foot (30.5 m) radius per level of the caster.

Duration: Three minutes per level of the caster.

Sacrifice Required: An enemy soldier or spy or sympathizer must be slain.

Saving Throw: Standard if the magic is unwanted.

P.P.E.: Eighty

Blood Lust draws out the primal aggression and rage that all species have, making groups of warriors more vicious and blood-thirsty in battle. The demons often cast this spell on their own troops just before a battle, so they can strike with a devastating first blow.

Bonuses: All who are in the radius of the effect feel their blood boil as the magic sends adrenaline surging and provides the following, temporary bonuses:

+6 to P.S., +8 to Spd, and do not feel fatigue.

+2 to strike.

+2 to save vs Horror Factor.

Penalties: The warriors are charged up and aggressive, but also become more reckless and focus on killing as opposed to self-defense.

-2 to parry and disarm, and -4 to dodge.

Furthermore, when the spell ends, the warriors feel a sudden drop in energy and are -1 attack per melee round and all combat bonuses are reduced by half for the next 2D6+3 minutes as the warriors adjust to their normal power level. If Blood Lust is cast on the same group more than once within two hours, the penalties

and the duration of the penalties are doubled when the second spell ends. Double them again if the spell is cast a third time within two hours.

River of Blood

Range: Touch or 10 feet (3 m) per level of experience; line of sight required.

Duration: Instant or two melees per level of experience.

Saving Throw: Standard or -2 if the Soulmaner/Blood Warrior possesses some of the targeted victim's blood (that includes a splatter or a smear from combat) and it is less than an hour old.

P.P.E.: Fifty

When used as an offensive attack, River of Blood cripples the victim's body's ability to clot. Anyone who is cut and bleeding will find that his wounds are very serious and suffers an additional 1D6 points of damage each melee round due to blood loss. In addition, Supernatural beings find that their Bio-Regeneration is reduced by half. **Note:** This spell has no effect on creatures of magic, vampires, Elementals and those who do not have blood.

This spell thins the blood and reduces clotting, and can be used to negate the spell of Deadly Clots (see below), curing those afflicted by that spell instantly.

Level Ten

Deadly Clots

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

Duration: One melee round per level of the spell caster. Instant effect and symptoms and penalties vary.

Saving Throw: Standard.

P.P.E.: One hundred +1D6 damage direct to Hit Points to the spell caster.

One of the most debilitating and frightening of the Blood Magic spells is the ability to clot the blood of a victim. Blood Clots are clogs in arteries or veins that stop the flow of blood and it has various effects. Game Masters should roll on the following table and apply the effects accordingly. On a successful saving throw, the victim suffers no ill effects.

As a powerful weapon, this spell is also costly to the spell caster. In addition to the 100 P.P.E. it costs to perform, he must stab himself and suffers a minimum of 1D6 points of damage that goes directly to Hit Points. The stabbing must be in the abdomen and can not be a leg or arm.

This spell will affect those wearing body armor, but not those who are in Power Armor or enclosed in an M.D.C. vehicle or Robot. Creatures of Magic are not affected by this spell and those with enhanced forms of Bio-Regeneration are +15% to save vs coma death. This spell has no effect on Vampires, Elementals, Creatures of Magic and those who don't have blood.

01-30% Sharp Pain and Damage. Numerous tiny clots form throughout the body. There is no major impairment but the victim takes 5D6 points of damage direct to Hit Points (M.D.C. if a Mega-Damage being) and he feels a sharp pain someplace on his body, probably in the chest, head or an arm or leg. The sudden shock causes the victim to momentarily lose his breath and lose one melee attack. No further problems persist regardless of the duration of the spell, unless the damage direct to Hit Points

reduces Hit Points below zero! When that happens, the character collapses and lapses into a coma. The coma lasts for the duration of the spell, leaving the character out for the count. When it ends, *roll to save vs coma and death* with a +40% bonus to save even without any special treatment or aid. Restores 2D6 Hit Points upon recovery from the coma.

31-50% Clots in one of the victim's legs. This causes excruciating pain in one of the victim's legs, then it goes numb. Speed is reduced by half, all combat bonuses are reduced by one third, and the victim loses one attack per melee round. When the duration of the spell ends, the character returns to normal.

51-70% Clot in one of the arms. This causes excruciating pain in one of the victim's arms, then it goes numb. Roll to determine which arm: 01-50% left arm. 51-00% right arm. The use of that one limb is gone for the duration of the spell. All combat bonuses are reduced by half, and the victim loses two attacks per melee round if it is not his dominant arm. If it is, melee attacks are reduced by half and combat bonuses to zero; unmodified rolls only. Moreover, if the numb arm is his dominant one, skills requiring that hand/arm are performed at a -50% penalty (the penalty is -15% if it's the other arm). When the duration of the spell ends, the character returns to normal.

71-80% Clot in the heart (Heart Attack): Clots cause a heart attack. The victim loses all combat bonuses and is reduced to two attacks per melee, their P.S. and P.P. attributes are reduced by half and speed by 80%! The victim also suffers 1D6x10 points of damage direct to Hit Points (2D4x10 M.D. if a Mega-Damage being). If the damage reduces Hit Points below zero, the character collapses and lapses into a coma. The coma lasts for the duration of the spell, leaving the character out for the count. When it ends, *roll to save vs coma and death* with a +30% bonus to save even without any special treatment or aid. Restores 2D6 Hit Points upon recovery from the coma.

81-90% Clot in the victim's head causes delirium: Clots in the head cause delirium. The victim is dazed and confused. Skills that require reading, math or any complex thinking, even driving a vehicle, are virtually impossible; -80% skill penalty! Reduce the number of melee attacks to only two, and reduce all combat bonuses by half. Worse, the victim forgets who he is, loses all sense of time and may (01-40% chance) not recognize friends and allies. Spell casters can not perform magic, psychics can not use their psionics, mechanics and technicians can not perform their skills. This lasts for the duration of the spell, but when it ends the character returns completely to normal with no lasting penalties.

91-95% Clot in the victim's head causes blindness: For the duration of the spell the victim is blind! -10 to strike, parry and all other combat moves.

96-00% Clot in the victim's head causes a stroke: The victim suddenly feels woozy and weak. Words and sounds don't make sense. One side of his entire body goes numb, completely unresponsive. Then he suffers 1D6x10 points of damage direct to Hit Points (2D4x10 M.D. if a Mega-Damage being). He is all but helpless, unable to speak intelligibly, unable to move and unsure about what is going on to him or around him. He is effectively immobilized for the duration of the spell. If the damage reduces Hit Points below zero, the character collapses and lapses into a coma. The coma lasts for the duration of the spell, leaving the character out for the count. When it ends, *roll to save vs coma and death* with a +35% bonus to save even without any special treatment or aid. Restores 2D6 Hit Points upon recovery from the coma.



Soul Guard

Range: Self or one other by touch (as many as three people via ritual).

Duration: Five minutes per level of experience if cast as a spell, or one week per level of experience if cast as a ritual.

Saving Throw: Standard if choosing to resist.

P.P.E.: Fifty-five as a spell or 345 as a ritual.

The mage is able to shield his or another's soul from any kind of magic or supernatural attack leveled against his soul/life essence. For the duration of the spell, the recipient is impervious to any attack that would consume or take/rip their soul out of their body, including the vampire's bite that creates other vampires!

The soul is protected in some kind of dimensional limbo and it is connected to the body in the same manner that the silver thread of Astral Projection connects the Astral Body to the physical body. There are side effects, however. For one, the person has no aura and effectively registers as undead while his soul is guarded. For another, the person's P.B. is reduced by half for the duration of the spell as he appears haggard and on death's door – even though he feels fine. These effects will become permanent should a Soulmancer use the Permanency spell!

Demon Heart (Ritual)

Range: Touch.

Duration: Indefinite.

Saving Throw: None for willing subjects. +2 for unwilling victims. A successful save means the heart cannot be removed, the ritual ends then and there, the P.P.E. is spent, and the victim who saved suffers 2D6 damage (Hit Points or M.D.C. depending on the nature of the individual). To try again, the Soulmancer must start the ritual over and use a different subject – or wait 24 hours to make another attempt on the one who saved. **Note:** A demon's heart cannot be placed into creatures of magic, Blood Warriors or Soulmancers, and the heart must be that of a demon, not a Deevil, angel or other supernatural being.

P.P.E.: Two hundred thirteen

This bizarre ritual can be used to punish a demon, reward a mortal henchman, to infiltrate human/mortal forces and strike from within, to gather intelligence, or to corrupt an otherwise good person. It requires a mortal and a Lesser or Greater Demon. After a 15 minute ritual usually accompanied by blood sacrifices to build up the required P.P.E., the Soulmancer is able to push his hand into the chest of the mortal and remove his still beating heart. With the mortal's heart in one hand, he then removes the heart of the demon with the other. The mortal's heart is placed into the demon's chest and the demon's heart is thrust inside the chest of the mortal. After a few convulsions the ritual is complete, and while there is blood, neither subject has suffered any damage and no scar remains.

The swap gives the mortal half of the demon's M.D.C. and all of his Natural Abilities, psionics and I.S.P. (if any); excludes attributes, bonuses, and magic. Such a transformation is likely to make worshipers and loyal henchmen all the more happy to serve their dark lord. This obviously gives the mortal a considerable level of power that he didn't have before – power that may go to his head and end badly.

If successfully implanted into a subject with an Unprincipled or good alignment against the recipient's will, that person gets all the abilities noted above, whether he wants them or not. He does not have to obey the Soulmancer or any demons, but the demon's heart will start to corrupt and change him. Reduce the alignment by one level after 1D4 months, but the person will start feeling temptation, dark thoughts and desires immediately. Time to role-play. Reduce alignment further as appropriate due to the character's behavior. **Note:** Though the recipient has a demon's heart and some demonic powers, he still appears as an ordinary human/mortal being. Even *sense supernatural* or *See Aura* does not reveal him as possessing demonic powers. In fact, minor cuts and injuries (under 20 S.D.C.) will cause him to bleed and he feels the pain. Demonic M.D.C. and Bio-Regeneration only kicks in when serious injury occurs (20 points or more) or his life is in danger.

The demon's M.D.C. is reduced by half, his Natural Abilities and psionic abilities are GONE for the duration. Even demons who willingly comply to the swap when ordered to do so by a superior, or for the good of the cause, are never happy about it as it leaves them weak, vulnerable, takes away many abilities, and afflicts them with human emotions they have never felt before and do not like. Such demons may find themselves falling in love, feeling sad, crying, and experiencing other, subtler emotions much more intensely.

Returning to normal. Any Soulmancer can swap the hearts back, provided both subjects are available. If the swap was done for a specific mission, the mortal will be expected to give the heart back when that mission is completed. If one or the other is killed, the survivor is magically restored to his old self and his original heart and abilities return magically. Thus, letting oneself be killed is a way to return to normal, as long as the deceased has friends who are able to restore him to life! If not, the evil growing within him is stopped, but he will still be dead. Of course, finding and slaying the demon with the mortal heart is another possible option. The *Restoration* spell has a 01-66% chance of successfully reversing the swap and magically restore the two individuals. **Note:** Any drop in alignment remains after being restored, and improving an alignment will require months or years of commitment and work at being a better, kinder person. G.M.'s discretion.

Level Eleven

Heart Strings (Ritual)

Range: Touch.

Duration: Indefinite.

Saving Throw: 16 or higher because it is a ritual. Bonuses to save vs magic apply. A successful save means the heart cannot be removed, the ritual ends then and there, the P.P.E. is spent, and the victim who saved suffers no damage. To try again, the Soulmancer must start the ritual again and use a different subject or wait 24 hours to make another attempt on the one who saved.

None, if a willing participant or as part of a deal. (A Blood Oath placed upon the Soulmancer that he will restore the victim when he satisfies the deal is strongly advised.) **Note:** Can only be performed on mortals, not other supernatural beings or creatures of magic, and the being must have a heart to remove.

P.P.E.: Three Hundred Seventy-Five; ritual only. Takes 30 minutes to perform.

This ritual lets the Soulmancer remove the still-beating heart and place it in a container, on a shelf or out in the open. Incredibly, the person without his heart still lives! This spell is generally used as a form of blackmail or torture. The Soulmancer or person who owns the victim's heart literally holds his life in their hand. Destroy the heart (which requires one M.D.C. point for every P.E. attribute point of the victim), and you kill that person wherever he is, even if it is in another dimension! Demon Lords sometimes have their Soulmancers perform this ritual to keep troublesome prisoners and slaves in line, or to blackmail the victim to do their bidding. Of course, the victim could refuse to fulfill the blackmail request or anything against his alignment, but refusal may result in his heart being destroyed which leads to death. Worse, once a wicked Soulmancer or his demonic master is pulling the strings, the blackmail may never stop, unless a deal is made and sealed with a Blood Oath.

Bonuses and Penalties: The victim without his heart enjoys some benefits. He cannot be turned into a vampire or any type of undead, nor possessed. He is +3 to save vs disease and heals at double his usual rate. On the downside, without his heart he is -1 attack per melee round, reduce Spd by 20% and he fatigues in half the time, requiring him to rest more often. When pressed into a fatigued state, his chest feels tight as if he were having a heart attack – reduce his number of attacks and Spd by half! Penalties last until he gets sufficient rest: at least 1D4+1 minutes spent not participating in combat or any kind of strenuous activity.

Being restored to normal: Any Soulmancer can restore the heart via a new Heart String ritual, provided he has the heart to be replaced (and the right one; installing the wrong heart inflicts 1D4x10 damage per melee round until the recipient dies or the wrong one is quickly removed and the correct one inserted). The Soulmancer who performed the ritual in the first place can replace the heart at any time without having to perform a new ritual. Once the heart is put back in place, the victim is immediately and completely restored to full strength and Hit Points/M.D.C.

Inflicting Damage to the Heart: While the heart is removed, reduce the victim's Hit Points (or M.D.C. if a Mega-Damage mortal) by 5% for every one M.D. point inflicted upon the heart. Neither the body of the victim nor the removed heart recover from that loss until the heart is put back into his chest. Damaging the heart may be done to remind the victim that someone else holds his life in their hands and to motivate him to fulfill his mission faster — or die.

Destroying the Heart: Destroying the heart inflicts the fatigue penalties on a permanent basis, the character fatigues at only 10% of the normal rate, and he will DIE with his heart destroyed in a very short time. He has 8 hours of life left for every P.E. attribute point. There is no recovery from this and the Restoration or Resurrection spell will only work if the remnants (even if a few tiny pieces) of the destroyed heart are recovered; the power of the Heart Strings ritual imposes this restriction.



Rip Soul

Range: Touch.

Duration: On a failed saving throw, the soul is ripped from the body and held captive for one melee round per level of the spell caster. If the soul is not contained in the appropriate "vessel," such as a Soul Crystal, or consumed immediately in a spell or ritual, it automatically returns to the body from which it was ripped out of at the end of the duration.

Saving Throw: Standard save vs Soul Drink of 14 or higher. If cast as a ritual, the saving throw is 16. A successful save means the intended victim holds on to his life essence, takes no damage and cannot be affected by another Soul Rip spell for a full 24 hours. He'll also realize that he has just survived having his life essence taken from him and is not likely to feel kindly about it.
P.P.E.: Three hundred as a spell, or 750 as a ritual.

This is the spell used to capture and remove the soul/life force from a living, sentient being. Once cast, the mage can rip one soul from a living being in a similar manner as the "Soul Drinking" ability of some of the most powerful Rune Weapons. First, blood must be drawn from the intended target and the spell caster must possess a few small drops from his intended victim in hand. After that, the spell caster must be touching his intended victim to remove his life essence/soul. With his life essence removed, the physical body drops to the ground and lapses into a coma. The body from which the life essence has been removed is left in a coma state and will slowly waste away without medical life support. The body will not recover unless the soul is returned to it.

Soul Rip is a temporary measure. The evil mage must work some other sort of magic to place the captured soul into a Soul Crystal or other appropriate container for a soul, or transform or consume it as P.P.E. or I.S.P. energy before the duration ends. If that has not been accomplished by the end of the spell's duration, the life essence returns to the body from which it was taken and the character immediately opens his eyes and jumps up. Moreover, if a person has survived Soul Rip, he cannot have his life essence seized by this spell again for a full 24 hours.

Suspend Soul (Ritual)

Range: Touch.

Duration: Indefinite.

Saving Throw: None.

P.P.E.: One hundred fifty

This spell preserves a life essence indefinitely after it has been removed from a living, sentient being. Suspend Soul transfers a captured life essence ripped from its physical body into a temporary or permanent *containment vessel*. It can also be used to transfer the life essence from one suitable vessel (like a Soul Crystal) to another for use at a later time. This spell is an essential mechanism in the creation of many dark magic items, including demonic weapons, Rune weapons, Splugorth Bio-Wizard items and other powerful magic items powered by life energy.

At the conclusion of the ritual, the Soulmaster is able to store the soul within a *Soul Crystal/Soul Gem* or similar medium for an indefinite period of time. It is important to note that items such as a Soul Crystal are designed to hold, carry and transfer stolen life essences. Rune weapons, Bio-Wizard devices and most other magical weapons are *permanent vessels* and once a life essence has been placed inside of it, it cannot be removed with this spell or any other. That said, Suspend Soul can be used to collect and transfer, or simply release, the life essences trapped inside any Deevil or demonic weapon or war machine that "consumes" souls as its energy source/fuel. A freed soul will automatically seek out its physical body. If the body can be found, the character awakens from his coma. If the body is dead, the life essence fades from this existence and moves on to the next. As usual, the body from which the life essence has been removed is left in a

comatose state and will slowly waste away without medical life support. The body will not recover unless the soul is returned to it. The mind is not present in the body; it remains with the life essence.

Level Twelve

Soul Body (Ritual)

Range: Touch.

Duration: Instant and lasts five decades.

Limitation: Can only be performed on the same individual once every 50 years. Should the recipient live to reach those 50 years, the ability boost he had received in the past vanishes just prior to that anniversary.

Saving Throw: None (see below).

P.P.E.: 275 plus one soul. Ritual only.

To perform this ritual, the life essence to be consumed needs to have already been removed from the physical body and placed inside a Soul Crystal. As a result, the captured life essence has NO saving throw. This terrible spell drains the captured life essence from a sentient being, consuming it to magically empower another being. A Soulmaster can manipulate the energy of the life essence to enhance and improve one physical attribute of another being to make him more powerful, or to restore a crippled or aged individual.

At the end of the ritual, the recipient's body feels rejuvenated. Any crippling disease or infirmity is reversed (may return in years to come as it would in its natural progression, but is, in effect, set back to zero), the recipient looks and feels 1D6+8 years younger, and any one physical attribute of choice can be boosted as indicated below. How much that attribute can be boosted depends on the nature of the life essence.

Mortal (Human or D-Bee) of Evil Alignment: One point.

Mortal (Human or D-Bee) of Good Alignment: Two points.

Faerie Folk of any Alignment: Two points.

Powerful Creature of Magic of Good Alignment: Four points (this includes Dragons, Sphinxes, Elementals, and similar).

Powerful Creature of Magic of Selfish or Evil Alignment: Three points.

Sub-Demon, Host or Lesser Supernatural Being: Two points (includes Demigods).

Greater Supernatural Being of Any Alignment: Four points (includes Godlings).

Deific Level Being of Any Alignment: Ten points.

Note: Undead and avatars of a deity cannot be used by this ritual. In all cases, the soul is consumed in the process and gone forever.

Soul Mind (Ritual)

Range: Touch.

Duration: Instant and lasts five decades.

Limitation: Can only be performed on the same individual once every 50 years. Should the recipient live to reach those 50 years, the ability boost he had received in the past vanishes just prior to that anniversary.

Saving Throw: None (see below).

P.P.E.: Two hundred seventy-five plus one soul. Ritual only.

Same as *Soul Body*, above, except in this case the Soulancer manipulates the energy of the life essence to enhance and improve one *mental attribute* of another being to make him more powerful or to restore an injured or aged mind/brain. At the end of the ritual, the recipient's thoughts seem sharp and clear. Any mental illness/insanities remain, but the mind is otherwise rejuvenated. Any dementia or brain disease is reversed (may return in years to come as it would in its natural progression, but is, in effect, set back to zero), the recipient feels alert and sharp (+1 to Perception Rolls), and any one mental attribute of choice can be boosted as indicated below. How much that attribute can be boosted depends on the nature of the life essence.

Mortal (Human or D-Bee) of Evil Alignment: One point.

Mortal (Human or D-Bee) of Good Alignment: Two points.

Faerie Folk of any Alignment: Two points.

Powerful Creature of Magic of Good Alignment: Four points (this includes Dragons, Sphinxes, Elementals, and similar).

Powerful Creature of Magic of Selfish or Evil Alignment: Three points.

Sub-Demon, Host or Lesser Supernatural Being: Two points (includes Demigods).

Greater Supernatural Being of Any Alignment: Four points (includes Godlings).

Deific Level Being of Any Alignment: Ten points.

Note: Undead and avatars of a deity cannot be used by this ritual. In all cases, the soul is consumed in the process and gone forever.

Soultwist

Range: 100 feet (30.5 m); line of sight or touch.

Damage: 6D6 M.D. or Hit Points, as is appropriate.

Duration: Doubt and temptation for a minimum of 3D4 weeks; physical damage is instant.

Saving Throw: -6 to save. A successful save means no physical damage and only minor doubt and temptation, reevaluation.

P.P.E.: One hundred seventy

Soultwist is a spell that attacks the target's *life force and inner spirit*, as well as the physical body. Due to its insidious nature, the physical aspect of this attack does M.D. to Mega-Damage creatures or damage direct to Hit Points for mortal S.D.C. beings. This damage cannot be healed by normal means and can only be restored by a priest, god or supernatural servant/minion of a god (must be of the appropriate faith or ethics, good or evil as is appropriate).

More significant is the damage done to the character's spirit. Suddenly, the victim of the Soultwist *doubts* himself, his goals, life and god(s). He is racked with uncertainty about his views on life and the morals, ethics, beliefs and alignment that once governed his actions and motives. This character suddenly sees (not necessarily accepts) the opposite views. Thus, a character of good alignment will recognize and consider evil and spiteful actions. A noble, honest character will consider lies and cheating. A religious character will have doubts about his god and the people who serve him, and so on. On the other hand, an evil character will suddenly find a conscience and compassion. He may hesitate at murder and treachery, and find himself open to acts of goodness and kindness.

Whether or not these self-doubts and reevaluation of character have any lasting effect on the character (i.e. change of alignment,

rejecting a god or king and taking up a new one, etc.) is left entirely to the *player* of that character.

Player Note: This can be a wonderful opportunity for role-playing, have fun with it. Please use common sense in playing this "twisted (and tormented) soul." Remember, a Principled character is not going to become a mad-dog killer overnight, if he changes at all. Temptation, doubt, recriminating thoughts and new emotions are one thing, *acting* on them is quite another. Furthermore, any good character who suddenly does evil is not going to wake up one day and say, "Oops, I shouldn't have done those bad things. I'm sorry and won't do 'em any more. I'm good again." No way! This magic does not force the character into any action or change, it only makes him doubt his old ethics and *consider* alternatives. The character can fight these ideas or not. If he gives in to them during a moment of weakness, his alignment will change appropriately (this aspect may be suggested, determined and or enforced by the G.M. as is appropriate; G.M.s, be fair and objective). The character may repent and strive to return to his old ways, but it will be a difficult task that will take months, perhaps years, of conviction and effort to achieve.

Likewise, evil or selfish characters will not become saints overnight. Additionally, while such characters may be *momentarily* touched by friendship, conscience and/or compassion, old ways die hard, and such benevolence or goodness may be nothing more than a moment of weakness or confusion. Or not. It is up to the player.

Supernatural Soul (ritual)

Range: Self or other by touch and ritual.

Duration: One week. Indefinite if a life essence is continued to be consumed every three days.

Saving Throw: Standard for those who choose to resist.

P.P.E.: Two hundred twenty plus one soul.

This ritual is reminiscent of the Soul Body and Soul Mind, but it actually endows the recipient with a range of Supernatural abilities. However, said abilities are fleeting – the caster requires the life essence of a Lesser or Greater Demon to be able to use the power of a soul to endow himself or one mortal with "the power" of a supernatural creature. This transforms the recipient of the Supernatural Soul into a Mega-Damage being. Add 1D6 to P.S. and Spd attributes, P.S. and P.E. attributes become Supernatural, total M.D.C. is 100 plus the recipient's combined number of Hit Points and S.D.C. (If already an M.D.C. being, add 200 M.D.C. to his natural M.D.C. number.) In addition, the character is resistant to fire (half damage), has Nightvision 100 feet (30.5 m), can see the invisible, magically understands and speaks all languages, Bio-Regenerates at a rate of 1D4 M.D.C. per melee round and gets the following bonuses: +1 on Perception Rolls and +1 attack per melee round.

For the duration of this enchantment, a nimbus of black energy is seen around the recipient's aura whenever it is observed, and it also appears around him for all to see whenever he becomes angry or engages in combat. When the black energy is visible, the mortal has a Horror Factor of 13 (+1 if he already had a Horror Factor).

The enchantment lasts one week, but as is so often the case with the corrupting influence of Soulmagic and Demon Magic, the recipient may not want to relinquish his newfound power. He somehow knows he can keep his supernatural abilities indefi-



nately by becoming a *life energy vampire*. This is done by killing other sentient beings (animals do not work) and feeding on their blood while they die. While the taste of fresh, warm blood becomes an addictive nectar, it is the P.P.E. life energy, doubled at the moment of death, that sustains the individual. The character must feed every three days, but most who go this route feed every two days, just in case. Those who enjoy killing may try to feed every day. The extra life energy/P.P.E. consumed by feeding more frequently provides no additional benefit. The *choice* to keep the power by becoming a life energy vampire changes the character's alignment to *Miscreant evil*. **Note:** This is the only way to keep this power. Permanency magic will not work.

Level Thirteen

Blood Pool (Ritual)

Range: Touch.

Duration: Two weeks per level of the caster, but the duration can be extended by an additional two weeks if a new sacrifice is performed and the blood drained into the pool.

Saving Throw: Not applicable.

P.P.E.: Four hundred plus one soul.

A Blood Pool is a versatile tool used by Soulmanagers in many rituals. This makes it a common sight in the abode of any Soulmanager and Hell Lord. First, the Soulmanager needs some kind of large basin or reservoir, roughly the size of a small swimming pool. The pool has many symbols carved into it. Most are ornamental, indicating which Demon Lord the Soulmanager is associated with, while others are mystic symbols that help preserve and control the power within the pool. A Blood Pool takes a two hour ritual to create and at least eight victims must be killed for their blood. At the end, when the pool is filled, one captured soul is needed to complete the ritual. The pools will vary in size depending on the availability of fresh blood sacrifices, and the temperament of the Soulmanager or his demonic master. Most are large enough to hold at least one large demon. At the completion of the ritual, the Blood Pool will remain powered up for two weeks per level of the caster, however it can be extended by an additional

two weeks for each additional victim that is sacrificed in the pool equal to the Soulmanager's level of experience. To extend it further, the creation ritual needs to be repeated before the end of the pool's last day of power.

Blood pools can do any of the following, but many tend to be dedicated to a single function.

Healing: Anyone who submerges themselves in the pool (like taking a bath) will be healed of 1D6 S.D.C./Hit Points or 1D4 M.D.C. per minute. Those who heal themselves often using a Blood Pool (like Soulmanagers) find that they have more pronounced scars that become blood red.

Ammunition for Blood Weapons: For those who use Blood Weapons, these pools can be used to fill blood tanks and replenish ammunition. Large pools offer hundreds of reloads, while small ones may only hold a few dozen. The blood pool keeps the blood "fresh" and it will not dry out or evaporate.

Communication: In any war, communications is vital. By touching the right combination of glyphs and uttering the name of the individual you wish to communicate with at another Blood Pool, two-way (or multiple) communications can be established. It is also possible to communicate with those in another dimension via Blood Pools, however that either requires a blood sacrifice (25 P.P.E. is needed) or an infusion of 25 P.P.E. by other means (channeling it like a P.P.E. expenditure to cast a spell works fine).

Preservation: Depending on the size of the pool, numerous dead bodies can be placed in it to preserve them. In fact, any body part placed into a Blood Pool is kept perfectly preserved until needed or for the duration of the pool's magic.

Store Souls: For the duration of the Blood Pool, two life essences per level of the Soulmanager who created it can be stored inside. It is pretty obvious when a soul is stored in the pool as the faces of the victims can often be seen in the blood, like looking into a bloody mirror.

Use in Soulmanager Creation Spells: Some spells and rituals require the use of the pool as some sort of liquid medium. Such magic will indicate when a Blood Pool is needed.

Blood Rift

Range: Limited to one dimension.

Duration: The portal remains active for one hour per level of the spell caster. It can be reactivated by slashing oneself for 1D6 S.D.C. damage. The pool of blood will last for one day per level of the spell caster before it dries up.

Saving Throw: Not applicable, although a Close Rift spell will dry up the Blood Rift, cancelling the spell.

P.P.E.: Three hundred fifty plus the blood of four people must be spilled into a shallow pit or grave. The P.P.E. and life essence of the four who are sacrificed are consumed as part of the ritual.

A Blood Rift can be used to move between dimensions, but it requires the blood of innocents in order to do so. The ritual involves digging a shallow pit (it only has to be a few inches deep) and carving the ground (some demons just use their claws) with various grooves and glyphs. Once completed, the sacrifice of four sentient beings is needed to fill the pit with fresh blood. At the completion of the ritual, depending on the size of the pit, demons (or people) can crawl down into it and emerge in another dimension. It is a disgusting and grisly spell that covers the person(s) who goes through the blood portal from head to toe in blood. The pit is shallow, probably only a few inches, and going through it requires 1D4 melee rounds of swimming through what seems like a quagmire to get to the other side. The Blood Rift can only travel to the destination scrolled into the pit. Another Blood Pit magically appears at the other end to function as a two-way portal. As is common with many dimensional spells, the maker of the Blood Rift pool must have visited the dimension in question in the past in order to link to it and return.

Flesh Golem (Ritual)

Range: Touch.

Duration: One month per level of the spell caster unless a Permanency spell is used and then it will exist until it is destroyed.

Saving Throw: None.

P.P.E.: Four hundred

The ritual is similar to Create Golem in that it creates an automaton to serve its maker. However, because the creature is crafted from a flesh-and-blood body (typically a corpse or a collection of body parts), it still continues to decay unless a Permanency spell is used. Some Soulmanagers store them in Blood Pools until needed.

There are some advantages to a Flesh Golem. First, they are easier to create than a typical Golem. All that is needed is a cadaver or body parts equivalent to a whole body. Second, a Soul Crystal is necessary and must be placed somewhere inside the body. A Flesh Golem rises 24 hours after the ritual is completed. Likewise, if a Flesh Golem is seemingly slain or even completely destroyed, it regenerates 24 hours later. The only way to truly kill the Flesh Golem is to destroy the Soul Crystal hidden somewhere inside the monster's body.

Soulmanagers often try to crank out a small, temporary army of Flesh Golems to lay siege and conquer an enemy. When quality over quantity is needed, the Soulmanager can customize the Flesh Golem by using the spells Soul Body or Soul Mind to enhance the Flesh Golem's attributes. Most Soulmanagers only increase the physical attributes because to increase the mental ones risks mak-

ing the Flesh Golem sentient and no longer under the caster's control.

A Flesh Golem can be customized with additional body parts (more arms, a tail, wings, etc.) to make a Frankenstein-like monster. Add wings and a permanent Fly as the Eagle spell and the Flesh Golem can fly, or Superhuman Speed could be added, making the Flesh Golem unnaturally fast, and so on. Of course, the Soulmanager must have the appropriate spells and cast them during the creation process. The final spell of Permanency is needed to bind all the spells together for any enhancements beyond the norm. Below are the basic stats of a Flesh Golem that has not been customized.



Flesh Golem:

Alignment: Effectively Anarchist.

Horror Factor: 14

Attributes: I.Q. 7, M.E. 6, M.A. 4, P.S. 20 (Supernatural), P.P. 10, P.E. 18 (Supernatural), P.B. 1D6, Spd 10.

Height & Weight: Varies.

Base M.D.C.: 3D6x10.

Special Abilities: Impervious to many psychic and magic attacks. Impervious to bio-manipulation and any mental attacks. Impervious to normal fire and cold (magic and M.D. fire and cold inflict half damage).

Does not breathe air or need nourishment, thus impervious to gas attacks, disease and can survive underwater at any depth. Also impervious to possession and Horror Factor.

Can be modified during the creation process to have enhanced P.P., P.S. and Speed via other spells. Other body parts can be added to create a Frankenstein-like creature. An extra pair of arms or tentacles will add one attack. A centaur-like lower body will increase speed to 80.

Mega-Damage hide can be sewn on to increase the toughness of the Flesh Golem. It is typically added in increments of 50 M.D.C. with a maximum of 500 M.D.C. **Note:** Can wear Mega-Damage body armor if the body is not too large or unusually shaped.

Attacks per melee: Four; damage as per Supernatural P.S. (1D6 M.D. punch or 2D6 from kick, or by weapon). No bonus to parry or dodge or on initiative, unless augmented by other spells.

Level Fourteen

Death by 1,000 Cuts (Ritual)

Range: 1,000 miles (1,600 km) per level of experience, or if done on a Demon Planet, two light years per level of the spell caster.

Duration: The ritual takes six hours.

Damage: Special, see below.

Saving Throw: Save vs ritual magic of 16 or higher.

P.P.E.: Five hundred plus ritual mutilation.

This spell is agonizing for the spell caster to perform. It is a grueling six hour ritual.

During the first three hours, a demon (or Deevil) must be bound and bled (but not killed). A pentagram inside a circle is drawn with the blood around the bleeding demon and the intended victim's name is spelled out with the blood as well. An effigy is created from rags or rags and straw in the image of the victim. The effigy must have a bit of hair, skin, fingernail clippings, or blood from the intended victim attached to it, or a personal item like a piece of jewelry or article of clothing bound. If such items are not available, a photo of the intended victim can be pinned to the effigy with a knife stabbed in the throat or heart, however if that is the case, damage is 30% less. At this point the demon can be released, though many like to stay and watch the next step.

The last three hours involve self-mutilation by the spell caster as he cuts himself repeatedly all over of his body with a blade or the use of a lash. Each cut or slicing bite of the lash cuts the skin and does one point of damage. The magic circle keeps the spell caster alive, but he feels the pain of every cut. The more he cuts himself, the more damage he inflicts upon his intended target. He does this while standing over the effigy, his blood dripping on it until it is covered/soaked in it. One thousand cuts is recommended and most mortals cannot survive more than that, but most stop at half that (which is the minimum for this ritual to work). However, if the mage is out to destroy a powerful enemy with a great amount of Hit Points or M.D.C., he'll max out at 1,000.

Here's how the magic works: Every cut the spell caster makes on himself is transferred to, and appears on, his victim. Each cut does one point of Hit Point damage to mortals (S.D.C. beings), or one M.D. point to Mega-Damage beings, including supernatural beings and creatures of magic. At the end of the ritual, the spell caster plunges his blade or jabs the lash into the

effigy to deliver the killing blow. At that moment, wherever the target individual is located, he is bombarded by the pain and fury of 1,000 (or whatever number of) cuts all at once.

Saving Throw: The intended victim gets to save vs Ritual Magic, but in this case, needs a 17 or higher to save.

A failed roll to save means the victim takes all that damage at once, out of nowhere, with cuts appearing all over his body within one melee round. There is no defense other than staying inside a Circle of Protection: Superior, or similar Sanctuary magic, but the power of this spell remains in limbo and will strike the victim the second the individual steps out of his magical protection – most beings are killed instantly. If the damage is greater than half of the victim's normal Hit Points or M.D.C., the shock to his system is such that he lapses into a coma – roll to save vs coma and death with a bonus of +15% to save; do not apply any Bio-Regeneration. Failure to save vs coma and death means the victim still dies! Immediate magic healing *may* help the victim, but most will perish. If the spell runs its course and the victim manages to survive, it takes 1D4 days before his wounds begin to heal, even if the victim is a creature of magic or a supernatural being who has Bio-Regeneration.

Under these circumstances, the wounds on the spell caster disappear and he is completely healed. He will also know if the attack succeeded in killing his victim or if he survived. (**Note:** If the attack is delayed, he suffers the penalties below, same as a successful save by the victim, until the attack is delivered.)

A successful save vs ritual magic means the intended victim is struck by a wave of pain so powerful that it staggers him, and he loses half his Hit Points (or M.D.C.) in that instant, but a moment later, the pain is gone, there are no visible cuts or damage and he can heal as normal (or via magic or psionics). He is not likely to know what has just happened, as this magic ritual is extremely rare, but he will know he was just attacked by some magical means.

The spell caster loses all but 1D6 of his own Hit Points and S.D.C. (or M.D.C. if a Mega-Damage being). He survives and will recover, but is disfigured for life. Regardless of any magic healing he may apply, the character is permanently scarred; reduce P.B. and M.E. attributes by four points and S.D.C. by 20%. Also roll on the *Random Insanity Table* in the core rule book.

Soul Resurrection

Range: Touch or within 10 feet (3 m); line of sight required.

Duration: The ritual takes 1D4 hours.

Saving Throw: None.

P.P.E.: One hundred seventy-five plus one soul.

The Soulmaner is able to give life to the recently deceased (must be within 48 hours) if another life essence is available. Essentially, it is a life-for-a-life kind of trade. The spell caster can kill one person to perform a resurrection of someone already dead by restoring the deceased with the stolen "life energy." There is no guarantee of success, however. Success Rate: 66% +2% per level of the caster. The life essence used in the ritual can be from a Soul Crystal or Blood Pool or from a living sentient being slain during the spell casting. Whatever the case, the life essence sacrificed is consumed and is gone forever.

Level Fifteen

Create Blood Pillar (Ritual)

Range: Touch.

Duration: Permanent; until destroyed.

Saving Throw: None.

P.P.E.: 1,000 and 2 Souls.

Blood Pillars are large stone pillars that stand between 10 and 20 feet (3 to 6 m) tall. Blood Pillars can be constructed from a variety of different types of stone, but each pillar of a specific construct, such as a Hell Pit, must *all* be of the same material; i.e. all white marble, granite, obsidian, etc. Numerous glyphs and mystic symbols are carved into each pillar from top to bottom. The most elaborate pillars feature pictographs that depict the Demon or Deevil Lord to whom the pillars are dedicated, and usually show the monster's demonic legions and the history of the pillar's creation, including battles fought and the blood sacrifices used to christen the site where the pillars are erected.

The **primary function of the Blood Pillars** is to capture and hold massive amounts of P.P.E. energy, like giant magic batteries. Soulmanagers, Demon High Priests, Witches and other servants of evil, then use the pillars in their rituals and spell casting efforts. Anyone can use a Blood Pillar, however in order to access the P.P.E. the user's own blood is needed. This requires all participants to cut themselves (doing a minimum of 1D6 S.D.C. damage) and smear their blood onto one of the pillars while chanting the name of their leader, dark god or person who represents their interests. That leader must also smear his or her blood upon the stone. This allows that one individual, be it demon, dragon or mortal, to access the P.P.E. stored in the pillar(s) and, if necessary, half of the P.P.E. of each participant, to work his magic.

Technically, any spell caster can access the P.P.E. this way, provided he is willing to do so. Here's the wrinkle: the pillar drinks the blood – absorbing it into the stone – and makes each person known to the “Dark One” to whom the pillar(s) is dedicated. Each person whose blood feeds the stone is forever recognized by the Dark One and its lieutenants by the scent of their sweat and the taste of their blood. That means anyone who calls upon the power of a Blood Pillar is beholden to the Dark One, is considered to be a follower/demon or Deevil worshiper, and may be expected to do the Dark One a favor in the future. **Note:** The blood of the person/leader drawing upon the P.P.E. is absolutely necessary and without it, the P.P.E. in the pillar cannot be drawn upon.

Each Blood Pillar can store up to 1,000 P.P.E. If the Blood Pillar is on a Ley Line it can recharge at a rate of 10 P.P.E. per hour and 20 if on a Nexus. Otherwise, the pillar must have P.P.E. pumped into it either via a blood sacrifice, ritual in which each participant in the ritual allows half his P.P.E. to be absorbed and stored by the Pillar (contributors recover P.P.E. as normal), or by manually pumping one's own P.P.E. into it.

Blood Pillars are large (8-16 feet/2.4 to 4.9 m), weigh 20-80 tons, and are not meant to be mobile. Each possesses 1,000 M.D.C. and “heals” from damage at a rate of 100 M.D.C. every 24 hours (12 hours when on a ley line nexus). Reducing a Blood Pillar's M.D.C. to zero turns it to dust and a moment later, the dust turns to blood that seeps into the ground, staining the earth for 1D4 years.

Curse: Eternal Torment

Range: Touch. The life essence must be trapped in some medium such as a Soul Crystal, or the curse can be placed on a living person.

Duration: Permanent as a ritual. 10 hours per level of the Soulmanager when cast as a spell.

Saving Throw: Standard, 16 for ritual, 13 for a spell. A successful save means a spell (or attack from a Blood Warrior) has no effect. A successful save from the ritual inflicts one of the torments listed below upon the intended victim, but it lasts only 1D4 minutes before the character snaps out of it and is fine.

P.P.E.: Eight hundred as a ritual, 100 as a spell.

A Soulmanager can place the Curse of Eternal Torment on a person or a spirit, including Astral Beings and Entities. The permanent version can only be done via a ritual, effectively limiting who can be affected by this spell, i.e. someone held and subjected to the ritual.

The mage is able to make the victim believe he is suffering terribly. This can take the form of any of the traumatic things that follow. Roll percentile dice for random determination or the G.M. may pick the one the Soulmanager NPC desires to inflict.

01-17% Tortured Dreams. The cursed individual suffers a recurring nightmare of a horrible and painful or terrifying event: a friend or loved one being beaten, tortured, eaten alive or slain; himself suffering that fate in excruciating vividness, or something else equally terrible. The dream occurs within 1D6x10 minutes every time he falls a sleep. That includes after he has had the nightmare, wakes up and goes back to sleep. This means the victim hates or fears sleep and probably tries to avoid it, and is constantly tired and sleep deprived. Penalties: -3 on Perception Rolls, -3 on initiative, -15% on the performance of all skills, -1D4 to P.E. attribute, reduce Spd by 10% and the character fatigues in half the time he should for his P.E.

18-34% Terrible Disfigurement. Another common “Eternal Torment” is the victim believing he has been terribly disfigured on the level of Quasimoto or Frankenstein or Freddy Krueger. He thinks his P.B. is only 1D6. Though to others he looks perfectly fine, whenever he sees his reflection, he truly sees a misshapen or deformed monster. Worse, he behaves and dresses in response to his disfigurement, which means he may cover his face and/or body, try to avoid contact with other people and behave as if he is hideous in appearance. (“Please, don't be afraid.”) This often means the character doesn't care about maintaining any aspect of his appearance, and is likely to wear concealing clothes, lets the clothing get filthy and torn, doesn't care about fashion or style, wears a hood or mask, and so on. This false perception also affects his M.A. (reduce by half) and his M.E. (-1D4). Over time, the cursed soul may shun people and become a hermit or incredibly shy and secretive.

35-50% Crippled with a Dead Limb. Another manifestation of Eternal Torment is the victim believing he suffers from a serious physical impairment such as a dead arm or dead leg. In the case of a **dead arm**, he believes the limb is completely useless. It has no feeling and just dangles. Penalties: -2 attacks per melee round, all combat rolls are -2, skill performance requiring hands and balance are -20%, -1 to M.A. and -1D4 to P.P. and P.B. because the victim believes his impediment is obvious to all and unattractive or something to be ashamed of.

In the case of a **dead leg**, he believes the limb is completely useless. It has no feeling and he walks with a severe limp. Penalties: -1 attack per melee round, no bonus to dodge, no automatic dodge is possible, all combat rolls are -1, skill performance requiring legs and balance are -40%, -1 to M.A. and -1D4 to the P.P. attribute, and reduce Spd by half! The victim believes his impediment is real and obvious to all.

Victims of a dead limb *may* consider having it *removed* and replaced with a prosthetic or bionic limb! However, for some reason (he is cursed), the prosthetic or bionic limb never seems to work properly and all the penalties above are only reduced by half (round up so a 1 remains -1). He continues to be impaired and tortured by his condition.

51-66% Crippling Illness. The victim believes he suffers from a chronic, magical, supernatural, or alien illness that cannot be properly diagnosed or cured by known science. As a result, the victim suffers from constant pain. Pick a location. Maybe it is the legs, arms, or back, or the whole body, or headaches. This results in constant discomfort, sudden shooting pain, poor sleep and impaired movement and concentration. Penalties: -1 attack per melee round, -1D6 on Perception Rolls and initiative, -10% on the performance of all skills, -1 to M.A. attribute, -1D4 to P.E. and reduce Spd by 20%.

Worse, this victim develops one of the following phobias and obsessions:

01-25% Phobia: Germs. Obsession: Avoiding germs. However, he is also a hypochondriac and believes he catches every germ/bug said to be going around. When that happens, he suffers from those symptoms at half the level of the genuine disease for 2D4 days before it passes or he catches something new. This is true even if the disease is lethal. When he doesn't die and catches something new, he decides he either lucked out or didn't have the disease he thought it was, but he's almost always frightened and suffering from some malady.

26-50% Phobia: Germs. Obsession: Cleanliness and cleaning. Hates dirt, mold and decay, fears germs and infection, probably wears a surgical mask, gas mask or armor with environmental capabilities, and is often washing his hands and cleaning his clothes, armor, vehicle, etc.

51-75% Phobia: Blood and Slime. Obsession: Avoiding them both and stopping anyone or anything who threatens him with being exposed to them.

76-00% Phobia: Soulmanagers. Obsession: Avoiding them and their rituals, and if he can't avoid them, killing the sorcerer before he can use him in a ritual or cast magic upon him!

67-83% Tormented by Mental Illness. The cursed individual believes he suffers from a few mental illnesses, and has all the corresponding symptoms, conditions and behavior. Roll once on each of the following Insanity Tables starting on page 333 of **Rifts® Ultimate Edition:** Neurosis Table, Random Phobia Table, and Random Obsession Table.

84-00% Doombringer. The tormented soul believes he is doomed to suffer a truly horrible, slow and painful demise. He also suffers from bad luck and sees omens of impending danger, disease, suffering, death and doom daily. He may even have "prophetic" dreams that foretell of impending suffering and doom. Half the time the omens and signs are correct! Worse, he believes that suffering and disaster follows him, so he blames himself when there is a natural disaster, fire, sickness, drought, murder, or incident that brings sorrow, suffering and doom to those around

him. As a result, this individual may drink heavily or abuse substances, be moody and sullen, or live as if every day could be his last. In the latter case, he may seem cheerful and positive, but he is racked with anxiety, stressed to the max waiting for the next disaster or threat to befall him or those around him, worried all the time, suspicious of others, and tormented. If a good alignment, he is especially tortured about the trouble he brings to others. Penalties: -1 attack per melee round, -1D4 on Perception Rolls, -1 to parry and dodge, -2 to save vs magic and illusions, -5% on the performance of all skills (make that -30% when drunk or on drugs), -1 to M.A. and M.E. attributes.

Note: Tormented souls can never find lasting relief and deal with frequent daily or constant suffering.

Permanency (Ritual)

Range: Touch or 5 feet (1.5 m); line of sight required.

Duration: Permanent.

Saving Throw: Standard for ritual magic if applicable.

P.P.E.: 100, plus the P.P.E. of the spell (or spells) to be made permanent, plus one life essence per 25 P.P.E.! That means a minimum of five life essences.

Many mages have sought a means to make certain spells permanent. Such power could be used to build an army of monsters, create a city, or even turn oneself into a demigod! Soulmanagers have found a way by using life essences as a key component in the ritual. The cost is high and this ritual is not something that is done without careful preparation.

Typically, spells that are instant cannot be used. Spells with a duration can be made permanent and are active constantly.

Negate Magic, if successful, can deactivate permanent spells for 1D4 melee rounds. More powerful spells like Anti-Magic Cloud will deactivate the spells if they fail to save for the duration of that spell. Use the spell caster's saving throws if the spells are built into an item, or use the saving throw of the individual if they are made permanent on a living subject.

Transfer Soul (Ritual)

Range: Touch or within one yard (one meter).

Duration: 48 hours plus 24 hours per each additional 100 P.P.E. expended during the ritual. Can be made permanent via the Permanency ritual, but that is a rarity and both people must be present.

Saving Throw: Standard for ritual; 16 or higher.

P.P.E.: Seven hundred fifty

The Soulmanager or demon is able to transfer the life essence from one individual to another via a long and complicated ritual. This can be done for several reasons, but as a rule, the Soulmanager's body tends to become ravaged with the bloodletting and stress of various spells and rituals. Even making themselves youthful does not repair scars or damage like lost limbs or permanent injuries. In other instances, the ritual can be used to create spies by placing the life essence of a Soulmanager's henchman, or his master's minion, into the body of his enemy or stranger.

This is essentially a body swap in which the life essence of a mortal can be swapped with that of another mortal or lesser supernatural being. If there is a negative aspect, it is that the two souls that are being swapped inherit a body they may find repugnant. Demons find the mortal shell to be puny and horribly limit-

ing, while mortals are likely to find the body of a demon or D-Bee alien, frightening and ugly, even if it does possess great power. When switched, the entire personality, skills, experience and personality of the soul goes with it, only the appearance is different. Thus people who know the person well may notice obviously different character traits even though the body may look and sound completely right. Few will assume a body swap has taken place, but they may suspect the person who is not acting himself is on drugs, experiencing a nervous breakdown, and similar.

Since it is the mind and spirit that have been swapped, a supernatural spirit inside of a mortal body registers as a normal mortal, not a demon or monster. The real challenge is disguising one's true nature in the other body long enough to fulfill whatever mission it has been sent to accomplish. Infiltration and murder, kidnapping and theft are the easiest if done quickly upon successful infiltration. After all, the souls will be switched when the ritual's duration ends and the innocent person, now returned to his body, will face the punishment for the crime.

Most victims and willing accomplices do not realize that the souls are also switched back when one or the other body is killed. At the moment of death, the one soul is sent back to its rightful body, and the other fades away as it moves on to a new existence. If made permanent, there is no reversal. That person dies and the other continues to live inside the other's body.

Soul Weapon (Ritual)

Range: Touch or within one yard (one meter); line of sight required.

Duration: Ten years per level of experience (triple duration if performed on a nexus).

Damage: Varies.

Saving Throw: None.

P.P.E.: Five Hundred plus a soul. Typically a living person serves as a donor and they are killed at the conclusion of the ritual.

Many powerful magicks can often trace their origins to less powerful and sometimes less glamorous beginnings. This ritual may have been a predecessor to the now guarded secrets of Rune magic. Like Rune magic, this ritual can enchant weapons with a life essence, making them much more powerful.

A simple, mundane weapon is required for the ritual and it must be "normal" – has no enchantments already on it of any kind. The weapon becomes the centerpiece on an altar where the ritual is performed. At the conclusion of the ritual, the weapon must be used to slay a living, sentient being. As the victim dies, the weapon absorbs his life essence and stores that essence inside of it.

All Soul Weapons do 4D6 M.D. or add an additional 1D6 to damage, whichever is higher. The weapon is also lightweight and balanced. Furthermore, the weapon immediately bonds with the first person (mortal or supernatural being) who places a drop of blood on the weapon. The weapon immediately takes on the alignment of that person, however, it does not have an independent personality or intelligence like a Rune weapon and cannot communicate with its owner.

Up to four other spell invocations (not Soulmanancy or Necromancy spells) can be placed into the Soul Weapon as part of the ritual. Each spell can be used up to three times per 24 hour period. Spells placed into the weapon cannot exceed level 7 and are usually offensive or defensive in nature.



While this is close to being a Rune weapon, it is not one. Far from it. The weapon is not, for example, indestructible. If it is targeted for destruction, inflicting 600 M.D.C. will shatter it. Nor is its power eternal. Its enchantment stops working, turning it back into an ordinary weapon, after a number of decades. Soul Weapons also have the distinctive essence of supernatural evil and those who are sensitive to such emanations will know what they are immediately upon laying eyes on the weapon. **Note:** Permanency will *not* work on this physical weapon as it is not strong enough to contain such powerful magic. If tried, the weapon explodes, doing 6D6 M.D. to everyone within ten feet (3 m).

Spells of Legend

Create Hell Pit (Ritual)

Range: Limited to one dimension.

Duration: Permanent until destroyed.

Saving Throw: Not applicable.

P.P.E.: Eight thousand, plus the sacrifice of enough people to stain the ground around the sacrificial altar of the Hell Pit. Also requires four Blood Pillars built around the altar. The souls of those sacrificed to activate a Hell Pit are consumed as part of the ritual.

The spell caster is able to create and activate a Hell Pit (describe in detail toward the beginning of this book), a little piece of a hell dimension on another world. One of the powers of the Hell Pit is to open small Rifts (100 P.P.E.) and massive Rifts large enough for thousands of demon troops and their steeds and war machines to go through. This is usually done for the purpose of invasion. The two-way dimensional portal connects to another Hell Pit located in the pits of Hell and to any dimension, world or location that has an existing and active Hell Pit.

Summon Demon Planet

Range: Not applicable.

Duration: Permanent, until destroyed!

Saving Throw: Not applicable.

P.P.E.: Two thousand for the initial contact/communication ritual (may require many attempts), 5,000 to maintain a Communication Rift once contact has been made, and 35,600 for the final summoning.

Truly a Spell of Legend, this spell is only known to exist in an ancient tome called *Cormal, The Destroyer of Worlds*, but in a secret, coded language. Unless you know the code, it appears to be an ordinary book on the legend of Cormal. It is unknown when this tome was written, but its age suggests it dates back to the time of the first Dominator Dynasty. Scholars think that a Demon Planet might have been summoned to fight the Dominators. There is no mention of this in any archives or historical records, however, and it remains speculation.

The decoded text details a series of rituals that must be undertaken to summon Cormal, or another ancient Demon Planet. Each ritual ends with the sacrifice of a dozen living beings. Each ritual has a 01-10% chance of opening a Communication Rift and contacting an avatar of a Demon Planet known as the *Floating Horror*. Each time a ritual is done it adds 10% to the chance of contact, so it can take multiple rituals just to make the initial contact. Once contact has been made, 5,000 P.P.E. is necessary to maintain the Communication Rift for one year. The Demon Planet avatar will give the spell caster(s) a time and place to make the final summoning. The time is typically during some type of galactic event like a planetary solstice, or even a planetary alignment. The place is always a location in a secluded part of space where the Demon Planet will not be noticed, but still near a solar system where it can feed.

Once summoned, the Demon Planet may choose to work with those who summoned it, provided it is given great freedom to do as it pleases and never feels like a lackey – or it may feast on the very people who summoned it, depending on its whims. The vast amount of P.P.E. required to summon this rare and monstrous being usually requires the sacrifice of thousands of people, for only the sacrifice of sentient beings can be used to summon a Demon Planet.

Youthful Soul (Ritual)

Range: Self or by touch.

Duration: Permanent.

Saving Throw: None.

P.P.E.: Eight hundred plus four souls that were ripped away before the victims reached an age of 30 years.

Who needs a fountain of youth when souls can be consumed to perform the same magic? Through a complex ritual that takes six hours and the consumption of four life essences, the spell caster is able to reduce his (or a recipient's) physical age by 5D4 years! The physical body is made younger by 5-20 years, so there are times when it may be required to do this ritual every few years to keep from aging. The advantage is that the body grows younger, so any penalties from old age are eliminated or reduced and the recipient of this magic can live much longer than his normal life span. At the end of the ritual's duration, the person continues to age normally, but another ritual will make him look more youthful

and continuously young for as long as he has the P.P.E. available and the souls to consume. It should be noted that while the body becomes physically younger, Soulancers and Blood Warriors do not increase their P.B. or M.A. as their scars are permanent.

Lord Kreelo

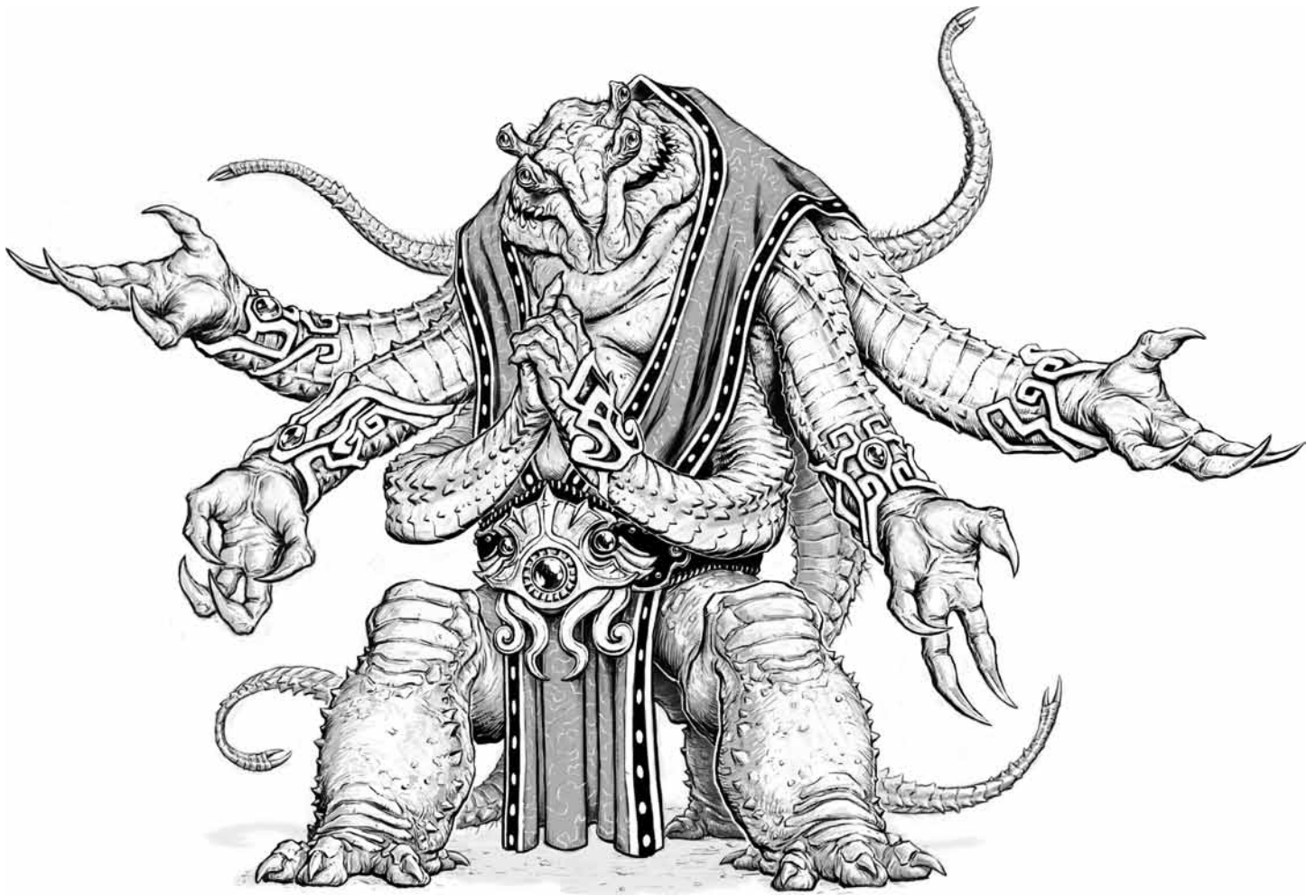
Dimensional Arms Dealer

Lord Kreelo can be best summed up as an opportunistic parasite who is going to milk the Minion War for all it's worth. He is a demon of sorts, but not affiliated with either Hades or Dyval (there are many Hells and breeds of demons). He is clearly some kind of *Chaos Demon* who is out to make a fortune and satisfy his own needs and desires at the same time.

Lord Kreelo is a powerful Soulancer and Necromancer whose power far exceeds those of mortals and most demons or Deevils. He has no aversion to technology and has made numerous breakthroughs combining technology with Soulancy, producing an array of products that appeal to the tastes of his demonic clients. In fact, he has been playing both sides of the Minion War from the get-go. If his double-dealing should be discovered, he will play it off as if the other faction stole the items in question or say something like, "Gentlemen, my apologies, but I do not deal in exclusive contracts. Is not all fair in love and war? Come now, let us drink and laugh about this. I will give you a discount on your next order." Kreelo is making a mint off of the Minion War and, should it ever die down, he will do his best to attempt to further the conflict or keep the flames of war going wherever he can. Just because the Minion War will end some day does not mean all the conflicts it has spawned across the Megaverse will end with it. Some of those conflicts will rage on for generations.

Kreelo's origins are something of a mystery. It is said that a powerful Alien Intelligence summoned him into being simply by uttering his name for all to hear at the *Gateway to the Megaverse*. No one really knows the truth, including Kreelo. Over the millennia, he has tried to discover his origins and it always seems to point back to a small dimension known as *Palladium*. He even tried conquering it ages ago, and was beaten so badly by a group of heroes that, to this day, he fears going back. Instead, he has spent his time wandering the Megaverse causing chaos and increasing his own wealth and powers – as well as gathering followers.

The Coming of the Rifts brought Kreelo to Rifts Earth during the first wave of destruction. At that time he had a small group of supernatural beings as his personal minions, and they reveled in the chaos and carnage engulfing the planet. He might have established a small empire then and there but for the efforts of valiant heroes called NEMA who thwarted his plans. These humans sent Kreelo away from the Chicago ruins where he had set up shop and forced him to flee the area, inadvertently sending him right into the midst of feuding armies of demons and Deevils. Seeing an opportunity, Kreelo hatched his scheme to profit from the warring factions. He was able to gather enough intelligence from prisoners and his own observations to learn that the Minion War had erupted, but that something was amiss. His agents who traveled the Megaverse did not see any signs that the demons or



Deevils were at war. Kreelo, not bound by the limited concept of time mortals are familiar with, eventually surmised that the two armies must have been thrown into the past by a dimensional anomaly. He now knew that the Minion War would definitely unfold at some point, but how far into the past had these armies come? A decade? A century? If Kreelo was going to profit he had to act fast and find himself a small, out of the way dimension where he could set up shop and begin his experiments. It took him hundreds of years, but by the time the Minion War exploded into action across the Megaverse, he had a massive stockpile of weapons for sale.

The question is, why would Kreelo sell to both sides of the conflict? He could easily make a bargain with one side or the other and be guaranteed a high position among their ranks. But respect and even power is just not enough for Lord Kreelo. In order for him to be happy he has to be in the midst of chaos! Like a P.P.E. vampire or a being who feeds on the intense emotions of others, Kreelo is sustained by chaos and disorder; exactly what the Minion War is providing. Unbridled chaos is the sweetest nectar Kreelo could ask for, and he wants that nectar to continue to flow. By playing both sides, he helps keep the war going. When one side starts to get the upper hand, he sells the other side new and better weapons, offers them a steep discount, or provides intelligence that might be of assistance. Kreelo is hooked on the drug that is chaos and he is not willing to let this beautiful conflict end easily. This makes him a dangerous “X” factor in the war.

Kreelo’s natural form is an ugly beast. He has three legs and a round ball of a body, two large mouths on opposite sides,

six arms, four large tentacles, a dozen small tentacles encircling the center of his body, and four eyes on short stalks sprouting out the top of the ball.

True Name: Kreelo Tok-Mal

Alignment: Diabolic.

Attributes: I.Q. 28, M.E. 21, M.A. 24, P.S. 28, P.P. 20, P.E. 26, P.B. 8, Spd 20 running, 120 flying (80 mph/128 km), and 60 (40 mph/64 km) swimming.

Size: Mutable, but in his natural form he is 15 feet, 6 inches (4.7 m) tall, and weighs four tons.

Age: Effectively immortal.

M.D.C.: 2,950. (In S.D.C. settings, Kreelo has 1,050 Hit Points, 1,900 S.D.C. and a Natural A.R. of 14.)

Horror Factor: 15 in his natural form, or the Horror Factor of the being he is impersonating.

P.P.E.: 1,300

Disposition: Greedy, manipulative and condescending, all with the charm of the best used car salesman. Kreelo is a natural instigator and knows exactly what to say and which buttons to push to stir up conflict and inspire treachery.

Natural Abilities: Supernatural Strength and Endurance, night-vision 500 feet (152.4 m) and can see in complete darkness and four directions at once, see the invisible, resistant to magic (reflected in his magic saving throw and even then he only suffers half damage and duration on failed saving throws), can magically speak and read all languages at 80%, dimensional teleport 73%, Bio-Regenerates 3D6 M.D. per melee round, and can take on the form of *any* being that qualifies as a

“demon,” including the demons of Hades, infernals of Dyval, Russian Demons, Daemonix and so on, but he cannot impersonate a specific demon. He just looks like your average Baal-Rog, Deevil Beast or whatever he is impersonating at the time.

Skills of Note: Appraise Goods 89%, Barter 98%, Brewing 84%/89%, Computer Operation 98%, Gemology 84%, Horsemanship: Exotic Animals 89%/79%, Intelligence 82%, Jury Rig 84%, Land Navigation 86%, Literacy: American, Dragonese, and Splugorth 89%, Lore: Demons and Monsters 98%, Lore: Faeries & Creatures of Magic 98%, Lore: Magic 98%, Lore: Psychics & Psionics 98%, Mathematics: Basic 98%, Mathematics: Advanced 98%, Military Fortification 89%, Public Speaking 89%, Radio: Basic 98%, Research 98%, Salvage 98%, Streetwise 90%, Wilderness Survival 89%, and W.P. Blunt (10th level).

Vulnerabilities/Penalties: Fire and cold both do double damage, including magic fire and ice (despite his resistance to magic) as well as M.D. plasma. Ordinary Mega-Damage weapons do full damage and silver weapons do the equivalent in Mega-Damage. Those beings who have highly trained, disciplined minds, such as Cyber-Knights, Ley Line Walkers, Mind Melters, and others, are +1 on all saving throws against Kreeelo because they are the opposite of his chaotic nature. On the other hand, those who are chaotic, such as Juicers and Crazies, are -1 to save. Game Masters should use their best judgment. If you are unsure do not apply a bonus or penalty.

Experience Level: 10th level Soulmaner and 6th level Necromancer.

Psionic Powers: All Physical powers plus Astral Projection (8), Bio-Manipulation (10), Hypnotic Suggestion (6), Mind Block Auto-Defense (special), Mind Bolt (varies), Object Read (6), Presence Sense (4), See Aura (6), Telekinesis (Super; 10+), and Telepathy (4).

I.S.P.: 240; considered a Master Psychic.

Magic Knowledge: Kreeelo has made it his business to know all Soulmaner spells and rituals as well as all Necromancy spells, plus the following: All level one invocations plus Agony (20), Animate and Control Dead (20), Anti-Magic Cloud (140), Armor of Ithan (10), Blind (6), Call Lightning (15), Chameleon (6), Charismatic Aura (10), Cleanse (6), Domination (10), Electric Arc (8), Energy Sphere (120), Escape (8), Fear (5), Fool's Gold (20), Firequake (160), Havoc (70), Horrific Illusion (10), Invisibility: Simple (6), Mute (55), Mystic Portal (60), Negate Magic (30), Orb of Cold (6), Steel Rain (360), Teleport: Superior (600), and Wind Rush (20).

Attacks per Melee: Ten.

Mega-Damage: As per Supernatural P.S. 28: 5D6+13 S.D.C. on a restrained punch, 3D6 M.D. on a full strength tentacle strike, 4D6 M.D. on a punch or kick, and 6D6+6 M.D. on a power tentacle strike or punch (counts as two melee attacks). Crush attack does 2D6 M.D. per squeeze.

Bonuses (all): +4 on Perception Rolls, +4 on initiative, +5 to strike, +8 to parry, +6 to dodge, +4 to pull punch and roll with impact, +8 to save vs Horror Factor, +9 to save vs magic, +5 to save vs psionics and +2 on all other saving throws.

Allies and Alliances: Creatures of Chaos and other demonic beings who tend to be outcasts amongst their own kind, of which he has several in his employ. Game Masters should feel free to pick a selection of Chaos Demons from the **Rifts® Chaos Earth® Sourcebook One: Creatures of Chaos**. Kreeelo has

also taken a liking to Crazies and Juicers. Their chaotic natures appeal to the Demon Lord and he has several in his employ. The most loyal are rewarded by having their lives extended via Soulmaner. While they see it as a reward, for Kreeelo it is just another experiment.

Kreeelo has hundreds of various minions, spies, mercenaries and cutthroats working for him, and not all are demons. However, because he has several secret facilities, it is not uncommon to see Hades demons guarding one facility and Dyvalians guarding another. Yes, it is a dangerous road that Kreeelo walks.

Enemies: Primarily the Soldiers of Light; he has put out several bounties for them. Their very name sends shivers down his spine and he fears them the most of all. The Splugorth see him as an upstart punk.

Weapons and Armor of Note: Kreeelo rarely uses any, despite his vast treasure hoard and weapon selection. Personally, he is not much of a fighter; that's what minions and henchmen are for. In a pinch, however, he will use his powerful magic and psionics to defend himself.

Money: Kreeelo has untold trillions in Trade Credits (from Phase World) as well as Universal Credits from Rifts Earth, a vast number of Modeus coins, various other gold coins, gems, magic scrolls, magic books, magic weapons and artifacts from around the Megaverse. His hoard of treasure would make an ancient dragon blush.

Megaverse Armaments

Lord Kreeelo chose **Megaverse Armaments** for the name of his company. The home dimension of his weapons company is a pocket dimension that exists in a series of underground caves. Those who have been there suspect he may be hiding in a large cavern in the Elemental Plane of Earth, but there is nothing to substantiate this. The cave system covers at least a two thousand mile (3,200 km) area and there is no obvious exit. The main complex that produces the weapons is positioned on a large nexus, a perfect spot for potential clients to arrive and exit without seeing anything he does not want them to see. There are several buildings and factories scattered throughout the cave network. One of these buildings is a large *internment camp* where thousands of slaves are kept in very poor conditions. These poor souls are fuel for the dozen or so Soulmaner factories that work around the clock to produce weapons for the Minion War. Lord Kreeelo has gotten into the slave trade and often sends his own raiding parties out to collect slaves and, when pickings are slim, resorts to doing business with the Splugorth, who are never short on slaves. Demons and Deevils are, of course, happy to trade slaves for weapons.

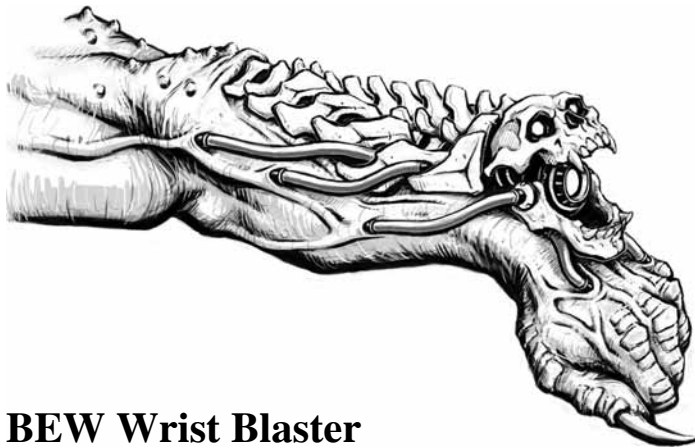
Many of the weapons that follow were inspired by the weapons of various manufacturers from Rifts Earth and other dimensions where there are major conflicts. With a slight change here and there, many technological monstrosities can easily be converted into something a demon or infernal would love to use in battle. In fact, Kreeelo will often take shortcuts and steal where he can, bringing back tanks, robots, power armor and just about anything he can get his grubby little tentacles on. He is even bold enough to steal from Naruni Enterprises and the Splugorth, but lucky for him, neither have been able to locate his home base.

If stealing from them was not bad enough, he is actually daring to compete with them, at least when it come to selling across the dimensional threshold.

Blood Energy Weapon Series

In order for Lord Kreelo to turn a fast profit, he needed to make a lot of weapons at the lowest possible cost. The result is the Blood Energy Weapon series, energy weapons designed to run on the user's own blood! The only catch is, once the weapon is attached to the user it cannot be detached until that person dies! The weapons are crafted so that the user has to insert his hand or arm, or attach it to his body somehow. This allows a series of needles to inject the host to draw blood and power it as needed.

Payload Standard for All Blood Energy Weapons: All Blood Energy weapons work the same way. Once permanently attached to the body, blood runs through the weapon, giving the user X number of shots. The weapon automatically replenish itself by drawing in an additional 20 S.D.C. or five Hit Points (or 20 M.D.C.) to provide an instantly available, new, full payload. As long as the weapon is fired, it keeps drawing blood and Hit Points/M.D.C. If the shooter isn't mindful, he could kill himself by reducing his Hit Points to zero. **Note:** Damage suffered from blood loss via a BEW does NOT Bio-Regenerate until the shooter gets to rest and not fire the weapon for 30 minutes. The BEW detaches when the user dies and is ready for a new host.



BEW Wrist Blaster

The smallest weapon in the series is a simple wrist blaster designed to provide a minion with a basic ranged weapon. They are also the easiest to construct and can be produced in vast quantities. The weapon looks like a skull attached to a ribcage or spinal column. The cage or spine portion goes onto the arm and holds fast. Once secured, the weapon injects the wielder with needles and blood is drawn to power the weapon.

Weight: 3 pounds (1.4 kg).

Range: 900 feet (274 m).

Mega-Damage: 3D6 M.D.

Rate of Fire: Single shots only. Each blast counts as one attack.

Payload: 30 shots per 20 S.D.C., 5 Hit Points or 20 M.D.C.

Cost: Not openly sold on Earth, but such weapons command 35,000-50,000 credits at places like the Splynn D-Market and Diablo Island.



BEW Shoulder Blaster

This is a unique "hands free" weapon that attaches to the shoulder and has a swivel mounting that can turn to shoot forward, backward or to the side. It also has a 45 degree up and down arc of fire. There is a monocle targeting device that is put into place to fire the weapon. The minion looks through this monocle like a gunsight and the Shoulder Blaster turns with his head, points where he is looking and fires by voice command. ("Fire." "Shoot." "Engage.")

Weight: 6 pounds (2.7 kg).

Range: 1,800 feet (549 m).

Mega-Damage: 4D6 M.D.

Rate of Fire: Single shots only.

Payload: 22 shots per 20 S.D.C., 5 Hit Points or 20 M.D.C.

Cost: Not openly sold on Earth, but such weapons command 50,000-70,000 credits at places like the Splynn D-Market and Diablo Island.



BEW Blood Rifle

The rifle works in the same basic way as the BEW Wrist Blaster but is much larger, covering the forearm up to the elbow, and unfolds into pieces to cover even more of the arm when not in use. This also frees up the hand when the rifle is not needed. Even those untrained in W.P. Energy Rifle (which is most demonic minions) find the weapon easy to use; point and shoot with a +1 to strike bonus. The rifle also has four retractable blades for use in melee combat to slash and stab.

Weight: 7 pounds (3.2 kg).

Range: 2,000 feet (610 m).

Mega-Damage: 5D6 M.D. per energy blast. As a melee weapon it inflicts 1D6 M.D. per each blade extended (4D6 M.D. maximum). One, two, three or all four can be extended in combat.

Rate of Fire: Single shot only.

Payload: 16 shots per 20 S.D.C., 5 Hit Points or 20 M.D.C.

Cost: Not openly sold on Earth, but such weapons command 65,000-90,000 credits at places like the Splynn D-Market and Diablo Island.



BEW Blood Cannon

The Blood Cannon may as well be considered a demonic artillery piece. The cannon is very large and must be mounted on the back of the largest of demons and Sub-Demons like Gurgoyles, but the creature must lean forward or crawl on all fours to fire it with any accuracy. For that reason, demons often mount them on the backs of Netherbeasts and War Steeds. Deevils do likewise, but also build them into their war barges, where the cannon is supplied via a Blood Pool. The same targeting monocle system that is used by the Shoulder Blaster is used by the cannon's "gunner" – where he looks, the cannon fires. The "gunner" is the minion riding the Netherbeast or the minion with the cannon permanently mounted on its back.

Weight: 200 pounds (90 kg).

Range: 2,500 feet (762 m).

Mega-Damage: 1D6x10 M.D.

Rate of Fire: Single shot only.

Payload: 8 shots per 20 S.D.C., 5 Hit Points or 20 M.D.C. If mounted on a Netherbeast or any war steed, the rider will have to be careful not to kill the animal. That can be tricky, as it is difficult to tell when an animal is about to drop dead, particularly a Mega-Damage creature who may also be able to Bio-Regenerate. When down to a meager 20% of its Hit Points or M.D.C., the beast loses one attack per melee round and its Spd is reduced by 30%.

Cost: Not openly sold on Earth, but such weapons command 80,000-120,000 credits at places like the Splynn D-Market and Diablo Island.

Flesh Armor

Flesh Armor is a lightweight armor made from the flesh of mortal beings. It is enchanted via Soulmancy to become a lightweight, flexible suit of skin-tight armor (pun intended) that is worn like a diver's wetsuit.

Flesh Armor is often used by Special Forces and intelligence units, but can be worn by anyone whether he is a demon, Deevil,

human or D-Bee. In fact, the suit magically expands or shrinks by up to 50% to accommodate the wearer. The standard suit of armor can be any color, but it is often "flesh" colored. Of course, that color varies greatly depending on the beings who were slain and skinned to make the armor. The armor can be made from bodies that have been dead for as long as 12 hours. Ghouls can often be seen skinning the carcasses of warriors who have fallen on the battlefield.

Class: Lightweight Armor for Clandestine Ops.

Size: Standard armor fits humanoid sizes from 5 feet (1.5 m) tall to 10 feet (3 m) tall, but larger suits of Flesh Armor are also made.

Weight: 10 pounds (4.5 kg).

M.D.C. by Location:

Head – 30

Arms (2) – 25 each

Legs (2) – 35 each

Main Body – 3D6+50



Mobility: Excellent mobility, no penalties to Physical skills.

Note: This is not environmental armor.

Available Enchantments (Two can be selected): Each costs extra. Breathe Without Air, Chameleon, Climb, Escape, Superhuman Endurance, Superhuman Speed, Superhuman Strength, and Swim as a Fish: Superior. Each functions like the spell invocation of the same name but lasts for 20 minutes per activation. Each can be activated three times per 24 hour period.

Cost: Kreeelo sells each standard Flesh Armor for 45,000 credits, larger suits (fits 11-22 feet/3.3 to 6.7 m) costs 75,000 credits. Each magical enchantment costs an additional 15,000 credits. Two magical enchantments can be added at a cost of 15,000 credits each.



Bone Armor

Bone Armor is a heavy battle armor made from the bones of mortal beings. It is enchanted via Soulmanancy to function as a reasonably flexible suit of hard armor, with the bones grafted together and magically enhanced. The only standardized piece is the helmet, which is, of course, a skull, but even the skull helmet can come in a variety of styles: human, D-Bee, animalistic, and demonic with horns (as depicted in the illustration). Ghouls and Nasu are used to clean and sort the bones by type.

Class: Heavy Combat Armor.

Size: Standard armor fits humanoid sizes from 5 feet (1.5 m) tall to 10 feet (3 m) tall, but larger suits of Bone Armor are also made.

Weight: 50 pounds (22.5 kg).

M.D.C. by Location:

Head/Helmet – 50

Arms – 45 each

Legs – 65 each

Main Body – 1D6x10+90

Mobility: Poor, -15% to all skills requiring freedom of movement, including Acrobatics, Climbing, Gymnastics, Pick Pockets, Prowl, Swimming and similar. **Note:** This is not environmental armor.

Available Enchantments (Four can be selected): Each costs extra. Breathe Without Air, Chameleon, Cleanse, Climb, Escape, Impervious to Fire, Lantern Light, Levitation, Magic Shield, Superhuman Endurance, Superhuman Speed, Superhuman Strength, and Swim as a Fish: Superior. Each functions like the spell invocation of the same name but lasts for 30 minutes per activation. Each can be activated three times per 24 hour period. **Note:** This is not environmental armor.

Cost: Kreeelo sells standard Bone Armor for 95,000 credits, larger suits (fits 11-22 feet/3.4 to 6.7 m) cost 140,000 credits. Each magical enchantment costs an additional 15,000 credits. Four are possible.

BEW Chaos Trooper Armor

Kreeelo has become impressed with the way mortals garb themselves in augmented metal suits. At first he found the sight almost comical, until he saw what destruction a few could unleash on so many. This inspired him to create his own version and offer it to both demons and Deevils with obvious stylistic differences. The end result is a suit of armor that, in the end, is a type of magical power armor.

Chaos Trooper Armor is primarily designed for the larger-framed supernatural beings such as Gallu, Baal-Rogs, Gargoyles, Deevils, Dragons, Horrors and Beasts. It is built to augment their abilities and not to hinder them. First, the back has openings that allow those with wings to fly. Between the wings and extending over the shoulders are two thrusters that add 100 mph (160 km) to the creature's usual flying speed. The next aspect of the suit is contradictory to what most power armor manufacturers consider even practical: the power armor is more of a half suit of armor rather than a full suit. Most demons do not want to be encased fully in armor. They seem to prefer half suits or even just chest plates. By making the armor a half suit and using a minimum amount of plating, these supernatural creatures can still use their magic while gaining some of the benefits of a suit of powered armor.

Model Type: Hellspawn-200.

Class: Chaos Armor Military Assault Suit.

Crew: One.

M.D.C. by location:

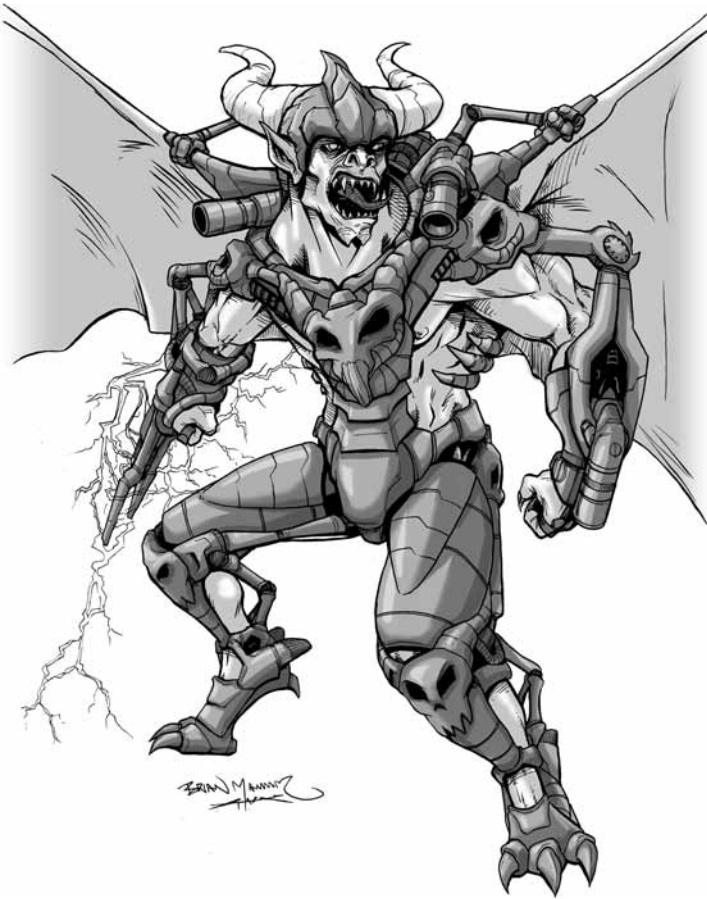
* Helmet/Head – 75

Arms (2) – 60 each

Legs (2) – 110 each

* Lightning Cannon (1, right forearm) – 50

* Mini-Missile Launcher (1, left forearm) – 20



- * Shoulder Mini-Missile Launchers (2) – 20 each
- ** Rear Jet Thrusters (2, back) – 50 each
- * Rear Directional Thrusters (4) – 10 each
- *** Main Body – 200

* A single asterisk indicates a small or difficult target to hit. They can only be struck when the attacker makes a “Called Shot,” and even then the attacker is -3 to strike.

** Destroying one thruster reduces the enhanced speed to only 25% faster. Destroy both and the demon flies at his normal speed.

*** Depleting the M.D.C. of the main body shuts the armor down completely, making it useless.

Speed:

Running: 30 mph (48 km) or increases the demon’s speed by 20%, whichever is greater.

Leaping: Adds 30 feet (9.1 m) to the usual distance.

Flying Speed: The rocket propulsion system allows the supernatural being to hover stationary or to fly faster; adds 100 mph (160 km) to the creature’s usual speed. If the monster has no flying ability then 100 mph (160 km) is the maximum speed.

Flying Range: Thrusters can be used for 10 hours before the jets need to cool off or they will overheat and shut off.

Underwater Capabilities: None. Thrusters don’t work underwater.

Sensors: The demonic power armor has a very crude sensor suite. Radar is limited to 5 miles (8 km; can track 48 targets) and the suit’s targeting system provides a +1 bonus to long-range attacks.

Soulmancy Enhancements: The following powers can also be activated, but at a price. In all cases, the M.D.C. “cost” to activate a Soulmancy Enhancement comes from the pilot/wearer of the armor. Moreover, that lost M.D.C. can NOT be Bio-Regenerated

until either the armor is removed or the wearer rests for an hour. After one hour of not using the armor (no flying, no combat, no spells cast; walking is okay), only then does the Bio-Regeneration start, but at half its usual level of potency.

Blood Spray: As per the Soulmancy spell, the pilot can direct a spray of blood at a target, blinding him for a brief period of time. The spell effects are equal to a 6th level caster and it costs the pilot two M.D.C. per use.

Strength Enhancement: P.S. is increased by five points, which may enable him to do extra damage in melee combat. The cost is 10 M.D.C. to the wearer. Duration is 10 minutes.

Resistance Enhancement: +1 on ALL saving throws. The cost is 15 M.D.C. Duration is 10 minutes.

Statistical Data:

Height: Increases the height of the wearer by 20%.

Width: Increases the width of the wearer by 10%.

Weight: 1,000 pounds (450 kg).

Cargo: None.

Power System (Special): The armor runs using Soulmancy as its main power supply and requires the wearer’s own blood and P.P.E. to operate and fire weapons. 20 M.D.C. and 10 P.P.E. points keep the suit running for *two hours*. **Note:** Bio-Regeneration does not work while clad inside Chaos Trooper Armor. It doesn’t kick in until the suit is taken off or is dormant for one hour.

Cost: Kreelo is selling 5-10 foot (1.5 to 3 m) suits of Chaos Trooper Armor for 2.3 million credits each, and larger suits (adequate for Gurgoyles, Gargoyles and large supernatural beings) at 4.5 million credits for suits under 22 feet (6.7 m) and 6 million credits for up to 32 feet (9.7 m). **Note:** All Chaos Trooper Armor has the exact same stats, only the styling is different between those sold to demons (a more tech appearance) and Deevils (more medieval and spiky).

Weapon Systems:

1. Lightning Forearm Gun: Kreelo was inspired by a weapon from the Three Galaxies. The Lightning Cannon is a vambrace that fits over the demon’s right forearm and retracts when not needed as a weapon. It resembles a lightning rod when extended and can be used to parry melee weapons in close combat.

Primary Purpose: Assault and Ranged Combat.

Secondary Purpose: Defense.

Range: 1,200 feet (366 m).

Mega-Damage: 1D4x10 M.D. per blast.

Rate of Fire: Six blasts per melee round. Each blast counts as one melee attack.

Payload: The weapon has an independent energy supply for 50 blasts. Once depleted, the wearer has to refill the blood tank from a Blood Pool or allow the weapon to drain his own blood directly from him. To reload with eight blasts costs 20 S.D.C., 5 Hit Points or 20 M.D.C. (Varies depending on the nature of the wearer. Cost is M.D.C. for supernatural beings.)

2. Mini-Missile Launchers (3): One launcher is mounted above each shoulder and one on the left forearm.

Primary Purpose: Anti-Aircraft/Power Armor.

Secondary Purpose: Defense.

Range: One mile (1.6 km).

Mega-Damage: Varies with missile type, but typically high explosive (1D4x10 M.D.) or plasma (1D6x10 M.D.).

Rate of Fire: One or two at a time.

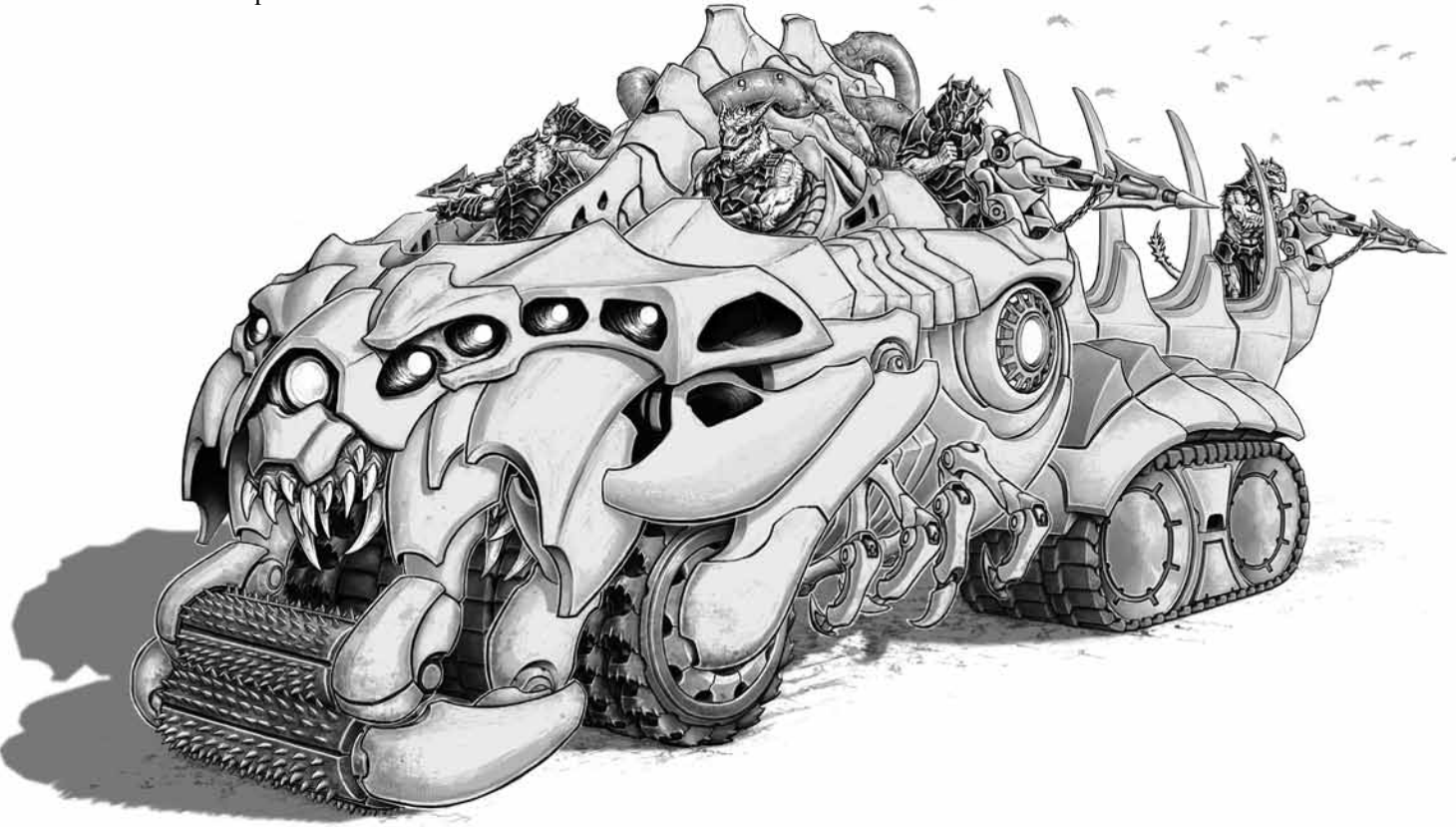
Payload: 6 total.

3. Handheld Weapons (optional): One melee weapon (sword, spear, axe, etc.) or a gun may be carried for use in the hand without the Lightning Cannon.

4. Hand to Hand Combat: As per the Supernatural Strength, natural abilities and magic or psionics the wearer may possess.

Demonic War Vehicles

As the Minion War has heated up, so has the arms race between the minion factions. When the war first started, neither side would have considered using technology themselves. Their mortal minions, yes; them, no. But now many demons and Devils are willing to consider using technology, particularly when it comes to handheld weapons and vehicles.



BEW Meat Grinder Tank

Kreelo's idea for the Meat Grinder started out as a utility vehicle whose monstrous appearance appealed to demons. However, they absolutely love the final design. Their favorite part: the namesake "meat grinders" – giant washtub-style rollers that literally crush and grind any ground troops they roll over. Because of its continued use in battles, the Meat Grinder has been modified to have a few weapon systems, but its primary purpose is still to smash through troop lines like a steamroller and meat grinder combined. The Meat Grinder is sized for demons and other larger supernatural beings who man weapons on the side and back. However, the main weapon is the spiked rolling pins in front, followed by a second massive, rolling pin-style front wheel and tank treads in the rear. The forward system is one spiked rolling pin on top of the other (one at ground level and one is just above that), and looks like a combination meat grinder and wood

chipper, and behind it is a second, massive rolling pin that forms the wheel base of the forward section. Between the two, victims are pulverized. The cab is positioned so the driver can see above the two large pins and the front looks like a demonic maw with massive, teeth-like spikes and a line of headlights that resemble insect eyes. Troops who are caught in front are either run over and crushed or pulled into the meat grinder and turned into hamburger. The underbelly of the Meat Grinder has finger-like claws designed to scoop up the pulp and blood of the battlefield and deposit it into the Blood Pools or for use in magic rituals. Sometimes this blood is pumped to barrels in the rear of the vehicle. The cab area is open, gun positions are open, and the truck bed is like a pickup truck large enough for cargo or to hold a dozen demons or large barrels of blood. The demons of Hades love the Meat Grinder.

Model Type: Hellspawn-S10.

Class: Demonic Utility Vehicle and Troop Transport.

Crew: Five; one driver, one cab/forward passenger and three gunners. 12-14 demons (more if small) can fit in the cargo bay.

M.D.C. by Location:

* Headlights (9) – 10 each

** Rear Treads (2; rear) – 200 each

Front Lower Spiked Rolling Pin – 200

Front Upper Spiked Rolling Pin – 140

Large Rolling Pin-Style Wheel (1, behind front pins) – 300

Lightning Cannon Gun Positions (3) – 100 each

*** Main Body – 560

* A single asterisk indicates a small or difficult target to hit. They can only be struck when the attacker makes a “Called Shot,” and even then the attacker is -3 to strike.

** Destroying one rear tread reduces the vehicle’s speed by half and imposes a -25% piloting penalty. Destroying both reduces speed by 90%, but it can still be dragged along by the forward rolling pins. Destroying one or both of the forward rolling pins has no impact on speed unless the rear treads have been destroyed. Destroy the larger wheel rolling pin and the treads, and it is completely stopped.

*** Depleting the M.D.C. of the main body shuts the vehicle down completely, making it useless.

Speed:

Driving on the Ground: 90 mph (144 km) maximum. Cruising speed is typically 45 mph (72 km). Plowing through infantry troops, barbed wire and light fortifications may reduce speed to 20 mph (32 km) or slower. When necessary, the pair of meat grinder rollers can be raised 7 feet (2.1 m) up off the ground to avoid rocks and debris.

Range: 500 miles (800 km) on one barrel of blood. It typically “picks up” fuel along the way.

Statistical Data:

Height: 18 feet (5.5 m).

Width: 16 feet (4.9 m).

Length: 38 feet (11.6 m).

Weight: 12 tons.

Cargo: The large pick-up area in the back can hold 12-14 large demons standing or 28 tons of cargo.

Power System: A Soulmanancy engine that uses fresh blood.

Cost: 3.8 million credits.

Weapon Systems:

1. Meat Grinder Rolling Pins: Anyone caught in front of this vehicle that does not dodge is going to have a very bad day – either run over or crushed in the grinder.

Primary Purpose: Fuel Collection.

Secondary Purpose: Anti-Personnel.

Mega-Damage: 2D6x10 M.D. to any armor worn and 1D6x10 direct to Hit Points with possible critical damage inflicted such as broken bones or dismembered limbs, and that’s just for getting run over (01-50% chance). Those caught in the grinder (51-00%) take 4D6x10 M.D. to their armor and 2D6x10 direct to Hit Points.

2. Lightning Cannons (3): Each gun position has a Lightning Cannon on a turret that can swivel side to side 180 degrees and has a 45 degree up and down arc of fire. Each requires a gunner to fire the weapon. Kill the gunner and you knock out

the weapon (at least until a new gunner takes his place). Better to destroy the cannon.

Primary Purpose: Assault and Ranged Combat.

Secondary Purpose: Defense.

Range: 2,000 feet (610 m).

Mega-Damage: 1D6x10 M.D. per blast.

Rate of Fire: Four blasts each per melee round. Each blast counts as one melee attack.

Payload: The weapon has an independent energy supply for 50 blasts. Once depleted, the wearer has to refill the blood tank from a Blood Pool or allow the weapon to drain his own blood directly from him. To reload with four blasts for one cannon costs 20 S.D.C., 5 Hit Points, or 20 M.D.C. (Varies depending on the nature of the wearer. Cost is M.D.C. for supernatural beings.)

3. Troops and Other Notes: Any troops in the open-air cargo bay can fire weapons from the sides of the Meat Grinder or exit the vehicle to fight. Additional cargo can be lashed to the rib-like struts along the cargo bay, but will be vulnerable to damage in combat.

BEW Carnage Tank

The Carnage Tank is the latest creation of KreeLo and is being marketed to both demonic factions. There are obvious stylistic differences so each faction in the Minion War can identify their own tanks. (Also enough so they don’t even know KreeLo is selling to both sides.) The Carnage Tank is designed to accommodate the large frames of demons and has good firepower. The tank has a few magical capabilities and rumors are circulating that demons and Deevils have designed a *living tank* that has some of the same traits.

The front of the tank has a face with a large, toothy maw that resembles a shark’s mouth, especially when opened. The eyes are a pair of searchlights, and the maw can open and close to actually bite giant opponents or to clamp down upon and hold giant prey like dragons, robots and combat vehicles. The giant maw can also chomp down and rip up barbed wire and light defensive structures. Blood in the mouth is drained to supply a small Blood Pool inside the vehicle, and sometimes Ghouls and slaves can be seen throwing dead bodies into the maw to be chewed up for their blood.

On the top of the tank is a large cannon and a pair of mini-missile launchers. It can also carry four large beings under very cramped conditions or 8-10 human-sized beings in a cargo area in the lower section of the tank. The treads are covered with spikes that allow the tank to magically adhere to any surface and it can even climb the depths of a Hell Pit. Carnage Tanks are being made as fast as possible, for both sides of the conflict, but Deevils seem to be buying a bit more.

Model Type: Hellspawn-400.

Class: Heavy Tank.

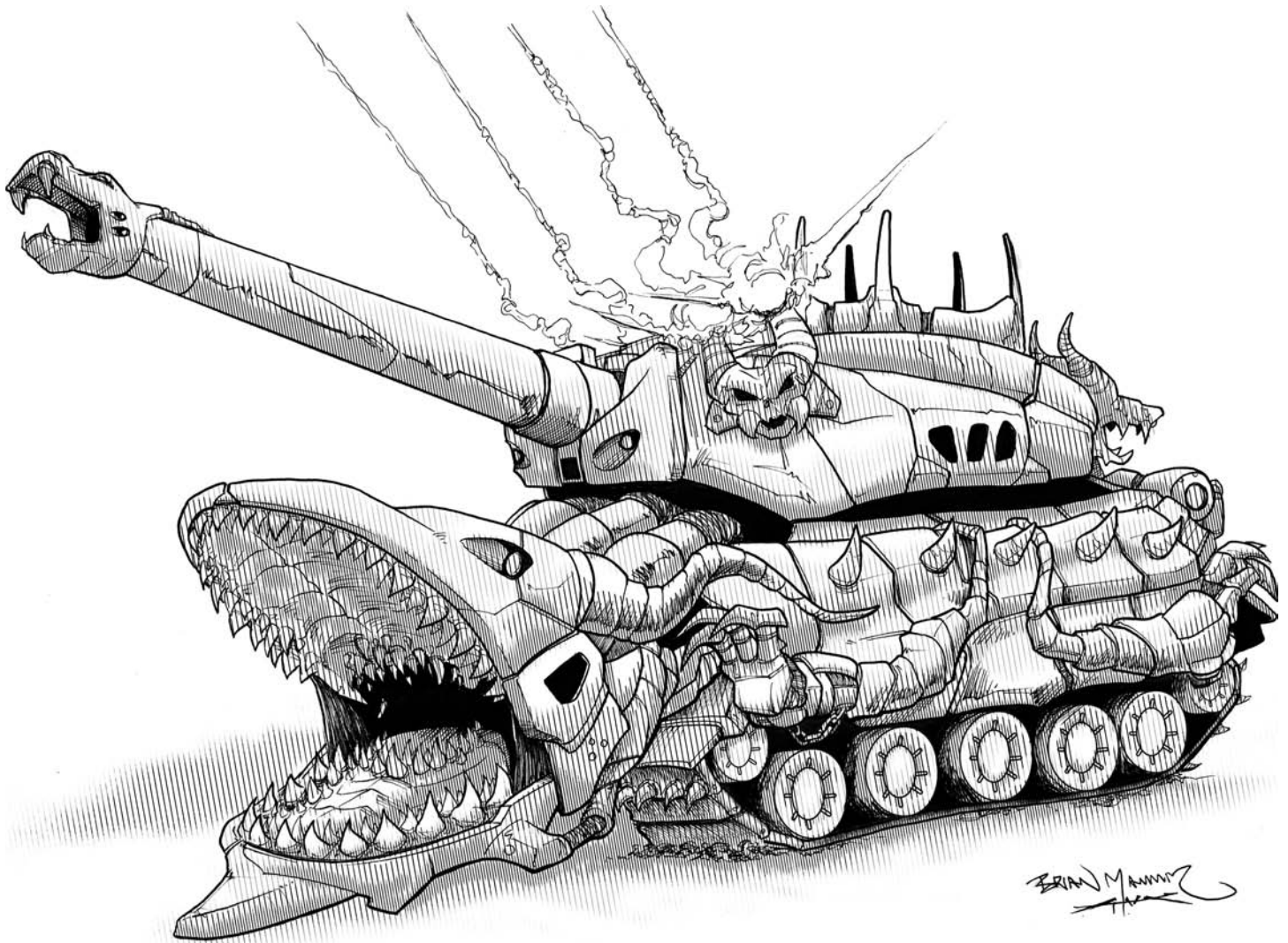
Crew: 4; pilot, co-pilot/navigator, gunner, and tank commander. The lower section contains a small Blood Pool and can carry four large demons or human-sized power armors, or 8-10 human-sized troops.

M.D.C. by Location:

Demonic Maw – 350

* Headlights/Eyes (4) – 10 each

Chain Launchers (4) – 25 each



- ** Treads (4) – 200 each
- Rear Hatch – 200
- Top Hatch (2) – 150 each
- Cannon (1) – 150
- Turret (top) – 300
- * Mini-Missile Launchers (2) – 50 each
- *** Main Body – 700

* A single asterisk indicates a small or difficult target to hit. They can only be struck when the attacker makes a “Called Shot,” and even then the attacker is -3 to strike.

** Destroying one tread reduces the vehicle’s speed by half and imposes a -25% piloting penalty. Destroy both and the vehicle is stopped cold and unable to move.

*** Depleting the M.D.C. of the main body shuts the vehicle down completely, making it useless.

Speed:

Driving on the Ground: 85 mph (136 km) is the maximum speed, with 60 mph (96 km) considered cruising speed; 20 mph (32 km) to drive up and down the walls of Hell Pits, cliffs or buildings.

Travel in Water: This is limited to 30 mph (48 km) and rides along the sea floor.

Soulmancy Enhancements: The tank has the following Soulmancy enhancements. They are powered by foes that are captured and killed in the tank’s maw:

Stench of Hades: Six times per day the tank can emit a cloud of sulfuric stench. Any foe caught in this cloud needs to make

a saving throw vs magic of 12 or higher or suffers the effects of the spell. The range is 30 feet (9.1 m) around the tank. Duration: 1D6 melee rounds; half in a strong wind. Those who fail the save take 1D6 damage every melee they are exposed to the stench and have a 1-50% chance of vomiting once every melee round, which causes the character to lose initiative and two melee attacks/actions, and they are -4 to parry and dodge while throwing up. Everybody, even those who save, are -2 to strike, parry, and dodge while in the stench area. The stench does not affect people magically impervious to gases, invulnerable, inside environmental suits, airtight robots or vehicles or wearing goggles and a gas mask.

Travel on Vertical Services: The tank can climb a vertical surface with the help of its chain launchers. It is limited to a speed of 20 mph (32 km) maximum.

Travel Range: Unlimited as long as it has blood or souls to power it. One 20 gallon (75.7 liter) barrel of blood will give it a range of 500 miles (800 km), or one soul enables it to run for one week (longer if not in constant use).

Statistical Data:

Height: 18 feet (5.5 m).

Width: 16 feet (4.9 m).

Length: 46 feet (14 m).

Weight: 50 tons.

Cargo: There is room for six large demons or power armors.

Power System: Powered via Soulmancy.

Cost: Kreelo sells them for 45 million credits apiece.

Note on Stylistic Differences: Tanks sold to the demons have a demonic face like a Baal-Rog and are crimson and bronze in color. The demons also tend to customize their tanks with skulls, chains and large banners from their faction. Deevil tanks have the maw and face of a Horror. They are black and purple in color and deevil troops sometimes give the tanks customized paint jobs, often with derogatory remarks about demons painted somewhere on the tank.

Weapon Systems:

1. Soul Cannon: This is the vehicle's main artillery piece and is used to batter down walls and destroy fortifications. Its payload, however, is limited by the amount of souls it is able to consume. Similar to its artillery piece counterpart, a gunner sits inside the turret and, using magical sensors, can fire the cannon at a variety of targets.

Primary Purpose: Anti-Fortification.

Secondary Purpose: Anti-Tank/Anti-Armor.

Range: 4,000 feet (1,219 m).

Mega-Damage: 2D6x10+10 M.D. per shot.

Rate of Fire: Each blast counts as one melee attack of the gunner.

Payload: One shot requires two life essences. It can store up to 12 souls for a maximum of six blasts. Additional souls can be carried in Soul Crystals.

2. Mini-Missile Launchers (2): On either side of the turret is a mini-missile launcher that looks like a Deevil or demon head with horns. Each launcher fires conventional mini-missiles. The gunner controls the mini-missiles from the turret.

Primary Purpose: Anti-Aircraft, Anti-Missiles and Assault.

Secondary Purpose: Defense.

Range: Typically one mile (1.6 km).

Mega-Damage: Varies with the missile type used. Typically High Explosive (1D4x10 M.D.) or Plasma (1D6x10 M.D.), but can be any.

Rate of Fire: One at a time or in volleys of 2, 4, 6 or 8.

Payload: 96 total; 48 per launcher.

3. Maw Attack: The front of the tank has a large demonic head and a deadly, tooth-filled maw. The maw can open wide enough to bite targets as large as 10 feet (3 m) tall. The maw is designed to bite anything that gets in its path and does not distinguish friend from foe, so most troops know to stay clear of it. For each humanoid it slays, the blood gets pumped to storage tanks and the Blood Pool. If a Soulmaner is onboard or accompanying the tank outside, he can try to rip out the life essence of victims caught in the tank's teeth and place them in the Soul Cannon or into any Soul Crystals he may have on the tank or on his person. Life essences can be used to fuel both the cannon and the tank.

Primary Purpose: Assault and Anti-Supernatural Beings.

Secondary Purpose: Anti-Troops and Fuel Collection.

Range: Hand to Hand.

Mega-Damage: Each bite does 6D6 M.D. and the maw tries to chew up or clamp on and hold tight like an alligator until the victim(s) dies. Each melee that someone is trapped in the maw he suffers an additional 2D6 M.D. as he is held by the mouth or impaled by one of its large, silver-plated teeth.

Dodge attempt: As the jaws are closing down, the target can try to dodge and leap out of the maw. Requires a dodge roll of 14 or higher. This can also be tried when the mouth opens to bite a new enemy.

Rate of Fire: On its own the tank can perform three bite attacks per melee. If guided by a pilot, it is equal to the number of hand to hand attacks per melee.

4. Chain Launchers (4): The chain launchers are located at the corners of the tank. They are primarily used for climbing vertical surfaces or to anchor the tank. The four "chains" resemble clawed hands that can extend outward and hold onto a surface for the purpose of climbing/driving along sheer cliff walls and the sides of buildings. As the tank moves forward, the chains are reeled in and launched again for climbing support. They also help the tank get over the edge of a pit when crawling out. The chains can also be fired to as a weapon to strike an opponent (blunt attack) or to grab (the three clawed fingers hooking or digging into the target) and reel them in for the maw to chew on or ram during a frontal assault.

Primary Purpose: Ascending Hell Pits.

Secondary Purpose: Fuel Collection.

Range: 200 feet (61 m).

Mega-Damage: 1D6 M.D. when launched as a blunt attack. 3D6 M.D. as a clawing or grabbing attack to snare an enemy, including demonic warriors, power armor and light vehicles, and has a 01-33% chance of hooking and pulling it toward the maw.

Rate of Fire: Once per melee. The chain can be reeled in fast at a rate of 100 feet (30.5 m) per melee.

Penalty to Strike: The chain arms are not intended to be a weapon and are not very accurate; -2 to strike.

Payload: There is only one chain per launcher. If reeled in it can be used any number of times.

5. Ram Attack: Both demons and Deevils love to bash or chew through fences, walls and fortifications as well as to run over and gobble up infantry troops.

Ram damage is 2D6 M.D. for speeds up to 45 mph (72 km) and 4D6 M.D. up to its maximum speed. Being run over by the tank does an extra 3D6 M.D.

BEW Walking Death

How do you impress beings that are naturally abhorrent to technology and have little experience in deploying vehicles and weapons of destruction? You construct a particularly huge vehicle out of dinosaur parts, with a T-Rex head and a long, slashing tail, partially covered in armor, and augmented with magic and heavy weapons; a monstrosity that shakes the ground with each step and strikes fear in all who see it.

Lord Kreelo says the Infernal Mastodon was originally his inspiration, and has now created an even more unique and wild design, fusing Soulmaner, death magic and technology together. He wanted the Walking Death to be a mechanical equivalent to the Infernal Mastodon, but even more menacing. The success of his design has him scrambling to meet demand. Hadean demons love it because it reminds them of the Infernal Mastodon and allows even the lowliest of demons to stand head and shoulder above the rest on the battlefield, and the Deevils find its destructive potential and frightful visage exhilarating.

The Walking Death is a combination of the organic, machine, magic and technology. Lord Kreelo starts out with a giant dinosaur and tortures the beast while it receives numerous mechanical enhancements and structural reinforcement. Plates are added to the main body that resemble animal barding. The guts are removed and the creature is lobotomized. The completed

Necro-Robotic nightmare is then transformed into a riding animal and walking weapons platform, a combination of dead flesh and bone with robotic legs and a partial exoskeleton. There is a place for one or more riders located on its back, where something Kreelo has dubbed the *Combat Saddle* is located. It is in the head and saddle that weapon systems are installed. Mounted on the sides of the Combat Saddle are a pair of lightning guns, plus a battery of mini-missiles. Each is operated independently by a gunner. The skull breathes magical fire and the maw can swallow a man whole. The long tail is another weapon, and the monster can also use its sheer size to stomp and push through enemy lines.

Model Type: Hellspawn-666.

Class: Living Heavy Assault Robot.

Crew: One or two large, 10-25 foot (3-7.6 m) tall riders, or 3-6 human-sized riders.

M.D.C. by Location:

* Legs (4) – 200 each

Tail – 330

Searchlight Eyes (2, head) – 15 each

Combat Saddle (1; center top; weapons are mounted to it) – 300

Side Mounted Lightning Cannons (2, each side) – 100 each

** Soul Chamber – (1; inside) 300

** Blood Pillar (1; inside) – 1,000

** Blood Pool (1; inside) – 100

*** Head – 400

**** Main Body – 1,300

* Each leg that is destroyed reduces speed by 20%. If all four are destroyed, the monster continues to fight and move by slithering on its belly and tail like a snake. The tail cannot be used to attack when three or four legs are gone.

** Depleting the M.D.C. of the Soul Chamber destroys it and releases all souls trapped within.

Depleting the M.D.C. of the Blood Pillar will disable the Walking Death's magic systems and Bio-Regeneration (described below).

Depleting the M.D.C. of the Blood Pool knocks it out as playing any role in fueling weapons or magic.

*** Depleting the M.D.C. of the head destroys it, eliminating it as a weapon, and inflicting the following penalties: -2 attacks per melee, -2 on initiative, and reduce speed by 10%. But it is able to continue to be ridden and fight with the remaining weapon systems.

**** Depleting the M.D.C. of the Main Body destroys the creature, as well as the Blood Pool and Soul Chamber, freeing all souls trapped within, and does 1D4x100 damage to the Blood Pillar, which is left buried under the massive carcass.

Speed:

Running: 45 mph (72 km) maximum.

Leaping: Not possible.

Underwater Capabilities: Can walk along the sea floor at a maximum depths of 1,000 feet (305 m), but most mortal riders cannot survive depths greater than 200 feet (61 m) unless in power armor.

Range: Can function for one week of operation per soul consumed. Two weeks when the creature is not used on a frequent daily basis.

Soulmancy Power Systems: Due to the incredible power demands of the Walking Death, it has a dedicated **Soul Chamber** located near the Blood Pillar, which also powers aspects of it. This containment system is surprisingly small, about the size of a soccer ball, and studded with 60,000-100,000 credits worth of gemstones. It holds the life essences that fuel the Walking Death. At any given time there are 3D6+2 souls contained within. One of the Soulmancer's duties is to make sure that the chamber always has enough souls to function on the battlefield for at least four weeks. More is better. The Walking Death needs one soul to operate tirelessly for one week; two weeks if used sparingly. Once the last soul is consumed, or the chamber destroyed, the Walking Death will cease to function within 1D6 minutes and slumps to the ground, all systems shut down.

A **Blood Pool** is located near the Soul Chamber and Blood Pillar.

A **Blood Pillar** is located inside the massive main body to supply many of the Walking Death's magical features, including Bio-Regeneration and the Soulmancy and Necromancy spells. If the Blood Pillar (1,000 M.D.C.) is destroyed, all spell casting capabilities, Bio-Regeneration and spells and magical features are gone! Also reduce speed and attacks per melee *by half*. Lightning Cannons can still function and fire, but only if the riders let the weapon systems tap their blood.

Bio-Regeneration: The Walking Death is alive in a similar way to how a zombie or Flesh Golem is alive – sort of. It regenerates damage at a rate of 4D6 M.D.C. per melee round. This power is automatic and does not need to be activated like a spell. Bio-Regeneration stops completely if the Blood Pillar is destroyed or removed from the belly.

Destroying the Blood Pillar and Soul Chamber: Getting "inside" a Walking Death to destroy its internal, magical energy sources requires the attacker to gain access to the belly by cutting or blasting an opening and climbing through it. 50 M.D. is required to make a cut or hole large enough for 1-6 human-sized people to climb through before it heals and closes (80-100 M.D. for larger beings). Inside the belly is mostly empty space, except for the items noted above and wires and conduits. There is a dim blue light radiating from the Soul Chamber, but additional light may be necessary to move around. There are NO internal defenses as no one is expected to be able to get this close or know about this vulnerability.

100 M.D. needs to be inflicted to remove the Blood Pillar from its secure housing and another 100 M.D. to create a hole large enough for the pillar to drop through if one is trying to remove it, rather than destroy it. Saboteurs need to make the hole below the pillar before removing from its housing, so it can drop right out onto the ground. Otherwise the pillar falls to the bottom of the belly but continues to power the Walking Death. At 20-30 tons for even a small Blood Pillar like this, those insides are still too tough to simply give out, requiring another 200 M.D.C. to be inflicted to the belly to get the pillar to fall out. Explosives set from *inside* the belly can do the job too, provided they inflict 300 or more total damage to both destroy the securing mechanism and make a hole for it to drop out of.

Statistical Data:

Height: 50 feet (15.2 m).



Width: 21 feet (6.4 m).

Length: 150 feet (45.7 m) from snout to tip of the tail.

Weight: 60 tons.

Cargo: None, other than a small cage under the rear haunches where a dozen prisoners may be kept under cramped conditions.

Attacks per Melee Round: Equal to those of the piloting/commanding rider +3.

Supernatural P.S.: 35

Horror Factor: An imposing sight, with a supernatural and magical aura; Horror Factor of 17.

Power System: Soulmanancy, requires one soul per week of operation. See Soul Chamber and Blood Pillar above for details.

Cost: 100 million credits from Kreeelo, 100-150 million credits on the secondary market.

Stylistic Note: When sold to the Deevils, Kreeelo covers the head with more plates, gives it a pair of Devil-like horns and changes the styling of the combat saddle and tail, giving the tail small spikes or small fins running down the spine of the tail. When questioned about one version or the other, he plays it off as coincidence or in some cases, industrial espionage and someone knocking him off.

Weapon Systems:

1. Head: The massive, Tyrannosaurus Rex-like head can bite, breathe fire and head-butt to inflict damage. All these attacks are controlled/directed by the rider piloting the beast. Its eyes are searchlights. **Note:** The blood of victims is pumped into a Blood Pool located in the belly with the Soul Chamber, so a good pilot often holds victims and dead bodies in the mouth and/or chews to drain as much blood as possible.

Primary Purpose: Anti-Personnel and Assault.

Secondary Purpose: Defense.

Range: 300 feet (91.4 m) for the flamethrower, melee combat for other attacks from the head.

Mega-Damage: Breathe Fire (magic flames): 1D4x10 M.D. to the target and anyone within 10 feet (3 m). Those caught within reach of the flamethrower's attack inside small, enclosed areas like bunkers, caves or non-sealed vehicles and without environmental gear or oxygen, must roll to save vs poison (smoke inhalation and lack of air) or be rendered unconscious for 1D4 melee rounds.

Head-Butt/Head Swat: 4D6 M.D.

Restrained Bite: 2D6 M.D.

Full Strength Bite: 6D6+6 M.D.

Rate of Fire: Up to four fire blasts per melee round.

Payload: Unlimited, tied to the Blood Pillar.

2. Lightning Cannons (4): There are four Lightning Cannons, two on each side of the **Combat Saddle**. This is where the pilot and one or more riders (depending on their size) sit. The lead rider/pilot operates all movement of the Walking Death and head weapons and spells (see #5, below), while one or two gunners or other riders man and fire the side-mounted cannons. Each Lightning Cannon is able to turn side to side 180 degrees to fire forward, backward or broadside, and has a 45 degree up and down arc of fire. Kreeelo has been mass-producing these weapons since the start of the Minion War and has a surplus of them. Instead of trying to construct a large, powerful weapon system from scratch, these weapons were mounted on each side of the Walking Death. They are not tied to the robot's mystic power supply so a ready supply of souls, blood or P.P.E. is needed. In the belly of the Walking Death, toward the rear, is a cage that can hold a dozen human-sized captives who, in a pinch, can be sacrificed by a Soulmanacer to the Walking Death and its weapons (one soul recharges all four guns with 50 shots each).

Primary Purpose: Assault and Ranged Combat.

Secondary Purpose: Defense.

Range: 2,000 feet (610 m).

Mega-Damage: 1D6x10 M.D. per blast.

Rate of Fire: Four blasts per each cannon, per melee round is possible. Each blast counts as one melee attack of the gunner manning each cannon or pair of cannons.

Payload: The weapon has an independent energy supply for 50 blasts. Once depleted, the user has to refill the blood tank from a Blood Pool or allow the weapon to drain his own blood directly from him. To reload with four blasts for one cannon costs 20 S.D.C., 5 Hit Points or 20 M.D.C. (Varies depending on the nature of the wearer. Cost is M.D.C. for supernatural beings.)

3. Mini-Missile Launchers (2): A pair of mini-missile launchers are also built into the Combat Saddle. Each fires conventional mini-missiles. The gunner or secondary rider usually controls the mini-missiles, but in a pinch, the pilot can instead.

Primary Purpose: Anti-Aircraft and Anti-Missiles.

Secondary Purpose: Assault and Defense.

Range: One mile (1.6 km).

Mega-Damage: Varies with the missile type. Typically High Explosive (1D4x10 M.D.) or Plasma (1D6x10 M.D.), but can be any.

Rate of Fire: One at a time or in volleys of 2, 4 or 8.

Payload: 32 total; 16 per launcher.

4. The Tail: The tail can be used as a whip weapon that does considerable damage. It is also used to sweep enemy troops off their feet, and to brush them away from the Walking Death's vulnerable underbelly. The pilot controls this function.

Primary Purpose: Anti-Personnel and Defense.

Secondary Purpose: Assault.

Range: 100 feet (30.5 m).

Mega-Damage:

Light Swat – 2D6 M.D.

Full Strength Strike – 4D6 M.D.

Sweep Enemy off their Feet – This attack may target only one or two specific opponents up to 30 feet (9.1 m) tall or several dozen when they are 10 feet (3 m) tall or smaller. Everyone in the path of the sweeping tail must roll to dodge (duck/drop under or leap over the tail), but at a penalty of -2 to dodge. The tail can only sweep to one side or the other, or the back in a single attack. Cannot reach the front. Victims who fail to dodge suffer 2D6 M.D. each and lose initiative and their next two melee attacks. That means they can not attack for a few seconds and worse, are vulnerable to stomp attacks or being hit with fire breath! Victims are -3 to dodge a stomp or flame attack when they are knocked flat on their back or face. Good luck. Counts as ONE attack.

Brush Away the Enemy – Suitable only against multiple foes under 10 feet (3 m) tall. Everyone in the path of the brushing tail must roll to dodge (duck/drop under or leap over the tail), but at a penalty of -2 to dodge. Victims who fail to dodge suffer only one M.D., but are more than knocked off their feet, they are pushed/brushed 2D6+40 feet (12.8 to 15.8 m) away from the Walking Death; to the side or behind it. Individuals weighing as much as 1,000 pounds (450 kg) can be brushed away. In addition to being physically moved away, each victim loses initiative and his next 1D4 melee attacks. There is not usually any follow-up attack. The pilot simply wants to move opponents away. Counts as TWO attacks.

5. Spell Casting Abilities and Special Magic Capabilities:

The following magicks can be cast 8 times per 24 hour period. Each functions at 8th level potency (duration, damage, etc.). However, if a Soulmaner is one of the riders or within 20 feet (6.1 m) of it, he can channel and expend *his own P.P.E.* into the Walking Death to cast any of the following beyond their normal payload (same P.P.E. cost as the spell of the same name, at 8th level potency regardless of the mage's own).

Accelerated Decay (Necromancy Spell): This effect can be triggered up to three times per day. It is meant to target fields of crops and various storehouses to destroy enemy supplies. After an hour of being exposed, all foodstuffs rot as if exposed to the Spoil (Water/Food) spell. The area of effect is 1,000 feet (305 m) around the Walking Death.

Animate and Control Dead: All dead within 50 feet (15.2 m) of the Walking Death rise and follow the massive behemoth. They fight to protect the Walking Death and do as directed by the rider in command. He can shout directions to them, but there is also a loudspeaker/megaphone built into the saddle through which he can deliver orders and issue commands.

Grip of Death (Necromancy Spell; Modified): This is a defensive measure to prevent the enemy from trying to climb on the beast to attack or reach the rider. The big difference from the spell is that when activated, skeletal hands protrude from the Walking Death's body, not the ground around it. The hands try to grab and hold on to those trying to climb onto the giant robot.

Stench of the Dead (Necromancy Spell): This effect is constant and automatic, surrounding the Walking Death. All who enter the affected area must make a saving throw of 13 or higher, or suffer the effects. The spell is equal to an 8th level spell caster.

6. Hand to Hand Combat: The Walking Death has been enchanted with Supernatural Strength and has the same number of attacks as its pilot/commander (i.e. the primary rider), +3 additional. See separate entries for the Head and Tail above.

Stomp – 4D6 M.D.

Power Stomp – 1D6x10 M.D.; stands on its hind legs and comes down hard. Counts as two melee attacks.

Body Bump – 2D6 M.D.

Ram Attack – 1D6x10 M.D.; counts as two melee attacks.

Kick attacks are not possible.

7. Riders Can Join Combat: Remember, there are typically 2 or more riders, or just one or two if very large (15 feet/4.6 or larger). Three for medium-sized demons and Deevils (one pilot/commander and two gunners), and 1-6 if human size, typically one pilot, two gunners and 1-3 passengers. Any of the riders may shoot from the back of the creature or leave the Walking Death at any time to fight away from the monster, to protect it, and continue to fight should it go down. Likewise, there may be ground or winged escorts or other fighting forces, vehicles, etc., accompanying it.

Minion War Arms Race

Both the Minions of Hades and Dyval have been forced to develop newer and deadlier weapons, as well as to drag mortals, with their own brands of magic and technology, into the War. Both factions have gone from crude melee weapons and simple riding animals to vehicles and energy weapons and even vessels capable of traveling among the stars with weapons that can batter cities from orbit. As the Minion War rages on, preconceived notions are thrown to the wayside. The following weapons and magic items are the product of this new arms race.

Demon Melee Weapons

Demons are far more comfortable with ancient weapons than modern energy weapons and guns. Below are several ancient weapons being used on various battlefronts.

Demon Bows

The bow and arrow was the first long-range weapon developed by demons. Standard bows were studied in detail and mortals were forced to make them, but as beings with Supernatural P.S., normal bows would often break while demons were trying to practice with them. Taking what they had learned, demons have been able to fashion a bow to fit their considerable Supernatural Strength and, combined with the art of Soulmanancy, have created arrows that go far beyond the norm. Below are a few varieties of bows designed by a demon weaponsmith known as *Rat_Bastard*. Production of bows was slow at first, but they have quickly increased in popularity. These weapons are being reserved for those who know how to wield a bow and even then are limited to small, elite groups of demonic archers. All Demon Bows require the equivalent of Supernatural P.S. 21 to be used. Each has 4D6+34 M.D.C.

Bow of Demons: This standard bow has no magical properties, but is designed for supernatural beings. It is made of curved bone and, given its size, is the equivalent of a demon *longbow*. The bowstring is either made of corded hair or sinew from a supernatural creature.

Range: 1,200 feet (366 m).

Mega-Damage: 4D6 M.D. for a standard bone arrowhead.

Magic Abilities: None.

Cost: As a unique item in a place like the Splynn D-market, it could sell for 60,000-100,000 credits.

Bow of Defiling: These bows are made of a curved rib bone. Given their size they could also be considered the equivalent of a *longbow* for demons. The bowstring is either made of corded hair or sinew from a supernatural creature.

Range: 1,400 feet (427 m).

Mega-Damage: 4D6 M.D. for a standard bone arrowhead plus spell effect when enchanted.

Magic Abilities: The archer can enchant an arrow with the following spells: Fear, Spoil (Water/Food) or Summon and Control Rodents. Each can be placed on an arrow three times per day; 5th level potency.

Bonuses: +1 to strike.

Cost: As a unique item in a place like the Splynn D-market, it could sell for 250,000-450,000 credits.

Bow of Pain: A demon compound-bow made of a large rib bone or pieces of bone with small pulleys to increase the overall power of the bow. Corded hair or sinew is used as a bowstring.

Range: 1,800 feet (549 m).

Mega-Damage: 4D6 M.D. for standard bone arrowheads, plus spell damage or effect when enchanted.

Magic Abilities: The archer can enchant an arrow with the following spells: Agony, Electric Arc (2D6 M.D.), Energy Bolt (4D6+12 S.D.C.), or Fire Ball (3D6+3 M.D.). Each can be placed on an arrow three times per day; 5th level potency.

Cost: 500,000-750,000 credits.

Demon Arrows

Bone Arrowheads: There is nothing special about these arrows other than the head is made of bone from a supernatural being or creature of magic. The shaft is typically made of simple wood or bone. These arrows are the most common and work with all demon bows.

Damage: 4D6 M.D. These arrows are too large for conventional human-sized bows; however they would fit a giant-size bow.

Cost: Most common and mass produced. Unique to mortal realms where they would fetch 50-100 credits each.

Magic Bone Arrowheads

Some arrows are imbued with magic or a spell that activates upon impact. Damage is as per the arrow plus the magical effect. Below are the most common types of magical bone arrows.

Fire Blast Arrowhead: Bursts into flames upon impacting, doing an additional 3D6 M.D. in magical fire damage. Cost: 10,000 credits per arrow.

Electric Shock Arrowhead: Unleashes an electrical burst upon impact to do an additional 3D6 M.D. in magical electricity damage. Cost: 12,000 credits per arrow.

Ice Blast Arrowhead: Discharges an icy blast upon impact, doing an additional 3D6 M.D. in magical cold damage. Cost: 12,000 credits per arrow.

Globe of Daylight Arrowhead: Silver-tipped arrow made of wood that can be used like a flare or against creatures vulnerable to sunlight or wood such as vampires! Duration is six minutes. Cost: 7,500 credits per arrow.

Splinter Arrow: This is a thicker, heavier arrow made entirely of bone that splinters into smaller pieces of bone to inflict 1D4 M.D. to everyone/everything within an eight foot (2.4 m) swath around the primary target. The bone shrapnel rains down, damaging all within the area of effect. Range Modifier: Maximum of 1,000 feet (305 m). Cost: 2,000 credits each.

Sudden Illness Arrow: These arrows are made of rotting bone, smell horrible and always have flies buzzing around them. Normal damage to a living target is 2D6 direct to Hit Points when the target is a mortal/S.D.C. being and 2D6 M.D. to Mega-Damage beings, but unless the target saves (13 or better), he is awash with an immediate and severe sick feeling. Symptoms: Nausea, fever and lightheadedness. Affects those in non-environmental

armor. Penalties: -2 melee attacks per round, reduce all combat bonuses and Spd by half, and -10% to skills. Duration: 1D4+2 minutes. Cost: 20,000 credits per arrow.

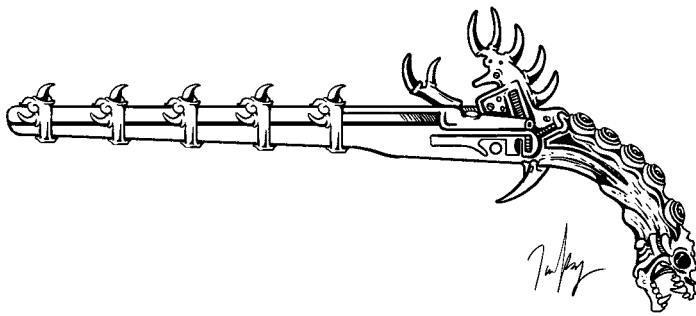
Demon Guns

Many demons, Deevils and supernatural beings believe it is beneath them to use anything that resembles technology. A sword or spear to fight an opponent face to face is one thing, but to shoot him from a great distance still seems like the coward's way out to many. However, about 20% of the those involved in the Minion War are starting to have a change of heart, slowly learning the benefits of long-range weapons. The majority of demons and Deevils seem more comfortable with magic weapons, so Techno-Wizards on many worlds are being forced to make demonic arms. Magic weapons give them a sense of familiarity and understanding with the power they are wielding, whereas technology feels like they are relying on the inferior "science" of mortals. It seems odd, but these creatures have millennia of preconceived notions about technology.

TW Iron Bolt Weapons

TW Iron Bolt weapons are a new technology for the demons. These weapons are first and foremost Techno-Wizard weapons, meaning that a demon can power them with their higher than normal P.P.E. reserve, and second, by using ammunition the Deevils are vulnerable to, gives demons a huge edge on the battlefield when fighting against them. When these weapons were first introduced, the demons were slaughtering Deevil troops by the thousand. Unfortunately, the demon faction who had them at the time got cocky and, when their guard was down, the Deevils were able to sabotage several of the manufacturing facilities for these weapons. Now the demons do not have enough, especially for all their troops on Rifts Earth, and protecting the last of the manufacturing plants (which come under attack constantly) is a number one priority.

TW Iron Bolt guns look like old-fashioned flintlock pistols and rifles. Typically, they have a smooth metal barrel and a carved wooden handle. By their design alone these weapons are attractive and clearly created by artisans. Unfortunately, with Soulmancy as a major part of their creation, they also reek of supernatural evil.



Iron Eye Deevil Slayer Pistol

This is the smallest of the TW Iron Bolt guns. It looks like a traditional flintlock pistol, all except for the ammunition, which is an iron needle about four inches (10 cm) long.

Weight: 6 pounds (2.7 kg).

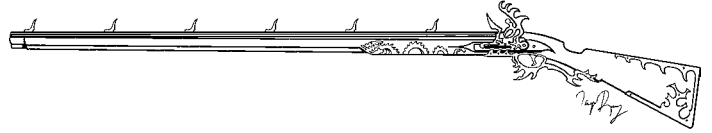
Range: 300 feet (91.4 m).

Mega-Damage: 2D6 M.D., but double damage to Deevils who are vulnerable to iron.

Rate of Fire: Single shot. Each blast counts as one melee attack.

Payload: These weapons do not have a built-in power source. Instead, the user must spend their own P.P.E. to magically create and fire the iron needle; 10 P.P.E. per shot.

Cost: 45,000 credits if they were available on the market anywhere.



Iron Bolt Deevil Slayer Rifle

The Iron Bolt Rifle fires a 12 inch (0.3 m) iron shaft via its telekinetic firing enchantment. The rifle provides for longer range and greater damage than the pistol.

Weight: 15 pounds (6.8 kg).

Range: 1,400 feet (426.7 m).

Mega-Damage: 4D6 M.D.; double damage to Deevils vulnerable to iron.

Rate of Fire: Single shot only.

Payload: Costs 20 P.P.E. per each shot to create the iron round and fire it.

Cost: 100,000 credits if they were available on the market anywhere.

Bone Shard Weapons

Bone Shard weapons, also known as Splinter weapons, were crafted by Hell Lord Heart Ripper's alchemists using a combination of Soulmancy and Techno-Wizardry. Heart Ripper wanted a ranged gun that could churn out death as fast as any modern weapon, and the end result is a large-bore weapon that spews out bone shards like rail gun rounds.

Harvested from boneyards around Hades and those who die on the battlefield, raw materials are shipped to Rifts Earth where they are combined with salvaged modern weapons. The weapons have a bone and techno-organic look with metal mixed in for good measure. All have large-bore muzzles and fire bone shards instead of bullets or energy bolts.

One of the more gruesome aspects of the weapons is how the ammunition is acquired. There is no magic that produces bone shards. Instead, a bone is fed into the top or rear of the weapon and is crushed and chewed as it goes in to create the shards that are to be fired. Monsters such as demons have no qualms about carrying a bag of bones on their back or hip, or grabbing a corpse from the battlefield (or even a living victim), tearing off a limb and inserting it into the weapon, flesh and all. Flesh and blood do not interfere with the weapon and are expelled from the barrel as the weapon is fired as a spray of gore! Any type of bone is acceptable. **Note**: Two-thirds of all Bone Shard weapons are giant-sized, made for larger than human supernatural beings.

Bone Gutter Pistol

The Bone Gutter is the smallest of the Bone Shard weapons and is the equivalent of a sub-machinegun. For demon-sized be-



ings, it can be fired one-handed. For anyone else, it is a two-handed weapon.

Weight: 8 pounds (3.6 kg).

Range: 400 feet (122 m).

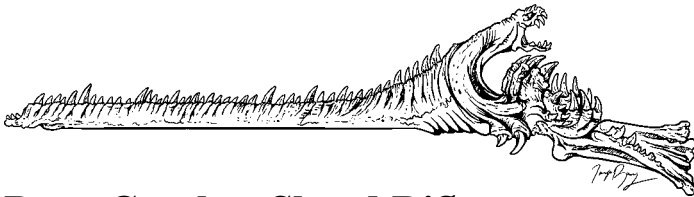
Mega-Damage: 3D6+3 per burst of bone shards.

Rate of Fire: Each burst counts as one melee attack.

Payload: Varies. The weapon can fire 1D4+2 bursts from a severed arm, 1D6+3 from a leg or equivalent bones before needing to insert a new bone.

Cost: 20,000-30,000 credits if it were available on the market, but only a select clientele would find this kind of weapon appealing.

Note: The bone ammunition feeds in from the rear into what looks like a skeletal mouth.



Bone Crusher Shard Rifle

The Bone Crusher has the long barrel and general shape of a rifle, but on the rear end of the gun is a large maw with two openings. Two bones can be fed in, giving the rear of the weapon a sideways “V” like appearance. The sound of the bones grinding adds a certain horrific aspect to the demonic warrior who wields it, adding +1 to his Horror Factor.

Weight: 20 pounds (9 kg).

Range: 1,800 feet (548.6 m).

Mega-Damage: 1D4x10+4 M.D. per burst of bone shards.

Rate of Fire: Each burst counts as one melee attack.

Payload: Varies per bones used. Typically, the weapon can fire 2D4+4 bursts from two sets of bones. If only one maws is fed, then reduce the number of bursts by half.

Cost: 40,000-50,000 credits if it were available on the market, but only a select clientele would find this kind of weapon appealing.

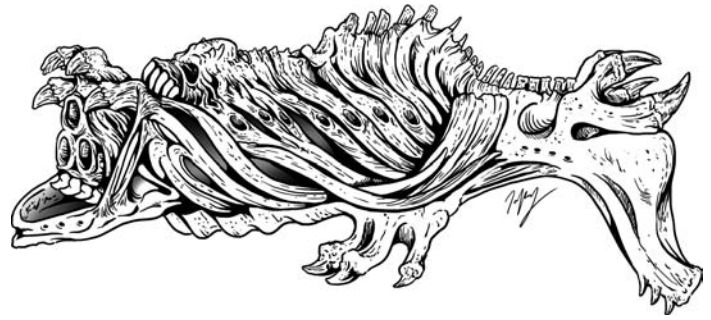
Bone Grinder Shard Cannon

The Bone Grinder is the heaviest of the Bone Shard Weapons and has a triple barrel. It is so large that even most demons find it difficult to wield. It is most commonly used by heavy weapons specialists, officers, and demon special forces.

Weight: 100 pounds (45 kg).

Range: 1,500 feet (457.2 m).

Mega-Damage: 2D4x10+6 per burst of bone shards.



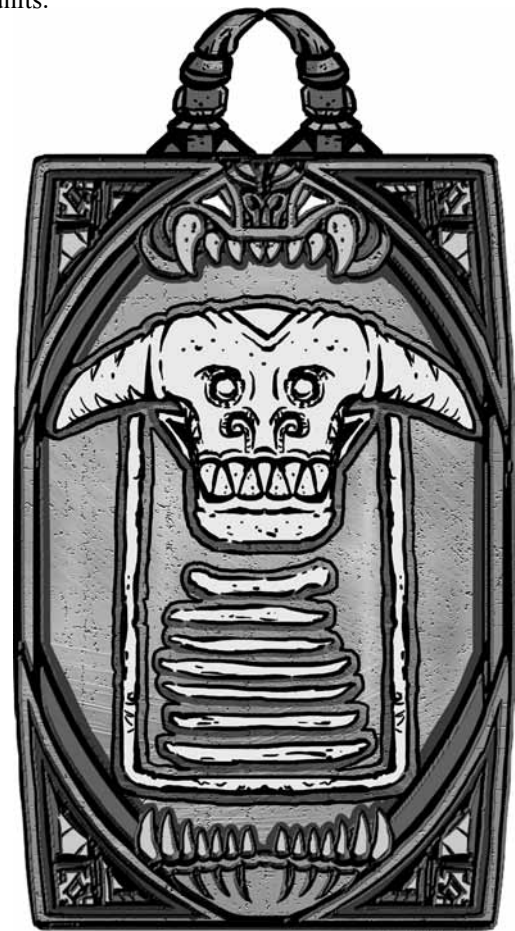
Rate of Fire: Each burst counts as one melee attack.

Payload: Varies per bones used. The weapon can fire 2D4+4 bursts with a cluster of bones fed into its one, large maw in the back (top).

Cost: 70,000-80,000 credits if it were available on the market, but only a select clientele would find this kind of weapon appealing.

Demon Magic Artifacts

In addition to weapons, demons have also been busy creating powerful magic items via Soulmancy. Below are some of the items that are being given to field commanders and some special forces units.



Beast Charm

A Beast Charm is carved from the forehead horns of a Deevil Beast. If one is lucky, the horn can be cut during combat and will not evaporate when the Deevil Beast disincorporates. Up to 10 charms can be made from a full horn. Of course, the process to create the Beast Charm is very complicated and requires the final

product to be placed in a furnace comprised of magical fire, with the blood from a Beast needed to cool the superheated charm, making two components from a Deevil Beast necessary. The latter may require having one imprisoned to bleed while still alive. The end result is a small charm about the size of a brooch. The charm is often carved to resemble a bull, or even the face of a Beast.

Bonuses: +1 to save vs magic cast by a Beast.

Special Metamorphosis: When activated (costs 50 P.P.E.), the owner of the charm can metamorphosis into a large demonic bull, just as the Deevil Beast can. When transformed into the demonic bull, the demon or mortal gets a bonus 40 M.D.C. (for mortals that may be all the M.D.C. they have), is resistant to fire and cold (half damage), and has the aura and scent of a Beast. Yes, this means the metamorphosis might trick some Host and Deevils into believing the transformed individual is a Beast in bull form. All other abilities remain whatever the character had in the first place. The charm can be activated twice per day.

Duration of Metamorphosis: One hour.

Cost: 2-4 million credits on the open market.



Devilkin Amulet

In their research efforts, demons have discovered a magical process to create Devilkin Amulets. The process is said to somehow involve Soulmancy and the preservation of a Devilkin's skull, which is later subjected to numerous other enchantments to achieve the final result. Supposedly, Devilkins must endure most of the agonizing creation process alive. The end result is a shrunken Devilkin skull (golf ball size) that ap-

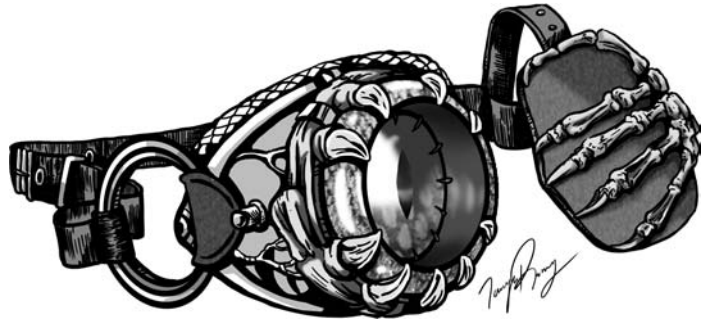
pears to be covered in gold with an unusual magical symbol on the forehead.

Bonuses: +2 to save vs magic cast by a Devilkin or Deevil.

Special Metamorphosis: When activated (costs 30 P.P.E.) the amulet enables whomever has it to metamorphosis into a Devilkin or a nondescript human for up to 8 hours, at which point it needs a full 24 hours to recharge. When transformed into the Devilkin or human guise, the wearer gets a bonus 10 M.D.C. (for mortals that may be all the M.D.C. they have), is resistant to fire and cold (half damage), and has the aura and scent of a Devilkin or human, whichever fits the appearance. **Note:** The only catch is that the amulet must be worn or carried on the person's body. Most wear it around their neck, biceps or belt. Does not work if stuck in a backpack, pouch, purse or sack, but can be concealed under clothing.

Duration of Metamorphosis: Eight hours.

Cost: 3-5 million credits on the open market.

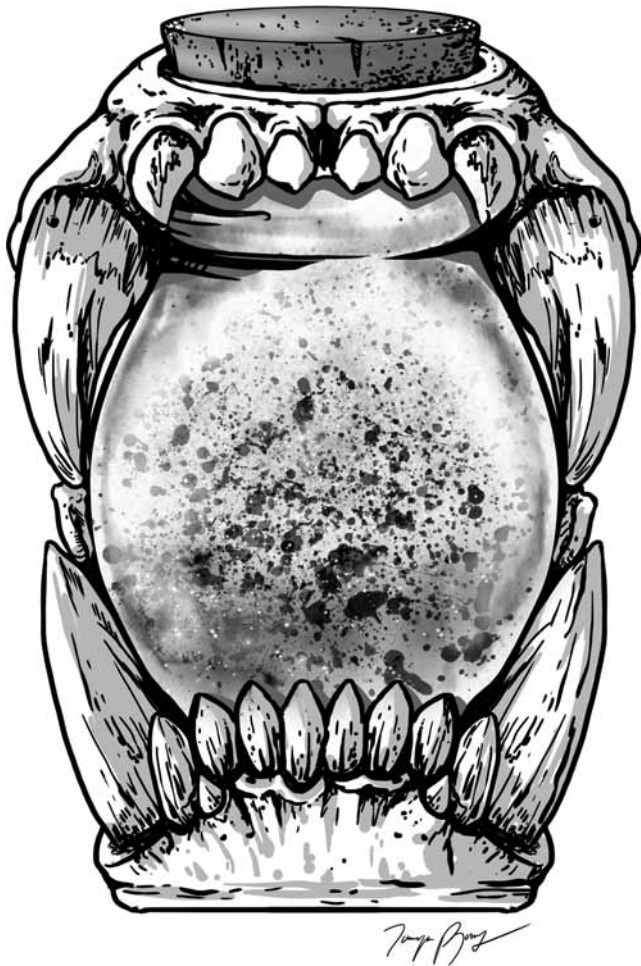


Gorgon Monocle

Throughout the Minion War, Gorgons have proven a difficult adversary for demons. Time and time again, lesser minions have fled from the battlefield where Gorgons could be found for fear of being turned to stone and smashed to pieces by other infernal forces. Something had to be done, and after much experimentation, the demons have created the *Gorgon Monocle*, a simple device worn over one eye, usually with a patch over the other eye. The monocle is made from the partial skull of a Gorgon and the lens from the Gorgon's own eye! Since the Gorgon is immune to its own gaze, the lens blocks out the petrification effects, allowing the wearer of the Gorgon Monocle to fight a Gorgon one on one. Well, mostly. On the downside, with one eye covered and the distortion of the monocle, those who wear the Gorgon Monocle are effectively blind in one eye, and are -3 on all combat bonuses (initiative, strike, parry, dodge, etc.), -3 on Perception Rolls and -1 attack per melee. If the monocle gets knocked away, the wearer is again vulnerable to petrification.

There are not many of these magic items because acquiring the necessary components is very difficult. Killing a Gorgon is hard enough, but getting one of their eyes is even trickier. To pluck the eyes from a slain Gorgon, it must be killed in Dyval or on the edge of a Hell Pit that leads to Dyval, to prevent dis-corporation. To increase their stock, the Hadean demons have put a bounty out for Gorgon heads and they pay very well for any brought to Hades. For now, these items are issued to small teams like the Brass Guard II who specifically go after Gorgons on the battlefield.

Cost: 1-5 million credits; extremely rare.



Gorgon Poison

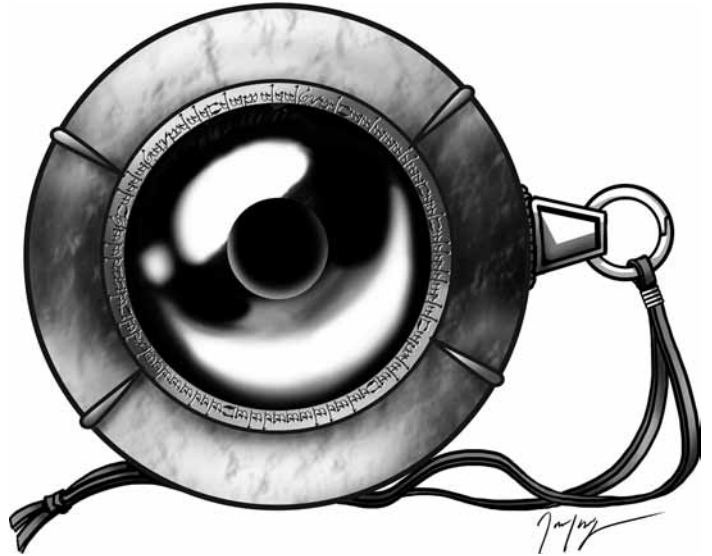
Gorgon poison was first obtained from live Gorgons captured in the Great Rift during the early part of the Minion War. The demons would bleed most Gorgons nearly to death before letting them regenerate long enough to undergo the process again and again, a hideously painful torture that only those with supernatural regenerative abilities could endure. The blood is then mixed with various magical concoctions and allowed to dry to become a fine, crystalline powder.

The powder is a poison that can be mixed with most foods and drinks and is capable of harming supernatural beings and creatures of magic. Such superhuman beings who ingest it need to make a saving throw vs magic poison of 15 or higher (mortals need a 16 or higher). Victims can use their save vs magic or save vs poison, *whichever is higher*.

A failed saving throw means the Gorgon Poison turns the supernatural creature to stone! Roll percentile dice to determine duration: 01-20% 1D6 minutes. 21-40% 1D6 hours. 41-60% 1D6 days. 61-80% 1D6 years! 81-00% Permanent!! Only magic such as the *Stone to Flesh* spell can reverse the petrification. Splugorth Bio-Wizards are said to have a magic bath that can reverse Gorgon Petrification 01-90% of the time, and of course, a Gorgon/Medusa can turn an individual back to flesh and blood, but at a price. There is a rumor that *Demon Lord Kubera-Loe, Master of Secrets*, has developed or learned of an alchemical salve made from Gorgon Poison that, when applied to cover the entire petrified figure, *restores* him to flesh and blood within 1D6x10 minutes. It only works on living beings who have been petrified (will not bring statues to life).

Even supernatural beings who save suffer 6D6 M.D. (1D4x10 S.D.C. to mortals), their skin turns cold and gray in color, and they feel stiff and achy for the next 1D4 hours with the following penalties: -1 attack per melee, -1 on all combat bonuses, and reduce Spd by 10%.

Cost: 50,000-100,000 credits an ounce which is equal to two doses.



Omni Eyes

Omni Eyes come from the eyes of a Deevil Horror. If the rumors are true, there are more than a dozen blind Horrors locked away somewhere in Hades. Thanks to Soulmancy, the demons are able to preserve the Horrors' eyes, plucked from their still-living bodies. A cold iron blade is required, while dark secrets of Soulmancy keeps the eyes alive and prevents them from Bio-Regenerating on the Horrors. The blind Horrors soon go mad from the loss of their sight.

The preserved eyes are cooked in a soup that causes them to shrink down to the size of a ping-pong ball. They are then dried and dipped in molten glass where they are preserved for eternity. Those who wear an *Omni Eye* charm find that they can see everything in a 360 degree arc, meaning they cannot be surprised by attacks from behind or the sides. They can also *see the invisible*, have perfect 20/20 vision, *Nightvision* (120 feet/36.6 m), are +2 on *Perception Rolls*, +1 on *initiative* and +1 to *dodge*. These powers are constant and automatic.

Cost: 3-12 million credits; very rare.

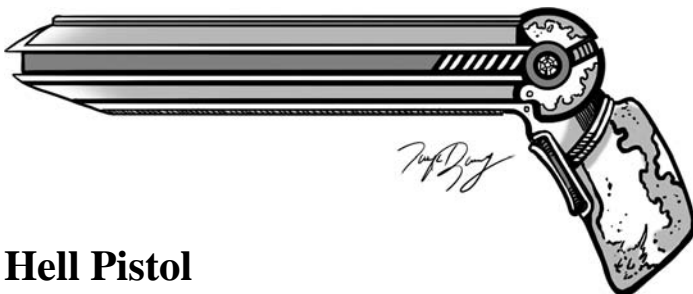
Dyval Forces on Rifts Earth

The Deevils of Dyval have battled the demons of Hades all over the Megaverse. In some dimensions they reign supreme. In others, they have been scattered to the winds with their forces crushed. Still, overall, because of the vastness of the Megaverse and the constant recycling of demonic and infernal troops, the Minion War has thus far been a stalemate. The linchpin that can make the difference in the war is Rifts Earth. With the power surging through the planet, the Deevils believe they can take the war directly to Hades and finally crush their enemies once and for all. However, Rifts Earth is no Megaversal secret. The demons of Hades have been visiting the planet for many millennia, longer and more frequently than Deevils. In fact, the Minions of Hades are already establishing beachheads and Hell Pits on Rifts Earth, before the Minions of Dyval can even secure their positions. Sahtalus, the Supreme Deevil Lord of Dyval, has sent his most trusted and powerful agents to stop the hordes of Hades from getting the upper hand on Earth, massively escalating the conflict here.

Dyval Weapons & Vehicles

Many of the weapons below are being seen for the first time on Rifts Earth. **The Hell Energy Weapon Series** was one of the first attempts the Deevils of Dyval made at creating their own fusion of technological energy weapons and magic. These weapons are crude, and lack the range of most modern Earth weapons, but they do pack one heck of a punch. The weapons are also made to be versatile and double as melee weapons. Also, Deevils do not have to maintain them, making them *disposable weapons*. Once the last of the energy has been spent, a weapon begins to fall apart and, in a matter of minutes, is just a bunch of mangled parts. This prevents Deevil Hell Weapons from falling into the hands of the enemy.

The weapons are infused with a soul through the use of Soul-mancy, and draw power from a Soul Crystal located within them. This makes Hell weapons easier for Deevils to use because they do not need to learn how to properly maintain an energy weapon, or worry about changing E-Clips in the heat of battle. Once the weapon has spent all its energy, the Soul Gem inside cracks and becomes worthless.



Hell Pistol

The Hell Pistol looks like a conventional dagger or large knife, but with a gun barrel down the middle of the blade. There is no conventional trigger, just a small stud that the user presses to

fire the energy blast. The weapon also doubles as a dagger in the event that a melee weapon is needed.

Weight: 8 pounds (3.6 kg).

Range: 500 feet (152 m).

Mega-Damage: 3D6 M.D. for the energy blast or 1D8 M.D. as a blade weapon.

Rate of Fire: Each blast counts as one melee attack.

Payload: 30 shots and recharges at a rate of 1 shot every melee round (15 seconds). Total capacity: 300 shots before the weapon is useless.

Cost: Not openly sold on Earth, but such weapons command 30,000-40,000 credits at places like the Splynn Dimensional Market and Diablo Island.



Hell Rifle

The Hell Rifle is effectively an energy rifle built into a sword. Again, the barrel runs down the middle, with a sharp blade above and below it. A small stud on the hilt fires the weapon.

Weight: 20 pounds (9 kg).

Range: 1,400 feet (427 m).

Mega-Damage: 4D6 M.D., or 2D6 M.D. as a blade weapon.

Rate of Fire: Each blast counts as one melee attack.

Payload: 30 shots and recharges at a rate of 1 shot every melee round (15 seconds). Total capacity: 240 shots before the weapon is useless.

Cost: Not openly sold on Earth, but such weapons command 50,000-60,000 credits at places like the Splynn Dimensional Market and Diablo Island.



Hell Cannon

The largest of the Hell series of weapons, the Hell Cannon is designed as a pole arm and long-range firearm. The barrel of the gun comprises most of the staff with a pole arm blade at the end for melee combat.

Weight: 40 pounds (18 kg).

Range: 2,000 feet (610 m).

Mega-Damage: 1D6x10 M.D., or 4D6 as a pole arm.

Rate of Fire: Each blast counts as one melee attack.

Payload: 30 shots and recharges at a rate of 1 shot every melee round (15 seconds). Total capacity: 120 shots before the weapon is useless.

Cost: Not openly sold on Earth, but such weapons command 65,000-80,000 credits at places like the Splynn Dimensional Market and Diablo Island.



Hell Galleon

The Deevils have developed their own demonic weapons to counter those being deployed by their Hadean rivals. Most Deevil vehicles tend to exemplify speed and stealth over firepower and brute strength, while others, like the *Hell Galleon* and *Hell Battle Barge*, are a direct counter to massive enemy vehicles. In fact, the *Hell Galleon* is the Deevils' version of the *Demon Black Ship*; the process for creating them is exactly the same regardless of who is running it, as both vessels are the product of Soulmancy. The styling is different, however, and the crew is often predominantly Bonelings, Shock Dragons, and Deevils, plus an air wing of 2D6+8 Harpies or Dire Harpies.

The Deevils are known to operate eight *Hell Galleons* from their home port of Ciudad de Diablo. Four are always at sea somewhere in the world, while the remaining four rotate duties patrolling the Caribbean and the waters of the Atlantic Ocean. It is rumored that another 2-4 also sail the Gulf Coast and 2-4 more sail along the coast of Africa. It is not known for certain, but it appears the demons of Hades have not launched any *Black Ships* on Rifts Earth yet, which gives the Deevils the upper hand at sea, for the moment. The Deevils also have a number of independent pirate captains and even some factions of Horune Pirates working for them or trading with them. Primary targets are mortal vessels,

Splugorth vessels and, should they come upon any, *Demon Black Ships*.

It should be noted that the *Demon Black Ships* that operate out of *Nightmare Island in South America* are not affiliated with the demons or the Deevils, but are instead commanded by a demonic being known as **Kharkon the Undaunted**. The demons on those ships are under the control of the Shifters or Summoners who brought them to Earth to serve as their minions. Should the Deevils spot any of Kharkon's ships they will assume them to be part of the demon fleet on Rifts Earth and will attack and fight to the death. Once the demons and Deevils learn that they can possibly get their hands on a dozen or more of the *Demon Black Ships* in Kharkon's fleet, both sides will try to steal them, get Kharkon to fight for them, or destroy the ships so that the vessels do not fall into enemy hands. If the deal is sweet enough, Kharkon is likely to join one side or the other, but only if it furthers his own goal of someday ruling the planet. On the other hand, trying to convince Kharkon to fight on the side of humanity and battle the demons *and* the Deevils could be an adventure in and of itself. (For information on Kharkon the Undaunted, see **Rifts World Book Six, South America**.)

Deevil Hell Galleons

Same as Demon Black Ships

These ships are well known and feared on a variety of different worlds where demons and Deevils have a strong presence or are summoned by powerful mages who can force them to make the dreaded ships. The vessels are created via a complex and mysterious magical ceremony known only to the most powerful and evil Soulmanagers, Shifters or Necromancers. In the P.P.E.-rich environment of Rifts Earth, the Black Ships and now, Hell Galleons, become M.D.C. structures able to resist artillery and missile attacks and battle high-tech warships! The ships' true power, however, comes from their crews of demonic beings. All Hell Galleons and Black Ships are crewed by a few to several dozen minions of Hell, supplemented by 40-120 skeletons or zombies. Other crewmen can include willing mortal servants of Hell and slaves. **Note:** The knowledge of building the Black Ships/Hell Galleons is NOT common knowledge and is not available to most Soulmanagers, Shifters and characters on Rifts Earth or throughout the Megaverse. Even the Splugorth do not hold (or even want) this knowledge.

Model Type: Dyval Hell Galleon/Demon Black Ship.

Class: Magic Warship.

Typical Hell Galleon Deevil Crew: Greater Deevils: 2 Arch Fiends, 2 Deevil Dragons, 2 Deevil Beasts, 2 Horrors and one Serpent (or another Beast) as the Captain.

Lesser Deevils: 2D6+12 Bonelings, 1D6+6 Deevils, 1D4+4 Naga Deevils, 1D4 Nexus Deevils, 1D4 Gorgons, 2 Fiends and an air wing of 2D6+8 Harpies and 2 Dire Harpies. There may be 2D6 addition Deevil crew members of any variety that are Lesser Deevils or Host.

Other Crew Members: 1D6 Blood Warriors, one or two Soulmanagers, 1D4+1 Necromancers, 2D6+6 Shock Dragons (Host), 1D4x10 mortal slaves or willing worshipers/followers/henchmen, and 4D6x16 animated dead/undead such as skeletons or zombies. Mortal crewmen typically range 1D6 level in experience (or as the G.M. desires).

M.D.C. by Location:

- * Front Mast – 65
- * Mid-Mast – 90
- * Rear Mast – 65
- Sails (3) – 35 each
- Ram Prow – 600
- Rudder – 250
- Protruding Spikes – 50 each
- Weapons on Swivels (10) – 50 each
- ** Front Section – 1200
- ** Mid-Ship – 800
- ** Rear Section – 900
- *** Hull per 20 foot (6.1 m) area – 250
- **** Keel per 10 foot (3 m) area – 500

* Destroying a mast or a sail will reduce the ship's sailing speed by 30%.

** Depleting the M.D.C. of any of these sections will sink the ship in 4D6 minutes.

*** Depleting the M.D.C. of a 20 foot (6.1 m) area in the hull will cause the ship to take on water and sink in 4D6x10 minutes. This damage is repairable.

**** Destroying a 10 foot (3 m) section of keel reduces the ship's best speed by 20%. Cumulative penalties for additional damage.

Speed: Sailing 16 mph (26 km). Mystic propulsion 32 mph (51 km); add 10 mph/16 km when a live mortal is sacrificed on the altar within the vessel and his soul goes to fuel and improve speed for 1D4 hours; only one soul can be used to increase speed), and 70 mph (112 km) along ley lines and anywhere within the Devil's Triangle/Bermuda Triangle.

Statistical Data:

Width: 30 feet (9.14 m).

Length: 200 to 300 feet (55 to 91.4 m).

Weight: 300-500 tons.

Cargo: 120 tons (in addition to the considerable weight of the inhuman crew).

Range: Unlimited!

Power System: Sail power or magic. The mystic propulsion system requires 100 P.P.E. per hour of usage. Often, prisoners are systematically sacrificed to keep the ship going longer and faster! If traveling along a ley line, however, the mystic propulsion system costs only 20 P.P.E. per hour and the maximum speed of the ship becomes an amazing (for such a large, sail-driven watercraft) 70 mph (112 km) even against the wind or current!

Magic Repairs: On Rifts Earth, the Hell Galleon automatically repairs itself at a rate of 100 M.D.C. per 24 hours or 200 M.D.C. when anchored along a ley line or when inside the Bermuda Triangle.

Cost: Not available on the open market. Worth hundreds of millions, maybe billions.

Weapon Systems:

1. Any Medium to Moderately Heavy Weapons (10): This could be any technological weapon such as laser cannons or rail guns, or Lightning Cannons, Blood Cannons, Soul Cannons, TW weapons, and other magic or supernatural weaponry. Most Deevil ships have Kreelo's *Lightning Cannons*. Each gun can swivel side to side 120 degrees and has a 45 degree up and down arc of fire. Each requires a gunner to fire the weapon. Kill the gunner and you knock out the weapon (at least until a new gunner takes his place). Better to destroy the cannon.

Primary Purpose: Assault and ranged combat.

Secondary Purpose: Defense.

Range: 2,000 feet (610 m).

Mega-Damage: 1D6x10 M.D. per blast.

Rate of Fire: Four blast each per melee round. Each blast counts as one melee attack.

Payload: The weapon has an independent energy supply for 50 blasts (some kind of rechargeable battery or fuel-powered generator for tech weapons or a Blood Pool for TW weapons or magic armament like Lightning Cannons.) Once depleted, the user has to refill the blood tank from a Blood Pool or allow the weapon to drain his own blood directly from him.

To reload with four blasts for one cannon costs 20 S.D.C. and 5 Hit Points, or 20 M.D.C. (Varies depending on the nature of the wearer. Cost is M.D.C. for supernatural beings.) **There are ten weapon positions:** two mounted above the prow, with the other eight spread four to a side. The weapons are fired by a gunner.

2. Ram Prow: The ram prow is an enchanted construct that inflicts enormous damage to enemy ships without harming the Black Ship's superstructure. Usable only in close combat.

Primary Purpose: Anti-Ship.

Secondary Purpose: None.

Range: Contact weapon.

Mega-Damage: 3D6x10 M.D. plus 5 M.D. for each one mph (1.6 km) of speed. On a ley line, at maximum speed (70 mph/112 km), and hitting an unmoving object, the ram will inflict 3D6x10+350 M.D.!

Rate of Fire: A ram attack can be performed about once every six minutes at the most, and that's assuming hit and move on to the next target. In most cases, a ram is used to block or cripple an enemy ship just before boarding it.

Payload: Not applicable.

3. Magic: Obviously, the many different practitioners of magic and the Deevil (or demon) crew are not without their resources. A variety of different spells and magic can be used to attack other vessels and to defend the Hell Galleon, especially at close range and against boarding parties.

4. Deevil Troops: Varies, see typical crew above. Always enough to repel boarding parties, as well as serve as boarding parties to attack other ships. There are always crew members who can fly or swim ahead for reconnaissance, attack other water vessels, pursue ships on the run and even intercept, destroy or deflect missiles (and torpedoes).



Hell Schooner

The Hell Schooner is a medium-sized flying and water assault craft used by the Deevils. It is quite a sight to see a sailing ship leave the surface of the water and fly among the clouds or above the trees. Constructed in a similar fashion to the Hell Galleons, they appear demonic, with an organic-looking hull composed of red and black flesh, a bony superstructure, spikes and a couple of nasty looking maws at the end of the bow. The front of the schooner can be used for ramming, while the rest of the ship is dedicated to guns and platforms that support assaults on the water, air to water and air to land. Located behind the pilot is an altar for sacrificing victims to power the Hell Schooner. In addition to the altar, there are numerous grooves on the deck of the ship that capture and channel any blood that is spilled onto the Blood Pool that is below deck under the pilot's dais.

Deevils use schooners as (relatively) fast assault ships and troop transports on the water and in the air over land! They are reasonably fast and maneuverable in both mediums. In a pinch they can also be used to haul cargo and small, light vehicles instead of troops.

Model Type: Dyval Hell Schooner.

Class: Deevil Hover, Air and Water Assault Vessel and Transport.

Crew: Greater Deevils: Typically 2 Beasts or Horrors and one Arch Fiend, but could be double that number.

Lesser Deevils: 8 Deevils, 4 Devilkins, 4 Naga Deevils, 1 Imp and 1 Fiend or Ice Wraith.

Host and Other Crew Members: 1D6+4 Harpies, 1D4+4 Tiger Beasts, 1D4+2 Shock Troopers, one or two Soulmanagers, 1D4+2 Blood Warriors, and 2D6+12 mortal henchmen and/or slaves.

M.D.C. by Location:

* Front Mast – 35

* Mid-Mast – 45

* Rear Mast – 35

Sails (3) – 25 each

Bow Figurehead, Large (1) – 120

Bow Figurehead Small (1) – 90

Ram Prow (1) – 200

Rudder – 150

Protruding Spikes – 25 each

Blood Cannons (6) – 50 each

Altar – 175

** Blood Pool – 150

*** Front Section – 440

*** Mid-Ship – 330

** Rear Section – 400

**** Hull per 20 foot (6.1 m) diameter – 80

***** Keel per 10 foot (3 m) diameter – 200

* Destroying a mast or a sail will reduce the ship's sailing speed by 30%.

** Destruction of the Blood Pool (below deck) renders the schooner inoperable. If in the air, the vessel quickly drifts to the ground or the surface of water within 1D4+2 melee rounds. If grounded, the Hell Schooner is unable to move. If on water, it can still sail under the power of its sails. Depleting the M.D.C. shatters the containment chamber, leaving a mere 1D4 gallons (3.8-15 liters) of blood for the ship to operate on.

*** Depleting the M.D.C. of any of these sections will sink the ship in 4D6 minutes.

**** Depleting the M.D.C. of a 20 feet (6.1 m) area in the hull will cause the ship to take on water and sink in 4D6x10 minutes. This damage is repairable.

***** Destroying a 10 foot (3 m) section of keel reduces the ship's best speed by 20%. Cumulative penalties for additional damage.

Speed:

Ground: Not possible; hover vehicle for water and air.

Flying: The magic propulsion system enables the ship to hover as high as high as 5,000 feet (1524 m) and fly at a maximum speed of 70 mph (112 km) but cruising speed is considered 40 mph (64 km). Speed may be increased by 30% when flying along a ley line.

Water: Sailing 20 mph (32 km). Mystic propulsion 42 mph (67 km; add 15 mph/24 km when a live mortal is sacrificed on the altar within the vessel, his soul used to provide improved speed for 1D4+2 hours; only one soul can be used to increase speed), and 90 mph (145 km) along ley lines and anywhere within the Devil's Triangle/Bermuda Triangle.

Underwater Capabilities: None.

Statistical Data:

Height: 18 feet (5.5 m)

Width: 15-20 feet (4.6 to 6.1 m).

Length: 120 to 200 feet (36.6 to 61 m).

Weight: 150-20 tons.

Cargo: 80 tons (in addition to the considerable weight of the inhuman crew).

Power System: Sail power or magic flight. The mystic propulsion system requires 100 P.P.E. per hour of usage and blood (see Range, below). Often, prisoners are systematically sacrificed to keep the ship going longer.

Range: The Hell Schooner consumes blood as fuel at the rate of 5 gallons (19 liters) of blood per hour just to operate. When traveling at its top speed it consumes 10 gallons (37.8 liters) of blood per hour.

Magic Repairs: On Rifts Earth, the Hell Schooner automatically repairs itself at a rate of 30 M.D.C. per 24 hours or 60 M.D.C. when anchored along a ley line or when inside the Bermuda Triangle.

Cost: Not available on the open market. Worth tens of millions.

Weapon Systems:

1. Blood Cannons (6): Mounted along the railings are three Blood Cannons on each side of the schooner. These are the only weapons mounted on the vessel. They can swivel 90 degrees side to side and have a 90 degree up and down arc of fire.

Primary Purpose: Assault and Anti-Aircraft/Flyers.

Secondary Purpose: Defense.

Range: 2,000 feet (610 m).

Mega-Damage: 5D6 M.D. per blast.

Rate of Fire: Each blast counts as one attack of the assigned gunner.

Payload: Each cannon has a large, bowl-shaped hopper that is filled with blood. Each hopper holds enough blood (roughly two gallons/7.5 liters) for 30 shots. A slave often has the dubious task of running from gun to blood pool when the hoppers run dry. If they do not act fast enough it is often their blood that gets used.

Note: Alternative weapon systems could be incorporated, but this is the standard for the ship.

2. Ram Prow: The ram prow is just below the waterline and is designed to strike enemy vessels with the hope of punching a hole in their hull.

Primary Purpose: Anti-Ship.

Secondary Purpose: None.

Range: Contact weapon.

Mega-Damage: 1D4x10 M.D. plus 2 M.D. for every 10 mph (16 km) of speed.

Rate of Fire: A ram attack can be performed about once every six minutes at the most, and that's assuming hit and move on to the next target. In most cases, a ram is used to block or cripple an enemy ship just before boarding it.

Payload: Not applicable.

3. Attacking Figureheads (2; bowsprit): The ram prow is an ordinary object, but above it, jutting out from where one might find a bowsprit, are a pair of enchanted constructs. Each of these monstrous figureheads is perched, with long necks and mouths that can bite and tear at the sails and hull of other ships and their crew members, or anything else that come too close. The necks can bend and sway 30 degrees in all directions and snap forward an extra six feet (1.8 m).

Primary Purpose: Anti-Ship and Anti-Personnel.

Secondary Purpose: None.

Range: Contact weapon with a 16 foot (4.9 m) reach.

Mega-Damage: Large, monstrous figurehead: 4D6 M.D. Smaller figurehead: 3D6 M.D.

Rate of Fire: Each can attack anything that comes within range as often as three times per melee round.

Payload: Not applicable.

4. Magic: Chameleon: Used only when not moving, this magic enables the Hell Schooner to hide from pursuers at sea or on land, as well as wait in ambush for enemy vessels (it appears the moment the ship makes a hostile move or any movement). A gallon (3.8 liters) of blood is needed per each hour of concealment.

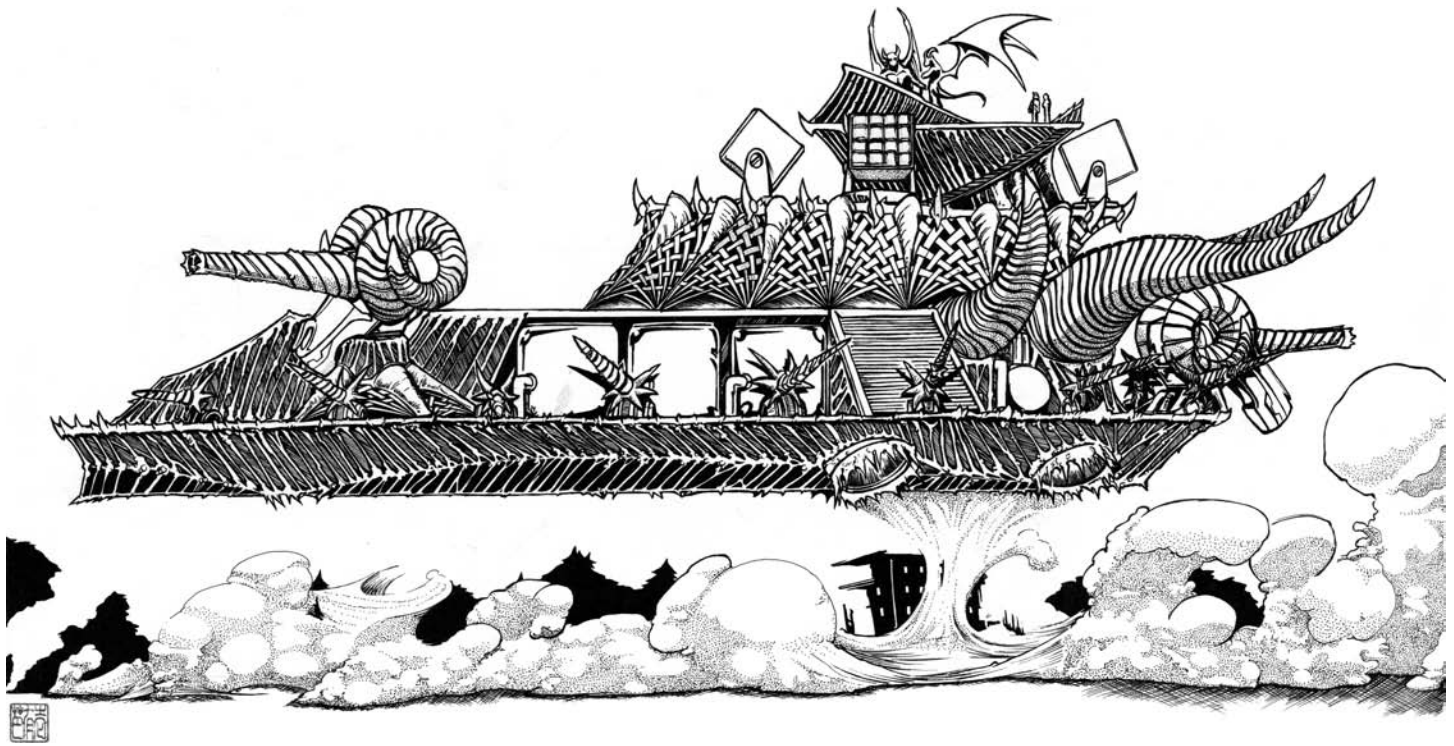
Cloud of Fog or Mist: Used to cover an escape or to provide cover for the crew or those around it, the vessel can disgorge a thick, white cloud or mist. Covers a 60 foot (18.2 m) radius. A gallon of blood will provide six uses.

In addition, the many different practitioners of magic and the Deevil crew possess a diverse range of magic they can fire off to attack other vessels and to defend the Hell Schooner.

5. Deevil Troops: Varies, see typical crew, above. They can try to repel boarding parties or exit the ship to attack enemies on-board other ships, the ground or in the water. There are always a few crew members who can fly or swim to perform reconnaissance or engage in attacks.

Hell Battle Barge

The Hell Battle Barge is designed as a landing craft that can travel over water and right onto land to bring troops, War Steeds, light vehicles and ranged weapons to bear against enemies. While the Hell Battle Barge spends much of its time on the water, it functions just as well as a massive hover vehicle that can double as a mobile command center. At sea, it has the advantage of flying above rough waters and potentially damaging reefs. It can also take refuge on dry land, or hide by rising up from the water and flying onto an island where it can gather freshwater, supplies or lay in wait for its next target. Seafarers are not used to looking for enemy ships inland or hidden among the trees of an island. Constructed in a similar manner to the Hell Galleon and Schoo-



ner, the Hell Battle Barge is proving its worth as a new combat vehicle to be feared, with many different design elements that allow it to function as a sort of battleship and land support unit.

There are five decks, including the open top. Below the main deck is the engineering level, which holds eight, 2,000 gallon (7,570 liter) Blood Pool tanks, as well as supply storage and slave pens. The tanks are filled from sacrifices done in engineering and on the upper decks. Grooves in the floors and pipes throughout the ship carry blood down to the tanks. There is always the smell of blood and the sound of screams coming from the engineering deck, proof of the torture and sacrifices done to drain blood from slaves and captives to power the vessel. At the back and towards the rear is a mystic generator that converts blood into ammunition for many of the weapons as well as the power that propels the Barge. Several large slave pens are located on this deck. Slaves serve as labor and, more importantly, as human sacrifices, their blood drained for fuel in the Blood Pool. Arguably, the unluckiest of slaves are those kept alive for repeated “bleedings” into the Pool.

The main deck has side-mounted Blood Cannons along the railings, punctuated by two large Soul Cannons, one located in the bow and another in the stern. In the centerline of the barge is the large cargo hold and troop compartment that can disgorge small vehicles and troops onto the battlefield from side ramps.

The third level is the living quarters, kitchen and dining area. On the roof of the living quarters are two massive searchlights and two missile launchers; all controlled from the command deck.

The fourth level is the command deck itself. There are private rooms for the Battle Barge’s officers, a war room/conference room and a communications room that also has a second Blood Pool.

The top level is an open-air observation deck. There is an altar here for blood sacrifices, with the blood of the victims flowing into the Blood Pool below.

Model Type: Dyval Hell Battle Barge.

Class: Demonic Hover Battleship.

Crew: Greater Deevils: 4 Beasts, 4 Horrors, 2 Arch Fiends and 2 Deevil Dragons. Lesser Deevils: 6 Deevils, 6 Devilkins, 6 Fiends, 2 Gorgons, 6 Harpies, 6 Imps, 1D4 Soulmancers. Other Crew: 40 Hosts or mortal slaves.

Troops: Depending on their size, troops can include an additional 60-120 fighting forces. Double if human or human-size, but Battle Barge troops are predominately Minions of Dyval; may include mortal Blood Warriors, mages and dark priests.

M.D.C. by Location:

- * Decorative Horns, Giant (4) – 200 each
- Searchlights, Giant (2, top) – 100 each
- Missile Launchers (2, top) – 100 each
- Side Boarding Ramps (4, 2 on each side) – 100 each
- Blood Cannons (16; eight per side) – 100 each
- Heavy Soul Cannons (2) – 500 each
- Soul Cannon Gunner Compartments (2) – 200
- Internal Blood Pool Tanks (9) – 150 each
- Altar – 175
- ** Front Section – 760
- ** Mid-Ship – 650
- ** Rear Section – 8600
- *** Hull per 20 foot (6.1 m) diameter – 80

* The decorative horns help to protect the living quarters and troop compartment/storage from attacks aimed at the back of the vessel. Each also has a large, secret storage compartment for hiding magic items, weapons, barrels of blood or 6-10 slaves/prisoners.

** Depleting the M.D.C. of any of these Main Body sections will sink the ship in 3D6 minutes.

*** Depleting the M.D.C. of a 20 feet (6.1 m) area in the hull will cause the ship to take on water and sink in 4D6x10 minutes. This damage is repairable.

Speed:

Ground & Limited Flight: Mystic hover and propulsion systems enable the Hell Battle Barge to hover and fly up to 40 feet (12.2

m) above the ground or over the waves. Maximum flying speed is 50 mph (80 km), but cruising speed is considered 30 mph (48 km). Speed and height may be increased by 50% when flying along a ley line or anywhere within the Devil's Triangle/Bermuda Triangle.

Water: Mystic propulsion 40 mph (64 km), increased to 80 mph (128 km) along ley lines and anywhere within the Devil's Triangle.

Underwater Capabilities: None.

Statistical Data:

Height: 66 feet (20.1 m).

Width: 55 feet (16.8 m).

Length: 280-330 feet (85.34 to 100.6 m).

Weight: 500-600 tons.

Cargo: The Battle Barge is capable of holding up to 750 tons of cargo.

Power System: Magic. The mystic propulsion system requires 100 P.P.E. per hour of usage and blood (see Range, below). Often, prisoners are systematically sacrificed to keep the ship going longer.

Range: The Hell Barge consumes blood as fuel at the rate of 10 gallons (38 liters) per hour. When traveling at its top speed it consumes 15 gallons (56.7 liters) of blood per hour.

Magic Repairs: On Rifts Earth, the Hell Barge automatically repairs itself at a rate of 30 M.D.C. per 24 hours or 60 M.D.C. when anchored along a ley line or when inside the Bermuda Triangle.

Cost: Not available on the open market. Worth hundreds of millions.

Weapon Systems:

1. Blood Cannons (16!): Mounted eight on each side of the vessel like cannons from old seafaring galleons, these weapons are used in broadside attacks as well as to defend the ship from aircraft and flyers. Each can rotate side to side 90 degrees and 60 degrees up and down. Each is fired by a dedicated gunner.

Primary Purpose: Assault and Anti-Aircraft/Flyers.

Secondary Purpose: Defense.

Range: 2,000 feet (610 m).

Mega-Damage: 5D6 M.D. per blast.

Rate of Fire: Each blast counts as one attack by the gunner assigned to each. This is a manned weapon.

Payload: Each weapon has a large bowl-shaped hopper that is filled with blood. Each hopper holds enough blood (roughly two gallons/7.5 liters) for 30 shots. A slave often has the dubious task of running from gun to blood pool when the hoppers run dry. If they do not act fast enough it is often their blood that gets used.

Note: Alternative weapon systems could be incorporated, but this is the standard for the ship.

2. Double-Barreled Soul Cannons (2): The Deevils' version of the Soul Cannon has large ram horns that help to protect the weapon and its gunner, with double-barreled versions mounted on the Hell Barge. The gunner receives a feed from the war room and can hear orders from the captain or commander from the command deck. Each can rotate side to side 180 degrees and has a 90 degree up and down arc of fire.

Primary Purpose: Anti-Ship, Anti-Fortification and Artillery.

Secondary Purpose: Assault, Anti-Armor and Anti-Netherbeast.

Range: 2 miles (3.2 km).

Mega-Damage: 1D6x10+10 M.D. for a single blast to everything in a 10 foot (3 m) area or 2D6x10+20 M.D. for a simultaneous dual blast at the same target.

Rate of Fire: Two maximum damage dual blasts per melee round or four single blasts.

Payload: Each has 50 double blasts or 100 single blasts before both weapons' independent blood tanks are drained. Each tank holds 100 gallons (378.5 liters) of blood. There is usually enough auxiliary blood in the Blood Pools to supply each gun with another 1D4 full payloads before the expenditure of blood could have other impacts on the ship's fuel supply.

3. Conventional Medium-Range Missile Launchers (2): These weapons provide a modern advantage and good range. Two are mounted on the deck on either side of the bridge. Can rotate 360 degrees and has a 90 degree up and down arc of fire.

Primary Purpose: Anti-Ship, Anti-Fortification and Artillery.

Secondary Purpose: Assault, Anti-Armor and Anti-Netherbeast.

Range: Varies, but typically 5 miles (8 km).

Mega-Damage: Varies with missile type, but typically *fragmentation* (2D4x10 to a 20 foot/6.1 m blast radius), *high explosive* (2D6x10 M.D. to a 15 foot/4.6 m radius), *armor piercing* (2D6x10 M.D. to a 5 foot/1.5 m radius) or *plasma* (2D6x10 M.D. to a 15 foot/4.6 m blast radius, but plasma and fragmentation missiles only have a 3 mile/4.8 km range).

Rate of Fire: One at a time or in volleys of two or four.

Payload: 32 total; 16 per each launcher, but there are 32 additional missiles in the cargo bay. It takes 1D6+4 minutes to reload 16 missiles.

4. Magic: Same as the Hell Schooner. Chameleon: Used only when not moving, this magic enables the Hell Barge to hide from pursuers at sea or on land, as well as wait in ambush for enemy vessels (it appears the moment the ship makes a hostile move or any movement). A gallon (3.8 liters) of blood is needed per each hour of concealment.

Cloud of Fog or Mist: Used to cover an escape or to provide cover for the troops around it, the vessel can disgorge a thick, white cloud or mist. Covers a 60 foot (18.2 m) radius. A gallon of blood will provide six uses.

In addition, the many different practitioners of magic and the Deevil crew possess a diverse range of magic they can fire off to attack other vessels and to defend the Battle Barge.

5. Deevil Troops: Varies, see typical crew above. They can try to repel boarding parties or exit the ship to attack enemies on-board other ships, the ground or in the water. There are always a few crew members who can fly or swim to perform reconnaissance or engage in attacks.

Deevil Magic Artifacts

Just as the demons have been experimenting on Deevils, so to have Deevils been experimenting on Hadean demons. Soulman-cy offers numerous options for creating deadly concoctions and weapons. In some cases the demon needs to be captured and the "parts" extracted before the demon expires. In other cases, they are kept alive and drained of blood or poisons as the case may be. In all circumstances it is a fate worse than death. All items are rare and not commonly available on the open market.

Demon Fly Potion

This is a vile and smelly liquid made from the pureed brains of a Demon Fly. The result is a magic potion that makes anyone who drinks it faster, be they mortal, creature of magic or supernatural being.

Bonuses: Double Spd, +1 melee attack, +2 on initiative, +1 to parry, +2 to dodge and the act of dodging is “automatic” (the dodge does NOT count as a melee action).

Duration: An 8 ounce (0.23 liter) potion lasts for five minutes and takes effect the next melee round.

Note: There is a downside to this potion. At the end of the duration the potion drinker is exhausted and their limbs feel like lead. All combat bonuses and attacks are at one half for the next five minutes.

Cost: 250,000 per potion. Rare.



Fire Rage Potion

Fire Rage is a potion created from captured Brek-Shalls. It gets its name from the fact that the Brek-Shall is in a near constant state of rage. The blood is like liquid fire and 3D6 pints (1.4-8.4 liters) can be extracted from a Brek-Shall before the demon is killed. The Deevils rip open the chest of the Brek-Shall and siphon the blood while it is still alive, with the heart still beating! The process is so painful that many Brek-Shalls develop insanities after they are reborn in Hades.

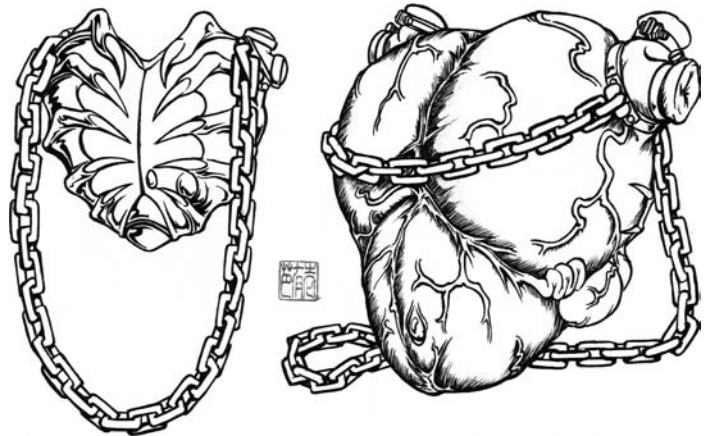
When a half pint is drunk, the user is imbued with some of the abilities of a Brek-Shall. However, just like the Brek-Shall, the character is enraged and becomes a crazy berserker.

Special Abilities: An aura of diffused red light glows around the potion drinker and provides an additional 60 M.D.C. He also becomes impervious to fire (no damage from magic or Mega-Damage plasma), is +2 to strike and able to shoot bolts of fire from his glowing red eyes (2D6 M.D., 30 foot/9.1 m range, they are also +2 to strike). Each fire blast counts as one attack.

Penalties: The problem is, all the character sees is red! He is angered by the slightest of things, easily enraged and hyper-aggressive, fighting at the smallest provocation. To make matters worse, he cannot tell friend from foe, shows no mercy, fights to the death, and is -4 to parry, dodge and pull punch. He is also likely (01-80% chance) to simultaneously attack his foe, then take evasive action.

Duration: 1D4 minutes, after which the individual must live with whatever carnage he may have unleashed while under the influence. The potion works on mortals, creatures of magic and supernatural beings.

Cost: 500,000 credits per half pint (0.23 liters).



Gargoyle Heart Amulet

Deevils have learned that if they quickly preserve the still-beating heart of a Gargoyle Lord, it can be made into an amulet of considerable power. Through a Necromantic ritual, combined with the art of Soulmanancy, the heart is preserved and turned into a small, shriveled, stone pendant. This pendant is worn like any amulet and, except that it radiates magic, seems benign and harmless. When activated, however, the owner is granted the ability of *Stone Metamorphosis*, just like a Gargoyle Lord.

The Transformation: Turns the wearer into stone with 200 M.D.C. (200 S.D.C. and an A.R. of 17 in S.D.C. environments) and Supernatural P.S. Those with Supernatural Strength do an extra 1D6 M.D. on punches and kicks, those with augmented strength do an extra 1D4 M.D., while people with normal strength do an extra 2D6 S.D.C. on damage.

Duration: 2D6+6 minutes or until the 200 M.D.C. is reduced to zero, whichever comes first, and the amulet can be only be used three times per 24 hour period.

Note: There is one gruesome side effect to this amulet. When the amulet is activated, the heart enlarges and turns to flesh, beating with a life of its own. The amulet works on mortals, creatures of magic and supernatural beings.

Cost: 3 million credits.

Locust Poison

Locust Poison comes from the stinger of a Demon Locust. Demon Locust that are captured, usually via magical means, are then “milked” for their poison. This is so embarrassing and demeaning for a Demon Locust that, should the opportunity arise, most will try to destroy their Deevil tormentors rather than try to escape.

The poison can be applied to a blade to affect those who are cut or stabbed by the weapon (the blade will be wiped clean of poison after two attacks) and must draw blood.

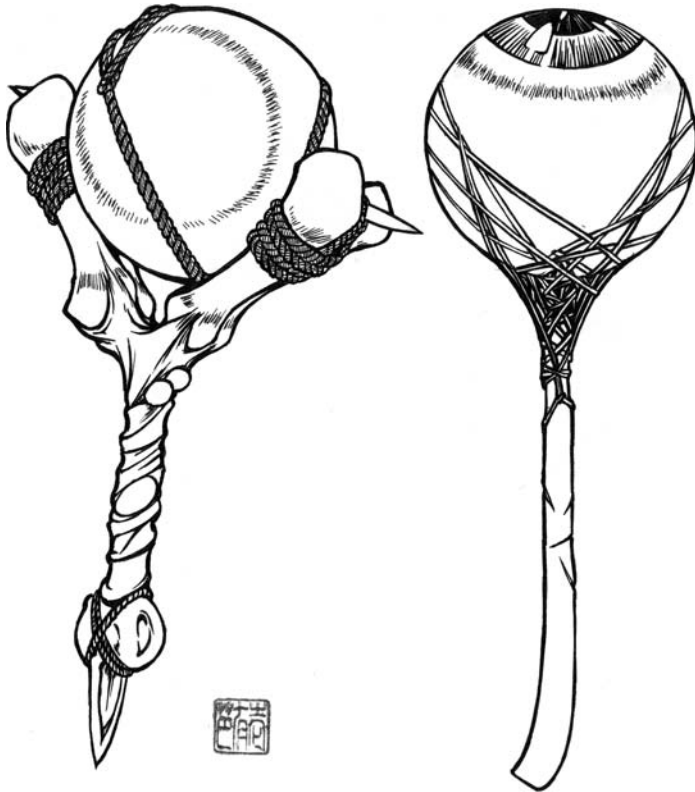
Saving Throw: Victims need to make a saving throw vs poison of 14 or higher.

Damage: On a failed roll the victim is paralyzed for 2D6 melees and suffer 5D6 points of damage (M.D. or S.D.C./Hit Points depending on the nature of the victim).

Note: Locust Poison works on mortals, creatures of magic and supernatural beings.

Deevil Assassins like to make use of the poison, considering it poetic justice when they are able to use it against a demon. Most will coat their blades with the poison or dip their arrowheads in it. The poison is effective for two attacks/strikes before it is wiped away.

Cost: 500,000 credits for an 8 ounce (0.23 liter) container, which is is enough to coat a weapon 10 times, or to coat 2 dozen arrows.



Maggot Eye Amulet

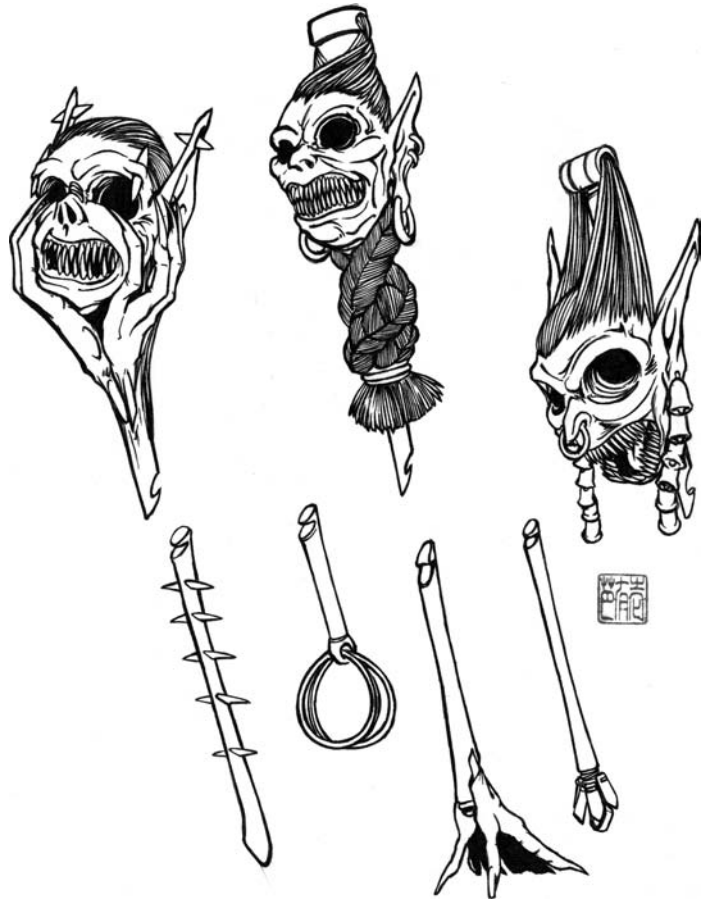
Many a Maggot has fallen in battle, some even in Hades. Sometimes Deevils have been able to recover the basketball-sized eyeballs and bring them back to Dyval. Once there, the Deevils work their magicks, turning the eye into a deadly amulet. The end result is a shrunken Maggot’s eye (the size of baseball) amulet with a demon bone stuck into it and/or leather or sinews to secure the eye to the bone and hold it in place. Three times per

day, the amulet can fire a yellow beam and just like the Maggot demon, can turn enemies to stone for 1D6 melee rounds.

Range: 200 feet (61 m).

Saving Throw: Save vs magic of 14 or higher.

Cost: 1.5 to 2 million credits.



Mare Staves

Of all the items described, this is the rarest of all, mainly because of the difficulty of creating it. Mares or Nightmares have incredible psionic powers, making them a force to be reckoned with. After a captured Mare’s usefulness is at an end, they are sometimes subjected to the torturous process of creating a *Mare Staff*.

The secret Soulmancy ceremony and ritual is performed on the still-living Mare. First, its eyes are removed to prevent it from being able to see to attack. Second, the staff is prepared with various demonic inscriptions and then infused with dark power. Just as the ceremony is about to end, the Mare’s head is removed, placed on a staff and submerged in a strange sludge that keeps the head from being dissolved at the moment of death. After six months, the Mare’s head shrinks to half its size and is secured to the staff, with the two now permanently bonded.

The Mare Staff is a shaft of wood with an inscription burned into it, now with a shrunken Mare’s head attached. The shrunken head appears as it did in life only with empty eye sockets.

Special Abilities: The staff holds the psionic powers the Mare had in life. The staff has a base I.S.P. of +3D6+90 points and the following psionic powers: Bio-Manipulation (10), Empathic Transmission (6), Group Mind Block (22), Hypnotic Suggestion

(6), Mind Bolt (10), Mind Wipe (it permanently drains I.S.P. from the staff), and imbues the owner with Mind Block Auto-Defense. All powers are equal to a fifth level Mind Melter. Spent I.S.P. recovers to the staff at a rate of 10 points per hour. The staff has 200 M.D.C.

Cost: 5-10 million credits.



Soul Stones

Soul Stones are stones pulled out of a **Soul Catcher's** gizzard. The process is cruel and painful, as they must be extracted from a living Soul Catcher. 2D4 stones can be extracted before the Soul Catcher dies due to massive internal damage that not even its Bio-Regeneration can heal. There is no means to extract the stones and keep the demon alive, not even with Psychic Surgery or magical means. Each stone can hold the essence of a single soul, like a prison. They are a means of storing souls for an indefinite duration. Typically, the stones are polished, carved and cleaned. This not only enhances their beauty, but their value. Each stone has the appearance of a clear amethyst with several drops of blood trapped within the stone. When a soul is trapped, the blood droplets take on the face of the person whose soul is held within.

Soul Stones are empty vessels ready to accept a single soul. To catch or trap a soul, one must have a means of doing so. For example, the stone could be mounted on a Rune Weapon capable of drinking souls from a person. Instead of the soul being absorbed by the weapon, it is transferred to the stone. Various Soulmancy spells and rituals can also place a soul inside the stone as if it were a Soul Crystal. The stones can also be used to retrieve souls from the Soul Pits in Grim Mortis, the seventh level of Dyval. However, in that case the true name of the person's soul to be retrieved must be known and called upon at the edge of a pool.

Unlike a magically created Soul Gem, Soul Stones last indefinitely and can be used over and over again. The Soul Stone also offers protection. If worn around the neck and a few drops of blood are placed on the stone, the owner becomes impervious to Soul Drink attacks and Rip Soul. The stone works by drawing back the soul and placing it back into the person. As long as the owner wears the Soul Stone, he is protected.

These stones are exceptionally rare and only because of the Minion War are they starting to make an appearance in the Megaverse. Even the most skilled practitioners of magic are at a loss to identify them for their true purpose.

Cost: Before the Minion War they would have sold for 5 to 7 million credits. Now with the war at its height, they could easily sell for 15 to 20 million credits each.



Succubus Scent

Many a mortal has fallen to the charms of a Succubus. Not only can these demons metamorphosis into a physically attractive specimen of that race, they also have an incredible sex appeal that the opposite sex often finds difficult to ignore.

Deevils have developed a process to extract this "scent" from a Succubus. It involves the live capture of a Succubus who is restrained and knocked unconscious, or at least drugged to hinder their natural abilities, such as dimensional teleport. Once the Succubus is incapacitated, the Deevil or Soulmancer drills into the demon's skull to retrieve a gland located between the brain's hemispheres. The gland is about the size of a walnut and once extracted, it is squeezed dry. A single gland can yield 8 ounces (0.23 liters) of concentrated Succubus Scent. At this point the scent is too potent and must be diluted in order to gain any benefits from it. A single Succubus can yield a total of 24 ounces (0.7 liters) of usable scent once diluted. It is sold in one ounce (0.03 liter) containers, each one enough for a dozen applications.

Bonuses: A single application is rubbed on like perfume and enhances one's M.A. by 6 points and P.B. by 3 points. Adding more than one application does not have cumulative results. Succubus Scent lasts for four hours.

Penalties: There is a side effect to frequent use of the Succubus Scent. After 13 uses, regardless of the time between them, it taints the aura of the user with the scent of a demonic supernatural being. Regardless of one's alignment, for the duration of the scent plus an additional 1D6+1 days afterward, the person who used the scent will be regarded as an evil supernatural being by those who can sense and smell such things, including Psi-Stalkers and Dog Boys. Continued use extends the scent of evil to 1D6+1 months, then 1D6+1 years. There is nothing to disguise this aura of evil.

Cost: 200,000-400,000 credits an ounce (0.03 liters)!



Rifts Cuba

The nation of Cuba was devastated during the Great Cataclysm and the arrival of Atlantis. The waters rose, engulfing Cuba's entire land mass, and after it was wiped clean, tectonic activity pushed the island up from the continental shelf, reshaping it completely. Three hundred years later, Cuba is hardly recognizable.

As the ocean and earthquakes of the Great Cataclysm battered the newly raised Cuban islands, portions crumbled away, reclaimed by the sea. What was once a long island has been broken up into a chain of smaller isles. In some places, actual land bridges exist. Other islands of Cuba are connected by bridges made of rope and wood that span incredible distances and shake violently during storms. With the entire island chain having been thrust above the waves, all of Cuba's beaches are gone, replaced by sheer cliff walls. The majority of the cliffs range between 100 and 400 feet (30.5-121.9 m) above the ocean, but there are several that rise over 1,000 feet (305 m) in height.

Surrounding the islands of Cuba is a layer of deadly reefs, with just a few underwater channels suitable for safe passage by sea vessels. Hundreds of ships that met their fate on the reefs lay sunken and scattered at the bottom of the sea.

Hundreds of caves are found along the base of the Cuban islands. Most are at sea level, some completely submerged, while others rise up at an incline to sit above the waterline. These caves are found all over the island and can be used for a variety of purposes. Some are suitable as hiding places and shelters from the elements, some are watery homes for sea creatures, and some are even big enough to fit a half-dozen good sized sea vessels, possible hideaways for pirates and adventurers.

Inland, lush tropical jungles have reclaimed most of Cuba. Many coastal cities that were reduced to rubble by the earthquakes and flooding waters were washed out to sea and are now part of the reef that surrounds the islands or lay buried under three centuries of silt at the bottom of the ocean floor. Wiped clean during the Great Cataclysm, no humans survived, but life returned, first as a vibrant jungle and later, reclaimed by new life forms.

Deadly Reefs

The reefs surrounding the islands of Cuba function as a natural defensive barrier. Ships attempting to navigate through the reefs have a perilous and difficult journey ahead. There is little warning or sign of danger; occasionally parts of reefs peak out above the waves or can be seen a few feet below, but most are completely hidden and have doomed many vessels. Damage to most ships is 2D6 M.D. for every five mph (8 km) of speed traveled, so a ship traveling at 20 mph will take 1D4x10+4 M.D.

At any given point around the island there are one to five miles (1.6-8 km) worth of reef to navigate through. Game Masters should roll on the table below for every half mile (0.8 km) of reef, unless the characters have a map or are following a ship that knows how to navigate through the reefs. Though they may be difficult to find, there are many routes through the reefs. Over the years, a good number of them have been mapped out by Horune Pirates and other local people. That said, these maps are proprietary information, seldom openly shared, and remain a secret to outsiders. Of course, the people who know these routes best live in and around Ciudad de Diablo, are less than trustworthy. The

worst of the worst sell fake maps that have no safe routes whatsoever.

Sea vessels that have sonar can detect the reefs, but they must be traveling at a very slow speed (5 mph/8 km or slower) in order to avoid crashing into them. For every 5 miles (8 km) of speed above this, the ship's navigator and captain suffer a penalty of -10% to their boat/ship piloting skill simply due to the fact that they can not respond fast enough to avoid danger. A failed piloting roll that results in contact with the reef results in a roll on the table below. For ships that do not have any kind of advanced sensors, Game Masters should make a roll for every half mile (0.8 km) of travel through the reef, regardless of speed. **Note:** Dolphins, orca, Lemurians, Ocean Wizards and other aquatic people will sometimes lead a vessel through safe waters or help them pull themselves off a reef, especially when they sense the presence of predominantly good alignments.

Reef Contact Table

01-10% The vessel strikes the reef or scrapes across it, but miraculously escapes damage or becoming stuck. There are visible signs of the reef all around the boat. Going forward is not possible without damaging or sinking the vessel. Pulling out backward is necessary and causes more scraping of metal across the reef, but again, there is no structural damage. At this point, the vessel's pilot needs to go around the reef, adding an additional 2D6x10 minutes to travel time, or find a better, safer route through it; a risky proposition.

11-20% The vessel strikes the reef and suffers 2D6 M.D. for every five mph (8 km) of speed it was traveling. The crew lucks out, however, in that while the hull may have buckled and weakened, there is no hole and no (or little) water leak. Even better news, the vessel is free of the reef and can continue to travel.

21-40% The vessel strikes the reef and suffers 2D6 M.D. for every five mph (8 km) of speed it was traveling. There is damage and a small breach in the hull. Sinking is not immediate, and a smart captain will limp back to port for repairs. The compartment can be sealed off or the crew and/or pump system can handle the slow intake of water well enough to get back to a mainland port for repairs, or to make it to the cliff walls of any of the Cuban islands. Failure to do so will eventually (4D6 hours) result in the crew or pump system being overwhelmed. The vessel will start really taking on water, with one of two results (roll percentile dice again): 01-50% The vessel capsizes but remains floating upside down for 1D6 days before sinking, or 51-00% slowly sinks (2D6 hours).

41-60% Trapped! The vessel is beached on a reef, but can be freed. It takes 3D6x10 minutes to get free and the ship suffers an additional 6D6 M.D. damage as it backs into the water.

61-70% Propeller damage. Reduce boat's speed by 1D6x10% and piloting rolls are at -10% due to the damage.

71-80% Rudder Damage. The ship's rudder is damaged and steering is sluggish. It takes 1D4 times longer to make turns or perform precision maneuvers (like getting through a reef), and piloting rolls are -30%.

81-90% Taking on water! Double damage. Regardless of the hull's M.D.C., a small rupture occurs. Water is filling the lower part of the ship and the vessel will sink in 2D4x10 minutes unless immediate efforts are taken to patch the hole.

91-00% Trapped and serious damage! 1D4x100 M.D. The ship is done for! The keel has been damaged beyond repair and any effort to free the vessel will cause it to slide off the reef and sink in 3D6 minutes. Abandon ship and either man the lifeboats or swim for it. Vessels left stranded on the reef will stay for 4D4 days or until the next storm, before sinking below the waves.

The Islands of Cuba

South Ki-Talan

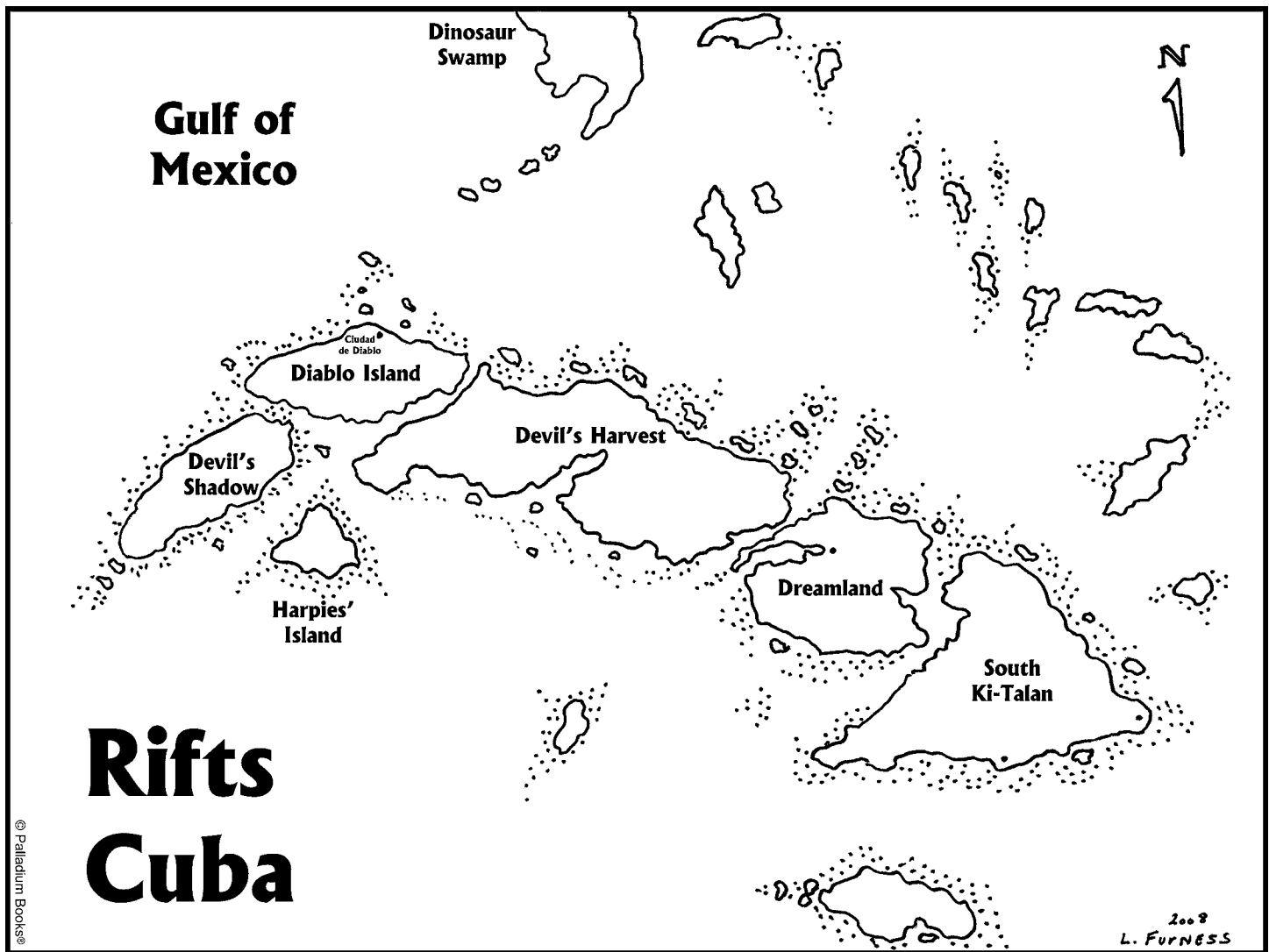
The arrival of Atlantis heralded a return to the seas. The Splugorth wasted no time in sending their minions abroad to capture and return slaves to Atlantis. South Ki-Talan is the easternmost island in the broken chain of Cuban islands. With its location close at hand, it is no surprise that the Splugorth picked the eastern portion of Cuba as a base of operations. Built into the cliffs is a major Kittani outpost that functions as a support base for Splugorth operations in the south. It is also a staging point where intelligence-gathering operations and raids are launched against people on the mainland and the Vampire Kingdoms. The base is primarily staffed with Kittani, but the usual mix of Splugorth Minions are also present.

The Kittani base houses many undersea vehicles, providing a perfect location for them to launch from. It is close to the Americas and offers easy access to the Mississippi as well as Central America, South America and the Amazon River. For the last several years, the biggest priority for agents at the South Ki-Talan base has been monitoring the budding Coalition Navy. It never occurred to the Splugorth that they should be keeping tabs on the Deevil city on the opposite side of the Cuban island chain.

There may be a few pirates' caves around the island, but most tend to go to Ciudad de Diablo where they can find the creature comforts they long for. Those who are hiding in the caves are more than likely on the run from the Horune, the Splugorth or even the Deevils. The island is patrolled by the Kittani, and any ship not flying the flag of Atlantis or their Horune Pirate allies is attacked. The Kittani tend to take intrusions as a personal affront – and few Kittani are willing to back down from a challenge.

Dreamland

Dreamland is an island that is almost always shrouded in fog. It is common knowledge that the Horune Pirates have claimed the entire island as their own and have taken extreme precautions in guarding and developing it. Other than that, no one is exactly sure what has been happening on the island. Only the occasional Splugorth Slaver and Metztlain are allowed to visit Dreamland. Most people assume the island is nothing more than a Horune Pirate base, dotted with caves and alcoves for the Horune Dreamships to dock. Rumors abound, however, as to other secrets that the island might conceal. One rumor suggests Dreamland is where the Horune arrived on Earth, that somewhere in the jungles are intersecting ley lines that open a Rift to the Horune's homeworld. Tales circulate amongst the barbarians of Dinosaur Swamp that the island is a spawning ground for the Horune, a guarded sanctuary where they go to mate once every few years. Another popular rumor insists that somewhere on Dreamland is a sprawling



Horune city and pirate trading post, filled with ill-gotten goods, weapons, magic items and drugs. Other stories claim that only Horune are allowed on the island (true, with a few exceptions), while others suggest it is the granddaddy of all pirate ports, where all pirates are welcome to come and trade their loot, get drunk and let off steam. Some believe that Dreamland is a Horune city, home to one third of the Horune people found on Earth – mostly women and children – while the rest of the Horune live on their ships at sea. Any or all of these rumors could be true.

Ironically, the speculation and rumors fail to hint at the one truth about Dreamland, a truth that is suggested by its very name. It is on Dreamland, in a lagoon perpetually covered in fog and mist, where the majority of Horune ships are made. Roughly half of the *Horune Ship Dreamers* present on Rifts Earth make their home here. There is something about the misty isle that the mystic Horune find comforting and relaxing, highly conducive to their dreaming and shipbuilding. All of the legendary Ship Dreamers on the island reside in the lush jungle, where they live like hermits, dreaming in their psychedelic realm between realities. Within a rocky lagoon covered in fog, the Dream Builders' minds reach out to make new Horune ships and repair damaged vessels brought to the island. The true purpose of Dreamland is a well kept secret. No Horune ever speaks of it, and any visitor who makes it to the island will only be shown the Horune city and trading post. The remaining two-thirds of Dreamland is an unde-

veloped tropical paradise where the Horune Ship Dreamers build mighty vessels with their minds and live in solitude and bliss. They are linked to the rainforest, the ever-present mist and the consciousness of the Horune people in ways beyond human understanding. This connection to the land means they know when intruders arrive or seek them out, and can hide from invaders and pursuers, no matter how determined they might be. Likewise, it is said that Horune Ship Dreamers can, when necessary, make the mist come alive to protect themselves, their ships and their people.

In addition to their shipbuilding capabilities, the Ship Dreamers know every route through the reefs surrounding the islands. They can implant a mental map in the minds of others if they wish, but the map fades away after a few days (1D4+1) and cannot be remembered even by those with the gift of Total Recall.

Note: Dreamland is protected not just by the Horune themselves, but also by the Minions of the Splugorth. Kittani forces from South Ki-Talan will come to the aid of the Horune on Dreamland within 2D6 minutes if they come under serious attack, and there are always 1D4 Splugorth Slavers and their barges' entourage, as well as 1D6 Metztlas present on the island, with another 2D6 Metztlas in the waters around it (who will respond to a commotion in 1D6 minutes). Any major attack on Dreamland is almost certain to provoke a quick and massive response from the combat forces of Atlantis.



Devil's Harvest

Many Minions of Dyval and their Host love a good hunt, and the Devil's Harvest is a favorite hunting spot. In fact, they have been coming to the island to hunt for sport for decades. In the past, this has always been lone individuals, pairs and small groups of 3-12. Some would stalk people or monsters on the island, while others would use Devil's Harvest as a base camp and go hunting on the North American or South American mainland, Africa or even on Atlantis itself.

Humans, D-Bees and escaped slaves from Atlantis that seek refuge on this Cuban island find themselves periodic prey, hunted or tormented by infernals from Dyval, not to mention other evil and monstrous forces such as Metztla, Minions of Splugorth, Horune and others. Still, there are groups that seem organized and possess Mega-Damage weapons, items they brought with them or have managed to take from the beings who would hunt them. Anyone on the island is fair game to the hunters from Dyval, be they runaway slaves, refugees, homesteaders looking to build a new life for themselves, fishermen, pirates or adventurers who happened to stop as the pass through the area.

As noted above, these infernals come to Devil's Harvest with the express purpose of hunting and tormenting other beings. They enjoy a good challenge, which is why they may travel to other lands to hunt more powerful and well-equipped humanoid prey on neighboring continents. Heroes of all kinds, including Cyber-Knights, Coalition soldiers, Shemarrians, True Atlanteans, Lemurians, Ocean Wizards, practitioners of magic, and the South American Anti-Monsters, are amongst their favorite targets. Other Deevils prefer hunting dinosaurs, monsters, creatures of magic, Minions of Splugorth and other supernatural beings. They come to Devil's Harvest not just for the selection of prey but because there is a ley line nexus with a link to Dyval, making Dimensional Teleportation back to that realm easy.

Amongst the island's inhabitants are a few small groups of people who claim to be native Cubans whose ancestors survived the Great Cataclysm. Whether this is true or not is unknown. They certainly believe it and possess a number of ancient relics to back up their story. One group even takes refuge in a pre-Rifts underground bunker that serves as their home camp. Most of the island's two or three hundred inhabitants are farmers, hunters and fishermen who have never been to the mainland. They've heard stories from seafarers and want no part of it. They, of course, know their home island intimately and are well aware of the exact location where Deevils appear (the nexus point).

One might think the Deevils would build a Hell Pit on this remote island, especially since there is a strong link to Dyval already, but, for whatever reason, they have not.

Harpies' Island

South of Diablo Island is a place that has become known as Harpies' Island. The land was devastated by the apocalypse and pounded time and again by storms. Eventually the island became a barren rock, a bleak habitat which suited Harpies and Dire Harpies just fine. In fact, the Harpies moved in long ago during the Two Hundred Year Dark Age and it has been their island for hundreds of years.

Aside from the Harpies and their infernal cousins, Dire Harpies, the only other things of note on the island are four ley line

nexus points. Each nexus is connected to one of the Elemental Planes and has a corresponding location on the island. For instance, the portal to the **Elemental Plane of Air** is located on the island's highest mountaintop. The portal to the **Elemental Plane of Earth** is deep underground at the end of a series of caves and lava tubes. An underwater cave on the north side of the island contains a portal to the **Elemental Plane of Water** and on the west side of the island, within a large lava tube at the center of a fiery lake is a portal to the **Elemental Plane of Fire**. All portals are fairly stable, and remain connected to their respective plane most of the time. They do occasionally jump to other dimensions, but this only happens during times of peak magic energy.

As a strange result of the portals' presence, tropical storms that hit the island double and triple in intensity when they make landfall. Fortunately, this increase in power is limited only to Harpies' Island, and is one of the reasons it remains a mostly barren rock. However, this phenomenon serves as a kind of advance warning system to the rest of Cuba and other neighboring islands, and even the Florida coast, because whenever a big storm is about to strike, swarms of Harpies and Dire Harpies can be seen in the skies, flying for Diablo Island or the coasts of Dinosaur Swamp, Central America and South America (Venezuela and Colombia both have a few small bands of 2D6 Harpies that have made permanent homes there). A storm or hurricane that hits Harpies' Island is also reduced to half of its original intensity, turning hurricanes into tropical storms and tropical storms into light rain, much to the relief of inhabitants of other islands and nearby coasts.

As one might surmise, Harpies' Island's connection to the Elemental Planes makes it a major source of Elementals. Likewise, most Elementals found across any of the Caribbean islands, Cuba and the southern portion of the United States, Mexico, Central and South America probably originated from Harpies' Island. The Splugorth regularly capture them to power Rune Weapons and for use in other dark magicks. Deevils have managed to capture a few, but holding Elementals for even a short period of time is a difficult task for them (and most beings, for that matter). The Deevils have a standing reward for anyone who can bring them some kind of magic device that can be used to capture Elementals.

Devil's Shadow

The westernmost Cuban island has several ley lines and is where the Deevils are constructing their Hell Pit in Cuba. This island has been turned into a fortress where security is tight and Hell Galleons (the equivalent of Demon Black Ships) patrol the waters around it. Adjacent to it is the Deevil-dominated island known as **Diablo Island**, with the two connected by a number of rope bridges. There are a dozen different bridges of varying length and height. A more permanent bridge was planned, but the project never moved forward. The rope bridges can be quickly disconnected and retracted, or completely rebuilt when hurricanes and tropical storms appear.

Diablo Island

Diablo Island is the northernmost isle of Cuba. **Ciudad de Diablo** ("Devil City") is located here, at the location where the pre-Rifts city of Havana once existed. Aside from the sheer cliffs,

the interior of the island is dominated by jungles, with some small mountainous terrain at its very center, the result of geological upheaval during the Great Cataclysm. Freshwater collects in many of the nooks and crannies of the mountains and there is constant runoff that has formed numerous creeks and some small rivers. Many flow to the sea, creating some of the most spectacular waterfalls in the Caribbean. (Remember, the islands of Cuba are now elevated hundreds of feet/meters above sea level.)

Diablo Island has an abundance of wildlife, especially when it comes to exotic birds. Most of the original animals that inhabited Cuba perished during the Great Cataclysm. The animals that exist here now were either brought to the island by others or have managed to get here under their own power; hence the large number and variety of birds. The Bermuda Triangle – also known as the "Devil's Triangle" – and the new islands of Cuba has always been a place where the dimensional fabric was thin and other realities leaked onto Earth and vice versa. One of the dimensions that has always been connected to Earth in and around the Triangle is Dyval. With the Minion War in full swing, it has become a natural point of entry for Deevil forces.

There are numerous paths and roads leading from Ciudad de Diablo into the jungle. Most go to several plantations that supply the majority of the slaves' produce, wheat and grain. Several of the other paths lead to hidden Deevil lairs scattered about the island.

Ciudad de Diablo – Devil City

Ciudad de Diablo is found on the site of what was once Havana, the capital of Cuba. Nothing is left of that pre-Rifts community, now replaced with a city of sin and decadence built by Deevils.

Tropical forests have reclaimed most the island. A number of ley lines crisscross the thickly wooded land, meeting to form Rifts that have opened to unleash an untold number of creatures over the last few centuries. In fact, it is said that half the Deevils in the world emerged from Cuba or somewhere within the Devil's Triangle. D-Bees who found themselves Rifted to Diablo Island in the past often fell prey to the Deevils and other horrors unleashed by the Rifts. Those who managed to survive lived in small villages and nomadic tribes.

Unlike many of creatures that came out of the Rifts, the Deevils were as organized as they were brutal. They had been using Diablo Island as an outpost and way station on Earth for centuries, even before the Coming of the Rifts. However, unlike the Splugorth and other supernatural visitors, the Minions of Dyval made no effort to colonize the planet beyond this single stepping stone. Instead, it was to be used a port of entry from which they would travel to other locales to cause trouble, and even that activity was held to a minimum.

For some reason, the Lords of Dyval simply didn't see much appeal in Rifts Earth. Interest was nil. In the early part of the Post-Apocalyptic calendar, when Overlord Shard began to send his scouts and spies to see what they could learn, the Deevils were surprised to find that many city-states had risen from the ashes of the Great Cataclysm. They were also surprised by the high levels of magic energy that remained coursing across the planet (they had believed the magic would ebb and fade quickly after the Great Cataclysm). Suddenly, the Deevils recognized the

potential value of controlling portions of Earth, its magic and the Rifts. Only now, they were already latecomers to the dance.

The Deevils' awakening about the value of Rifts Earth started twenty years ago, when they secretly began to turn the quiet way station that had been Diablo Island into the Deevil metropolis of *Ciudad de Diablo*. Since the Splugorth of Atlantis had no interest in the island and had always considered it Deevil turf, they did nothing to stop the construction of the city. Truth be told, Lord Splynnrcryth thought it might liven things up a bit. Built on the backs of an army of slaves, Ciudad de Diablo seems to have sprung up overnight and is now the primary launch point for Dyval's operations on Earth.

Cliffside Docks

As one approaches Ciudad de Diablo from the sea, the first thing they will notice is the 500 foot (152 m) cliff wall. At sea level, on the western side, are the city's **Cliffside Docks** which can accommodate dozens of ships. The docks are built out of wood and stone, and run along the width of the cliff face. Thousands of stairs, known as the **Cliff Walk**, zigzag up the cliff at several locations above the Cliffside Docks and lead to the Old Harbor level. Numerous structures are built along the Cliff Walks. Most are various hoisting houses and cranes to bring supplies and cargoes up to the city proper. Over the years, a few buildings built into the cliffs have been turned into flophouses and bars for those sailors eager to drink after a long sea voyage. Many independent sailors, pirates and merchants try to sell their wares along the Cliff Walk to make a quick profit. Most set up small stalls on the docks or on one of the many landing platforms between stairs. This takes some guts, as most of the potential customers are Deevils, pirates and other cutthroats.

Sea vessels are charged a 100 credit fee to dock at the harbor and a 500 credit tax per 10 tons of goods brought to trade. The only exception is slaves. There is no tax on slaves, though Slavers are expected to turn over 10% of their catch to the Deevils as an "administrative cost." A **Dockmaster** greets all ships that arrive and ensures that all taxes are paid up front. Dockmasters are typically Deevils in disguise as a human or D-Bee. Anyone who cannot, or will not, pay the taxes and fees is asked to leave immediately. If they refuse or dawdle, Deevil troops forcibly send them on their way. Armed resistance gives the Deevils just cause to beat offenders into submission and take half the cargo as a penalty before sending their ship back out to sea. All-out war results in all crew members of the offending vessel being stripped of their possessions and sold into slavery, their ship stormed by Deevil troops, all cargo seized, including the vessel itself. This rarely happens, as most who sail the seas around Cuba are well aware of the reputation of the authorities at Ciudad de Diablo.

Secure Shipyards

Located along the cliffs of the eastern side of the island are dry-docks for repairs and a major shipyard used in the construction of **Hell Galleons** (the equivalent of Demon Black Ships) and conventional watercraft. The shipyard itself is built into a natural cave on the eastern side of the city. The opening is roughly 2 miles (3.2 km) wide and the interior space has been increased over the years to hold a dozen Hell Galleons and two dozen smaller seacraft. The ceiling height is an impressive 1,500 feet

(457 m). There are also numerous smaller tunnels and caves that connect the shipyard to Deevil Overlord Shard's fortress.

While the shipyard tries to construct 2-4 Hell Galleons per year (four maximum), the exact materials needed are not common on Rifts Earth. As a result, the infernals of Dyval mostly focus on building and repairing conventional ships, including those stolen from individuals and other navies. In order to bring more cutthroats and business to the island, the Deevils had to open the shipyard to vessels owned by mortals. That's mainly pirates and monsters. The Deevil shipyards will repair anyone's vessel, even those of heroes. The only exceptions are hated rivals like the demons of Hades, Minions of Splugorth and the Splugorth's lackeys, Horune Pirates – none of which would ever consider turning to Deevils in the first place. Humans and D-Bees, on the other hand, especially scoundrels, have found Diablo Island to be quite appealing, and always feel welcome.

Security is exceptionally tight around the shipyards, which is not a place for "visitors" to loiter. The entrance is watched constantly by flocks of **Dire Harpies** who perch on the cliff walls and hover on wind currents above the sea. They are quick to attack anyone who might try to rappel down the cliffs from above, and can join together to swarm hostile vessels on the water's surface. Going underwater is another matter. Generally, the hostile sea creatures in the ocean are enough of a deterrent to keep anyone from trying to swim in or use a submersible. However, the Deevils have guards who patrol the waters just in case. This can be any infernal, but are usually the Deevil Naga.

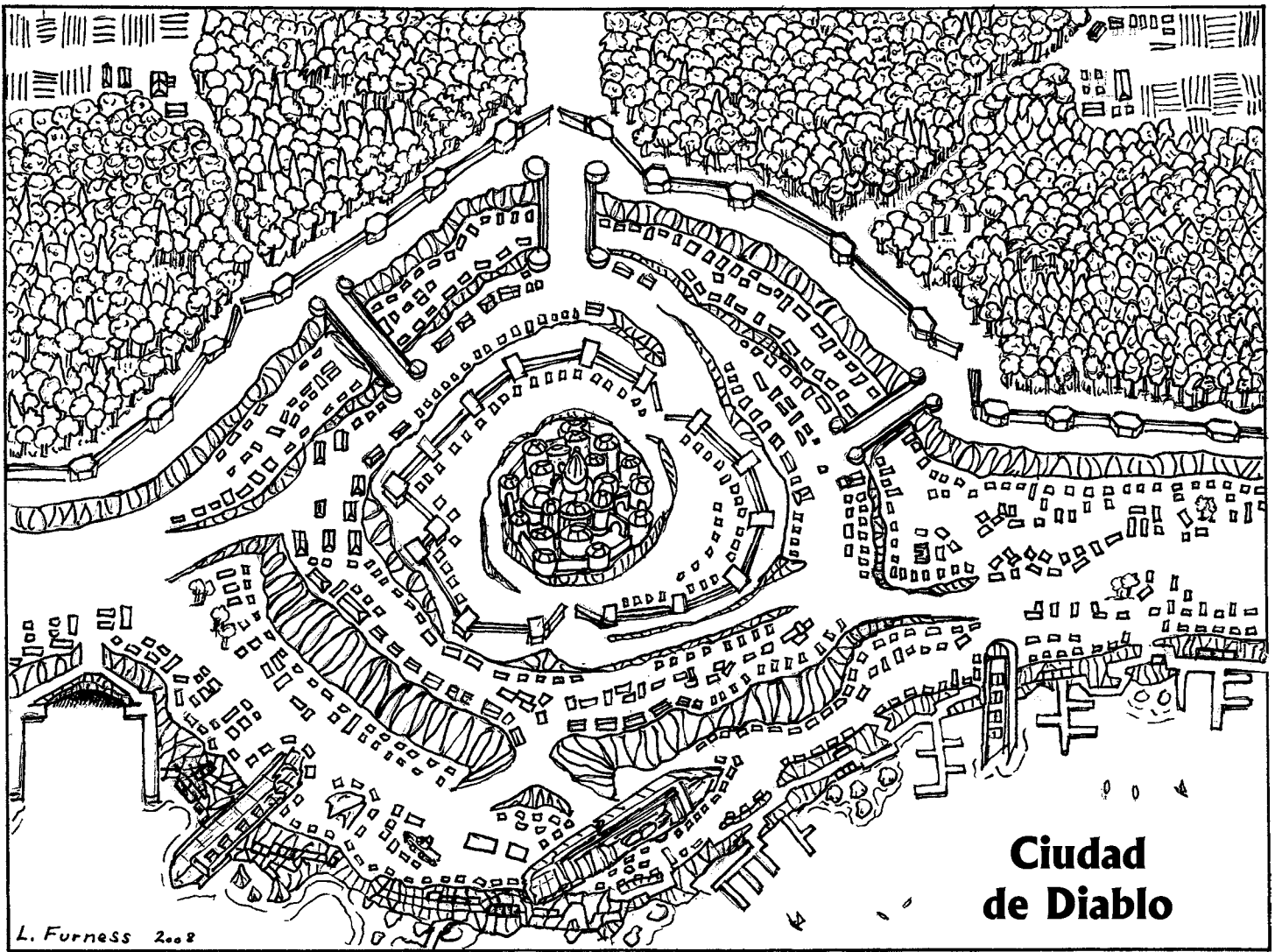
Several of the underground passages inside the shipyard cave link directly to Overlord Shard's fortress, but there is a security force of at least six Shock Dragons led by a Gorgon at both ends of every tunnel. However, since enemies seldom try to gain entry to the fortress or city in this way, the tunnel guards, and the guards throughout the shipyard in general, have become very lazy and careless most of the time.

The Old Harbor – Business Quarters

The first level of Ciudad de Diablo is the **Old Harbor**, and it and Cliffside are the only parts of Ciudad de Diablo where free mortals are allowed to visit. It gets its name from the fact that the Old Harbor is literally the sea floor of the *Old Havana harbor*, raised during the Great Cataclysm. This area has become the bustling business section of the city. The Slave Quarters section of Ciudad de Diablo is also located here. The Old Harbor expands east and west of the city where the cliffs eventually converge. There are roads into the jungles that lead to several of the slave plantations.

When the island was raised, several ships in the harbor that were not washed out to sea rode the land upward where today they stand as monuments to a time long passed. The largest is a mega-sized cargo container ship. A third of this ship still hangs over the edge of the cliff. Since it is closest to the shipyards, it has been turned into the forward defense platform. Other shabby, makeshift buildings serve as warehouses, huts and residences.

On the western side of the Old Harbor sits a cruise ship called **Lady Luck**. The vessel also hangs precariously over the edge of a cliff. The M.D.C. ship must have been constructed exceptionally for it to have survived the test of time and remain mostly intact; only the bow of the ship is missing. Years ago, several industrious sailors and a few Deevils set up shop in the cruise ship,



turning it into a large eatery, inn and casino. The upper deck and floors have hundreds of rooms that are rented out for 50 to 500 credits a night. The lower decks have two dozen different places to eat that cater to just about any appetite, serving anything from specialties usually only found in Splynn, to cheeseburgers made Chi-Town style, to raw meat.

The middle decks serve as a large casino, with every kind of game of chance available. The owners employ several psychics and magic users to ensure that patrons are not cheating, but it still happens from time to time and many a brawl has started in the casino and spread to the lower levels of the ship.

Several of the ladder wells that go up the cliffside converge at the Lady Luck and business is booming. The cruise ship also has a makeshift set of elevators for the more prestigious guests who put into port, while the real high-rollers are greeted by the casino's elite staff who bring them in, usually via magic.

All around the Lady Luck are drug dens, pawnshops, taverns, dance halls, tattoo parlors, places of ill-repute, shabby boarding houses (a room is 20-50 credits per night), flophouses (a place to sleep on the floor is 5 credits per night) and a handful of stores and trading posts where mortal sailors, pirates and other visitors can buy goods and services, or try to trade loot they are looking to unload. Shops include places to eat and drink (though one NEVER knows what the food really is, and meat could easily be the flesh of other humans and intelligent beings!), and places to buy and sell used weapons and gear. Magic items are rare (Deevils tend to

keep them for themselves), but sex for payment and just about every vice imaginable is catered to by the Minions of Dyval. Again, visitors must be extremely wary, as many of the ladies of the evening and custodians are actually Devilkin and other shape-changers disguised as humans or D-Bees (or whatever a paying customer might want). Theft and treachery are commonplace and crime runs rampant. There is *no law* to investigate most crimes or exact punishment against mortals, so violent brawls, robbery, duels, and murder seldom have repercussions unless it is against a Minion of Dyval. Remember, Ciudad de Diablo is primarily a pit-stop for evil monsters, Deevils, pirates and cutthroats. Visiting heroes best keep to themselves and exercise extreme caution. Smart heroes never come to the island in the first place.

The last of the pre-Rifts vessels to survive is a construction vessel, presumably used for building or resupplying oil rigs in the ocean. The ship had two large cranes that have been refurbished and are still used today. The area around this ship has been turned into a shipping and receiving area for cargo. The cranes are used to haul large weights up and down the cliff face, and the entire area around the ship has become filled with numerous types of cargo containers for short and long-term storage. Several large slave cages are used to transport hundreds of slaves at a time. Security could be tighter around this cargo area and throughout Old Harbor, and spies and outsiders who make it this far should be able to hide here.

At least a dozen ships are docked at Old Harbor (2D6+8), though most are small and unimpressive, and some are clearly fishing boats. Meanwhile, many of the domiciles in Old Harbor are recognizable as various types of vessels that have been gutted and rebuilt to function as homes and businesses.

Getting to the first tier is not difficult; there are numerous ramps and bridges. On the north side of the city is a pair of double ramps that converge together. There are three large bridges on the south side of the city. The bridges go over the dug out section of the Old Harbor. Each of the bridges was originally made from wood and rope, but as time passed they were replaced with solid stone structures. Still ever paranoid, the Deevils can collapse the bridges at a moment's notice should the need arise. Only Deevil Overlord Shard and his senior staff know that the bridges are wired with explosives and only they have the correct codes to detonate them should the need arise. There are also ramps on the east and west side that lead down to the Old Harbor.

The Slave Quarters Section

Above the Old Harbor sits the second level, commonly referred to as the **Slave Quarters**. This section of the city is run-down, with homes and shacks built out of cargo containers, boat hulls, mud bricks and pieces of salvage. Most of the homes are small, single-story dwellings that may hold up to twenty people.

The slave population in Ciudad de Diablo is much too large to be contained in cages, so the majority are confined here in the Slave Quarters. The slave population lives in fear and terror, knowing that their lives could be forfeit at any moment. They know if they step out of line it will be their family who suffers as well as them. Many would love to run away, but escaping from an island is always tricky business. To make their escape, a slave would have to hide and live in the jungles (possible, but dangerous), sneak aboard a visiting ship (also dangerous), or jump into the sea and hope to survive the fall (unlikely) and then swim to a neighboring island, the mainland or a boat, all of which are not practical. Of those who try any of these escape routes, 90% perish in the attempt.

All Deevil slaves must have some kind of mark of ownership. Generational slaves in Ciudad de Diablo are tattooed at birth on the forearm. The tattoo bears the marks of the owner. Slaves brought in from off the island are either given a similar tattoo, branded, or must wear a collar and chains, again with the owner's identification. Anyone in this part of the city who is not a supernatural being and does not have a slave mark will eventually be noticed and a Deevil security force will promptly arrest the individual(s) and interrogate them thoroughly. The Deevils are always on the lookout for demon and Splugorth spies, and with the Minion War having come to Rifts Earth, they are more vigilant than ever before.

Slaves serve a wide variety of purposes in Ciudad de Diablo, from house servants and artisans, to laborers and playthings. Pretty much any task or chore the demons don't want to do they force upon their slaves. Many work in the plantations that provide the bulk of the food for the island. Plantations produce sugar cane, molasses and tobacco, and make Cuban cigars, as well as a number of "drug crops." The Black Market loves getting their hands on Cuban cigars and sells them for 1,000 credits for a box of twelve. The price can often be much higher and supply usually dictates the price.

Surprisingly, slaves are also made to work in the hidden weapons factories on the island. Overlord Shard is able to produce a limited number of **Soulmancy weapons**, and slaves do much of the manual labor as well as provide the "souls" to power the weapons. One of the more grisly duties the slaves have to perform is bleeding other slaves who are near death or are being punished for some reason. Blood is used in many Soulmancy rituals as well as ammunition for some of the weapons. The blood must be kept running and many slaves and prisoners meet their end providing this vital component. Slaves, for the most part, work hard because they know that failure means brutal punishment and/or a horrible fate for themselves and their family.

Ironically, one of the safest areas to live is in the Slave Quarters. There is little crime and violence committed by the slaves, who tend to rally together to help one another whenever they can. The only thing they need to be careful about is provoking one of their infernal masters. Deevils and supernatural creatures frequently grab slaves up from the street and threaten, beat or torture them for looking at them the wrong way or annoying them in some trivial manner. Many a Deevil slave owner takes out his/her frustration and dark desires on hapless slaves.

City Center

City Center is the military compound of Ciudad de Diablo. It sits on the next dais, rising up another 70 feet (21.3 m). The dais has a fortified wall that surrounds City Center. Along the wall are parapets that hold many Deevil weapons to defend the location, and this portion of the city can be considered a military base and government compound.

There are two ramps to get into the City Center. Each ramp was constructed using local materials and curves upward around the tier, ending at one of two gates. The gates are guarded at all times by the Deevil Host known as Cryxon. Initially, this section of the city was supposed to be off limits to everyone except the Minions of Dyval and their Host. However, this has changed over the years, mainly because each of the Greater Deevils who live in City Center have a dozen or more slaves who they insist must serve them wherever they go. Many Deevil Commanders have commented that security is a joke, yet they are amongst the worst offenders, bringing in large numbers of slaves to serve them, constantly coming and going, running any number of errands.

City Center is where most of the Deevil residents live, and outsiders, unless escorted by a ranking infernal, are not allowed inside. The Greater Deevils who were part of Overlord Shard's original force set up City Center as a place to call their own. This means they are even more arrogant, demanding and rowdy here, on their home turf, than anywhere else on the island.

Other inhabitants of City Center are the Deevils' dark priests, most loyal servants, Soulmancers and Blood Warriors. Soulmancers require a large working space and Blood Warriors have the favor of the Deevil Lords. However, Overlord Shard does not want them to have direct access to his fortress castle, at least not without him knowing about it. There is also barracks-style housing for half of the troops, consisting of Lesser Deevils and Host such as Cryxon, Harpies and Shock Dragons. The rest of the buildings are divided up between logistics centers and supply depots. The logistics centers are mini-headquarters for various squad commanders, each with their own H.Q. for planning missions and mission debriefings. The supply depots are guarded at

all times, and flocks of Harpies and Dire Harpies can be seen flying above City Center and over the entire island and out to sea for 100 miles (160 km). Wicked creatures always looking for a fight and someone to torment, both types of Harpies are a constant threat to spies and even boats who come too close to the island or linger in one place too long.

City Defenses

When Overlord Shard and his faction first arrived, they had assumed they would be greeted with violence from the regional inhabitants and the forces of their demonic rivals, particularly the Minions of Splugorth on neighboring Atlantis. With this in mind, the construction of Ciudad de Diablo was as a fortress city that included numerous defenses which have been refined over the years.

City Center was the very first portion of the city to be built when the Deevils initially arrived. Their human slaves were worked to the bone building this outpost city. Fearful of a potential assault by their Splugorth rivals or other hostile forces, City Center was intended to be a fortress, with a wall, 30 feet (9.1 m) tall and 12 feet (3.7 m) wide around it, studded with guard towers. The wall is primarily stone with various magical enchantments in place; each 12 foot (3.7 m) by 30 foot (9.1 m) section has 500 M.D.C. Every few hundred feet is a large guard tower, usually manned by 5-6 Lesser Deevils or Host, and one Greater Devil. They may leave their post to investigate possible trouble outside the perimeter wall, or to give chase to brigands, but at least two guards are always left on the tower. The tower's defenses have evolved over the years to include modern technological weapons

along with Soul Cannons, the most common of which are energy cannons, mini-missile launchers and rail guns.

The outermost defenses include patrols from the air by Harpies and Dire Harpies who range as far as 100 miles (160 km) from the island coast. Closer to home, within 10 miles (16 km) of the island, bands of Naga Deevils patrol and live in the water. In addition, the infernals have a small fleet of Soulmancy ships that include several *Hell Galleons* built at the island's shipyard, as well as *Hell Schooners* and *Battle Barges* (all described later in this book). There are also several dozen conventional ships and boats in and around the island, including a fishing fleet crewed by mortals overseen by rough and gruff Deevils. A handful of Horune Pirate bands have struck a deal with Overlord Shard to work as spies among their fellow pirates as well as secret, advance scouts to warn him of any trouble brewing amongst their enemies and rivals. Some will even come to the island's defense. Though "unofficial" Minions of Splugorth, many Horune are independent pirates who do as they please, while others are unhappy with their relationship with their Splugorth masters. It is some of these Horune who have struck a bargain with Overlord Shard and trade with the Minions of Dyval on Ciudad de Diablo.

One of the stationary defenses is the forward defense platform erected on one of the old pre-Rifts ships in *Old Harbor*. A massive cargo container ship that ran aground was refitted to serve as a hardened military defensive bunker. A *Soul Cannon* has been mounted to the forward deck and missile launchers (two launchers fire short-range missiles with a payload of 10 each, and four launchers fire mini-missiles, payload of 64 each) have been added to the rear of the ship where the bridge would be. This platform's primary role is to specifically defend the shipyards. There are also



200 Host and Lesser Devils, and a flock of 120 Harpies and 10 Dire Harpies (squad leaders). A Horror and six Beasts are leaders of this group; ready to respond at a moment's notice.

The towers around City Center also sport an array of defenses, including Soul Cannons, conventional mini-missile launchers, rail guns and laser defense turrets. All of these weapons are manned and rely on the individuals using them for guidance and target selection. Orders are typically relayed via radio, or through the Greater Devil that is assigned to each Tower.

Overlord Shard's fortress has the same array of defenses as the towers around City Center, in addition to a few medium-range missile launchers. These weapon systems are pre-Rifts in design and can actually accommodate a variety of missile types (a mix of short or medium-range missiles can be fired from them), however, they require spotters with laser designators to paint a specific target for accuracy (+3 to strike, otherwise all other shots are unmodified rolls on a D20 to strike). Naga, Harpies and Devils on small, fast vessels can fill the roll as spotters who mark targets.

Magic is also used to defend the island city and attack enemy forces. A simple defense used to conceal the island is a magic fog. When cast by Overlord Shard or other high level spell casters, Summon Fog can cover the entire city and extend 3 miles (4.8 km) out to sea. Cast several Summon Fog spells and the entire island will become cloaked. This makes finding the island and targeting the cliffs, shipyard and city with any accuracy all but impossible, and increases the chance of running into one of the island's reefs. Instead of a magic fog, a magic storm (any) can be summoned via the Summon and Control Storm spell and others, to ravage incoming ships and flyers before they reach the island. Overlord Shard's personal favorite Elemental/weather attack is to have three *maelstroms* created outside the harbor of Ciudad de Diablo. Any ship caught in these maelstroms will either be sunk, forced to retreat or face being wrecked by the storm or slamming into the reefs or cliff walls. Call Lightning and other Air and Water Elemental spells are also part of the defense.

When it comes to troops on the defensive line, Naga Devils attack from below the waves, Harpies and Dire Harpies strike from the air, and other infernals strike using magic, conventional weapons or teeth and claws; Shock Dragons are very good swimmers and love to fight in all environments. **Note:** A favorite ploy of Devilkins and other shape-changing Devils is to disguise themselves as helpless or defenseless humanoids so they can get close to their enemies and then strike with demonic ferocity. They also like to infiltrate enemy units, where they create fear or dissension within the ranks to divide and conquer.

Fortress of Overlord Shard

In the middle of the city center is the fortress of the outpost's ambitious ruler, Overlord Shard. It is built upon a dais that rests another 120 feet (36.6 m) higher than the rest of City Center. The fortress walls are made of stone and seem to have been carved right out of the dais. The walls connect to bunkers shaped like demonic skulls. On top of each skull, crenelations form a circle and look like a crown. Devil troops are always present along the walls and within the grounds of the fortress, heavily armed and hungry for battle.

The fortress itself is reminiscent of a Devil Lord's citadel. It is five stories high and appears to be constructed of bones. The rumor among the slaves is that they are the bones of their ances-

tors. Regardless of what the fortress is made of, the walls are as tough as M.D. steel. The fortress is composed of several domes of varying height joined together. Some of the domes are connected by open-air walkways and bridges several stories above the ground. At the center is a tower with a demonic skull on the front and back. The mouth of the skull is a large opening used by Harpies, Dire Harpies and other flying creatures or small aircraft that the Devil forces deploy. The nose and eyes conceal weapon systems that defend the fortress in case of attack; each has a Soul Cannon within them. The large courtyard is used for assemblies, parades, festivals, public executions, mass killings, certain rituals and to address the troops.

The exterior of the fortress is just the tip of the proverbial iceberg. Beneath it, dug into the very depths of the island itself is a vast network of tunnels and cavernous chambers. Overlord Shard, his staff and elite guard primarily live and work out of the subterranean chambers. The skull tower and domed fortress is for show, pomp and public events. The subterranean network is the true heart of his military compound. This keeps him and his most important staff members and loyalists safe in case the island comes under bombardment and it throws off spies and saboteurs who know nothing of the secret, underground compound.

Overlord Shard's main command center is located in a large chamber directly underneath his main tower. It has a combination of technological and magical systems that help keep bored soldiers busy. Outside on the tower is a large radar and communications, array while the actual communications center is underground, with a smaller, secondary communications center located under one of the ship hulks in the Old Harbor. Overlord Shard has two **Blood Pits** used primarily for communications with Dyval as well as with various minions in the field.

The underground command center is the nerve center of the island defenses and troops. From it runs the network of tunnels that stretches for miles in all directions through Diablo Island like a giant ant colony. Several passages are connected to the island shipyard, others to each of the city levels, all with their own secret entrances and exits. The two largest tunnels lead directly to the Hell Pit that is under construction. Security in the underground tunnel and command network is the tightest on the island, and even the small handful of slaves in the underground have been handpicked by Overlord Shard or one of his most trusted commanders. The slaves are NEVER allowed to leave the underground compound and have not seen their families or the light of day for years.

Hidden Hangars

Hidden around the island are ten secret hangars that serve as air bases for the city. Each is hidden underground in a large cavern. Six of them are on the perimeter of the island. Four of those look like giant caves in the cliff wall over the ocean and Harpies and Dire Harpies can be seen coming and going from them day and night, while the other two are covered in a camouflage netting that opens like a curtain to allow aircraft to enter. The entrances of the remaining four are hidden in the jungle, but open to massive, underground cave hangars. Both Harpies and aircraft use these caverns. The closest two hangars can have defenders at the city in as little as four minutes.

The hangars are also connected to the city via a series of underground tunnels. They serve as a secret means of moving

troops to and from the city as well as between each hangar and other strategic locations.

War Factories

There are six war factories hidden on the island. Most of them are above ground and protected with illusionary magic so they can not be spotted from above. Slaves work in these factories 24 hours a day producing weapons, armor, and munitions needed to win the Minion War. Despite the Minions of Dyval wanting to keep them a safely guarded secret, all residents of Ciudad de Diablo – be they slaves, servants or infernals – know about the factories and the locations of at least two of them. Visitors may hear rumors but don't know how many factories exist nor where they are located.

Dyval Hell Pits

Overlord Shard has plans for digging four Hell Pits. One should only need a few more months before it will be ready for activation, but construction of the other three has only just started and they are a year or more from completion. It has taken him longer to build these pits than anticipated as they must be carved directly into the stone of Diablo Island. Many slaves have lost their lives over the years in the construction of these powerful magic gates.

The standard size, 1,000 foot (305 m), Hell Pit nearing completion is located near City Center. Rumor suggests that, when finished, it will lead to the *Great Dyval Desert*. This seems likely as the whole city is affected by the dimensional bleed. Buildings made of local rock, such as the wall and buildings of Overlord Shard's fortress, are turning a dull red color like that of the Blood Plane in the Great Dyval Desert. Outsiders whisper that the island has become so tainted with evil that it is literally blood-stained.

A second Hell Pit is a distance away from the city and is almost at the southern end of Diablo Island. When finished, this Dyval Hell Pit will connect to the eastern end of the Magic Zone to allow quick access to the Americas. Overlord Shard has set up a small base on the other side of the Hell Pit to ensure its safety.

The remaining two Hell Pits under construction are located on two entirely different islands: *Devil's Harvest* and *Devil's Shadow*. Both will be large enough, when completed, to bring in thousands of troops at a time. The Deevils keep a sizeable force to guard each of their Hell Pit construction sites. The Hell Pit on Devil's Harvest will go to *Dyval Prime*, while the one on Devil's Shadow will go directly to *Grim Mortis*. Each has thousands of troops standing by, waiting to enter the Minion War.

Diablo Island Stats

Land Area: Cuba has been reduced from its original area of 278 square miles (720 sq km) to 197 square miles (510 sq km) and broken into islands, with Devil's Harvest being the largest. Wilderness areas are jungles.

Demon Population: Approximately 2 million infernals from Dyval, plus the Sub-Demon-like beings known as the Host, slaves, henchmen, and associated pirates who visit the island for rest, vice and possible work assignments (piracy that harasses their rivals, missions of capturing slaves, spying, etc.). The number of infernals will increase by 4-5 times when the first Hell Pit is finished!

The Army of Lord Shard

The Host

Cryxon – 5,000
Shock Dragons – 2,000
Harpies – 16,000
Tiger Beasts – 1,000
Stalkers – 0
Lesser Deevils
Bonelings – 1,000
Deevils – 6,000
Devilkins – 2,000
Dire Harpies – 3,000
Fenry, Demon Wolf – 1,000
Fiends, Lesser – 1,200
Gorgons – 500
Ice Wraiths – 50
Imps – 500
Naga Deevils – 5,000
Nexus Deevils – 100

Greater Deevils

Arch Fiends – 1,000
Beasts – 1,200
Deevil Dragons – 500
Deevil Wraiths – 100
Horrors – 600
Ice Wraiths – 100
Pandemoniums – Unknown, at least 20
Serpents – 100

D-Bees and Other Notable Beings & O.C.C.s: 3,698, of which 66% are non-human. **Note:** Stats and descriptions for all D-Bees can be found in **Rifts® World Book: 30: D-Bees of North America**.

Bayou Ursines – 200
Black Faeries – 200
Blood Warriors – 500
Brodkil – 800
Crab Warriors – 300
Dimensional Travelers: At any given time there are 1D4x10 dimensional travelers in Ciudad de Diablo.
Grot Hunters – 350
Horune Pirates – 130
Miscellaneous Non-Deevil Supernatural Beings – 30
Miscellaneous Creatures of Magic – 13
Necromancers – 50
Neuron Beasts – 50
Pirates – 200 plus many more trade with the Deevils.
Roane Pipers – 45
Sailors – 100 plus many more trade with the Deevils.
Septumbran Witch Wolves – 80
Shifters – 80
Soulmancers – 100
Vintex Warriors – 70
Witches – 200
Witchlings – 120
Yeno – 60

Ciudad de Diablo's Slave Population: 76,000 slaves, with half of them being human.

Emerging Deevil Overlords

Just as champions have emerged from amongst the demons of Hades, there are many Deevils who have begun to stand out and be recognized for their prowess in battle. For those being sent to battle Hades demons on other worlds such as Rifts Earth, *Supreme Lord Sahtalus* has created a new rank among the Deevils, the position of Overlord. In addition to defeating the demons in battle, Overlords are expected to conquer worlds for Dyval and keep them out of the hands of the enemy.

Overlord Shard was sent to Rifts Earth with a powerful army – to destroy the Minions of Hades already there, and to conduct operations that will enable Dyval to take the planet as a whole. However, not all has gone according to plan. With so much at stake, Supreme Lord Sahtalus has sent six other Deevil Lords to Rifts Earth. Some come seeking power and glory, while others have been thrust into the fray against their will. They all know that Rifts Earth represents the end game and that their actions here will determine whether they return home as heroes or perish on the blood-soaked battlefields of Earth.

Overlord Shard

Overlord Shard is Sahtalus' choice to lead the charge on Rifts Earth. However, no other Deevil seems to know exactly where this Deevil came from. He did not rise through the ranks, win victory in a famous battle or return from some glorious campaign in a far-off dimension. Even his appearance is unusual. Overlord Shard is a handsome Deevil, though he can look quite diabolical and insane at times. As is the case with Deevils, his legs and lower body are those of a goat. His fur is shaggy and his cloven hooves are golden, with horns that stick straight up and are golden as well. In addition to well-defined muscles, his skin is crimson colored, with intricate, black tattoos covering most of his torso. Rumors suggest he may be an avatar for Lord Sahtalus himself. Another rumor suggests that Sahtalus purposefully selected a lowly Deevil who earned a favor and turned him into a Deevil Lord with all the power that comes from that elevated position. Power that may have driven him mad. Lord Sahtalus refers to Overlord Shard as the "next generation" of Deevil who will deliver Rifts Earth to his infernal masters.

While Overlord Shard has scored victory after victory, his minions still talk about him behind his back, calling him "Broken Shard" and the "Cracked Shard." This disrespect comes from the Overlord's erratic and crazed behavior. There are times when the Overlord is seemingly arguing with himself. On the battlefield, he will issue orders only to countermand them moments later. There are other times when he will compliment a subordinate, only to berate him with his next breath. When found in the heat of battle – even if winning – Overlord Shard may, for no apparent reason, retreat back to a safe location on the battlefield. Other times he will Dimensional Teleport out of the area and leave his officers to carry out his last commands and fight without him. There are still other times when he will press his forces to fight to the death, even when the odds might suggest victory is impossible. Overlord Shard is even known to Teleport to the location of the enemy

commander and engage directly in one-on-one combat or make a deal that sends the armies on both sides to battle elsewhere. When confronting an enemy leader, Shard usually stays and fights long enough to create chaos and panic or confusion, but leaves when his opponent starts to get the upper hand or others rush to their leader's aid. However, those moments of confusion are often enough to unnerve the enemy and cause breakdowns along their line that enables his forces to take the advantage. And there have also been more than a few times when Overlord Shard has slain the rival commander, scattering enemy forces to the four winds. Nobody, not even his own officers and advisors, can predict what he will do from one moment to the next.

Overlord Shard's unpredictability has made him all the more dangerous and he has exhibited extreme ruthlessness and an insatiable capacity for destruction. This strikes terror into the heart of the enemy and discourages the many would-be backstabbers within his own Deevil ranks who would love to kill him and take his position of power. So far, there have been few willing to challenge the madman. The bottom line is that everyone under Overlord Shard's command has stopped questioning his strategies and tactics and simply follows orders, because, apart from everything else, he has managed to yield many more wins than losses, pleasing his master Sahtalus, who only cares about winning.

The secret behind Overlord Shard's insane behavior lies within the personal abode of Sahtalus, the **Tower Grim**. The tower is, itself, a powerful and intelligent entity of some kind, perhaps an Alien Intelligence trapped within the Tower Grim as if it were a Rune Weapon. What no one knows, not even Supreme Lord Sahtalus, is that the sentient Tower Grim desired to be more than just the personal sanctuary of Lord Sahtalus. It wants to see the Megaverse. Sure, it could possess mortals and some of the Lesser Deevils and see through their eyes, but Tower Grim wants to experience it in every way, directly, itself. During the ritual used to elevate the Lesser Deevil into an Overlord, the Tower Grim was able to fuse part of its own fragmented life essence into Overlord Shard. A superior being, Tower Grim is the dominant personality, but the real Deevil known as Shard shares the body and surfaces at times to contradict or argue with Grim. The sliver of the Tower Grim's essence is thrilled to be out in the world and able to experience war. It loves strategy and tactics, trickery and brutality. However, since it is experiencing everything for the first time, it is still testing the waters of its own abilities. That is part of the erratic and extreme behavior – every experience is new and exhilarating, and Tower Grim cannot always contain its excitement and enthusiasm. As an evil intelligence spawned in the pits of Hell, it has learned it loves war, fighting, killing, coming up with winning strategies, and challenging itself. It has little empathy for other living creatures, especially the Minions of Dyval, and doesn't care about how many people must suffer and die for it to win. Like a spoiled child, Tower Grim is selfish, self-entitled and wants to do only what it wants to do.

The other reason for the crazy behavior is the battle between the two personalities (Tower Grim and the real Shard). The two clash often and vie for control of the body. So far, Grim is the



dominant personality, but there are times, especially when Grim lets its guard down or is scared, distracted or confused, that Shard takes over.

Each personality is separate and neither can read the other's thoughts, but they know the other exists and both want to be the dominant force inside their body. They can communicate via thoughts, but that is the extent of it. That means Shard is always a voice in Tower Grim's head, offering advice or chiding the disembodied Intelligence for its choices and strategies. Grim does the same to Shard. When the Deevil Shard is in control (about 40% of the time), he has a tendency to lose his temper and speak out loud when arguing with the splintered essence of Tower Grim. Likewise, Grim sometimes speaks out loud and shouts at the nagging voice in his head, giving those who witness it the appearance that Overlord Shard is a complete lunatic. The weirdness is compounded by the fact that both personalities speak in completely different voices.

Overlord Shard knows who Grim is, but does not know that the essence of Tower Grim is permanently trapped within his body. There is nothing short of godly intervention that could remove the splintered life essence of the deific Tower Grim. As a result, Shard believes that by destroying the Tower Grim he will finally be rid of the pesky Alien Intelligence. He has been to the tower many times and he knows about the Soul Chamber and plans to destroy it. He just doesn't know how. Grim has Shard convinced that if Lord Sahtalus learned the truth that he would pick Tower Grim to remain in the body of Overlord Shard, so Shard keeps their secret from his master. He knows that if he manages to destroy the Tower Grim, he will have to face Lord Sahtalus, but to do otherwise is to lose himself and his body. He has no other recourse but to destroy the Tower. For now he believes that, if he can win the Minion War, he will gain enough power and suitable followers to stand against Sahtalus and smash Grim into a million pieces.

Overlord Shard

True Name: So'Jan Shardric is Overlord Shard and Grim is the Tower Grim, also known as Sulathas Grimkeeper.

Alignment: Diabolic.

Attributes: I.Q. 20 (28), M.E. 18 (27), M.A. 26 (22), P.S. 32 (52 when Grim is in control; Supernatural), P.P. 24, P.E. 22, P.B. 18, Spd 45. **Note:** The numbers in parentheses are Grim's mental attributes.

Size: Size is mutable. Shard prefers 10 feet (3 m), while Grim prefers to be 18 feet (5.5 m) tall. When Grim takes over, he calls his larger, more powerful "self" his "combat persona." As an Overlord, he/they can become as large as 24 feet (7.3 m) tall and weigh 15 tons.

Age: Effectively immortal.

M.D.C.: 872 as Overlord Shard, +1,000 M.D.C. when transformed into his Grim "combat persona." (In S.D.C. settings Overlord Shard has 372 Hit Points, 500 S.D.C. and A.R. of 14, when transformed he gains 500 S.D.C. and his A.R. and Horror Factor increases to 16.)

Horror Factor: 15

P.P.E.: 522

Disposition: The Overlord Shard known to the troops appears to be absolutely insane! That is because there are secretly two distinct personalities fighting for control.

Tower Grim's personality is well spoken, clever and aggressive. He is intelligent, militaristic and behaves like a competent general. He has a good head for strategy and tactics and often leads by example on the front lines. However, he is also the equivalent of a spoiled child with immense power that has been let out to play in the real world for the very first time – playing war with adults and monsters at that. Almost everything is a new experience for Grim and he often responds with a sense of wonder and the (often sadistic) glee of a twisted, evil child. Thus, one moment, Overlord Shard, under the control of Grim, seems to be a brilliant general and the next, a spoiled or inquisitive brat.

Shard is a rough, crude, bully and conniving backstabber who is used to getting his way through intimidation, trickery, bullying and treachery. He is not a natural leader and has a poor head for strategy and tactics, but refuses to do anything Grim may whisper inside his head. He will, however, accept military advice from his subordinates and often considers options that trick the enemy and avoid combat, whereas Grim loves to fight and kill. Shard is also a bit of a coward who has trouble handling the pressure of being in charge. So when Grim gives an order that Shard considers too dangerous, he tries to take control and change the order, demand more protection for himself or retreat and hide. Other times, he will mock and scorn his subordinates for even suggesting a course of action that is too risky, which sounds crazy to them because, when Grim is in charge, he is all about taking risks — the crazier the better. This has made "Overlord Shard" appear contradictory, unpredictable and crazy. His men are often on edge when having to deal with him directly.

Natural Abilities: Nightvision 1,000 feet (305 m), see the invisible, resistant to heat and cold (takes half damage from magical heat and Mega-Damage plasma and half damage from magical cold), Bio-Regenerates 4D6 per melee round, magically understands and speaks all languages, turn invisible at will for an unlimited duration, Metamorphosis: Human (an ability common to all Deevils and Devilkins), and can change size and turn into a hulking combat brute at will. **Note:** When Grim is in control he has the additional powers of a Shifter that includes Dimension Sense 80%, Dimensional Travel 88%, Dimensional Teleport: Home (Back to Grim Mortis and Tower Grim) 96%, and can Sense Rifts 90%.

Skills of Note: Astronomy & Navigation 95%, Camouflage 75%, Detect Ambush 85%, Detect Concealment 80%, Horsemanship: Exotic 85%/75%, Intelligence 80%, Interrogation 85%, Literacy: American, Demongogian, Dragonese, and Euro 98%, Lore: Demons & Monsters 90%, Lore: Dimensions 80%, Lore: Faeries & Creatures of Magic 85%, Lore: Magic 85%, Land Navigation 84%, Mathematics: Basic 98%, Military Etiquette 90%, Military Fortification 85%, Pilot: Hovercycles 98%, Public Speaking 85%, Recognize Weapon Quality 80%, Running, Swimming 98%, Wilderness Survival 80%, W.P. Archery, W.P. Energy Rifle, W.P. Knives, and W.P. Swords.

Experience Level: 8th Level.

Vulnerabilities/Penalties: S.D.C. weapons made of wood or silver do damage as M.D.C.; hot-tempered and prone to outbursts and poor judgment in the heat of the moment.

Shard appears to suffer from multiple personality disorder when really there are two separate personalities trapped within his body. Shard is becoming obsessed with trying to destroy

his other half and will consider almost anything that doesn't sound like it would kill them both. His obsession has grown to the point that he wants to destroy the Tower Grim. Not to eliminate or harm Lord Sahtalus (Shard *is* a loyal follower), but to kill Grim once and for all (or so he believes). As a consequence, Overlord Shard feels that Sahtalus will stand in his way and he is starting to realize he may have to destroy the Deevil Lord too! Once, this would have been unthinkable, but as he feels Grim getting stronger and his own identity being suppressed, it is a matter of survival. Shard has been secretly looking for allies and spies and he has unknowingly become involved with spies working for Mephisto.

The Tower Grim personality is learning what it means to be a "living" being and likes it. Everything is new and interesting. Killing (for it) is fun and war an exciting game. Only one personality can be in charge of the body at a time while the other is trapped and only able to watch. Tower Grim wants to be "the one."

Psionic Powers: Available ONLY when Grim is dominant. Read Dimensional Portal (6), Sense Time (2), Telekinesis (super) (10+), Telekinetic Acceleration Attack (10 or 20), Telekinetic Leap (8), Telekinetic Lift (8), and Telekinetic Push (4). **I.S.P.:** 180.

Magic Knowledge: When Shard is in control he only knows the spells common to Deevils.

The following are available ONLY when Grim is dominant: Agony (20), Annihilate (600), Armor of Ithan (10), Ballistic Fire (25), Blinding Flash (1), Call Lightning (15), Circle of Flame (10), Circle of Travel (600), Climb (3), Cloud of Smoke (2), Deflect (10), Desiccate the Supernatural (50), Dimensional Portal (1000), Dimensional Teleport (800), Electric Arc (8), Energy Bolt (5), Escape (8), Fire Ball (10), Fire Blast (8), Fire Blossom (20), Fire Bolt (7), Firequake (160), Havoc (70), Lightning Arc (30), Negate Poison/Toxin (5), Orb of Cold (6), Power Bolt (20), Rift Teleportation (200), Rift to Limbo (160), Sense Magic (4), Shockwave (45), Spinning Blades (20), Steel Rain (360), Sub-Particle Acceleration (20), Teleport: Lesser (15), Teleport: Superior (600) and Turn Dead (6).

Attacks per Melee: Shard: Six. Grim: Nine.

Bonuses for Grim (all): +2 on Perception Rolls, +4 on initiative, +7 to strike, +7 to parry and dodge, +4 to pull punch, +5 to roll with impact, +6 save vs Horror Factor, +6 to save vs magic, +8 to save vs psionics (considered a Master Psionic) and +2 on Spell Strength.

Bonuses for Shard (all): +2 on initiative, +5 to strike, +5 to parry and dodge, +2 to pull punch, +2 to roll with fall/impact, +4 to save vs Horror Factor, +8 to save vs magic, +4 to save vs psionics and +2 on Spell Strength.

Allies and Alliances: Despite being totally unpredictable, he has the loyalty of most of his troops. The majority respect his power and intelligence and follow his lead without question. Should Overlord Shard fall in battle, his troops are likely to scatter unless another strong leader steps up to replace him – and fast.

Enemies: Other than the Demons of Hades and various Earth factions, he considers *Overlord Stheno* and *Overlord Sindel* to be his rivals and adversaries, around whom he has to watch his back. He has been approached by Stheno more than once (she can not seem to win him over with her charm) to join

their forces together, and every time Shard has declined. There have been a few assassination attempts and Shard suspects she does not take rejection well.

As for Overlord Sindel, the two almost clashed at their first meeting in Grim Mortis. When Sindel made his grand appearance (see below), Shard was about to put him in his place for insolence when Lady Hel stepped in. Since then the two have avoided each other and whenever forced to be in the same room, are cold and aloof and always seem to be sizing each other up. It makes planning to bring in their respective forces very difficult, and at times, counterproductive.

And of course, Grim's greatest enemy is Shard, who seeks to be free of him.

Weapons and Armor of Note: Overlord Shard sports a suit of armor crafted from Dragon Hide. It has 400 M.D.C. and is enchanted to be weightless and regenerate damage at a rate of 1D6 M.D.C. per minute. As long as a fragment of the armor remains (at least 15% or 60 M.D.C), the armor will completely regenerate. If it drops below the 15% the enchantment is broken and the armor is destroyed. Finally, the armor is mutable and automatically resizes for whoever is wearing it. This means the armor will change with Shard when he transforms.

As for weapons, Overlord Shard wields a huge claymore sword crafted from dragon bone. The hilt and pommel looks like a dragon's head with the blade bursting out of the mouth. The weapon does 4D6 S.D.C. damage to mortals, but 1D6x10 M.D.C. to dragons, serpents and all reptiles (includes Gargoyles), as well as good supernatural beings. He also wears a Maggot's Eye Amulet (described under Deevil Magic Items and Artifacts) and carries a Hell Rifle into battle.

Money: On Rifts Earth, he has brought a small fortune with him should he need it as a bargaining chip. Not knowing exactly what he would need, he brought the equivalent of 10 million credits in precious metals, 30 million in precious gems and another 10 million in assorted magic items.

Optional Table for Encountering Overlord Shard

Overlord Shard is very unpredictable, especially in battle. Game Masters may wish to roll on the following table when players encounter him. Or at the very least, the table will give Game Masters an idea of which personality is presently in charge.

01-50% Grim is in charge with his full bonuses. Roll again after 1D6+4 minutes.

51-60% Distracted! Shard and Grim are arguing or disagreeing over something. Both are distracted. Reduce combat bonuses by half and -1 attack per melee! This will last for 1D6 minutes while he seemingly argues, out loud, with himself. Cursing may be involved.

61-00% Shard has managed to take control of his body. Use Shard's bonuses only. On a failed Horror Factor roll, he will flee the area or summon assistance. If he starts to take damage (roughly more than 200 M.D.C.) he is likely to flee (G.M.'s discretion). Shard will remain in charge for up to 1D6 minutes before Grim is able to regain control.

The Dimension Stormer Army

The Dimension Stormers were first pulled together as a unit during the invasion of Dyval. Their mission immediately following the demon invasion was to retake Deevil strongpoints in the

Great Rift. With Overlord Shard in the lead, he and his faction stormed through multiple Rifts and won back the positions. The battles were tough, but the Dimension Stormers never relented and thanks to the unorthodox strategies of Shard/Grim, were victorious. A very large force in the Great Rift is difficult to manage and direct. Shard divided his men into smaller, manageable units, often with Greater Deevils in charge. This worked in two ways, giving those Deevils leadership experience and reinforcing unit ties and loyalty. Today, Overlord Shard has his forces organized along naval lines, with each unit part of a Hell Galleon or Hell Schooner.

Weapons of Choice: As the “chosen” army of Sahtalus, Supreme Ruler of Dyval, they are afforded the best equipment available and have all the weapons they need in excess. Each warrior has at least one melee weapon, an energy weapon and a suit of armor.

Army Standard: A gold flag with black trim and a pair of red, curled goat’s horns reaching towards the upper corners of the flag.

Overlord Shard’s Military Strategy: Shard has his Deevils deployed in Hell Galleons spread out along the eastern and southern coasts of the United States. He also has two Hell Schooners and two Hell Battle Barges. There are also a half dozen smaller groups of ground troops scattered throughout North and South America. Their goals are spying and gathering intelligence only for now. Their primary mission is to assess the strengths of the demons and their secondary objective is to locate suitable locations where future Hell Pits can be built.

Troops Breakdown: See Cuba and Diablo Island. Overlord Shard commands all the Deevils in Ciudad de Diablo. He has an equal number in reserve on Dyval at Grim Mortis. When he completes his Hell Pit to Grim Mortis he will bring in the rest of his troops as he needs them. For now, they are his “ace in the hole” and when the opportunity presents itself, he will move on Tower Grim to destroy the cursed structure that is trying to steal his life. Only 1D4x10+10% of his troops will carry through with any attack on Supreme Lord Sahtalus.

Overlord Necroskull

Overlord Necroskull was, at one time, nothing more than a simple Nexus Deevil who stumbled into great power. As Kall Rham, just a normal Nexus Deevil, his specialty was advance reconnaissance and exploration of other worlds. He would often work alone, scouting out locations for camps, watching trails for troop movements and caravans and even spying on enemy encampments. On his last mission as a scout, he was leading a supply caravan in some distant dimension. The caravan was transporting a secret supply of the mutagenic compound used by Lord Diabolus, as well as several captured Elementals. The Deevils were testing the chemical’s effects on the Elementals when, before Kall could sound the alarm, a large demon force ambushed the caravan. The defenders were outnumbered four to one and decimated.

Kall was one of the unfortunate survivors to be captured. The demons questioned him at length. Unsatisfied with his answers and his arrogance, they tossed him into one of the large containers carrying the mutagenic compound. When nothing seemed to happen and his usefulness was at an end, they ate his body and,



before he could die and disincorporate, cut off his head and threw it into the quagmire of mutagenic soup they had dumped into a ravine. Several other demons and a caged Fire Elemental were also thrown into the mutagen-filled ravine. The compound kept Kall Rham in a strange state of pseudo-life that prevented him from disincorporating. Instead, his Bio-Regeneration kicked into overdrive. Since his head and body were separated, however, all the mystical energy and Elemental fury was channeled into his disembodied head. The change that took place was beyond reason. His severed head regained consciousness and life. It grew to massive proportions and somehow merged with the Elemental, or at least the Elemental’s power. The result was a floating Deevil skull with flames for eyes and most of the flesh burned away. There were still a few scraps of hair, and horns curled out to the side of his head. Power surged through Kall Rham as he floated into the air and out of the ravine. Hungry for revenge, he tracked down the demons, slaughtered them all and devoured parts of their bodies. When he reunited with another force of infernal troops, he was unrecognizable. They mocked and ridiculed him. When the Greater Deevil leading these troops called him an abomination and threatened to kill him, Kall Rham destroyed him and all other challengers. When the fighting stopped, the rest of the Deevil forces knelt before him and called him master.

That day **Necroskull** was born. He has since become a leader to be feared and respected. A monster known to “eat” those who dare challenge his authority. The rest is history. Necroskull has led numerous successful campaigns, conquering worlds and destroying demon hordes. His success has earned him the title of Overlord. Now Overlord Necroskull has been charged with routing the demon forces from Rifts Earth and conquering the planet in the name of Dyval. He is considering beginning his mission

by attacking Calgary, the Kingdom of Monsters. His plan is to destroy the demons' largest and greatest army, not just to weaken their forces on Rifts Earth, but to strike fear into the hearts of the enemy overall. With any luck, when Calgary falls, the rest will flee like dogs with their tails between their legs. His next target? The next closest demon horde. After the demons have been routed, perhaps he will assault the Vampire Kingdoms: he hates vampires almost as much as demons.

Overlord Necroskull

True Name: Kall Rham

Alignment: Miscreant.

Attributes: I.Q. 27, M.E. 26, M.A. 25, P.S. 20, P.P. 18, P.E. 21, P.B. 2, Spd: Hover and flying at 44 (30 mph/48 km).

Size: Lord Necroskull is a giant, monstrous head 20 feet (6.1 m) tall and weighs 10 tons.

Age: Effectively Immortal.

M.D.C.: 2,360. (In S.D.C. settings Necroskull has 1,100 Hit Points, 660 S.D.C. and an A.R. of 16.)

Horror Factor: 16

P.P.E.: 520

Disposition: Mean to the core, Necroskull is without mercy. He commands respect through fear and brutality. His minions are too scared to question him, and most obey him without question lest they face deadly reprisal. Necroskull is obsessed with the destruction of the Demons of Hades. He loves nothing more than to torture and maim demons and is always capturing them for this purpose.

Natural Abilities: Most of the abilities and bonuses of the Nexus Deevil have been lost, except for *Powers of Dimensional Travel* (described in the pages of **Dimension Book 11: Dyval**).

New abilities include: Hovers in mid-air as his natural state of being, fly, Nightvision 2,000 feet (610 m), see the invisible, turn invisible at will (unlimited duration), dimensional teleport 73%, Bio-Regeneration 4D6 per melee, and magically understands all languages.

Elemental Powers (special): I.Q., M.E., and M.A. increased from exposure to Diabolus' bio-vat liquid plus Necroskull was somehow absorbed by the Fire Elemental. As a result, he can create a **Fire Aura** that has an additional 200 M.D.C., and he can do this six times per day. Anyone touching the fire aura takes 2D6 M.D., plus it is very likely to ignite combustibles. The Fire Aura takes no damage from heat or fire-based attacks, but does take double damage from cold or water-based attacks.

Necroskull can also fire plasma bolts from his eyes. Damage is 2D6 M.D. and he can fire an unlimited number; each counts as one attack. He can increase their damage as follows but it costs P.P.E. to do so. Increase to 4D6 M.D. at a cost of 10 P.P.E., 6D6 M.D. at a cost of 15 P.P.E., 1D4x10 M.D. at a cost 20 P.P.E. and 1D6x10 M.D. at a cost of 40 P.P.E. per blast. Regardless of the damage the range is 2,000 feet (610 m).

Once per melee, he can breathe a fire blast that has a 40 foot (12.2 m) range and inflicts 5D6 M.D.

Necroskull can also vomit up 1D6+2 *Flame Fiends* (as per the Fire Warlock spell) for up to 10 hours or he can summon four Minor Fire Elementals for 5 hours, or one Major Fire Elemental for one hour under his command. He must wait 24

hours before he can summon any additional Fire Elementals, and he will never make them fight to the death.

His only means of movement is hovering/floating in air. Maximum speed is 30 mph (48 km); maximum height is 500 feet (152.4 m).

Skills of Note: Computer Operation 90%, Detect Ambush 98%, Detect Concealment 93%, Intelligence 96%, Land Navigation 98%, Literacy: American, Dragonese, Dwarven, Greek, Splurgoth, Euro and Spanish 98%, Lore: Demons and Monsters 83%, Lore: Magic 83%, Lore: Psychics 83%, Mathematics: Basic 98%, Military Etiquette 98%, Prowl 98%, Radio: Basic 98%, Surveillance Systems/Tailing 98% and Wilderness Survival 98%.

Vulnerabilities/Penalties: Cold-based attacks inflict double damage. Millennium Tree Weapons do triple damage. Magic and psionics do normal damage. His obsession with the destruction of Hades is also likely to cause Necroskull to lead his troops right into the heart of Hades if given the chance. Only now, with Rifts Earth hanging in the balance, does he stay his hand, hoping that the Deevils can gain the edge and conquer the demons of Hades once and for all.

Experience Level: 10th level Deevil Scout and dimensional traveler.

Psionic Powers: Has all Sensitive and Physical Psionics plus Bio-Manipulation (10), Hypnotic Suggestion (6), Pyrokinesis (varies), Telekinesis (Super) (10+) and Telekinetic Acceleration Attack (10 or 20) I.S.P.: 360

Magic Knowledge: As a result of his bonding with a Fire Elemental, he knows all Fire Elemental Spells.

Weapon Proficiencies: Blunt and Energy Pistol.

Attacks per Melee: Eight

Mega-Damage: Fire attacks as noted above under Natural Abilities, Head Butt with horns inflicts 4D6 M.D., Bite does 1D6x10 M.D. and Tongue Slap 2D6 M.D.

Bonuses (all): +2 to initiative, +4 to strike (head butt or bite), +2 to dodge, +4 to pull punch and roll with impact, +6 to save vs Horror Factor, +5 to save vs magic, +6 to save vs psionics and is considered a Master Psionic.

Allies and Alliances: None of the Deevil Lords seem to have any faith in Necroskull save for Nickodeamis. Perhaps because, at one time, he served Old Nick, so for now, he answers to the Deevil Lord and acts as his eyes and ears on Rifts Earth. Even his own men only follow him out of fear.

Enemies: Necroskull has slain numerous notable Demon Princes and has become a mark for demon assassins. They have tried on numerous occasions to kill the mutant Nexus Deevil but have never been successful. Humans are seen as pawns and cattle to be enslaved. He is envious of Overlord Shard whom he regards as a fool and madman.

Weapons and Armor of Note: Has no use for them himself. However, he has, over the years, captured a small treasure trove of magic weapons and armor. He has at least one Rune sword he took off of fallen demon. As for other items, they are likely hidden in one of his secret bases.

Money: As with weapons and armor, he has amassed a small fortune hidden away in one of his secret lairs. Necroskull has at least five hidden lairs, each with 1D4x10 million in various magic items, precious metals, stones and various other treasures.

Flaming Skull Army

Overlord Necroskull has dubbed his faction the Flaming Skulls. They use unconventional tactics and are skilled warriors. Necroskull has more practitioners of magic than the typical Deevil army. Many are specialists in the area of Shifter magic/summoning and Soulmancy. They often summon various supernatural creatures such as Elementals or Shadow Beasts to lead the army's attacks. This helps to weaken enemy defenses and soften up troops before the actual Deevil army moves in.

Weapons of Choice: Anything, but especially magic flaming weapons, plasma weapons and others.

Army Standard: A black flag with a flaming red and yellow skull.

Overlord Necroskull's Military Strategy: As noted above, destroy all demons, starting with Calgary, Hell Lord Doom and his army, the largest demon force on Earth! Next, more demons. Then, maybe, the Vampire Kingdoms.

Overlord Necroskull is also attracted to the power that is found in Atlantis. His spies have alerted him to a demonic presence, suggesting the demons are planning to attack. The city of Atlantis is prime real-estate where numerous Hell Pits could be constructed and the island could be easily defended once taken.

Overlord Necroskull has started to bring in his most elite troops and is disguising them as simple patrons in the Splynn Dimensional Market. Many of these minions are Nexus Deevils whose job is to open Rifts to bring in more soldiers. He also has small groups gathered in the mountains outside of Splynn. When the demons make their move (Necroskull suspects the demons are behind many of the dimensional raids on the market), his forces will attack shortly after. The Deevils already in the city will try to capture a stone pyramid and bring in more forces, while those in the mountains will rush the city. Necroskull knows that the Splugorth will be a tough nut to crack, but he is hoping that they will have most of their resources focused on fighting the demons. He is going to bring all his resources to bear for taking Splynn and he hopes that he will win with the element of surprise and overwhelming numbers. Little does he know the true extent of the resources Splynncryth has at his disposal.

Overlord Necroskull's Army

Target Area: The Canadian Southwest and Calgary in particular.

Demon Population: Approximately 36,100 Minions of Dyval and Host, plus non-Deevil henchmen, worshipers and mercenaries.

The Host

Cryxon – 8,000
Shock Dragons – 0
Harpies – 1,500
Tiger Beasts – 1,300
Stalkers – 0

Lesser Deevils

Deevils – 5,000
Devilkins – 1,000
Dire Harpies – 500
Fenny, Demon Wolf – 4,000
Fiends – 1,000
Gorgons – 100
Ice Wraiths – 1,000
Imps – 1,000

Naga Deevils – 2,000
Nexus Deevils – 5,000

Greater Deevils

Arch Fiends – 100
Beasts – 1,000
Deevil Dragons – 500
Deevil Wraiths – 0
Horrors – 2,000
Ice Wraiths – 1,000
Pandemonium – 0
Serpents – 100

Other Supernatural Minions

Brodkil – 200
Daemonix (various) – 60
Renegade Gargoyles – 220
Thornhead Demons – 300
Witchlings – 200

Non-Deevil Troops

Blood Warriors – 200
Fire Warlocks – 10
Ley Line Walkers – 50
Ley Line Rifters – 90
Mystics – 20
Necromancers – 40
Shifters – 100
Soulmancers – 50
Techno-Wizards – 10

Overlord Shade

The choice to send Overlord Shade to Rifts Earth was a no-brainer for the Deevil Lords. Throughout the course of the Minion War he has singled-handedly assembled one of the largest and most lethal armies to date. Overlord Shade has had a long-standing alliance with several Shadow Lords in the Plane of Shadows. That alliance has provided him with a large supply of Shadow Beasts and other Shadow Minions from the Plane of Shadows. His army would be almost unstoppable if it had competent and consistent leadership. It is not that Overlord Shade is incompetent, it is that he is totally obsessed with all things that have to do with dragons. Or more to the point, he wants to be a dragon and posses the power that they wield. He collects dragon heads, dragon bones, dragon relics, dragon armor, investigates abandoned dragon lairs scattered through the Megaverse, searching for trinkets and anything having to do with dragons. His obsession often takes him away from his army at critical moments when a solid leader is needed to make decisions and inspire the troops. He often allocates much of his responsibilities to his lieutenants, whom he has to replace often as they either die in the field or stand up to Shade, forcing him to eliminate them and start the recruiting process for officers all over again.

Having arrived on Rifts Earth, he has heard about the legendary Dragon Kings who, if the rumors are true, hold the secrets to the *Shadow Dragons*. Even more enticing is the presence of their lairs, which may have survived the destruction of the Coalition Siege on Tolkeen. He is eager to get his forces to the ruins of Tolkeen to investigate this personally. After that, Rifts Earth offers a wonderfully eclectic array of dragons. There are the Chiang-Ku



and the dragons of China, dragons of Lazlo and of Atlantis, not to mention many others. For Overlord Shade, an assignment on Earth is a dream come true.

Overlord Shade

True Name: Pellcam Denbra

Alignment: Miscreant.

Attributes: I.Q. 23, M.E. 23, M.A. 17, P.S. 29, P.P. 23, P.E. 28, P.B. 8, Spd 37, 111 flying (75 mph/120 km).

Size: 20 feet (6.1 m), and weighs 2,000 pounds (900 kg).

Age: Effectively Immortal.

M.D.C.: 500 (In S.D.C. settings Overlord Shade has 290 Hit Points, 400 S.D.C. and an A.R. of 16.)

Horror Factor: 17

P.P.E.: 400

Disposition: Tends to look down on most other beings as he considers them to be inferior. He can be polite and cordial to those he is trying to win over, but that can change in a heartbeat. For the most part, Overlord Shade is selfish and obsessed with his desire for all things Dragon, to the point of wanting to become one, or better yet, a dragon god! A deity who is worshiped by dragons and humanoid mortals alike. For this reason he is delighted to recruit (and enslave) dragons and have them do his bidding. Those who refuse him, of course, must pay for their insolence with their lives. These things are so important that he rarely has the patience or time to be bothered with things like winning the Minion War or chasing demons from Rifts Earth. Yes, he will do it to keep his masters happy, but most of his time is spent following his personal pursuits, leaving the day-to-day military campaigning to his underlings.

Natural Abilities: Supernatural P.S. and P.E., Bio-Regeneration 1D4x10 per melee round, Teleport 86%, Dimensional Teleport 76%, Nightvision 500 feet (152 m), can adjust his size at will from 6 feet (1.8 m) to his full size of 20 feet (6.1 m), magically understands all languages, can channel 20 P.P.E (40 on a Nexus) per melee, is impervious to electricity/lightning, takes no damage from conventional or magical forms of lightning and has all the powers of a Ley Line Walker.

Skills of Note: Archaeology 98%/89%, Astronomy & Navigation 98%, Barter 87%, Brewing 94%/98%, Chemistry 98%, Chemistry: Analytical 94%, Cryptography 98%, Gemology 94%, Holistic Medicine 98%/89%, Horsemanship: Exotic Animals 98%/89%, Intelligence 89%, Interrogation 98%, Language & Literacy: Dragonese, Dwarven, American, Greek, Splugorth, Demongogian, Euro and Spanish 98%, Lore: Demons & Monsters 98%, Lore: Faeries & Creatures of Magic 98%, Lore: Magic 98%, Mathematics: Basic 98%, Mathematics: Advanced 98%, Mythology 98%, Prowl 94%, Public Speaking 98%, Research 98% and W.P. Blunt.

Vulnerabilities/Penalties: His obsession with dragons will likely be his undoing. He takes every lead literally and almost blindly. Also, should his "hobby" become known to any adult dragons on Rifts Earth, he is likely to make some powerful enemies. In addition, Overlord Shade is vulnerable to weapons that do extra damage to Deevils or dragons/reptiles. He also takes triple damage from weapons made from a Millennium Tree.

Experience Level: 13th Level Infernal Ley Line Walker.

Psionic Powers: Master Psionic and knows the following: Astral Projection (8), Detect Psionics (6), Ectoplasm (6 or 12), Exorcism (10), Hypnotic Suggestion (6), Impervious to Fire (4), Impervious to Poison (4), Mind Block (4), Mind Bolt (varies), Presence Sense (4), Psychosomatic Disease (30), Resist Fatigue (4), Resist Thirst (6), Telekinetic Lift (6), Telekinetic Push (4), and Telemechanics (10). I.S.P.: 160

Magic Knowledge: The following powers of a Ley Line Walker: Sense Ley Line and Magic Energy, Read Ley Lines, Ley Line Transmission, Ley Line Phasing, Ley Line Walking/Drifting, Ley Line Rejuvenation, Ley Line Observation Ball, Affinity with Rift & Ley Line Magic and Ley Line Force Field.

Spell Knowledge: All Levels 1-4 spell invocations plus Anti-Magic Cloud (140), Ballistic Fire (25), Blind (6), Calling (8), Call Lightning (5), Carpet of Adhesion (10), Close Rift (200+), Dimensional Portal (1000), Domination (10), Electric Arc (8), Energy Field (10), Escape (8), Havoc (70), Ice (15), Ley Line Defense (90), Ley Line Phantom (20), Ley Line Shutdown (3000), Ley Line Tendril Bolts (13), Lightning Arc (30), Magic Pigeon (20), Metamorphosis: Animal (25; reptiles, of course), Mystic Portal (20), Negate Magic (10), Plane Skip (33), Rift Teleportation (100), Rift to Limbo (80), Shadow Meld (10), Sleep (10), Soultwist (170), Summon Ley Line Storm (250), Summon Shadow Beast (140), Swallowing Rift (150), Teleport: Superior (600), The Slowness (1,300), Warrior Horde (1100) and Wind Rush (20).

Attacks per Melee: Eight.

Mega-Damage: As per Supernatural P.S., 5D6+14 S.D.C. on a restrained punch, 3D6 M.D. on a full-strength punch, or 6D6 M.D. on power punch (counts as two melee attacks).

Bonuses (all): +4 to initiative, +7 to strike, +7 to parry, +5 to dodge, +1 to pull punch, +1 to roll with fall/impact, +6 to save vs Horror Factor, +9 to save vs magic, and +4 to save vs psionics.

Allies and Alliances: Overlord Shade counts at least three Shadow Lords in the Planes of Shadow as allies. It is unknown exactly what he is providing to them, but each has pledged thousands of Shadow Beasts to his cause. Rumors among his own troops suggest that he is willing to share some of his conquered lands on Rifts Earth with these Shadow Lords. Finally, there are some dragons within Shade's army. Some are evil and there by choice, while the others are being blackmailed to fight for Shade and hate him relentlessly for it.

Enemies: Demons, of course, and anyone who gets in his way or challenges him. Humanity and D-Bees are little more than playthings and servants to be enslaved. There are several Devil Regents who feel cheated that Shade was named an Overlord. As a result, they have sent their own agents to infiltrate his ranks and discover his vulnerabilities. If Shade is not careful, an assassination attempt could come from within his own ranks. If having his own kind (Deevils) out to kill him is not bad enough, over the years he has made enemies of countless adult dragons, including a few in his own army. Overlord Shade is walking a fine line indeed.

Weapons and Armor of Note: Overlord Shade has managed to acquire a suit of Dragon Hide armor that has 400 M.D.C. and magically doubles his flying speed. It also gives him fire breath that does 4D6 M.D. and has a range of 100 feet (30.5 m). For combat, he uses a spiked club carved from dragon bone that

has somehow been endowed with runic abilities. It has the 8 properties of a Rune Weapon, except it is made of bone, is covered in runes that glow red in the presence of other dragons and is of diabolic alignment. Range for sensing Dragons is 500 feet (152.4 m). The club does 5D6 M.D. but inflicts 1D6x10 M.D. to dragons and other reptilian beings like Gargoyles and their kin. It can also teleport to its wielder up to three times per day, but range is limited to 5 miles (8 km).

Money: Overlord Shade has at least two Dragon-style treasure hoards, worth tens of millions each. His most prized possession is a scroll called Metamorphosis: Dragon. He is reluctant to use it or even to try and convert it. For now he holds on to the spell and keeps it on his person at all times.

Dragon Lord Army

Overlord Shade has named his army the Dragon Lords; a disheveled, disorganized and motley crew if there ever was one. Their successes have not been the product of skill or discipline, but overwhelming numbers, raw power and unexpected combat forces (Shadow Beasts and dragons to name two). Dumb luck and pure savagery have also played important roles in their unlikely success. Without true leadership, the Deevil forces that truly care about the war against the demons are often slain or killed in combat, leaving the inexperienced and incompetent to command. Furthermore, organizing so many has proven to be a difficult task for the distracted Overlord Shade. More often than not, he commits his troops to conflicts without complete intel and lets the chips fall where they may. Half the time his army is on the verge of collapse until he grudgingly steps in to make things right. This suggests he could be a capable leader if he actually put some time and effort into it. If slain, his forces will scatter and form into smaller groups.

Weapons of Choice: With so many troops, standard-issue weapons are whatever they can pick up along the way. Most fight with tooth and claw, and their natural abilities, which are formidable. Overall, only officers and special forces have powerful, magical or high-tech weapons and armor.

Army Standard: A black flag with yellow trim and a golden dragon's skull.

Overlord Shade's Military Strategy: Investigate dragons, destroy demons, and wipe out vampires, in that order. Thanks to Lord Gray in the Shadow Forest, located in the Magic Zone, Overlord Shade has been able to bring his troops quietly into North America. He plans to march to the **ruins of Tolkeen** to search for information about the Shadow Dragons, look for living specimens if he can and recover magic items. He will fight whatever forces try to stop him along the way, be they bands of heroes, demons already located in or near the Magic Zone or Coalition Forces in the field. It is truly a fool's agenda, but should he manage to reach Tolkeen, he will find little but additional demonic and Coalition forces to battle, as well as Cyber-Knights and other heroes. For that matter, many dragons, and most certainly the Shadow Dragons of Tolkeen, know of his reputation as a dragon enslaver and murderer. Thus, while a few may actually join his army, many more are likely to join with forces that oppose him.

Meanwhile, assembling all the Shadow Minions is taking longer than anticipated and it could be several months before all of his forces can join his army on Rifts Earth. That will not stop

him from marching to Tolkeen, and his impatience may be his undoing.

Overlord Shade's Army

Target Area: The American Midwest; Minnesota in particular.

Demon Population: Approximately 21,000 Minions of Dyval and Host, plus non-Deevil henchmen, worshipers, mercenaries, dragons and Shadow Beasts. A lot of Shadow Beasts.

The Host

- Cryxon – 0
- Shock Dragons – 6,000
- Harpies – 0
- Tiger Beasts – 3,000
- Stalkers – 100

Lesser Deevils

- Deevils – 3,000
- Devilkins – 1,000
- Dire Harpies – 300
- Fenry, Demon Wolf – 2,000
- Fiends – 1,000
- Gorgons – 100
- Ice Wraiths – 100
- Imps – 500
- Naga Deevils – 1,400
- Nexus Deevils – 20

Greater Deevils

- Arch Fiends – 200
- Beasts – 100
- Deevil Dragons – 3,200
- Deevil Wraiths – 30
- Horrors – 500
- Pandemonium – 1 (Hidden among his men and he does not know about her. She is an assassin and a spy sent by one of his Deevil rivals.)
- Serpents – 5 (One of the Serpents is also a spy sent by a rival.)

Non-Deevil Troops – Approximately 12,938, with a very high number of Shadow Beasts.

- Blood Warriors – 300
- Ley Line Walkers – 11
- Ley Line Rifters – 10
- Monstrous and evil D-Bees picked up along the way – 2,500
- Necromancers – 2
- Pogtal Dragon Slayers – 25
- Shifters – 9
- Shadow Beasts – 10,000
- Soulmancers – 20
- Dragon Hatchlings – 55 (either evil, or dupes who do not know what Overlord Shade truly is; average level 1D4.)
- Adult Dragons – 6



Overlord Dai

Overlord Dai is not your typical Deevil General. First, he is a “self-proclaimed” Overlord and has not even gained the recognition of the true rulers of Dyval. Second, he is an Imp, who at one time was a simple field messenger whose job was to run messages from generals to the front-line troops. As a glorified messenger boy, he would often run at the first sign of trouble (it’s not much fun unless you are winning) and never showed much interest in fighting demons. During the demons’ initial assault, he was drunk and passed out somewhere in Dyval Prime and slept through the battle entirely. When he finally gained consciousness, he realized that he had missed something big and made a run for it, fearing the wrath of the Deevil Lords.

Dai traveled from dimension to dimension trying to avoid his superiors, but inevitably the Deevil armies would arrive and any Minion of Dyval located would be absorbed into their ranks. Dai finally made it to Rifts Earth and arrived during the final siege on Tolkeen...yet another battle! Trying to flee the area, he came across a cornered Hangdog Daemonix named Spike. Spike was trapped by a squad of Coalition soldiers busily filling him full of laser-fire, and the creature was in serious trouble. Dai thought he could use this powerful beast to his advantage, and maybe have some fun at the expense of the mortals, so he stepped in to save the archaic demon. Using his own magic, Dai was able to distract the CS troops long enough to fly to Spike – where he began barking orders. Following Dai’s instructions, Spike tore through the troops in short order. Riding high on the demon’s back, Dai felt an exhilaration he had never known before. The Hangdog was following his every command and together they were destroying everything in their path.

The two continued to travel as a team, with the Hangdog Daemonix obeying his every order. Very quickly, the duo had several other Daemonix join them, accepting Dai as their leader. Before Dai knew it, other inhuman refugees from the Siege on Tolkeen were joining the group – Brodkil, Black Faeries, Thornhead Demons, Witchlings, and D-Bee fighters. It helped that Spike exaggerated Dai’s power level and the number of CS troops they defeated, and that the rest believed it. No one would dare question a Deevil – even an insignificant, little Imp – who commanded 50 Daemonix and a growing legion of other monsters.

As it turns out, that Imp has a head for strategies and tactics. It rather made sense, since Dai was privy to the messages sent down by the Deevil Commanders and had witnessed, first-hand, hundreds of battles over his lifetime. He was quite surprised to realize that he had picked up military strategy by accident and even more surprised that he enjoyed commanding troops and reveled in the thrill of winning.

Since then, the number of Dai’s troops has swelled and the “Little General,” as he is fondly referred to by his army of rejects and leftovers, is a force to be reckoned with. As many of the smaller Deevil exploratory forces are nearly wiped out by demons and human forces, Dai has been rounding up survivors from them as well. With the Minion War in full swing and since learning of the new Overlord rank, Dai has decided to make himself known to the Rulers of Dyval by building an army, repelling the demons from North America and taking the continent himself, all in the glorious name of Dyval. He and his Daemonix, each and every one steadfastly loyal to the Little General, are convinced it is a plan that will work.

And it just might...

At least in the sense that he could make a name for himself and earn the recognition of Dyval’s leaders. One, “Overlord” Dai is an extremely effective leader, no matter what his background. Two, when a “lead from the front” kind of Deevil madman like Overlord Shade is killed or chunks of his troops become separated, “Overlord” Dai makes a point to swoop in and recruit them into his army. Since all his followers call him “Overlord,” those separated from their own army figure they are joining up with another legitimate Overlord of Dyval. And many appreciate his strong, clear leadership, even when they realize he has not been officially sanctioned by the Dyval hierarchy.

Overlord Dai

Also known as the “Little General.”

True Name: D’hoty Odo

Alignment: Miscreant.

Attributes: I.Q. 14, M.E. 16, M.A. 26, P.S. 15, P.P. 12, P.E. 20, P.B. 14, Spd 17 running and 29 flying (20 mph/32 km).

Size: 3 feet (0.9 m), and weighs 100 pounds (45 kg).

Age: Effectively Immortal.

M.D.C.: 70 (In S.D.C. settings Overlord Dai has 39 Hit Points, 30 S.D.C. and an A.R. of 10.)

Horror Factor: 10, but 15 when teamed up with, or riding on, Spike.

P.P.E.: 70

Disposition: Dai remains a trickster and partygoer, but he is also a natural leader with an outstanding knowledge of military strategy and tactics. He used to not have a care in the world and would live from one celebration to the next, playing pranks and having fun. Now that he has discovered his taste

for power he has taken on the responsibility of an army and has developed big dreams accordingly. He can be spiteful and vindictive at times, but he is generally well liked by his fellow outcasts and misfits. At the moment, Dai is cocky, self-assured and cunning. He loves feeling power and is really starting to believe he is a great general and worthy of the title Overlord. Only time will tell.

Natural Abilities: All of the usual Imp abilities, including the ability to fly, nightvision 90 feet (27.4 m), see the invisible, resistant to fire and cold (half damage), Bio-Regeneration of 1D6 per melee round, and magically knows all languages.

Skills of Note: Appraise Goods 75%, Barter 98%, Brewing 81%, Climbing 85%/85%, Computer Operation 95%, Concealment 65%, Demolitions 98%, Demolitions Disposal 65%, Escape Artist 75%, Find Contraband 75%, Gambling 85%, Gambling: Dirty Tricks 75%, Gemology 85%, Intelligence 79%, Land Navigation 81%, Literacy: Demongogian 90%, Lore: Demons and Monsters 85%, Mathematics: Basic 98%, Palming 75%, Pick Locks 71%, Prowl 70% (+10% to prowl when hovering or flying), and Streetwise 75%.

Experience Level: Sixth.

Vulnerabilities/Penalties: Booze and gambling are two of Dai's major vices. He loves exotic liquor, especially some of the more exotic kinds found in Phase World. Also, his newly formed army is not as happy as they were when they started. Dai and Spike have first choice of all loot captured, and often by the time they are done there is little of value amongst what the rest of the troops have to fight over. Dissension in the ranks is likely to happen at any time and Dai has become too lax, leaving several opportunities for would-be assassins.

Psionic Powers: None.

Magic Knowledge: Knows all level one spells plus the following: Armor of Ithan (10), Aura of Power (4), Chameleon (6), and Invisibility: Simple (6). He would have more as he managed to take the Sowki's spell book and notes. However, Dai often gets bored studying magic and often ends up downing a few jugs of whiskey to pass the time.

Weapon Proficiencies: W.P. Knife and W.P. Energy Rifle.

Attacks per Melee: Four

Mega-Damage: As per Supernatural P.S.: 15, 1D6 S.D.C. on a restrained punch, 4D6 S.D.C. on a full punch or kick and 1D4 M.D. on a power punch or kick.

Bonuses (all): +1 to strike, +1 to parry, +3 to dodge, +2 to pull punch, +4 to roll with fall/impact, +4 to save vs Horror Factor, +2 to save vs magic and +1 to Perception rolls.

Allies and Alliances: His best friend and most loyal follower is Spike, the Hangdog Daemonix; the two are rarely apart. The pair will do anything for each other and Spike would sacrifice his own life to save Dai. (The verdict is still out as to whether Dai would do likewise for Spike.) Most of the other Daemonix and other outcasts also believe in him and serve him loyally. They actually like working for the Imp, at least when the times are good and they rarely lose a fight.

When Dai thinks the time is right, he plans to contact his patron, the Deevil Lord Nickodeamis. He is hoping that the Deevil Lord will see what he has accomplished and reward the Imp by officially making him an Overlord, and perhaps sending him more troops from Dyval. The likely result is that Old Nick would send in reinforcements to the Imp, but the Little General would probably be rewarded with a pat on the head or

a "well done" from Old Nick and little more. Exactly how Dai would react from the snub is difficult to imagine, but it won't be pretty. He is likely to go rogue, taking his army with him. Deevils might even become a hated enemy.

Enemies: The Demons of Hades are Enemy Number One, followed by rival Deevil Armies, the Coalition States, heroic champions and anyone who gets in his way. Tolkeen resistance fighters may also have a bone to pick with the Imp.

Weapons and Armor of Note: Overlord Dai has a magic cloak that provides 90 M.D.C. of protection and allows him to Teleport three times per day, but he has to cover himself up with the cloak completely. Range is only 5 miles (8 km). The cloak is also a bit long for the Imp and it drags behind him as he walks. The Imp's prized possession is a *Dragon Rod* which he won in personal combat. It is a Greater Rune Weapon and looks like a dragon-headed energy rifle. It has the eight standard Rune weapon abilities plus the following Spell Magic: Can cast these spells as often as three times each per 24 hours. Circle of Flame, Fly, Magic Pigeon, Metamorphosis: Human and Metamorphosis: Animal. The weapon also shoots a variety of energy blasts; each blast counts as one of the Imp's melee attacks. Energy Bolt: 2D6 M.D., Range is 1,000 feet (305 m). Fire Ball: 5D6 M.D., range is 1,000 feet (305 m). Lightning Bolt: 1D6x10 M.D., range is 2,000 feet (610 m). And does 4D6 M.D. when used as a blunt weapon.

Money: Overlord Dai has collected a decent treasure trove of various items while on Rifts Earth worth 11 million credits.

Note: If Dai and the Tolkeen Avengers ever come across a town with a major brewery, they are likely to stay for a very long time.

Spike the Hangdog Daemonix

Spike hated his role for the longest time and the day his rider was killed was the day he gained his freedom, because it was also the day he met Dai. Spike had always wanted more but was denied because his role was that of "He who serves," a position he could never rise above. It was his lot in life and he accepted it. But like Dai, now that he has been treated like an equal and has tasted power (and friendship), he can never go back. The little Imp is more than happy to ask what Spike thinks and always takes the Daemonix' counsel, even though it is rarely worth much. For some reason, the two get along very well and, for the first time ever, Spike is allowed to boss around other Daemonix, Deevils and henchmen, which he loves! Spike has no real ambitions of his own. He sees his lot as the companion, advisor and protector of Overlord Dai, his best friend, and he is content with that. So much so that he'll fight to keep it and die, if necessary, to protect his diminutive friend.

True Name: Gerlac Bal

Alignment: Aberrant.

Attributes: I.Q. 6, M.E. 7, M.A. 2, P.S. 42, P.P. 18, P.E. 23, P.B. 1, Spd 58 (40 mph/64 km).

Size: 11 feet (3.4 m) at the shoulder, 19 feet (5.8 m) long and weighs 15 tons.

Age: 600 years old, but could be immortal.



M.D.C.: 460. (In S.D.C. settings Spike has 283 Hit Points, 190 S.D.C. and an A.R. of 14.)

Horror Factor: 14, but 15 when he rides in with Overlord Dai on his back.

P.P.E.: 199

Disposition: Grumpy and cantankerous most of the time, except with Dai (he is surprisingly playful around the Imp), but he is a happy drunk who often falls asleep when he is loaded.

Natural Abilities: Good speed and can run and work for days on end without suffering from exhaustion. Fairly good swimmer 70%, can hold his breath for 30 minutes and can survive depths of up to one mile (1.6 km), track by scent 50% (+20% if the scent is blood or decay), dig, excavate, nightvision 1 mile (1.6 km), and heals at a rate of 3D6+10 M.D.C. per 24 hours. Can magically speak and understand all languages 90% (but cannot read), impervious to cold and disease (including magical equivalents), heat and fire resistant (half damage), and Superhuman Cargo Capabilities. Spike can pull his P.S. x 1,000 pounds (450 kg) in weight, equal to 42,000 pounds or 21 tons!

Skills of Note: Detect Ambush 70%, Detect Concealment 50%, Camouflage 70%, Climbing 80%/20%, Land Navigation 95%, Mathematics: Basic 70%, and Wilderness Survival 98%.

Vulnerabilities/Penalties: Standard for the Hangdog Daemonix and easily influenced when drunk and when he is separated from Dai. Others can trick and take advantage of him when vulnerable, but he is at Dai's side 90% of the time.

Experience Level: Not applicable.

Psionic Powers: Considered a Minor Psychic with 14 I.S.P. and has the powers of Deaden Senses (4) and Ectoplasm (6 or 12).

Magic Knowledge: None.

Attacks per Melee: Six.

Mega-Damage: As per Supernatural P.S.: 42, 1D6x10+27 S.D.C. on a restrained kick, 6D6 M.D. on a full strength kick, 2D4x10 on a power kick, 6D6 M.D. on a bite and 9D6 when going with its horn.

Bonuses (all): +1 to initiative, +6 to strike, +3 to parry, +4 to dodge, +2 to pull punch, +4 to roll with fall/impact, +4 to save vs Horror Factor, and +4 to save vs magic.

Weapons and Armor of Note: Spike still wears the Tolkeen battle platform which has enough room for two people to sit on top of him. He has a pair of Star Fire Cannons (each inflict 2D6x10 M.D. with a range of 2,000 feet/610 m) and a rear-firing TW telekinetic cannon that does 2D4x10 M.D. with a range of 1,200 feet (366 m). Each cannon can be fired 10 times before they start to draw P.P.E. directly from Spike. Which is when Dai stops shooting. Each additional shot takes 25 P.P.E. **Money:** None, but Dai treats him like a king.

The Tolkeen Avengers

The Tolkeen Avengers are a ragtag group of supernatural beings, D-Bees, deserters from other armies, refugees and the disenfranchised. They follow the most unlikely of leaders because he has proven to be a capable general and gives them hope. Hope that they can be respected and find a place of honor and power within the Dyval hierarchy. It may be a pipe dream, but it is a dream they all cling onto.

Their most common tactics are hit and run strikes and ambushes. The Tolkeen Avengers have become very good at surprise attacks, executing flanking maneuvers and ambushing foes. Plus, they have some real powerhouses on their side along with a masterful general.

Weapons of Choice: The army does not have a set of standardized equipment and use whatever is available or whatever they pick up along the way.

Army Standard: The red silhouette of an Imp on a dark green, triangle-shaped standard.

Overlord Dai's Military Strategy: Overlord Dai has his forces engage in frequent raids on Calgary, the Simvan Monster Riders and the Colorado Baronies to steal whiskey, moonshine and supplies. The Little General likes to drink and party, as do his troops, but they are also becoming a deadly guerrilla force that have run off or wiped out a good number of demon, Simvan and CS scouting parties, platoons and even whole military companies while on the prowl. When word of his fighting force began to drawn increasing heat from the Coalition Army, Cyber-Knights and bands of heroes, the Little General came up with a clever plan. To make people believe that he and his army are *not* part of the Minion War, but a band of rebels – freedom fighters, even – he named them the **Tolkeen Avengers**. Dai correctly believes the Coalition and independent heroes will confuse them for Tolkeen renegades looking for revenge against the CS and battling demonic invaders in the defense of Earth. This, he speculates, will send CS troops looking for them in the wrong places (i.e. in Minnesota and closer to Chi-Town), and put them much lower on the Coalition's Enemies List. It should also do the same with Cyber-Knights and other heroes, considering the Tolkeen Avengers are taking shots at the Coalition, the demon forces at Calgary and their monstrous allies. It is another good plan that helps prevent a larger force from pinning Dai's army down. Moreover, by using hit-and-run guerilla tactics and maintaining a relatively low profile, for now, Overlord Dai hopes that all the major combatants, including Deevil forces, will be severely weakened by the time they are done with each other. Then his Tolkeen Avengers can swoop in, conquer the humans and chase off the rest. Overlord Dai plans to continue to fight from the shadows and grow his army every second leading up to this pivotal moment. More D-Bees and supernatural beings rally to his banner every day.

The Tolkeen Avengers Army

Target Area: The Canadian Southwest, particularly Calgary, and the American Northwest.

Demon Population: Approximately 416 Minions of Dyval and Host, plus non-Deevil henchmen, worshipers, mercenaries and dragons.

The Host

Cryxon – 0
Shock Dragons – 9
Harpies – 0
Tiger Beasts – 25
Stalkers – 40

Lesser Deevils

Bonelings – 50
Deevils – 42
Devilkins – 11
Dire Harpies – 0
Fenry, Demon Wolf – 36
Fiends – 0
Gorgons – 0
Ice Wraiths – 1
Imps – 165 (they want to fight for the Imp General).
Naga Deevils – 17
Nexus Deevils – 20

Greater Deevils

None.

Non-Deevil Troops – There are approximately 2,145, most are non-humans.

Black Faeries – 180
Brodkil – 350
D-Bees – 1,000 (mixed group similar to what's found in Calgary)
Dragon Hatchlings – 11 (either evil or believe they are heroes fighting demons and the CS; 1D4 average level.)
Feculence Daemonix – 100
Humans – 103
Manslayers Daemonix – 207
Immolator Daemonix – 54
Hangdog Daemonix – 32
Neuron Beasts – 27
Thornhead Demons – 36
Witchlings – 45

Overlord Sindel

Overlord Sindel is a Deevil Beast who has a huge following and is fast becoming one of the more popular Deevil Overlords among the Lords of Dyval. His history goes far back to a time before the Minion War even started. Sindel has always been a particularly aggressive and power-hungry Beast. Prior to the war, he had his own elite force of 10,000 minions, plus an army of mortals culled from the worlds he would conquer one after another in the name of Dyval. When the Minion War erupted, he was summoned to help defend Dyval itself, but under the incompetent and lazy Regent Grizza. Grizza liked to give orders from the rear and never once engaged in battle. Worse, his sense of military strategy and tactics was virtually nil. Sindel followed orders and de-

fended Dyval as best he could under the circumstances. When the demons were finally repelled, he and a small retinue of Deevils from his own elite forces set out after their commander, already proudly reporting his success to the Deevil Lords. In what many Deevils would consider an insane risk, Sindel and his retinue entered the Tower Grim where Regent Grizza was giving his report – and Sindel put a blade through his heart right in front of the Supreme Deevil, Sahtalus and the other Deevil Lords. There was a minor scuffle with the Beast's compatriots, but it was short and fleeting. Sindel was about to receive the wrath of Sahtalus when Lady Hel, wife of Sahtalus, intervened on his behalf. She spoke of his courage and battle prowess and how it was he – though hamstrung by Grizza – who forced the demons back to Hades. Lady Hel, who had been observing Sindel for some time, also told the Deevil Lords of the value Sindel would bring them if he was allowed to remain an independent commander and could be given the title and power of Overlord. After further discussions with Sindel and the Lords of Dyval, they offered Overlord Sindel a true opportunity to prove himself. After all, Megaversal war was imminent, and good leaders were at a premium.

Since that day in Grim Mortis, Overlord Sindel has sworn his personal allegiance to Lady Hel, and she has seen fit to reward him for his loyalty and his subsequent victories in her name. With her power, she altered Sindel, giving him the ability to turn into living steel (more M.D.C.). It is a gift that has saved Overlord Sindel's life countless times from his enemies on the battlefield and assassins sent by envious rivals.

Overlord Sindel's true motives are unknown to all, except perhaps Lady Hel. He has taken a fancy to the Lady and despite her marriage to Sahtalus, the Deevil Beast has been bold enough to try and court her. Lady Hel finds his advances amusing, for now, but nothing more. Rumors abound that Overlord Sindel plans to take Rifts Earth, and then challenge Sahtalus for the hand of Lady Hel and the throne of Dyval.

True Name: Sin' Jii Sagshupah

Alignment: Diabolic.

Attributes: I.Q. 17, M.E. 20, M.A. 20, P.S. 34(54), P.P. 20, P.E. 22, P.B. 14, Spd running 28 (14), Flying 110 (75 mph/120 km). Attributes in parentheses are when Overlord Sindel is transformed into his metal persona.

Size: 18 feet (5.5 m), and weighs three tons, but increases to five tons when transformed.

Age: Effectively Immortal.

M.D.C.: 484 (1,284). He gains 800 M.D.C. when he turns to steel. (In S.D.C. settings Overlord Sindel has 200 Hit Points, 152 S.D.C. and A.R. of 15 which increases to 852 S.D.C. and an A.R. of 17 when he turns to metal.)

Horror Factor: 15, 17 when transformed to steel.

P.P.E.: 422

Disposition: Sindel is a cocky and arrogant warrior who lives by his wits and his sword. He settles for nothing less than perfection from himself and his troops. He will not ask others to do things that he is unwilling to do himself, leads by example, and is always found on the front-line with his troops. He is daring on the battlefield, but his choices are calculated risks, not crazy antics. He seldom sees himself as being wrong, even when he is, and never accepts defeat easily. He considers tactical retreats to be minor setbacks or isolated instances where he failed to account for a particular variable. Rest assured, he will seek a rematch and revenge with an eye toward victory. Over-



lord Sindel is a Beast who holds a grudge and never forgets the face of anyone who gets the upper hand on him, making him a lasting and vengeful enemy. Note that he always underestimates humans.

Natural Abilities: As per the Beast, and more. Supernatural P.S. and P.E., winged flight, unlimited altitude (can fly in outer space), breathe without air, impervious to cold (no damage from natural cold, half for magic-based cold attacks), resistant to fire (half damage), nightvision 120 feet (36.6 m), see the invisible, dimensional teleport 92%, magically knows all languages 92%, Bio-Regenerates 4D6 M.D.C. once per melee round, and completely regenerates lost limbs or horns in 96 hours.

Metamorphosis: Humanoid or Bull at Will (special): A Beast can transform into a plain looking male or average female mortal. This mortal facade is always ordinary looking (maximum P.B. is the same as the Beast's own). In the alternative, the Beast can turn into a massive bull with a red-brown hide, 50% larger than the largest ordinary bull. As a bull, the Beast's running Spd is tripled.

Metal Behemoth (special): His gift from Lady Hel is the ability to alter his physical structure to that of steel, which gives him an extra 800 M.D.C.! When transformed, he is a metal behemoth with increased strength, almost indestructible. This transformation can be attempted in any form he chooses, Beast, human or bull.

Summon Deevils (special): His final gift from Lady Hel is the ability to summon 1D6 Deevils or one Beast to serve as a minion once per day.

Skills of Note: Animal Husbandry 96%, Anthropology 98%, Barter 98%, Climbing 98%/98\$, Detect Ambush 98%, Detect Concealment 93%, Dowsing 98%, Gymnastics, Horsemanship: Exotic Animals 98%/98%, Intelligence 89%, Interrogation 93%, Land Navigation 98%, Literacy: Dragonese/Elf and American at 96%, Lore: Demons & Monsters 98%, Math: Basic 96%, Military Etiquette 96%, Military Fortification 88%, Play Musical Instrument: String/Guitar 75%, Pilot Hover Craft (Ground) 98%, Prowl 83%, Recognize Weapon Quality 98%, Swimming 98%, Wilderness Survival 98%, W.P. Archery, W.P. Axe, W.P. Energy Rifle, W.P. Pole Arm, W.P. Spear, and Paired Weapons.

Vulnerabilities/Penalties: As per all Beasts, plus the following: When transformed into steel, Overlord Sindel's speed is reduced by half, plus he cannot cast any spells while in metal form! A serious limitation, the metal interferes with his magic and completely negates its power. He must transform back to his flesh-and-blood state in order to cast any spells. Also, regardless of which state he is in, he takes double damage from Rune and Holy Weapons.

His lust for Lady Hel may also be considered a vulnerability. If she should reject him in any way he is likely to take his army and leave the war altogether, or try to fight and kill Sahtalus to win her over once and for all. He just doesn't want to accept that the Lady appreciates his military prowess but has no interest in a relationship with him.

Sindel's arrogance always causes him to grossly underestimate humans and most mortal foes. He NEVER learns from defeats or hard-fought battles at their hands. This is a tremendous flaw that could lead to defeat after defeat on Rifts Earth; something Sindel has never experienced.

Experience Level: 12th level.

Psionic Powers: None.

Magic Knowledge: Knows all spells from levels 1 to 4 plus Agony (20), Animate & Control Dead (20), Armor Bizarre (15), Ballistic Fire (25), Banishment (65), Blight of Ages (600), Call Lightning (15), Calling (8), Circle of Flame (10), Death Curse (Special), Desiccate the Supernatural (50), Domination (10), Energy Disruption (12), Escape (8), Fire Ball (10), Fire Blossom (20), Heal Wounds (10), Life Drain (25), Lightblade (20), Lightning Arc (30), Minor Curse (35), Negate Magic (30), Power Bolt (20), Realm of Chaos (70), Spinning Blades (20), Steel Rain (360), Sub-Particle Acceleration (20), Vicious Circle (350) and Wind Rush (20).

Attacks per Melee: Nine.

Mega-Damage: As per Supernatural P.S. of 34: 5D6+19 S.D.C. on a restrained punch, 4D6 M.D. on a full strength punch or kick and 1D4x10 on a power punch or kick. When transformed, P.S. increases to 54: 1D6 M.D. on a restrained punch, 1D6x10 M.D. on a full strength punch or kick, and 2D6x10 M.D. on a power punch or kick.

Running ram attack in humanoid or bull form does 1D6x10 M.D., but counts as two melee attacks and has a 01-86% likelihood of knocking down opponents weighing less than 6,000 pounds (2700 kg). Victims knocked down lose initiative and two melee attacks.

Bonuses (all): +2 to initiative, +9 to strike, +7 to parry, +7 to dodge, +6 to pull punch, +4 to roll with fall/impact, +10 to save vs Horror Factor, +7 to save vs magic, +6 to save vs psionics and +3 on Perception.

Allies and Alliances: Lady Hel is his biggest supporter, plus he has a crush on her that is quickly turning into delusion. Overlord Sindel has little interest in the Minion War. Sure, he can smash in some demon heads and take what he wants, but he is doing it all for Lady Hel.

Enemies: There are members in Overlord Sindel's own faction who were once loyal to Regent Grizza whom he slew in a justified rage. Many of Grizza's Deevils had better positions under the Regent and did not have to work nearly as hard as they do now, and resent Sindel for it. They also know of Sindel's lust for Lady Hel and will try and use that against him when the time comes. Overlord Sindel has a long-standing rivalry with Overlord Shard, and the two are often competing for the same prize. In this case, it is defeating the demon hordes on Rifts Earth and conquering the planet in the name of Dyval. Sindel intends to triumph over Shard, especially now that he hears Shard is a lunatic and coward who does not deserve success.

Weapons and Armor of Note: Overlord Sindel carries a massive Rune Battle Ax called Deceiver. Deceiver has the capability to transform from one weapon to another. In total, it can assume the attributes of three melee weapons (typically something that fits its user's W.P.s). With Overlord Sindel, the weapons are a Battle Axe, Pole Arm and Spear. The transformation from one weapon to the other counts as one melee attack/action. Does the same damage regardless of its shape. The transformation keeps most opponents off balance. **Note:** The Deceiver can also transform itself into any stringed musical instrument to completely hide its true nature. Because Sindel enjoys music, when Deceiver transforms into a battle axe, its handle is that of an electric guitar, which baffles some op-

ponents. Because of this, Overlord Sindel has learned to play the guitar and sometimes plays music for the troops.

When Sindel faces a foe they should make a saving throw vs magic of 14. On a failed save, the opponent is -2 to parry or dodge any attacks from Deceiver. This is because it seems to change from one weapon to another and defenders do not know if they are parrying an axe or the thrust of a spear or a pole arm. Deceiver has the standard eight Rune Weapon attributes and is Miscreant in alignment. Damage: 6D6 M.D. regardless of the weapon's form. Deceiver is also a Soul Drinker and must consume at least one soul per week or its M.D. drops by 1D6 until it inflicts a mere 1D6 M.D. and spells cannot be cast. Spells: It can cast the following spells three times each per day: Aura of Power (4), Multiple Image (7), Horrific Illusion (10), and Horror (10).

As for armor, Overlord Sindel does not need any, he just turns to steel.

Money: Overlord Sindel has conquered many dimensions, even before the Minion War. It is rumored that he has over 100 million credits worth of treasure hidden away and is worshiped like a god in some places.

Sindel's Steel Bloods Army

The Steel Bloods are one of the most militaristic, relentless and bloodthirsty factions on the Deevils' side of the Minion War. Their leader, Overlord Sindel, is a conqueror. He does not care for taking prisoners but will accept surrender, servitude under Deevil rule and slavery. He prefers a clean victory – which often entails killing every single enemy combatant! He may enslave combatants who surrender, but such “slaves” are often earmarked for slaughter as food for his troops or as human sacrifices to be slain and drained of their blood. It has been his experience that it is best not to leave even one enemy behind for fear that he will resurface someday looking for revenge. Sindel has been known to slaughter thousands of combatants until he is satisfied that a population is beaten into submission. Once they are broken, he will take his choice of people and turn them into slaves or soldiers under his command.

Weapons of Choice: Anything they can get their hands on, but Blood and Bone weapons are popular, and a few of his commanders ride Walking Deaths. He rides a juvenile Flying Horror. There is no standard weapon issued to the Steel Bloods, so choice of weapons will vary greatly from unit to unit. Just about all the weapons described in this book can be found among the Steel Bloods.

Army Standard: A silver flag with a black fist partially covered in blood, with more blood oozing through its fingers as if it had just crushed a heart.

Overlord Sindel's Military Strategy: Since Sindel thinks “big,” he is concentrating his forces on the main prize, North America. There he plans to rout any demons he encounters and conquer the burgeoning, human technological and magic nations, starting with Iron Heart, Free Quebec and Lazlo. After he has conquered his first target, he will construct two Hell Pits in the middle of a major human city, confident that soft, sentimental mortals would not dare launch a full-scale attack that might kill tens of thousands of innocent people as collateral damage. Once the Hell Pits are completed, in what he anticipates to be 12-18

months, he will be able to bring many more legions of troops to Earth.

Demon forces and activity in the region will be addressed as it is uncovered. **The Xiticix** in Wisconsin and Minnesota are an unexpected enemy that Overlord Sindel will see as a comparatively primitive people and easy victory. There is a good chance (01-65%) he will decide to destroy them first, simply because of their strength in numbers and as a show of power to strike fear into the hearts of the mortals. Of course, he's wrong about the Bug Men being an easy victory. If the CS and other forces stand down to let him tackle the Hivelands first, Overlord Sindel will succeed in wiping out an impressive 40% of them. However, it will cost him half of his troops – more if demon forces decide to strike while his Deevil army is in a weakened state from war with the Xiticix; a turn of events that seems inevitable.

Steel Bloods Army

Target Area: The Canadian Southeast, with an eye toward Iron Heart, Lazlo and Free Quebec, before moving down into what was once the old American Empire. However, the discovery of the Xiticix may compel him to make them his first target. See Strategy, above.

Demon Population: Approximately 51,066 Minions of Dyval and Host, plus non-Deevil henchmen, worshipers and mercenaries.

The Host

Cryxon – 7,500
Shock Dragons – 3,000
Harpies – 10,000
Tiger Beasts – 3,000
Stalkers – 1,000

Lesser Deevils

Bonelings – 1,000
Deevils – 10,000
Devilkins – 2,000
Dire Harpies – 1,000
Fenry, Demon Wolf – 1,000
Fiends – 3,000
Gorgon – 2,000
Ice Wraiths – 0
Imps – 1,000
Naga Deevil – 1,000
Nexus Deevils – 50

Greater Deevils

Arch Fiends – 400
Beasts – 500
Deevil Dragons – 1,500
Deevil Wraiths – 100
Horror – 2,000
Pandemonium – 1
Serpents – 15

Other Supernatural Minions – There are approximately 5,260, most are non-humans.

Blood Warriors – 540
Soulmancers – 220
D-Bee and human slaves – 4,500 and growing as he conquers lands.

Note: He has yet to recruit local evildoers and worshipers into his army, nor raise an army of mortal warrior slaves.



Overlord Sthena

Overlord Sthena is a leader of Gorgons who departed from the traditional Deevil Gorgons. Her kind are known as Royal Medusa, and can shape change to make themselves appear as enchanting, beautiful human women with manes of thick, silky, black or brown hair that comes down past the small of their back, often braided. If the stories are true, Royal Medusa were once the subjects of the Deevil Lord Leviathan, until she banished them for being too beautiful and seductive, potential threats to her on several levels. Unlike your typical serpentine Gorgon, the Royal Medusa are beautiful, sexy and charming – qualities they use to beguile and infiltrate the enemy. They often pretend to be frail and frightened townswomen or refugees who are willing to give themselves to conquering warriors (whatever their species) if they spare them their lives. Medusa spies will often serve a demon or mortal leader as a slave or servant to gather information, or to get in close enough to kill. That is when the Medusa strike, after they have gotten what they came for and when their enemy does not expect an attack, especially from their pretty, young form. To attack, their hair turns into a bush of serpents that can bite and entangle opponents while the Medusa Gorgon's glare transforms people to stone. (Has all the abilities of the Gorgon.) Even in their serpent form, they are beautiful and mesmerizing, but these women are natural predators who see seduction as a game and enjoy the hunt and the kill.

Lady Sthena represents the Royal Medusa with a passion that borders on fanaticism. She claims to have been one of the original Medusa who served Lady Leviathan faithfully until she became jealous and banished them to a remote place of glum existence. It took their full collective abilities and powers to escape their dimensional prison and now that they are back, Overlord Sthena has appealed to Supreme Lord Sahtalus for reinstatement to the pantheon of Dyval. She insists she and her sisters only wish to serve Dyval in the destruction of the Hades demons, and has pledged her loyalty to him and his wife, Lady Hel. To further make her point, she has requested to be made a Deevil Overlord and be sent to Rifts Earth so that she and her sisters can prove their worth. To needle Lady Leviathan, Hel has convinced her husband to agree to the heartfelt offer. As a result, Lady Sthena is not pledged to any of the Deevil Lords, but is tentatively spoken for by the House of Sahtalus and is in the process of being reinstated as a Deevil. First, she and the other Medusa must prove their worth on Rifts Earth.

Lady Sthena has made no bones about her desire to not only see herself and her sisters take their rightful place amongst the Gorgon, but also to win herself the position of a Deevil Lord someday. For now, she has the title and authority of Overlord. To hold her to her bargain, 3,000 Medusa remain exiled in Leviathan's bleak dimension. Though it is unspoken, Overlord Sthena looks forward to the day she can exact an even better revenge upon Leviathan. For now, she is obsessed with winning the rest of her sisters' freedom from their dimensional prison.

Overlord Sthena

True Name: Ning Manna'Bri

Alignment: Aberrant.

Attributes: I.Q. 21, M.E. 20, M.A. 25, P.S. 31, P.P. 24, P.E. 22, P.B. 26, Spd 20.

Size: 6 feet (1.8 m), and weighs 180 pounds (81 kg) in her humanoid form. 11 feet (3.3 m) tall as a Medusa Gorgon and weighs 1,200 pounds (540 kg).

Age: Effectively Immortal.

M.D.C.: 800. (In S.D.C. settings Overlord Sthena has 220 Hit Points, 400 S.D.C. and an A.R. of 13.)

Horror Factor: 17, but only in her Medusa form.

P.P.E.: 322

Disposition: Sthena is a master of seduction, cunning and murder. She has a shapely body with long, dark hair that has a tint of red when the light strikes it just right. Her eyes are almond-shaped and sparkling, green like emeralds. She will play any role to seduce her foes, get them to trust her or think of her as innocent and helpless; of which she is anything but.

Her true personality is focused, driven and venomous. She is a cold-hearted Deevil who is happy to steal, lie, cheat, and kill to accomplish her mission or reach her goals. She has no mercy for demons and little care for anyone other than her fellow Medusa and Gorgons. That said, Overlord Sthena admires true heroes who exhibit courage, strength of character, kindness and mercy themselves. This admiration includes mortals and extends to the point that she will sometimes spare such heroes and let them go free (though usually in a covert manner, such as arranging things so that the hero might manage to escape). Other times, she shows them mercy with a quick and painless death.

Natural Abilities: Same as all Gorgons of Dyval. Nightvision 900 feet (274 m), see the invisible, see in the infrared spectrum, size shift, exceptional vision and cannot be surprised when her hair is clearly a nest of snakes, Dimensional Teleport 76%, resistance to fire and cold (takes half damage), serpents regenerate in one hour, Bio-Regenerate 3D6 M.D.C. per melee round, snakes cut from her regenerate in 24 hours, can magically speak and understand all languages, and has petrification gaze, the same as the Gorgons.

Metamorphosis: Human (special): Limited to only one form which looks like herself, but with long hair not snakes for hair. It takes a half a melee to transform (7 seconds), but can be done without limit and for any length of time.

Petrification (special): Same as the Gorgon.

Snake Attack (special): The nest of snakes will bite and defend the Medusa. This provides 1D6+1 *snake attacks* per melee round in addition to her own attacks. A snake bite does 1D4 S.D.C. damage to mortals and one M.D. point to Mega-Damage beings. The weave of 5D6+20 snakes has a six foot (1.8 m) reach and can also parry incoming attacks (a snake is +2 to parry), and upon command, can entangle and hold an opponent or try to grab a weapon (a snake is +1 to disarm). Each snake has 1D6 M.D.C. of its own, but if killed or cut from the head of the Medusa, regrows in 24 hours.

Skills of Note: Barter 82%, Brewing 88%/93%, Climbing 98%/93%, Concealment 72%, Dance 93%, Disguise 88%, Holistic Medicine 93%/83%, Impersonation 82%/68%, Land Navigation 88%, Literacy: Dragonese, Demongogian, American and Greek 93%, Lore: Demons and Monsters 88%, Mathematics: Basic 98%, Mythology 93%, Palming 83%, Performance 93%, Prowl 88%, Seduction 76%, Sing 98%, Streetwise 72%, Swimming 98%, and Tracking (People) 88%. Sthena also has W.P. Archery and W.P. Chain.

Experience Level: 12th.

Attacks per Melee: Eight. Snake attacks are extra and minor.

Mega-Damage: As per Supernatural P.S. 31: 5D6+16 S.D.C. on a restrained punch, 4D6 M.D. on a full-strength punch or kick. A power punch or kick does 1D4x10 M.D. and counts as two melee attacks.

Bonuses (all): +6 on Perception Rolls and cannot be surprised from behind in Medusa form. +4 on initiative, +8 to strike, +8 to parry, +8 to dodge, +3 to pull punch, +3 to roll with fall/impact, +8 to save vs Horror Factor, +6 to save vs magic, +7 to save vs psionics and +2 on spell strength.

Vulnerabilities/Penalties: Same as the Gorgon. Ordinary weapons made of bone or silver inflict their usual S.D.C. damage as M.D. Overlord Sthena is also vulnerable to weapons that do extra damage to serpents and Deevils, and she takes double damage from holy weapons and weapons made of dragon bone.

Psionic Powers: None.

Magic Knowledge: Overlord Sthena is a proficient spell caster and knows the following spells: All spell invocations level one to three plus Animate & Control Dead (20), Blind (6), Carpet of Adhesion (10), Call Lightning (15), Constrain Being (20), Deflect (10), Desiccate the Supernatural (50), Energy Sphere (120), Eyes of Thoth (8), Exorcism (30), Magic Net (7), Mask of Deceit (15), Mystic Portal (60), Negate Magic (30), Remove Curse (140), Spoil (30), Stone to Flesh (30), and Teleport: Superior (600).

Allies and Alliances: Her only true allies are the Royal Medusa that escaped with her from their dimensional prison (see Army stats). They comprise her personal bodyguards, as well as her most trusted spies and assassins. The Royal Medusa are fanatically loyal and would give their lives to protect her. As far as the Deevil Lords go, Mephisto is trying to catch her eye, but the problem is she will not give him the time of day and insists on only dealing with Sahtalus. The Gorgon respect and fear her, but they resent the feeling that she and all Medusa think they are superior to ordinary Gorgon. They follow and obey her as they would any Overlord, but will not shed a tear if she should perish.

Enemies: Demons for sure, and Overlord Sthena and Lady Leviathan despise each other. That makes Leviathan a potential enemy and Overlord Sthena has made no secret about her contempt for the Deevil Lord. This has not made her any friends in the various camps loyal to Leviathan, especially those serving under *Queen Marauder*. In fact, Overlord Sthena is anticipating a conflict between her army and Queen Marauder's. Taking down one of Leviathan's factions would be a pleasure, especially if it embarrassed her, but at the same time, Sthena does not want to jeopardize her or the Deevils' agenda to destroy the demons and take Earth for themselves.

Weapons and Armor of Note: Overlord Sthena has a suit of red and gold plate and chain armor. It has 300 M.D.C. and makes her impervious to fire (takes half damage from magical fire-based attacks), and regenerates damage at a rate of 1D10 M.D.C. per hour. Her weapon is unique and, as far as anyone knows, was custom made for her. It is shaped like a conventional longbow, but it appears to have been constructed with some kind of exotic metal that is blue and purple in color. Instead of a normal bowstring it has a magic chain that is as flexible as a bowstring would be. She can fire conventional bone arrows (4D6 M.D.), Deevil arrows or any magic arrows.

She has a selection of special arrows that have a variety of enchantments, including a dozen of each arrow found in this book plus the following: Eternally Sharp (+3 to damage), Demon Slayer arrows (double damage to demons), plus some modern arrows with explosive tips.

Other than firing arrows at a significant range (3,000 feet/914.4 m), the weapon can also transform into a flail. The bow splits in half, with one piece becoming the handle, the other the flail itself, with small spikes protruding from it. The two halves are connected by the chain. **Range:** Melee combat, extending her reach to 8 feet (2.4 m). **Mega-Damage:** 3D6+3 M.D., plus it can inflict Numbing Cold three times per day. **Saving Throw:** 13 or higher. Victims of Numbing Cold lose two melee attacks and are -2 on combat bonuses (strike, parry, dodge and so on) for 1D6 melee rounds.

Money: Overlord Sthena has managed to accumulate a small amount of treasure before coming to Earth. Having been to several dimensions, she has precious gems and various magic items worth 25 million credits in a vault in Center on *Phase World*. She considers this her back-up and fallback point. On Rifts Earth she has managed to quickly acquire 2.5 million in Universal Credits and one million credits worth of various Black Market goods.

Sthena's Army, the Vipers

Sethna's Vipers are very organized and disciplined. The best units are assigned to a particular mission, with other units providing intelligence gathering, infiltration of the enemy (humans, demons, and other Deevil armies), support and back-up as needed. They are highly motivated and a match for any of the other Deevil forces currently on Rifts Earth.

Weapons of Choice: Whatever works to get the job done. Infantry are armed with a mix of melee weapons and modern weapons.

Army Standard: A purple flag with a gold cobra and gold frills around the flag.

Overlord Sthena's Military Strategy: Overlord Sthena has chosen Europe as her port of entry. Through her contacts she was able to arrive in Europe via the *Tree of Darkness*. Before she could bring in more than a quarter of her entire army, however, the tree closed the portal. The Medusa wasted too much of her time trying to negotiate with the evil Tree while her rival, Queen Marauder, has beaten her to the Gargoyle Empire.

Overlord Sthena's recourse was to join forces with the enigmatic and deranged *Angel of Death* and her Brodkil Empire. This may actually work out extremely well, because as Queen Marauder battles the demon forces trying to bring the Gargoyle Empire under their command (that plan is not going well) and the NGR, Overlord Sthena is quietly building her own army of Brodkil, Gargoyles and Gurgoyles in cooperation with the Angel of Death. Very soon, the two female generals will begin to chip away at both the demon army (Sthena) and Queen Marauder's army (Angel of Death) while they fight each other and the NGR. For the time being, Overlord Sthena and the Angel of Death are leaving the NGR alone. When the dust clears, the Medusa hopes to have an army of tens of thousands of rogue Gargoyles, thousands of Brodkil, and the Angel of Death as her ally to jointly conquer France, Poland, the New German Republic and surrounding countries, followed by the Sovietski.

Overlord Sthena's Army, the Vipers

Target Area: Europe, starting with Poland and the NGR.

Demon Population: Approximately 6,492 Minions of Dyval. Overlord Sthena has, since arriving on Rifts Earth, managed to recruit many more non-Deevils into her ranks, including rogue Gargoyles and Brodkil, thanks to her alliance with the Angel of Death. Moreover, the Angel of Death has tens of thousands of Brodkil and other minions under her command, and Overlord Sthena fights alongside them.

The Host

None.

Lesser Deevils

Bonelings – 500
Deevils – 2,000
Devilkins – 1,200
Dire Harpies – 0
Fenry, Demon Wolf – 1,200
Fiends – 10
Gorgons – 750
Gorgon Medusas – 200
Imps – 500
Naga Deevils – 0
Nexus Deevils – 0

Greater Deevils

Arch Fiends – 5
Beasts – 70
Deevil Dragons – 0
Deevil Wraiths – 0
Horrors – 50
Ice Wraiths – 5
Pandemoniums – 1 (Though Sthena doesn't know it, as she is disguised as a Devilkin. The good news is she's a fan of the Medusa.)
Serpents – 1

Non-Deevil Troops – There are approximately 11,235.

Brodkil – 5,000
Monster Brodkil (see **Rifts® Sourcebook 3: Mindwerks**) – 200
Rogue Gargoyles – 2,300
Rogue Gurgoyles – 1,800
Rogue Gargoylites – 300
Rogue Gargoyle Lords – 35
Rogue Gargoyle Mages – 40
Hell Horses (see **Rifts® WB 18: Mystic Russia**) – 200
Il'ya Demons (see **Rifts® WB 18: Mystic Russia**) – 500
Kladovik Guardians (see **Rifts® WB 18: Mystic Russia**) – 200
Morozko Frost Demons (see **Rifts® WB 18: Mystic Russia**) – 130
Nalet Demons (see **Rifts® WB 18: Mystic Russia**) – 200
Night Witches – 60
Serpent Demons (see **Rifts® WB 18: Mystic Russia**) – 100
Unclean Demons (see **Rifts® WB 18: Mystic Russia**) – 160
Whirlwind Air Demons (see **Rifts® WB 18: Mystic Russia**) – 10



Queen Marauder

Queen Marauder claims to be the Queen of all Dire Harpies, and most Harpies and Dire Harpies that come across her seem to respect this and submit to her wishes. But very few beings, including her own Harpies, know the Queen's true origins: she is nothing more than an experiment by the Deevil Lord Leviathan. Leviathan was trying to enhance some of her Harpies by instilling within them Fire Elemental magic. One such experiment entailed merging a Greater Fire Elemental with a Dire Harpy. The experiments were utter failures until one: Marauder. Instead of looking like a Harpy, Marauder was transformed into an angelic humanoid female with large, feathered wings the color of the sun and fire for eyes. Though Harpies usually hate all beautiful things, they flocked to her and seemed to instinctively accept her as their superior and leader. Many referred to her instantly as "Queen."

At first, Leviathan was jealous and ready to destroy her latest creation. Sensing her demise was near, Marauder did the unthinkable and asked Leviathan for the chance to prove her worth and bring glory to her in the Minion War. The Deevil Lord Leviathan was caught off guard and, to keep face in front of thousands of her Harpy Minions, honored Marauder's request, but under a few harsh conditions. She had to win the first 100 battles, all in Leviathan's name, or else she would be slowly killed by Leviathan as her skin was peeled away and her feathers plucked. So far, Queen Marauder has proven her worth 99 times. One more battle and she will be awarded the title of Overlord Marauder, well in line to become the Deevil Lord of Rifts Earth if she can continue to defeat demons and conquer more ground than any of her rivals. All these battles have made Marauder a resilient and capable general, loved by her minions, especially the Harpies who call her Queen Marauder.

Soon to be "Overlord" Marauder

True Name: Phi'Nth Jot'Pol

Alignment: Miscreant.

Attributes: I.Q. 15, M.E. 22, M.A. 18, P.S. 26, P.P. 22, P.E. 20, P.B. 22, Spd 20, 110 flying (75 mph/120 km).

Size: Mutable from 6 feet to 18 feet (1.8 to 5.5 m), and weighs 800 pounds (360 kg).

Age: Effectively Immortal.

M.D.C.: 428. (In S.D.C. settings Queen Marauder has 224 Hit Points, 160 S.D.C. and an A.R. of 13.)

Horror Factor: 14

P.P.E.: 420

Disposition: Cunning, sneaky and playful are words that best describe Queen Marauder. Like a cat with a mouse, she will often play with her quarry before striking the final blow. She will let prisoners believe they can escape to freedom – before slamming the cage door shut and dashing their hopes. Against enemy troops, she will test their defenses several times in a search for weak points. Once a weakness is found, she exploits it mercilessly. She is also a master of feints, misdirection and convincing the enemy that her troops are vulnerable when they are really laying in wait and setting ambushes. These tactics have worked time and time again, especially against the overconfident and aggressive demons of Hades. In combat, Queen Marauder holds no punches and unleashes her full fury in the decimation of her enemies.

Though she herself is beautiful, like all Harpies, Queen Marauder is envious of attractive beings and beautiful things, and takes great delight in disfiguring, enslaving and destroying them.

Natural Abilities: Fly with no limit to altitude and can fly in outer space, glide, nightvision 900 feet (274.3 m), see the invisible, Bio-Regenerates 3D6 per M.D. melee round, summon 3D6 Harpies or 2D4 Dire Harpies twice per day, impervious to fire (takes no damage not even from magic attacks), magically speak and understand all languages, can communicate with Fire Elementals, teleport 60% up to 5 miles (8 km) away at will, and dimensional teleport 30%.

Expel Fire Bolts (special): She can fire blasts from her eyes or from her hands. Range is 1,000 feet (305 m), 4D6 M.D., and she can fire them at will; each blast counts as one melee attack. For the cost of 10 P.P.E. she can increase damage to 1D4x10 M.D.

Fiery Aura (special): Queen Marauder can surround herself with an aura of fire. This provides her with an additional 200 M.D.C. of protection that lasts 10 minutes or until the M.D.C. is depleted, whichever comes first. While surrounded by the aura, anyone who touches her takes 2D6 M.D. points of damage, unless they are impervious to fire themselves. She must spend 30 P.P.E. per activation to put the aura in place.

Fiery Meteor Strike (special): Perhaps her most astonishing ability, Marauder temporarily transforms herself into a massive fireball that streaks across the sky like a meteor. When this happens, her flying speed is tripled and she can body-slam into any single target to inflict a massive amount of damage: 1D4x100 M.D. to whatever she hits directly and 6D6 M.D. to everything within a 20 foot (6.1 m) blast radius. She is +3 to strike with this attack, but it uses up six of her next melee attacks and it will take her 1D4 melee rounds for her to gather her wits afterward. Until she does, she has only three attacks per melee and Spd and all combat bonuses are reduced by half. She can only perform this feat once every 24 hours.

Skills of Note: Appraise Goods 75%, Astronomy & Navigation 75%, Barter 78%, Climb 84%/74%, Dance 85%, Detect Ambush 75%, Gemology 70%, Intelligence 80%, Horsemanship: Exotic Animals 85%/75%, Lore: Demons & Monsters 80%, Lore: Faeries & Creatures of Magic 80%, Mathematics: Basic 98%, Military Etiquette 89%, Prowl 80%, Radio: Basic 80%, Surveillance 85%, Tracking (people) 84% and Wilderness Survival 98%.

Experience Level: 8th

Vulnerabilities/Penalties: Cold and water-based attacks will inflict double damage. Water burns like acid and a gallon (3.78 liters) of water will inflict 4D6 M.D. (She hides when it rains.) Holy Weapons also inflict double damage.

Weapon Proficiencies: W.P. Blunt, W.P. Energy Pistol, W.P. Spear, and W.P. Shield.

Attacks per Melee: Seven

Mega-Damage: As per Supernatural P.S. 26: 5D6+11 S.D.C. on a restrained punch, 3D6 M.D. on a full-strength punch, kick or tail swipe and 6D6 M.D. on a power punch or kick (counts as two melee attacks).

Bonuses (all): +3 on initiative, +6 to strike, +5 to parry and dodge, +8 to dodge when flying, +2 to disarm, +4 to pull punch, +4 to roll with impact, +6 to save vs Horror Factor, +4 to save vs magic, and +6 to save vs psionics.

Psionic Powers: None.

Magic Knowledge: Queen Marauder knows all Fire Elemental magic from levels 1-6 plus Fire Blossom (20), Fire Globe (40), Fire Gout (20) and Firequake (160).

Allies and Alliances: Her strongest allies are Harpies and Dire Harpies who revere her as a shaman or a person of authority. For now, she answers directly to Leviathan. She also has the support of the Deevil troops under her command.

Enemies: She hates the Hades demons above all others, but has a real problem with Night Owls, who she goes out of her way to attack and kill. By default, Overlord Sthena is one of her rivals and potential enemies. Leviathan may use Queen Marauder as a means of eliminating the upstart Overlord. Mortals are regarded as playthings and minions to be conquered and enslaved.

Weapons and Armor of Note: Queen Marauder uses a spear and shield in battle along with a suit of magically enchanted, golden plate and chain armor. It has 150 M.D.C., is impervious to fire and is weightless and noiseless. The shield has 200 M.D.C. and provides her with an additional +1 to parry and disarm. The Spear of Fire is a Lesser Rune weapon with all standard abilities, returns when thrown, does 4D6 M.D., and three times per day, it can be turned into a fiery missile that inflicts 1D6x10 M.D. The fiery missile can be hurled at targets up to one mile (1.6 km) away!

Money: Queen Marauder has amassed over 30 million credits worth of valuables in the course of her conquests.

The Flying Marauders Army

Queen Marauder relies heavily on her air cavalry of Harpies and Dire Harpies, and her ground forces are comparatively small. If she is unable to determine an enemy's weakness then her other strategy is to use misdirection, with a small aerial group acting as a decoy while the bulk of her forces approach from a less defended or unexpected direction. The Queen's ground forces often attack in Hell Schooners and Hell Battle Barges.

Weapons of Choice: Everything. Many of her troops use the Blood Energy Weapon series and Hell Weapons produced by Kreelo, as well as Meat Grinders and Carnage tanks (about 20 of each).

Army Standard: A square flag with a red and blue background with a gold shield in the middle and a spear piercing it at an angle.

Queen Marauder's Military Strategy: Queen Marauder and her army are poised to attack just outside the Gargoyle Empire in Germany. She has heard of their accomplishments and hopes to forge an alliance with the rogue Gargoyles (something her rival Overlord Sthena is already doing). In her negotiations she will offer to aid them in conquering the NGR and keeping them free of domination by Hades, as long as she can take and control the various ley line nexus points in the region. The appearance of the demon forces with a similar idea creates an immediate free-for-all as supernatural factions and the NGR engage in brutal combat.

Meanwhile, a contingent of her forces have also begun to construct a Hell Pit in the Black Forest.

The Flying Marauders Army

Target Area: Europe, starting with the NGR. Poland to follow.

Demon Population: Approximately 48,380 Minions of Dyval.

The Host

Cryxon – 0
Harpies – 23,000
Shock Dragons – 1,400
Stalkers – 3,000
Tiger Beasts – 1,000

Lesser Deevils

Deevils – 5,000
Devilkins – 1,500
Dire Harpies – 8,000
Fenry, Demon Wolf – 2,000
Fiends – 50
Gorgon – 0
Imps – 100
Naga Deevils – 1,000
Nexus Deevils – 50

Greater Deevils

Arch Fiends – 1,000
Beasts – 50
Deevil Dragons – 1,000
Deevil Wraiths – 100
Horrors – 100
Pandemonium – 0
Serpents – 30

Non-Deevil Troops

Blood Warriors – 245
D-Bees of Europe (various types and O.C.C.s) – 4,000
Necromancers – 12
Shock Beasts – 1,000
Soulmancers – 70

Slaves

Humans – 7,600
D-Bees – 4,200



Epilogue

The Minion War's arrival on Earth has thrown many parts of the world into complete chaos. Violent struggles and power shifts are beginning to take shape overnight all across North America and Europe. The outcome is anyone's guess, but the results are not something that will be decided quickly. The war itself is likely to last several years, at least as long as the Siege on Tolkeen. Whether one group of Minions or the other wins, or both warring factions are kicked back to their respective Hells, the world will never be quite the same. The impact of events and changes brought about by the Minion War on Earth is likely to have ramifications that last for years – perhaps decades – to come, no matter what the outcome may be. Nations may rise or fall. New forces may seize the mantle of power only to have it slip away. The newly forming kingdoms and strongholds of monsters may become incredibly powerful – or be utterly destroyed. Alliances will be struck between the most unlikely of people, and both the best and the worst traits of humanity will shine from within the darkness or crawl out of the shadows. Welcome to the ever-changing environment of Rifts, where nothing stays the same and for every monster or tyrant that rises, another hero appears to challenge them. Heroes who can come from the most unlikely of places.

Various Nations' Responses to the Minion War

Game Masters, this is just a simple guideline. Run with the plots and stories that appeal to you most. Extrapolate on what you find in this book and let your inspiration carry you to wherever it may lead. Most of all, as you weave new epic adventures, have fun. Though this is the bleakest of times, it is also the advent of a new era of heroes and hope.

The Americas

Coalition States

The Coalition States' official response to Plato's Edict of Planetary Distress was to label it a bunch of hogwash, lies and propaganda. Behind the scenes, Chi-Town's leadership wondered and worried. It was part of what escalated CS military expansion and led to the war on Tolkeen. When it was learned that Tolkeen was summoning demonic beings and monsters to serve in their army, the die was cast and there was no turning back. And there is still more of the Coalition military war machine that has yet to be revealed.

It is ironic that the Coalition Army would be the first to experience the Minion War, but one of the demon armies arrived along the network of ley lines and nexus points in the ruins of Tolkeen. Ironic and fortuitous, as it has brought the full military might of the CS immediately into play. Had this not happened, the Coalition might have waited months before getting involved. Witnessing first-hand the power of a demon horde, however, the CS is in all the way. Emperor Prosek has wasted no time calling upon

all humans to join him in stopping this new threat, possibly the greatest they have ever faced. The response has been thunderous.

The containment and monitoring center at the Devil's Gate – always an impressive military operation – is now a heavily armed compound ready for invasion. All reserves have been called to duty, and retired officers and Combat Cyborgs are volunteering to return to service. After Emperor Prosek makes his most historic speech ever, untold throngs of people line up to join the Coalition Army: when the Coalition States calls something a crisis, EVERYONE stands up, takes notice and responds in kind. The CS will not go down without a fight to the bitter end, and many other nations are following their lead. Not only is the CS mobilizing, but every nation on the continent is following by example. This means the demons and Deevils are in for a much bigger fight, and much sooner, than any of them expect. With North America as the beachhead for the Minion War on Earth, this ironic twist of fate has helped bring the CS into the war quickly, joined (if not directly or officially) by the combined might of all the North American nations, friend and foe, who, together, may be what stops the invasion of Earth in its tracks.

The danger is great, and the Minions of Hell are not the only threat to rise up during this time of Chaos. Only time will tell what the final outcome will be.

Coalition: Vanguard

The Vanguard are the magic-wielding, secret protectors of Chi-Town and the Coalition States. They are the descendants of CS loyalists who once served in the Coalition Army as practitioners of magic. When the CS declared magic too dangerous and made its practice illegal, its mage-soldiers had to either give up the use of magic or leave the burgeoning nation as outcasts. Those who would continue to defend their beloved nation did neither, instead going underground to become the Coalition's secret protectors. All are human supremacists who disagree with the idea that magic is unpredictable and leads to wickedness. They use their magic to help the nation as a secret underground group, loyal practitioners of magic and CS patriots. Over the decades, the Vanguard have stopped many potential terrorists and other threats to the CS, and they will do so again in the Minion War. Part of their efforts will be to keep their network of spies, informers and mages all the more vigilant for shape changers, supernatural forces and anarchists operating in the 'Burbs. When a demon or minion of one of the two Hells is suspected to be active in the 'Burbs, the Vanguard will take action to neutralize the danger and extract as much information as they can. Valuable intelligence will be quietly and secretly passed down, through channels, to the Coalition Army or authorities. Meanwhile, the Vanguard will continue to dish out their own brand of vigilante justice against all enemies of the CS, but especially those more susceptible to magic than to raw courage and technology.

Cyber-Knights of North America

The Minion War's arrival on Rifts Earth is the crisis that brings the divided brotherhood of Cyber-Knights back together and makes them strong and whole again. With a clear-cut demonic enemy to battle, and the fate of the world hanging in the balance, the Cyber-Knights are at their best. The vast majority





put aside their differences to face their greatest challenge like true heroes. This will be the Knights' finest hour.

Though their numbers are small, even with the thousands of new recruits thronging to them and pleading to be taught the way of the Cyber-Knights, they will become one of the greatest symbols of hope and an inspiration to everyone in the Americas. Some Cyber-Knights stay behind to spend the next year or two training young volunteers in the Way of the Cyber-Knights. The rest scatter across North America to offer their expertise and fighting skills in guiding those in need.

Quickly, people realize the selfless Knights have no personal agenda. Their only goal is to save lives and stop the invasion. To those ends, the Cyber-Knights become leaders and figureheads of the resistance. Their efforts will save one small community after another, bring much needed supplies to places where such a deed was said to be impossible, rescue women and children, free slaves from demonic captors, and their timely appearance will – like the proverbial “cavalry” – turn the tide in many a battle. Though there are exceptions, Cyber-Knights are seldom seen in large combat groups, but rather as one, two or a few leading the way and inspiring others with their fighting spirits and acts of heroism.

At the Cyber-Knights' side, and filling a similar role, are their life-long D-Bee friends, **the Lynn-Srial**, also known as *Sky-Knights*. These reptilian warrior mages wield the secrets of the otherworldly Cloud Magic. They share the same values and goals as the Cyber-Knights and work with them to save lives and battle evil in all its forms.

Federation of Magic

If any major force on Earth is likely to join forces with one of the Minion War factions, it is Lord Dunscon and his Federation of Magic. Lord Alistair Dunscon is no fool, and he is well aware of the hatred between demons and Deevils. He has known about the coming invasion for some time from his own demonic henchmen. Dunscon's biggest dilemma is how to make the Minion War work best for him, to find out exactly what can he gain from the conflict.

While he does have a Deevil advisor, Dunscon has dealt with the demons of Hades more than the Deevils. If he has his way, he will try to use both sides to his advantage. He knows, however, that if such a plan is possible at all, sooner or later he will be forced to pick a side. He is leaning toward the demons of Hades, and is likely to welcome the demon forces and try to incorporate them into his plans of vengeance against the Coalition States. Unfortunately for him, despite the unification of the various factions within the Federation of Magic, there are numerous Deevil cults which could cause serious problems. This could factionalize the Federation, returning it to a splintered state similar to how it had been before Lord Dunscon united much of the “nation.” Such a civil war could ultimately destroy Dunscon's Federation.

Painfully aware of this, Dunscon may find the only way to preserve his Federation of Magic is to fight against both factions in the Minion War. He has worked too long and too hard to give up on his plans now, and the Minion War could prove to be a major hindrance to those plans. Dunscon is likely to be too prideful to work with anyone else. That being said, he would not be against dropping hints about enemy weaknesses, locations and activities, or revealing key pieces of intelligence to others parties. He is

certain to secretly help some of his lesser Federation Lords and groups of adventurers to take direct action against the Minions of Hades and Dyval, and encourage and trick rivals to do so. Anything that might point back to him, Dunscon will blame on rivals and the Coalition States, framing them if necessary. He might even turn a blind eye to heroes who take refuge in his domain.

Federation: Dweomer – The Lords of Magic

The Lords of Magic are no strangers to war or the ambitions of the Demon Lords. They know and respect the scholars of Lazlo and had heeded their warning of impending planetary distress. Dweomer will be one of the first nations ready to combat the demon and Deevil forces. The Lords of Magic will invite heroes of every stripe to join them, and offer healing, refuge and advice to those in need. Likewise, they have a stockpile of combat gear, weapons, and Techno-Wizard items they are willing to sell to known heroes and freedom fighters at close to cost (half of list price). Though separated by quite a distance from Lazlo and New Lazlo, the people of Dweomer and these two nations are strong allies and will try to help each other the best they can. They will openly share intelligence about the enemy and knowledge on how to battle them.

The protection of Dweomer comes first as far as the Lords of Magic are concerned. As a result, they have increased the number of patrols and extended their circuit around their city. Additionally, they are monitoring all nexus points within a 50 mile (80 km) radius of their city-state. Any suspicious activity is investigated, and at the first sign of a demon or Deevil cult trying to use a nexus, troops will move in to put a stop to it. Other Dweomer forces are sent out to patrol their borders and do reconnaissance throughout the Magic Zone, including the City of Brass and rival Federation groups. Small groups of demons or Deevils are dealt with quickly and as quietly as possible. Large groups are monitored, for now, from afar.

Though they hoped this day would never come, the production of Automatons had been increased for nearly a decade in preparation for it. The fall of Tolkeen further punctuated the need for a standing army of Automatons, if not for the Minion War threat, then in case the Coalition Army attacked.

Only when the Lords of Magic are confident that the city is well defended will they begin to send large numbers of troops out beyond the normal range of their patrols. Small units will be dispatched to aid other forces fighting against the Minions of Hell. While the Lords of Magic are reluctant to attack too hastily, they offer aid to anyone fighting against the demons and Deevils in the Minion War. This aid includes protection within the city walls, medical care, food, supplies and transportation if necessary.

Federation: Stormspire

If K'zaa had his way, he would declare Stormspire to be "neutral territory" and try to stay out of the conflict, perhaps even sell Stormspire wares to all parties. However, he is nobody's fool and knows that such a course would be disastrous. Instead, ten years ago, even before the Edict of Planetary Distress, he ordered an increase in production of all Techno-Wizard goods, especially those geared toward fighting demons and Deevils, and stockpiled them. Now that the Minion War is here, production has been

ramped up even further, and Stormspire's emissaries have been dispatched to all magic-using societies. For those city-states that already do business with Stormspire, they shall be offered a fair discount on the bulk sale of goods (20-30% on average; very generous for Stormspire, so you know the threat is great). New customers, however, shall not be so lucky. Stormspire's emissaries and salespeople will use the fear generated by reports of demon and Deevil armies to increase demand, demand which drives up prices for new customers; 150-200% will not be uncommon.

As far as providing anything to those fighting against the Minions of Hell as a donation or at cost, it is not going to happen. The people of Stormspire are happy to sell magic and TW goods to anyone willing to pay for them, but charity is not something for which K'zaa or the city is known. There might be a few independent TW shops willing to sell weapons and magic items at near cost to heroes (50% discount), but they are a tiny minority. The city, as a whole, will not. If Stormspire can survive the coming holocaust, they all stand to make a tremendous profit.

While K'zaa could transport his tower to safety at any time, he is likely to stay and defend the city. After all, it is one of his greatest creations and it continues to grow and prosper. He knows that when Stormspire falls under attack, the demons or Deevils, or both, will try and take the city intact. He hopes he will be able to use this to his advantage. With the fall of Tolkeen, K'zaa has managed to get his hands on the plans for a few of Tolkeen's TW defenses. If he can get them in place before the demons or Deevils attack Stormspire (they are working on it now), they will have a far better chance of defending the city. He has employed several mercenary companies to defend the city, and is paying them mostly in trade by way of the latest in TW demon-fighting gear.

Free Quebec

Free Quebec heard Plato's message loud and clear. However, despite the fact that Lazlo has never acted in any aggressive manner, it does not trust Lazlo at all. They are still a bunch of D-Bee-loving magic users, a bit too free and open for Free Quebec's liking. Besides, the fiercely independent people of Free Quebec believe they are always ready for conflict. Indeed, Quebec's upgraded war machine has been in place since before 105 P.A. and the Siege on Tolkeen, but it is not prepared for the war demons and Deevils will deliver right into their backyard. This nation of human supremacists comes from a long tradition of brave Glitter Boy pilots, but they have much less expertise at fighting the supernatural than their CS brethren. They will fight valiantly, but will be caught short until Coalition advisors and Northern Gun engineers provide them with the know-how and the weapons needed to fight true demons and other supernatural horrors. If they're lucky, that help will come before it is too late.

The City State of Lazlo

As the nation that issued the Edict of Planetary Distress in the first place, the leadership at Lazlo knew something bad was brewing. The trouble with Clairvoyance and visions of the future is that they are cloudy and open to interpretation. Yes, something bad is coming, but what it is, when it will happen and where, have all been vague. Like shadows on the wall, they may represent a number of different outcomes – or none at all.



Lazlo's dimensional contacts reported the Minion War very early on, but it was not until reports of demons, and then Deevils, appearing in unusually large numbers and unexpected places, that they began to wonder if the War might have a direct impact on the Earth. It wasn't until the Coalition's massive battle at Tolkeen in December of 109 P.A. that the threat seemed to reveal itself. Even then, the Coalition incident could have been a fluke or isolated event. It is not until months later, when reports of demon and Deevil incursions are reported at numerous locations, that the truth will be completely confirmed. Lazlo, like the CS, is not sitting around and waiting. They have taken immediate action, first by placing their own, impressive defenses on immediate alert, and second, by sending out more than a hundred intelligence gathering groups to investigate reports coming in from all across the Americas.

Ever practical, Plato and the Council have spent the last decade preparing for just such a turn of events. Lazlo's arsenal is full, old defenses – especially since the Siege on Tolkeen – have been upgraded, and new ones were put into place more than a year ago. Its leaders and scholars have also been collecting information about vampires, demons, Deevils, Nyla and other evil supernatural forces, learning their weaknesses and how best to fight them.

Amongst the independent kingdoms, the city-state of Lazlo will take a leadership role in the defense of North America, seeking to put an end to the Minion War on Earth as quickly as it can. Those states friendly to Lazlo shall receive a personal representative and combat advisors to help them put into place the most effective defensive and offensive plans of action. To those nations

not so friendly – like the Coalition States, Free Quebec and the Federation of Magic – they will assist as best they can via more subtle means.

As far as Lazlo is concerned, they are willing to stand toe to toe and fight, side by side, with the Coalition Army to stop this world-threatening enemy. Such inconceivable alliances will most certainly take place in the wildlands, away from Coalition cities, but they may also happen in the streets of the 'Burbs, battles where one side comes to the rescue of the other, and/or stands and fights side by side against a more deadly common enemy. When the battle is over, and the two enemies have bled together, both are likely to turn a blind eye and let the other side leave unmolested and without further incident. This will not be the case among the hardliners and zealots, but it will be the case for more reasonable men, especially amongst warriors who just fought against a much more monstrous foe, and who may have just risked their own lives to help the others. More than half of the incidents in which CS field troops fight alongside, or come to the rescue of, D-Bees and practitioners of magic (and vice versa) will go unreported to their superiors.

Lazlo and most nations have spread the word, requesting that all heroes and adventurers join the battle to stop the demonic invasion. Places that heroes and adventurers equate to being strong and heroic, such as Lazlo, Northern Gun, the Coalition States and others, will experience the greatest turnout of volunteers. To encourage these selfless heroes, Lazlo, Northern Gun and others will provide shelter, food, water and healing to anyone who brings proof that they are engaging in the Minion War. All combatants are requested to make a report to share what knowledge

they may have obtained and confirm enemy troop movements. Typically, this involves identifying the various demon and Deevil factions, where their bases of operation are, the size of their forces, troop complements and the locations of field units, supply depots, and especially, Hell Pits. Long before all-out war comes to the doorstep of Lazlo, it will be dispatching squads, platoons, companies and battalions of warriors and mages, humans and D-Bees, dragons and others, to rescue those in need and to take the battle to the monsters. Wherever there is a need, the heroes of Lazlo (and the Cyber-Knights, Northern Gun, the CS, Lemuria, and others) will be there.

As a magic society, Lazlo is well aware that there are spikes of magic energy during certain times of the year, and they will use them, and all their knowledge, to rout the enemy and send them back to Hell.

New Lazlo

In many respects, New Lazlo is a naive, utopian society that has never been truly threatened or challenged. They heard the call from their sister city, Lazlo, loud and clear. However, they have been busy with scholastic and magical pursuits, not war. Though they have beefed-up their defenses a bit, they have been preparing for a Coalition assault, not attack by demons. Like Free Quebec, their isolation and comparatively idyllic way of life have left them unprepared for the storm that is coming. Their defenses and army of mages and mercenaries are woefully ill-equipped to handle any serious attack from either demons or Deevils. Sadly, they refuse to believe it.

Until the war knocks on their door, the kind and generous people of New Lazlo will offer shelter and aid to anyone who needs it or brings them valuable intelligence on the Minion War, especially as it pertains to the monsters coming out of Calgary and the Northwest. Furthermore, they will send many of their fighting forces and mages (too many) to engage demon forces elsewhere, particularly those in the Detroit/Windsor ruins, Tolkeen and Calgary. While this is a noble effort, they are leaving themselves open to attack, and their actions in Tolkeen may be misinterpreted by the Coalition States. For now and going forward, New Lazlo will remain a staunch ally of Lazlo and a force for good. They will share what knowledge they gain with anyone else who needs it. But they are like children, playing at real life-and-death war without understanding the consequences that are likely to befall them. **Note:** When New Lazlo falls under attack from demons or Deevils, it will be one of the technological forces they look upon with suspicion that will come to their rescue – Northern Gun.

Lemuria

Any thought of remaining hidden from the world is dashed with the arrival of the Minion War. Lemurians have a long tradition of fighting demons. It is part of the culture, their people and their technology. When they realize the full extent of what's going on – and they will very quickly – the Lemurians do not hesitate to join the battle for North America. For the most part, they will fight as an independent force, helping everyone in need, be it New Lazlo or the Federation of Magic, Kingsdale or the Coalition Army. To the Lemurians, demons and Deevils are the enemy, and everyone else is either an innocent in need of their help

or a fellow warrior battling against a common enemy. This noble attitude is likely to get some percentage of them killed by Coalition forces and others who have no idea who they are or what their intentions may be. To outsiders, they are another weird alien or demonic invader who needs killing. The Lemurians' only real allies are the leadership at Lazlo, New Lazlo and Reid's Rangers. They are an enigma to all other people.

The Lemurians will be fighting two wars against two enemies: the Minions of Hell and the Vampire Kingdoms. A short time before the Minion War erupts on Rifts Earth, the Lemurians have committed to fight the Vampires of Mexico with Doc Reid and his Rangers. It is a commitment they cannot step away from, because with war and chaos spreading all across North America, Reid's Rangers will have little help coming from anyone else. As for the Minion War, the Lemurians will initially target the Deevil forces operating in the Atlantic Ocean, in and around Cuba, and the demonic forces taking up residence in Dinosaur Swamp. The other rapidly growing and explosive free-for-all that is likely to catch their attention is the war in the New German Republic.

Mercenaries of America

Half of the mercenaries across North America will try to sell their services to communities and kingdoms that need their help. The other half will join the bigger fight to stop the demonic invaders, free of charge. However, while the latter mercs are willing to fight for a greater cause without pay, they will need larger organizations and nations to provide them with the support necessary to keep fighting. That means replacement weapons, ammunition, recharged E-Clips, food, water, repairs to vehicles and armor, medical attention, and all the other elements and logistics involved in wide-scale war. A surprising number are not interested in money or power. There is little ego involved for most: this is a matter of life and death. They are grunts who expect to be pointed at a target and unleashed. This is where Northern Gun, the Manistique Imperium, Titan Robotics, and other manufacturers will play a huge role, as well the Coalition, Lazlo and all nations pooling their resources to supply these armies as well as their own.

The City of Arzno, located deep in the Southwest, has many citizens with experience fighting demons and monsters, as well as some with knowledge of dimensional travel. Some of the Techno-Wizards will see this as another means to increase their financial holdings, while others will come out of retirement, and those who can no longer fight are likely to be inclined to sell their demon-fighting TW weapons and gear for just above cost. The city as a whole is not likely to get directly involved in the fighting until the invaders step into their backyard, but it is prepared to send small, armed groups out to help where they can. **MercTown** and the bandits and renegades of the **Pecos Empire** will do likewise.

The Pecos Bandits may be outlaws, but they have skin in the game as much as anyone else. And more than most, they are willing to take a stand and fight. They are not extremely disciplined, however, and work best as independent bands of marauders harassing the enemy, stealing weapons and supplies for human fighters, and all the other things outlaws, bandits and raiders do best. Trying to corral them into a formal army is a mistake, but letting them run rampant over the enemy and rob them blind, perfect. The same holds true of most Native American tribes, and various bands of heroes and communities in the New West.



Northern Gun

More than any nation, with the possible exception of Lazlo, Northern Gun listened to the Edict of Planetary Distress and prepared for the worst. Their long history of survival through the Two Hundred Year Dark Age and life in a hostile wilderness has given the weapons manufacturing juggernaut a unique perspective. When they heard of the impending global crisis, their thoughts immediately went to *demonic invasion*. As a result, they have cornered the silver market, and design, manufacture and sell an array of weapons, power armor and robots that can engage, or be quickly modified to engage, supernatural opponents. They and their clientele of mercenaries and adventurers also have vast firsthand experience at fighting monsters.

With their stockpile of weapons, monster-fighting ammunition, and connections with virtually every city-state and nation in North America, Northern Gun will become the lifeline to them all. And unlike Stormspire, it will sell products at a steep discount (50-60%) to the nations they know, and 20-30% to everyone else fighting the demons and Deevils. This will make Northern Gun/Ishpeming the Number One target of the demons and Deevils, but EVERY nation and organization on the continent will send troops, and do whatever they must, to defend Northern Gun and

keep it running. The CS, Lazlo, Free Quebec, the Cyber-Knights, Archie Three, the Republicans, rivals like Wilk's and the Black Market, and even the Federation of Magic and the Minions of Splugorth, will all fight to preserve NG and keep its factories churning out weapons, ammunition and war machines. The general sentiment will become, if Northern Gun falls, they all fall. And that cannot be allowed to happen.

Just as important as their weapons manufacturing capabilities, Northern Gun represents a noble fighting spirit and will to survive while somehow maintaining a brave and heroic facade. In North America, during the war's darkest hours, *Northern Gun, the Coalition States, Lazlo* and the *Cyber-Knights* will become shining beacons of hope that never dim, and which keep people fighting and believing they can stand up to the combined forces of two Hells, *and win*.

Psyscape

The leaders of Psyscape knew this day was coming long before the Lazlo Council of Learning issued its edict. The psychics and seers of Psyscape were one of the sources from which Plato

had gathered his information for the Edict of Planetary Distress. That said, even this nation of psychics could not predict precisely when or where the Minion War would arrive on Rifts Earth, or how bad things may get.

Over the past year, Psyscape's clairvoyants have been having dreams and visions that a chaos the likes of which has not been seen since the Two Hundred Year Dark Age was about to befall them. They warned their allies and associates and have waited with dread as they prepared for the worst. In just the past month, the identity of the danger was made clear: Hell on Earth – the Minion War.

For the warriors and heroes of Psyscape, the eruption of the Minion War means more than a life and death struggle with the two warring factions of rival Hells; it is likely to give **Nxla, the Harvester of Souls** the opportunity it needs to redouble its own invasion attempts. Psyscape's ongoing battle with the Alien Intelligence known as the Harvester of Souls is one of the many secret wars going on across the globe. It is a war Psyscape thought it had won on many occasions by destroying or freeing the condemned Lost Souls of Nxla. Every time they believe they have freed the last Lost Soul and severed Nxla's link to Earth, another infestation is uncovered. Sometimes, it is a hundred Lost Souls, other times, only a dozen – or even one or two. But where there is even just one, others can be spawned. Much like vampires, all you need is one to spread the contagion. When there are 999, Nxla can come to Earth itself, and when that happens, the battle will spin out of control, and it will be only a matter of time before Nxla and its Soul Zombies spread across the planet.

The warriors of Psyscape have quietly managed the war on Nxla extremely well, and have almost been able to eliminate the threat completely many times. Their fear now is that with the ensuing chaos that is about to sweep the world, it may be impossible to keep track of Nxla's Soul Zombies and prevent that threat from escalating too. In short, the demons and Deevils may only be the first of many demonic invaders who may try to claim Earth and make it theirs. Moreover, if the heroes of Psyscape, or Psyscape itself, should fall, there is no one else who understands how to battle Nxla or save the Lost Souls who are turned into Soul Zombies. This also means Psyscape can only spare a small percentage of its warriors and psychics to join the battle against the Minion War invaders. They will continue to provide intelligence and psychic premonitions to Lazlo and exert what influence they can, but they may not be able to offer much actual manpower.

All things considered, Psyscape's leadership has come to the conclusion it is time to establish official diplomatic ties with Lazlo. Diplomatic relations could lead to an alliance that would make both nations stronger and allow them to combine resources to fight off common enemies. On the other hand, such a move could mark them both as targets to other nations such as the Federation of Magic and the Coalition States. The Minion War is pressuring the leadership of Psyscape to make some tough decisions in regards to their political future.

Naturally, should Psyscape become threatened, it will be able to defend itself, and that is if the forces of Hell can even find the city. It is more likely that Psyscape will be passed by, undiscovered. Scouts and other defenders of Psyscape will offer aid to anyone fighting in the Minion War when they can. Aid will come in the form of intelligence, medical care and basic supplies. Only under the most desperate conditions will anyone be physically brought to Psyscape – and only if they have the best of intentions. Truly a rare occurrence.

Titan Robotics Archie Three and Hagan

Archie Three is well aware of the prophecies of doom, does not believe that people can see the future, and has dismissed Lazlo's warning. The transmission has been recorded and filed away, and since Hagan was not around to hear the message, he is unlikely to learn about it until the Minion War comes to Rifts Earth. Until then, Archie and Hagan have been concentrating on the current threat from the Republicans and the Vampire Kingdoms. That will all change when the demons and Deevils become a very real and tangible threat. While Archie Three is not likely to ever be attacked by the demons or the Deevils, Archie's eyes and ears in the field learn about the threat they represent as soon as the Coalition does. Moreover, Archie, with his network of robot spies, will be the very first to track and pinpoint ALL of the demon and Deevil operations, and the locations of their respective Hell Pits, throughout North America; information that is absolutely vital to the war against these supernatural invaders. While Archie is likely to be indecisive as usual, Hagan will urge the artificial intelligence to "leak" the information to the CS, Northern Gun and other major players in the battle for Earth's souls.

Likewise, Archie can follow NG's lead and have Titan Robotics increase production of weapons, ammo and armor suitable for fighting the supernatural and conventional hostile forces, and sell them to known heroes and freedom fighters at steep discounts (50–60%). Archie likes this idea, as it will get more of his robots and gear with spyware out into the world. Meanwhile, Archie will send his Shemarrians and other disguised robots to deal with the Minions of the two Hells along the Atlantic Coast and into Dinosaur Swamp.

Archie and Hagan are also committed to helping Reid's Rangers fight the vampires in Mexico, and will continue to send them weapons, supplies and Shemarrian fighting forces. In fact, if Archie and Hagan believe the battle in the US and Canada is reasonably well in hand, they will concentrate their attention on the vampires in Mexico.

The Republicans

Unfortunately, it seems that Lazlo's warning may have fallen on deaf ears when it comes to the Republicans. They are so dogged in their determination that Archie Three is the next great threat, that they are still going forward with their plans to either seize control of the insane A.I. or destroy him and take over his factories. Until the demonic forces of the Minion War make their presence known by attacking the Coalition States or Northern Gun, the Republicans are blissfully ignorant of the world-threatening importance of what is happening. As the depth and breadth of this danger is realized, the Republicans may actually consider revealing themselves and awaken their troops to join the battle. However, like Free Quebec, they will not be prepared for the enemy they face and may be annihilated. Remember, the majority of the Republicans' NEMA army have been in cryo-sleep since the Great Cataclysm. They have slept through much of the Dark Age and have little experience fighting demonic hordes. In the interim, the Republicans' substantial spy network will be continuously feeding valuable intelligence to the human communities they find deserving.

Vampire Kingdoms

The Vampire Kingdoms are not happy with seeing two rival demonic forces fighting for dominion over the planet Earth. Though a tiny percentage (fewer than 1%) will actually join humanity's battle to fend off the invasion, most of the undead see this as an opportunity to ramp up their own operations. With all the other nations of North America at war with the denizens of Hell, the Vampire Kingdoms see this as the chance to openly and aggressively wipe out Doc Reid and Reid's Rangers. The leaders of the undead reason that they can stop using subtlety and brazenly attack the Rangers without anyone even noticing. And while they are at it, they can put down the insurrection of mortals across all of Mexico to strengthen their control over the region. They may also take this opportunity to wipe out the Were-People and seize all of Central America, and make some preliminary inroads into South America. If the denizens of Hades and Dyval are going to make a run at conquering parts of Rifts Earth, then the vampires intend to make claim to their fair share of the planet as well. Such is the murderous and chaotic nature of rival demonic beings.

Xiticix

While the Xiticix are far from being considered a nation, there are enough of them to cause concern to many. Since no one has yet been able to communicate with these creatures, neither the Minion War nor the threat of demons and Deevils will mean anything to the Xiticix. The Xiticix will react as they always do when their land is invaded: fight to drive the invaders away, or die trying. The Xiticix will not leave their territories for any reason and will fight to the death. This could be a good turn of fate for humans and D-Bees, as at least one leader of both Hell-spawned invaders will see the Xiticix as an obstacle to be eliminated. Considering the size of the Xiticix population and their apparent low technology, the demon and Deevil armies that consider the Bug Men a threat are likely to attack them before hitting any of the civilized nations. The Xiticix are a more deadly enemy than they will be prepared for, and the Minions of Hell and the Xiticix could end up vastly depleting each other's numbers – at least for a while.

The Deevil Host known as the *Cryxon* are themselves insectoid D-Bees and both they and the Xiticix will immediately see each other as rivals and mortal enemies, to the point that the presence of one drives the other into a killing frenzy that will not stop until one side or the other is destroyed. That means the savage Cryxon ignore the commands of their Deevil masters and rush forward to fight the Xiticix with their last dying breath.

Other Notable Forces from Around the World

Africa: The Phoenix Empire

Pharaoh Rama-Set is a follower of the Death god, Set. Together they have employed demons for decades in their rule over the Phoenix Empire. To form an alliance with the extremely powerful Demon Lords of Hades, however, could be disastrous, a potential threat to the autonomy of the Phoenix Empire. This is something the Pharaoh could not stand for. Pharaoh Rama-Set is willing to

work with the demons, but would never willingly become subject to their authority. Still, he may have no choice. If the rumors are true and the demons of Hades intend to make Earth their domain, it is only a matter of time before they come to him and demand that he submit before them. Should that day come, he knows fighting is futile. He will have to submit to demonic rule, and hope that they give him and his empire an elevated place within the new world order. For now, he watches and waits, and prays to Set. So far, his deity has remained silent.

Deevils, on the other hand, he has no allegiance to whatsoever, and he and his forces will fight them with everything at their disposal.

One must presume that the danger of the **Four Horsemen** of the Apocalypse that appeared around 102 P.A. has been averted, as Africa and the world still exists. The apocalypse could have been thwarted by any number of unsung heroes. Normally, the Four Horsemen could not return for millennia, but the Minion War has changed that and there is an individual amongst the Demon Hell Lords who could bring about an even greater disaster than the current invasion. See **Demon Hell Lord Zugard** for details.

Atlantis

Lord Splynncryth, ruler of Atlantis, is quite displeased that the Minion War has found its way to Rifts Earth. His fear is that the war will tip the delicate political balance and cause other dimensional beings and deities to try to seize parts of Earth for themselves. He has plans to subtly help the mortals defeat his demon and Deevil rivals, and send them packing back to the Hells they came from. However, he must be careful not to offend or alarm other dimensional powers. All that said, Lord Splynncryth is confident the Minion War will not spill over onto Atlantis. He is wrong.

It is the Splugorth's own arrogance that makes him believe that neither the demons nor Deevils would dare attack his territory. After all, creatures of their ilk come to Atlantis to trade in the grand dimensional market of Splynn and to enjoy its many dark pleasures; but none would dare attack Lord Splynncryth. As for the rest of the planet, well, the Lord of Splynn would certainly watch and see how the war between the demons and the Deevils play out. Always the opportunist, he plans to wait and see how he could benefit from this turn of events.

As a result, he and his forces will be caught completely off guard when Atlantis falls under attack. There is at least one general on both sides of the Minion War who plan to attack and conquer Atlantis for themselves. One's desire is born from pure revenge – the other a lust for the island's fabled riches and magic.

An attack on Atlantis will unleash the full fury of Lord Splynncryth. There will be no holding back and the enraged Splugorth will stand for nothing less than turning the demonic or Deevil forces away from his island retreat. Though his first inclination is to wipe them both from the face of the Earth, he must hold back for fear of involving other dimensional powers. However, the impending attack should give him plenty of justification to purge the Bermuda Triangle of Hell's Minions and even lay waste to the Deevil stronghold on Cuba, provided a Deevil force is foolish enough to attack him first. Though it may turn out to be unwise, Lord Splynncryth is likely to quietly dispatch small units of Sunaj assassins and other Minions of Splugorth around

the globe to assist the mortals wherever and whenever possible in destroying the invaders from Hades and Dyval. While he must avoid a direct hand, he can have minions leak information and protect key leaders amongst the mortals. He will also have his shadow legion pick up a few trophies, mostly Soulmancy magic items, vehicles and any equipment that can be studied and reverse-engineered. The rest of the gear will be destroyed to give humanity a fighting chance.

Should the demons and/or Deevils attack Atlantis, they will have made an enemy who can match them man for man in resources and firepower. He is also their match when it comes to wickedness and desire for revenge.

True Atlanteans, of course, will rush to the aid of those fighting the Minions of Hell, and evil in all of its forms. They know something of Nyla, the Lord of the Deep, and many of the dangerous supernatural horrors stirring anew thanks to the Minion War. Though their numbers are small, the True Atlanteans will do what they can to make a difference, save lives and prevent Rifts Earth from falling into the hands of supernatural evil. Even many of Lord Splynncryth's **Tattooed Men** and **Sunaj** will "go rogue" and leave Atlantis to join the fight in North America, Europe and Africa. (See **Rifts® World Book 2: Atlantis** and **World Book 21: Splynn Dimensional Market**.) It is anyone's guess as to whether or not these Minions of Splugorth, as well as some runaway slaves and Kitanni, have actually "gone rogue," or if that is just the cover story Lord Splynncryth has spun, establishing plausible deniability and allowing him to send his forces to fight the Minions of Hell beyond his own nation and the waters around it.

China and the Yama Kings

With the Yama Kings in control of China, and due to the shroud that surrounds the country, there is little chance of Demon Plagues coming to China. The Yama Kings have their own internal affairs to attend to and could not care less about the sides involved in the Minion War. They are powerful beings and are aware of the Minion War, but its events do not concern them. Nor do they fear an attack. If the demons or Deevils manage to succeed in taking Rifts Earth, China would be one of the last holdout regions and would eventually prove too difficult to remove or conquer. After all, it is already Hell on Earth, just a different Hell than Hades or Dyval.

The Geofront also has their hands busy with the Yama Kings. They have not heard of the Minion War and it would be of little concern to them. The only assistance they would provide is aid to those who had proof that they were demon fighters, and even then they would not go out of their way to assist in the Minion War. For now, China is their only concern.

The Oceans

The New Navy and the Lord of the Deep

Beings who live in the sea have thus far escaped the Demon Plagues or involvement in the Minion War. The Rifts only seem to open up on land. Still, the oceans are not immune to the effects of the coming war. There has been an increase in demon and Deevil warships on the seas in the Atlantic ocean and Aquatics and Naga Deevils in the waters around Cuba, Atlantis and the Cuban isles.

The New Navy has taken notice of the Hell Galleons and Demon Black Ships patrolling the seas. They are being carefully watched and tailed. Should they get too close to a New Navy installation or city, the ships will be repelled and destroyed. To the New Navy, they are nothing more than the latest threat to appear on their radar. The whole Minion War is unknown to them, but they would lend assistance to any soldier or Lemurian in need of their help.

What will catch the New Navy's attention is the sudden explosion of combat in and around the New German Republic. When the Navy realizes what's going on, they will join in the campaign to rout the forces of Hell, probably starting with the carnage going on in and around the NGR. The New Navy could make a significant difference in battling demonic minions on the seas of Earth and would offer what they could in the way of seaborne transportation as well as military assistance, assuming it is within reason.

As for the **Lord of the Deep**, he is aware of the Minion War. He has his own agenda and would not take kindly to demons or Deevils invading his realm. For now, he uses his minions to observe and bring him news. **Naut'Yll** may side with one of the dark forces or see them as yet another rival and fight against them on their own. **Tritonians** may try to stay out of the conflict or join the Lemurians or the New Navy in the battle to save Earth.

As noted previously, the **Lemurians** are quick to involve themselves in the battle for Earth, both above and below the waves. As one of the few protectors of the seas, they will come to the aid of other aquatic people who fall under attack. This could leave them vulnerable to attacks from the Lord of the Deep who may see the chaos as an opportunity to lash out at the hated Lemurians while they are distracted.

Russia, The Warlords

Russian Shifters have been warning their people for months of the coming waves of demons, but have only been rebuffed by the various Warlords, who have already been fighting demons, dragons, and other supernatural monsters for generations. Some of the Warlords even fought together during the last Demon Plague. Given the sheer size of Russia, demons or Deevils could exploit its openness to establish a firm foothold in this part of the world. However, they have not; at least not yet. For now, the Minion War has not yet reached Russia. That said, the more primitive and archaic Russian demons and spirits are more restless and agitated. There have been more clashes with them lately and they seem more aggressive. **Note:** A number of Russian demons are joining with demon or Deevil forces and are starting to see the Minion War as the beginning of a new era for supernatural beings – a time when they may rule over humanity and torture them at their leisure. Trouble is in the air, even if the Warlords don't see it. Of course, the Russian people will stand strong and face the demonic hordes with guns blasting and swords gleaming.

South America

The countries of South America have been fighting threats from the Rifts for years, but the Year of Hell will be one of the bloodiest that they have faced since the P.A. calendar began. Fortunately for those in South America, the Demon and Deevil Lords have not set their sights on the continent – yet. The Demon

Plagues are still a threat, however, because they shake things up and provoke other madmen, gods and monsters to action. Case in point, the Vampire Kingdoms of Mexico. Moreover, it is only a matter of time before the Minions of Hades and Dyval invade all of the Americas. Soulmancers and Blood Warriors are likely to arrive in South America first, to scout and plot a line of conquest for their wicked masters. Amongst the few South American powers who have enough dimensional experience or magic sensitivity to be aware of this, their soldiers and defenders stand vigilant for these advance scouts and are quick to dispose of such dark harbingers of doom.

As for the rest, few countries and kingdoms actually recognize the threat that the Minion War in the North poses for them. They are more worried about vampires and other dangers. As a result, there will be no help coming from any of these nations.

There are two exceptions; the **Clan Skellian of Manoa** will know about the Minion War and understand what it means for the fate of the world. The dimension-traveling Atlanteans will have heard from other clans about the war and its explosion onto the Megaversal scene. They know it is only a matter of time before Rifts Earth is overrun, unless the demons and Deevils can be routed before they establish a sturdy foothold. As a result, a few small teams of *Monster Hunters* will be sent to the north and report what they find on a regular basis. If they can, they will offer assistance. As for resources, they are likely to have little to offer and may be one of the groups seeking refuge in the north between missions.

The other group aware of the Minion War is the Anti-Monsters from the Republic of Colombia. For the last five years, the magically-created, psychic mutants have warned their makers of a great danger coming. Upon the insistence of the Anti-Monsters themselves, the government has created an army of nearly three thousand Anti-Monsters, with the fabled warriors insisting that many more are needed. When all seven of the Demon Hell Lords arrive on Earth, all but a few of the Anti-Monsters leave Colombia and head north to join the battle! Those few who remain behind explain to government leaders why the others have gone, and try to impress upon them the degree of danger that is coming. They explain that the Anti-Monsters that have gone north do not abandon their people in the Republic, but rather go there to fight so that the battle never reaches their beloved country. The government is not sure what to think. The handful of Anti-Monsters left behind implore them to find more volunteers to build another Anti-Monster army, because they fear it will be needed.

The South American *Anti-Monster O.C.C.*

Reprinted from **Rifts® World Book 6: Rifts South America**; updated

The Anti-Monster is a mystic cyborg – a creation of advanced trans-dimensional Techno-Wizardry. At present, the only place on Earth where Anti-Monsters are created is the *Republic of Colombia*. Although several Anti-Monsters have been captured and experimented upon elsewhere in an attempt to discover the manner in which they are created, but not even the Bio-Wizards of Atlantis have been able to duplicate the process (so Techno-Wizard characters shouldn't even think about trying to build one). Splugorth Bio-Wizards suspect that a god or a supernatural Alien Intelligence is the developer of the secret magic.

The Anti-Monster might be related to the alien Holy Terrors (see **Rifts® Dimensions Book One: Wormwood**), since the end result is similar: a superhuman armored warrior of monstrous visage and immense power. Of course, Holy Terrors are all but unknown on Earth, so very few people have made the connection. Another possibility is that the process was learned from the extradimensional genius known as *Doctor Articulatus* (see **Rifts® Sourcebook One**) or at least from the Doctor's home dimension.

To become an Anti-Monster, the volunteer must be a Minor Psionic, a latent psychic, a Mystic or other practitioner of magic. The candidate undergoes extensive surgical procedures in which most of his bone structure and internal organs are removed and replaced with Techno-Wizard created bionic parts. The surgery is accompanied by a prolonged magic ritual, during which almost all the I.S.P. and P.P.E. of the character is consumed (retains only 1D4 of each) as the link between man and magical machine is established. When the ceremony is over, the metal components of the mystic cyborg become *alive* and can heal on their own (see O.C.C. abilities).

The Anti-Monster is a supernatural creature, able to inflict massive damage to vampires, demons, and other creatures of magic. Furthermore, the person's new body is enchanted with magic, enabling him to cast several spells up to *four times* per 24 hour period.

Vampires and supernatural monsters consider Anti-Monsters to be one of their deadliest enemies, and will do anything in their power to destroy them. At the same time, most humans and D-Bees tend to fear and mistrust the mystic cyborgs because they seem so cold, merciless and inhuman. Anti-Monsters are tragic heroes committed to defending a world that does not completely accept them. Surprisingly, they remain loyal defenders of humans and most innocent beings, and are dedicated to destroying supernatural evil wherever it is encountered. An evil Anti-Monster working on the side of supernatural monsters is an extreme rarity.

The Price of Power:

1. Inhuman Appearance: The Anti-Monster doesn't even look remotely human. In fact, they more closely resemble the demons and monsters they hunt and destroy. Each is a towering metallic brute, 7 feet (2.1 m) tall, weighing 400-800 lbs (180 to 360 kg) and has a Horror Factor of 2D4+6.

2. Debilitating Complications & Death: At the end of 1D4 years, there is a 5% chance that the Anti-Monster's body will reject the magical grafts. This rejection requires an immediate save vs Coma/Death at -15%. Even if the save is made, the Anti-Monster will be crippled; -7 to strike, parry and dodge, reduce all attacks and speed by half for 1D6 months! Afterward, the mystic cyborg seems to recover and is only -2 on all combat bonuses, while speed and the number of attacks per melee round are reduced only by 25%. However, this may be a temporary situation with the chance of rejection reoccurring 1D6 years later and again 2D4 years after the second crisis. After this third crisis, the Anti-Monster is safe from rejection and returns to full strength and ability for the rest of his days. In any case, very few Anti-Monsters survive more than 15 years of active duty.

3. A loss of humanity: All Anti-Monsters lose their human appearance and a bit of their humanity in the creation process. They tend to forget about the human condition like needing rest, sleep, food, water, etc. About 50% become impatient and intolerant of, or frustrated by, human frailty. Most (90%) seem cold,

brutal and merciless, especially when combating monsters. This is compounded by the Anti-Monster's intense obsessions and its own monstrous appearance.

4. Insanities: 80% of all Anti-Monsters develop an Obsession. Roll or pick one.

01-20% Obsessed with destroying vampires, Ghouls, Necromancers and all forms of undead.

21-40% Obsessed with destroying all evil supernatural beings, including demons and Deevils. Dislikes and does not trust any supernatural being, even those of a good alignment – and isn't too thrilled with creatures of magic and practitioners of magic who summon or control the supernatural.

41-60% Obsessed with protecting humans and innocent D-bees against evil and manipulative gods and their minions, including Soulancers, Blood Warriors, dark priests, acolytes, shamans, warlocks and witches.

61-80% Roll on the random Insanity table on page 332 of **Rifts® Ultimate Edition**.

81-00% Pick one of the above and roll for one additional random obsession.

The Anti-Monster O.C.C.

Alignment: Any, but usually Scrupulous (30%), Unprincipled (30%), Anarchist (15%) or Aberrant (15%).

Attribute Requirements: None, other than a willingness to become an inhuman creature and initially possesses either magical abilities and/or minor psionics.

O.C.C. Abilities and Bonuses:

1. M.D.C. Transformation. Becomes a magical flesh and metal creature with 1D6x10+400 M.D.C. and Bio-Regenerates damage at the rate of 4D6 M.D.C. per minute (or 1D6 per melee round).

2. P.P.E. and I.S.P.: The person's inner energies are permanently spent during the mystic transformation process. P.P.E. and I.S.P. drop to 1D4 points each. Furthermore, this P.P.E. and I.S.P. cannot be tapped in any way by the Anti-Monster, magic practitioners, or Mind Bleeders.

3. Supernatural Attributes: The Anti-Monster has the following supernatural attributes: M.A. 19+1D6, P.S. 28+2D6 (Supernatural), P.P. 19+1D6, P.E. 18+2D6 (Supernatural), P.B. 2D4 and Spd 3D4x10. All other attributes are determined normally for the character's race of origin.

Mega-Damage inflicted by hand to hand combat varies with the Supernatural P.S. of the Anti-Monster (see **Rifts® Ultimate Edition**, page 285). Against vampires, the character inflicts 1D4 Hit Points (H.P.) with a restrained punch, 2D6 H.P. with a full strength punch, and 4D6 H.P. with a power punch (counts as two attacks), plus the addition of the P.S. attribute *damage bonus* (which is +13 or greater!).

4. Supernatural Powers: The Anti-Monster is unaffected by normal (non-M.D.) heat, cold and weapons, and no longer needs to eat or breathe; can survive indefinitely in outer space, underwater, buried alive, etc. Mega-Damage heat, fire, plasma and cold inflict half damage. Lasers, particle beams, ion blasts, electricity, Mega-Damage explosions, psionics and magic do full damage. The character is also impervious to poisons, drugs and magic potions.

5. Magical Powers: During the creation process, the Anti-Monster gains the following built-in spells: Blinding Flash (1), Globe of Daylight (2), Chameleon (6), Armor of Ithan

(10), Magic Net (7), Shadow Meld (10). He can cast each spell up to *FOUR times* per 24 hour period, at a spell strength equal to a 5th level Ley Line Walker. The character does not gain any further spells, nor do the existing spells increase in level or require P.P.E. (all the energy they need is built-in). The character can use Rune weapons, scrolls and Techno-Wizard devices or magic, but not magic potions, salves or ointments.

6. Sense Psychic and Magic Energy: This power works like the Psi-Stalker's ability, but isn't as developed. The Anti-Monster can detect the presence of psychic energy, specifically psionics (I.S.P.) and magic (P.P.E.) directly oriented towards magic spells, circles, Techno-Wizardry, magic items and things like Blood Pillars, Blood Pools, Soulmancy devices and Hell Pits. The ability is constant and automatic, just like that of the Psi-Stalker. Range: 50 feet (15.2 m); triple along ley lines.

7. Sense Supernatural Beings: Identical in function to the previous ability except the Anti-Monster is much more sensitive to the very distinctive *psychic scent* of the supernatural. **Base Skill:** 60%+2% per level of experience. The ability to identify the specific type of paranormal creature has a base skill of 58%+2% per level of experience, and it includes demons, Deevils, vampires, Soulancers and Blood Warriors.

8. Other Psionic Powers: None; all potential psychic abilities are burned out during the transformation. However, the character is considered a Major Psychic for purposes of saving throws; 12 or higher required to save vs psionic attack/mind control.

9. O.C.C. Bonuses: +2 to initiative (+4 against ghouls, vampires and all forms of undead), +1 to strike, parry and dodge (in addition to hand to hand and attribute bonuses), +4 to pull punch, +2 to roll with impact, +3 to save vs magic, +3 vs save vs psionics, and +5 to save vs Horror Factor. All are in addition to the attribute bonuses. Immune to the vampire's mind control bite and cannot be turned into a vampire, but can be killed by the vampire's killing bite. Impervious to poisons, drugs and magic potions; see numbers four and ten.

10. Vulnerabilities and Penalties: The Anti-Monster takes double damage from Rune weapons, Wormwood Crystal Magic, and Millennium Tree wands, staves and weapons (good or evil). The size and weight of the cyborg makes Prowl difficult: -20% to all Prowl rolls.

O.C.C. Skills:

Demon and Monster Lore (+15%)

Language (two of choice at +20%)

Piloting (any one, except robots and power armor, at +10%)

Radio: Basic (+10%)

Wilderness Survival (+10%)

W.P. Energy Rifle

W.P.: Three of choice (Any).

Hand to Hand: Expert; which can be changed to Martial Arts or Assassin (if an evil alignment) for the cost of one Related O.C.C. Skill.

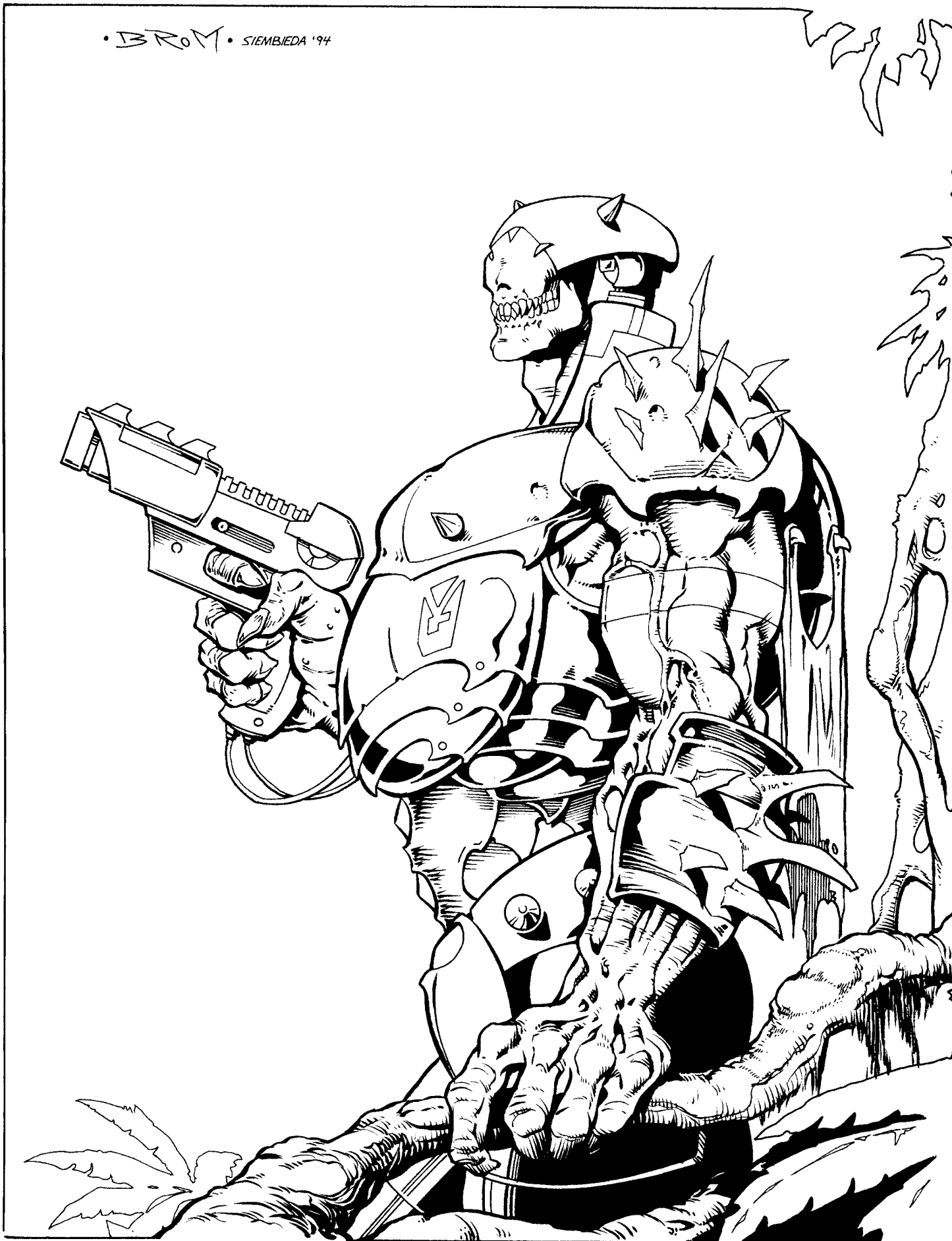
O.C.C. Related Skills: Select 6 other skills. Plus select two additional skills at levels 3 and 6, and one at levels 9 and 12. All new skills start at level one proficiency.

Communications: Any.

Cowboy: Any.

Domestic: Any.

Electrical: Basic only.



Espionage: Any (+5%).
Horsemanship: Any (+5%).
Mechanical: Automotive only.
Medical: Only First Aid and Paramedic (Paramedic counts as two skills).
Military: None.
Physical: Any except Acrobatics.
Pilot: Any except Robot and Power Armor (+10%).
Pilot Related: Any (+10%).
Rogue: Any.
Science: Basic Math only.
Technical: Any (+5%).
W.P. Any.
Wilderness: Any.

Secondary Skills: The character also gets to select six Secondary skills at level one only. These are additional areas of knowledge that do not get the advantage of the bonus listed in parenthesis. All Secondary Skills start at the base skill level.

Standard Equipment: Suit of medium or heavy M.D.C. armor (can also wear any suit of cyborg armor, including Heavy Infantry Armor: 420 M.D.C.), two energy weapons of choice, and three other hand to hand or archaic weapons of choice, a silver cross, a wooden cross, 20 wooden stakes and a mallet, a flashlight and a few personal items. Anti-Monsters do not need to eat and are not affected by weather, so they carry minimal survival equipment.

Money: Starts out with 1D6x1,000 in credits. Tend to give their money away to those in need.

Cybernetics: Mystical bionic lung, retractable claws or retractable forearm Vibro-Blades and up to 1D4+1 cybernetic implants (player's choice) incorporated during the operation/transformation, but cannot gain any others after the transformation (only the creation ceremony allows the character to accept the implants). Each implant increases the chance for rejection by 3% (see the price of power, above).

Triax and the NGR

Triax and the NGR have been fighting a demon army for as long as they can recall. To them, news of the Minion War would mean little with the Gargoyle Kingdom on one front and the Brodkil Empire on the other. As far as they are concerned, the Gargoyle Empire is the current and most immediate threat. As it stands, the NGR is content to let the Gargoyles and the Brodkil duke it out. If a third (or fourth) demonic party should arrive on the scene, the NGR will keep close tabs on all groups and strike as opportunity presents itself. The NGR will not spread its resources too thin trying to engage all parties. They will instead concentrate their forces on the most immediate threat while at the same time fortifying their positions. It is a good, conservative plan, but all Hell is about to break loose on a level Europe has not seen in fifty or a hundred years. Fighting Gargoyle and Brodkil sub-demons is one thing, having to battle them plus two armies of full-fledged demons and Deevils is quite another. Overnight, the world of the NGR will be turned upside down. A demon Hell Lord wants to rein-in the rogue Gargoyles and bring them under his command. He also plans to punish the impudent humans of Triax and the NGR for thinking that they could get the better of the Minions of Hades. For that insolence, the people of Germany shall be enslaved and tortured.

Meanwhile, a wicked and driven Deevil Overlord believes she can convince the renegade Gargoyles who have broken away from Hades to join her army- by force if necessary. That Overlord is also amused and dismayed that humans have dared to resist conquest by the Gargoyles. For her, Overlord Queen Marauder, the NGR will be her first great conquest on Rift Earth.

As if that were not enough, another Deevil Overlord has joined forces with the Angel of Death and her Brodkil Empire. She has them riled up to do battle with the demons, her rival, Queen Marauder, the NGR and defenders of Poland, turning the entire region into a chaotic war zone with four or five forces all fighting over the same territory and influence over the Gargoyles. It is the New German Republic's worst nightmare. Triax will do everything it can to supply the NGR defenders, but unless they can get help from somewhere, Germany may at last fall to monsters.

If Free Quebec and the Coalition States were not dealing with their own crises, they would both rush to the NGR's aid. But they simply cannot. The NGR's only hope is likely to come from the New Navy, Lemurians, and, perhaps Gypsies and heroes from the Russian frontier — perhaps even the Sovietski. England could enter the picture as well, but for now they are staying out of any conflict or allegiance with demons or Deevils.

Triax: The Gargoyle Empire

The NGR may have one other ally, the most unlikely of all, the Gargoyle Empire! The Gargoyles have grown to love being free and independent. They don't want to be forced into servitude – slavery – under demon or Deevil rule. Could it be that the Minion War is about to create the strangest bedfellows imaginable? The very idea is so crazy, it just might work. The Gargoyles have strength of numbers and, thanks to Triax, the NGR has unprecedented firepower. Between the two . . . who knows?

Until the Minion War comes to them, the Gargoyle Empire is on the losing end of a centuries long war against the humans of the NGR. They had been concentrating solely on their immediate enemies, the NGR and the growing unrest with the Brodkil Empire. As a result, they know little of what is going on in the rest of the Megaverse. Their fierce independence will make any kind of alliance with another supernatural force unlikely (mostly for fear of being dominated and taken over). They are unlikely to make any deals with the demons, only because they know the dismissive and abusive attitude demons have towards Gargoyles. They may consider an alliance with the Deevils, but the deal has to be sweet enough that they receive some kind of major benefit, and that is not likely to happen. An alliance with any demon or Deevil power will put the Gargoyles back into the position of powerless slaves. Many within the Empire would rather fight and die free than submit to the rule of either. It may sound unbelievable, but that makes joining forces with the humans of the NGR to fight a common enemy one of the only viable options. Ultimately, the Gargoyle Empire is only out for itself and any truce or alliance with humans would end the second the threat from the Minion War was over.

Triax: The Brodkil Empire

The Brodkil Empire is still growing and much of their influence comes from the *Angel of Death*. Consequently, she and the Brodkil have little knowledge of the Minion War until Deevil

Overlord Sthena brings it to them. Sthena is an outcast herself, so there is an instant bond between her and the insane Angel of Death. Together, they hatch a plan to destroy her new demon threat (a threat to them all) and her Deevil rival, Queen Maruader and her legion of Harpies. The Angel of Death is all for it and gives Overlord Sthena command over some of her Brodkil and Gargoyles.

The Brodkil Empire is still somewhat factionalized. Some want to remain allies with the Gargoyles, others want to be independent, and the rest want to ally themselves with the Angel of Death. The Minions of Hell present an outside threat that galvanizes the factions and gives them a common enemy to fight. Brodkil love to fight anyway, and when the Angel of Death and Sthena assure them that they will enslave the humans of Poland and crush the NGR when they are done with the demons and Deevils, the monsters are all in favor of the plan. How things actually unfold is anyone's guess. The Brodkil are led by two highly motivated, highly unhinged women. It depends on who gets the upper hand first. With every decisive win, the Brodkil become more emboldened. Give them Soulmancy weapons to fight with, and their bravado increases, and the very notion of getting their hands on Triax bionics, weapons and armor makes them salivate with joy. Naturally, the Brodkil would prefer technology, but Soulmancy weapons and magic items are always welcomed.



How to Save Rifts Earth

The Minion War is one of the greatest threats to ever befall Rifts Earth and humanity. Both warring factions care little about the lives of mortals; their first impulse is to destroy all that stands in their way. Their second impulse is to enslave inferior beings such as humans and D-Bees. There are some powers on Rifts Earth that can stand against the forces of Hades and Dyval. How-

ever, it seems that both hells have an inexhaustible supply of troops and resources. This is especially true if any of them are able to successfully build and activate a Hell Pit. Above all else, this can NOT be allowed to happen. Worse, demons and Deevils do not truly die. When slain in far-off dimensions like that of Rifts Earth, they simply disincorporate and reappear in their native dimension some years later. Both the Lords of Hades and Dyval are constantly recycling their troops and sending them back out to fight. This gives the illusion of an unlimited number of hell-spawned troops, an endless supply of warriors that can quickly demoralize even the largest armies.

How then can these demonic armies be defeated? Does humanity even stand a chance?

They do – with the right knowledge and working together against a greater, common enemy. Demons and Deevils have specific weaknesses that can be exploited if one knows what they are and understands how to use them to undo their masters. How these creatures think and operate is part of their vulnerability. The fact that they vastly underestimate humans is arguably one of their greatest flaws. While even the lowliest of demons has a Mega-Damage body, Supernatural strength and often magic or psionics, they are nothing without a strong leader. Just like chopping off the head of a snake, if a demonic general is killed, his or her army will scatter within hours. Even with a strong command structure, if these creatures see their leader fall they are likely to break ranks, flee, rampage and give in to their base instincts. Both demons and Deevils rely on strong leaders to provide direction for their troops, through fear and intimidation or outright awe and hero worship. This kind of knowledge needs to be exploited, because most mortal armies will try and fight a conventional fight and face the demonic forces head on. Even if they manage to defeat the first wave, the following waves will grow larger, stronger and deadlier through attrition alone, and the armies of Rifts Earth will eventually fall – but not if they understand the enemy and fight smart.

Lazlo has taken the lead in educating Earth's defenders by trying to spread a vast database of knowledge that they have collected from adventurers and dimensional travelers. This knowledge, however, is met with skepticism and little trust by some. Formidable armies such as Free Quebec and the Republicans are likely to ignore this information until it is too late, simply because they do not trust the source. That is why other steps have been taken to spread the knowledge. Northern Gun has endorsed and verified this information, which has made it more palatable to the Coalition States, New Lazlo, Kingsdale, Whykin, the Pecos Empire, Archie Three and most mercenary companies. The Federation of Magic already knows much of what is in the Lazlo database. Others listen to the Cyber-Knights and other trusted heroes. All have the same goal of spreading the knowledge of the Minion War and how to defeat the monsters from Hades and Dyval.

Possible Outcomes

Who will win the war is anyone's guess. The demons of Hades? The Deevils of Dyval? Humanity? The Four Horsemen of the Apocalypse? Nyla? Vampires? It is anybody's guess. Final victory, however, will take more than fighting prowess and bravery. It will require smarts, trust and unity.

The Demons of Hades thought they had won the advantage by attacking Dyval directly. However, they sorely underestimated

the Deevils' power and the number of troops they could bring to their defense. What further frustrated the demons and really shocked them was the Deevils' response – as quick and as bloody as the demons' initial invasion. Both forces have been locked in battle, and neither is willing to relent, especially as losses mount on both sides and each recycled demon or Deevil yearns for revenge.

In numerous dimensions the forces of Hades have been triumphant, but so too have those of Dyval in many places. Despite the holdings each force might have, it all comes down to **Rifts Earth**. This one little planet is the key to victory. Whoever takes Rifts Earth will inevitably take the Megaverse, and both sides have fully committed to taking the planet. Rifts Earth has everything they need; gateways to countless worlds and dimensions, an abundance of magic energy, and plenty of people and D-Bees to fuel their soul-devouring machines. The war has come down to the final quarter, winner takes all. Fortunately, both grossly underestimate the power of the human spirit. Together, humans and D-Bees stand to fight for everything they hold dear.

First, any existing Hell Pits need to be destroyed. The more Hell Pits that open to Hades and Dyval, the more hell-spawned troops will be moved to Rifts Earth. Hells Pits leading to other destinations on Rifts Earth should also be targets: destroying them will slow the advance of the demon armies, extending their supply lines and making them vulnerable to attack. The leaders of each army are the only thing keeping order and holding things together in each faction. Slay their leaders and the armies of Hell fall apart and scatter. Defeating them may not be easy, but it can be done.

In addition to being powerful in their own right, Hell's leaders are likely to have personal bodyguards that are fanatically loyal and willing to die to protect their masters. On the flip side, most of these leaders have become drunk on power and dismiss humans and D-Bees as serious threats. They almost always underestimate human resourcefulness and strength of will. Their guard is lowered when dealing with mortals, making them vulnerable to defeat and destruction.

These two factors are the keys to winning the war on Earth against the Minions of Hades and Dyval. Putting a stop to the war here will also take a lot of steam out of the Minion War elsewhere. Once all the Hell Pits are closed, and several armies on both sides are defeated, the demons and Deevils will be hard-pressed to send such large forces to Rifts Earth again. From the perspective of those on Rifts Earth, the war will be over. Sure, for years to come there are likely to be elements of both demonic forces actively fighting throughout the Megaverse, but not on the scale as the Minion War at its zenith. Eventually, the fighting will die down, and, perhaps after several hundred years, the status quo between these ancient rivals will return. However, that is far into the future and who knows what events will transpire. Andras might get his chance to take control of Hades, and the civil war that would follow could bring an end to the Minion War. The same could happen among the Deevil Lords. Mephisto has made no bones that he wants to be the undisputed ruler of Dyval, and like in Hades, a civil war would fracture the delicate alliances that hold Dyval together. At this point in the Minion War the internal politics of both demonic factions are delicate. The slightest change could cause internal strife that could last for centuries and put an end to the Minion War.

Hades Triumphant!

In order for Hades to be considered triumphant, the Deevils on Rifts Earth will have to have been defeated or forced into full retreat. Hades will also have to control 50% or more of the ley line nexuses on Rifts Earth, which would allow them to bring tens of thousands of fresh troops in daily. The various empires and city-states on the planet will either be crushed or are preparing to make their last stand. Furthermore, at least one of the Hell Lords needs to be alive. One would be sufficient to take control of the planet, or at least the parts controlled by Hades.

Should the Minions of Hades succeed in taking the planet, the future will be a bleak one for the mortals of Rifts Earth. Any and all resistance will be actively hunted down and destroyed. Demons require little in the way of rest, and in a matter of 3D6+2 years, all mortal resistance will be stomped out. The major powers such as the Coalition and NGR are likely to be hit the hardest, followed by the various magic societies. Places like Chi-Town and Lazlo will be reduced to rubble. All mortals will be enslaved as on Hades and will become the property of a particular Demon Lord or Demon Prince. Any industries that survive will be converted to serve the demon's cause – the extermination of the Deevils. Any mortals with combat training will be incorporated into the ranks of the Minions while the rest will be forced into slave labor or used to power Soulmancy weapons and war machines. The demons will continue to create more Hell Pits until they have a firm grip on Rifts Earth. The few remaining Rifts will be put under demon control and used to shuffle demonic forces to new dimensions that do not yet have Hell Pits. The demons will maintain an iron grip over Rifts Earth and will use it in their mad quest to exterminate the Deevils and dominate the Megaverse.

As for the various supernatural inhabitants of Rifts Earth, they are another matter entirely. The Splugorth will be the most difficult opponent for the Hades demons to defeat. Lord Splynncryth will not surrender Atlantis easily, but at some point he may abandon it. Lord Splynncryth will be most disappointed if the forces of the Earth can not manage to repel the demons and Deevils, even with his help. He has been very happy to watch their little societies flourish and then go to war against each other. He has found it most entertaining and it is one of the reasons he was willing to help.

Should the demons persist in trying to take Atlantis (and they will at first, even after their initial defeat), they will face the full power of the Splugorth, and learn that taking even a small island such as Atlantis is an almost impossible task. Millions of Hades soldiers will die in the process. After several years, some kind of truce is likely to be called. Splynncryth, however, is likely to remain a thorn in their side for decades, and he will help any small resistance groups that survive.

Other powers such as the Brodkil Empire will be absorbed quickly into the demon ranks. The Gargoyles in the NGR will prove to be stubborn and fight for years to come, especially if they learn of other forces opposing the demons, such as the Splugorth or even the Deevils. If they can, the Gargoyle Empire will try and form some kind of alliance with the Splugorth. In the end, however, the demons will manage to batter the Gargoyles into submission and for the rest of their lives they will be no better than slaves.

Facing the power of the Yama Kings may prove too great even for the combined forces of Hades. If they want to expend

their resources fighting the Yama Kings, then perhaps they would prevail after several decades, but, like with the Splugorth, the demons are just as likely to lose interest and move on to other business at hand. Even the demons understand the implications of trying to split their forces and fight on numerous fronts. The Vampire Kingdoms will be no pushover either, though in the end, they are likely to fall.

With demonic control over the Earth, even the face of the planet will change as if it is bending to the will of the monsters. Thanks to the hundreds of Hell Pits dominating the landscape, Rifts Earth will take on the characteristics of Hades. The change will start in the various mountain chains around the planet as volcanoes erupt, spewing ashes into the air and darkening the sky. The seas will begin to boil away as lava flows from the land into the sea, where eventually the remnants of the oceans will ignite into eternal flames. It is a process that will take hundreds of years, and nothing is likely to survive. Everything will be gone, buried by ash or reduced to rubble.



Dyval Triumphant!

On the flip side of the coin, if the Deevils win, the outlook for Rifts Earth is just as grim. Just like the demons, the Deevils will need to control 50% or more of the world's ley line nexus points. The demons need be on the verge of defeat or pushed back in full retreat to Hades.

Deevils will subjugate all, but not by utterly destroying their enemies. No, the Deevils want the cities and various industries to

remain intact – at least long enough to make use of them. Some of the smaller cities will have to be destroyed as examples and ultimatums will be delivered to any remaining powers. Those that surrender will be ruled by a regional Deevil governor. A Deevil occupation force composed mainly of Devilkins will take charge. It will be more like a secret police force to keep the people afraid and in line. Misbehave and you will be the next one taken away in the middle of the night for interrogation or permanent detention.

Those cities that refuse the Deevil's ultimatums will be dealt with by cutting off any external supplies and resources. Of course, this could take years, especially for a place like Chi-Town that is at the least somewhat self-sufficient and has stockpiles of food, fuel and supplies stored away. For these special cases, the Deevils will plant agents within to sabotage facilities and cause chaos. Of course, if push comes to shove, the Deevils will simply raze the city and take whatever is left. However, the infernals see many places like Chi-Town and Lazlo as potential resources to be used against the demons in the future. Humans are resourceful, and their own demon-fighting gear could be used as weapons against the demons and other enemies. Earth would be the place to manufacture such things.

The Deevils may also bargain with the various supernatural powers on Rifts Earth. While they may test the waters to see if they can achieve an easy victory, some powers like the Splugorth and the Yama Kings are best left alone.

As for the planet itself, the Deevils would construct their own Hell Pits leading to the various levels of Dyval. This might end up destroying the Earth, due to the dimensional bleed that is caused by the Hell Pits. The dimensional fabric of Rifts Earth will once again begin to tear itself apart, just as it did during the Great Cataclysm. Dimensional anomalies will start to appear everywhere, not just near ley lines or in dimensionally volatile regions like the Yucatan Peninsula. The various levels of Dyval will begin to leak through and start to dominate particular areas. The problem is that Rifts Earth resides in a single dimension, unlike Dyval, which is a series of interconnected dimensions that share a common dimensional fabric. Each of the Dyval dimensions will exert its own influence, causing a collision of realities and splintering the dimensional fabric of Rifts Earth. This will mean places like the Magic Zone will go from lush tropical forests like those found in Dyval Prime to sub-zero temperatures like Tundra within the space of a few miles, and only a few miles from that could be a vast desert like the Great Dyval Desert. The stress from the various dimensions will transform the land over the course of a thousand years and finally cause the planet to tear itself apart. Ironically, such an event might end up being a doomsday that shatters the entire Megaverse!

Draw

A draw in this case only means a temporary lull in the fighting. Several of the major demonic generals will have been defeated, leaving only three or four from both demonic factions. Each will still have their main bases of operations, the Calgary Kingdom of Monsters for the Demons and Ciudad de Diablo for the Deevils. Each will still have control over huge armies and some scattered captured territory across Rifts Earth. It also means that the primary Hell Pits in each capital have not been destroyed and reinforcements can still be called through.

Many of Rifts Earth's governments will have remained intact, but the demons and Deevils remain a constant threat. For the next few years, everyone will prepare for the next big offensive. Both sides in the Minion War will call in massive amounts of reinforcements and prepare for a new campaign of war. While the buildup is going on, important people who were instrumental in stopping the Minion War (like the player characters) will be targets of assassination, ambush, you name it. Unless stopped, every few years there will be a new demon or Deevil offensive which plows through everything in its way. Earth will have bought precious time, however, perhaps allowing humanity the breathing room needed to rally its forces and, once and for all, unite to put an end to the threat caused by the Minion War.

Trying to defend against the unpredictable nature of Demon Plagues makes fighting difficult. One could be prepared one minute, not see any demons or Deevils for days or weeks, only to be attacked when they least expect it. Or worse, wave after wave of successive attacks do not allow time to prepare, wearing down the defenses that much faster. A draw will give everyone time to take a breath and perhaps counterattack the demons or Deevils before they can get back to full strength. It is a much better option than allowing either side to win in the war.

Defeating Both

The ideal scenario is defeating the demons *and* Deevils by forcing them both off the planet before they can establish a strong foothold on Earth, but even victory may reshape the face of the planet. Nations may rise and fall, or become crippled and never be the same. Parts of the world may be forever-scarred by the remnants of Hell Pits and hard-fought battles. The balance of power may change for the better or worse. Defeating both means slaying the majority of the demonic generals and destroying all of the Hell Pits, but hundreds of thousands of demons and/or Deevils may remain in the world. Without strong leaders amongst them anarchy will reign, and these smaller factions and individuals will prey upon mortals and cause trouble and strife for generations to come.

The Minion War and fighting in other dimensions is likely to continue for decades. However, with Rifts Earth saved from their clutches, the peril of a Megaverse falling under the subjugation of demons or Deevils is unlikely. The Minion War will at last come to an end.

Seeking Extra-Dimensional Help

Throughout the Minion War, observant dimensional travelers will notice a certain lack of assistance from various supernatural powers. Beings from the Pantheon of Light would certainly send their champions to assist where they could, but the demons of Hades are holding a precious artifact. It is rumored that Modeus has the Skull of Osiris hidden deep in his castle in the city of Zaglor Bog. This is likely to have prevented the gods from moving sooner, and not knowing what Modeus would do with the Skull has prompted them to withhold their help. If someone were to retrieve the Skull of Osiris, not only would they be richly rewarded, the forces of the Pantheon of Light could be unleashed.

It is also likely that one of the many Demon Lords may hold a valuable prisoner, perhaps a champion, or even the son or daughter of a god. Freeing these valuable prisoners could trigger a ma-

ior response that sends the demons and Deevils running. It is also likely that the Deevils possess some kind of item or person used as leverage against these beings as well. Who knows who could be held captive in the jails of Inferno? Heroes like the Player Characters could be called upon to make various trips into Hades to retrieve the Skull, or perhaps steal the *Omega Book* from Modeus. Other groups could be sent to Dyval to free captives and perhaps even free the Deevil *Lord Rhada*, allowing a deal to be struck. Freeing her could cause internal strife in Dyval and she could rally her Fenry – who would eagerly follow the commands of their lord.

Other beings may even require the help of the Player Characters. Rumors tell that the Courts of Light, home to the various angelic beings (like the Seraph, or the Cherub), have fallen victim to the events of the Minion War. If true, the forces of Hades are keeping the Angels from coming to the aid of mankind. Perhaps it is the players who could make the difference and bring the Courts of Light into the conflict.

In the end, it is going to be small groups like the Player Characters who are going to make all the difference. Are they heroes of villains? Do they take on the tasks of dimensional travel to seek out allies and help defeat the demons and Deevils, or do they join one of the sides in the Minion War? The possibilities for profit and power are endless. Temptation is a powerful foe that can corrupt even the noblest of heroes. How will the Player Characters' actions determine the outcome of the Minion War?

Have fun.

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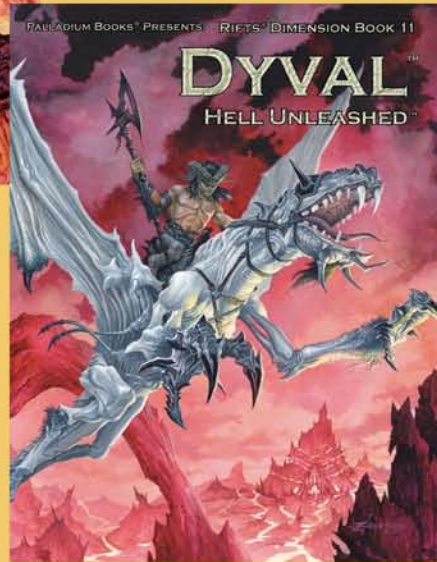


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